

CONTENTSOperatives Handbook Page

Introduction – Rules Tweaks, New Rules

- ❖ New Rules
- ❖ Rules Tweaks
- ❖ Revised Skill List

Chapter 1 - Operative Creation Summary

- ❖ Contacts
- ❖ Starting Equipment and Funds

Chapter 2 - Racial and Training Packages

Chapter 3 - Equipment

- ❖ Firearms and Attachments
- ❖ Melee Weapons and Combat Drugs
- ❖ Ebb Equipment
- ❖ Armor
- ❖ Grenades
- ❖ Equipment List

Chapter 4 - Character Advancement

Chapter 5 – Ebb and Flux

GM Appendix

Subversives and Serial Killers

Character Sheet

Ebb Sheet

DISCLAIMER

This is a 100% fan-made document. In no way shape or form does this have any Official connection to SLA Industries, Nemesis, or the One Roll Engine.

To use this PDF you will need a copy of the SLA Industries Core Book and a free copy of the Nemesis rules.

LINKS

These are some of the best that game design has to offer. Visit their websites and buy their products!

Nemesis Core Rules

www.arcdream.com

www.project-nemesis.com

SLA Industries

<http://www.cubicle-7.com>

One-Roll Engine

www.arcdream.com

www.gregstolze.com

www.detwillerdesign.com

Other

www.team8.co.uk

www.integration-20.com

www.daveallsop.co.uk

THANKS TO THE FOLLOWING PEOPLE:

Dennis Detwiller, Greg Stolze and Shane Ivy for creating the One Roll Engine

Dave Allsop, Jared Earl, Tim Dedopolus and everyone else behind SLA Industries

My players for being interested in SLA and good enough to play-test my rules with me.

INTRODUCTION – WHAT YOU NEED TO PLAY.

To use this conversion you will need a copy of the SLA Industries core rulebook. You will also need to download a copy of the Nemesis version of the One Roll Engine. Should you happen to own a copy of Godlike, Wild Talents and/or Reign those are great books and also give you the core One Roll Engine rules. However this conversion uses the Madness Meter which you will only find in Nemesis, *or a copy of Unknown Armies, which is another great game that everyone should own!*

You will also need some ten-sided dice.

NEW RULES

Here are some new things I've added to the Nemesis system:

Squishy Dice

All rolled sets may be "squished" by one step. What this means is that you can lower your width by 1 to raise your height by 1, or vice-versa. However, by squishing a set, you may never lower your width below 2 or raise your height above 10.

Hard Dice (hd)

Hard Dice are another special die that can be gained through Biogenetics. Hard Dice in SLA:ORE always equal 7. *This is slightly different from the Godlike/Wild Talents style hard dice, as I didn't want biogenetically enhanced operatives running around ripping heads off with incredible regularity. They aren't as lethal but still great dice to have.*

Flux (New Secondary Stat)

Brain Wasters and Ebon characters have a new stat called Flux which starts out at 5. They may raise it just like any other Stat. Flux is never rolled like other stats and is represented by a fixed number rather than a pool of dice. *Flux is explained further in Chapter 4.*

RULES TWEAKS

The following are a set of optional rules tweaks that I use in my own games. This conversion was written with the following changes in mind:

Expert Dice (ed)

Expert Dice always match themselves to the set with the highest Height. So if you roll a 2x9 and a 3x5, your ed will become a 9 and turn your 2x9 into a 3x9. Expert Dice may also still become normal dice to cancel out a 1d penalty.

In SLA:ORE Expert Dice are only used for skills and Ebb powers. They are limited to 1ed per skill or power.

Trump Dice (td)

Trump Dice remain unchanged but you will only find them in things that have been biogenetically enhanced.

Empathy

Empathy is known as Cool but is otherwise unchanged. Cool is the original Stat name in Godlike/Wild Talents and calling it “Cool” fits the setting more.

REVISED SKILL LIST**Body Skills**

Athletics
 Brawling
 Endurance
 Health
 Martial Arts [Type]
 Melee Weapon [Type]
 Running
 Swimming
 Wrestling

Coordination Skills

Acrobatics
 Catch
 Climbing
 Dodge
 Driving [Type]
 Escape Artist
 Firearms [Type]
 Lock Pick
 Pilot [Type]
 Pick Pocket
 Stealth
 Throw

Sense

Hearing
 Search
 Sight
 Smell
 Taste
 Touch

Floating Skill

Equilibrium

Mind

Computer Hardware
 Computer Programming
 Concentration**
 Criminology
 Cryptology
 Education
 Electronics
 First Aid
 Forgery
 Language [Type]*
 Mechanic [Type]
 Navigation [Land]
 Navigation [Sea/Air]
 Psychiatry
 Survival
 Tactics

Command Skills

Inspiration
 Intimidation
 Leadership
 Performance [Type]
 Psychology
 Seduction

Cool Skills

Bluff
 Counseling
 Lie
 Meditation
 Persuasion
 Resist***

*Language options can be found in the SLA Industries core book.

