

FREE LEAGUE

CORIOLIS

ARTIFACTS & FACTION TECH

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ARTIFACTS

Artifacts are the most valuable objects the PCs might acquire during the course of play. Items from the Portal Builders or the lost Horizons could give the player characters considerable power over others or friends in high places, or could make them very wealthy.

HOW THE PCS go about understanding and using artifacts is described on page 65 in the Rulebook.

HANDLING ARTIFACTS

As the GM, you are in control of the artifacts in the Third Horizon. When the PCs explore a new planet, ancient ruins or some other place that might contain artifacts, you could let the dice tell you if there is something there – but you are never forced to allow the dice to determine whether an artifact is present. You could also let the PCs find artifacts in completely different places – in settlements or on the person of an NPC, for example. Use artifacts as rewards for exploration, but also to create drama or suspense inside and outside the group. Artifacts are mighty and valuable things – anyone who finds an artifact will become very powerful, but will also become a target for the factions, dangerous NPCs and even other PCs.

ARTIFACT GLYPHS

Many artifacts are covered in strange markings, patterns and writing, collectively known as glyphs in the portal archaeology community. There are several different styles of glyphs, and many schools have made it their mission to study the curious symbols and interpret them. So far, no one has been entirely successful, but some of the more common glyphs – “warning”, “danger”, “activation” and a few others – are known. When an artifact is covered in glyphs, it is up to you, as the GM, to describe and name the glyphs in question.



ARTIFACT LIST

Below are the descriptions of the different artifacts. The modifiers to rolls for **SCIENCE** or **MYSTIC POWERS** are in a box beside the name, and the descriptions include the rate of Darkness Point generation and what skills or talents are required to understand the artifact. The list on page 17 describes the artifacts that can be used as weapons.

⚙️ **CADAVER CLOCK**

+2

Cadaver clocks often look like large, complicated clockworks, with intricate systems of gears and moving parts. They are powered by processes of putrefaction, and can, for example be large spinning wheels with corpses nailed to them. The slowly rotating bodies, in various stages of decay, turn and twist on hooks and nails, falling apart and powering the nefarious clock.

- ◆ **Effect:** A cadaver clock is used to power some other artifact or sarcophagus connected to the clock. In some mysterious way, the clock can channel the Dark Between the Stars and use it to power the second artifact. Seeing a cadaver clock is a haunting experience for the PCs, generating 2 Stress for the PC and 2 DPs for the GM.

- ◆ **Darkness Points:** 2
- ◆ **Knowledge Requirements:** MYSTIC POWERS

⚙️ CAUSALITY STONE -2

A flat stone with a large glyph or pictogram on top.

- ◆ **Effect:** Causality stones are quantum mechanically entangled. When they are activated, users in different locations can send messages to one another without any time delay, regardless of distance. The quantum-entangled particles are consumed with use, and only a limited amount of data can be transmitted before they no longer work. The amount of data can be anything from one image to long conversations. A causality stone can be recharged, but this seems to require some other artifact.

- ◆ **Darkness Points:** 2
- ◆ **Knowledge Requirements:** SCIENCE or MYSTIC POWERS

⚙️ CHRYSALIS POD -2

A black urn covered in bas-relief glyphs, about two meters high. A thin crack runs along one of the sides from top to bottom. The urn is vibrating softly.

- ◆ **Effect:** The urn opens when a wounded intelligent creature is nearby. The pod is activated when the wounded being is placed inside it, after which it heals all wounds over the course of a few hours, even critical injuries. Recently deceased people will be brought back to life, but often with amnesia, warped personalities or other, darker side effects...

- ◆ **Darkness Points:** 2 (5 if a dead person is placed in the pod)
- ◆ **Knowledge Requirements:** MEDICURGY 5 or the Artificer Talent

⚙️ CORNUCOPIA -3

The cornucopia, also known as a fabricator, comes in many different shapes and sizes, from small cubes to technological beasts the size of spaceship hangars. Most fabricators are dark and tend to shimmer faintly. They emit low, rumbling sounds and heat when activated. There are two openings on the artifact, on opposite sides.

- ◆ **Effect:** When an item is introduced into one of the openings of the cornucopia, it is scanned and an exact replica is produced in the other opening. Living things cannot be replicated, and will come out dead. The living original must test **FORCE** at -3 or suffer a critical injury. The cornucopia must be refueled with physical matter at regular intervals, something it does on its own by consuming matter from its surroundings. This will usually have the same effect as an implosion grenade (p 16) somewhere within Short range of the cornucopia.

UNDERSTANDING ARTIFACTS

When the PCs find an artifact, they can attempt to understand it using **SCIENCE** or the **Artificer Mystical Powers Talent** (p 77 of the Rulebook). The knowledge requirements below will sometimes include other skills necessary for the understanding of a specific artifact. If there is a skill level specified in the requirements, it will tell you how knowledgeable a PC needs to be in order to try to understand the artifact. If nothing is specified, skill level 1 is enough. Only **SCIENCE** or the **Artificer Talent** is tested to understand an artifact, regardless of whether there are other skills listed in the knowledge requirements. In the artifact list below, there is a modifier next to each artifact's name telling you how rare and difficult to comprehend it is.

DARKNESS POINTS AND ARTIFACTS

Many artifacts and much faction tech work by manipulating energy streams that lie dangerously close to the Dark Between the Stars. Each time an artifact or some powerful technology is used by the PCs, it will generate Darkness Points for the GM. The descriptions below will tell you how many DPs are generated by normal use of the item, and the text will detail if there are any special circumstances generating extra DPs. The same goes for the faction technologies. If instead the GM wants his NPCs to use artifacts or faction tech that would normally generate DPs, this use will instead cost the GM the corresponding number of DPs.

TABLE 1. ARTIFACTS

Roll dice on this table to randomly pick an artifact.

D66	ARTIFACT
11	Cadaver Clock
12	Causality Stone
13	Chrysalis Pod
14	Cornucopia
15	Deprogrammed Nanite Swarm
16	Disintegrator
21	Exophasic Generator
22	Field Sphere
23	Force Field Belt
24	Graviton Pistol
25	Gravity Sensor
26	Gravity Torpedo
31	Healing Scarab
32	Healing Swarm
33	Hypertime Field
34	Implosion Cutter
35	Intelligence
36	Light Swarm
41	Mnemic Programmer
42	Mind Helmet
43	Morphic Spike
44	Mystical Bomb
45	Nanite Suit
46	Nanite Swarm
51	Scarabaeus Armor
52	Sentinel Stone
53	Spirit Glasses
54	Spirit Ray
55	Sugar Globe
56	Survival Cocoon
61	Symmetry Helmet
62	Symmetry Stone
63	Time Tank
64	Triffid Crab
65	True Intelligence
66	Vortex Grenade

- ◆ **Darkness Points:** 3
- ◆ **Knowledge Requirements:** TECHNOLOGY 4

⚙️ DEPROGRAMMED NANITE SWARM

A sphere or cylinder of shimmering, grey sand, somehow keeping its shape no matter how it is turned. It is both hot and cold to the touch and stings naked skin.

