

TIME EATER

Prerequisite: [Apocalyptic](#)

These weapons eat time, both future and past and the most powerful ones can even devour whole timelines, their targets literally ceasing to have ever been or to ever be. Many of them use this energy to power themselves, running on stolen years like a car runs on petrol.

Effect

As a Minor Trait, the weapon can spend a Story Point to create a peculiar sort of 'reverse' Stasis Field known as a 'Time Web,' which will capture every target within a 2D6x100 meter radius. The targeted area is caught in a null-time field, but the field devours future time instead of diverting present time, feeding the stolen seconds to the weapon through a vortex link.

The field can last indefinitely, so long as the weapon does not recover the Story Points put into it (and outside interference doesn't shut it down), but once it has ended the targets within the area rapidly age, catching up with the world outside. If they have been in the field too long, they might end up dying and reverting to dust in a matter of moments.

As a Major Trait, the weapon can spend a Story Point to drain 2D6x10 years per round from every target within line of sight, instantly. Spread the temporal damage evenly amongst all available targets, so if there are 6 targets and it drains 60 years, each target loses ten years.

As a Special Trait, treat the Weapon as a Demat gun for all intents and purposes, which expends 1 Story Point per shot. This reduces the weapon's Story Point Total by 3.

[good](#), [minor](#), [major](#), [special](#), [r](#), [apocalyptic](#), [gadgets](#)

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Last update: **2023/06/30 00:26**