**Concentration is a new skill used by Ebbs to control their powers.

***Resist is also used to “resist” the effects of drug addiction.

CHAPTER 1 – OPERATIVE CREATION SUMMARY

Each player receives 125d (or dice; otherwise known as character points) to create their Operative. For a more high-powered game you can increase the amount of dice that each player will get to spend. Here's how you spend them:

STEP 1 – CHOOSE A RACIAL PACKAGE

In Chapter 2 you will find a list of racial packages. Choose one, and then record your Bonus Dice, Limits, and any Racial Abilities you receive. Each package will cost you anywhere from 0 to 20d. *Detailed information on the races can be found in the SLA Industries core book on pages 152-165.*

STEP 2 – CHOOSE A TRAINING PACKAGE

Go over the list of Training Packages (also in Chapter 2) and choose one. Each package gives one Expert Die (ed) in six different skills. These dice are free and do not cost you character points, but they do still count towards the 5d limit on Skills.

STEP 3 – DETERMINE STARTING MADNESS

Give your character any number of hardened or failed notches on the Madness Meter. You gain 1d per Hardened notch, and 2d per failed notch. You may gain no more than 10d bonus points for these notches.

STEP 4 – BUY STATS, SKILLS, EBB POWERS/SPECIAL ABILITIES, AND CONTACTS

Use character points to purchase dice for your various traits: Stats, Skills and Ebb Powers. All characters must purchase at least 1d in each of the six Stats. Many skills can be attempted without training (dice) but you suffer a 1d penalty or more depending upon how tough the skill would be for a normal person to use

- ❖ Stats cost 5d per die.
- ❖ Skills cost 2d per die.
- ❖ Flux costs 3d per die.
- ❖ Ebb Powers cost 3d per rank.
- ❖ Ebb Add-ons have a variable cost. *See chapter 4.*
- ❖ Contacts costs 3d per die. *See below.*

Max Skill Dice at Character Creation (Optional)

If you want your player's characters to be more well rounded it might help to impose a maximum cap on skill dice pools at character creation. 3d seems to be a good stopping point.

Contacts

Contacts is a dice pool that you can roll when you are attempting to seek the aid of people you know. It's an abstract way to represent the various people your character has inevitably met on his way to becoming a SLA Operative. Each die in this pool costs 3d up to a max of 10d.

The way contacts works is during the game you can seek aid from people you know by rolling your pool. Help comes in 5 minus Width (*minutes, hours, days, etc*) and the GM will determine the time increments depending upon the situation.

Each time you use your contacts you lose 1d from your pool temporarily. These 1d penalties are cumulative, so that every time you try to use your Contacts it gets tougher and tougher to succeed in finding help. These losses happen regardless of success or failure and return at the rate of 1 die per every week of game time.

STEP 5 – THAT STRAY 1d.

Should you find yourself with a single stray die and absolutely nothing you can spend it on, then you have yourself a choice. You may save it to spend once you get more of them at the end of every session, or you can trade it in for an extra 100 credits to buy your starting equipment. Only 1d may be spent in this way, unless the GM is kind enough to allow otherwise.

STEP 6 – CHOOSE DISADVANTAGES

Each player has the option of choosing up to 3 disadvantages for their Operative. Unlike most other games, disadvantages do not grant you extra points with which to create your character. At the end of every evening of play a player has the opportunity to earn a bonus character point for each flaw that he/she role played well during that session. *See Chapter 5 for more information.*

Since they give you the opportunity to earn more character points at the end of every session you want to pick something that will come up enough to allow you to role play it but also something that won't absolutely cripple your character or cause you to have to disrupt the game by over-acting on your disadvantage.

Disadvantages can be any mental or physical trait that has an adverse effect on your character. *The SLA Industries core book should give you a good idea where to start.*

STEP 7 – THE FINANCE CHIP

Choose whether or not you want your Operative to have the Finance Chip implanted. If you accept the implant you will receive a 200 credit bonus, and extra income of 200 credits each month. If not you will be issued a Finance Card instead. *More information on the Finance Chip can be found in the SLA Industries core book.*

STEP 8 – STARTING EQUIPMENT AND FUNDS

Each character starts with 1500 credits to spend on equipment. Human Operatives receive an extra 250c as a racial bonus. Operatives who choose to have the finance chip implanted receive an additional 200c. There's also another possible 100c if they have one point left unspent.