- ◆ **Effect:** The sphere can be programmed and activated by verbal commands or through a computer using either **DATA DJINN** or **TECHNOLOGY**. The sphere can be programmed to repair D6 items or completely heal the same number of critical injuries completely.

- ◆ **Darkness Points:** -
- ◆ **Knowledge Requirements:** SCIENCE 4

⚙️ DISINTEGRATOR

A bluish-purple, oblong artifact with what looks like smooth grips on the underside. It has a black, rifled opening at one end, and the other end extends into a long, almost organic tube connecting to a flat, rectangular unit roughly the size of a backpack.

- ◆ **Effect:** The disintegrator is activated using **RANGED COMBAT** and sends out an invisible ray that disintegrates the targeted matter within Short range. The weapon itself is completely soundless, the only sound being that of the matter disappearing from existence—a dry, trickling noise, like sand. Buttons on the side of the weapon can alter the spread of the ray from a straight line to a cone. Targets hit by the disintegrator ray are wholly or partly disintegrated. Only force fields and stasis nets protect against attacks from the disintegrator. The weapon requires enormous amounts of energy from the connected battery pack. The battery lasts for D6 uses, after which it recharges itself by absorbing energy from the surroundings. This can result in a wide range of unexpected effects—such as rapidly dropping temperatures within Long range, or implosion effects (like that of an implosion grenade, see p 16).

- ◆ **Darkness Points:** 5
- ◆ **Knowledge Requirements:** TECHNOLOGY 5

⚙️ EXOPHASIC GENERATOR

A smooth, grey artifact, shaped like a rectangle with rounded corners. Although it is small enough to fit inside the palm of a hand, it is surprisingly heavy (heavy object). Parts of the artifact become transparent when touched, revealing a dark void with slowly moving, strange glyphs inside.

- ◆ **Effect:** When the generator is activated, the user will cease to exist in our universe. She becomes invisible, cannot be spotted using any kind of sensor technology, and is not affected by any physical objects or weapons. The user is still affected by gravity, but cannot see or hear anything outside of the exophasic sphere. The only way for the user to know how she is maneuvering in the real world is to use some form of inertial navigation system. To an onlooker, the exophasic sphere appears only as a light tremor in the air. Gravity sensors can see through the sphere, and the graviton pistol can be used to wound the user.

- ◆ **Darkness Points:** 2

- ◆ **Knowledge Requirements:** TECHNOLOGY 5

⚙️ FIELD SPHERE +1

A heavy, metal pack shaped like a rectangle and usually fitted with straps or a harness to be easily carried by a humanoid being. The pack's surface has a pattern resembling fish scales, and a raised glyph on top, like a big button.

- ◆ **Effect:** When the field sphere is activated, a force field is generated around the wearer. The barrier cannot penetrate physical objects as it is generated, but after it has been activated, it provides formidable protection from all forms of physical attacks (Armor rating 10, plus it negates 5 points of damage before the Armor test) from both sides of the barrier, that means that the armor prevents attacks from inside the sphere as well. No new oxygen is introduced into the force field, and anyone inside will eventually suffocate unless they are wearing an exo shell or bring some other form of oxygen supply into the field with them.

- ◆ **Darkness Points:** 3

- ◆ **Knowledge Requirements:** TECHNOLOGY

⚙️ FORCE FIELD BELT +1

A wide, black belt with a flat buckle depicting a sun surrounded by planets and strange glyphs. The length of the belt is adjustable, and it can be made several meters long.

- ◆ **Effect:** When the symbol of the sun on the buckle is activated, a force field encapsulates the wearer. The field protects against all forms of damage, including meson weapons, and has an Armor rating of 5. It also makes the wearer of the belt stronger, giving her a +1 to **FORCE** and **DEXTERITY**. The field requires a lot of energy, and generates a lot of DPs. When activated, 3 DPs are generated at the start of each turn the field is active. After D6 turns, the field shuts off automatically. When the field turns off, it can sometimes contract violently with the effect of

PRESENTING ARTIFACTS

The artifacts presented below are only described briefly, and it is up to you, as the GM, to modify and expand on the descriptions as you see fit. Maybe the object has a different color, or is covered in dirt? Is it cracked, with pieces falling off, or damaged in some other way? Some artifacts have an aura about them, instilling feelings of dread or pleasure, for example, and such an aura might be clearly obvious to a mystic PC. You can also modify how dangerous an artifact is or how many DPs use of the item generates. The shape of an artifact is also up to you – a suit of armor could be represented by a medallion and a weapon might be a glove for example – the important thing is to make the artifact feel unique and special!





HYPERTIME FIELDS IN THE GAME

Hypertime fields can be used for many different things, for example, to rest and heal an injury, learn a new skill or to finish a showdown with an opponent within Close range without interference from others. People inside the field cannot see outside of the bubble or interact with the outside world in any way. The GM should be careful when introducing a hypertime artifact, but can always make it collapse (or stop the PCs from collapsing it) by spending 3 DPs.

THE ORIGINS OF THE HEALING SCARABS

Now and then, the scientific community debates whether or not the healing scarabs actually come from the Portal Builders or not. Unlike remnants like the monoliths or the portal fields, which defy the physical principles understood by mankind altogether, some people claim that the scarabs are man-made, albeit long before the Portal Wars. Despite the apparent user-friendly of the scarabs, no one has been able to understand exactly how they work, however. Legionnaires sometime wear several crimson scarabs on their armor, as trophies of blood spilled for the glory of the faction.

an implosion grenade on the user (this effect costs 5 DPs that cannot have come from use of the belt).

- ◆ **Darkness Points:** 3 on activation and 3 per turn of use
- ◆ **Knowledge Requirements:** SCIENCE

⚙️ **GRAVITON PISTOL**

+2

A slightly curved object weighing almost nothing. It is dark, has what appears to be a grip at one end, and a small hole at the other.

- ◆ **Effect:** The pistol can be fired using **RANGED COMBAT**, projecting an oscillating hypergravity field in a targeted spot. There is no ray between the weapon and the target, and Armor or Cover may not be tested. The pistol is slow and difficult to use.
- ◆ **Darkness Points:** 1
- ◆ **Knowledge Requirements:** TECHNOLOGY

⚙️ **GRAVITY SENSOR**

-1

A slightly curved disk. The concave side is shiny and smooth, but glyphs and lines cover the convex side. If placed over the face, it will attach itself to cover the eyes, but is easily removable.

