

GENERATION TIME

2 sec

RANGE

Self

BOOST

1 min/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Self

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

1

Clairvoyance

EMPATH

GENERATION TIME

2 sec

RANGE

Self

BOOST

1 min/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Self

This matrix functions exactly like clairaudience, except the empath focuses his sight sense. The matrix increases sighting checks by +50.

1

Comprehend Languages

EMPATH

GENERATION TIME

1 sec

RANGE

Touch

BOOST

1 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

The person the empath touches is able to understand the spoken language of another person through the use of limited telepathy. Comprehend languages also allows the empath to understand the written word. At no time does using this matrix confer upon the individual the ability to actually speak or write the language.

1

Concentration

EMPATH

GENERATION TIME

1 sec

RANGE

Touch

BOOST

None

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

The empath attempts to block out all extraneous noise and distractions in order to focus more clearly on the task at hand. The base percentage chance to perform any task is increased by 15 percentage points. The target gains an additional 02% percent concentration bonus per level of the empath above 1st.

1

Consciousness

EMPATH

GENERATION TIME

2 sec

RANGE

Touch

BOOST

1 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

The target is automatically drawn into a state of consciousness when this matrix is employed. The target is restricted by any wounds received in action, but is conscious of events transpiring nearby. Strength and Constitution are not affected by this power.

1

Distract

EMPATH

GENERATION TIME

1 sec

RANGE

10m

BOOST

None

DURATION

1-6 seconds

SMR

Mental

AREA OF EFFECT

Target

A very limited form of the Invisibility matrix, this power enables the Empath to momentarily divert an opponent's attention away from the Empath and any companions, allowing them to sneak past a guard, for example. Any attack on the victim will negate all effects of this matrix. Also, because the matrix controller doesn't know how long the matrix will remain in effect, the party should be prepared to move fast.

1

Enchantment

EMPATH

GENERATION TIME

1 sec

RANGE

20m

BOOST

2m/point

DURATION

5 min

SMR

Mental

AREA OF EFFECT

Target

The Empath affects the mind in such a way that the target becomes enchanted. The Empath's charisma is increased drastically. Affected sentients must make an SMR vs mental attack forms or see the controller as beautiful and charming.

1

Enrage

EMPATH

GENERATION TIME

2 sec

RANGE

Touch

BOOST

10 sec/point

DURATION

10 sec

SMR

None

AREA OF EFFECT

Target

The target becomes so angry and aggressive that he or she outwardly seeks combat. Enraged combatants gain 2-8 temporary body points and a +1 to damage dice (archaic hand held weapons only).

GENERATION TIME

1 sec

RANGE

Self

BOOST

10m/point

DURATION

1 min

SMR

Mental

AREA OF EFFECT

20m radius

ESP stands for extra sensory perception. This matrix enhances the empath's natural ability to read the surface thoughts of another. The empath may read minds within a 20m radius. This power is stopped by 10cm of metal or 0.7m of rock. The target receives an SMR vs mental attacks. Success indicates failure in the attempt to read his mind. He or she may also be aware that you tried (50%).

1

Fear

EMPATH

GENERATION TIME

1 sec

RANGE

5m

BOOST

5m/point

DURATION

2-8 min

SMR

Mental

AREA OF EFFECT

5 Targets

The empath attempts to frighten people. He may attempt to frighten up to 5 targets at a cost of 1 power point per creature to be affected. Targeted beings receive an SMR vs mental attack forms. Those who fail their SMRs flee in panic. Those who succeed are unaffected.

1

Lie

EMPATH

GENERATION TIME

1 sec

RANGE

5m

BOOST

1 min/point

DURATION

2 min

SMR

Mental

AREA OF EFFECT

Target

By mentally reinforcing the idea that his or her words are true, the Empath gains the power to lie convincingly, no matter how far fetched the story. The victim receives an SMR against mental attacks, with a bonus of +10 if already suspicious or hostile to the matrix controller. Additional modifiers may be assigned at the BM's discretion, ranging from -20 for a totally believable story to +20 for a completely ludicrous one.

1

Mistrust

EMPATH

GENERATION TIME

2 sec

RANGE

10m

BOOST

1 min/point

DURATION

10 min

SMR

Mental

AREA OF EFFECT

Target

Affected sentients don't trust those around them. They are suspicious of everything and will react accordingly. Targets are entitled to a mental SMR to negate the effects.

1

Offering

EMPATH

GENERATION TIME

3 sec

RANGE

7m

BOOST

1 min/point

DURATION

2-8 min

SMR

Mental

AREA OF EFFECT

Target

At times an empath will wish to make an offering of friendship to someone or something. The Chatilian generates this matrix and the target individual sees the item to be offered as something of high value. The empath may be holding a rock, but it might appear to be a precious gem. Target individuals will remain friendly toward the empath until the effects of the matrix wears off. If the target makes his SMR, he sees the gift as it truly is.

1

Patience

EMPATH

GENERATION TIME

2 sec

RANGE

Touch

BOOST

30 sec/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Target

The empath forces the target's body to completely relax. The target is no longer agitated and becomes calm. He can monitor the events around him with an almost aloof detachment. He gains a -2 to initiative rolls.

1

Psycho-Kinesis

EMPATH

GENERATION TIME

10 sec

RANGE

30m

BOOST

2kg/point

DURATION

2 min

SMR

None

AREA OF EFFECT

1 object

The empath is able to move objects with his mind. He can move an object that weighs 30kg or less at a distance up to 30m away. The object begins moving slowly and picks up speed until it is moving 2m/sec. A 30kg object moving at this speed would inflict 1 point of damage to a target. 50% chance to hit a target +4% for every level of the empath above 1st.

Sense Danger

EMPATH

GENERATION TIME

1 sec

RANGE

Self

BOOST

1 min/point

DURATION

2 min

SMR

Mental

AREA OF EFFECT

20m radius

Sense Danger detects the presence of negative psychic energy within a specified area. All sentients radiate their thoughts in the form of psychic wave phenomena. The Empath is able to detect the presence and the general direction of the danger. The power has a 60% base effectiveness. This increases by 04% per level of the matrix controller above 1st. The chance for success is further affected by the controller's intuition score (add the Mental Bonus).

1

Shatter

EMPATH

GENERATION TIME

2 sec

RANGE

20m

BOOST

04%/point

DURATION

Instantaneous

SMR

Mental

AREA OF EFFECT

Target

The Empath generates a low frequency subsonic blast that causes glass and other brittle objects to shatter. The matrix has a 60% base chance for success. This increases by 04% per level of the Empath above 1st. Each additional power point increases the chance for breaking the glass by 04%. The Battle Master may apply penalties for thickness of glass, etc.

