

## STORMER SOURCEBOOK

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## HIARAKIA

Two hundred miles on the northern border of Mort is the province of Hiarakia, around which is the largely impenetrable metal desert. To fully understand the nature of this construction, it is necessary to understand some of the events which went into the creation of the Hiarakian colony.

In 250 S.D. The colonisation phase of SLA was well underway with several of the larger colony vessel making regular trips between the main base of mort and the fledgling colonies. The standard procedure for most of these ships was to dock in the upper orbit of the planet, usually at the chrom spaceport, and then to have other vessels transfer cargo and goods to them whereupon they would set off again to get to their destination.

In 300 S.D. The Colony ship Hiarakus made it's usual approach, but in the midst of the docking procedure with the Chrom spaceport, there was a large explosion in the aft section of the ship, no details have been given as to what actually happened at that point, but in any case, the ship rapidly took a steeper descent and was snared by the planets gravity, seeking to avert complete disaster, the captain of the ship reversed thrust and steered the ship away from the main part of mort, crashing down approximately 250 miles from Mort central. The ship was rendered inoperative upon landing, and much of the outer ablative shields were destroyed in the re-entry, it is a well known fact that ships weighing in excess of 300 million tons are not designed to land well, and the Hiarakus was no exception, it is a testament to the captain and the crew that the entire thing did not wipe out all life on the globe as it stood.

## THE HIARAKIAN METAL DESERT

Rescue teams were immediately despatched to the site of the crash, where it was found that the ship had been followed down by the cloud of ultra-fine metal dust brought down by the ablative shields as they disintegrated in the atmosphere. There has not been any solid proof as to any other phenomenon which should have occurred by the landing of the ship, but for whatever reason, the dust was being confined within what appeared to be a tornado of metal dust, the eye of which contained the ship.

Three ships were lost attempting to traverse the storm, the one that got through was a military dropship vessel, designed for rapid orbital entry, which entered the desert from above, making an orbital insertion drop within the eye of the tornado.

Most of the passengers and crew were killed on impact, the only survivors of the entire ship appeared to be the stormer crew, all of which survived the crash. Shortly after this, contact with the dropship was lost, and no further reports were made. All further attempts to gain access to the ship met with no success whatsoever as for some reason, the automated defences of the colony had been activated, and any ship attempting to gain access via orbital insertion was quickly gunned down and left in shards in the storm.

With the possibility of an orbital arrival out of the question, and unwilling to give up on the sheer amount of goods and technology that were still with the ship, SLA began the construction of land trains with a superior amount of armour to make a trip through the storm to find out what happened. The first attempt was made in 310 S.D. The train made it through three miles of the storm before contact was lost, it was noted that that the sheer amount of metal in the composition of the storm caused far more damage than was previously thought possible. In 311 S.D. A train got through the desert, or so they thought, minutes after it arrived in the centre of the storm, all contact with it was lost, a very distorted report spoke of giant bio engineered creatures that tore through the ship as if it were not there.

Back in Mort, SLA had to consider the possibility that Thresher had managed to gain control of the vessel and convert it for their own usage, a Crusade was declared and a sizeable portion of the military might of SLA was brought to bear against the ship. A fleet of 50 Land trains, all fully armed and equipped to deal with the storm surrounding the ship were sent to deal with the problem at hand. This attack took place in 312 S.D. Two days after the Trains were sent into the storm, one train, most of it's crew and all of the fighters dead, reappeared at the southern edge of the storm. Two casualties of the enemy had been taken and preserved on the way back, all other personnel involved in the assault had been killed or destroyed in the carnage that had taken place. The two enemy that were studied appeared to have several similarities with the 313 stormers that were commonplace at the time, although far more advanced in natural weaponry and actual musculature, these two specimens went on to provide the basis upon which 714 stormers were created.

A setback of this magnitude was grievous to SLA at the time, and further efforts to consolidate the ship and its contents were abandoned until further notice, nothing further was thought of the matter for a full four centuries.

In 750 S.D, the tornado surrounding the ship died away, instantly, as if it had never been, in it's place, a huge city of gleaming metal stood, surrounded by a huge wall. An expeditionary force was sent out to see what had actually happened. They were welcomed into the city freely and easily, and were surprised to find that the entire city was populated with stormers of various designs, some familiar, most not, they were taken to the cities elders and informed that the stormer free haven of Hiarakia was declaring it's independence to SLA, and that they would expect co-habitation rights equal to any of the off world colonies, and would stand for no military interference, in return, they would grant the scientists of SLA the rights to come and see the advances made in the stormer genetic makeup. Still not in a position to deal with several million stormers, SLA tentatively agreed with the demands and for fifty years, the Treaty of Hiarakia held and was good.

In 800 S.D. SLA tired of having a rebellious colony on it's doorstep and launched a full invasion of the city once again, a full legion of it's own stormers marched upon the city and prepared to cut the city to pieces. As the legion crossed the desert, the tornado returned, and stripped them to the bone in seconds, SLA received a message shortly later that they were not to try such a thing again and that the treaty was now invalid, any further attempts to attack the city would be met with lethal force.

In 850 S.D. Hiarakia opened it's borders again, dropping the tornado and making provision for others to visit once again, learning from their trust before, they had extended the wall of the city to provide a gap between the main wall and the defensive gates, other civilians (particularly other stormers) of SLA are welcome providing that they do not cause any further problems to the city, anyone doing such is usually destroyed and left in the mausoleums of the city to provide raw material.

STORMERS VARIANTS

What follows is an overview of the new stormer variants that were encountered within the city, it is theorised that many more are within the city, including the elder variants, but these are mere speculation at this point.

1000 - Nemesis Variant - The Nemesis is the ultimate hunter killer, standing approximately two metres at the shoulder and approximately one metre wide, the nemesis is a thin, wiry creature, appearing to be a skinned corpse at first glance. The Nemesis has the capability to blend in with its background surroundings, in a similar vein to the failed Xeno SLA stormer variant. It also has the ability to dislocate bones to slip through smaller gaps, and it can ascend sheer surfaces by means of the vacuum pads upon its back, this allows it to continue to function even while ascending walls. The nemesis has no natural skin colour, and its eyes are black and pupilless, it has no nose, and no obvious mouth, it eats things by placing them directly in a stomach compartment and allowing its acids to take whatever it needs.