- ◆ **Effect:** When the sensor is activated, the user will be able to feel fluctuations in gravitational fields within Long range. This can, for example, be used to see where underground tunnels go, what is on the other side of a wall or to see through an exophasic sphere. To understand what the sensor is showing you requires a successful **OBSERVATION** test.
- ◆ **Darkness Points:** -
- ◆ **Knowledge Requirements:** SCIENCE



⚙️ **GRAVITY TORPEDO**

+2

A pointy, dark tube some three meters in length, clearly looking like a torpedo, covered in spiraling glyphs around the tip.

- ◆ **Effect:** The gravity torpedo moves faster than normal torpedoes (three segments per turn, Long range), deals weapon damage 6, and always inflict a critical hit.
- ◆ **Darkness Points:** 2
- ◆ **Knowledge Requirements:** TECHNOLOGY

⚙️ HEALING SCARAB +1

The small scarabs are barely three centimeters long, and about two centimeters wide. They appear to be made from smoky glass, are hard as stone and covered in tiny spiraling patterns cut into the surface. The bas-relief makes the scarabs rough and sharp to touch.

◆ **Effect:** When a scarab is placed on an open wound, it softens and expands. The wound is slowly closed up and projectiles or shrapnel inside the body are pulled out. The scarab darkens as the wound is healed, from smoky white to crimson red, and then it falls off. A scarab restores 2 HPs. Three scarabs can get a broken PC back on her feet and five scarabs can heal a critical injury.

◆ **Darkness Points:** 1

◆ **Knowledge Requirements:** MEDICURGY 3

⚙️ HEALING SWARM +1

A dark, egg-shaped container about twice the size of a human fist. There are glyphs carved into the shell and thin slits run along the sides.

◆ **Effect:** The container houses a swarm of nanites capable of administering first aid by cleaning and cauterizing wounds, healing fractured bones and filtering blood. When activated on a PC, it will restore that person to her full HP value in one hour and heal one critical injury. The process is unpleasant, and inflicts D6 points of stress. Some swarms are tailored to some other species than humans, and will instead inflict a critical injury on the PC (this effect costs 3 DPs). The swarm can only be used once.

◆ **Darkness Points:** 4

◆ **Knowledge Requirements:** MEDICURGY

⚙️ HYPERTIME FIELD -2

A cube of dark meteorite metal, with all six sides covered in glyphs.

◆ **Effect:** When the artifact is activated, a four-meter bubble of hyper-accelerated time is created. From inside the bubble, it will look as if time has stopped on the outside, but this is not true. From the outside, the bubble appears like a large, reflective silver sphere. The field is active for as long as the user wants it to be, or until the GM decides that the battery is depleted.

◆ **Darkness Points:** 5

◆ **Knowledge Requirements:** Artificer Talent

⚙️ IMPLOSION CUTTER +1

A hammer-like object with a thin tip on one of the hammer-

heads. There are various glyphs and controls on the handle, along with a small container covered in red warnings.

◆ **Effect:** The artifact creates a controlled implosion within Close range in front of the hammerhead tip. The implosion sphere can be up two meters in diameter and penetrates through all physical materials, such as walls and ship hulls. Each use of the cutter takes three turns. By spending 3 DPs, the GM can overload the cutter, with the same effects as an implosion grenade (p 16), but the artifact is not destroyed.

◆ **Darkness Points:** -

◆ **Knowledge Requirements:** TECHNOLOGY

⚙️ INTELLIGENCE ±0

An intelligence can come in many shapes and forms. It is usually tied to a physical object, from a small bracelet to a huge temple, but may have an ethereal form once activated. It is up to you as the GM to describe the artifact.

◆ **Effect:** The intelligence will normally need a day or two to learn how to interpret its surroundings, after which it can use a voice modulator to have its voice sound anywhere within Close range of the object it is tied to. The intelligence has **WITS** 3 but no **EMPATHY** score. It can be linked to a computer or ship system to function as a party or crewmember with 2 points in all Advanced skills.

◆ **Darkness Points:** -

◆ **Knowledge Requirements:** SCIENCE and CULTURE

⚙️ LIGHT SWARM +2

An oblong glass container with a grey, ceramic seals in one end. Glyphs around the seal function as a controlling mechanism.

◆ **Effect:** When the swarm is activated, a cloud of microscopic nanites will float over an area and illuminate it. They are controlled using **DATA DJINN** and voice commands, and can be made to move within Short range of the user. They can light up the insides of pipes or narrow, inaccessible crawlways. The light is dim, but allows for reading. The swarm container is powered by a cell that lasts for one hour of use. Changing the cell is a **TECHNOLOGY** test.

◆ **Darkness Points:** -

◆ **Knowledge Requirements:** TECHNOLOGY

⚙️ MNEMONIC PROGRAMMER -1

A crown that appears to fit a human head. The artifact has a discreet mosaic pattern. There are small spikes on the inside that look like teeth, pointing inward.

- ◆ **Effect:** When the crown is placed on the head of an intelligent being, the "teeth" will dig their way through the being's scalp. This is painless, but inflicts 1 point of damage. The crown will then examine the wearer's spirit. When activated, the crown will immediately begin to cure one of the wearer's manias, which will require twenty-four hours. It can also be used to restore mind points (2 points per DP generated). If the crown is used too often, it will begin to affect the wearer adversely instead, resulting in a new mania or some other unpleasantness of the GM's choosing. A negative effect will cost the GM 3 DPs to activate.
- ◆ **Darkness Points:** 1 per 2 MPs restored or 4 for a healed mania
- ◆ **Knowledge Requirements:** **MEDICURY**

⚙️ MIND HELMET

A hollow orb, somewhat larger than a human head, with an opening in one side. The inside is covered in tiny, black spikes that feel cool to the touch. The outside of the orb is matte black and covered in rows of small glyphs.

- ◆ **Effect:** The mind helmet can scan a person's mind and spirit, and copy, change or even erase it. The helmet can be used to heal manias and mind memes. Test **MEDICURY** at +2. Success restores the patient's damaged mind. Failure means an important memory is permanently erased. The procedure takes 2D6 days. Only in rare cases is an entire personality destroyed. If someone tries to use the helmet to deliberately erase someone's personality, this is an insane (-3) **MEDICURY** test and the action generates 8 DPs.
- ◆ **Darkness Points:** 3
- ◆ **Knowledge Requirements:** **MEDICURY**

⚙️ MORPHIC SPIKE

This artifact is usually shaped like a pick hammer with a shining head. The handle is dark, and has a comfortable grip regardless of who picks it up.

- ◆ **Effect:** The spike is made from a mnemonic metal with morphic capabilities. It can, for example, be used as a climbing pick (+3 to **DEXTERITY** when climbing), or as a weapon with the same stats as a dura axe. The morphing of the object is controlled from the handle, and new shapes can be programmed using **DATA DJINN**.
- ◆ **Darkness Points:** -
- ◆ **Knowledge Requirements:** **TECHNOLOGY**

⚙️ MYSTICAL BOMB

A fist-sized, dark orb with a small button on it. The surface is knurled and easy to grip.