They also receive the following items for free upon their graduation from Meny:

FEN 603 Auto-Pistol with 2 clips of standard ammunition

A weapon maintenance kit

Operative organizer and a BPN File Case

Headset Communicator

Klipko Lighter

A Pen

SCL Card

Training Package ID and Badge

Two sets of clothing and one set of footwear

A pack of condoms

And a 100c bonus which may not be spent until the game has started.

STEP 9 – FINISHING TOUCHES

Here's where you decide on things like name, age, sex, eye color, skin color, hair color, etc. You should also decide whether your character has any people they care about whether it be family, lover(s) or friends. Does your Operative have any enemies or rivals? This is the most important step of character creation because without personality, your Operative is just another sheet with stats on it.

CHAPTER 2 – RACIAL AND TRAINING PACKAGES

RACIAL PACKAGES

Each Operative must be built with one of these packages which determines which race your character will be. More of these will be created when I get around to converting the various SLA Industries sourcebooks. *For more information on each race check out the SLA Industries core book.*

Each package grants you bonuses, and some apply limits to your Stats. Some also have Special Abilities which are listed. Any bonus Stat dice allow your race to exceed the normal Human limit of 5d in any one Statistic. For example, Wraith Raider Operatives can reach 7d in their Coordination pool thanks to the +2d bonus they receive. Limits impose a maximum dice limit on one or more Stats. For example, that same Wraith Raider Operative can only have up to 3 dice in Cool.

Brain Waster (20 Character Points)

Bonus Stat Dice: +1d Sense, +1d Mind, +2d Cool

Limits: Command 3d

Special Ability

Brain Wasters have the ability to channel Flux and use Ebb Powers. They begin with a Flux stat of 5.

Ebon (20 Character Points)

Bonus Stat Dice: +2d Sense, +2d Mind

Limits: Body 4d, Cool 4d

Special Ability

Ebons have the ability to channel Flux and use Ebb Powers. They begin with a Flux stat of 5.

Frother (5 Character Points)

Bonus Stat Dice: +1d Cool

Limits: Mind 3d

Special Ability

Frothers are more adept at using combat drugs (*see chapter 3*) than any other race. They receive a free die in the Resist skill and that free die is always treated as an Expert Die (ed) whenever they roll to avoid the effects of drug addiction.

Human (0 Character Points)

Bonus Stat Dice: *none*

Limits: *none*

Special Abilities

+1d Contacts

+250 credits for purchasing starting equipment

Shaktar (10 Character Points)

Bonus Stat Dice: +2d Body, +1d Coordination, +1d Cool

Limits: Mind 3d

Special Ability

Claws – Width in Killing, Penetration 1

Stormer 313 (15 Character Points)

Bonus Stat Dice: +2 hard dice (hd) Body*, +1d Cool

Limits: Brains 3d

Special Abilities

Claws – Width in Killing, Penetration 1

Regeneration – In combat, 1 Killing turns into Shock every 5 turns. Once all Killing is gone, Shock heals at a rate of 1 per 5 turns. While not in active combat the Stormer's adrenaline slows. The process remains the same but instead happens once every minute.

**313 Stormers are biogenetically created granting them incredible physical prowess which is why they get automatic hard dice in Body.*

Wraith Raider (10 Character Points)

Bonus Stat Dice: +2d Coordination, +2d Sense

Limits: Mind 4d, Cool 4d

TRAINING PACKAGES

Next up, each Operative must select a Training Package. These don't cost any character points but do determine what skills your Operative will excel at when the game begins. Each package gives the Operative 1ed in six different skills which are core to that particular specialty. These dice are free but do not allow your Skills pool to surpass the normal 5d limit for skills.

The packages are as follows:

DEATH SQUAD

Brawling
Endurance
Firearms [Rifle]
Intimidation
Leadership
Tactics

KICK MURDER

Acrobatics
Climbing
Dodge
Martial Arts [Type]
Melee Weapon [Type]
Stealth

INQUISITIVE

Criminology
Interrogation
Investigation
Search
Sense Motive
Streetwise

MECHANIC

Computer Hardware
Computer Programming
Electronics
Firearms [Pistol]
Mechanic [Type]
Mechanic [Type]

COMBAT MEDIC

Firearms [Pistol]
First Aid
Forensics
Medicine
Psychology
Equilibrium

PILOT

Driving [Military]
Endurance
Mechanic [Aircraft]
Navigation [Air/Sea]
Pilot [Military]
Sight

SCOUT

Firearms [Rifle]
Running
Search
Stealth
Streetwise
Tracking

STRIKE SQUAD

Drive [Civilian]
Drive [Military]
Firearms [Pistol]
Firearms [Rifle]
First Aid
Melee Weapon [Type]

CHAPTER 3 – EQUIPMENT

What follows are tables with the cost and stats of the various equipment SLA Operatives use. Descriptions of all the items can be found in the *SLA core book*.