#### Statistics

STR 10-15  
DEX 10-15  
DIA 10-15  
CONC 10-15  
CHA 3  
COOL 10-15

The nemesis also has the ability to take knowledge from its victims by placing their brain (Or whatever passes for one) into its stomach, the digestive system breaks down the synapses of the organ and extrapolates as much information as it can for the nemesis to work with. This is explained more in the Stormer bio upgrade section.

999 - Tempestas Variant - Standing Fifteen feet high, these are the second largest of all the stormer variants, and have been designed as emergency service stormers, they incorporate an almost invulnerable hide and near limitless strength and endurance, while being able to think for themselves to a limited degree. They have specially reinforced bone structures which allow them to act as mobile support pillars, and are capable of holding up buildings that are otherwise unstable while the other emergency crews take care of the matter at hand. The tempestas variant is usually grey in colouration, with green eyes, no nose to speak of, merely two slits, and a large, disjointable jaw with two prehensile canines protruding from the upper lip.

#### Statistics

STR 25  
DEX 15  
DIA 3  
CONC 5  
CHA \*  
COOL \*  
PHYS 20  
KNOW 4

Automatically created with Heavy armour.

The Tempestas variant does not have statistics for either charisma or cool due to the non-requirement for them. The Tempestas has no need for social skills, and has no psyche to be affected as such. It will obey orders unless it receives an intellect upgrade, and it will obey orders without question. It can lock its joints into place to form a reinforcement pillar in emergencies, in this matter, it becomes capable of supporting 2000kg, but will be unable to move from its position until the weight has been lowered to the level that it can normally carry.

911 - Lexus Variant - One of the smaller variants, the Lexus is used as a fast response and attack stormer, typically used as law enforcement within the city, they are equipped with much more natural weaponry than the usual stormers and incorporate ranged weapons into their genetic makeup. The Lexus stands approximately two metres at the shoulder when standing upright, but only one metre when

moving in quadruped mode. The lexus has enhanced olfactory senses and pheromone tracking skills, which can also be used when ascertaining the truth in matters of justice. Lexus Variants have a Green-Grey skin with inch long spikes all over them. These have the double purpose of identifying them and also discouraging trouble if it may be about to begin. Their facial features are very distorted, the mouth and nose are typically replaced by a respirator implant, and the eyes have the standard 360 degree field of vision used in all security stormers.

STR 7-15  
DEX 7-15  
DIA 5-10  
CONC 5-10  
CHA 5-8  
COOL 7-15

When in bipedal mode, the lexus can use weapons and devices with its two main manipulating limbs, when in quadruped mode, it can only use spinal mounted weapons

900 - Interfactor Variant - Mindless to a large degree, the interfactor is used as a destroyer, standing thirty feet high, the interfactor is a killing machine, pure and simple, it can react to simple commands, but it is used more often as a form of self powered armour which a smaller stormer variant commands, They are not fast, but anything struck by one of these will tend to stay down, no matter what. Interfactors are black in colour, with Red eyes, and no other visible organs. The back of the interfactor mounts a seal whereby other stormers can use them as powersuits of a sort, they are typically not used as anything other than assisting in the heavy labour or warzones.

STR 40  
DEX 10\*  
DIA 2  
CONC 2  
CHA \*  
COOL \*  
PHYS 25  
KNOW 2

Automatically created with heavy or super heavy armour

The interfactor's dexterity is nominally 10, but when another stormer is using it as a powersuit, the interfactor's own DEX is overruled by the user. The interfactor cannot make its own judgements without intellect implants, and will strictly obey any command from a superior, no matter the cost or obvious need to circumvent those orders. They have no social skills and, like the tempestas, have no psychological needs, so no requirement of a COOL statistic.

828 - Tumultuor Variant - The Tumultuor was designed as a riot control creature, largely unarmed, but with skin that exudes a powerful tranquiliser, the tumultuor is designed to quell gatherings of people easily and efficiently, the skin of the tumultuor is heavily impregnated with adamantium particles, rendering it largely invulnerable, and as a result, its only truly effective method of attack is to use its skin as a form of ultra sand-paper, easily shredding most organic substances and being capable of cutting through inorganics given time. The tumultuor's appearance is of a large slab of rock with arms and legs, it cannot move faster than one metre per round unless it has a vehicle, and is not capable of piloting vehicles by itself, instead relying on one of the other variants to transport it to where it is needed. They are typically grey in colour, with no visible organs, they use a form of motion scanner to sense where they are needed, this is effective to 50 metres.

STR 20  
DEX 5  
DIA 5  
CONC 5  
CHA 10  
COOL \*

Automatically created with super heavy armour and abrasive skin (See stormer upgrades)

The Tumultuor is not affected by psychological pressures, having been designed as a mobile block. They can speak and reason with the targets that they are restraining, the vocal chords of the creature are situated in it's back and can be accessed at a moments notice.

799 - Auctor Variant - The Auctor is one of the only completely non - combatant variants of stormer ever created, instead, they are engineered to be the ultimate creators, at it's inception, this type of stormer is given a precise code of abilities, and a reason to create, most of them actually find joy within their work, making them envied by most of the other types of stormer, who have no such recourse. These are the creators of the race of stormers, and all other types of stormers will give their lives unhesitatingly to save an Auctor. Auctors are gifted with the ability to use flux in the ability of Genesis, which is detailed at a later point. Most auctors have the appearance of bio-enhanced Ebons

STR 5-8  
DEX 5-8  
DIA 10-20  
CONC 10-20  
CHA 5-8  
COOL 5-8  
FLUX 30-100

Auctors are fully explained in the Genesis section of the sourcebook.

750 - Legio variant - The legio variant is the rank and file stormer of the hiarakia colony, being almost identical to the 313 variant used by SLA, the only differences is that it is both faster and weaker than the 313

STR 5-13  
DEX 5-15  
DIA 5-8  
CONC 5-8  
CHA 5-8  
COOL 5-13

In appearance, the Legio is identical in every way to the SLA 313 stormer.