- ◆ **Effect:** Grenade. When it detonates, everyone within Close range is affected. Mystics suffer an attack with a blast effect of 8 that deals stress instead of damage. A mystic who suffers at least 1 point of stress from the attack cannot use any mystical powers for D6 turns. Normal people suffer an attack with a blast effect of 3 that deals stress instead of damage. Armors have no effect.
- ◆ **Darkness Points:** 3
- ◆ **Knowledge Requirements:** Artificer Talent

⚙️ NANITE SUIT

A flat, black box with a single glyph on top. A splashing sound can be heard from within.

- ◆ **Effect:** When the box is placed on someone's body, a jet-black suit will unfold and cover her entirely. The suit is made from nanites, and shimmers faintly. The nanites analyze the wearer to find her eyes, letting light and other radiation through there to allow for multi-spectrum vision. The suit functions as a vacuum suit with an Armor rating of 1. When first activated on a person, the suit will meld with her skin when deactivated, and can after that be reactivated by force of will. The first activation is a frightening experience, and the user suffers 2 points of stress.
- ◆ **Darkness Points:** 1 per activation
- ◆ **Knowledge Requirements:** **SCIENCE**

⚙️ NANITE SWARM

A transparent container about the size of a human head, filled with swirling, charcoal-colored sand. A low buzzing sound can be heard from the container. The lid is covered in red warning glyphs and small controls.

- ◆ **Effect:** When the container is opened, the nanite swarm pours out and forms a cloud of hovering, grey mist. The swarm will then execute its preprogrammed commands, which could be anything from beginning to build something (perhaps another artifact or a strange work of art) to attacking the user.

NANITE SWARM

ATTRIBUTES:

STRENGTH 10, AGILITY 6

HIT POINTS: 16

SKILLS: Melee combat 3

- ◆ **SWARM:** The nanite swarm can only be damaged by fire, thermal throwers and explosions.

- ◆ **Darkness Points:** 3
- ◆ **Knowledge Requirements:** SCIENCE

⚙️ SCARABAEUS ARMOR -1

A large, flat shield, covered in a greenish-black coat and with a large, green glyph in the middle.

- ◆ **Effect:** When a user activates the shield, an ultra light exoskeleton will unfold from the center of the shield and cover the user. The skeleton attaches itself to the user with small, razor-sharp hooks for optimal control, which is very painful and frightening. The user immediately suffers 3 points of stress and 2 points of damage (which the suit will heal in twenty-four hours). When attached, the suit has an Armor rating of 8 and gives its wearer a +2 to **FORCE** and a +1 to **DEXTERITY**. The suit also contains nanite injectors that automatically restore a broken PC to 2 HPs after one turn. The wearer will, over time, become addicted to the suit, and will not want to take it off. Each time a PC wants to take the suit off, she must pass an increasingly difficult **EMPATHY** test (the first test is unmodified, after which the difficulty is raised by -1 per test). If the wearer stays in the suit for more than twenty-four hours or fails the test to take it off, she suffers a -2 to **MANIPULATION** until she manages to take the suit off.
- ◆ **Darkness Points:** 3 on activation, 3 when the injectors restore a broken PC, and 1 per day of use
- ◆ **Knowledge Requirements:** SCIENCE



⚙️ SENTINEL STONE -2

A small sculpture with shimmering, flowing shapes and colors.

- ◆ **Effect:** Turns into a Sentinel (see the Rulebook, p 332) one hour after activation.
- ◆ **Darkness Points:** 4
- ◆ **Knowledge Requirements:** CULTURE

⚙️ SPIRIT GLASSES +2

Old-fashioned prisms or spectacles covered in strange, interlocking glyphs and patterns. Despite its somewhat curious appearance, the artifact is easily recognizable as a pair of glasses. Tiny hooks with a series of separate lenses can be folded down before the face of the wearer.

- ◆ **Effect:** If the right combination of lenses is used, the wearer is able to see ethereal beings such as spirits, darkmorphs without bodies, and sometimes even phantoms possessing human hosts. The visions are hallucinatory and confusing. The wearer must pass a **MYSTIC POWERS** test or faint from the experience as well as losing 3 Mind points, usually waking up with amnesia.
- ◆ **Darkness Points:** 1
- ◆ **Knowledge Requirements:** MYSTIC POWERS

⚙️ SPIRIT RAY -3

A rough, black object with an oblong shape. One end is fitted with a grip; the other is sharp and glows on use. The object is robust and can be used either as a sharp or a blunt weapon.

- ◆ **Effect:** The object is a weapon that fires a neuron ray. The ray interacts with and attacks the target's spirit. The target must test Empathy or **MYSTIC POWERS** to resist the attack. Success means only suffering D6 hours of retroactive amnesia. Failure means immediate unconsciousness and death within D6 hours. The only thing that can save the victim after a failed roll is a trauma lab or prayers from a firm believer in a temple or chapel. The victim's spirit is stored in the neural database of the weapon. The spirit could possibly be extracted from the weapon, but it is not known how one would go about doing this. The spirit ray can be used to wound spirits and darkmorphs that cannot be wounded by normal weapons, and in these cases, is treated as a Vulcan pistol. Armors may be tested normally.
- ◆ **Darkness Points:** 2
- ◆ **Knowledge Requirements:** MYSTIC POWERS

⚙️ SUGAR GLOBE +3

Everyday items left behind by the Portal builders are the so-called sugar globes. They are small enough to be held with two hands and have a rough, somewhat gummy surface. If sugar water is poured over the artifact, it will start to glow with a bright light.



- ◆ **Effect:** Glows brightly for one hour.
- ◆ **Darkness Points:** -
- ◆ **Knowledge Requirements:** -

CONCERNING SUGAR GLOBES

The sugar globes have been unearthed in the swamps of Kua, the river deltas of Menkar, and on several other places throughout the Horizon. They are regarded as an exotic symbol of status, and most upper class households own at least one. Breaking a sugar globe is believed to cause bad luck. The contents of the globe are a glutinous, white goo with a heavy, sweet smell that remains in the air and sticks to clothing long after the globe is smashed. The price of a sugar globe can vary, from a few hundred berr to several thousand. Red sugar globes are the most highly sought after among the upper classes.

TRUE INTELLIGENCES IN THE GAME

True intelligences can be handled by the GM as regular NPCs. They are often eccentric, however, may have trouble reading social codes and cues, suffer from intense existential anxiety or always be connected to ship and computer systems when possible. The physical shape of the intelligence will, of course, affect its behavior – is it completely ethereal, residing in the ship's data core, or does it reside in the body of a "transcendent" mortal being? Just like regular intelligences, true intelligences can, depending on their shape, be linked with ship systems and function as crewmembers. Their skill levels are up to the GM to decide, as is whether or not they are even willing to perform such menial tasks.



 SURVIVAL COCOON
 

A deep grey disk about the size of a dinner plate, with glyphs on one side and concentric rings on the other. Sometimes found activated, in which case it looks like a shining, sensor-proof orb large enough to hold an adult human.