FIREARM	COST	DAMAGE	PEN	SPRAY	CLIP	RANGE (YARDS)
ABG Chopper	1700c	width+4K	3	-	24	20/40
BLA 046M Blitzler	790c	width+2SK	3	-	6	20/50
CAF Cold Shadow SMG	250u	width-1SK	0	4	20	10/15
CAF Screaming Eagle AR	300u	width+1SK	1	3	30	40/350
CAF Steel Death P50	150u	width-1SK	0	-	8	20/40
CAF R7 Wild Boar	400u	width+1SK	1	-	6	40/400
FEN AR Assault Rifle	750c	width+2SK+1K	3	0(4)*	25	40(12)/400(80)*
FEN 30-30 "True Shot"	1100c	width+2SK	2	-	1	200/1200
FEN 204 "Gunhead" SMG	350c	widthSK+1K	2	0(4)*	40	30(15)/60(30)*
FEN 400 "Sure Kill"	2000c	width+5SK	5	-	5	200/1500
FEN 603 Auto-Pistol	150c	widthSK+1K	2	0(4)*	20	20(5)/45(10)*
FEN 706 Power Reaper	1575c	width+2SK+1K	3	4	100	40/400
FEN "Tri" Sniper Platform	1450c	width+4SK	4	-	1	200/2000
GA47 SA Pistol	75c	widthSK+1K	2	-	12	20/45
GA50 "Finisher" Assault Rifle	300c	width+2SK+1K	4	3b**	18	40/350
GAK 19 Assault System	1850c	width+4SK	4	-	5	30/350
KK20 "Panther"	430c	widthSK+2K	2	2b**	20	18/34
KK30 "Ripper"	570c	widthSK+2K	2	3	20	10/15
KPS Mangler Assault Shotgun	900c	width+2SK+1K	3	2b**	10	15/30
MAL Assault Cannon	2150c	width+4SK	4	-	20	50/500
SLA 10-10 Bully Boy Shotgun	200c	width+2SK+1K	2	-	10	15/30
SP Vibro Disc	760c	width+3K	4	-	4	20/50

*Spray and range values are for semi-automatic (fully automatic). A weapon with one spray rating must fire all spray dice.

** This weapon can only make a 2 or 3 round burst which allows multiple attacks with no penalty but no spray dice. Alternatively you can make a single attack at one target with a +1d bonus.

FIREARM ATTACHMENTS*	EFFECT
Bipod	Gain a +1d bonus when firing from prone.
Flash Suppressor	-2d penalty to Sight rolls to see the weapon fire.
Gyroscopic Stabilizer**	Fire a rifle one-handed. (-1d penalty without Recoil Baffling)
Laser Painter	Make called shots without the normal 1d penalty.
Recoil Baffling**	Set one of your spray dice to 7 at your option.
Sights	Aiming takes one round for +2d instead of two rounds. 2d is still the maximum bonus you can get from aiming.
Silencer	-2d penalty to Hearing rolls to hear the weapon fire.
Scope	Ignore the 1d penalty for long range.
Stock	Squish your Firearms sets by one more step.

*See the equipment list below for prices on these attachments.

** Recoil Baffling is cancelled when firing a two handed weapon with one hand (with or with a stabilizer).

MELEE WEAPON	COST	DAMAGE	PENETRATION	HAR*	WOUND BOXES
Chain Axe	85c	width+3K	3	5	6
Club/Bat	5-10u	width+1S	-	2	4
Flick Scythe	120c	width+4K	2	4	5
Gash Fist	80c	width+2K	2	4	4
Knife	5u	widthS+1K	-	3	2
MAC Knife	80c	width+2K	1	4	4
Mutilator Fist	85c	width+3S	1	5	3
Pacifier Baton	80c	width+2S	-	3	4
Power Claymore	100c	width+4K	2	5	5
Power Disc	100c	width+2K	2	4	3
Shaktar Claws	-	widthK	1	-	-
SLA Blade	2c	widthK	-	3	3
Sledge Hammer	35u	widthSK+1S	-	3	5
Stormer Claws	-	widthK	1	-	-
Sword	20u	width+1K	-	4	4
Vibro Saber	100c	width+2K	2	4	4

*Melee weapons with a HAR rating can be used to parry. They do however have wound boxes and will take the damage instead.

DRUGS

Addiction: Once you are addicted, this is how much you must take the drug to avoid Detox.