700 - Volito variant - The Volito variant is the only winged stormer to date, recognising a need to create a defence against other flying menaces, the elders of Hiarakia created these creatures in the image of the classical gargoyle, they can attain a maximum speed of over one hundred miles an hour, and can turn as well as a hawk while in flight, their actual effectiveness in battle is limited, normally, they carry hand weapons with which to fight, but in desperate times, they will easily convert to living bombs, having been given a metabolic supercharger to enable to fly, all they have to do is overload the supercharger and they are transformed to a mobile charge within seconds.

STR 5-10  
DEX 5-15  
DIA 5-15  
CONC 5-15  
CHA 5-8  
COOL 5-8

The volito stands approximately two metres tall, and carries it's wings in armoured pouches on it's back. It has two grey eyes mounted at the front of it's head, and can carry spinal mounted weapons for use when it is in flight. These can be removed and used in bipedal mode. Volito's use respirator modifications to allow them to continue to function at high speeds. They are assumed to all be created with light armour and overloader options (see stormer bio-upgrades)

650 - Oppidanus variant -The Oppidanus is the nearest thing that the stormers have to a normal citizen, these are the stormers that perform all the "menial" tasks within the society, the roadsweeps and other

workers are made up on stormers from this class. Oppidanus variants stand one and a half metres at the shoulder and have the most "normal" of all the characteristics of the stormer race, with all three of the eyes, nose, and mouth, all of which are variable in their appearance.

STR 5-8  
DEX 5-8  
DIA 5-8  
CONC 5-10  
CHA 5-8  
COOL 5-10

Automatically created with Bio-chip capacity.

The oppidanus is the most versatile of all the basic stormer templates, with the capability to learn new skills instantly by means of the bio-chip implant all of them carry.

649 - Opifex variant - The Opifex is one step up the genetic ladder from the oppidanus, fulfilling tasks such as administration, construction, and planning, as well as most of the tasks of an industrial nature. The Opifex is very similar in appearance to the Oppidanus, the only primary difference is the skin colour of the Opifex, which is always Aquamarine, and the eyes, which are always Turquoise. This is the only differential between the two variants from a visual perspective.

STR 5-8  
DEX 5-12  
DIA 5-12  
CONC 5-12  
CHA 5-8  
COOL 5-6

The Opifex is flawed in that they are inherently obsessed with the task that they are assigned and will often try and continue with that task even if more important ones are requiring to be done. This is a specific point in the design of this variant, and makes it so that even if in mortal danger, the opifex will not abandon an assigned task. However, if it has no such task assigned at the time of an attack, most opifex variants make for the hills in no uncertain terms.

500 - Venator variant - The Venator was the inspiration for the project that became the domino dogs in SLA, Venators stand approximately four feet high at the shoulder and are quadrupedal by design, they have razor teeth and claws, and usually one cannon variant weapon mounted on their backs, they can track by scent or taste at a distance of 100 metres (taste), and 1000metres (scent). The Venator is often fitted with camo-skin, and almost always one spinal mounted weapon. It's natural skin colour is light grey, to match its usual patrolling environment. They have an elongated snout, and effective natural weapons in the forms of teeth and claws. The eye colour varies depending on what mode the venator is operating in. They have the capability to use a form of thermographic vision when tracking, and if they choose to do this, their eyes become clear white orbs.

STR 5-14  
DEX 5-14  
DIA 5-8  
CONC 5-8  
CHA \*  
COOL 5-15

Automatically created with Augmented Teeth and Claws

The venator does not have any form of social programming, it is limited to mission reports and basic narratives on its actions. They are usually sent out under the command of Lexus stormers as part of a patrol.

425 - Specular variant - The specular is only seen on the main wall of Hiarakia, where it fulfils its role as a spotter and sniper. It has the largest ocular capability of any stormer, combining both telescopic,

and magnoscopic vision with a full 180 degree field of sight. They are designed to mount two long range weapons, one on each shoulder, each one capable of tracking and firing at a separate target. They stand three metres tall at the shoulder, and have reinforced skeletal structures to support the weight of the weaponry they carry. Their skin is typically rust brown, with their ocular organ a monochrome black. Due to the position they usually hold, they are typically outfitted with respirator modifications so as to avoid the dangers inherent if the storm field has to be reactivated.

STR 5-8  
DEX 5-15  
DIA 5-8  
CONC 5-15  
CHA 5-8  
COOL 5-15

Automatically created with spinal weaponry (2) and 180 degree visual enhancement.

379 - Emperor Variant - The emperor is the primary ambassadorial unit within the stormer society, capable of speaking almost any language, and easily programmed to understand more, the emperor is a capable fighter in the event that a show of force is required, but is more suited to using brains to achieve it's solution to a given problem. These stormers are fully mimetic, capable of assuming the shape and characteristics of the race that it has been sent to communicate with. They are the only ones who can use regeneration packs to augment their size rather than simply heal injuries as they occur.

STR 5-8  
DEX 5-8  
DIA 5-15  
CONC 5-15  
CHA 5-12  
COOL 5-15  
STORMER EQUIPMENT

#### BIO ARMOUR

Bio armour is living plates of armour that are grafted directly onto the stormers musculature. All Stormer variants apart from Opifex and Oppidanus variants are able to make use of it. The only creatures with the musculature capable of supporting the weight of Impetus bio armour are Tempestas and Interfactor variants. Each variant of armour is crafted in a different fashion, as detailed below.

Lamina Armour - Lamina armour is the lightest of all the bio-armours, formed from several plates of malleable tissue, it incorporates no inbuilt weaponry or special abilities, and is commonly used for workers in dangerous areas and other such things. Rarely is it used for military actions.

PV - 7  
Head 15  
Torso 25  
Arms 20  
Legs 25  
Regeneration Rate - 2 points per round.

Protego armour - Protego armour is the common armour used for the smaller stormer variants, in a similar fashion to the Lamina variant, it is formed from a series of plates of tissue, but also it has a fine mesh of muscles underneath that allow it to withstand hits from heavier weapons and regenerate faster.

