

# 1

## Cling

COMBAT

### GENERATION TIME

5 sec

### RANGE

Self

### BOOST

20 minutes/point

### DURATION

20 minutes

### SMR

None

### AREA OF EFFECT

Self

Once generated, this matrix allows the user to cling to the walls and ceiling, defying gravity. The user of this matrix can travel at their normal rate in any direction, even up vertical surfaces or while upside down.

# 1

## Empathy

COMBAT

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

10 meter/point

### DURATION

1 minute

### SMR

Mental

### AREA OF EFFECT

Target

This matrix allows the user to determine the type and strength of the emotion being experienced by the target. Life forms that cannot have emotions are immune to this matrix.

# 1

## Leap

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

None

### DURATION

3 seconds

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to leap a distance equal to 10 times their normal sprint number (in meters). In addition, the user can bounce off multiple walls at this speed without risk for the duration of the matrix.

# 1

## Levitation

COMBAT

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

1 meter/point

### DURATION

5 minutes

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to levitate a short distance above the ground. For the duration of this matrix, the user can “walk on air” at a speed equal to their normal movement rate. The user cannot carry more than their own body weight, plus 200 kilograms. The user can levitate no more than 1 meter above the ground, but this height can be increased by spending additional power points.

**GENERATION TIME**

1 sec

**RANGE**

Self

**BOOST**

+1 THR/point

**DURATION**

12 seconds

**SMR**

None

**AREA OF EFFECT**

Self

This matrix increases the threshold of the user's striking limbs. This can be advantageous when you are unarmed and must fight an opponent with an edged weapon. This matrix imparts a Threshold of 5 on up to two appendages. The Threshold can be increased by another 1 point for each power point spent. Additionally, the hardened limbs do an additional point of damage when striking an opponent.

# 1

## Lightning (Self)

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

+1 dam/point

### DURATION

9 Seconds

### SMR

None

### AREA OF EFFECT

Self

The character using this matrix is able to surround his body in a sheath of electrical energy. Anyone or anything touching the field is struck for 1d4 points of damage. Anyone in armor must check to see if it shorts out as described in the Electrical Discharge matrix on page 168 of the Battlelords rulebook.

# 1

## Running

COMBAT

### GENERATION TIME

2 sec

### RANGE

Self

### BOOST

+5 sprint/point

### DURATION

5 minutes

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to run at fantastic speeds. For every point spent generating this matrix, five points may be added to the user's sprint number. If running at faster than normal speed, the character must make an Agility check with a penalty equal to their current sprint value or fall.

# 1

## Sense Power

COMBAT

### GENERATION TIME

1 sec

### RANGE

20 m

### BOOST

None

### DURATION

Instantaneous

### SMR

Mental

### AREA OF EFFECT

Target

An ability unique to the Dul, this matrix allows the user to determine the number of power points currently possessed by the target. The base chance for success is 20% plus 5% per level of the matrix controller.



# 1

## Speed Striking

COMBAT

### GENERATION TIME

4 sec

### RANGE

Self

### BOOST

None

### DURATION

3 seconds

### SMR

None

### AREA OF EFFECT

Self

Once generated, this matrix allows the user to double the number of hand-to-hand attacks he normally receives.

**GENERATION TIME**

3 sec

**RANGE**

Self

**BOOST**

+1 dam/power pt.

**DURATION**

30 seconds

**SMR**

None

**AREA OF EFFECT**

Self

This matrix increases the damage done in hand-to-hand combat at the cost of the user's accuracy. The matrix increases the character's Damage Bonus by +2 but reduces the user's chance to hit by 10%. The matrix controller can increase his damage bonus by an additional +2 by spending a power point. However, this decreases accuracy by an additional 10% for every point spent.

## 2

# Charge Weapon

COMBAT

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

+1 damage/point

### DURATION

1 minute

### SMR

None

### AREA OF EFFECT

Target

Using this matrix, a Dul warrior can charge a melee weapon with a damaging energy. For every power point spent, an additional point of damage is added to the damage normally done by the weapon.

