


ALTERNITY®

FX



FX artifacts are mysterious devices that human science can neither explain nor duplicate. They might be ancient objects created by an arcane society, holy relics of a divinity, or strange superscience gadgets from another dimension.

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ARTIFACTS

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FX artifacts are usually related to a particular type of FX (Arcane Magic, Faith, or Super Power), and they take the same role in a campaign as do alien artifacts—either as a perk, a flaw, or a story device for the Gamemaster.

To design an FX artifact, use the procedure for designing an alien artifact (see Chapter 12 in the *Gamemaster Guide*), but use **Tables 1** and **2** from this article instead of Table G55: Artifact Powers and Table G56: Artifact Drawbacks from the *Gamemaster Guide*, respectively.

FX ARTIFACT POWERS

The italicized FX artifact powers in **Table 1** are unique to this article. All others are described in Chapter 12: Alien Artifacts in the *Gamemaster Guide*.

Animation

The device can temporarily imbue an object with sentience and limited mobility, creating a creature under the control of the artifact's wielder.

This creature acts like an elemental of the type appropriate to the material from which the object is formed (that is, solid = earth, liquid = water, gas = air, and energy = fire). The object (or volume, for nonsolid substances) must be of approximately 1.5 cubic meters; animated solid objects that are part of a larger object cannot pull themselves free from their parent object and remain rooted in place. The object to be animated must be within 50 meters of the artifact at all times; it falls inert if this distance is exceeded. The animation otherwise lasts 1 hour. Statistics for elementals are found in Chapter 6: FX Creatures in *Beyond Science: A Guide to FX*.

Unlike standard elementals, which require a "pure" or "natural" substance for their creation, an artifact can animate artificial or refined substances such as

brick, metal, gasoline, or chlorine gas. Such materials result in a stronger or weaker elemental, at the Gamemaster's discretion.

Ordinary: The device can animate liquid or gaseous material.

Good: The device can animate solid material.

Amazing: The device can animate manifestations of energy (fire, electricity, radiation, and so on).

Dimensional Contact

The device can transcend dimensional boundaries, allowing communication with beings in other dimensions.

Normally, the device is limited to one or more specific dimensions, such as a "hell" (where demons reside), the spirit world (of shamans, voodoo, or other similar faiths), a "heaven" (where angels reside), or parallel universes (such as those described in the *ALTERNITY*® game supplement *Tangents*).

The communication ability of the device might have been intended as a beacon to beings from one of the targeted dimensions, a means of offering advice, or a key to subverting the will of its user. The item's purpose determines what sort of interactions the bearer has with the beings on the other side. Note that the receiver for the artifact's signals could be a specific creature or something like a computer station. In the latter case, there might be nobody present when the hero activates the call. The form of communication the device provides could be empathic, aural, visual and aural, or even telepathic, at the Gamemaster's discretion; the communication has a maximum duration of 10 minutes.

If keyed toward a particular sort of FX available to the user (for example, if the device contacts a "hell" and the user is a diabolist), the device makes it easier to

contact the user's supernatural patrons or their native dimension, giving a bonus to any FX skill checks of that type that involve communicating with a being from that dimension. (A diabolist, for example, would gain a bonus to Diabolism—*summoning* or *tongue of the damned*, for example, but not *hellfire* or *rend the weave*.)

Ordinary: The device can contact one specific dimension and gives a -1 step bonus to FX skill checks of the appropriate type. It can be used once per week.

Good: The device can contact two specific dimensions and gives a -2 step bonus to FX skill checks of the appropriate type. It can be used once per day.

Amazing: The device can contact three specific dimensions, giving a -3 step bonus to FX skill checks of the appropriate type. It can also contact other dimensions specified by the user but gives only a -1 step bonus to FX skill checks involving such dimensions. It can be used once per hour.

Dimensional Travel

The artifact allows the user to move to another dimension.

Unlike the Dimensional Shift artifact power, this ability connects to a complete reality, and travel to it does not revert after time. (The user must activate the device again to return.) The user is not guaranteed protection from the dimension's native environment; for example, the native dimension of demons is not a friendly place, and heroes who go there are at risk from pools of burning brimstone or the local lifeforms.

As with the *dimensional contact* artifact power, most devices of this type are tuned to a specific dimension, although many allow travel to nearby parallel universes (see *Tangents* for more information on this topic); the device can also be used to return to the user's native dimension. The portal created

