1 Blow Torch

GENERATION TIME
2 sec
RANGE
0
BOOST
10 sec/point
DURATION
30 sec
SMR
None
AREA OF EFFECT
See below

The Energy Controller generates a blow torch from the tip of the index finger. The torch can cut a 0.5m radius hole through threshold 4 objects (normal steel) in 10 seconds. The cutting time is reduced by 3 seconds per threshold rating below 4. It is increased by 6 seconds per threshold rating above 4, to a maximum cutting potential of threshold 7.

1 Chemistry 101

GENERATION TIME
5 sec

RANGE
Touch

BOOST
None

DURATION
1 sec

SMR
None

AREA OF EFFECT
1 substance

The Energy Controller automatically knows the composition of any material touched, so long as that type of material has been encountered before in the universe. The matrix controller is aware of the exact proportions of its constituents.

1 Chilled Veins

GENERATION TIME	1 sec
RANGE	Touch
BOOST	2 min/point
DURATION	2 min
SMR	None
AREA OF EFFECT	Target

The Mutzachan lowers the body temperature of the target individual, draining the ambient heat energy. Body temperature is lowered by 10 degrees Celsius. The targeted individual is racked with chills and cannot function for 2 minutes per point of power expended.

1 Control Flames

GENERATION TIME
2 sec

RANGE
20m

BOOST
2 min/point

DURATION
10 min

SMR
None

AREA OF EFFECT
10m radius

This power allows the Energy Controller to control existing flames. He or she can cause flames to double in size (and fuel consumption), increase in intensity (+2 points of damage to flame-based attacks), or extinguish them entirely within the area of effect.

1 Control Shadows

GENERATION TIME
2 sec
RANGE
Self
BOOST
2 min/point
DURATION
2 min
SMR
None
AREA OF EFFECT
20m radius

The Energy Controller can control the shadows in the immediate area by subtly manipulating the ambient light. He can use this power to distract (create shadows of things that aren't there), aid in concealment (+30 to concealment rolls), or do just about anything else that his or her twisted little mind can come up with regarding shadows.

1 Darkness

GENERATION TIME	
1 sec	
RANGE	
Self	
BOOST	
1 min/point	
DURATION	
1 min	
SMR	
None	
AREA OF EFFECT	
20m radius	

   The power of darkness acts as an invisible mirror, refracting all incoming light entering within a 20m radius of the Mutzachan. When generated, the area around the controller is immediately cast into darkness. Normal sources of light will not function while the matrix is active. It can be counteracted by a light matrix. This power does not stop high intensity lasers. The darkness does not inhibit the sight of the MC generating the matrix.

1 Dazzle

GENERATION TIME	1 sec
RANGE	Self
BOOST	None
DURATION	10-60 sec
SMR	None
AREA OF EFFECT	5m radius

By generating a blinding flash, the Energy Controller can dazzle all within the area of effect who have not taken precautions (like hiding their eyes). This results in a -40% to sight checks and sight-based skills (including most attacks) for the duration of the matrix.

1 Electrical Discharge

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.

1 Finger Laser

GENERATION TIME	2 sec
RANGE	100m
BOOST	1 damage/point
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	Target

The energy controller generates and fires a laser beam. The beam has a 80% chance to hit at range bracket 1 and does 2 points of damage. Accuracy is reduced by 15 points beyond the 1st bracket. Each point of boost increases damage by 1 point.

1 Glue

GENERATION TIME
1 sec

RANGE
20m

BOOST
1 min/point

DURATION
1 min

SMR
None

AREA OF EFFECT
5m radius

Glue instantly increases the coefficient of friction between objects, causing them to stick together. The matrix has a 30% base chance to cause objects to stick together, plus 03% chance per level of the MC above 1st .

1 Kinetic Energy Barrier

GENERATION TIME	
1 sec	
RANGE	
Touch	
BOOST	
2 min/1 point	
DURATION	
2 min	
SMR	
None	
AREA OF EFFECT	
Target	

A kinetic energy barrier is a blue-green force field that surrounds the target. The force field reduces the effects of kinetic weapons entering the barrier, draining them of inertia. The barrier reduces damage by $6 + 2$ points per additional power point expended. Kinetic weapons include archaic powder, archaic hand, and grenade or mine fragments.

1 Kentucky Windage

GENERATION TIME
1 sec

RANGE
Self

BOOST
5sec/point

DURATION
10-40 sec

SMR
None

AREA OF EFFECT
5m radius

This matrix confers upon the Energy Controller the ability to heat and cool the air and thus create strong wind currents. The percentage chance for bullets to strike targets inside the area of effect is reduced by 25% for the duration of the matrix.

1 Light

GENERATION TIME
1 sec

RANGE
Self

BOOST
1 min/point

DURATION
1 min

SMR
None

AREA OF EFFECT
20m radius

This matrix functions exactly the opposite of the darkness matrix. When generated, the controller acts as a collection dish, attracting light particles. He radiates light at a range of up to 20m. The intensity of the light is similar to that of a lantern.