Resist Difficulty: The more you take the drug, the higher your chances of becoming addicted.

For every certain number of doses you take, the difficulty to resist addiction raises by 1. These effects are cumulative until you clean out your system.

Detox: These effects are permanent and replacing lost Stats and Skills costs character points as usual. Replacing lost Wound Boxes requires the aid of biogenetics.

❖ COMBAT DRUGS

Pineal Stim

Cost Per Dose: 20c

Effect: Double the duration of the Ebb power "Enhancement."

Addiction: 2 per day.

Resist Difficulty: +1 per 2 doses

Detox: -1d Cool, -2 Flux, -1d Enhancement

Rush

Cost Per Dose: 15c

Effect: Ignore the 1d penalty for taking multiple actions, and use the highest dice pool.

Duration: 6 hours

Addiction: Continuous (you must keep taking Rush or suffer Detox)

Resist Difficulty: +1 per 4 doses

Detox: -1d Body, -1 Wound Box (Player's choice)

Ultra Violence (UV)

Cost Per Dose: 15c

Effect: Ignore all pain gaining HAR 2, as well as the effects of Rush.

Duration: 12 hours

Addiction: Continuous (you must keep taking UV or suffer Detox)

Resist Difficulty: +1 per dose

Detox: -1d Body, -1 Wound Box (Player's Choice), -2d Health Skill, "gain a psychosis"

❖ **SOFT DRUGS****Beat**

Cost Per Dose: 5c

Effect: +2d Cool

Duration: 6 hours

Addiction: 1 per day

Resist Difficulty: +1 per 2 doses

Detox: -1d Mind, -1d Cool

Personal Interest

Cost Per Dose: 5c

Effect: --

Duration: 1 hour

Addiction: 1 per day

Resist Difficulty: +1 per 4 doses

Detox: -1d Mind, -1d Cool

❖ **MEDICAL DRUGS****Flush**

Cost Per Dose: 5c

Effect: Cleans out your system, preventing Detox and removing Resist Difficulty modifiers.

Addiction: 1 per day

Resist Difficulty: +1 per 30 doses

Detox: -1d Body

Honesty

Cost Per Dose: 10c

Effect: It becomes impossible to lie.

Duration: 30 minutes

Addiction: 2 per day

Resist Difficulty: +1 per 8 doses

Detox: -1d Cool

Kickstart

Cost Per Dose: 5c

Effect: Recover 2 Shock and 2 Killing damage. Kickstart takes effect after one turn.

Addiction: 2 per day

Resist Difficulty: +1 per 30 doses

Detox: -1d Body, -1 Wound Box (Player's Choice)

Pain Away

Cost Per Dose: 10c

Effect: Ignore all pain. Pain Away takes effect after one turn.

Duration: 6 hours

Addiction: Continuous (you must keep taking Pain Away or suffer Detox)

Resist Difficulty: +1 per 6 doses

Detox: -1d Body, --1d Cool, Gain a Phobia

Streak

Cost Per Dose: 20c

Effect: +2d Mind

Duration: 6 hours

Addiction: 1 per day

Resist Difficulty: +1 per 8 doses

Detox: -1d Mind

White Noise

Cost Per Dose: 10c

Effect: See SLA Industries core book.

Addiction: 1 per day

Resist Difficulty: +1 per 10 doses

Detox: See SLA Industries core book.

EBB EQUIPMENT	ABILITY	COST	EFFECT**
Deathsuit	Ebon Guard	750c	Stores 10 Flux, HAR 2 (passive)
Distracter	Communication	400c	-1d Equilibrium to all targets
Ebb Medikit	Healing	1000c	Lower the Flux cost of by 1*
Flintlock	Blast	500c	Lower the Flux cost of by 1*
Flux Gem (Burn)	--	100c per Flux	--
Flux Gem (Eternal)	--	500c per Flux	--
Focus	Telekinesis	600c	Double weight, range, and duration
Illumination Gem	Illumination	350c	Double radius/length
Jade Probe	Senses	400c	-1d Equilibrium to all targets
Thermal Gauge (Blue)	Blue Thermal	500c	Lower the Flux cost by 1*
Thermal Gauge (Red)	Red Thermal	500c	Lower the Flux cost by 1*
Pathfinder	Detect	400c	Detects all Ebb users in 50 yards
Pineal Stim	Enhancement	20c per dose	Double the duration of all effects
Vector Box	Reality Folding	600c	Double the range.

*Flux cost cannot be lowered below 1.