Table 1: FX Artifact Powers

Communication (d6)		4	Immortality
1	Cyberconscious	5	Regenerator
2	<i>Dimensional contact</i>	6	Resuscitator
3	Empathy	Mental Enhancement (d6)	
4	Star transceiver	1	<i>FX grafting</i>
5	Telepathy	2	<i>Heightened FX skill</i>
6	<i>Speak with plants</i>	3	Heightened Intelligence
Control (d6)		4	Heightened Personality
1	Cybercontrol	5	Heightened Will
2	Dark matter control	6	Multitasking
3	<i>FX control</i>	Offense (d6)	
4	Kinetic control	1	Anti-life ray
5	<i>Plant control</i>	2	Dark matter attack
6	Probability control	3	Disintegration field
Defense (d6)		4	<i>FX energy attack</i>
1	Armor	5	<i>FX feedback attack</i>
2	Displacement	6	Gravity generation
3	Energy dispersal	Physical Enhancement (d6)	
4	<i>FX dispersal</i>	1	<i>FX grafting</i>
5	Kinetic dispersal	2	<i>Heightened FX skill</i>
6	<i>Spirit shield</i>	3	Heightened Constitution
Environmental (d6)		4	Heightened Dexterity
1	<i>FX manipulation</i>	5	Heightened Strength
2	Magnetic control	6	Hyper adaptation
3	Molecular manipulation	Transmutation (d8)	
4	Photonic manipulation	1	<i>Animation</i>
5	<i>Spirit ward</i>	2	Elemental conversion
6	Stealth field	3	<i>Molecular conversion</i>
Information (d6)		4	Molecular transformation
1	Analysis	5	Oxidation/reduction
2	<i>FX detector</i>	6	<i>Shape alteration</i>
3	<i>FX lore</i>	7	<i>Size alteration</i>
4	Omnidata computer	8	Virtual matter creation
5	Precognition	Transportation (d6)	
6	Postcognition	1	Carrier wave
Medical (d6)		2	Dimensional shift
1	<i>FX battery</i>	3	<i>Dimensional travel</i>
2	<i>FX rejuvenator</i>	4	<i>Flight</i>
3	Healing touch	5	Time travel
		6	Teleportation

by the artifact is temporary, closing when the user desires or automatically after a certain amount of time; if the portal remains open, it can be used by other creatures.

Some of these devices are attuned to a spirit world where shamans, vodun, or the like contact the spirits of their faiths. Shamanic devices of this type do not actually transport the user to the spirit world but immediately shift the user's con-

sciousness there (effectively giving the shaman an Amazing trance immediately); the shaman can wake from the trance normally. Voodoo artifacts allow the houngan to bypass having a ceremony to contact the loa; the houngan should still use the sacrifices appropriate to the desired loa. (The artifact takes the place of the ceremony, contacting the loa instantly and allowing the houngan to offer the sacri-

fices.) The portals created by these artifacts allow the user to take advantage of their benefits for as long as the portal is open, repeatedly accessing the spirit world without extensive preparation.

Ordinary: The device can transport to one other dimension and back again. It can be used once per day, with its portal remaining open for 1 round.

Good: The device can transport to two other dimensions and back again. It can be used once every 12 hours, with its portal remaining open for 1 minute.

Amazing: The device can be tuned to open a portal to any nearby dimension, is usable once every 4 hours, and creates a portal that remains open for 10 minutes.

Flight

The artifact allows the user to fly.

It offers no protection from the environment (so flying into space or underwater requires appropriate equipment) but does protect against the normal hazards of flying at high speed (such as sonic booms and wind). Once activated, flying requires no actions, and the hero can move without penalty in any direction up to the device's maximum speed. The flying hero moves at the speed and with the maneuverability of a vehicle, the type depending upon the power level of the artifact; it can be used for up to 1 hour per day.

Ordinary: The hero flies as well as a helicopter.

Good: The hero flies as well as a private jet.

Amazing: The hero flies as well as a skycar.

FX Battery

The device has a reservoir of FX energy that can be tapped by its user.

The FX energy points can be keyed to a particular type of FX or can be available to anyone with FX abilities. The device's energy replenishes itself automatically without input from the user.

Ordinary: The device has 2 FX energy points and renews them at a rate of one every 12 hours.

Good: The device has 4 FX energy points and renews them at a rate of one every 6 hours.

Amazing: The device has 6 FX energy points and renews them at a rate of one every 4 hours.

FX Control

The device dampens or heightens a target's ability to draw upon FX energy.

If set to dampen, any FX usage by the target costs one additional FX energy point. If set to heighten, any FX usage by the target costs one fewer FX energy point (with a minimum of 1 point). The artifact affects only one creature at a time, and the target must be in range and in sight at the time of activation. The user cannot target himself or herself with the device.

Ordinary: The device has a range of 20 meters and can be used once per day, lasting 1 minute per use.

Good: The device's range is 50 meters and can be used twice per day, lasting 5 minutes per use.

Amazing: The device's range is 100 meters and can be used three times per day, lasting 10 minutes per use.

FX Detector

The device can detect the use of FX in its vicinity.

This information might be conveyed to the user by a number of means, depending upon the form of the artifact: a sword might vibrate, a holy symbol might grow cold, a high-tech helmet might use a blip on an HUD, and so on. The device functions automatically and does not need to be activated. The device can detect only one category of FX (arcane, faith, or super power) or even one type within that category (diabolism, necromancy, and so on); whether or not it can differentiate between the categories and types is up to the Gamemaster. (Different FX might show up as different colors on the helmet's HUD, for example.)