1 Metal Detection

GENERATION TIME
2 sec

RANGE
Self

BOOST
1 min/point

DURATION
5 min

SMR
None

AREA OF EFFECT
20m radius

Generating this matrix allows the Mutzachan to scan an area for metals. He can sense metallic bonding and can find any metal within 20m.

1 Pyrotechnics

GENERATION TIME	
1 sec	
RANGE	
2m	
BOOST	
None	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
Small Target	

This power is used to start fires on paper objects or their equivalent. The controller excites the the particles of a substance to raise the temperature to spontaneous combustion levels. This power affects a tiny area and can't be effectively used against enemy personnel.

1 Separation

GENERATION TIME	1 min
RANGE	Touch
BOOST	None
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	1 cubic meter

The separation matrix is used to quickly separate mixtures. It cannot be used on living creatures.

1 Shadow Boxer

GENERATION TIME	
1 sec	
RANGE	
50m	
BOOST	
1m/point	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
Target	

The shadow boxer matrix allows the energy controller to create a forcefield which he can cause to move quickly in any direction, doing one point of damage. This is pure kinetic energy and the threshold of a target's armor is ignored. The controller has a base 50 to hit plus 04% per level of hand to hand skill. Any intuition bonuses he might have are also added in.

1 Shatter

GENERATION TIME
1 sec

RANGE
5m

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
1 cubic meter

The controller acts as a harmonic tuning fork. By focusing upon an object such as glass, he resonates the object to the proper harmonic frequency. The molecular agitation causes the object to shatter.

1 Spot Weld

GENERATION TIME
1 sec

RANGE
5cm

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

The spot weld matrix allows the energy controller to fix armor integrity on a point for point basis. There must be a source of metal available. The matrix controller melts the metal into place and uses the matrix to bind it to the armor. The Mutzachan has a base 40% chance plus 5% per level over first to perform the procedure correctly.

1 Temperature Manipulation

GENERATION TIME
1 sec
RANGE
5m
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
5m radius

The Temperature Manipulation matrix causes an endothermic (heat absorbing) or exothermic (heat releasing) reaction to occur. The controller may lower or raise the temperature in the surrounding area by 10-40 degrees Celsius.

1 Vibronics

GENERATION TIME
2 sec
RANGE
Self
BOOST
20sec/point
DURATION
1 min
SMR
None
AREA OF EFFECT
50m radius

Vibronics generates powerful waves through the ground at varying points along the field of incidence, thereby disrupting the ability of ground sensing devices to lock onto targets. Vibro-rods are useless, as well as the Python and Mazian innate abilities to sense movement through the ground.

2 Asnobian's Hand

GENERATION TIME
2 sec
RANGE
20m
BOOST
30 sec/point
DURATION
1 min
SMR
None
AREA OF EFFECT
Special

Asnobian developed this matrix to assist the needs of the young Energy Controllers unable to harness great power. The hand has a 50 strength. It can lift and transport up to 20kg. Furthermore, it can force another hand to squeeze shut, or cause glass to break. It can be used to force any sentient holding a weapon to make a strength check at a -40 or pull the trigger. Normal glass and thin metal such as aluminum are crushed automatically.

2 **Battery**

GENERATION TIME
5 sec

RANGE
Self

BOOST
10 hr/point

DURATION
30 hr

SMR
None

AREA OF EFFECT
Self

The energy controller can store energy inside his body. He can store up to 500 units of power. The controller can not alter the form of the energy. That is, he can't turn electricity into plasma energy. The Mutzachan can increase the duration of the matrix by using more power points. The Mutzachan may release the energy at will or convert it to power points. Each 50 units of power may be converted into 1 power point. However, the Mutzachan may never have more power points than his PPC.

2 Bluerazor's Pain

GENERATION TIME	1 sec
RANGE	Self
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	Self

A wounded Energy Controller can heal damage by invoking Bluerazor's Pain. The controller automatically heals all body damage, including critical hits to the body. Note, however, shrapnel and other objects that have lodged in the body as a result of being wounded still remain dangerous, as do poisons released as a result of organ damage. Generating this matrix reduces one's Constitution by 1-6 points permanently. The Energy Controller must be conscious at the moment of generation, unless utilizing the matrix Dead Readiness.

2 **Bypass**

GENERATION TIME
3 sec
RANGE
Touch
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

Allows the matrix user to circumvent protective measures built into a security system. The chance for success equals the level of the MC times 10. Penalty modifiers are still applied.

2 Cache

GENERATION TIME
10 sec

RANGE
5m

BOOST
1 day/point

DURATION
1-4 days

SMR
None

AREA OF EFFECT
.2m cube

Cache opens up a small hole in the stable universe where an Energy Controller can hide things. The hole has a volume of .2m cubed. The hole can be opened at any time during the duration. There have been occasional reports that items have been stolen from the cache.