## 2

# Energy Sheath

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

+1 dam/point

### DURATION

9 Seconds

### SMR

None

### AREA OF EFFECT

Self

This matrix surrounds the user in a skin-tight field of energy. The energy field is strong enough to disintegrate any small material objects that come in contact with the field. The field does 2d8 damage to anything that touches it. This is sufficient to destroy most small projectiles (bullets, knives, arrows, etc.).

## 2

# Fatigue Resistance

COMBAT

### GENERATION TIME

5 sec

### RANGE

Self

### BOOST

1 minute/point

### DURATION

10 minutes

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to remain conscious and continue fighting after their body points reach zero for the duration of the matrix. Once generated, the user can fight until they reach death's door.

**GENERATION TIME**

5 sec

**RANGE**

Self

**BOOST**

50kph/point

**DURATION**

10 minutes

**SMR**

None

**AREA OF EFFECT**

Self

This matrix works in the same fashion as the Energy Controller matrix of the same name found on page 170 of the Battlelords rulebook.. However, users of the Dul version of this matrix can only boost speed, not duration. Note that the matrix controller will take one point of damage to each body area for every 50 kph above 200 kph. This damage is incurred each combat round spent flying at speeds above 200kph.

## 2

# Focused Attack

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

+5 %/power point

### DURATION

30 seconds

### SMR

None

### AREA OF EFFECT

Self

The opposite of the Blitz, this matrix increases the chance to hit with any hand-to-hand attack by 10%. However, it reduces the user's damage bonus by 2 points. The matrix controller can increase his chance to hit by an additional 5% by spending another power point. However, this further decreases the character's damage bonus by an additional point.

## 2

# Lethal Attack

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

None

### DURATION

6 seconds

### SMR

None

### AREA OF EFFECT

Target

Once generated, this matrix causes normally non-lethal attacks. Hand-to-hand attacks (not weapon attacks) launched by the target (punches, etc.) to cause real damage.



## 2

# Life Sense

COMBAT

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

5 meter/point

### DURATION

1 minute

### SMR

Mental

### AREA OF EFFECT

20 meter rad.

Using this matrix, the user can find the location of any life form within a 20 meter radius. The matrix does not identify type of life form, only its location and size.

## 2

# Lightning Blast

COMBAT

### GENERATION TIME

2 sec

### RANGE

50m

### BOOST

2 damage/point

### DURATION

Instantaneous

### SMR

Electrical

### AREA OF EFFECT

Target

The controller acts like a huge capacitor by storing up the static electricity in the surrounding area, which he then discharges through his fingers. The target takes 1-4 points of body damage from electrical shock. Individuals who are not electrically grounded take no damage from this power. For every extra point of power expended, the damage done by the discharge increases by 2 points. The charge has an 80% chance to hit at range bracket 1. This decreases 15% per range bracket. Any attack that does more damage than the threshold of a suit of armor forces a critical check to determine whether or not the suit's systems are affected.

## 2

# Power Shield

COMBAT

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

10 AR/point

### DURATION

30 seconds

### SMR

None

### AREA OF EFFECT

Special

This matrix allows the user to create a shield of energy, which can be used to block attacks. The shield will possess 10 points of absorption for every power point spent to generate it. The shield can be used to block physical attacks as well as energy-based attacks. The user simply puts the shield in front of the body area he wishes to protect. Any attack aimed at the shielded area that was launched from in front of the character is blocked. The shield does not protect from attacks that originate from the side or behind the character.

**GENERATION TIME**

1 sec

**RANGE**

Self

**BOOST**

10m/point

**DURATION**

1 minute

**SMR**

Mental

**AREA OF EFFECT**

20m radius

The Controller focuses his hearing sense. The matrix increases hearing checks by +50.

## 2

# Sense Weakness

COMBAT

### GENERATION TIME

10 sec

### RANGE

10 m

### BOOST

None

### DURATION

Instantaneous

### SMR

Mental

### AREA OF EFFECT

Target

This matrix allows the user to determine one physical weakness possessed by the target. What exactly constitutes a physical weakness is left up to the Battle Master. This matrix has a 10% base chance for success, plus 3% per level of the matrix controller.