Ordinary: The device has a range of 10 meters and detects the use of FX (such as casting a spell) or existing FX (active spells and FX devices, among others).

Good: As above, but the device has a range of 40 meters and detects creatures that use FX (even if they aren't currently doing so).

Amazing: As above, but the device has a range of 100 meters and detects creatures that have the potential to use FX (in regard to FX that require an innate talent, rather than the sort that anyone could use with sufficient training).

Arm of Talos

Form: Graft/implant (left arm)

Purpose: Offense, Mental Enhancement

Powers: Gravity Generation (A); Multitasking (G).

Drawbacks: Possession (M); FX Vulnerability (S).



Reputed to have been crafted from the remains of a bronze giant, the Arm of Talos is a solid left arm of bronze that magically affixes itself to the shoulder of any humanoid creature that has lost its left arm. When affixed, the arm functions just like a normal limb, with additional powers noted below.

The arm's primary offensive power is its powerful gravitic control. With a successful Modern Ranged Weapons—rifle skill check, the arm's controller can move a living creature up to 10, 20, or 30 meters in any direction (depending on the success of the skill check). No skill check is necessary to

use the power on inanimate objects. A clever user can devise many interesting strategies with this power; in general, damage inflicted through the use of this ability (such as by dropping or throwing an enemy) will be equivalent to the damage suffered by a fall. (See Chapter 3 of the *Gamemaster Guide*.) This power can manipulate a single object of up to 2,000 kg at a range of 200 meters and can function for up to 12 phases per 24 hours.

Still inhabited by a portion of the spirit of the bronze giant, the Arm of Talos possesses a rudimentary sentience. This allows its wearer to perform unrelated actions with both hands at no penalty and grants a –2 step bonus to action checks. Unfortunately, the artifact also has the capability of taking over the mind of its user. Whenever the hero wearing the Arm uses the gravity generation power for more than 2 phases in any 60-minute period, the sentience awakens and attempts to possess the hero. Its possession skill score is 14; the hero's Will resistance modifier applies. While it possesses the hero's body, the Arm causes the hero to act in a crude and violent fashion, insulting friends and brutalizing anyone who questions the affected individual. The possessed hero can make a Resolve—mental resolve skill check every hour to regain control.

As a side effect of its creation through unknown alchemical processes, the Arm of Talos bestows a particular vulnerability to Hermeticism Arcane Magic FX to its wielder. Any hero wearing the arm suffers a –2 penalty to his or her resistance modifiers versus that form of Arcane Magic FX (or grants a –2 step bonus to Hermeticism skill checks used against the wearer, if no resistance modifier applies).

Methuselan Cortex

Form: Implant (head)

Purpose: Medical

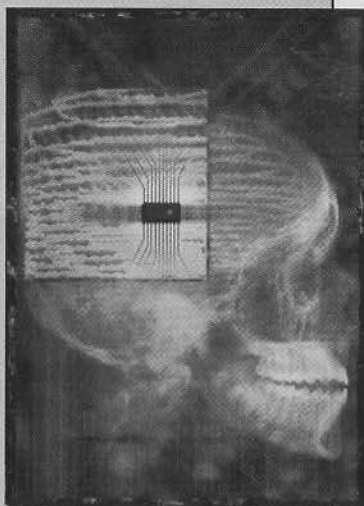
Powers: Immortality (O).

Drawbacks: FX Energy Leech (M); Infamous Device (S).

This legendary nanocomputer interacts with the hero's body in such a way as to drastically reduce the body's aging process. Once it has been installed, the hero ages at only one-fifth the normal rate. In addition, the hero gains a -2 step bonus to any Stamina-endurance skill checks caused by mortal damage.

The Methuselan Cortex does not have its own power supply; instead, at a randomly determined time during each day, it drains 2 FX energy points from a nearby target (or 2 wound points if no nearby target has FX energy points). If no targets exist within 30 meters, it drains from its user instead.

This artifact's power is desired by many, for obvious reasons. Every two to three adventures, the hero using the Methuselan Cortex should encounter those interested in "liberating" it from the hero, with or without employing a surgical process.



Amazing: The effect lasts 1 hour and causes d4w and 1m.

FX Grafting

The device duplicates the ability of one or more FX specialty skills, allowing the wielder to use these skills as if they were his or her own.

The artifact provides the FX energy to activate the skill, while the user provides the intent. Any negative consequences of using the device's skills (such as damage from a diabolism item, possible possession from a voodoo item, backfires from a pyromantic item, and so on) are suffered by the user. The wielder cannot use the item's FX broad skill to use FX specialty skills unavailable to the device.

Ordinary: The device has one FX broad skill and one FX specialty skill of that type at rank 3. It can be used once per day.

