

## UNISYSTEM SLA INDUSTRIES

"This is my conversion for SLA Industries. They asked me to include Cubicle7 and Nightfall Games ([www.cubicle-7.com](http://www.cubicle-7.com)) in my credits and this I do herewith. I also want to mention Dave Alsop the original creator of Mr. Slayer's World of Progress; to him my thanks for one of the best RPG's ever (I will stay true to his visions). SLA has the greatest setting I ever encountered (I possess over 70 RPG's and know a lot more – so this maybe means something) – only those rules... they have some flair but let's try something different.

I'm using the Unisystem from Eden Studio (<http://edenstudios.net/>) as my basic rules set (which I have found to be very flexible, realistic and heroic at the same time). If you are interested in using or understanding my conversion you have to buy one of Eden Studios RPG's, which I really recommend (especially "All flesh must be eaten" or Conspiracy X although "Witchcraft" also has a unique setting and is available for free from DriveThruRPG.com). Of course all rights regarding the Unisystem stay with Eden Studios, the same goes for SLA and its current owners.

By the way, constructive feedback IS welcome."

## CHARACTER GENERATION

Heroes like operatives and serial killers are generated with 20 points for attributes, 15 points for qualities (and up to 10 points in drawbacks) and 35 points for skills.

Ebon and Brain Waster are generated with 20 points for attributes, 10 for qualities (and up to 10 points in drawbacks), 25 points for skills and 15 Points for ebb skills.

FLUX starts at 10 points and may be increased as Essence is in the Unisystem.

STATS		STR	DEX	CON	INT	PER	WILL
	<b>Human</b>	1-5	1-5	1-5	1-5	1-5	1-5
	<b>Frother</b>	1-6	1-5	1-6	1-4	1-4	1-5
	<b>Ebon</b>	1-4	1-5	1-5	1-5	1-5	1-6
	<b>Brain Waster</b>	1-5	1-5	1-5	1-4	1-5	1-6
	<b>Wraith Raider</b>	1-5	1-8	1-5	1-6	1-6	1-3
	<b>Shaktar</b>	1-7	1-7	1-6	1-4	1-4	1-6
	<b>Stormer 313 'Malice'</b>	1-8	1-7	1-6	1-3	1-4	1-7
	<b>Stormer 711 'Xeno'</b>	1-6	1-8	1-6	1-4	1-6	1-7
	<b>Stormer 714 'Chagrin'</b>	1-10	1-7	1-8	1-2	1-3	1-7
<b>Advanced Carrien</b>	1-6	1-5	1-6	1-6	1-7	1-4	

**Humans** have a large Essence Reserve (Essence pool x2).

**Ebons** receive Charisma level 2 in addition to separate taken levels (maximum level: 7) and a -1 modifier on Fear Tests.

**Brain Waster** receive Charisma level -2 in addition to separate taken levels (maximum level: 3) and a +1 modifier on Fear Tests.

**Wraith Raider** receive Charisma level -1 in addition to separate taken levels (maximum level: 4).

**Shaktar** receive Charisma level -1 in addition to separate taken levels (maximum level: 4), a +2 modifier on Fear tests and Claws doing D4(2) x (Strength-1) slashing damage.

**Stormer 313** receive Charisma level -2 in addition to separate taken levels (maximum level: 3), a +5 modifier on Fear Tests and Claws doing D4(2) x (Strength-1) slashing damage.

**Stormer 711** receive Charisma level -1 in addition to separate taken levels (maximum level: 4) and a +3 modifier on Fear Tests. Their skin grants them an AV of  $(D8 \times 2) + 17$  (21) and adds a bonus to Stealth Tasks equal to the rounds spend motionless (max. twice Perception).

**Stormer 714** receive Charisma level -4 in addition to separate taken levels (maximum level: 1) a +5 modifier on Fear Tests and Claws doing  $D4(2) \times$  (Strength) slashing damage.

**Advanced Carriens** have the Toughness (AV4 against blunt attacks like punches), Bad Reputation -5 (everyone) Drawback, Luck lvl.3, a Vision bonus in darkness and penalty in bright light (see Acute/Impaired Senses) and Claws doing  $D4(2) \times$  (Strength-1) slashing damage.

All Stormer Variants regenerate 2 LP every third round.

## SKILLS

All skills from AFMBE, except 'Myth and Legend' and 'Occult Knowledge' can be used. Some skills, like 'Ride' or 'Veterinarian Medicine' make no sense but are not outright forbidden (I see a Frother charging into battle on his tame riding carnivorous pig...).

Some Skills have to be changed:

Trance does not help you regain Essence or FLUX quicker, but it helps you concentrate on upcoming tasks.

Additional Skills from SLA are added as follows:

**Evaluate Opponent**

**Forgery** (Type)

**Info** (Type) – SLA or Rival Company

**Marksman** (Special) – It takes one to three rounds, depending on circumstances, to get into a proper firing stance. Each rank of this skill adds to any aiming maneuvers in addition to the normally used skill.