2 Continuous Light

GENERATION TIME
1 min
RANGE
Touch
BOOST
None
DURATION
50 years
SMR
None
AREA OF EFFECT
Item/20m rad

The controller generates a form of a light matrix on an object. The object holds the light charge until its matrix is disrupted, or deteriorates from extreme age.

2   Defeat Security

GENERATION TIME	2 sec
RANGE	5m
BOOST	None
DURATION	1 min
SMR	None
AREA OF EFFECT	1 system

The Energy Controller is able to discern the most probable method to defeat electronic or energy based security systems. The Energy Controller interfaces with the system and effectively has a level 8 Defeat Security skill, in addition to any other Defeat Security skill possessed. An additional effective level of Defeat

Security skill is added per two levels of matrix skill above 7th.

2 Drain

GENERATION TIME
1 sec

RANGE
Touch

BOOST
5 power units/point

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

This matrix gives an energy controller the power to drain energy packs or other energy sources. The controller acts as a ground, draining up to 100 power units into his body, where the energy dissipates quickly. Each 25 units of power provides the Melon Head with 1 power point. This matrix can never cause the Melon Head to have more power points than his PPC.

• Example: Henry generates a Drain matrix and sticks his finger in a light bulb socket. He pulls 100 power units from the building's power supply. This provides him with 4 power points, but generating the matrix cost him 2 points. Henry has a net gain of 2 power points.

2 Field Shunt

GENERATION TIME
5 sec
RANGE
5m
BOOST
1 min/point
DURATION
1-3 min
SMR
None
AREA OF EFFECT
1 flux shield

Shunts flux shields with up to 200 points of strength to the ground for the duration of the matrix. The controller also absorbs 1 power point per 50 points of energy shunted.

2 Ground Sparks

GENERATION TIME	
1 sec	
RANGE	
20m	
BOOST	
None	
DURATION	
10 sec	
SMR	
None	
AREA OF EFFECT	
10m radius	

By agitating molecules in the ground, the controller is able to create ground sparks. These sparks are bright and do no damage, but they can distract individuals. They really mess with a Ram Python's head!

2 Hologram

GENERATION TIME	5 min
RANGE	20m
BOOST	5 min/point
DURATION	10 min
SMR	None
AREA OF EFFECT	Special

The matrix controller can create three-dimensional images out of light. The images cannot be mistaken for solid objects (they're translucent, for one thing), but can still be put to any number of uses. This is a good power for impressing native-types.

2 Infravision

GENERATION TIME
1 sec

RANGE
Self

BOOST
5 min/point

DURATION
10 min

SMR
None

AREA OF EFFECT
Line of Sight

This matrix is similar to Ultravision, except that it enables the Energy Controller to see infra-red energy. Very strong sources (like a blazing fire, for example) may blind temporarily.

2 Invisibility

GENERATION TIME
1 sec
RANGE
Touch
BOOST
2 min/point
DURATION
10 min
SMR
None
AREA OF EFFECT
Target

The Mutzachan makes the target and everything on his person invisible by a bending of visible light when he generates this matrix. He cannot be seen, but he is detectable by infrared and other detection capabilities.

2 Jam

GENERATION TIME
1 sec

RANGE
100m

BOOST
None

DURATION
Special

SMR
Special

AREA OF EFFECT
1 Weapon

The energy controller can cause a weapon to malfunction. The chance for success equals 40% plus 03% per level of the MC above 4th. The owner of the weapon must clear the malfunction before resuming fire with the weapon.

2 Jigsaw

GENERATION TIME
1 min
RANGE
5m
BOOST
None
DURATION
Permanent
SMR
None
AREA OF EFFECT
5m radius

Jigsaw allows the MC to understand the spatial relationship between scattered pieces of a puzzle. The matrix causes all broken shards of an object to re-align in their correct pattern. Missing pieces are still missing, but the MC can create a finished jigsaw puzzle from the remains. Useful for destroyed documents or deconstructed machinery for example.

2 Magnetize

GENERATION TIME
2 sec

RANGE
20m

BOOST
1 min/point

DURATION
1 min

SMR
None

AREA OF EFFECT
10 sq. m

This matrix magnetizes or demagnetizes the surface of objects. It covers a 10 square meter surface area. Magnetization requires a 100+ strength to break the force.

2   **pH**

GENERATION TIME
2 sec

RANGE
5m

BOOST
1pH/2points

DURATION
Permanent

SMR
None

AREA OF EFFECT
Up to 2 liters

The Energy Controller releases ions into a solution and thereby adjusts the pH of a solution up or down as desired. Normally, the Energy Controller can only adjust the pH down to 3 or up to 11. Each additional two points of power allows these boundaries to be exceeded to a maximum of a pH of 0 or 14. See the table below for details.