◆ **Effect:** When the cocoon is activated, it turns into a shining, sensor-proof orb. It fills up with nutritious shock-gel that enables one person inside the cocoon to survive for one week. After the first week, the user will suffer 1 point of damage per week until she dies. As the shell of the cocoon is sensor-proof, it is easily detectable (+4 to the sensor test). The person inside the cocoon is in not stasis, and may suffer hyper sickness or other unpleasant side effects. The cocoon is easy to open by pressing a glyph on the outside, upon which it disintegrates and leaves the user in a pile of goo on the floor.

◆ **Darkness Points:** 3

◆ **Knowledge Requirements:** SCIENCE



 SYMMETRY HELMET
 

A white helmet with lines of glyphs all over it. The inside is covered in small knots that look like teeth.

◆ **Effect:** The helmet gives its wearer **MYSTICAL POWERS** 2 or a +3 to that skill if she is already a mystic. It also contains one "built-in" mystical Talent of the GM's choosing. Non-mystics who put the helmet on immediately suffer 3 points of stress and become confused for one turn. Mystics who put it on only become confused for one turn.

◆ **Darkness Points:** 3 whenever a mystical power is activated by the wearer instead of the normal cost

◆ **Knowledge Requirements:** SCIENCE



 SYMMETRY STONE
 

A stone or small figurine with glyphs and geometrical patterns on it.

◆ **Effect:** The stone contains one mystical power that can be used by mystics who hold the stone. If the stone's power is used and the activation roll fails, the effects could be stress (costs 1 DP per point) or a mania (4 DPs).

◆ **Darkness Points:** 2 when activated, in addition to the DPs generated by the power in question

◆ **Knowledge Requirements:** CULTURE or Artificer Talent

 TIME TANK
 

A glass tank filled with a murky, green liquid. It is large enough

for two humans to be submerged in the liquid. It has several screens, glyphs and control panels on the outside.

- ◆ **Effect:** A growth chamber that instead of using chemical compounds for rapid cell growth utilizes a time field. One minute in the time tank is the equivalent of half a day outside the tank, one hour is a month and one day is two years. The healing process for someone in the tank follows time cycle inside the tank. Skills cannot be learned inside the tank.

- ◆ **Darkness Points:** 5 on activation and 5 per extra day of use

- ◆ **Knowledge requirements:** SCIENCE

☸ TRIFFID CRAB

-2

A porcelaineous, fist-sized artifact with a crab-like appearance. The crab has tiny arms on its sides and sharp claws. There is a circle of what appears to be teeth on the underside.

- ◆ **Effect:** When the tariffed crab is attached to the back of the head of a living being, it will assume control over that being unless she beats the crab in an opposed **WITS** roll (the crab has **WITS** 6 for this purpose). When the crab takes control of a person, she will stand motionless until the crab is activated. There will usually be a control system somewhere nearby, but someone who has comprehended the artifact may attempt to construct controls of her own by testing **DATA DJINN** and **TECHNOLOGY** and using Advanced spare parts. Activating the crab costs/generates 3 DPs and enables control of the being that has been taken over for one hour. Ripping out a crab immediately inflicts a critical injury to the head of the victim (pick a suitable entry from the critical injuries list) and causes 3 points of stress. Removing it surgically is a hard (-2) **MEDICURGY** test, and still causes 3 points of stress.

- ◆ **Darkness Points:** 0 or 3 on activation

- ◆ **Knowledge Requirements:** SCIENCE

☸ TRUE INTELLIGENCE

+1

This artifact can look like almost anything, from a large sculpture to a small household item. In some cases, it could even be a living organism.

- ◆ **Effect:** The artifact has **WITS** 5, **EMPATHY** 3 and several skills of the GM's choosing. It can communicate with its surroundings using a voice modulator and broad-spectrum sensors unless it is a living being. In game, you should play the true intelligence as an NPC or a PC, with its own personality, ideals and goals.

- ◆ **Darkness Points:** -

- ◆ **Knowledge Requirements:** SCIENCE or CULTURE (if a living being)

☸ VORTEX GRENADE

+1

A shimmering, white orb with carved glyphs on it. One of the glyphs is raised and slightly larger.

- ◆ **Effect:** Grenade. When it detonates, a micro portal is opened, sucking in everything from within Close range that will fit for one turn. The portal is usually the size of a human being but this may vary. It is possible to escape the pull of the portal by passing an insane (-3) **DEXTERITY** test to leap to safety (this is a reaction roll). Objects firmly attached to the ground are not affected. The portal could lead to anywhere, from somewhere within a few kilometers of the detonation, to the core of a distant sun.

- ◆ **Darkness Points:** 2 or 5 if the destination is deadly

- ◆ **Knowledge Requirements:** SCIENCE



FACTION TECHNOLOGY

Mankind's most well guarded secrets in the Third Horizon are the faction technologies. Known as faction tech for short, this is the whispered world of artifacts from earlier Horizons mixed with the cutting edge of contemporary science or the horrific results of the factions' top secret research programs. Below are descriptions of some of the impossible wonders the factions have developed, inherited or stolen.

AS THE GM, you can use faction tech to make the Third Horizon a dangerous and unpredictable place, but don't use it too often – it will ruin the players' sense of mystery and awe when confronted with the might of the factions. Many of the technologies below manipulate energies that are dangerously close to the Dark Between the Stars. Some items will give the GM Darkness Points each time the PCs use them (see p 2). If an NPC uses such an item, it will instead cost the GM Darkness Points. The table at the end of the faction tech descriptions lists the faction tech that can be used as weapons or armor.

THE DRACONITES

The Draconites are popularly considered to be in possession of the most fantastic technology. The effectiveness of the meson technology has been made general knowledge thanks to the Bulletin's reports on the devastating disruptor power of the Draconites' meson artillery. Many believe the hand-held version of the technology to be equally lethal, and just showing off a bulky meson pistol will win you respect from just about anyone. There are luckily very few meson weapons not under Draconite control. The faction rewards those who sell stolen weapons back to them, and no serious black market peddler would even think about trying not to.

☛ MESON PISTOL

The powerful meson pistol is a bulky weapon requiring both of the shooter's hands to be

used ideally. Meson technology is based on controlled particle decay, where a ray is sent against a target and made to decay inside it, causing high-energy detonations. To achieve a good hit, the range to the target must be carefully adjusted, giving the weapon a low rate of fire (slow action). If the shooter is impatient, the shot is less clean which leads to burns on the target surface and armors provide some protection (normal action). Powerful cells power the weapon, but require frequent reloads.



☛ MESON RIFLE

Only strong and highly skilled marksmen can handle the big meson rifle. It is ideally used lying down and using the rifle's bipod. Used properly, the meson rifle is an excellent sharpshooter weapon.