PV - 9  
Head 30  
Torso 50  
Arms 40  
Legs 45  
Regeneration Rate - 3 points per round.

Bucina Armour - Bucina armour is the standard armour for most military actions, it has a fully powered set of muscles underneath the skin allowing the armour to move with the wearer as if it were part of them. It also is the first of the armour variants to include sealing and respiration functions. The arms include a full set of retractable claws that are activated by nerve impulse from the spine.

PV - 13

Head 40  
Torso 100  
Arms 50  
Legs 50

Regeneration Rate - 5 points per round.

Independent air supply for four hours and full environment sealing, can be used in vacuum for up to two hours before the atmosphere begins to cause damage.

Arm Claws - Dmg 4, Pen 1, Ad 1.

Impetus Armour - Impetus armour is the armour used on warworlds and other such places, It is fully sealed and capable of working in vacuum and other such hostile environments. It is fitted with a full set of retractable claws similar to Bucina armour, and also has a series of retractable spikes along the entire length of the suit, aiding the stormer in close quarter combat.

PV - 17

Head 100  
Torso 200  
Arms 150  
Legs 150

Regeneration Rate - 10 points per round

Arm Claws - Dmg 5, Pen 2, Ad 1. Suit Spikes - Dmg 2, Pen 1, Ad 1.

If more than fifty damage is dealt to the suit while the spikes are extended, then the spikes will retract automatically and will not be available until the suit has fully regenerated

All suit regeneration will halt if the suit is engaged in any motion faster than walking pace/everyday slow tasks such as lifting and carrying. Suit regeneration will continue once the strenuous activity has ceased. All inbuilt suit weaponry is controlled by a spinal link in the torso of the suit, if the armour is depleted in the torso region, the armour inbuilt weapons will no longer function.

## METALSHEET ARMOUR

Designed for situation that would prove far too hostile for the normal bio armour that is the trademark of Hiarakia, metal sheet armour is the more cumbersome variant of defence used by stormers. Usually it is comprised of several interlocking plates of armour that are woven onto a chain base. These armours afford excellent protection against most forms of attack, but are heavy and needlessly cumbersome for the added defence.

Levis Armour - Levis armour is a lightweight suit of plate armour with a thin suit of rings, it is unpowered and unsealed. It is typically used in semi hazardous areas where mild degrees of protection are required but the time to fit a suit of bio armour is not available.

PV - 12

Head 130  
Torso 150  
Arms 130  
Legs 130

Modus Armour - Modus armour is a slightly heavier armour used in semi hostile environments. It is environment sealed with a five hour air supply and anti dazzle visual options. This particular armour is only available for Legio variant stormers, due to the lack of requirement of metal protection for most tasks.

PV - 14

Head 140



Torso 160  
Arms 140  
Legs 140

Fully environment sealed with five hour supply, Anti dazzle visor built into helmet.

Gravis Armour - Gravis armour is designed specifically for Tempestas and Interfactor variant stormers. Any creature with a STR of 18 or more can use this armour, anything less and the weight of the armour is too much to move in. Anything with a STR of 18-21 has a -5 PHYS penalty while wearing the armour. Anything with a STR of 22-24 has a -2 PHYS penalty while wearing the armour. STR 25 and Higher can move without penalty. The armour is fully environmentally sealed and atmosphere resistant.

PV - 18

Head 150  
Torso 200  
Arms 170  
Legs 170

Environment sealed with a ten hour air supply, atmosphere resistant to acid atmospheres and deep-sea areas.

Eximius Armour - Eximius armour is designed for war worlds, and as such is only available for Interfactor variant stormers. Any creature with a STR of 35-40 can use the armour with a -3 PHYS penalty while wearing it. It has inbuilt claws and spikes across the entire suit and is sealed and resistant to most atmospheres.

PV - 22

Head 200  
Torso 300  
Arms 200  
Legs 200

Environment sealed with a Twenty four hour air supply, and atmosphere sealed to five leagues, acid and corrosion resistant. Claws - Dmg 5, Pen 3, Ad 3. Spikes - Dmg 3, Pen 2, Ad 2.

## REGENERATION PACKS

Hiarakian stormers are all equipped with a spinal implant which allows them to make use of bio armour and other such bio devices. One of these is the regeneration pack, a backpack of fluids and tissue which interfaces directly into the nervous system of the stormer using it. These work by taking tissue from the backpacks and transplanting it anywhere on the stormer when it becomes damaged. In game terms, these act as instant wound healing. They take one round to activate and instantly take a number of hits equal to the wound and remove them from the pack, instantly healing the wound that was taken. The wound will not heal in the same round as it was caused, and if the wound is larger than the size of the pack being carried, then no tissue will be transferred. The wound is either entirely healed, or not at all. If the stormer using the pack is rendered unconscious, then the pack will not work, the stormer needs to be able to direct the pack usage. The packs come in 20, 50, 100, and 200 (Interfactor stormer only) hits packs. Imperator variants are able to use the packs as an extension of their own hits, as their nervous system reacts infinitely faster than other stormers. In game terms, this allow the imperator to take any hits on the regeneration pack rather than their own limbs.

## SKILL CHIPS

Skill Chips are the shortened terms for the small bio implants that allow stormers to be given skills that they might spend weeks or months learning otherwise. Each skill chip has a skill imprinted on it from level one to five, the stormer instantly gains one level of the skill when the chip is implanted, and then gains one further point per day with the chip implanted. In the case of physical skills, the stormer requires one week per point of skill to be learned, this is due to the stormer having to learn the particular stresses of the body and the form and routine involved in the skill. The Maximum of these skill chips that any one stormer may have is equal to their KNOW statistic, and the maximum level on the skills is also equal to the KNOW of the stormer in question. Skill chips are only manufactured by the Auctors and are usually only given out when needed.

## AGRESSION CHIPS

Agression chips are the implants required for all Hiarakian stormers to become actively violent, it is the chip that is fitted for all stormers leaving the city. Each chip has a behavioural limitation that restricts the nature of the violence that the stormer is permitted to use.