Note that the acid or base must be washed off in some manner or else damage will be done continuously for as long as 3 minutes. In addition, contact with the eyes will damage the sentient in half the time, and will result in blindness if enough acid damage to do a critical wound is sustained.

pH	EFFECT
0	Acid does 1-10 points of damage per 10 sec of contact
1	Acid does 1-6 points of damage per 10 sec of contact
2	Acid does 1-4 points of damage per 20 sec of contact
3	Acid does 1-2 points of damage per 30 sec of contact
4	Acid does 1 point of damage per minute of contact
5	Slightly acidic
6	Weakly acidic
7	Neutral
8	Weakly basic
9	Slightly basic
10	Base does 1 point of damage per minute of contact
11	Base does 1-2 points of damage per 30 sec of contact
12	Base does 1-4 points of damage per 20 sec of contact
13	Base does 1-6 points of damage per 10 sec of contact
14	Base does 1-10 points of damage per 10 sec of contact

2 Polymizer

GENERATION TIME
2 sec
RANGE
Touch
BOOST
2/1 point
DURATION
1-4 hours
SMR
None
AREA OF EFFECT
Target

Polymizer is one of the most useful low level energy controller matrices. The controller pours energy into the polymer lining of armor. The effect is to repair two points of absorption per power point expended. However, there must be at least one point of absorption left in the liner. The absorption cannot be increased beyond original specifications. The polymers last for the duration of the matrix.

2 Short Circuit

GENERATION TIME
2 sec
RANGE
Touch
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

The controller's body acts as a conductor to short out circuits. However, there is some danger involved. The controller must know how much current is flowing through the circuitry. He can absorb up to 10 amperes without being injured. Melon Heads can handle an additional 2 amps per level of experience above 4th.

2 Ultra-Vision

GENERATION TIME
1 sec
RANGE
Self
BOOST
1 min/point
DURATION
2 min
SMR
None
AREA OF EFFECT
Line of sight

This matrix allows the Mutzachan to see into the ultra-violet portion of the spectrum. He can detect the presence of flux shields when employing this power. +25 to Vision checks at night.

2 Warp Metal

GENERATION TIME
2 sec

RANGE
Touch

BOOST
5kg/point

DURATION
Permanent

SMR
None

AREA OF EFFECT
5kg/level

The Mutzachan attempts to warp the metal of an object. His chance for success equals 70% plus 05% for each level above the 4th.

3 Activation Energy

GENERATION TIME
5 sec
RANGE
Touch
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

Certain devices require an activation energy in order to function. The activation matrix allows the Mutzachan to activate the device without having any previous knowledge of the code. It is also useful in causing mines which are frequency activated to detonate, or to start robots.

3 Computer Interface

GENERATION TIME	
3 sec	
RANGE	
Touch	
BOOST	
1 hr/point	
DURATION	
1-4 hrs	
SMR	
None	
AREA OF EFFECT	
1 computer	

Allows the Energy Controller to neurally interface with a computer. The time required to perform any task is reduced to 25% of the norm. The Energy Controller thinks the proper commands to program and operate the system. The Energy Controller may break the neural link at any time, causing the matrix to expire before its full duration.

3 Control Sound

GENERATION TIME
1 sec

RANGE
Self

BOOST
2 min/point

DURATION
5 min

SMR
None

AREA OF EFFECT
3m radius

By invoking this matrix, the Energy Controller gains control over sound in the area of effect. The sound may be decreased down to 0 (useful when silent movement is necessary), or increased to the point of actual discomfort (although the sound will not be damaging). If used in conjunction with sound-based attacks, the effects are increased or decreased by 50%.

3 Dead Readiness

GENERATION TIME	
3 sec	
RANGE	
Self	
BOOST	
None	
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. The chance for the body successfully carrying out the action equals 40%, plus 04% per level of the controller above 4th.

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

3 Displacement

GENERATION TIME	1 sec
RANGE	20m
BOOST	None
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	Self

When this matrix is generated, the Mutzachan 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.

3 ECCM

GENERATION TIME
3 sec
RANGE
100m
BOOST
+02/point
DURATION
1 min
SMR
None
AREA OF EFFECT
15m radius

This power functions exactly like ECM except that it is used to overcome the effects of defensive electro-counter measures thrown up by an enemy target. The Energy Controller filters out interference patterns and reduces the effects of ECM. All attacks using electronic means to lock onto a target within the area of effect receive a +15 ECCM bonus.

3 ECM

GENERATION TIME	
2 sec	
RANGE	
Self	
BOOST	
-03%/point	
DURATION	
2 min	
SMR	
None	
AREA OF EFFECT	
5m radius	

ECM is generated by the matrix controller to reduce the probability of electronic lock on by enemy forces. A series of random electron interference patterns are generated that reduce electronic targeting ability. All attacks utilizing electronic technology to lock on have their probabilities to hit reduced by 20 points. The interference pattern can be increased by adding more power.