☛ CAMOUFLAGE SPHERE

The Draconite warriors' ability to appear seemingly out of thin air comes from a potent, secret technology capable of bending light and other forms of radiation around itself. A small energy unit that can be worn on the belt or as a backpack generates the camouflage sphere. It has enough power for about

one hour of active use. A person standing still inside the sphere is impossible to spot with the naked eye or detect with sensors. Not even sound waves escape the sphere. If the user is moving, it becomes harder for the sphere to maintain its integrity, making it possible to detect the user with a successful **OBSERVATION** test at -5.

THE ORDER OF THE PARIAH

After the Draconites, the Order of the Pariah has access to the most advanced weapons and the most mysterious technology in the Third Horizon. Much of the tech is originally from the time of the Portal Wars or spoils of war taken off First Horizon ships and soldiers. Despite its fire-and-brimstone rhetoric when it comes to the unnatural and the perverse, the Order is secretly very pragmatic and knows how to best utilize its resources. The Order is also years ahead of the competition when it comes to bionic sculpting and manipulation, as shown by their almost living suits of armor.

⚙️ ANIMATE ARMOR

The holiest of the Order's warriors go into battle dressed in animate suits of armor, technological wonders crafted by the factions' mythical animaturgs. This armor is the prime example of the Order's bionic proficiency, which is much more advanced than that of the other factions. A would-be user of an animate armor must undergo a long and rigorous training process. A complex relationship must be formed between the armor and its wearer. The armor must be harmonized with the wearer's physique and mind to be able to work. For some warriors, wearing the armor is like using a drug. Outside of its protective shell, they feel extremely vulnerable and weak, wanting nothing more than to return to the armor immediately. An animate suit of armor improves the strength and reflexes of the wearer, but its greatest advantage is its protective capabilities. The armor is adaptive beyond any other known technology and alters itself to withstand incoming attacks, becoming stronger as it is hit. Those in armed conflict with the Order try to counteract this by using experimental weaponry. The heretics on Zalos-B have so far been the most successful at this.

ANIMATE ARMOR

An animate suit of armor absorbs the first hit of the fight without any damage getting through at all. For each additional hit the



PCs want the armor to absorb, the GM receives 3 DPs. When not using this special effect, the animate armor has a regular Armor rating of 10.

GOLIM ARMOR

Completely autonomous data djinns are considered heresy by the traditionalists within the Order, and this is a well-known fact even outside of Zalos. The stories about the Order using autonomous war machines are therefore often met with skepticism, but the rumors about this technology are persistent. Despite internal debate, autonomous data djinns are used extensively by the Order, but they try to keep it as secret as possible. The Golim armor is perhaps the best example of this technology. The absence of a human pilot makes the heavily armed battle armor capable of enduring much greater strains, and function effectively in extremely hostile environments. The Golim units are used for boarding actions, assaults on bunkers and other fortifications and in combat in extremely difficult terrain. The Golim armor has the same stats as a Kinetic intelligence of The Celestial Web (see the Rulebook, p 329).

GLYPH ARMOR

In the docks of the Zalos system, the Order's anointed engineers cover the faction's warships in glyph armors singing the Martyr's praise. The glyph armor is made up of fractalized surfaces that divert energy from the impacts of enemy fire, making it extremely resistant to everything except clean hits. The patterns in the armor form glyphs and holy stanzas praising the might of the Martyr and the righteous. To an outsider, the armor appears to be equal parts art and impossible, migraine-inducing geometry.

GLYPH ARMOR

The armor can negate all damage from an incoming attack. This generates 2 DPs for the GM. If the attack is a torpedo attack, 3 DPs are generated. This effect can be used only once for regular attacks and once for torpedo attacks in a spaceship combat. When not using this special effect, the glyph armor has a regular Armor rating of 8.

ANTIMATTER WEAPONS

Most of the Third Horizon's armed forces are hesitant to weap-

onize antimatter technology, but some embrace its destructive capabilities full on. The Order of the Pariah is among the latter. Their impressive knowledge of advanced engineering allows them to handle antimatter relatively safely, and their warships are armed with both torpedoes and mines utilizing antimatter cores. Fighter pilots on Zalos-B use antimatter bombs and missiles to drive the heretics out of their fortresses.

Unfortunately, antimatter weapons often surface on the black market, most likely due in thanks to the rebels on Zalos-B. Antimatter weaponry is described in the Rulebook on p 149.

GRAVITIC MELEE WEAPONS

The skill of the Order's nuclear physicists is easily on a par with that of the faction's animaturgs. They produce wondrous feats of craftsmanship in the laboratories deep underneath Mount Aragha – from antimatter fields and the classified so-called "S propulsion" to micro-singularities and new methods of manipulating gravity with portable graviton projectors. These tiny projectors are hooked up to the martyr warriors' swords and battle hammers to give the weapons extra force on impact.

GRAVITIC MELEE WEAPONS

A gravitic weapon can negate two rolled sixes on the Armor/Cover roll. This effect generates 1 DP per use.

GRAVITIC SINK

The gravitic sink is a small countermeasure dispenser designed to be fastened on a warrior's shoulder. The g-sink unit dispenses a massive cloud of micro-singularities in front of the user, annihilating incoming attacks, matter or radiation. To an onlooker, this will appear like a cloud of white sparks, followed by a heavy smell of ozone.

GRAVITIC SINK

Activating a gravitic sink is a slow action and generates 2 DP for the GM. During the turn when the sink is activated, all ranged attacks against the user are negated, including grenades and their explosive effects. The sink can be used D6 times before it runs out of micro-singularities and breaks down.

⚙️ SINGULARITY PROPULSION

After their biomechanical secrets, the thing that most factions would like to steal from the Order is their Singularity propulsion. This technology allows the Order's ships to travel at considerably higher accelerations than any others, something that helped the Order greatly in establishing themselves as the dominant war fleet in the Third Horizon. The S propulsion system generates miniscule quantum singularities pushing the vessel forward with a thrust much greater than that of the more common antimatter propulsion systems. The Consortium in particular are devoting considerable resources towards understanding the mysteries of the S technology and would pay almost any price to get their hands on a functioning drive.

SINGULARITY PROPULSION

The pilot of a ship equipped with an S drive can move the ship two segments on the space combat map without testing **PILOT** or spending any EPs. This effect generates 1 DP. The propulsion has no effect on travel times, since its effect is most pronounced in space combat and the DP generation would swallow the ship into the Dark Between the Stars.

⚙️ BENEGEIAN TRUTH-SEEKER

The Order's animatronics have developed this bionic machine for the purpose of interrogating heretics. The truth-seeker is a living biomechanical tumor placed on the face of the prisoner. Thin feelers are slowly pushed into the eyes and nose of the victim, making their way to the brain. The truth-seeker makes the subject cooperative with regards to the interrogator and she will answer any questions. Being subjected to a truth-seeker immediately inflicts a critical injury to the head. 1 DP is generated for each part of important information obtained by the interrogator.