Good: The device has one FX broad skill, with one specialty skill of that type at rank 6 and one at rank 3. It can be used three times per day (in any combination of the two specialty skills).

Amazing: The device has one FX broad skill, with one specialty skill of that type at rank 9, one at rank 6, and one at rank 3. It can be used five times per day (in any combination of the three specialty skills).

FX Lore

The device is a storehouse of information on a particular FX broad skill and its specialty skills. It is considered to have the Knowledge and Teach specialty skills appropriate to that type of FX. The rank and skill score depends on the power level of the device.

Ordinary: The device has a rank of 4 (skill score 12) in Knowledge and Teach for the FX broad skill and its specialty skills.

Good: The device has a rank of 8 (skill score 16) in Knowledge and Teach.

Amazing: The device has a rank of 12 (skill score 20) in Knowledge and Teach.

FX Manipulation

The device can emit a field that enhances or inhibits FX abilities.

All FX users within the field gain a bonus or penalty to their FX skill rolls while the device is active. More powerful

FX Dispersal

When the wielder is struck by a direct application of FX, the artifact negates some or all of the damage.

The artifact's absorbent power is taken into account before armor rolls.

The FX must be applied directly at the wielder and not at another object that then affects the wielder. For example, this power would affect any FX attack that launches energy at the wielder (such as Diabolism-hellfire or Necromancy-life drain), but would not protect against mundane attacks from a demon summoned by FX. Similarly, the wielder would be protected if a pyromancer used the *immolation* spell on him or her, but not if the person walked into a burning shack that was ignited with a *fiery bolt* spell.

Ordinary: The device dissipates 4 points of damage; 20 points can be dissipated each day.

Good: The device dissipates 6 points of damage; 30 points can be dissipated each day.

Amazing: The device dissipates 8 points of damage; 40 points can be dissipated each day.

FX Energy Attack

The device can fire a bolt of FX energy.

The type of FX energy depends upon the artifact and resembles one of the types of FX (diabolism, necromancy, thaumaturgy, super power energy, and so on);

any resistance or vulnerability the target has toward that sort of energy applies to this attack. Aiming the device depends upon the specialty skill (*pistol*, *rifle*, or *SMG*) appropriate to the device's form.

Ordinary: The device inflicts 2d4s/2d4w/d6m of En/O damage and has a range of 50 meters.

Good: The device inflicts 3d4s/3d4w/2d4m of En/G damage and has a range of 100 meters.

Amazing: The device inflicts 3d4s/3d4w/2d4m of En/A damage and has a range of 200 meters.

FX Feedback Attack

The device emits a beam that causes a harmful resonance in the target whenever FX energy is used.

For the duration of the effect, the target suffers damage every time he or she spends FX energy; this damage cannot be reduced by armor or defensive devices (although defense against FX will work). Most of these devices only work against one category of FX (arcane, faith, or super power). The duration of the effect and the damage from the feedback (per point of FX energy the target spends) depends upon the power level of the artifact; it is considered En/O damage.

Ordinary: The effect lasts 1 minute and causes d4s.

Good: The effect lasts 10 minutes and causes d4w.

artifacts might (at the Gamemaster's discretion) be able to modulate the field to enhance one type of FX while inhibiting another.

Ordinary: The device gives a +2 or -3 modifier to all FX skill rolls within 10 meters of it.

Good: The device gives a +3 or -3 modifier to all FX skill rolls within 30 meters of it.

Amazing: The device gives a +4 or -4 modifier to all FX skill rolls within 60 meters of it.

FX Rejuvenator

The device enhances the recovery of FX energy.

Resolve-Not only do the intervals for making *mental resolve* or *physical resolve* become shorter, the total time needed without FX expenditure needed to recover all FX (8 hours for most characters) becomes shorter. The device can give this benefit only to its bearer, and it must be held, worn, or otherwise be within 1 meter of the user for a 24 hour period to provide this power.

Ordinary: The time intervals are reduced to one-half of their current amount.

Good: The time intervals are reduced to one-third of their current amount.

Amazing: The time intervals are reduced to one-fourth of their current amount.

Heightened FX Skill

The device is attuned toward one FX broad skill.

If the wielder is able to use that sort of FX, the skill rolls for that broad skill and its specialty skills are made with a step bonus.

Ordinary: The device provides a -1 step bonus.

Good: The device provides a -2 step bonus.

Amazing: The device provides a -3 step bonus.

Molecular Conversion

Less limited than the Elemental Conversion power, this can convert simple or complex compounds, mixtures, and amalgams into others in the same state (solid, liquid, or gas).

Depending on the power of the artifact, atmospheric air (a mixture of sev-

Spirit Circlet

Form: Clothing (headgear)

Purpose: Defense, Communication

Powers: Spirit Shield (G); Dimensional Contact (O).

Drawbacks: Mental instability (E); Energy Cost (S).

This tarnished silver circlet was once worn by religious leaders who used its powers to communicate with beings they perceived as "angels," as well as to protect them from evil spirits.