Spasm

EMPATH

GENERATION TIME

1 sec

RANGE

5m

BOOST

2m/point

DURATION

1 sec

SMR

Mental

AREA OF EFFECT

Target

All of the affected target's motor neurons fire and the target spasms uncontrollably. Although this spasm is only momentary, it invokes a -40 penalty to any action taken in that round; any aimed shots by the victim are also spoiled. Victims are entitled to a Manual Dexterity check at a -50 or drop whatever they are holding.

1

Stun

EMPATH

GENERATION TIME

1 sec

RANGE

3m

BOOST

2m/point

DURATION

1-6 min

SMR

Mental

AREA OF EFFECT

Target

The Chatilian attempts to stun an individual and temporarily render him unconscious. The controller need not touch the target, but the target must be within the range limitations of the matrix. A successful SMR negates the attack, while failure indicates that the target individual has been struck loopy.

- Example: Ernie the Empath wishes to stun Fredd the Python who is standing 5m away. Ernie must expend 2 power points to attempt the stun.

1

Summoning 1

EMPATH

GENERATION TIME

10 sec

RANGE

Self

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

100m radius

All creatures with an I.Q. of 30 or less in the surrounding area will home in on the empath's thoughts and immediately come to the area (Ram Pythons included!). The disposition of the summoned creatures will not necessarily be of friendly nature. They will, however, answer the homing beacon.

GENERATION TIME

1 sec

RANGE

10m

BOOST

5min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

5 Targets

This particular matrix confers upon the empath the ability to communicate via mind link with up to 5 willing individuals. No verbal expression is needed. The controller and the individuals are able to have a normal conversation, without the use of words or semantics. The empath cannot read thoughts that are not sent.

Telepathy (Animal)

EMPATH

GENERATION TIME

1 sec

RANGE

10m

BOOST

5m/point

DURATION

2 min

SMR

None

AREA OF EFFECT

5 Targets

Allows the M.C. to communicate suggestions to animal (non-sentient) life-forms. It also allows the Empath to “hear” general emotions and feeling of the animal.

1

Telepathy (plant)

EMPATH**GENERATION TIME**

1 sec

RANGE

10m

BOOST

5min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

5 Targets

This matrix allows the empath to communicate with sentient plants. Otherwise it is identical to telepathy.

2

Berserk

EMPATH

GENERATION TIME

1 sec

RANGE

Touch

BOOST

None

DURATION

1-4 min

SMR

Mental

AREA OF EFFECT

Target

The target individual becomes dangerously violent and attacks without fear of bodily harm. The empath can focus the berserker's rage toward a specific being. See combat section for the effects of berserking.

2

Brain Cramp

EMPATH

GENERATION TIME

1 sec

RANGE

25m

BOOST

None

DURATION

10 min

SMR

Mental

AREA OF EFFECT

See Below

The Empath can affect up to 4 sentients within a 10m radius. Those who fail their mental SMRs forget all events that occurred within the last 10 minutes. Victims feel “kinda burnt out” and simply can’t remember what happened.

GENERATION TIME

1 sec

RANGE

2m

BOOST

None

DURATION

1-4 min

SMR

Mental

AREA OF EFFECT

Target

This matrix is used to calm a hostile or violent opponent, although it cannot be used against an opponent who has actually entered into combat. The Empath calms the opponent by speaking in soothing tones and mentally projecting calm. Attacks against the target during this time will immediately negate the matrix effects. The matrix does not make the victim friendly to the Empath, simply nonaggressive. This power works particularly well on unintelligent animals; the SMR for creatures with less than 20 I.Q. is -20.

GENERATION TIME

2 sec

RANGE

Self

BOOST

1 min/point

DURATION

1-4 min

SMR

Mental

AREA OF EFFECT

10m radius

The Chatilian disrupts the cognitive thought processes of all targets (except himself) within the confines of the matrix. All affected persons become completely confused and will act randomly. SMRs are decreased by 02% per level of skill above 4th.

2

Disguise

EMPATH

GENERATION TIME

1 min

RANGE

Self

BOOST

10 min/point

DURATION

30 min

SMR

Mental

AREA OF EFFECT

Self

The Empath creates an illusory disguise which cloaks his or her features. The disguise thus created may be of any size, from a large cat up to a Star Troll. Specific individuals can be imitated, but those familiar with the individual in question will have a +20 on their SMR to see through the disguise. The Disguise skill is helpful when employing this matrix. Each level of skill above the 1st penalizes the SMR to see through the disguise by 03%.

2

Disguise Thoughts

EMPATH

GENERATION TIME

1 sec

RANGE

Touch

BOOST

1 min/point

DURATION

2 min

SMR

Mental

AREA OF EFFECT

Target

The target must make a successful mental SMR at +40 in order for this matrix to be successful. Subsequently, the target's thoughts are masked. Mental probes of the target produce false information as desired by the Empath.

2

Disposition

EMPATH

GENERATION TIME

2 sec

RANGE

20m

BOOST

10m/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

This matrix confers upon the controller the ability to determine the basic disposition of the target.

2

Ego Whip

EMPATH

GENERATION TIME

2 sec

RANGE

20m

BOOST

-03 mod/point

DURATION

1-4 min

SMR

Mental

AREA OF EFFECT

Target

Ego Whip is used to batter the target's ego into submission. Affected persons sink into a state of manic depression and do not fight. This matrix can be increased in strength. Each additional power point of boost creates a -03 to SMRs vs mental attack forms.

Eidetic Memory

EMPATH

GENERATION TIME

10 sec

RANGE

Touch

BOOST

10 min/point

DURATION

30 min

SMR

None

AREA OF EFFECT

Self

This power provides the target with a near-perfect memory for the duration of the matrix. Anything seen, heard, or read during this time will be remembered with perfect clarity. The duration can be boosted 10 minutes per additional power point expended.

2

Image Projection

EMPATH

GENERATION TIME

1 sec

RANGE

Self

BOOST

None

DURATION

15 sec

SMR

Mental

AREA OF EFFECT

50m radius

The empath attempts to disrupt the visual sense of those around him by projecting multiple images of himself. 1-4 such images can be created. Affected creatures do not know which one is the real empath. Randomly determine if successful attacks hit the MC or one of the images. Creatures who aren't affected see only a vulnerable empath, just waiting to be taken out. The images last for 15 seconds.

2

Intuition Sense

EMPATH

GENERATION TIME

1 sec

RANGE

Self

BOOST

1 min/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Target

Focuses the mind so that the empath may make better decisions. The Empath has increased intuitive powers. There is a 10% base chance to make the correct choice when a situation is unclear. This increase by 04% per two levels above 1st. Furthermore, each additional 3 power points increases the chance for success by 04%.

2

Memory Trigger

EMPATH

GENERATION TIME

5 sec

RANGE

Touch

BOOST

04%/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

Causes the affected sentient to remember forgotten things. Its practical application is to force the BM to restate things that a player forgot while role-playing. It is also useful in affecting the information retained by NPCs. Memory Trigger is 50% effective. This increases by 04% per level of the controller above 4th. The chance for success is increased by 04% per additional power point.