# 3

## Berserk

COMBAT

### GENERATION TIME

1 sec

### RANGE

10m

### BOOST

1 round/point

### DURATION

5 rounds

### SMR

None/Mental

### AREA OF EFFECT

Self or Target (See Matrix Description)

This matrix can be used to place the user or a target (within 10 meters) into a berserker rage. Unwilling targets are entitled to a Mental SMR.

# 3

## Blend

### COMBAT

#### GENERATION TIME

5 sec

#### RANGE

Self

#### BOOST

1 minute/point

#### DURATION

2 minutes

#### SMR

Mental

#### AREA OF EFFECT

100 sq. m

This matrix allows the user to blend in with a crowd. As long as the matrix controller acts in a fashion similar to those around him, he will blend seamlessly into the crowd. If the matrix user acts differently from the others present, anyone actively looking for the matrix controller is entitled to a Mental SMR to identify the user.

# 3

## Energy Blast

COMBAT

### GENERATION TIME

5 sec

### RANGE

50m

### BOOST

1d8 damage /pt.

### DURATION

Instantaneous

### SMR

None

### AREA OF EFFECT

Target

One of the most devastating Dul matrices, the energy blast matrix allows the user to generate a powerful energy beam. The beam has a range of 20 meters and does 1d8 points of damage. An additional 1d8 points of damage are done to the target for each power point spent. The base chance to hit with the energy blast is 20% plus 3% per level of the matrix controller. The beam's size, shape, and color is unique to each controller. An energy blast is affected by threshold and absorption.



# 3

## Field of Protection

COMBAT

### GENERATION TIME

2 sec

### RANGE

5m radius

### BOOST

1 round/point

### DURATION

1 round

### SMR

None/Mental

### AREA OF EFFECT

Self

This matrix generates a protective force bubble, which acts just like a flux shield but is visible to the naked eye. The bubble can surround the user or be enlarged to surround the user and anything within a 5 meter radius. The bubble generated by the Field of Protection matrix has a number of points equal to 10 times the user's level. For example, a 20th level energy controller would be able to generate a flux bubble using this matrix that would offer 2000 points of protection.

# 3

## Increase Strength

COMBAT

### GENERATION TIME

3 min

### RANGE

Self

### BOOST

+1 dam/point

### DURATION

2 rounds

### SMR

None

### AREA OF EFFECT

Self

This matrix increases the Damage Bonus of the user on a point-for-point basis for the duration of the matrix.

# 3

## Numb Senses

COMBAT

### GENERATION TIME

4 sec

### RANGE

20 meters

### BOOST

-10 mod. per point

### DURATION

5 minutes

### SMR

Mental

### AREA OF EFFECT

20 meter rad.

Anyone in the area of effect of this matrix, except the matrix generator, will have all of their sensory modifiers reduced by 40. For instance, the visual modifier of the target will be reduced by 40%. The chance for a Mazian to detect a target via vibration will also be reduced by 40%. For each additional point used to generate the matrix, the sensory modifiers of the targets are reduced by an additional 10%.

# 3

## Paralyze

COMBAT

### GENERATION TIME

3 sec

### RANGE

Touch

### BOOST

1 minute/point

### DURATION

1 minute

### SMR

Biological

### AREA OF EFFECT

Target

This matrix allows the user to paralyze the limb of an opponent simply by touching it. The limb is paralyzed for the duration of the matrix. If the chest is paralyzed, the target will be rendered completely paralyzed. The duration of the matrix can be increased by 1 minute for every power point spent beyond those used to initially generate the matrix. Rumors abound that practitioners, using the Matrix Control skill, are able to paralyze specific organs in a target.

# 3

## Speed of Tralule

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

-1 initiative/point

### DURATION

6 seconds

### SMR

None

### AREA OF EFFECT

Self

This matrix increases the character's perceptive abilities and reaction time, reducing the user's initiative for the duration of the matrix. For every point spent to generate this matrix, the user's initiative is reduced by 1 point.