The artifact adds +2 to its wearer's resistance modifier against attacks by spirit creatures (including all possession attacks). Also, it grants empathic communication with an alternate dimension inhabited by powerful (and generally beneficent) beings. Such communication lasts no more than 10 minutes and can be performed no more than once per week. The user typically receives feelings of right or wrong about future plans, or premonitions of potential danger.

At the Gamemaster's discretion, this dimension might be inhabited by the beings who empower users of Enochian Arcane Magic FX and Monotheism Faith FX, thus granting a -1 step bonus to skill checks of those two broad skills that rely on communication with such beings.

The Spirit Circlet has two drawbacks that make its use hazardous. Communication with the alternate dimension draws energy directly from the wearer, causing him or her 1 point of stun damage per minute of communication. Also, any use of the *dimensional contact* power forces the wearer to make a *Resolve-mental resolve* skill check at a +3 step penalty or be afflicted with mental instability, as described in Chapter 12 of the *Gamemaster Guide*.



eral elemental gases and chemical compounds) can be changed to poisonous fumes; water can be changed to alcohol, milk, gasoline, or acid; wood can be changed to flesh, stone, or metal. It can be used once per day. This change is temporary, and the object is unharmed when it returns to its original form. (Alterations or damage suffered during the transformed state carries over to the new form.) A living creature can resist the effect with a *Stamina-endurance* roll.

Ordinary: The device has a range of 5 meters and can convert up to 1,000 cubic meters of gas. The change lasts 10 minutes.

Good: The device has a range of 10 meters and can convert up to 100 kg of liquid. The change lasts 30 minutes.

Amazing: The device has a range of 30 meters and can convert up to 200 kg of solid material. The change lasts 1 hour.

Plant Control

The device has a telekinetic affinity for plant life and can cause plants to bend, twist, and grasp anything within its range.

Short plants can slow movement by 25%, tall ones by 50%, and shrubbery and trees can stop it completely. The plants retain their normal material strength, so they can be cut or broken normally. (Making progress through high or low grass usually entails breaking the numerous stalks grasping at the target's limbs). The plants can also be directed to bend into a particular shape (allowing ease of climbing, leaning over a gorge, and so forth) or release their fruit, nuts, or pollen. The effect lasts 10 minutes; flexible plants revert to their previous positions, while rigid ones (such as trees, cacti, and the like) retain their altered orientations.

Ordinary: The device can affect up to 50 kg of plant matter within a 10-meter radius of the device.

Good: The device can affect up to 100 kg of plant matter within a 20-meter radius.

Amazing: The device can affect up to 500 kg of plant matter within a 50-meter radius.

Tome of the Eye

Form: Carried device (book)

Purpose: Information

Powers: FX Lore (G); Precognition (O).

Drawbacks: Degeneration (S).

This thick, gray book appears to be stitched from the hide of an unidentifiable creature, with a single open eye set into the front cover. It bears no title or other markings, and its pages appear blank at first. However, if its possessor stands before it (or holds it) and asks a question relating to the topic noted below, the Tome reveals its powers.

The Tome of the Eye is a full of information on Alienism Faith FX, including the strange extradimensional beings associated with that faith. It has the equivalent of rank 8 (skill score 16) in Knowledge—*alienism* and Teach—*adept* (Alienism Faith FX only). When in use, the book flips open to a page holding the desired answer or lesson, then closes again. There is no other way to read from the book.

In addition, the book has precognitive powers. At the Gamemaster's discretion (and at an appropriate time in a game session), the Tome of the Eye flips open to a random page, revealing a rough scene of an event in the possessor's future. The hero has only a few seconds to look at the image (which will be hazy and somewhat unclear) before the book slams shut again. The hero can make an Awareness—*intuition* check (with a -2 step bonus) to comprehend the scene, as described in Chapter 12 of the *Gamemaster Guide*.

The Tome of the Eye has a deleterious effect upon those who possess it. Each month, the owner of the book must make a Constitution feat check to avoid being infected with a disease of Ordinary incubation (2d4 days). Note that the book need not be in the hero's presence during this time to have this effect.



engine running on enlarged gasoline will run less efficiently (as if the fuel were diluted).

The power can be used once per day, and the size alteration takes a full round. At the end of the duration, the object reverts to its original size over the course of a full round. If a reduced object is placed in a space smaller than its normal size and allowed to revert, it will expand as much as possible to regain its normal size and, depending upon the strength of the affected object and its container, either damage the cause of its confinement or crumple. A similar effect occurs if an object is enlarged within a small space or an item is reduced around another object, such as a battle vest around a person.

Ordinary: The device can enlarge or reduce up to 50 kg of materials by a factor of 50%. The change lasts 10 minutes.

Good: The device can enlarge or reduce up to 100 kg of materials by a factor of 100%. The change lasts 30 minutes.