GENERATION TIME

10 sec

RANGE

Touch

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Target

Generating this matrix bestows the ability to dive into the subconscious mind of another. The empath will be able to read the subconscious thoughts of the target individual. The duration is 100 seconds minus the mental SMR of the target.

- Example: Our friend Ernie the Empath might dive into the mind of George the Gen-Human to extract a message that was implanted there.

2

Prisoner

EMPATH

GENERATION TIME

4 sec

RANGE

20m

BOOST

10m/point

DURATION

2-8 min

SMR

Mental

AREA OF EFFECT

Target

The empath attempts to create an illusion in the mind of the target individual. Those who fail their SMR believe themselves to be imprisoned in a fortress of bars and steel with no hope of escaping. Affected creatures merely sit down in submission.

GENERATION TIME

10 sec

RANGE

Touch

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Target

Psychometry is the ability to determine the nature of a past event by touching an object that was present at the event. The Chatilian has a base 40% chance to determine information about the event by touching the object. This chance increases at a rate of 03% per level of skill above the 4th. The Battle Master determines the nature of the information divined.

GENERATION TIME

1 min

RANGE

Self

BOOST

1 hr/point

DURATION

2hr

SMR

None

AREA OF EFFECT

Self

This matrix places the empath's conscious mind in deep slumber, while at the same time raising his perception senses. The Chatilian sleeps soundly, yet the slightest disturbance will immediately awaken him. Furthermore, he will react with such speed that he does not suffer initiative penalties in the following combat segment.

GENERATION TIME

1 sec

RANGE

Touch

BOOST

1 day/point

DURATION

1 week

SMR

Mental

AREA OF EFFECT

Target

Stoic Valor reduces the chance that a sentient being tortured will break and reveal information. The Empath increases the resolve of the target for the duration of the matrix. There is a 40% chance that the target will not crack under any pressure or pain. This increases by 04% per level of the matrix controller above 4th.

2

Strength

EMPATH

GENERATION TIME

2 sec

RANGE

Touch

BOOST

None

DURATION

1-6 min

SMR

None

AREA OF EFFECT

Target

This matrix raises the strength of the target individual by +25, to a maximum of 150.

Subliminal Implant

EMPATH

GENERATION TIME

4 sec

RANGE

20m

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Target

The empath is able to plant a message in the subconscious mind of the person. The target won't be aware that the message has been implanted at all. The message can be no longer than 15 words. The person merely becomes a storage bank. The message remains lodged in the subconscious until extracted.

2

Telekinetic Fist

EMPATH

GENERATION TIME

3 sec

RANGE

30m

BOOST

2 dam/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

A variation on Psychokinesis, this power produces a sudden, directed kinetic attack. This attack causes two points of damage, plus two points for every point of boost put into the attack. Note that, as a kinetic attack, this power will have no effect on individuals in heavy armor or wearing personal flux shields. Flux shields which cover a large area, however, may be ignored, as the Empath may simply manifest the attack inside the shield.

2

Trust

EMPATH

GENERATION TIME

2 sec

RANGE

20m

BOOST

2 min/point

DURATION

1-4 min

SMR

Mental

AREA OF EFFECT

Target

This is a useful matrix which can be employed to gain the trust of another. Anyone who fails his SMR trusts the empath completely.

3

Clear Mind

EMPATH

GENERATION TIME

1 sec

RANGE

Self

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

The controller is able to generate any power in half the time required. The power must be generated immediately following this one. If generation is not begun immediately after this matrix is complete, the benefit is lost. The decreased generation time lasts for one matrix only.

3

Channeling

EMPATH

GENERATION TIME

20 sec

RANGE

Touch

BOOST

30 sec/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

Channeling increases the output yield of any power by a die of damage. Thus, a matrix that had its effect measured by 3d6 would have its strength increased to 4d6. Channeling becomes more fluid at higher levels another die is gained for every two levels of the Empath above 10th.

3

Dead Readiness

EMPATH

GENERATION TIME

3 sec

RANGE

Self

BOOST

1 sec/5 points

DURATION

1 day or until used

SMR

None

AREA OF EFFECT

Self

This power was first developed by the infamous Bluerazor. Later, the activation sequence was passed along to all other matrix-using races. The matrix controller programs his or her body to carry out one last action upon incapacitation. The body may carry out any one “two-part action” that requires 3 or fewer seconds. However, if the manner of death prevents the body from carrying out the matrix, then the power is nullified.

- Example: Ernie the Empath could generate this matrix and instruct his body upon incapacitation to pull the pin on a grenade and throw it. If Ernie is incapacitated by getting his arm blown off, the matrix is wasted.

An Empath can boost the duration of an action by 1 second for each 5 additional points of energy expended. The chance for the body successfully carrying out the action equals 40%, plus 04% per level of the controller above 4th.

3

Distance Illusion

EMPATH

GENERATION TIME

1 sec

RANGE

Self

BOOST

None

DURATION

Not Applicable

SMR

Mental

AREA OF EFFECT

100m radius

Distance Illusion is one of the first illusionary matrices taught to the empath. When generated, it creates the illusion of the empath retreating at a high rate of speed, when in actuality the empath is advancing. All attempts by those who fail their SMRs to fire upon the empath automatically fail. Those who make a successful SMR see what is actually happening. On subsequent fire segments, they can warn those around them of the illusion. Warned beings receive a +20 to subsequent SMRs. SMRs are reduced at 04% per level of the empath above 7th.

3

Erase

EMPATH

GENERATION TIME

3 sec

RANGE

25m

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

The Erase matrix randomly removes 1-4 levels of skill from the mind of the target. The reduction is permanent. Victims are entitled to an SMR vs. mental attacks. This SMR is reduced by 03% per level of the Empath above 10th.

3

Feign Death

EMPATH

GENERATION TIME

10 sec

RANGE

Self

BOOST

5 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

Through intense concentration, the matrix controller lowers the rate of his bodily functions. His respiratory and circulatory systems slow to the point of almost stopping. He appears dead, yet is completely aware of events that transpire around him. He can leave this state at any time. The empath may increase the duration of the matrix by adding a point of power per 5 minutes of feigned death.

3

Hypnotic Suggestion

EMPATH

GENERATION TIME

5 sec

RANGE

20m

BOOST

None

DURATION

1-4 hrs

SMR

Mental

AREA OF EFFECT

Target

This matrix allows the Empath to implant a post-hypnotic suggestion in the mind of the target. This suggestion may be of any nature. “You don’t remember seeing us” is one example; “These aren’t the androids you’re looking for” is another. However, this power does have some limitations. It can’t be used against an opponent who is in combat with the matrix controller’s party, and it can’t be used to make the target do something contrary to his nature (in most cases, this includes suicide or refusal to defend against attacks).