** These effects only apply to the power the item works with.

ARMOR	COST	HAR	NOTES
PP644 Blocker Body	400c	2	
PP7 Exo-Armor	750c	3	-1d Coordination
PP8 Heavy Exo-Armor	1250c	3	
PP9 Stormer Exo-Armor	1500c	4	+1d Body
PP10 Hard Armor	1750c	5	-1d Coordination
PP70 Powercell	2000c	5	+1d Body
PP100 Crackshot	3000c	6	
PP104 Dogeybone	5000c	6	+2d Body
MAL Shock Armor	10000c	7	Body 6d+2hd; Coordination 3d

FEN 270671 Scout Helmet	1000c	2	
CAF Padquill	20c	1	
Striker Motorcycle Protection	10c	2 (LAR)	

GRENADES	COST	EFFECT
DA 71 Blast/Concussion	10c	Body roll to avoid 4 Shock to Hit Location 10.
DA 90 Fragmentation	15c	Width+1SK, Area 3, Penetration 4
DA 101 "Blind" Smoke Grenade	4c	-
DA 240 Gas (Riot) Canister	10c	Body roll to avoid coughing/gagging violently.

SPECIAL AMMUNITION*	DAMAGE MODIFIER	PENETRATION
Armor Piercing (AP)	-1K	+2
Hollow Points (HP)	+1K	-1
High Explosive ArmorPiercing (HEAP)	+1K	+1
High Explosive Squash Heads (HESH)	+2K	-2

PISTOL AMMUNITION OPTIONS	AP	HP	HEAP	HESH
8mm long	y	n	y	n
10mm auto	y	y	y	n
12mm	y	y	y	y
12.7mm	y	y	y	y

RIFLE AMMUNITION OPTIONS	AP	HP	HEAP	HESH
8mm long	y	n	y	n
10mm auto	y	y	y	y
12mm	y	y	y	y
12.7mm	y	y	y	y
17mm	y	y	y	y

EQUIPMENT LIST

Here's a list of all other equipment a SLA Operative may purchase:

ITEM	COST	ITEM	COST
BLA Maintenance Kit and Carry Case	250c	SLA Flashlights	--
Boopa Compressed Air Syringe	4c	➤ Handheld	2c
Boopa Drug Injection System	8c	➤ Shoulder Mounted	3c
Boopa Medical Kit	50c	SLA Forgery Equipment (Electronic)	300c
Chippy Lead	1c	SLA Forgery Equipment (Manual)	25c
CMC Maintenance Kit	50c	SLA Lock Picks (Electronic)	150c
DPB Laser Sharpener	3c	SLA Lock Picks (Manual)	25c
Electro-Magnetic Belt Fed Bins	--	SLA Fusion Recharger	2500c
➤ 100 rounds	25c	SLA Headset Communicator	5c
➤ 300 rounds	40c	SLA Thumper Beacon	4c
➤ 500 rounds	90c	Third Eye Audio/Visual "Slugger"	10c
➤ 1000 rounds	200c	Third Eye Compact Video Camera	30c
FEN 270671 Scout Helmet	1000c	➤ Blank disc	1c
FEN Bipods and Tripods	20c	Third Eye Finance Chip Scanner	50c
FEN/CAF Laser Painters	5c	Third Eye Laptop "Oyster"	20c
FEN ECM Body Suit	100c	Third Eye Navigation Maps	15c
FEN ECM Cape	75c	➤ Nava-map discs	2c/sector
FEN Gyroscopic Stabilizer (Waldo Unit)	240c	Track opticS Enviro Scanner	8c
FEN Rangefinder Monocular	10c	Track opticS Motion Scanner	35c
FEN Stocks (Pistol and SMG)	10c	UV Goggles	30c
FEN Telescopic Sights	--		
➤ 1000 yard	10c		
➤ 3000 yard	20c		
➤ 5000 yard	30c		
➤ 6000 yard	40c		
➤ IR	+10c		
➤ UV	+10c		
FEN/Third Eye Telescopic Tight Beam Scan	75c		
IR Goggles	30c		
GA Flash Suppressors	--		
➤ Pistol	15c		
➤ Rifle/SMG	20c		
GA Silencers	--		
➤ Pistol/SMG	15c		
➤ Rifle	25c		
GA Weapon Maintenance Kit	30c		
Magazines	1c		
MagHold	--		
➤ Magazines	2c		
➤ Pistols or Blades	3		
➤ Rifles	5c		
➤ Power Claymore	10c		
MAL Recoil Baffling*	--		
➤ Pistol	30c		
➤ Rifle	60c		
Snail Drum	3c		
SLA Climbing Equipment	20c		

**You may have noticed there's only two types of recoil baffling listed. The rules for recoil baffling in this conversion are much more abstract, than they are in the core SLA rules, so there's no need for different levels of baffling to be available.*

CHAPTER 4 – CHARACTER ADVANCEMENT

Gaining Character Points

At the end of every session each player gains character points (or experience) for improving their Operatives. The standard awards are as follows:

Showing Up: Just being there and taking part gives 1d.