3 **Energy Sheath**

GENERATION TIME
10 sec
RANGE
Self
BOOST
1 min/point
DURATION
2 min
SMR
None
AREA OF EFFECT
Self

The Energy Controller is surrounded with a high-intensity energy field. Any being closing to melee range with the Energy Controller will take 2-12 points of damage per second in fire damage. The Energy Controller is protected from these effects (the energy is being radiated away), but has no protection from outside energy attacks other than that normally possessed. The field is visible and provides a +50 to sighting checks when attempting to spot the Energy Controller (+80 at night).

3 Fire Blast

GENERATION TIME	
1 sec	
RANGE	
50m	
BOOST	
1/2 points	
DURATION	
Instantaneous	
SMR	
Special	
AREA OF EFFECT	
10m radius	

A fire blast does 2-12 points of damage. The Mutzachan can generate the matrix up to 50m from himself. All personnel standing within a 10m blast radius are affected, yet receive an SMR vs fire based attacks. Success halves the damage. The MC can increase the damage yield by adding 2 points of power for every additional point of damage.

3 Fist of Asnobian

GENERATION TIME	
2 sec	
RANGE	
50m	
BOOST	
2 damage/point	
DURATION	
1 min	
SMR	
None	
AREA OF EFFECT	
See below	

This matrix generates a force field with a 90% chance of striking a sentient or object, doing 3 points of damage. This is translational damage if employed against armor (unaffected by threshold). The field moves at a speed of 20m/sec. The damage yield can be increased by adding more power.

3 Fly

GENERATION TIME	5 sec
RANGE	Self
BOOST	5 min/point
DURATION	10 min
SMR	None
AREA OF EFFECT	Self

This matrix provides the Mutzachan with the ability to fly. He can fly for 10 minutes, plus 5 minutes per additional point of boost, at up to 50kph. The matrix controller can transport no more than his weight plus an additional 200 kg.

3 Frequency Scanner

GENERATION TIME	
10 sec	
RANGE	
Self	
BOOST	
500m/point	
DURATION	
10 min	
SMR	
None	
AREA OF EFFECT	
10km radius	

The Mutzachan acts as a frequency scanner, automatically detecting any radio signals that pass within 10km of his person. He knows the frequency and the general direction of the wave propagation. He doesn't necessarily understand what he hears.

3 **Gravity Boost**

GENERATION TIME
2 sec
RANGE
10m
BOOST
1 sec/point
DURATION
10 sec
SMR
None
AREA OF EFFECT
Target

This matrix increases the pull of gravity on the target to the point where he or she is slowed to half normal movement and takes 2 points of crushing damage per second (if wearing armor, this damage translates to the absorption polymers of the legs; after that, it goes to the legs themselves). The target has an initiative modifier of $+4$ while under the effects of this power. The best way to deal with an Energy Controller using Gravity Boost on you is to get one of your friends to shoot him, breaking his or her concentration. While using this power, the Energy Controller must concentrate on the field, but is able to move at half normal speed.

3 Improved Invisibility

GENERATION TIME
2 sec
RANGE
Touch
BOOST
2 min/point
DURATION
10 min
SMR
None
AREA OF EFFECT
Target

This matrix is similar in all respects to the second energy bracket power Invisibility, but it renders the target invisible to all forms of energy (infrared and ultraviolet included).

3 Magnetic Disruption

GENERATION TIME
2 sec

RANGE
Self

BOOST
-1die/4 points

DURATION
1 min

SMR
None

AREA OF EFFECT
3m radius

The controller reduces the effects of weapons that employ magnetic technology by a die of damage. Each additional 4 points of power further reduces damage by an additional damage die. The matrix has a 3 meter radius of effect, and all objects within that area are protected equally.

3 Maser

GENERATION TIME
1 sec
RANGE
50m
BOOST
1 die/4 points
DURATION
2 sec
SMR
None
AREA OF EFFECT
Target

This matrix produces the same effects as a Finite Thermatic (90/90/80/60/3-12 damage). The damage yield of the matrix may be boosted by adding 4 power points per additional d4 of damage.

3 Optical Reduction

GENERATION TIME
1 sec
RANGE
Self
BOOST
1 damage/point
DURATION
5 min
SMR
None
AREA OF EFFECT
Self

The Mutzachan's body diffracts laser beams. The matrix initially diffuses 5 points of high intensity light energy. Further reduction is on a point for point basis.

3 Particle Beam

GENERATION TIME	5 sec
RANGE	100m
BOOST	2m/point
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	Target

This matrix creates and fires a p-beam which does 2-8 points of damage and has all the benefits of a particle weapon (ignores absorption, reduces threshold by 2, and can be fired around corners). The particle beam has a base 80% chance to hit at range bracket 1, decreasing by 20% per range bracket.

3   Sonic Concussion

GENERATION TIME	1 sec
RANGE	Self
BOOST	2/1 points
DURATION	Instantaneous
SMR	Special
AREA OF EFFECT	10m radius

The matrix controller creates a sonic concussion wave that propagates outward from his body. The wave does 3-12 points of damage, plus 2 additional points per 1 point of boost. All individuals wearing body armor gain an SMR vs sonic attack forms. Success negates the attack.

