

Incursors

Manifestations: The primary indication that an Incursion is taking place is a wide variety of atmospheric phenomena. These may range from extreme but naturally-occurring weather conditions to targeted and highly bizarre energy patterns. The more subtle kinds may go unnoticed even when there are crowds in the area. The outlandish examples will attract attention if they are near a populated area. Flashes of strange coloured light between the sky and the ground are commonplace; and often envelope bystanders. Sometimes this is harmless, other times it is immediately fatal, occasionally the target simply disappears. Patterns may be left in local flora orders of magnitude larger and more intricate than the crop-circles people create.

The second form of manifestation is the presence of artefacts. These devices may be made out of substances that should not exist, and can be tools for manipulating matter and energy in a way that simply should not be possible. All can be dangerous. The atmospheric phenomena may merely be the product or by-product of the use of such artefacts, but those that fall into human hands generally do not stay there for long.

The third, and rarest, form of manifestation involves direct contact with humans. Some witnesses to Incursor phenomena later develop rashes, sicknesses that defy diagnosis, or even signs of surgery. They may discover foreign objects in their body or realise that their perception of the world around them is subtly altered.

Agents: Actual Incursor agents are rarely seen. Reports indicate stunted, sallow humanoids- almost like homunculi of legend. Direct contact occurs seldom, but there are plenty of people with cloudy memories of encountering them. There are unconfirmed reports that individuals who have been altered by the Incursors have become their agents.

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Power: The key power is that of manipulating physical forces- gravity, electricity, kinetic energy, magnetism and so on. However, this power can only function through artefacts. Given time and resources, a character can create artefacts that can manifest UNNATURAL effects of this type with a number of dice equal to his rating in this power. Where this artefact duplicates a what more mundane piece of equipment can do (as with a weapon, say), then universal attributes and special attributes come into play with the artefact behaving as equipment. Where the artefact generates an effect only possible through the UNNATURAL, only the dice for the artefact are rolled.

Once an artefact is created, its use is not limited to its creator or another character with this power. Working out how to operate an artefact properly is not a trivial manner.

Doom: Because the power comes from artefacts, there is no specific doom for it. Instead, whenever an Existential Crisis is triggered when using an artefact, it malfunctions and is destroyed. Every character in the vicinity suffers a physical crisis as a result. The usual anomalies following an Existential Crisis still occur.

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