GM Pick: The GM picks the player he thinks was the most entertaining and they get 1d.

Player Vote: The players vote to award 1d to who they thought was most entertaining.

Disadvantages: Each player may earn up to a 1d bonus for each of their disadvantages provided they role played them well during the session.

This allows players to earn anywhere from 1 to 6 character points per session. Feel free to add your own criteria for earning extra points, or increase the award values if you want to speed up character advancement.

These character points may be spent on the following things:

Expenditure	Cost
Stats	5d
Skills	2d
Ebb Special Ability	varies
Expert Die Promotion	8d

Expert Die Promotion

With character points (experience) you have the option to promote a single die from any skill pool in which you have 3d or higher already. Pay 8 character points and turn one of your existing dice into an Expert Die.

Training Time (Optional)

When you want to improve something with character points, tell your GM and he'll set an increment of time (minutes, days, weeks, months, etc). The increment of time should be based on your characters current level of downtime, access to proper training facilities and the overall difficulty level of the improvement. The improvement takes an increment of time for each die it costs.

For example:

The GM determines that with the current situation, any improvements will take weeks. That means that any skill increase will take 2 weeks, while an Expert Die Promotion will take a whopping 8 weeks (or two months)!

Simultaneous Improvement (Optional)

Characters can improve up to three things at one time, keeping track of game time for each one separately. Once the training time is complete the improvement is purchased.

General Guidelines for Training Time Increments (Optional)

Here are some general guidelines for deciding which time increment to apply to training.

Minutes – An experienced pilot wants to acclimate himself to a new vehicle quickly. Perhaps allowing him to gain 1d in minutes would be appropriate.

Days – The player constantly uses the particular stat, skill or power in question and wishes to improve it. An operative who has spent the last few days in heavy combat may wish to improve a skill he's used a lot recently. This kind of improvement should take days as the Operative practices and reflects on recent experiences.

Weeks – This is a good time for improvements which involve infrequently used Stats, Skills, etc, or for when your players find themselves stuck in the middle of nowhere without any sort of trainer or resources in sight.

Months – The player wishes to gain an improvement that is particularly time consuming. Learning a language would fit this category.

Downtime (Optional)

All this talk of "training time" assumes that your players are active while trying to improve themselves. They're regularly performing BPNs and so they don't have time to devote themselves to training.

During downtime it's probably a good idea to let them spend any character points they have accumulated however they choose. Hell it even gives them an idea what they've been up to behind the scenes.

As an added option, you may also want to give out character points to the players to improve with during downtime.

Gaining Contacts

Contacts cannot be increased after character creation except through role playing. If you meet a particularly influential NPC that ends up on good terms with your character then the GM may want to let one or more players increase their Contacts dice. As with anything the particulars of this are left up to GM discretion.

CHAPTER 5 – EBB AND FLUX

FLUX

Flux is a secondary Statistic that determines how much energy an Ebb can store to fuel their powers. This Stat has no upward limit and costs 5 points per rank just like any other Statistic.

Spending Flux

Every power costs Flux equal to the rank of the ability you're using. So for example using a Rank 6 Blast costs 6 Flux. Some Add-ons lower the "effective rank" of a power for the purposes of modifying range, penetration, damage, etc. Lowering the "effective rank" of an ability never lowers the cost. *An ability can never have its' cost reduced to less than 1 Flux for any reason!*

You may choose to use a power at a rank lower than your maximum which lowers the power's ratings (Flux cost, damage, penetration, range, etc) accordingly.

Recovering Flux

Flux returns at the rate found on page 223 of the *SLA Industries Core Book*.

EBB POWERS

What follows is a list of each Ebb Power. Each one is ranked from 1 to 10 with various benefits (such as increased range, penetration, and damage) that go along with each rank. Default damage for each power is Width in Shock and Killing (widthSK). Each power also requires line of sight to function unless otherwise noted.

Equipment

This lists the piece of special equipment that can be purchased to enhance each particular power and its' effects.

Add-ons

Each power has Add-ons that can be purchased. These can be used to augment the power, or provide new effects that can be used once they are purchased.

- ❖ Add-ons may never reduce a power's cost below 1!
- ❖ Add-ons use the power's normal traits (range, duration, penetration, damage, etc) unless otherwise noted.

Free Ability

Each power also comes with a free ability which costs no Flux. These can be found in the *SLA Industries Core Book on pages 184-191*.

BLAST [Force Ebb Kinetic]

Core Ability: Kinetic Blast that does Width in Shock and Killing.