3

Image Creation (minor)

EMPATH

GENERATION TIME

30 sec

RANGE

10m

BOOST

None

DURATION

1 min

SMR

Special

AREA OF EFFECT

20 cubic m

This matrix is generated to create an illusion. All creatures with an I.Q. of less than 30 automatically believe it. All creatures with an I.Q. of greater than 30 receive an SMR vs mental attack forms. The illusion has only visual components and does not move. An empath could, for example, create the illusion of a pit. He could not, however, create the illusion of an attacking Space Troll.

3

Impart Knowledge

EMPATH

GENERATION TIME

2 min

RANGE

Touch

BOOST

1 hr/point

DURATION

10 hrs

SMR

None

AREA OF EFFECT

Target

The Empath transfers known skill knowledge to a willing target. The Empath can transfer up to 6 levels. The recipient can perform tasks as if competent in this skill for the duration of the matrix. The Empath can transfer an additional level for each level of M.C. skill above 7th.

3

Invisibility

EMPATH

GENERATION TIME

2 min

RANGE

Self

BOOST

1min/point

DURATION

5 min

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 empath must expend one extra power point. Only those who have some reason to suspect the invisible empath's presence receive a mental SMR.

3

Memory Storage

EMPATH

GENERATION TIME

15 sec

RANGE

Touch

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Target

Memory Storage can only be generated on dying individuals. When the empath generates this matrix, he absorbs the thoughts of the victim into his subconscious mind. The empath isn't able to utilize the information stored, but can retain it indefinitely. Should some means be obtained to return the victim's body to life, the empath can reverse the process and re-implant the memories and cognitive processes. The empath can only store one person's memories at a time.

3

Message

EMPATH

GENERATION TIME

5 min

RANGE

1000km

BOOST

1 word/point

DURATION

Instantaneous

SMR

Mental

AREA OF EFFECT

Target

The Empath can transmit a private message to any familiar mind within 1,000km. The message can be no longer than 10 words, but it cannot be detected by normal means. The length of the message can be increased by 1 word per additional power point. The range may be increased by 200km per additional point of power expended.

GENERATION TIME

5 sec

RANGE

Self

BOOST

1 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Self

When an empath generates this matrix, he is able to block out all mind probe attempts. He creates a mind shield that can't be penetrated by any means. Truth serums are ineffective as well as all other forms of mental attack. The duration can be increased by adding additional power points.

Mind Over Body

EMPATH

GENERATION TIME

10 sec

RANGE

Self

BOOST

6 hrs/point

DURATION

24 hrs

SMR

None

AREA OF EFFECT

Self

By mentally suppressing the body's signals to the brain, the Empath is able to ignore the adverse effects resulting from starvation, dehydration, or fatigue. However, this power does NOT replace the need for food, water, and sleep. The Empath will collapse once the lowest point of starvation or dehydration is reached (when a vital stat reaches zero, see Battlelords basic rule book) or once the character passes out from exhaustion. This power simply allows normal functioning while vital stats are being reduced.

3

Mind Strangle

EMPATH

GENERATION TIME

5 sec

RANGE

10m

BOOST

5m/point

DURATION

1hr

SMR

Mental

AREA OF EFFECT

Target

The Chatilian attempts to enter the targeted individual's mind and block all conscious thought. Success indicates that the victim's mind has been temporarily strangled. The affected person lapses into a deep catatonic state and can not move, think, or act at all. Bodily functions continue. The victim has no idea of the events that transpire while he is blacked out.

3

Pain

EMPATH

GENERATION TIME

2 sec

RANGE

10m

BOOST

None

DURATION

1-6 min

SMR

Mental

AREA OF EFFECT

Target

The empath makes a mental assault on the sensory nerves of the target individual. The person is instantly racked with body pains and collapses for the duration of the matrix. He performs actions at a -60 penalty.

3

Pain Blockage

EMPATH

GENERATION TIME

1 sec

RANGE

Touch

BOOST

10 sec/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Target

The target's mind completely blocks out pain. No critical damage has any effect, except bone criticals. A critical hit that causes instant death only occurs if the brain or spinal cord are struck.

3

Psychic Targeting

EMPATH

GENERATION TIME

5 sec

RANGE

Body Centered

BOOST

3 sec/point

DURATION

6 sec

SMR

None

AREA OF EFFECT

50m radius

This extremely taxing matrix allows the Empath to keep track of the locations of all living beings in the area of effect, under the hostile conditions of combat. Psychic Targeting confers many bonuses. The Empath earns a -2 bonus to his initiative. If this knowledge can be communicated to his or her companions, they earn a -1 bonus. The Empath's attacks are all considered aimed shots; any actual aiming adds +10 to attack rolls. The drawback to opening up one's mind like this is that you are left extremely vulnerable to mental attacks all mental SMRs made by the Empath while using this power are at a -20.

3

Sensory Link

EMPATH

GENERATION TIME

5 min

RANGE

5 km

BOOST

10 min/point

DURATION

20 min

SMR

Mental

AREA OF EFFECT

Target

This power creates a link between the senses of the Empath and a target. The Empath sees and hears what the target sees and hears. The link requires five minutes to establish, and the Empath must have the target in sight during this time. If the target is willing, the time to establish the link is cut to one minute, and no SMR is rolled. This power is very popular among Empath spies.

3

Sonic Immunity

EMPATH

GENERATION TIME

5 sec

RANGE

Touch

BOOST

1 min/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Target

The person becomes immune to all sonic attack forms for as long as the matrix is employed.

3

Surviving Will

EMPATH

GENERATION TIME

5 sec

RANGE

25m

BOOST

1 min/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Target

Normally, when an individuals' body points drop to zero or below (but remain above Death's Door) the character becomes unconscious and cannot move. Strength and Constitution are temporarily dropped to zero. Surviving Will instantaneously draws the target into consciousness and temporarily restores Strength and Constitution scores to half their norm. The target can move about for the duration of the matrix.

3

True Sight

EMPATH

GENERATION TIME

1 sec

RANGE

Self

BOOST

1min/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Line of sight

This matrix provides true sight. The MC will know which images are illusions or holographic images.

4

Blind

EMPATH

GENERATION TIME

2 sec

RANGE

20m

BOOST

2m/point

DURATION

1 hr

SMR

Mental

AREA OF EFFECT

Target

The Empath blocks all signals being transmitted from the eyes of the target to the brain, effectively blinding him or her. Unlike the Healer power, which affects the physical eyes, this power will affect even creatures without normal sight, such as Mazians (the term “blind” is misleading; the power actually seeks out and blocks the creature’s primary sense). The victim is entitled to a mental SMR to prevent this effect.