Amazing: The device can enlarge or reduce up to 200 kg of materials by a factor of 200%. The change lasts 1 hour.

Speak with Plants

The device can read the limited sensory impressions that plant life draws from its surroundings and telepathically translate this information into something its wielder can understand.

Essentially, this is a specialized form of the psionic skills ESP—*postcognition* and *psychometry* that works only in the presence of living plant matter.

Ordinary: The device has a range of 10 meters and can read impressions up to 6 hours old.

Good: The device has a range of 50 meters and can read impressions up to 12 hours old.

Amazing: The device has a range of 200 meters and can read impressions up to 24 hours old.

Spirit Shield

The device increases the user's resistance modifier against spirit creatures (such as shamanic spirits, voodoo spirits, ghosts, demons without physical form, and so forth).

The user receives the bonus when being attacked with physical, mental, or FX attacks from the spirits (including

Shape Alteration

The device can alter the shape of a target nonliving object as if it were putty under the telepathic guidance of the user.

The artifact could reform a bent airlock door, create holes in walls, bend wooden planks, reshape a concrete floor, and so on. Transforming an object takes a full round, and matter is neither created nor destroyed with this power, although pieces can be separated from a whole during the transformation process. The transformed object retains its original material strength unless its new form indicates otherwise. (For example, a steel girder reformed into a metal mesh will be easier to damage.) Altering the shape of gaseous or liquid "objects" lasts only as long as the user concentrates, with the "object" succumbing to gravity, pressure, and temperature as soon as the user stops concentrating. The device can be used in this manner once per day.

Ordinary: The device can affect up to 100 kg of material and has a range of 10 meters.

Good: The device can affect up to 500 kg of material and has a range of 25 meters.

Amazing: The device can affect up to 1,000 kg of material and has a range of 50 meters.

Size Alteration

The device can radically increase or decrease the size of an object.

The object's mass does not remain constant; an enlarged object is partially made up of virtual matter, whereas a reduced object has its extra mass shunted extradimensionally. The altered object otherwise retains its normal material strength, although electronic and mechanical components might malfunction or simply not work if operated at a size for which they were not engineered. (For example, a gasoline explosion in an engine will have a hard time moving a piston that is twice its original size.) The virtual matter is largely inert, so enlarging a package of plastic explosive will not result in a bigger explosion, and an

possession attempts). The user gains a +1, +2, or +3 resistance modifier against spirit creatures for an Ordinary, Good, or Amazing power, respectively.

Spirit Ward

The device can create an area which is painful for spirits.

Bodiless supernatural entities (such as shamanic or voodoo spirits, or ghosts) can enter the area only if they make a *Stamina-resist pain* roll, and must make another roll every round they remain there. (Failure means the spirit flees the area, possibly even returning to its home dimension.) This roll is modified by the power level of the artifact, as are all actions attempted by the spirit while within the area.

Creatures possessed by any spirit (including helpful ones) are also affected by the Spirit Ward, but they have a -2 bonus on their *Stamina resist-pain* roll (the host entity must make the roll if the spirit is not given any statistics); this modifier can only negate a penalty, not provide a bonus. Possessed creatures that fail their roll do their best to leave the area; a friendly possessing spirit abandons its host if the host does not leave, while a hostile possessing spirit threatens its host to get the field deactivated (preferring to kill its host than simply be driven away).

Ordinary: The field affects all spirits within 10 meters of the device and gives a +1 penalty to all rolls made by the spirits in the area. It can operate for up to 10 minutes per day.

Good: The field affects all spirits within 30 meters of the device and gives a +2 penalty to all rolls made by the spirits in the area. It can operate for up to 1 hour per day.

Amazing: The field affects all spirits within 100 meters of the user and gives a +3 penalty to all rolls made by the spirits in the area. It can operate for up to 6 hours per day.

FX Artifact Drawbacks

As with FX artifact powers, FX artifact drawbacks in italics indicate new drawbacks described in this book. All other drawbacks are described in Chapter 12 in the *Gamemaster Guide*.

Any artifact with a drawback listed in Table 2 with an asterisk (*) functions

only for a hero with an active FX energy pool. The artifact does not function for a hero without an FX energy pool or one whose entire FX energy pool is used maintaining permanent Super Power FX powers (that is, the hero has no "open" FX energy points to spend).

Depletes Materials

The device requires rare, exotic, or expensive materials to function (either as fuel or as an offering to whatever entity created it).

Any items given to the device are converted to common materials (if fuel) or are completely lost (if an offering). The device consumes \$100, \$500, or \$1,000 worth of materials (depending upon the level of the drawback) every time it is activated by the user. These values are in real-world PL 5 terms; adjust values accordingly for campaigns where prices are higher or lower. Suitable materials include gemstones, precious metals, exotic plants or animals, or electronic devices. Alternatively, it might degrade larger amounts of nonprecious materials (such as common plants, metals, or asphalt), leaving behind brittle husks or serious structural damage in the immediate area depending upon the material consumed.