Blast Rank	Range	Penetration	Bonus Damage
1	5	1	-
2	10	2	-
3	15	3	-
4	20	4	-
5	25	5	+1 Shock and Killing
6	30	6	-
7	35	7	-
8	40	8	-
9	45	9	-
10	50	10	+2 Shock and Killing

Equipment – Flintlock; reduces the Flux cost of any Blast ability by 1 to a minimum of 1.

Add-ons:

Bomb [rank 3; cost 5d] – When using Blast, you may lower the range by 5 to give your attack an Area rating of 1. You may do this any number of times that you wish. This effect adds 3 to the Flux cost of your Blast.

Delay [rank 6; cost 5d] – When using Blast, you may lower your penetration by 1 to delay the effect for up to 1 minute. You may do this any number of times. This effect adds 6 to the Flux cost of your Blast.

BLUE THERMAL [Glacial Ebb]

Core Ability: Freezing blast that does Width in Shock and Killing.

Blue Thermal Rank	Range	Penetration	Bonus Damage
1	5	1	-
2	10	2	-
3	15	3	+1 Shock
4	20	4	-
5	25	5	-
6	30	6	+2 Shock; +1 Killing
7	35	7	-
8	40	8	-
9	45	9	+3 Shock; +1 Killing
10	50	10	-

Equipment – Thermal Gauge; reduces the Flux cost of any Blue Thermal ability by 1 to a minimum of 1.

Add-ons:

Resist Heat [rank 1; cost 5d] – Resist intense heat for width in minutes, by 24C per rank.

Create Cold [rank 3; cost 5d] – Lower an inanimate object's temperature. This lasts until the

target warms up naturally. At rank 3 you can spend 2 Flux to lower the temperature by 10C, this does no damage but can impair the use of any limbs touching the item causing light burns and causing fingers to numb. You must touch the object to use this ability.

At rank 5 you may now spend 6 Flux to lower the object's temperature by 30C which is enough to cause one shock per turn to any limb touching the object without protection. You must touch the object to use this ability.

At rank 7 you can spend 10 Flux to either lower an object's temperature by 60C which is enough to cause 2 shock per turn to any unprotected limb touching it, or you can lower the overall temperature of a 20 meter area by the same amount. The object must be within 1 meter to be effected, and the area must be centered on you.

Finally at rank 9 you may spend 15 Flux to lower an objects temperature down to -254C causing 4 Shock per turn (penetration 2) or you may lower a 50 meter area by 60C. This level of Create Cold has a range of up to 10 meters, but the area effect must still be centered on the Ebb user.

All of these abilities take 1 turn to go into effect and last for width+3 turns.

Ice Blade [rank 4; cost 5d] – Create a blade of ice that does width+2K damage and has a penetration of 3. The weapon lasts for width in rounds and costs 5 Flux to create.

Cold Aura [rank 6; cost 5d] – Opponents who strike you in melee take one shock to whichever hit location(s) were used in the attack. Grappled opponents begin to suffer from intense cold taking 1 shock per round to each arm and leg. Once the arms and legs are filled they begin taking Shock to their Torso and Head while still taking damage to their arms and legs.

Chill [rank 10; cost 10d] – Freeze an opponent solid instantly by spending 3 Flux for every wound box they have.

COMMUNICATION [Voice of the Ebb]

Core Ability: Create a telepathic link with a target for width in minutes. Targets can resist all Communication effects with Mind + Equilibrium that beats the width and height of your Concentration skill roll.

COMMUNICATION RANKS	RANGE
1	100
2	200
3	300
4	400
5	500
6	600
7	700
8	800
9	900
10	1000

Equipment – Distracter; lowers the Equilibrium die pool of all targets by 1d for the purposes of resisting your Communication effects.

Add-ons:

One-way Sending [rank 1; free] – Reduce your Flux cost by half if you only send a one time, one-way message in 20 words or less. These messages last one turn and you may transmit images as well as words if you wish.

Mind Read [rank 3; cost 5d] – At Rank 3 in Communication you may use this ability to read the surface thoughts of a target (name, address, family, friends and recent activities). At rank 6 you may learn deeper thoughts (secrets and fears). Using this ability doubles the Flux cost of your Communication.

Persuade [rank 4; cost 5d] – Persuade someone to see things your way for width in minutes.

Trust [rank 5; cost 5d] – Make someone trust you for width in minutes.

Charm [rank 7; cost 5d] – Make someone fall in love with you permanently, including all the good and bad things that come with that particular emotion.

Mind Sculpting [rank 8; cost 5d] – Make someone forget you, or completely rewrite their memories.

Global Link [rank 10; cost 10d] – You can now telepathically link with anyone you know that is on the same planet.