4

Collective Resistance

EMPATH

GENERATION TIME

3 sec

RANGE

Self

BOOST

1 min/point

DURATION

5 min

SMR

None

AREA OF EFFECT

10m radius

The minds of all friendly party members within the radius of effect receive the benefit of the most powerful mind when defending against mental attack forms. Each sentient has a mental SMR equal to that of the strongest mind (highest SMR). This matrix is often employed in conjunction with Mental Resistance. The Empath first generates Mental Resistance on the sentient with the highest SMR, then follows with Collective Resistance to protect the entire party.

4

Communique

EMPATH

GENERATION TIME

3 sec

RANGE

Self

BOOST

1min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

400m radius

Communique allows the MC and all friendly persons to communicate amongst themselves without having to speak. The empath concentrates on the persons that he wishes to join the private line.

GENERATION TIME

2 sec

RANGE

Self

BOOST

None

DURATION

4-16 min

SMR

Mental

AREA OF EFFECT

10m radius

When generated, all persons within the area except the MC immediately fall into the deepest state of self hatred. The matrix controller seeks to batter the ego into utter submission, destroying the victim's self esteem and desire to live. Those who fail their SMR have a base chance to attempt suicide equal to the difference between the roll needed to survive against the matrix and the actual dice roll.

- Example: Ernie the Empath generates an Ego Smash against Fredd the Python. Fred has an SMR vs mental attack forms of 45. Fredd rolls a 55. The percentage chance to commit suicide is 10%. The dice are rolled! Fredd gets a 08%! He grabs a couple of frag grenades and pops them into his mouth like candy. Boom! Boom! What will we say to his mother?

Those who make a successful SMR receive a -10 penalty to all attacks and task attempts for the duration of the matrix.

4

False Thoughts

EMPATH

GENERATION TIME

5 min

RANGE

Self

BOOST

10 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

By invoking this matrix, the Empath creates a layer of false surface thoughts which conceal actual thoughts from unwanted mental detection. Only an Empath of higher level than the one using this power has a chance of detecting this barrier. The chance is 10% per level of difference between the two controllers.

4

Hypnotic Trance

EMPATH

GENERATION TIME

3 sec

RANGE

Self

BOOST

None

DURATION

1-6 min

SMR

Mental

AREA OF EFFECT

50m radius

This matrix causes all individuals except the MC who fail their SMR rolls to be locked in a hypnotic trance. They see a shimmering of beautiful and alluring colors which keeps them bound for the duration of the matrix, unless someone comes along and breaks the trance. A mere slap will not awaken the person. You have to pound on him for a while.

4

Mass Fear

EMPATH

GENERATION TIME

10 sec

RANGE

Self

BOOST

None

DURATION

2-8 min

SMR

Mental

AREA OF EFFECT

50m radius

This matrix is designed to inspire fear in the minds of the empath's enemies. Those who fail their SMR vs mental attack forms automatically flee. Fear-struck individuals run for 2-8 minutes.

4

Mass Friendship

EMPATH

GENERATION TIME

10 sec

RANGE

Self

BOOST

None

DURATION

1-6 hr

SMR

Special

AREA OF EFFECT

50m radius

The empath emits a aura of friendship. All beings with an I.Q. less than 40 automatically succumb to the effects. Persons with I.Q. scores greater than 40 receive an SMR. Those who fail their SMRs are quite friendly toward the empath. Victims will even defend their new buddy. They won't, however, kill themselves.

4

Mental Resistance

EMPATH

GENERATION TIME

1 sec

RANGE

Touch

BOOST

04%/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Target

The target's mental SMRs are increased by 20% when this matrix is employed. This increases by an additional 03% per level of the Empath above 10th.

4

Negation

EMPATH

GENERATION TIME

10 sec

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

Negation wipes out the effects of any mental attack form. Stricken individuals are returned to their natural state of being.

Note: Negation doesn't reverse the effects of matrices that do real damage.

4

Paralysis

EMPATH

GENERATION TIME

2 sec

RANGE

100m

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

This power shorts out the motor synapses of a single individual, rendering him or her unable to move. If the target makes a normal mental SMR, the matrix has no effect. The target receives a second mental SMR at +20; if successful, the paralysis is only temporary, lasting 1-6 hours.

4

Pass Unnoticed

EMPATH

GENERATION TIME

5 min

RANGE

Self

BOOST

1 min/point

DURATION

5 min

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 empath before the matrix took effect, or the empath must be taking drastic actions such as weapons fire.

4

Psychic Emulsion

EMPATH

GENERATION TIME

2 sec

RANGE

20m

BOOST

-02 SMR/point

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

The empath assaults the target's mind. The victim receives an SMR. Those who fail lose 2-8 points of I.Q. permanently.

4

Speak With Dead

EMPATH

GENERATION TIME

5 sec

RANGE

Self

BOOST

None

DURATION

5 min

SMR

None

AREA OF EFFECT

1 Corpse

When an empath utilizes this matrix, he calls out to the soul of someone who is dead. If the soul has remained in the area, it will return and communicate to the empath through telepathic means. It will respond to the empath as if it were still alive. The empath cannot force the being to speak nor can he be sure it will not lie to him. There is a 100% chance that the soul will be in the area if the victim has died within 2 days, 75% within 4 days, 50% within 10, and 25% if greater than 10.

4

Trade Minds

EMPATH

GENERATION TIME

10 min

RANGE

Touch

BOOST

30 min/point

DURATION

4 hr

SMR

None

AREA OF EFFECT

Target

This matrix confers upon the empath the ability to trade minds with a willing individual for the duration of the matrix.

4

Triok's Invulnerability

EMPATH

GENERATION TIME

2 sec

RANGE

Touch

BOOST

None

DURATION

2-8 min

SMR

None

AREA OF EFFECT

Target

Triok was a powerful matrix controller who discovered the invulnerability matrix. When the empath generates this matrix, he sends a powerful subliminal message to the recipient. That individual believes that he is invincible. The body's pain sensors are blocked and so he feels no pain. He gains 4-16 temporary body points. Furthermore, the recipient can fight up until the point where he dies (i.e. -10 body points for most). Wounds will have little effect on his enthusiasm, nor does the sight of his own blood.

5

Chaos

EMPATH

GENERATION TIME

2 min

RANGE

Self

BOOST

15 sec/point

DURATION

10 min

SMR

Mental

AREA OF EFFECT

500x500x5m

Total chaos is created in all individuals who fail their respective matrix rolls. They move randomly and attack each other. The duration of the matrix can be increased by adding 1 additional power point of power per 15 seconds of effect. The area of effect is centered on the matrix controller, who is not affected.