3 Sonic Immunity

GENERATION TIME
3 sec

RANGE
Touch

BOOST
2 min/point

DURATION
5 min

SMR
None

AREA OF EFFECT
Target

This matrix protects the target from the effects of all sonic based attack forms for the duration of the power.

3 Thunder Bolt

GENERATION TIME
3 sec
RANGE
30m
BOOST
None
DURATION
Instantaneous
SMR
Electrical
AREA OF EFFECT
Target

Designed to harness existing ions, creating a difference of potential between the controller and the target. The controller unleashes a 6d6 electrical charge known as a thunderbolt, due to the report generated when the blast is made. The thunderbolt can be heard for up to 2,000m. A successful SMR halves the damage.

3 Transmission Boost

GENERATION TIME
2 sec
RANGE
Touch
BOOST
2 min/point
DURATION
5 min
SMR
None
AREA OF EFFECT
1 Device

This is a useful power. The matrix is designed to boost the output range of a communications device by 25%. The duration can be extended by adding 2 points of power per additional minute.

3 Transmission Jammer

GENERATION TIME
1 sec

RANGE
Self

BOOST
2 min/point

DURATION
5 min

SMR
None

AREA OF EFFECT
10km radius

Another useful matrix. When this matrix is generated, the controller transmits a powerful interference pulse. All transmissions that pass through the area of effect are jammed at a 50% rating, plus 05% per level of the MC above 7th.

3 Transmission Scrambler

GENERATION TIME
1 min
RANGE
Touch
BOOST
+05%/point
DURATION
5 min
SMR
None
AREA OF EFFECT
1 Device

The scrambler matrix allows the matrix controller to encode an outgoing message so it is scrambled. The controller is also capable of decoding incoming messages. He has an encode rating of 110%. He has a 50% chance to decode. This increases at a rate of 04% per level of the MC above 7th, in addition to point boost.

4 Absorption Fire

GENERATION TIME
3 sec

RANGE
Self

BOOST
5 sec/point

DURATION
30 sec

SMR
None

AREA OF EFFECT
3m field

A trained Energy Controller is capable of performing tremendous feats. One of these is the matrix Absorption Fire. The Energy Controller acts as a focus for energy across a 3m front. Any non-kinetic, energy-based attacks that strike this oscillating purple field are absorbed by the Energy Controller. Up to 100 points of energy may be absorbed without suffering damage. The Energy Controller is then able to hurl the energy back at his or her assailants with pre-measured bolts of energy. The Energy Controller can release any amount of energy absorbed at any target once per second. The controller's skill in throwing, including Manual Dexterity bonuses, is used to determine accuracy. The energy bolts do damage equal to the amount of energy stored in them. At no time can a controller release more energy than that stored.

If the controller has released energy back in the direction of the enemy, further energy damage may be absorbed, as long as the maximum duration of the matrix is not exceeded. If the Energy Controller is overloaded (more than 100 points of energy absorbed before it can be re-released), the total amount of absorbed damage is translated into the controller's body (which is usually disintegrated). Armor and flux shields are ignored.

The Energy Controller is able to absorb 20 points of additional energy, per level of skill above 13th.

4 Asnobian's Vise

GENERATION TIME
2 sec

RANGE
50m

BOOST
1 dam/3 points

DURATION
10 sec

SMR
None

AREA OF EFFECT
Target

Asnobian ascended to his position as the 3rd Seat to the Council of Timar because of his advances in matrix technology. Vise is another one of his findings. The matrix generates a small bowl-shaped force field that acts to generate a pressure gradient inward. The bowl settles over the head of the victim and does 1 point of damage per second (translational for helmets). The field can be intensified by adding 3 power points per additional point of crushing force.

4 Bluerazor's Vengeance

GENERATION TIME	1 sec
RANGE	50m
BOOST	None
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	Target

The infamous Bluerazor developed this matrix as a last resort to a dead end situation. A part of an Energy 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 Energy 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 Cellular Disruption

GENERATION TIME	1 sec
RANGE	50m
BOOST	5m/point
DURATION	Instantaneous
SMR	Biological
AREA OF EFFECT	Target

This nasty matrix can trash the enemy in short order. The cellular disruption does 4-16 points of damage to the target. Targets receive an SMR vs biological attack forms. This matrix doesn't penetrate armor.

4 Cellular Immunity

Protects the Mutzachan from the harmful effects of cellular disruption.

GENERATION TIME	1 sec
RANGE	Self
BOOST	None
DURATION	5 min
SMR	None
AREA OF EFFECT	Self

4 Energy Manipulation

GENERATION TIME
30 sec
RANGE
Touch
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

A powerful Mutzachan is able to redefine the matrices of various energy forms. For example, he can change plasma energy into electrical energy or vice versa. He can change up to 5,000 energy units.