Level One - This permits defensive aggression, the stormer can strike back if attacked, and can subdue those who seem to be intent on causing others harm. At this level, the stormer will absolutely not resort to lethal force under any circumstance

Level Two - This permits minor levels of aggression, the stormer may act against something if they have reason to suspect that the creature is about to become hostile. Lethal force is allowable if there is NO alternative. The stormer can cause injury if need be, but will avoid it if at all possible.

Level Three - This permits normal levels of aggression, the stormer becomes the equivalent of a normal creature and has to be guided by a code of conduct. Most stormers given this chip are also implanted with a behavioural inhibitor that prevents them from acting like normal non-hiarakian stormers.

Level Four - Only fitted to stormers that are going to be operating on war worlds or some similar environment. At this level, the stormer is given a set of targets that will serve as the enemy. These targets it will attack and try to kill at every opportunity, all other targets it will ignore. This provides problems when the enemy comes up with a new configuration of warrior, the stormers are usually recalled and reprogrammed.

The drawback to Agression chips is that when they are removed, there is a small chance that the aggression passed on will remain with the stormer. To represent this, when the aggression chip is removed, the player rolls 1d10, if the result is equal to or less than the level of the aggression chip, then the aggression level is retained. The only creatures that can remove this are the higher level auctors.

## NEMESIS STOMACH IMPLANT

The Nemesis variant of stormer has a particular implant that allows it to absorb information from it's victims. It can absorb two points of skills for every point of KNOW that the nemesis has, the drawback is that for every four points of skills that the nemesis absorbs, it also assimilates one point of psychoses (if any). If the creature has no psychoses, the nemesis absorbs one point of mental advantages. If absorbing memories, the nemesis can absorb up to one half hours worth of knowledge from the victim, this is usually broken down into the specific parts of the creatures knowledge that the nemesis requires, access codes, passwords, and similar information. The nemesis may also absorb useless memories, this is at the GM's discretion.

## STORMER PSYCHOLOGY

In general, hiarakian stormers are pacifist and non-willing to cause injury to most living creatures. They all know their place in society and are usually quite happy about it. Those that have been fitted with aggression chips are not subject to normal psychology, having no other emotions to go from. The stormers are not given to extremes of any emotion, having no appreciation for most of the finer arts. The Auctors and Imperators often learn this from other races, and can then appreciate these things. The Utility and security stormers are usually unable to learn anything other than the task that they have been assigned. Most visitors are left slightly disturbed by the eerie quiet that the city lives in. The only verbal communication is by the normal stormer language which is pitched slightly above the normal human hearing range.

The only true psychological difference comes when the stormer reaches the age of around 300, at this stage, most stormers undergo a process known to them as Moschich (MOSS-YISH) at this time, the stormer generally begins to question why they are alive, and if there is anything more to see in the world. At this point in their lives, most of them opt for rebuilding or oblivion. In most cases, a new lease of life as a different variant can often offset the mental quagmire. In rare cases, hiarakian stormers actually begin to grasp the concept of their lives, these rare individuals go on to become auctors.

## SLAMASTERS SECTION

### THE TRUTH ABOUT HIARAKIA

When the colony ship Hiarakia went out, part of its payload was full processing capabilities for producing expendable labour were included as part of its crew compliment, a full team of Karma and Dark Lament technicians were sent out with the ship to be able to modify and recreate new stormers variants to survive on any world.

Unfortunately, one of the few TRUE mistakes in SLA history was made when they sent a pair of scientists who were romantically involved, Karma's Dr Callidus, and Dark Lament's female prodigy Scion. These two geniuses headed up their respective teams on the ship, and were responsible for many of the groundbreaking advances that have since been seen. Unfortunately, their love was split by tragedy, Callidus was unable to father children, an accident of birth, desperate for a child, the two began plans to create a child using their own genetic material as the base for the infant. Using advanced techniques still not fully understood, a foetus was created and implanted in Scion, which grew to term in less than a month. The child, a fusion of ebon and human, augmented with existing stormer technology enabling it to survive was christened Hope, and brought them every joy that they had wished for.

All may have been well if the stormer genecodes had not been implemented into the child's genetic structure, when born, the child had all the knowledge of both its parents, although was unable to communicate its ideas very well, it grew at an astonishing rate, reaching adolescence within a year of its birth, Callidus and Scion knew that if their child were to be discovered, then it would be studied for its entire natural life, so they took great pains to ensure that the child remained anonymous, while it spent its whole time learning more and more about the technology that created it.

When hope reached the chronological age of five, an event occurred that shaped the destiny of the Hiarakian colony beyond all expectations. An unforeseen riot in the Kain dome of the ship claimed the lives of Callidus and Scion, grief stricken, Hope fled to their laboratory, seeking refuge amongst the living toys that her parents had created for her.

All attempts at breaching the personal sanctuary of young Hope proved to be in vain, the refuge that her parents had created was impregnable by the technology of the other colonists. Beaurecracy runs slowly, and the young girl was quickly forgotten about, it was assumed that she would starve in the confines of the quarters.

They could not have been more wrong

Five years after the Kain riot, the ringleaders of the riot were found, drawn and quartered, but still somehow alive, and hung over the roof of the Kain dome, no explanation for this was forthcoming, but strange implants were noted keeping the people alive. One month later, the doors to the hope laboratory opened and huge bio-creatures stormed out to take the station, the human occupants of the colony knew that they could not hope to prevail without the help of SLA and made immediate course for the Chrom spaceport where they knew salvation waited, seeing this, Hope initiated the second phase of her plan, and as the colony neared earth, the attacking forces diverted their assault and destroyed the main engines, sending the ship into a spiralling descent, coming to rest a short distance from Mort central, immediately, Hope activated phase three, whereupon the warp engines of the Hiarakus engaged and encased all the metal dust from the descent in a stable cyclone of immense power. She then set about engaging the ships automatic defense and sending out her children to finish off her parents killers, who she now viewed all of the ships passengers as.

