A new tool – “Force sensor”

By GRD Itshim (Krath)/ Battle Team Inmortuae of Clan Tarentum [#14229]

Since the reformation of our clan, we’ve known many occasion where they’ve tried to attack us, by stealth.

Because even the greatest among u can only feel someone coming within a certain distance, we weren’t always ready for the incoming attacks.

Therefor I had the idea of planting a new developed sensor in a few meters out of our own ‘sensing-area’ around our Clan’s base.

I fan individual passes a sensor it will give a signal to our base so we’ll be better prepared for whatever’s incoming. The sensor will also measure the amount of Force within the enemy. In that way we’ll know how big the threat is.

How does it work?

The sensor has a special crystal that absorbs some of the Force around it. The bigger it’s presence, the larger the amount of absorption.

At a certain level of absorbed Force, a trigger will be pulled, sending a signal towards the control room at the base.