4 Explosive Lattices

GENERATION TIME
5 sec
RANGE
50m
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

Certain rocks and crystals have lattice structures - that is their molecules are arranged in a specific pattern throughout the object. The matrix controller acts as a harmonic tuning fork which causes the lattices to explode. Exploding rocks do 2-8 points of concussion damage and strike the target with 8 fragments. Each fragment does 2-8 points of damage (treat as a grenade).

4 False Image

GENERATION TIME	
1 sec	
RANGE	
20m	
BOOST	
None	
DURATION	
10 min	
SMR	
None	
AREA OF EFFECT	
0.5m square	

This matrix creates a false x-ray image of the controller's liking. The chance of being discovered by nullifiers often found in spaceport areas is 4%. This is reduced by 01% per level of the Energy Controller above 16th.

4 Lightning Storm

GENERATION TIME
10 sec

RANGE
1 km

BOOST
None

DURATION
15 min

SMR
None

AREA OF EFFECT
100m radius

The Energy Controller attempts to create a difference in potential between two points within a cloud bank and thereby unleash lightning. The power of the matrix depends on the weather at the time. One bolt of lightning strikes the ground every minute for the duration of the power. There is a 10% chance that a bolt of lightning will backfire and strike the controller. This is reduced by 02% per level of the controller above 10th. Roll on the table below to determine the weather conditions at the time of generation. Alternatively, the Battle Master may declare the weather conditions.

ROLL	WEATHER	DAMAGE
01-30	clear day	1d8
31-60	light overcast	2d8
61-75	partially cloudy	3d8
76-90	cloudy	4d10
91-100	thunderclouds	6d10

4 Mass Invisibility

GENERATION TIME	2 sec
RANGE	Self
BOOST	30 sec/point
DURATION	5 min
SMR	None
AREA OF EFFECT	3m radius

This power renders creatures and objects within a 3 meter radius of the Energy Controller invisible. It is otherwise exactly like the second energy bracket power Invisibility.

4 Overload

GENERATION TIME	
1 sec	
RANGE	
100m	
BOOST	
None	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
1 Weapon	

This matrix causes one weapon to overload. It is 50% effective, plus 04% per level of the controller above 10th. Roll on the appropriate Malfunction chart in the Battlelords of the 23rd Century rule book, with a +15 modifier, to determine the effects. Works on APWs too.

4 Plasma Pulse

GENERATION TIME
5 sec

RANGE
50m

BOOST
2m/point

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

The plasma pulse matrix does 4-24 points of damage at a specific target. The Mutzachan has a 75% chance to hit at range bracket 1. Accuracy drops off 15% per range bracket beyond the 1st. Accuracy, however, is increased 04% per level of the controller above 10th.

4 Plasma Reduction

GENERATION TIME
2 sec

RANGE
Self

BOOST
1 min/point

DURATION
2 min

SMR
None

AREA OF EFFECT
Self

Plasma reduction disrupts that magnetic envelope that incoming plasma is encased in. All damage to the Mutzachan from plasma weapons is halved. It has the same effect on Omega weapons, and all other weapons employing magnetic bottle technology.

4 Power Reservoir

GENERATION TIME	
10 min	
RANGE	
Self	
BOOST	
None	
DURATION	
5 Days	
SMR	
None	
AREA OF EFFECT	
Target	

This matrix confers upon the energy controller the ability to store large quantities of energy. The Mutzachan meditates and drops off into a state of semi-consciousness. He shouldn't, under any circumstances, be distracted during the generation of this matrix. and is quite vulnerable during the process. Any distraction has a 10% chance to disrupt the Mutzachan's neural signal synapses, resulting in brain damage (lose 4-24 point of I.Q. permanently). Once the matrix is generated, the energy controller can store up to 10,000 units of energy. He is free to convert the energy from one form to another and can store it for up to 5 days.

4   Psionic Immunity

GENERATION TIME
10 sec

RANGE
Self

BOOST
2 min/point

DURATION
10 min

SMR
None

AREA OF EFFECT
Self

The Mutzachan creates an energy field that surrounds his mind and protects him from any and all mental attack forms.

4 Radiation Sink

GENERATION TIME
5 sec

RANGE
Self

BOOST
None

DURATION
6 hrs

SMR
None

AREA OF EFFECT
100m radius

Radiation sink acts like a sponge. All harmful gamma and beta radiation is drawn into the Energy Controller's body. Radiation up to the levels given off by a Green Glass nuclear explosion may be absorbed. This ages the matrix controller by 100 years and permanently reduces Constitution by 1-10 points.

4 **Shape**

GENERATION TIME
5 min
RANGE
Touch
BOOST
30 sec/point
DURATION
5 min
SMR
None
AREA OF EFFECT
Target

The energy controller is able to manipulate the intermolecular bonding between atoms. One application is changing the shape of an object. The amount of time that it takes to change the appearance depends on the item and is determined by the BM.