As the years passed, Hope amassed a mighty army, and made huge, living masses, that she called One, meaning to indicate that all of them were one, and that no one was better than the other. These drew sustenance from the atmosphere, and were used as the raw material for her children, she made many new creatures, drawing on the brilliance of her father and the emotion of her mother to make better and more stable creations. When SLA came to reclaim their property in 312, she was ready, her army easily cutting through the ill-prepared forces that stood before her.

Prepared now, and able to resist her tormentors, hope began the creation of the city for her children, the most gifted amongst which she taught some of her power, that they might help her in her vision, hundreds of years passed, Hope continued, sustained by her own immortality, and the vision, which came to her every night, when her parents still spoke to her and guided her to what she must do.

In 750, Hope opened the city of her children to the world, and welcomed with open arms, those who she saw as the ones who had made her parents, and by extension, made her. All her dreams were as naught, as SLA continued as it always did, and tried to subvert her people, in 800, she reactivated her shields, and continued with her crusade, in 850, all her preparations made, she reopened the borders, fully capable of defending her realm as queen and empress. She rules there to this day, an unseen figure, but always in the hearts and minds of her children.

## GENESIS - THE ART OF CREATION

Genesis is a specialised ebb ability known only to the upper echelons of the children of Hope, and the Auctor variant of stormer from Hiarakia, It's originator was Hope, the leader of the stormers of Hiarakia, and is intrinsically tied to her and her creations, particularly the biomass known as One.

Rank	Ability
1	Biorhythms 1, Know race and deviant paths in life form. Cost=1 flux
2	Salutaris 1, Stormer only, heal 3 hits per flux
3	Biorhythms 2, As rank 1+ know inherent weaknesses in target. Cost=2 flux
4	Salutaris 2, Stormer only, heal 5 hits per flux
5	Immutatio 1, modify existing life pattern and repair inherent defects
6	Memini 1, Learn from others skills and keep ability.
7	Salutaris 3, Stormer, heal 10 hits per flux, other, heal 3 hits per flux
8	Emendo 1, Any creature, change biogenetic structure temporarily.
9	Emendo 2, Any creature, change biogenetic structure permanently
10	Immutatio 2, modify existing life pattern and improve upon
11	Theorus 1, Beginning of creation abilities
12	Theorus 2, Create small uncomplex life forms
13	Salutaris 4, Rebuild corporeal body
14	Adiungo 1, Fuse technology and life forms
15	Immutatio 3, modify any life pattern and theorise new life patterns.
16	Biorhythms 3, Know all life and its life pattern
17	Adiungo 2, Create inherent weapons systems onto life forms
18	Salutaris 5, Rebuild mental and physical states.
19	Ra, Creation of souls
20	Creation
21	Incubatio, Create new life without the assistance of One
22	Conglaciatus, Freeze any stormers lifeforce, preventing it from moving.
23	Sustineo, preserve mortally wounded creatures.
24	Translatio, Transferral of any skills known to a new host.
25	Remove Emotion, used to heal trauma to psychologically wounded creatures.
26	Remove Life (Stormer), the removal of life from a hiarakian stormer.
27	Instill Emotion, Pass on emotions to other stormers.
28	Bio Engineer, Initial knowledge of viral engineering
29	Virus, creation of virii
30	Rebuild, modification of one stormer variant to another.
35	Manifest Destiny, complete remoulding of all statistics and skills.
40	Mindwipe, erasing of all skills and memories.
45	Remove Soul, removal of soul from lifeforms
50	Grand Creation, the ultimate creation rite.

## FULL EXPLANATIONS.

Rank One - Biorhythms 1. At this stage, the user may evaluate any life form that they can touch, and by touching them, know of any inherent defects in the target such as diseases and other such misalignments of genetics. Cost = 1 flux per target assessed.

Rank Two - Salutaris 1. This is the primary ability of healing, known to almost all the Auctors, with this ability, bleeding can be stopped instantly, as can all manner of wounds. This ability will not grow limbs back, but will cause them to scar over within two rounds, preventing all further bleeding damage until such time as the wound is reopened. Cost = 1 flux per 3 hits to heal, or 1 flux per bleeding wound staunched.

Rank Three - Biorhythms 2. At this stage, the user is capable of assessing a creature from a distance equal to their DIA in metres, all things that could be sensed at level one can be sensed using this ability, but also any racial/personal weaknesses can be sensed. This does not include mental disabilities, rather things that will adversely affect the target physically.

Rank Four - Salutaris 2. A more effective version of 1, bleeding damage can still be stopped at the cost of 1 flux, but an improved healing rate of 5 hits per flux is now in evidence.

Rank Five - Immutatio 1. Immutatio is the first of the skills leading to the final ability of creation, Immutatio allows the user (Having first assessed the target) to make minor modifications to the basic genetic profile of the creature, these will mostly be cosmetic modifications with little to no effect on the creatures abilities. Cost = 1 flux per modification

Rank Six - Memini - Memini is the second part of the creation rite, those using memini can both assess a target, and take a copy of the targets memory at the same time. The user and the target must be in contact with each other at the time for the ability to work, and the transfer must be willing. The cost in flux is 1 per level of the skill being copied, with skills above 10 taking 2 flux per level of the skill, including the first 10. Ebb skills are copied at a cost of 5 flux per level of the ability being copied, with skills above 10 costing 10 flux per level including the first 10.

Rank Seven - Salutaris 3 - At this level, the user learns to operate on physiologies other than the base stormer genetic profile, gaining the use of salutaris 1 upon life forms other than stormers. At this point, they can always operate at two level below their maximum level when working on non stormer life forms. Minor organ regrowth on stormers can be achieved at this level, eyes, ears, fingers, toes are all regeneratable at this level and a healing rate of 10 hits per flux is achieved.

Rank Eight - Emmendo 1 - Emmendo is the ability to make a temporary change in the targets basic genetic structure. The creature must be willing for this to occur and the user must be in physical contact with the target through the entire procedure. In game terms, points from statistics can be exchanged freely on a one for one basis, costing 3 flux per point transferred, and taking one minute per statistic point transferred. This ability wears off after a period equal to the users CONC in days

Rank Nine - Emmendo 2 - Emmendo 2 grants the same abilities as 1, except that if 6 flux is used at the time of transference, then the transfer becomes permanent.