# 3

## Triangulation

COMBAT

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

1 round/point

### DURATION

1 round

### SMR

None

### AREA OF EFFECT

1000 sq. meters

This matrix allows the user to instantaneously determine the exact path a projectile aimed at him or her will take before the attacking weapon is fired. For the duration of the matrix, the character may use the dodge maneuver against ranged attacks inside the area of effect of the matrix. This matrix will also allow the character to catch or attack incoming projectiles fired from inside the matrix's area of effect by making a successful hand-to-hand or weapon skill check. When attacking or catching projectiles, characters may ignore any penalties for the speed of the projectile but not penalties for its size. Note that catching things like plasma is not recommended, and attacking things like mass doubler projectiles is generally ineffective. The Battle Master, of course, has the final decision as to the effects of catching a projectile or attacking it.

# 3

## Transfer power

COMBAT

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

None

### DURATION

Instantaneous

### SMR

None

### AREA OF EFFECT

Self

Using this matrix, a character can sacrifice body points for additional power points. Once generated, the matrix temporarily increases the number of power points. Upon generating, the matrix controller takes 2d8 points of real damage. In return, the matrix controller's current power points total increases by the amount of damage done. Once these power points are spent, they are gone and the matrix controller's power point total returns to normal. Note, it is entirely possible for the matrix controller to consume his own body, resulting in his own death if his body point total drops below his or her Death's Door.

# 3

## Undying Warrior

COMBAT

### GENERATION TIME

5 sec

### RANGE

Self

### BOOST

10 minutes/point

### DURATION

1 hour

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to temporarily lower his Death's Door rating. Once generated, the user's Death Door is lowered by 2d4 points.



# 3

## Vibe Strike

COMBAT

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

None

### DURATION

2 rounds

### SMR

None

### AREA OF EFFECT

Target

Once generated, this matrix converts all hand attacks used by the character into concussive (translational) attacks, hence ignoring any Threshold the target might possess.

# 4

## Avoidance

COMBAT

### GENERATION TIME

2 sec

### RANGE

Self

### BOOST

30 seconds/point

### DURATION

30 seconds

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to increase his reaction time against attacks. For the duration of the matrix, the character's Defensive Modifier is doubled.

# 4

## Durability

COMBAT

### GENERATION TIME

2 sec

### RANGE

Self

### BOOST

1 round/point

### DURATION

5 rounds

### SMR

None

### AREA OF EFFECT

Self

This matrix allows the user to temporarily increase his body points by 2d4 points for the duration of the matrix. The character's SMRs, excluding Mental SMR, are also increased by 2d8 points for the duration of the matrix.

# 4

## Energy Snare

COMBAT

### GENERATION TIME

2 sec

### RANGE

6 meters

### BOOST

+1 damage/ point

### DURATION

1 minute

### SMR

Bio

### AREA OF EFFECT

Target

The matrix allows the user to generate an energy tendril, which can be used like a whip (see Lock-n-Load). In addition to its entangling capabilities, the energy whip does one point of damage for every two power points used to initially generate the matrix. The damage from the energy snare ignores threshold and does double damage to the target if the whip contacts exposed (i.e. unarmored) flesh.

## 4

# Freeze Blast

COMBAT

### GENERATION TIME

3 sec

### RANGE

40 m

### BOOST

+1 dam / point

### DURATION

Instantaneous/1 hr.

### SMR

None/Bio

### AREA OF EFFECT

Target

This matrix allows the user to project a cone of freezing cold toward a target. The cold beam has the same effect as a frost gun and does 2 points of damage for every level of the matrix controller. Alternatively, the user can generate a non-damaging version of the freeze blast. The damage done by this type of blast is subtracted from the target's Bio SMR as a penalty. If the target fails the SMR check, they are frozen in stasis (equivalent to a cryo injection) for up to one hour.

# 4

## Heal (Self)

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

+1 BP/point

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Self

The matrix controller is capable of healing 1d6 points of damage to his own body, including critical hits, using this matrix. Each additional point spent generating the matrix heals an additional point of damage.