GENERATION TIME

5 sec

RANGE

200m

BOOST

None

DURATION

5 min

SMR

None

AREA OF EFFECT

Special

Crom was a powerful Illuminary during the Totalitarian Inquisition. The Illuminaries had sought refuge from the hunters in the Caves of the Dark. While in exile, Crom sought to contact an external force to aid his people when the time came for the final battle. In his search he contacted an entity now known as Crom's Warrior. The entity takes corporeal form as a 4 meter tall skeleton, clad in plate mail armor. The skeleton has red, fiery eyes. It wields a great battle axe that does 4-16 points of damage per attack. The warrior has 200 body points and attacks with skill equal to 1/2 of the empath's level. The warrior will only obey the commands of the empath who has summoned him into service. Base chance to hit 80%.

5

Death Vision

EMPATH

GENERATION TIME

1 sec

RANGE

100m

BOOST

None

DURATION

Special

SMR

Mental

AREA OF EFFECT

Target

Death Vision is a powerful Chatilian matrix. The empath creates a nightmarish image of horrific proportions. The victim sees his own death in the most violent and feared fashion of his dreams. He has a massive coronary and dies on the spot. The matrix is so strong that victims save at a -10 to SMRs. Those who save are shaken, but realize that the vision isn't real. They do, however, function at a -40 when performing any type of task for the next 4-40 minutes. SMRs are further reduced by 04% per level of the MC above 13th.

5

Dimension Travel

EMPATH

GENERATION TIME

1 min

RANGE

Self

BOOST

5 min/point

DURATION

1 hr

SMR

None

AREA OF EFFECT

Self

When an empath generates this matrix, he or she is able to travel to the fourth dimension and speak with entities there. The empath temporarily leaves his body behind. The type of spirits encountered depends on the location of the out-of-body experience.

5

Emotion Control

EMPATH

GENERATION TIME

10 sec

RANGE

Self

BOOST

5 min/point

DURATION

10 min

SMR

Mental

AREA OF EFFECT

10m radius

This versatile matrix allows the matrix controller to implant emotions in all creatures within the area of effect. Whatever emotions the Empath chooses will be felt intensely, requiring a mental SMR at -20 to resist their effects. If the target is already predisposed towards feelings of that type (someone who is already nervous being hit by fear, for example), the SMR is at a -50.

5

Mental Reflection

EMPATH

GENERATION TIME

2 min

RANGE

Self

BOOST

15 sec/point

DURATION

1 min

SMR

Special

AREA OF EFFECT

Self

A powerful defense which turns the opponents' own mental abilities against them. When invoked, Mental Reflection builds a barrier in the Empath's mind which not only block mental attacks, but re-channels their energies back at the sentient making the attack. The attack is somewhat lessened in the process; thus, the opponent gets an SMR at +10, if applicable.

GENERATION TIME

1 min

RANGE

Self

BOOST

5 min/point

DURATION

1 hour

SMR

None

AREA OF EFFECT

Special

This requires an enormous amount of inner strength. The empath temporarily leaves his body and travels to some desired place, which must be within 2 km. The empath's mind exists as energy, yet he is capable of hearing, smelling, etc. The empath is able to view events, while in this out-of-body state, but can not interact. Walls and solid barriers have no effect on his movement, since he exists merely as energy. The duration of the matrix can be increased by expending 1 power point per additional 5 minutes of the out of body experience.

Mind Slag

EMPATH

GENERATION TIME

2 sec

RANGE

Self

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

20m radius

Mind Slag randomly erases the minds of up to 4 individuals in a 20m area. Affected targets lose 2-12 levels of skill in 6 different subfields. All victims are entitled to an SMR vs mental attacks. The SMR is decreased by 04% per level of the Empath above 13th, and per additional 2 points of power added to the matrix. The effects are permanent.

5

Permanent Illusion

EMPATH

GENERATION TIME

10 min

RANGE

100m

BOOST

None

DURATION

Permanent

SMR

Special

AREA OF EFFECT

100 cubic m

A powerful empath is able to create a stationary illusion that is permanent. The illusion will only have visual form, but remains forever, unless it is eradicated. Individuals encountering the illusion believe it to be real, unless the illusion is grossly out of place, in which case they receive an SMR vs mental attack forms. Those who are immune to the effects of illusions automatically see things as they truly are.

GENERATION TIME

1 hr

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

Raise I.Q. increases the effectiveness of synapses. Deductive thought processes are enhanced and I.Q. is increased. This matrix can be used a maximum of three times on any willing sentient. There is a 60% chance of success, plus 04% per level of the Empath above 13th. Success indicates that the sentient's I.Q. is increased by 1-6 points. Failure has the following results:

ROLL	I.Q. LOSS
01-40	No effect
41-80	Lose 1-6 points of IQ permanently
18-95	Lose 2-8 points of IQ permanently
95-100	Lose 3-12 points of IQ permanently

5

Re-occurring Psychosis

EMPATH

GENERATION TIME

5 sec

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

Affected sentients become psychotic on a re-occurring basis. The seizure (or moment as it is called) lasts for 1-4 hours. During that time, the victim is 40% likely to attack others, and there is a further 20% chance of self injury. Roll once per week; a result of 71 or higher indicates that a moment has occurred.

Potential victims are entitled to an SMR vs mental attack forms. This is decreased by 04% per level of the Empath above 13th. The effects of this power can be nullified by a Heal Mind matrix.

Repulsion

EMPATH

GENERATION TIME

3 hrs

RANGE

Special

BOOST

12 hrs/point

DURATION

1 day

SMR

None

AREA OF EFFECT

10m radius

The Empath can cause an area or object to emanate powerful negative “vibes,” causing creatures to be unwilling to approach it unless forced. If used on an area, all creatures in the area will attempt to leave as quickly as possible, and will not return for the duration of the matrix. The matrix controller is immune to this effect, as are robots and creatures immune to fear.

5

Secure Knowledge

EMPATH

GENERATION TIME

1 min

RANGE

Touch

BOOST

1 hr/point

DURATION

10 hrs

SMR

Mental

AREA OF EFFECT

Target

This more powerful version of the Impart Knowledge matrix allows the Empath to transfer knowledge from any sentient to the target individual's conscious mind. Up to 10 levels of skill may be transferred. This increases by one skill level per level of the MC above 13th. Information may be sucked from an unwilling victim and transferred to a willing and capable brain. The matrix works only for skills. The victim is aware of the transfer if a successful mental SMR is rolled. Again, the recipient must be willing to accept the new knowledge. The duration of the matrix can be enhanced by adding more power.

5

Summoning 2

EMPATH

GENERATION TIME

3 sec

RANGE

Self

BOOST

None

DURATION

5 min

SMR

Special

AREA OF EFFECT

400m radius

Same as the basic summoning 1 ability, but creatures under 50 I.Q. automatically answer the summoning. 5-30 creatures are affected.