Rank Ten - Immutatio 2 - Similar to Immutatio 1, 2 allows more than cosmetic changes to be made in the target. Things such as relocating organs in the body can be achieved, eyes can be transferred to the palms of hands, or to the back of the head if desired. Cost = 5 flux per modification.

Rank Eleven - Theorus 1 - Theorus is the state where knowledge of the basics of life becomes apparent, at this rank, the user becomes a pacifist, having seen the sanctuary of life, they will refuse to take any further life. Theorus allows the user to know the building blocks upon which any lifeform has been created, and moreover, how it reached that stage, going back up to 10 generations in time to trace what changes have come about since then. Cost = 30 flux per target

Rank Twelve - Theorus 2 - As 1, except that the evolution of the species under scrutiny can be traced back to 100 generations of life. With the assistance of One or a similar mass of tissue, a copy of the ORIGINAL creature can be made, this is to say the first incarnation of a species. Cost = 30 flux to sense the target, 50 flux to create the life form.

Rank Thirteen - Salutaris 4 - At this point, limbs can be regrown, and recreated, when combined with Immutatio 2, new limbs can be made that are better in all ways than the original. This ability cannot be used to heal by itself, although it can grow new limbs where the old one's were. For those who say

this is healing it, it is not, the damage will still be there, and a repeat injury to the same location will inflict the same wound all over again instantly. Cost = 20 flux per limb regenerated

Rank Fourteen - Adungio 1 - This ability allows the fusion of non-organic technology to organic flesh, allowing the creature to use the weapon/technology as if it were an extension of their own body. It does not provide inherent power for the device, and ammunition still has to be loaded in the normal fashion, but the item will function as if part of the creature it is fused to. Cost = 20 flux per device.

Rank Fifteen - Immutatio 3 - At this point, the user gains insight into what could be done to life forms to improve upon them, an example of this is the wraith raider dependance on cold suits. With Immutatio 3, such racial defects can be removed, also, any life forms that the user encounters it automatically senses and stores their life patterns in it's memory. New life can be theorised at this time, as the user begins to understand the mannerisms of the universe. Cost = 50 flux to remove a racial defect.

Rank Sixteen - Biorhythms 3 - By this stage, the user knows life in the universe and is familiar with the rites of creation, with this ability, they know the difference in life and death, and what separates it with each life form. New life patterns can be created for 40 flux each, but this does not yet give the user the ability to create that new life, just to envision how it will live and exist.

Rank Seventeen - Adungio 2 - At this level, the user can fuse technology with the targets body and use the bodies inherent life energy to power the device, any manner of device that requires power can be implanted into the creatures body, but ammunition and other consumables that the device requires will not be manufactured by the hosts body. Cost = 30 flux per device.

Rank Eighteen - Salutaris 5 - At this level, the user can remove inherent mental deficiencies, they can remove psychoses and rebuild shattered psyches as if new, the target has to be willing for the inherent mental block to be removed, and it is this that causes the most problems as most truly insane targets have no desire to be cured. It is mainly used for Phobias, and in some cases, milder forms of sociopathy. Cost = 10 flux per level of psychosis removed.

Rank Nineteen - Ra - the user is able to seize the power of the soul, and harness a new life force for transfer to the new body, this needs a body to be available, with a viable life pattern, before the soul can be placed in the body. Cost = 150 flux per soul created. The new soul will have a minor trace of the users personality at the time of the creation, so caution is always advised.

Rank Twenty - Creation - At this level, the user can combine all their abilities to make new life, the combination of abilities required are Ra, Biorhythms 3, Immutatio 3, and Theorus 1 and 2. There needs to be an amount of bio tissue available to make the body from, and then a one time cost of 200 flux to infuse the creation with life. With the use of the Memini ability, the creation can be given skills to start it's life with, otherwise it starts out as a newborn in all ways.

Rank Twenty One - Incubatio - This is the ability to create another lifeform from the embryonic stage, this requires the same abilities as level twenty, but also a willing host for the new lifeform to gestate within. The type of lifeform implanted must be compatible with the host, but otherwise, there are no limitation.

Rank Twenty Two - Conglaciatus - This allows the Auctor to hold a stormer in stasis, preventing it from any further damage that it may be suffering from bleeding or unrecoverable damage. It is also used as a stabiliser if the stormer is being taken back to One for re-assimilation. Any amount of the body can be frozen. The cost is 3 flux per minute that the stormer is to be held in stasis. If the stormer is not willing to be frozen, they can attempt a CONC roll every round. A success allows the stormer to break free for one turn only.

Rank Twenty Three - Sustineo - A more advanced version of conglaciatus, this allows the stormer to still move and function (to the best of it's abilities, stormers missing legs will still be not able to move). This ability preserves all

Rank Twenty Four - Translatio - This skill allows the transferral of abilities from the Auctor to another stormer. The two need to be in physical contact for this to work and both need to be willing. The

transferral takes one round per point of skill transferred and the transferees cannot learn more than their natural maximum. The flux cost is ten per point of skill transferred.

Rank Twenty Five - Remove Emotion - When aggression/skill chips go wrong, or there are other psychoses that a stormer develops, they can be removed by this ability, the cost is twenty flux per point of psychosis removed, in the case of aggression chips, per level of the chip. The stormer does not have to be willing for the psychosis/aggression to be removed, but they do have to be in physical contact, so it is often the case that the stormer being operated on needs to be sedated and/or restrained.

Rank Twenty Six - Remove Life (Stormer) - In worst case scenarios, when all else has failed, the Auctor can actually stop the life of another stormer by touching it. This can be done by hand to hand combat and is often the only way for it to occur. It works by matching the total number of hits in the target stormers body with flux points. The result is that the stormer quite literally drops dead instantly.

Rank Twenty Seven - Instill Emotion - The auctor can instill emotions at a touch, this is used in emergency scenarios only, as the emotion can often live on after it has supposed to have expired. All the emotions granted are temporary and last for a number of minutes equal to the amount of flux spent divided by five.