# 4

## Invisibility

COMBAT

### GENERATION TIME

2 min

### RANGE

Self

### BOOST

1 min/point

### DURATION

1 minute

### SMR

Special

### AREA OF EFFECT

50m radius

The invisibility matrix affects the eyes of all targets within the area of effect. Unwary persons do not see the matrix controller. He is free to move about for five minutes. For every additional minute, the Controller must expend one extra power point. Only those who have some reason to suspect the invisible Controller's presence receive a mental SMR.

# 4

## Pain Immunity

COMBAT

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

1 minute/point

### DURATION

5 minutes

### SMR

None

### AREA OF EFFECT

Self

Once generated, this matrix allows the user to ignore the effects of pain. No system shock rolls are required for critical hits, and the user does not receive any initiative penalties for being wounded. In addition, the user can not be forced to do things against his will out of pain compliance. Note that though the user feels no pain, he still suffers injury. For instance, even though you can't feel that your leg is shattered, you still can't walk on it. By the same token, even though you don't feel the pain from that ruptured spleen, you will still bleed like a stuck pig.



# 4

## Power Drain

COMBAT

### GENERATION TIME

3 sec

### RANGE

5 meters

### BOOST

None

### DURATION

Instantaneous

### SMR

Biological

### AREA OF EFFECT

Target

This matrix allows the user to draw the energy (i.e. power points) out of a living target. For every power point spent to generate the matrix, 2 power points can be sucked out of the target. Power points removed from the target regenerate normally the next day.

The attacker can attempt to temporarily add these power points to his total. For every power point drawn out of a target, there is a 5% chance for the matrix to fail. If the matrix fails, the user takes an amount of damage equal to the number of power points drawn out of the target. This damage is subtracted directly from the user's body points, ignoring armor or shielding of any type. If the matrix is a success, the power points are added to the attacker's total pool of power points until they are spent. This matrix has no effect on targets that are not matrix controllers.

# 4

## Revenge

COMBAT

### GENERATION TIME

1 sec

### RANGE

50m

### BOOST

None

### DURATION

Instantaneous

### SMR

None

### AREA OF EFFECT

Target

A part of a Controller's body is channeled into the matrix; points of Constitution are sacrificed to fuel the damage yield of the matrix. For every Constitution point burned, the matrix does 20 points of damage to the target. The damage is dealt out in a bolt of energy erupting from the controller's skin, appearing to be plasma. The chance to hit at range bracket 1 is 95%, -05% per range bracket out to range bracket 4. The Constitution points are permanently lost and may only be restored by a Healer using Restore Constitution. Furthermore, the Controller must make a System Shock after the matrix is generated or pass out for 1-4 minutes. The matrix controller may sacrifice up to 3 Constitution points without suffering any penalty. If more Constitution is used, a system shock roll at a -05 per point of extra Constitution expended is necessary to maintain consciousness.

# 4

## Sensory Block

COMBAT

### GENERATION TIME

3 sec

### RANGE

1 meter

### BOOST

1 round/point

### DURATION

2 rounds

### SMR

Biological

### AREA OF EFFECT

Target

The user of this matrix is able to temporarily disable one of the target's natural senses for the duration of the matrix. Cybernetics are not affected by this matrix.

# 4

## Shadow Warrior

COMBAT

### GENERATION TIME

5 sec

### RANGE

Self

### BOOST

1 round / 2 points

### DURATION

3 rounds

### SMR

None

### AREA OF EFFECT

Self

This unique matrix allows the user to turn his body into an intangible, ghost-like form. The user becomes translucent (-20 to sighting checks) and is able to pass through all material objects unhindered. Additionally, all physical attacks pass through the user of this matrix without effecting them, including mass doubler projectiles and plasma! Only attacks of “pure” energy are able to affect the user when in shadow form. Attacks to which the user is vulnerable include: thunderbolt generators, beam weapons, and neuro weapons. Their movement rate is unchanged when in this form. Only if both combatants are using the shadow warrior matrix can they attack each other. This matrix has no effect on any weapons, armor, or equipment carried by the user. These items are left behind when using the Shadow Warrior matrix.