GENERATION TIME

1 hr

RANGE

Touch

BOOST

None

DURATION

4-24 days

SMR

None

AREA OF EFFECT

Target

This matrix allows the Empath to transfer his or her powers to an ordinary sentient. The recipient is able to generate matrices as if a true Empath. There is some danger associated with the technique. For each energy bracket a matrix is above the third, there is a 04% chance of the recipient having a stroke. Those sentients who suffer a stroke must make an SMR vs mental attack forms or lose 6-36 points of agility and manual dexterity permanently. Success indicates that the effects are temporary and will wear off in 4-24 days. The chance for a stroke occurring are reduced by 01% per level of the Empath above the 13th.

GENERATION TIME

2 min

RANGE

Self

BOOST

10 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

A bizarre power which allows the Empath to divide his or her mind into two distinct consciousnesses, each capable of carrying on independent thought. At the start of the matrix, the Empath must decide which of the two will be in primary control of the body, and divide the power points between them in any way desired. Among the results possible with this power are:

1. One physical action and one mental action per round,
2. The ability to perform mental tasks and calculations twice as fast as normal,
3. Two mental actions per round.

The matrix user will also be hard to attack mentally. The Empath gains two mental SMRs, and if either is successful, the mental attack is ignored. The drawback to this power is that the Empath has a 01% cumulative chance to contract Multiple Personality Disorder each time it is used.

6

Focus

EMPATH

GENERATION TIME

1 min

RANGE

Touch

BOOST

10 min/point

DURATION

1 hr

SMR

None

AREA OF EFFECT

Target

Focus blocks out all extraneous noise and distractions. Individuals gain a +100 to all skill tasks and +35 for weapons tasks while the matrix lasts.

GENERATION TIME

30 min

RANGE

10 km

BOOST

None

DURATION

7 days

SMR

None

AREA OF EFFECT

Target

This matrix is utilized to summon an evil, minor entity from the fourth dimension. The spirit responds to the summoning and does the bidding of the empath. The entity will haunt the intended victim for 7 days and nights. It will torture the dreams of the victim. During the day, the victim will believe that he is constantly being watched, and will become more and more convinced that he is going to die at the hands of the spirit. The victim's physical condition will deteriorate over time. There is 10% cumulative chance per night that the victim will suffer a cardiac arrest and die. The haunt can be slain by normal means (40 body points). It is visible in the ultraviolet spectrum.

6

Heal Mind

EMPATH

GENERATION TIME

10 min

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

Repairs damaged minds. All mental illnesses such as re-occurring psychosis, schizophrenia, and manic depression are repaired with the generation of this power.

GENERATION TIME

2 min

RANGE

Touch

BOOST

None

DURATION

30 min

SMR

None

AREA OF EFFECT

Target

The empath creates a mind link with any other matrix controller. The mind link boosts the power of the other's matrix, conferring upon him triple strength (damage, range, duration) to all his powers. There is some danger associated with this matrix. If the other MC generates a matrix of higher level than the empath can normally generate, there is a 05% chance per level of difference between the two that the matrices will overload and backfire. The other MC takes 4-24 points of damage, and the empath's head detonates, splattering goop everywhere!

Mass Paralysis

EMPATH

GENERATION TIME

2 sec

RANGE

1,000m

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

100m radius

One of the most useful and deadly matrices. The empath permanently disrupts the motor neurons of all targets within the area of effect. Those who fail their SMRs are paralyzed for life, unless the condition is dispelled. (The paralysis is from fear, and is not complete. It is only from the eyeballs down).

GENERATION TIME

10 sec

RANGE

200m

BOOST

1 min/point

DURATION

3 min

SMR

Mental

AREA OF EFFECT

Target

One of the most dreaded Empathic matrices, and also one of the most useful, Mind Control allows the Empath to take full control of an opponent, manipulating them like a puppet. The opponent is aware of this control, and is probably not too happy about it. The Empath has a base 50% chance to be able to utilize the powers of the opponent (if any); this chance is raised to 70% if the powers are ones the Empath normally employs. However, the Empath pays the point cost of these powers. In effect, the Empath is pouring energy into the target's brain and causing the target's powers to "fire."

GENERATION TIME

10 min

RANGE

Special

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

2 Creatures

A more powerful version of Trade Minds. The Empath can exchange the minds of any two creatures, providing he or she has touched both of them within the last 30 hours. This exchange is permanent until reversed by another generation of this matrix. There is a base 50% chance that negative consequences will result from this transfer (possibly including insanity, deterioration of such characteristics as manual dexterity and agility, etc.) This chance grows as the bodies become increasingly dissimilar. This matrix can be used by a matrix controller to place a soul in the Storage matrix into an undamaged body, with a flat 50% chance of success. (Note that if any participant in the exchange is unwilling, he or she gets an SMR; success negates the entire exchange.)

GENERATION TIME

1 sec

RANGE

Self

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

50m radius

Quintar was the name of an infamous Empath whose last stand ended in the generation of a sonic blast which destroyed his enemies as well as himself. When this matrix is employed, the Empath unleashes a powerful sonic wave that does 100-600 points of damage to anyone within 50m. The damage yield drops off by 1 point per meter beyond this. Sonic suits halve the damage. The Empath actually explodes and no resurrection is possible.

Resonant Structure

EMPATH

GENERATION TIME

5 sec

RANGE

200m

BOOST

None

DURATION

10 sec

SMR

Special

AREA OF EFFECT

10m radius

The empath creates a resonant wave inside the skulls of all creatures within the targeted area. The wave resonates up to the harmonic frequency of the skull. The skulls explode. There is no normal SMR, but those targets wearing full face helmets have a 50% chance to negate the matrix. Sonic protection is also effective against this attack. Add any SMR bonus vs sonics to the chance to negate the matrix. Targets without helmets have a 0% base chance to negate the matrix.

GENERATION TIME

6 hrs

RANGE

Special

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Special

This powerful matrix allows the Empath to expand his or her consciousness to a planet-wide scale to search for the thought patterns of an individual or specific type of individual. While time-consuming and exhausting, this matrix will allow the Empath to locate an individual with great accuracy (to within a one square kilometer area).

This power can only be used once per week due to the tremendous strain of sorting such massive amounts of information.

GENERATION TIME

10 sec

RANGE

Touch

BOOST

30 min/point

DURATION

4 hr

SMR

None

AREA OF EFFECT

Target

This matrix temporarily keeps a victim's dying soul in his body. If medical treatment can be offered within 4 hours, the victim will live. After this time something must be done to keep the body from decaying for this matrix to succeed. The empath can increase the duration of the matrix by adding 1 power point per additional 30 minutes needed.

GENERATION TIME

10 min

RANGE

Self

BOOST

1 hr/point

DURATION

1 day

SMR

Mental

AREA OF EFFECT

Self

The empath's mind enters and moves about in the 4th dimension. While in the 4th dimension, the MC acts as a homing beacon for the soul that he is seeking out. The soul must make an SMR vs Mental attacks or answer the beacon. The MC may move freely for the duration of the matrix.

