**Thyflanus System:**

The TS or TWS is a remarking system made possible by crystech (a form of crystal magical data system) with systems linked in to the user. An unfortunate side affect of this system is that the user must sacrifice limb. To Technocracy forces, replacing a limb with a cybernetic one is likely far more powerful than the original, however, the rest of the combat users are not so compatible or competent with prosthetics. With focus being on making the system work over healing.

**First system. Archoflagius:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Damage | Initiative | R. STR | Critic 1 | Critic 2 |
| 60 | 0 |  | IMP | THRU |
| Weapon type | Special | Fortitude | Breakage | Presence |
|  | One-Handed |  |  |  |
| Special Rules | | | | |
| Precise, 20 feet range, See Annex | | | | |

Annex: The limb has the following characteristics: the ability to transform into a loose and shimmer elongated tendril with impossible geometry because of its volume. It grows and extends without losing any mass towards its base.

* It is capable of making ranged trappings at 12 strength
* It has no negatives to attack on its secondary Damage.
* With a declared action the tendril may transform into the following turn with no drawing penalties, or change instantly for the standard drawing penalty.
* It becomes a loose mass of wires and chains that attack with a range of a medium weapon. It may make an enormous area attack at half the penalty of an area attack.
* If used on a single target, it is capable of negating the shield bonus or cover bonuses granted by the target and deals an extra 50 base damage against super natural shields.
* The archoflagius is capable of being upgraded with a Magister. The once tendril limb forms into a harsh lance or scythe shape at the whim of the user, choosing slashing or thrust as their damage type. The weapon further doubles its precise trait again and all attacks made with it deal an extra 30 to their critical level with a speed of 20
* The long wires form themselves into a long slung Cape capable of dealing a large area attack with no penalties for every strike it makes as well as granting an armor reduction of 2 with its grip. When deployed it may be used as a full shield halving the speed penalty of one.

**Second System, Gutsau:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Damage | Initiative | R. STR | Critic 1 | Critic 2 |
| 80 | -40 |  | THRU | IMP |
| Weapon type | Special | Fortitude | Breakage | Presence |
|  | One-Handed | 38 | 18 |  |
| Special Rules | | | | |
| See Annex | | | | |

Annex: it is capable of transforming into an elongated great axe. The damage changes to 100 and the speed decreases to -80, however the fortitude and break of the weapon swap.

The Magister version of this weapon transformed the diamond arm into a long spike spear. The arm is capable of applying quadruple its strength modifier is used to brace and counter attack a target charging towards it. As well as an ability to fire out the lance as if it was a javelin. With the same qualities as its original arm.

The axe arm of before grows a long set of teeth and begins revving like a chainsaw and changes damage to include twice the strength bonus despite being "one handed" targets hit by this arm take a bleeding damage of 20 per turn and creatures of damage resistance take 20 times their damage resistance multiple.

**Third System, Zeus:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Damage | Initiative | R. STR | Critic 1 | Critic 2 |
| 60 | -20 |  |  |  |
| Weapon type | Special | Fortitude | Breakage | Presence |
|  | One-Handed |  |  |  |
| Special Rules | | | | |
| See Annex | | | | |

Annex: It is noteworthy for having a single arm blade with a long elongated tip. Attacks with an additional two armor type reduction in addition to any other modifiers it might have.

The transformed state of this arm is a hefty cannon using the same feature as the Leo Impossible Weapon, however, only having a reloading time of 2.

Its magister allows both forms to be active at the same time, the arm splits open with the firing apparatus in the middle. This blade now performs as if it was a weapon with the ability to make an extra strike as an off hand attack for half its base damage.

The cannon retains the speed of the arm and is now capable of dealing energy as a primary attack type.

The cannon and blades may be used all on the same turn with no negatives, however, they may not attack the same targets.