FX Energy Cost

The device does not have its own supply of FX energy; the user must spend his or her own FX energy points to activate it.

The use of any power requires 1, 2, or 3 FX energy points (depending upon the level of the drawback).

FX Energy Leech

Like the Leech drawback, the artifact randomly selects a nearby creature (which might be the user) with FX and drains FX energy from it; if no such creatures are available (including the user), it will strike out at a random creature and drain wound points.

In either case, it causes a loss of 1, 2, or 3 FX energy points (or wound points) depending upon the level of the drawback (Slight, Moderate, or Extreme).

FX Inhibitor

The device inhibits the user's ability to recover FX energy.

Table 2: FX Artifact Drawbacks

d20	Drawback
1	Blackouts
2	Compulsory Behavior
3	Dampening Field
4	<i>Depletes Materials</i>
5	<i>Decreased Ability</i>
6	Degeneration
7	Disruptive Consciousness
8	Energy Cost
9	<i>FX Energy Cost*</i>
10	<i>FX Energy Leech*</i>
11	<i>FX Inhibitor*</i>
12	<i>FX Vulnerability</i>
13	<i>Hostile Consciousness</i>
14	Infamous Device
15	Leech
16	Mental Instability
17	Possession
18	Power Spike
19	<i>Spirit Prison</i>
20	Uncontrolled Function

Once the device has become attuned to the user (usually by the user activating one of its powers), it doubles, triples, or quadruples the amount of time between FX energy recovery checks and the amount of rest needed to fully recover FX energy.

FX Vulnerability

The device and its user are vulnerable to one type of FX (diabolism, shamanism, and so on).

The user has a -2, -3, or -4 resistance modifier against a specific type of FX.

Hostile Consciousness

The device is self-aware and generally hostile toward anything that isn't its creator.

Much like the Uncontrolled Function drawback, there will be times when the device refuses to cooperate (although it can be convinced to do so through an appropriate encounter skill check such as *Interaction-charm*, *intimidate*, or even *bribe*) or activate itself against the user or another target. The device has an Intelligence score of 3d4 and can communicate on an empathic or telepathic level with its user.

Slight: There is a 1-in-6 chance that the device is recalcitrant when the user tries to activate it. Whenever the user rolls a Critical Failure on a skill check, there is a 1-in-6 chance that the artifact activates itself against the user or another person within range.

The Treatment

Form: Procedure/Treatment

Purpose: Physical Enhancement, Transmutation

Powers: FX grafting (0); Hyper-adaptation (0); Molecular Transformation (0).

Drawbacks: Decreased Ability (0).

When brilliant biochemist Mikhail Selinkov stumbled upon a process to adapt humanoid life to exist in hostile environments, he was overjoyed. When he discovered that "The Treatment," as he later dubbed it, had the side effect of allowing the recipient to transform molecular compounds, he realized that he had just created the ultimate terraforming program.

Those undergoing "The Treatment" can exist comfortably in any environment that deviates up to two total grades from their natural environment on the GRAPH system. (See Chapter 3: Gamemasters in Action in the *Gamemaster Guide*.) Thus, a human being (accustomed to G2/R1/A2/P3/H2) could comfortably survive in a high-radiation (R3) environment, a very high-gravity (G4) environment, or an environment with both thin pressure (P2) and frigid temperature (H1).

In addition, such individuals can, once per day, activate the Brick-*Invulnerability* Super Power FX skill at no FX energy cost, providing 10 minutes of protection against a single type of environmental hazard (such as heat/fire, cold, corrosion, poison, or radiation). While this power is active, the hero ignores any stun or wound damage caused by the hazard, and treats mortal damage from the hazard as stun damage.

Most spectacular of all, however, is the ability the hero gains to create and deconstruct molecular compounds from existing substances, as described in Chapter 12 of the *Gamemaster Guide*. The power operates once per day and affects up to 10 kg or 1,000 cubic meters of gas at a range of 10 meters.

Sadly, the effect has one minor drawback. Those undergoing "The Treatment" lose some willpower, suffering a -1 reduction to their Will score. Dr. Selinkov sees this as not worth fixing—after all, the less strong-willed your terraformers, the more likely they are to follow orders.



sion skill score of 14, and possession attempts occur about once every one or two adventures. The target's *mental resolve* roll to regain control is made at a +1 penalty.

Extreme: The device has a possession skill score of 18, and attempts occur every adventure. The target's *mental resolve* roll to regain control is made at a +2 penalty.

Spirit Prison


The device is a prison for a powerful alien, spirit, or extradimensional being.

This creature resents its confinement and wishes to be released; using the powers of the artifact temporarily weaken the restraints that keep it in place and allow it a chance to break free. Each use of a power allows the entity to make a Resolve-*mental resolve* roll (at +2, +1, or +0 penalty for an Ordinary, Good, or Amazing power used); success means the creature breaks free of the prison and goes on a rampage.