Summoning 3

EMPATH

GENERATION TIME

1 hr

RANGE

100m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

One being

This matrix allows the empath to summon minor entities from the 4th dimension. The type of being that responds to the summoning is random. (Editors' Note If you ever get this power, tell your BM that he has to make these creatures up. It says so in the rules).

ROLL	ENTITY
01-30	Masug
31-50	Demon Morg
51-70	Bashik
71-80	Thorgon Monster
81-100	Tabak

GENERATION TIME

15 sec

RANGE

100m

BOOST

None

DURATION

Instantaneous

SMR

Special

AREA OF EFFECT

Target

The Chatilian generates this matrix to send an entity back to the fourth dimension. The base chance of success is 85% for a minor entity and 50% for a major entity. This increases 04% per level of experience above 16th.

GENERATION TIME

1 sec

RANGE

Self

BOOST

1 parsec/3 points

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Special

When an empath reaches the 7th bracket of energy control, he becomes vastly more powerful. In dire situations, he may have need to transport himself to safety with little notice. The astral travel matrix allows the MC to cross over into a parallel universe and travel instantly to a place, then cross back into his own universe. He can cross 20 parsecs of space instantly. This matrix drains 5 constitution points permanently.

GENERATION TIME

30 sec

RANGE

Touch

BOOST

None

DURATION

2 days

SMR

None

AREA OF EFFECT

1 Soul

The empath is able to hold an individual's dying soul until the soul can be placed into another body. The empath links with the soul and then must set out to find another body. If the empath can find a body within 2 days, he can save the soul by creating a mental conduit for the soul to cross into the body. Otherwise the soul departs.

GENERATION TIME

1 hr

RANGE

Touch

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Target

In the event of his untimely death, a powerful empath may wish to empower a disciple to take his place. He can implant any or all of his known powers into the subconscious mind of his student and can then set a biological clock or some other mechanism to trigger the knowledge. Once triggered, the young MC has complete understanding of the matrices.

GENERATION TIME

1 sec

RANGE

50m

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

Those victims who fail their SMRs have their minds completely erased. They are reduced to husks. All memories and skills are completely wiped out. Restoration is possible. A victim can relearn at a rate of one year's worth of memories per month of hospitalization. This costs anywhere from 10,000-15,000cr per month. Victims are entitled to a mental SMR at a -40. The penalty is increased by 04% per level of the controller above 19th.

GENERATION TIME

1 min

RANGE

10 parsecs

BOOST

1 day/point

DURATION

1 day

SMR

Mental

AREA OF EFFECT

Target

This power allows the Empath to get a mental lock on a particular individual and accurately track the individual over great distances. The Empath is not aware of the target's surroundings or doings, but will know where the target is in relation to the matrix controller. This lock can be used as a conduit for other powers which would normally have much shorter ranges, but the point cost of such powers is quadrupled.

GENERATION TIME

1 min

RANGE

10 parsecs

BOOST

2 parsec/point

DURATION

5 min

SMR

Special

AREA OF EFFECT

Special

This matrix allows the empath to observe another from a great distance. The chance for success depends on how well the empath knows the one he seeks to observe.

The chance for success is also increased by 04% per level of the controller above 19th.

RELATION	CHANCE
Unknown	05%
Acquainted	20%
Familiar	50%
Close	75%
Intimate	90%

7

Vision Quest

EMPATH
GENERATION TIME

5 sec

RANGE

Self

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Self

The empath is empowered to look back through time and observe events. He may not participate or affect them in any way. The empath must be familiar with the location and time of the occurrence.

The chance for success is increased by 04% per level of the controller above 19th.

FAMILIARITY	CHANCE
Unknown	00%
Unfamiliar	10%
Familiar	25%
Well Informed	40%
Expert	50%

8

Future Shock

EMPATH

GENERATION TIME

1 min

RANGE

Self

BOOST

None

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

This matrix allows the MC to get a 10 minute glimpse of a possible future. The base chance for success equals 100%. For every week into the future, the chance is reduced by 01%. That which is observed is 25% likely to be correct. The empath is able to observe the events of a possible future, but he can in no way affect it during the viewing.

Psychic Force

EMPATH

GENERATION TIME

1 min

RANGE

10,000 km

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

The empath can create a psychic blast of incredible proportions. It does 1,000 - 4,000HP of damage. A high level empath on the bridge of a spaceship can thus wreck an enemy vessel. The matrix has an accuracy of 80%. Threshold does not apply.

GENERATION TIME

1 min

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

This matrix is outlawed to all but Galactic Law Officials, who use it to permanently remove the menace posed by particularly dangerous felons. In the hands of unscrupulous Empaths, this power is used to create slaves who are incapable of disobeying orders. Victims are entitled to a mental SMR at a -50 penalty.

GENERATION TIME

1 sec

RANGE

Special

BOOST

None

DURATION

Permanent

SMR

Special

AREA OF EFFECT

Target

Steal Soul enables the empath to absorb the soul of another into his own being. The soul is absorbed into the subconscious. The empath has access to all of the soul's memories and mental abilities. The soul can escape capture only if it is more intelligent and/or of higher level. For every point of I.Q. above that of the empath, the soul has a 5% chance of escape. For every power level above that of the empath, the soul gains a 10% chance to escape. The captured soul will undoubtedly attempt to gain control of the empath's mind. There is a 03% chance per week that this will indeed occur.

GENERATION TIME

24 hrs

RANGE

0

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Self

One of the most awe-inspiring of all Empath powers. The greatest of the Empaths are capable of putting themselves in touch with the sum total of all knowledge held by the Galactic Alliance. However, finding a specific fact within this mass of information is both time-consuming and risky. To find a given piece of information will take from 2-24 hours. For each hour of searching, there is a 03% cumulative chance that the Empath's brain will be unable to deal with the massive overload of information. If this is the case, the Empath must make a mental SMR; success means that the matrix must be stopped immediately, but has no negative side-effects other than a splitting headache. Failure means the loss of 2-20 points of Intelligence and 5 power points permanently (and the matrix ceases). This power may be used, at most, once a month.

Supreme Resonance

EMPATH

GENERATION TIME

1 min

RANGE

1 parsec

BOOST

None

DURATION

Instantaneous

SMR

Special

AREA OF EFFECT

Target

The most powerful of all empathic matrices. Supreme resonance turns the empath into a huge sonic receptor/gun. All vibrational energy is absorbed by the empath during the generation time. The resonance increases until it reaches uncontrollable levels. The power released is sufficient to destroy a planet. There is a 25% chance that the release of such tremendous amounts of energy will kill the empath.

Oh, by the way . . . Destroying planets is highly illegal (Editors' Note: We find this to be much fun for PCs).