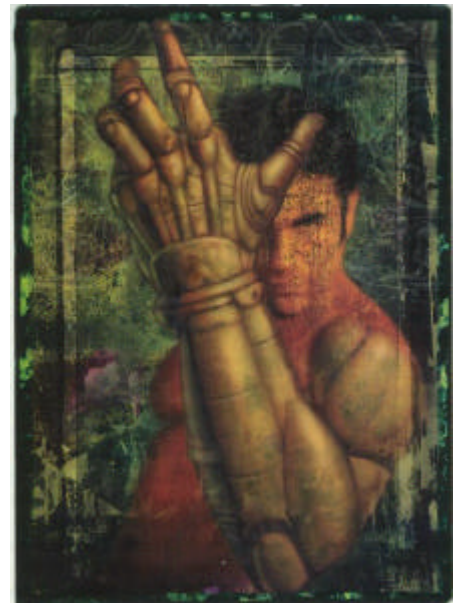




The “Arm of Talos” (Artifact)

History:

The “Arm of Talos” was forged by the ancients long ago, from what is believed to have been a Bronze giant named Talos, who was left a sentinel of the ancients on the world Talosia, where signs of the world having once been a colony world of the ancients were found. The survey team who discovered the world were attacked by the sentinel, and only managed to destroy it by exploding their vessels power core, vaporising the sentinel apart from one piece. This piece was sold back and forth as a relic to many buyers, before finally being forged into the Arm of Talos today, at which time it's powers awoke, mostly because of the sleeping essence of Talos that still resides within.



Notes:

The Arm of Talos, which is made of pure bronze will instantly graft to anyone who is missing an arm. It grants the user a +4 Enhancement bonus to their Strength score, but only with that arm first and foremost. Additionally the wearer affects gravity around themselves personally such that they effectively have Damage reduction 10/+1 against all ranged weapons, causing them to be repulsed (this does not affect ranged energy attacks or weapons like laser pistols etc.).

The true power of the Arm of Talos is it's ability to control Gravity. This ability relies on their being an actual Gravity well such as that a planet has to manipulate. Artificial gravity wells like those produced on vessels are not sufficient. The use can utilise the arm in the following ways, First the user can make a Gravitic strike against anyone within 10 feet, this launches an enemy away with the sweep of an arm. The user can build up the Gravitic force to be used, with each round applying an extra 10ft/1d6 effect as follows. The target must make a Fortitude save (DC15+1 per round of build up) or be knocked back 10 feet for every round of build up (100 feet max), and take 1d6 point of concussive damage for each round also (10d6 max), anyone who fails this save must make a second save (DC15+1 per round of build up) or be stunned for 1d4 rounds +1 per round of build up (+10 max), anyone who cannot move back is knocked down this ability can be used at will.

The Second affect is to cause all items nearby to be launched at a foe or foes at velocity, all within a 30 feet spread must make a Reflex save (DC19) or take 1d6 per user level of damage as they are hit by all the matter launched, be it loose rubble, furniture, weapons, rocks etc.. anyone who makes the save takes half damage. This too can be used upto 3 times per Day.

The User can 1/Day Reverse Gravity, effectively repulsing people from a planet throwing them into the air, all within a 200 foot cubed area upto 300 feet away must make a Reflex save (DC 19) to be able to hold onto something, or else they are thrown up into the air 200 feet up and hang there for 20 rounds at the end of which they plummet to the ground.

Additionally the Use can increase the mass of any being/creature or animal within 300 feet must make a Will save (DC19) or become so heavy they are unable to take any movement, being pressed to the ground prone, this effect persists for 20 rounds, during which the target is unable to move. Alternatively the targets mass can be reduced to such an extent that they actually float under the users control this allows the user to move the person at upto 20 feet per round in any direction unless the target can make a Will save (DC19) to avoid. Both these effects may be used upto 3/Day.

There is a rather significant side effect to the item however, namely that the Spirit of Talos is still within the item, such that it effectively have an Ego score of 15, whenever the user utilises any power they must make a Will save (DC15) or become possessed by the spirit for one day or until a critical situation occurs (major battle, serious threat and so on), while under the spirits control it causes the user to be crude, and act in a violent fashion, insult their friends, and generally brutalise people.

Additionally the user is extremely susceptible to evocation spells suffering a –2 save penalty against them.

Caster level: 20th **Weight:** 20lb