# 4

## Smart Missile I

COMBAT

### GENERATION TIME

1 sec

### RANGE

50m

### BOOST

+1 dam/point

### DURATION

30 seconds

### SMR

None

### AREA OF EFFECT

Target

The matrix user is capable of creating a sphere of destructive energy, which he can direct to a target mentally. The spheres do one point of damage per level of the matrix controller. The chance for spheres to hit is equal to 50% plus the level of the energy controller plus any bonuses for high Intuition. As long as the sphere does not travel more than 50 meters from the controller, he may direct it wherever he wishes for the duration of the matrix. The sphere moves at a maximum speed of 10 meters/second and may hover if the user desires. The matrix user can simultaneously control a number of spheres equal to his level without penalty. Each additional sphere reduces the chance to hit (of all the spheres) by 5%. The spheres dissipate upon hitting a material object.

# 4

## Suicidal

COMBAT

### GENERATION TIME

2 sec

### RANGE

Self/10 m

### BOOST

1 round/point

### DURATION

3 rounds

### SMR

None/Mental

### AREA OF EFFECT

Self

This matrix can be used to place the user or a target within 10 meters into a suicidal rage. Unwilling targets are entitled to a Mental SMR.

# 4

## Teleportation

COMBAT

### GENERATION TIME

1 sec

### RANGE

20 m

### BOOST

None

### DURATION

Instantaneous

### SMR

None

### AREA OF EFFECT

Self

When this matrix is generated, the Controller displaces himself up to 20m from his current location. He has a base chance of 50% to end up where he desires. This increases 05% per level of the 7th. Failure indicates that the MC has made an errant jump. To determine where he ends up, roll a d12. The result equals to the clockwise direction that he is transported. A d20 is then rolled to determine the distance. The matrix is designed to prevent the controller from ending up in a solid object.

**GENERATION TIME**

5 min

**RANGE**

Self

**BOOST**

1 min/point

**DURATION**

2 minutes

**SMR**

Special

**AREA OF EFFECT**

10m/100m

The matrix controller disrupts the sensory organs of enemy personnel within 100m. He and anyone within a 10m radius of his person can pass unnoticed. Only persons who suspect the matrix controller's presence—and none of their senses will detect him—receive an SMR. Note that in order to suspect their presence, enemies must have detected the controller before the matrix took effect, or the controller must be taking drastic actions such as weapons fire.



**5**

# Heal (Other)

**COMBAT****GENERATION TIME**

1 min

**RANGE**

Touch

**BOOST**

+1 BP/point

**DURATION**

Permanent

**SMR**

Bio

**AREA OF EFFECT**

Target

The matrix controller using this matrix is capable of healing 1d8 points of damage, including critical hits, to whomever he touches. Each additional point spent generating the matrix heals an additional point of damage. The target is entitled to a Bio SMR if they do not wish to be healed.

# 5

## Hyper Throwing

COMBAT

### GENERATION TIME

1 min

### RANGE

Self

### BOOST

None

### DURATION

1 minute

### SMR

None

### AREA OF EFFECT

Self

An interesting matrix, Hyper Throwing allows the matrix controller to turn normal objects into deadly weapons. Once generated, this matrix allows the user to throw objects at very high velocities. Thrown objects do an amount of damage equal to their encumbrance. Most thrown objects are destroyed on impact with the target (BM's discretion).

Characters are not able to throw objects they could not normally lift, nor can they throw objects farther than they normally could. The base chance to hit with a thrown object using this matrix is equal to 50% plus 5% per level of the matrix controller.