Rank Twenty Eight - Bio Engineer - At this rank, the Auctor learns the concept behind viral engineering, what goes into what and how things effect each other. At this level they can ascertain the path of a virus and the stages that it will go through before it reaches it's conclusion. They have to touch the target to make the ability work, and will have to remain in contact with the target while assensing the nature of the virus. This may cause the auctor themselves to become infected with the virus if it is communicable.

Rank Twenty Nine - Virus - At this rank, the Auctor can retro-engineer virii to counter the ones that they have found. They can also create new virii, with the limitation that the virii has to be beneficial. There have been records of rogue auctors, and it is conceivable that the ability could be used to create harmful virii, although there have been no recorded cases of this.

Rank Thirty - Rebuild - This allows the Auctor to rebuild a new stormer variant from an existing one. This ability is only used to allow stormers to try out new variants. It occurs when the stormers reach a certain age and become dissatisfied with the lifepath that they were designed for. At this stage, the auctor can rebuild the body of the stormer into any other variant. The skills and memories of the old stormer are retained, but the body is completely rebuilt.

Rank Thirty Five - Manifest Destiny - This allows the Auctor to completely recreate all the statistics and skills of the stormer, completely reorganising the stormer into a new model. The limitations of Skills is equivalent to their racial maximum, the maximum for statistics is as follows. The complete remould is usually too traumatic for the stormer to cope with and the creature usually requires a mindwipe (lvl 40) either prior or after this ability has been used.

STR	50
DEX	30
DIA	30
CONC	30
CHA	20
COOL	50

Rank Forty - Mindwipe - This completely removes all emotions and skills from a creature. It requires physical contact and the cost in flux is equal to the five times the total of all the creatures skills, Mental advantages and disadvantages. The ability takes a number of minutes equal to the flux spent divided by five and the creature usually has to be sedated or restrained while this is going on. At the end of this, the creature is left a living, but mindless husk, ready to be reprogrammed.

Rank Forty Five - Remove Soul - Similar to the combined abilities of mindwipe and remove life. This ability removes both the memories and the life of the target. The cost of the ability is equal to the combined total of their statistics, skills, advantages, disadvantages, psychoses, and other abilities, multiplied by ten and requires a number of minutes equal to the cost in flux divided by ten. The

creature usually has to be restrained or sedated while this is happening. At the end of this, the creature is a lifeless, mindless husk that has no capability of life and needs life support if it is to continue existing.

Rank Fifty - Grand Creation - This is the ability that Hope uses every year to create the new batch of stormers, the cost in flux is beyond mortal imagining, and only hope can use this ability.

## HOPE

Hope, leader of the Hiarakian stormers is something of an enigma. Standing approximately five feet tall, she radiates strength and harmony. Her black hair is worn usually all the way down her back, and she normally keeps her eyes slightly obscured with the aforementioned hair. Her eyes are Deep purple, and glow faintly when she speaks. Her usual mode of speaking is of an over protective mother towards her waywards children. Physically she is unassuming, but she is more than godlike with her own mental abilities and is fully aware of her abilities. She has never lost her temper in general company, but it is rumoured that she cries when alone. She is not close to anyone in the city, but is rumoured to keep contacts with Intruder from time to time, and the preceptor has never forgotten the gift that she gave him. All the stormers from hiarakia would give their lives unhesitantly to save hers.

STR 5  
DEX 20  
DIA 45  
CONC 50  
CHA 12  
COOL 30  
PHYS 12  
KNOW 47

Flux points - Incalculable, thought to be in the millions. Also draws flux from her creations at a rate of one point per creation per day. It is an invisible tax that her subjects willingly pay to her.

Hope knows all the basic ebb abilities to level 20, with the exception of protection and enhancement, which she does not know at all, she also has knowledge of Genesis to level 60. Her usual attire is a pastel coloured dress with delicate shoes usually in Black or brilliant white to offset her own striking looks. Her physical appearance is of an eighteen year old ebon, and she often takes to walking in the city to speak with her guests. This is to evaluate them. The only way that an outsider will notice the true power of the young girl near them is to see the stormers around her showing unquestioning deference to her.

## ONE

One is the giant bio construct from which all life in Hiarakia springs. Measuring approximately 2 miles high by one long and wide, it is the largest lifeform on the land masses of the planet (There have been larger lifeforms recorded in the depths of Oceanus) Just prior to the Grand creation every year, the mass of One is usually twice the aforementioned size. It regenerates at a rate of approximately 1000 hits per round, and is guarded by over two thousand interfector variant stormers. The creation chamber where One is housed is maintained underground far beneath the city.

## JUSTICE

Justice, The son of the preceptor, resides in the main dark lament vehicle. What the preceptor does not realise is that Hope maintains a constant link to Justice, and through him, remains apprised of most of SLA's plans, including most of the actions against her city. Justice is in fact an auctor variant of sorts, modified structurally to appear as a necanthrope. He stands nine feet tall, black skinned with razor sharp fangs and multi jointed arms. His eyes are pits, the colour of darkest night, and so far, no one has dared question the son of the preceptor as to his true identity.

STR 19  
DEX 17  
DIA 15  
CONC 17  
CHA 6



COOL 20

PHYS 18

KNOW 16

Flux points - approximately 500, under the personal tutelage of the preceptor, Justice has attained Formulae 10 and has a deep understanding of all the ebb abilities, knowing each of them to the ultimate degree. Justice is rarely seen outside of Guidance, but he occasionally acts as bodyguard to his father on visits of importance.

#### THE METAL STORM

The Metal storms surrounding Hiarakia are a combination of ultra fine razor sharp adamantium dust and a warp field enclosing it. The warp field was designed to maintain hull integrity beyond light speeds by refracting matter around the field so that it does not damage the ship within the field. The field is capable of causing up to 1000 points in damage every round when set to it's highest level, this is only ever done in times of war. The normal setting if the field is raised is in the region of 200 points of damage per round. The field is usually opaque, but the speed of the metal going past renders it impossible to see through it.