THE CONSORTIUM

The brightest minds of the Foundation and the science divisions of the Consortium corporations have been developing new tech for the faction since its inception. Although still inferior to both the Order of the Pariah and the Draconites, they are quickly honing their skills, constantly achieving new breakthroughs. The Consortium is also gathering artifacts

from throughout the Horizon to try to understand and recreate the forgotten technology of the predecessors.

⚙️ AUTONOMOUS COMBAT EXO

The autonomous combat exo or "ACE" is an advanced version of the more common armored exos used by the Legion and various other mercenary groups, only much larger and more powerful and fitted with a built-in djinn intelligence. The first prototype, called the "Walker model", measured all of five meters in height and was first deployed against rebels on one of Uharu's forest moons. The exo can also be worn and operated by a human pilot, in which case the pilot's **DATA DJINN** is used for all skill tests but with a +3 to tests otherwise handled by **STRENGTH**-based skills and a +2 to tests otherwise handled by **AGILITY**-based skills.

AUTONOMOUS COMBAT EXO

ATTRIBUTES:

STRENGTH 10, AGILITY 5

HIT POINTS: 15

SKILLS: Force 2, Melee Combat 2, Dexterity 1, Ranged Combat 3

ARMOR: 6

WEAPONS: Mercurium war blade (weapon damage 5, CRIT 2), thermal cannon (weapon damage 6, CRIT 1, Long range)

⚙️ DIRHAD SHIP

The latest technology developed by the Consortium's astronautics programs was originally designed for the Foundation's investigations into solar radiation and portal technology. In order for the Shamsar station to withstand Kua's prominences, a special kind of heat-resistant armor was developed. The station was then placed in close proximity to the portals in the system, and collected data on the mysterious workings of the portals for several years before it vanished in a solar flare in CC 58. The armor technology developed for the Shamsar station has since then been installed in the new Dirhad line of corvettes. The matte black plating gives the ships a scaly appearance. During the last offensive in Anaspora, a squadron of Dirhad ships was able to hide in the solar corona and annihilate Dahr Kosa's corsairs in a deadly surprise attack.

DIRHAD SHIP**CLASS:** IV**EP:** 8**HP:** 12**MANEUVERABILITY:** ±0**SIGNATURE:** +1**ARMOR:** 8**SPEED:** 2

- ◆ **SOLAR CHARGE:** The engineer onboard a Dirhad ship can charge the ship's batteries with energy from solar corona, generating 6 extra EPs to spend on two turns. The energy is partly stored in the armor of the ship. This counts as an action for the engineer, and each use of the ability generates 1 DP for the GM.
- ◆ **ABLATIVE FLAME:** The energy stored in the armor of the ship can be used to reduce the damage of an incoming attack by 3. This is not an action and happens before the regular Armor test. Generates 1 DP.
- ◆ **PROMINENCE:** During the attack phase, a Dirhad ship can discharge the stored solar energy as an attack, inflicting 4 points of damage on all ships within Contact range. This attack costs 4 EPs to perform and generates 2 DPs for the GM.

⚙️ ONE-DIMENSIONAL BLADE

Foundation scientist Sine din Niet from Algol developed several well-known theories about the fluctuations of the portal fields, but his greatest achievement has remained a secret. Din Niet was close to successfully creating a portal field that connected to other portals, but the portal disc he created quickly imploded. After his death, Foundation engineers have been able to stabilize the din Niet field into a small, rectangular disc, thinner than any other known material and infinitely stronger. The so-called one-dimensional blade has been weaponized for the assassins of the Consortium's fearsome Special Branch. The din Niet blade is semi-transparent with shimmering blue edges.

ONE-DIMENSIONAL

The blade negates all Armor. This effect generates 2 DPs. For each use of this effect, roll a D6. On a six, the weapon's cell is depleted and must be changed.

AHLAM'S TEMPLE

The secretive Ahlam's Temple has developed something none of the other factions have: proxy technology. A primitive version of the technology has been stolen by the Syndicate and is used solely for hedonistic pleasure trips.

⚙️ PROXY TECHNOLOGY

The Temple views the proxy tech as something that is only to be used for therapeutic and educational purposes, and the usage protocols for it is very strict. The Temple's philosophical doctrines teach that something you yourself wouldn't consider doing should not be experienced via proxy either, reserving the tech for experiences a would-be user is unable to enjoy otherwise – letting disabled people walk, see or hear, for example. The proxy technology requires a helmet fitted with synaptic electrodes on the inside to work and to gather sensory data from the user. Thanks to the Syndicate, proxy helmets can be found on the black market, but not the actual recording technology itself which demands djinn intelligences and advanced neuronal algorithms. With access to the recording technology, educational programs can be created to teach the user a specific skill through simulated first-hand experiences. Although the training scenarios can appear both thrilling and risky, only very violent ones involving grave injury or death are actually dangerous.

EDUCATIONAL PROXY

The user sits with the proxy helmet on for one hour and new synaptic paths in her brain are activated. The user then tests **EMPATHY** at -1. Success means that she receives one new skill at skill level 4 for D6 days. This generates 2 DPs. Failure means that something goes wrong, and she suffers a mania instead (see p 337 in the Rulebook).

⚙️ SPECTRAL CLOAK

The assassins of the Black Lotus have access not only to proxy training before their operations, but also to master crafted, albeit primitive, ceremonial weapons, silenced accelerator pistols and the so-called spectral cloak. The cloak utilizes an advanced camouflage unit, similar to the ones mounted on spaceships, but small and portable. The cloak also contains a grav unit of the same kind that is used in the Nestera drop armor and in the more commercially available grav belt. The

spectral cloak allows the assassin to approach her target floating almost invisibly through the air.

- ◆ **SPECTRAL VISAGE:** The spectral cloak can turn its user almost invisible for one hour. People trying to spot the user suffer a -3 to **OBSERVATION** and the user gains a +3 to **INFILTRATION**. This effect generates 1 DP.
- ◆ **ANTI-GRAV:** The cloak's user can float slowly through the air, maneuvering freely. While hovering, all movement actions count as normal actions. The fusion battery of the cloak must be charged after four hours of use.

THE LEGION

The Legion's faction technology consists of different weapon systems and advanced suits of armor. Some of it comes from Consortium research and some of it is ancient plunder from the Portal Wars.

⚙️ DAYAL GUN

The Dayal gun is an automated weapon system named after Legion legend Durma Dayal. It is basically an ordinary Vulcan machine gun hooked up to a sensor unit and a djinn intelligence. The gun has a built-in self-destruct mechanism with the same effect as a frag grenade, and its sensors can spot targets within Short range.

DAYAL GUN

ATTRIBUTES:

STRENGTH 2, AGILITY 4

HIT POINTS: 6

SKILLS: Ranged Combat 3, Observation 3

ARMOR: 6

THE SYNDICATE

Apart from the stolen proxy tech, the Syndicate's arsenal of advanced technology is limited, mainly consisting of other stolen goods and the so-called black ships, a new invention in the Horizon.