# Reflection Shield

COMBAT

**GENERATION TIME**

3 sec

**RANGE**

Self

**BOOST**

See Description

**DURATION**

3 rounds

**SMR**

None

**AREA OF EFFECT**

2 meter disk

This unique matrix allows the user to generate an energy shield capable of reflecting an energy-based attack back at the shooter. The shield has no effect on projectile weapons and only reduces plasma damage by half. The shield is capable of reflecting 10 points of energy back at the attacker. Any excess damage is applied directly to the character's body points, ignoring armor. For each additional point spent to generate the matrix, another five points of energy may be reflected.

# Death Invulnerability

COMBAT

**GENERATION TIME**

1 sec

**RANGE**

Self

**BOOST**

See Description

**DURATION**

1 Minute

**SMR**

None

**AREA OF EFFECT**

Self

This matrix was developed by the Dul warrior named Trela. The matrix allows the user to expend all of his remaining power points to make himself nearly invulnerable to attack for the duration of the matrix. For every power point spent to generate the matrix, the user's Death's Door is increased (lowered) by one point. Additionally, two body points are added to the user's current total number of Body Points for each power point spent to generate the matrix. Finally, the user's natural body threshold is increased by one point for every point spent to generate the matrix. What is the cost for all this invulnerability? After Trela used this matrix to save his daughter from dozens of his enemies, he died. After the duration of the matrix has elapsed, the user expires.

## 6

# Impart Ability

COMBAT

**GENERATION TIME**

1 hour

**RANGE**

Touch

**BOOST**

1 year/point

**DURATION**

1 year

**SMR**

Mental

**AREA OF EFFECT**

Target

This matrix allows the user to impart the knowledge of another matrix the user knows to another character. If the target is not a matrix controller, his level will be considered the same level as the matrix controller that imparted the knowledge to him. The matrix can be stored for up to 1 year in the user's memory, but once it is used, the matrix is forgotten. The duration of the matrix can be increased by 1 year for every power point spent beyond those used to initially generate the matrix. The base chance of success is 20% plus 3% per level of the matrix controller. The target is entitled to a Mental SMR if they wish to resist the process.

**GENERATION TIME**

10 sec

**RANGE**

Self

**BOOST**

2 days/point

**DURATION**

1 week

**SMR**

None

**AREA OF EFFECT**

Target

The high level Controller is capable of staving off the death of the wounded or fatally diseased by placing an individual in suspended animation. The MC touches the individual and uses his power to slow the vital processes to a minimal level. The person doesn't age and his condition remains suspended for up to one week. The duration of the condition may be extended by expending more power.

**GENERATION TIME**

10 sec

**RANGE**

10 meters

**BOOST**

2d4/point

**DURATION**

Instantaneous

**SMR**

Bio at -20

**AREA OF EFFECT**

Living Target

Named after the Dul who developed it, this matrix allows the user to generate a powerful blast of energy that can pass unhindered through material objects in its path until it reaches a living target. The blast generated by this matrix will ignore armor and other material objects, but it is still affected by Flux shields. In addition, the blast only effects living targets. A Trih blast does 1d4 points of damage and has a 3% chance to hit per level of the matrix controller.

## 7

# Death Touch

COMBAT

**GENERATION TIME**

10 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Instantaneous

**SMR**

Biological

**AREA OF EFFECT**

Target

This matrix allows a character to launch an almost instantly lethal attack using his or her bare hands. The first person touched by the character (including himself) after generating this matrix must make a Biological SMR or die.



**GENERATION TIME**

3 sec

**RANGE**

100m

**BOOST**

+1 dam/point

**DURATION**

3 minutes

**SMR**

None

**AREA OF EFFECT**

Target

The matrix user is capable of creating a sphere of destructive energy, which he can direct to a target mentally. The sphere does two points of damage per level of the matrix controller and ignores threshold. The chance for a sphere to hit is equal to 50% plus the level of the energy controller plus any bonuses for high Intuition. As long as the sphere does not travel more than 100 meters from the controller, he may direct it wherever he wishes for the duration of the matrix. The sphere moves at a maximum speed of 20 meters/second and may hover if the user desires. The matrix user can simultaneously control a number of spheres equal to his level without penalty. Each additional sphere reduces the chance to hit (of all the spheres) by 10%. The spheres remain intact and controllable for the duration of the matrix, regardless of the number of objects they strike.