**Navigation** (Type) – Space Navigation is a separate Special skill.

**Read Lips**

**Tactics** (Type)

**Torture**

Hobby skills like paleography can of course be added as well (sometimes such skills make a huge difference)

## ADVANTAGES & DISADVANTAGES

All Advantages and Disadvantages with variable levels are adjusted to 5 levels of Qualities and Drawbacks, except for those marked with a \* there I deleted all levels because they didn't make sense to me. Additional non-supernatural Qualities and Drawbacks from AFMBE can be used in addition to the following:

**Allergy:** -1pt. per level

**Ambidextrous:** -3pts.

**Arrogant:** 1pt./lvl.

**Chicken:** see Pacifist

**Cool:** see Nerves of Steel and Cowardly

**Dependant:** 1pt./lvl.

1 – Young relative (pet if player really cares)

2 – Old relative, barely able to move

3 – homeless relative or unemployed husband/wife

4 – child or husband/wife with child

5 – whole family consisting of husband/wife('s) with several children

**DNA Tattoo:** +/-2pt.\*

**Drug Addict:** Open to debate between player and GM.

**Figure:** see Looks

**Financial:** deleted

**Hearing:** see Vision

**Housing:** 2pts./lvl.

5 – Own lease for Uptown detached house – garden, garage, up to 3 bedrooms and living room

4 – Uptown (semi-detached) house, garden and garage, 3-bedrooms and living room

3 – Uptown (semi-detached) house garden or garage, 2-bedrooms and living room

2 – Uptown apartment 2-bedrooms and living room

1 – Uptown apartment 1-bedroom and separate living room

0 – Standard Uptown apartment 1-bed/living room

-1 – Suburban apartment 1-bedroom with shared facilities

-2 – living with parents in suburbia or Upper Downtown (semi-detached) house 1-bedroom/living room and small garden or garage

-3 – Upper Downtown apartment 1-bedroom with shared facilities

-4 – Lower Downtown apartment 1-bedroom with shared facilities

-5 – On the streets – homeless

**Income:** 2pts./lvl.

**Info:** Open to debate between player and GM.

**Looks:** as Attractiveness (includes Figure)

**Luck:** see Good/Bad Luck

**Major/Minor Friend:** see Contacts

**Medical:** -2pts. per level

**Natural Aptitude:** deleted

**Pacifist:** deleted. Why should SLA choose someone with this trait? Exception Business and Administration types.

**Phobia:** 2pts./lvl.

**Psychosis:** Deleted. Most people could not portray such devastated psyches, some PC's acquire such problems with time and their GM's should talk with such players or should kill/cure their PC's.

**Reputation:** see Status

**Savings:** deleted

**Sleeper:** +/-1pt.\*

**Speech:** +/-1pt. Modifier of +/-1

**Sterile:** deleted except for players who are really willing to play this

**Timekeeper:** +/-1pt.\*

**Vehicles:** 2pts./lvl.

1 – small civilian motorcycle

2 – large civilian / small SLA motorcycle

3 – small SLA car / large SLA motorcycle

4 – SLA military motorcycle (disarmed) / large SLA car

5 – SLA military jeep / SLA A.P.C.

**Vision:** as Acute/Impaired Senses

## TRAINING PACKAGES

Training Packages don't give characters new levels for free but in stead require the character to assign each skill of the package a minimum value of two.

The packages and their skills are as follows:

**Business Package** – Bureaucracy, Computers, Hagglng, Humanities (Economics), Info (SLA), Writing (Advocacy)

**Death Squad Package** – Brawl, Evaluate Opponent, Guns (Assault Rifle), Guns (Rifle), Info (Rival Company), Tactics (Any)

**Interrogation and Investigation Package** – Notice, Info (Rival Company), Info (SLA), Questioning, Science (Forensics), Streetwise

**Kick Murder Squad Package** – Acrobatics, Climb, Hand Weapon (Any), Martial Arts, Stealth

**Mechanics Package** – Computers, Computer Hacking, Engineer (Electrical), Engineer (Mechanics), Electronics, Mechanic

**Medical Package** – Computers, Medicine, Science (Forensics), Science (Pharmacology), Science (Psychology)

**Media Package** – Must have the Literacy Advantage for 2 Points, Fine Arts, Info (SLA), Questioning, Streetwise, Writing (Journalistic)

**Pilot and Navigation Package** – Drive (Motorcycle), Drive (Truck), Guns (Vehicular), Mechanics, Navigation, Pilot (Helicopter)

**Scouting Package** – Notice, Rifle, Running (Any), Stealth, Streetwise, Tracking

**Strike Squad Package** – Brawling or Hand Weapon (Any) or Martial Arts (Level 1 min.), Drive (Car), Drive (Truck), First Aid, Guns (Pistol), Guns (Rifle)

## COMBAT

As Unisystem has a complete and working combat system, I will only mention additional rules where they make sense to me. Also refer to the equipment section for further rules regarding specific pieces of hardware.

## RECOIL

As explained under Recoil Baffling in the hardware section, recoil is decreased in levels. Each level allows for a further shot, burst or salvo after the first without a penalty because of recoil. As to the question who may fire which weapon with one hand. I recommend using common sense and GM discretion. When exceedingly strong and large characters want to use small weapons like AR's (which are only about the size of real world SMG's) in one hand the grip and stock of the weapon has to be modified. When small relatively weak characters want to fire heavy weapons with one hand the recoil penalty should count from the first shot on instead of the second.

## ROF

All weapons with a ROF of 1 or 2 may use semi automatic fire. Weapons with a ROF of 3 or 5 may also use burst fire. Weapons with a ROF of 10+ may also use automatic salvos and area sweeps. To sweep an area you normally empty the clip of the weapon. Machineguns like the Power Reaper or other unusual weapons like the Buzzsaw are capable of sustained area sweeps. I recommend 50 to 200 bullets per round depending on the area in question.