⚙️ BLACK STEALTH SHIPS

The black stealth hull technology comes from an artifact found

in the Anasporan gas belt. A free trader crew salvaged the artifact and then sold it to the Syndicate. The artifact is a small cube that at regular intervals exudes a mysterious black sphere. When the sphere interacts with inanimate objects, it immediately covers them with a black film that reflects almost no radiation at all. This makes ships covered with the black film virtually impossible to spot with the naked eye and very hard to detect using sensors.

BLACK STEALTH TECHNOLOGY

Ships covered in the film produced by the artifact have their signature lowered to -3 regardless of their class. The ship can also be made invisible to sensors for one turn. This is not an action, but it generates 1 DP for the GM. Incoming torpedoes risk losing their lock. The following turn, the gunner must test **RANGED COMBAT** again to re-establish the lock-on (not an action). If the stealth effect is activated the same turn, as the torpedo would reach the target, the attack is a miss.

THE ZENITHIAN HEGEMONY

The Zenithian Hegemony is known for their beautiful and agile fighters and their high-powered accelerator rifles. The advanced fighter ships and arachnid armor are kept secret; the rest of the Hegemonian faction tech is exported and sold all across the Horizon.

⚙️ IMPLOSION GRENADE

The light implosion grenade has been developed for combat in close quarters such as corridors and bridges on spaceships and other narrow spaces. The grenade is based on the same technological principles as the Order of the Pariah's gravitic sinks, but is less controlled. When the grenade detonates, a small implosion field is generated, which then collapses into a singularity and vanishes. This results in a shrapnel-free, highly concentrated negative shock wave. Objects caught in the implosion sphere disappear completely, leaving the unfortunate targets with limbs cut clean off and equipment destroyed. The blast radius is limited to Close range.

⚙️ ARACHNID ARMOR

The Hegemony's secret police forces have access to the fearsome arachnid armors. There are two reasons for the name: most obviously because of the spider-like extra arms wrapped around

the torso of the wearer, but also because the protective weave of the inner suit is based on spider silk from the Miran Black Stalker spider. When the extra arms are extended, they give the wearer a macabre look, especially when in combination with the black helmet. The spider arms are generally believed to be used for wall climbing, but this is not true. The arms are projectors for a protective field that can envelope the wearer, making her almost invincible. The energy cost of this is huge, however, and the field can only be active for short periods of time.

ARACHNID FIELD

Activating the protective field for one turn generates 1 DP. In order to do this, the spider arms must be extended, which gives the wearer a -2 to **DEXTERITY**. Extending the arms is a fast action. The field reduces incoming damage by 6 (without rolling dice) but can only be used for three turns before the fusion battery powering the suit is depleted. After each turn of activation, roll a D6. On a six, the field consumes all the remaining energy in the battery.

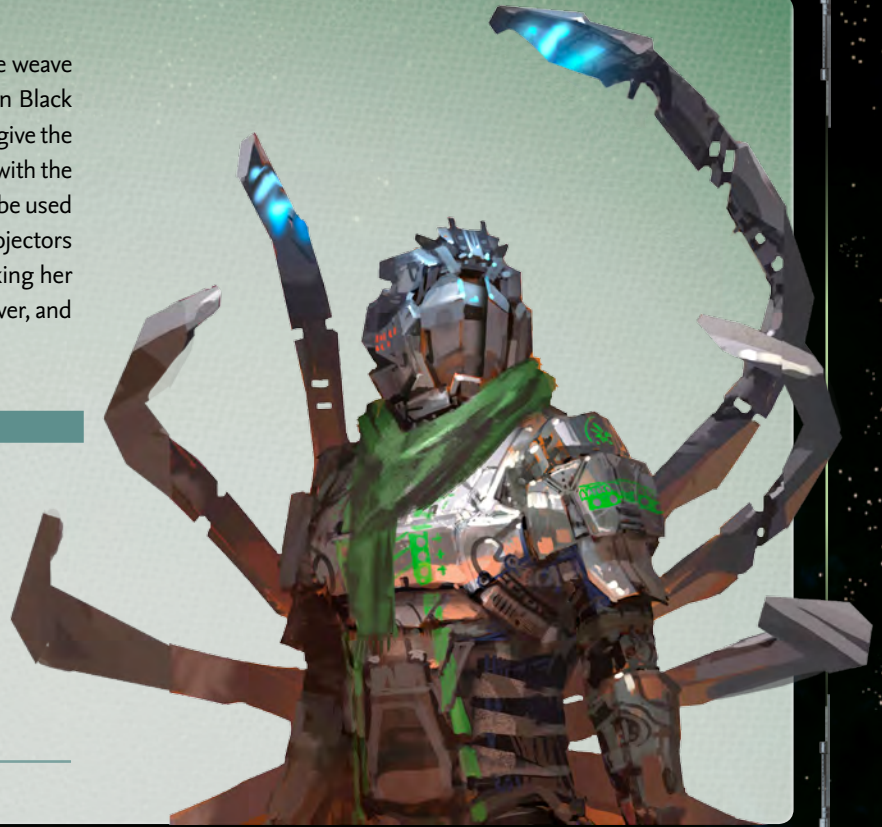


TABLE 2. ARTIFACTS AND FACTION TECH AS WEAPONS AND ARMOR

WEAPON	BONUS	INIT	DAMAGE	CRIT	RANGE	FEATURES
Disintegrator	0	-2	6	0	Short	Slow
Graviton pistol	-4	0	8	1	Short	Light, Slow, Negates armor
Meson pistol	+2	0	2	2	Short	Meson*
Meson rifle	+3	0	4	2	Extreme	Meson*, Heavy, Night sights
Gravitic sword	+2	0	2	2		Gravitic, Cell-powered
Gravitic battle hammer	+1	0	4	1		Gravitic, Heavy, Cell-powered
One-dimensional sword	+3	+1	3	2		One-dimensional, Light, Cell-powered
Dayal gun	Skill	0	3	2	Short	Automatic fire

ARMOR	INIT	ARMOR RATING	FEATURES	EXTRA FEATURES
Animate armor	+1	**/10	Thermostatic suit, Vacuum suit	2
Arachnid armor	+1/0	6	Thermostatic suit, Vacuum suit, Active sensors	5

GRENADE	BONUS	INIT	BLAST	CRIT	RADIUS	FEATURES
Implosion grenade	0	0	8	2	1	Close Light

*If fired as a slow action, no Armor/Cover may be tested. If fired as a normal action, negates 2 Armor/Cover dice. Meson weapons are too bulky to use the quick shot action.

**Negates all damage on the first hit (see description). After the first hit, 3 DPs are generated for each additional use of the effect. Otherwise use the regular Armor rating.