**GENERATION TIME**

3 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

This matrix is the equivalent of the Empath Disciple matrix, with the limitation that the user is only allowed to implant their knowledge and power into an inanimate object. Once the Dul's soul is bound to the object, the user of the object has access to all of his matrices and power points (which regenerate normally) should the soul allow it. The soul retains its IQ, Charisma, and Intuition statistics, along with its skills, matrices, personality, and memories. The soul can telepathically communicate to any intelligent life form that touches it. If the object is destroyed, the soul is freed.

**GENERATION TIME**

10 min

**RANGE**

3 meters

**BOOST**

1 month/point

**DURATION**

1 month

**SMR**

Mental

**AREA OF EFFECT**

Target

The mind control matrix allows the user to implant one suggestion into the mind of the target. The target can not be forced to do anything they would not normally do, but they can be instructed not to take a particular action. If a target is instructed to perform an action against his core beliefs, the matrix automatically fails. The matrix lasts for 1 month, after which its effects wear off. The matrix controller can only impart one suggestion each time the matrix is generated. This matrix can only be generated on the same individual by the same matrix controller a number of times equal to the matrix controller's level divided by 5.

For example: The victim of this matrix could not be instructed to kill his beloved wife, but he could be instructed not to save her from being pushed off a cliff.

**GENERATION TIME**

1 min

**RANGE**

Touch

**BOOST**

Special

**DURATION**

Instantaneous

**SMR**

None

**AREA OF EFFECT**

Target

By generating this matrix, the user has a chance to revive a character that has recently been killed. The matrix will not work on characters that have been dead for more than 5 minutes. After generation, the matrix adds 3d4 body points to the target. If this increase in body points increases the target's current body point level above Death's Door, then the target is resurrected. Generation of this matrix kills the user.

The Matrix user can increase the number of body points delivered to the dead target by joining hands with willing participants. Each of the participants will permanently lose 1d10 body points, which are used to further increase the target's body point level.

## 8

# Fists of Doom

COMBAT

**GENERATION TIME**

2 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

1 Combat Round

**SMR**

None

**AREA OF EFFECT**

Target

Once generated, the user's normal hand to hand damage is changed to heavy points for the duration of the matrix.

# Imprison Soul

COMBAT

**GENERATION TIME**

2 hours

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

Mental

**AREA OF EFFECT**

Target

The most hideous of Dul matrices, Imprison Soul allows the user to rip the soul from his target and imprison it within a material object. Anyone touching the object can attempt to access the imprisoned soul's powers and abilities. By successfully making an IQ check with a penalty equal to the soul's IQ, you can telepathically command the soul to follow your command. The soul can recall any memory from its past, and give instruction in skills it knows, or generate any matrix it knows. The soul retains its IQ, INT, and CHA scores, skills, and matrices, as well as its power points which regenerate normally. Generally, the first command given to an imprisoned soul is often to do no harm to its captor. It has been rumored that a soul can attack and attempt to control the user of the item in which he or she is imprisoned. The IQ check for such an attack is carried out in an identical manner to the one detailed above, only the penalty is equal to the IQ of the item's user.

**GENERATION TIME**

5 sec

**RANGE**

Self

**BOOST**

1 HP/point

**DURATION**

3 rounds

**SMR**

None

**AREA OF EFFECT**

Target

La'na was a famous Dul fighter 50 years ago renowned for being able to withstand any damage his opponents could dish out. Once generated, this matrix allows the user to generate a 5 HP flux shield. For each additional point spent to generate, the matrix adds another HP to the flux shield.

**GENERATION TIME**

5 sec

**RANGE**

100m

**BOOST**

1 HP/point

**DURATION**

Instantaneous

**SMR**

None

**AREA OF EFFECT**

Target

Once generated, the matrix allows the user to shoot a blast of energy at an opponent. The blast does an amount of damage equal to half of the user's hand-to-hand damage multiplied by 100. For every power point spent, the user may increase the amount of damage done by 100 points.