The device is powerless without the bound entity, and the only way to force it back into the device is for the user to succeed against the creature with contested *mental resolve* rolls. (The device can imprison only that creature or a similar type, and this is the only power that works while the entity is freed.) The entity can perform other actions at no penalty while resisting the call of its prison. Killing the entity means the device is non-functional until a similar sort of being can be forced into it.

Slight: The imprisoned creature is relatively weak, such as a minor animal spirit or an imp (least demon).

Moderate: The imprisoned creature is of moderate power: an average animal spirit, a guardian angel, or lesser demon.

Extreme: The imprisoned entity is very powerful, perhaps a great loa, warrior angel, or greater demon. 

Sean Reynolds has always mixed magic and technology, with flying saucers in his AD&D® games and elves in his SF games. Andy Collins, however, is still upset about that whole "your chocolate in my peanut butter" thing and thinks Sean is just asking for trouble.

Moderate: As above, but there is a 1-in-4 chance that the device needs to be convinced to operate, and chance of self-activation is 2-in-6.

Extreme: As above, but the chance of self-activation is 3-in-6.

Possession

More dangerous than a device with the Blackouts drawback, the artifact has the ability to take over the mind and body of its user.

Triggers for the possession include times of stress, d6 hours after the artifact is activated, or anytime the user rolls a Critical Failure on a skill check.

When the possession attempt occurs,

the device makes a possession skill roll (modified by the Will resistance modifier of the wielder). If it succeeds, the hero is possessed. The possessed hero can make a Resolve-*mental resolve* roll every hour to regain control of his or her body.

While the device has possessed the hero, it might seek to learn more about the world, act out a secret agenda determined by its creator, disrupt the life of its wielder, or even pretend to be the wielder to cause some mischief.

Slight: The device has a possession skill score of 12, and possession attempts occur only once every three or four adventures.

Moderate: The device has a posses-

TRANSMISSIONS

By Andy Collins, JD Wiker,
and Jeff "Zippy" Quick

Gamemaster Hints

This journal page could serve a variety of purposes. Perhaps the ghost still haunts this house, and the heroes must investigate. Is the ghost a harbinger of danger, an angry spirit, or merely a restless specter denied a peaceful afterlife?

The journal page might be a hoax perpetrated to create a news story for a tabloid show. Alternatively, the heroes might need to contact the writer of the journal (or his next-of-kin) as part of a separate investigation into hauntings. The purpose selected by the Gamemaster determines the "how and why" that the journal page falls into the heroes' hands.

DARK MATTER™

Saturday January 16, 1937

He appeared again last night, just after midnight. I was fixing myself a late-night snack when I caught a flash of movement out of the corner of my eye. Turning, I saw him, muddy clothes, rifle, and all, as if he had just stepped out of the trenches and into my kitchen.

I almost did not drop my sandwich this time. Even when it is not the first time, one simply does not become accustomed to seeing one of the 1st Lancashire Fusiliers standing in one's kitchen. At least I had the presence of mind to offer him a wedge of Stilton, though I cannot say I expected him to accept. After all, he never speaks or shows any sign he understands my words.

Despite that, I almost feel I am beginning to know this young man, if that is truly the correct word to use when describing what for all the world seems to be nothing more than a spectre. He is definitely young. I cannot imagine him any older than eighteen at most, despite the tired look in his eyes. His gear marks him as a soldier in the Great War, and I have identified his battalion from markings on his jacket. His identity remains a mystery to me. However, there were simply too many young men like him who died at Beaumont Hamel and other hell-holes.

Still, I have to wonder how many more Sunday nights shall be marked with his appearance, as well as how long my sanity can last under such circumstances.

Gamemaster Hints

The heroes' ship might be in the area to hear Mount Illumination's distress call, or they could be hired to deliver emergency supplies to the settlement. Mount Illumination researches alien archaeological sites on Yellow Sky. While storms aren't unheard of, they usually aren't this strong. Why was this one so severe?

- Archaeologists accidentally activated a dormant weather machine belonging to the previous inhabitants.
- Pirates seeded the atmosphere with a storm cocktail designed to cover up their activities.
- Perhaps the locals are right and an angry god really is unhappy with the desecration of its sacred sites.

Winds measured at 145 kph drove through the Mount Illumination colony on Yellow Sky in the Tychus system two weeks ago. Dozens of deaths are reported, with more expected as workers clear devastated areas. Damage estimates are in the millions of Concord dollars.

Yellow Sky's corrosive atmosphere damaged several outlying buildings across the settlement, including several hydroponic farms. Although other Yellow Sky settlements have given assistance, Orlamu officials have appealed to the Galactic Concord and all nearby vessels for supplies, including food, water, clothing, and e-suits.

Mount Illumination has had a difficult existence in its 250-year history, continuing to be intensely self-reliant even after the Long Silence. Surviving colonists are reported to be dismayed but in good health.