4 Solar Cell

GENERATION TIME
5 min

RANGE
Self

BOOST
None

DURATION
1 hr

SMR
None

AREA OF EFFECT
Self

The Energy Controller acts as a huge solar cell, collecting energy from the sun and converting it into power points. The rate of conversion depends on the sunlight available and is determined by the table below. While collecting, the matrix controller must concentrate deeply and do nothing else.

SUNLIGHT	ENERGY GAIN
3 G-type suns	1 power point/minute
2 G-type suns	1 power point/2 minutes
1 G-type sun	1 power point/5 minutes
Partial Overcast	1 power point/10 minutes
Heavy Overcast	1 power point/30 minutes

4   Sonic Disruption

GENERATION TIME
5 sec

RANGE
50m

BOOST
2m/point

DURATION
Instantaneous

SMR
Sonic

AREA OF EFFECT
Target

This matrix has the same effects as a sonic disruptor on the target; consult the weapons table in the Battlelords rule book for these effects.

4 Stabilize Field

GENERATION TIME
2 sec
RANGE
10m
BOOST
10 min/point
DURATION
1 hr
SMR
None
AREA OF EFFECT
1 field

This useful matrix is employed to stabilize energy fields that are degenerating due to an imbalance. Stabilize Field is most commonly employed on starships where sensitive equipment uses magnetic and electro-magnetic fields to facilitate operations. Base chance for success is 80%. This increases at a rate of 10% per level of the controller above 10th. The BM will assign penalties to the chance for success, dependent on the strength of the imbalance and the size of the field itself.

4 Stabilize Reaction

GENERATION TIME
2 sec
RANGE
10m
BOOST
5 min/point
DURATION
10 min
SMR
None
AREA OF EFFECT
1 reactor

Stabilization is often employed on spacecraft to stop a reaction that has gotten out of control. The energy controller generates a scintillating containment field that acts to regulate the reaction. The controller becomes an integral part of the reaction until measures can be taken to bring the situation under control.

4 Tree Fort

GENERATION TIME
10 sec

RANGE
5m

BOOST
None

DURATION
1 day

SMR
None

AREA OF EFFECT
5m cubed

Tree Fort creates an inter-dimensional room that can be accessed from the normal universe. When generated, a portal appears at ground level (despite its name). It shimmers red and orange and has a 5m cubed volume. The controller can enter with any non-energy using device. Bringing electronics-based equipment into the fort risks the equipment being destroyed. There is a fixed 10% chance that any energy-based object brought into the tree fort will be destroyed by the energy flux opening the portal into this dimension. Reports claim that strange beings have attacked people inside the fort and forced them to flee back to the normal universe.

4 Warp Light

GENERATION TIME	
1 sec	
RANGE	
Self	
BOOST	
10 sec/point	
DURATION	
1 min	
SMR	
None	
AREA OF EFFECT	
1m radius	

By warping the light around him, the Energy Controller is cloaked in a shimmering field which completely diffuses light and laser-based attacks. Anyone within this field, including the Energy Controller, will have difficulty seeing clearly (-40 to sight checks).

4 X-Ray Vision

GENERATION TIME
2 sec

RANGE
Self

BOOST
30 sec/point

DURATION
2 min

SMR
None

AREA OF EFFECT
Special

Enables the Mutzachan to see through 500cm of rock, 10cm of steel, or 2.5cm of lead. The obstruction to be seen through must be within 20m.

5 Cascade

GENERATION TIME	3 sec
RANGE	50m
BOOST	None
DURATION	Instantaneous
SMR	Fire
AREA OF EFFECT	Target

The matrix controller unleashes a focused blast of energy that does 30-120 points of damage to whatever it hits (treat as fire). A successful SMR vs fire halves the damage. This power is so taxing that the MC must make a mental SMR or pass out. A +04 is applied to the SMR for each level of the MC above 16th.

5 Combination (minor)

GENERATION TIME
1 min
RANGE
Self
BOOST
None
DURATION
Special
SMR
None
AREA OF EFFECT
Self

Combination matrix allows Mutzachans to combine the effects of any two lower energy bracket powers. The Mutzachan must know these powers and generate them immediately following the combination matrix. However, the generation time of each of the matrices is halved. The combined effect takes place following the completion of the second matrix.

5 Corruption of Bluerazor

GENERATION TIME	
2 sec	
RANGE	
50m	
BOOST	
None	
DURATION	
Instantaneous	
SMR	
Biological	
AREA OF EFFECT	
Target	

This matrix was invented by the infamous Bluerazor in a very twisted moment. It attempts to suck Constitution out of the target's body and then turn it against them as an energy blast. This adds injury to injury! Targets are entitled to a biological SMR. A failed SMR indicates that the target loses 1-6 points of constitution. Furthermore, for each point of constitution lost, the target sustains 5 points of damage from an energy blast! The pulse generates about 1m away from the target, so armor and flux shields apply. Treat as a plasma attack which hits automatically. As an added bonus, targets that fail their SMR also must make a System Shock roll at a +10 or pass out from the Constitution loss! All Constitution loss is permanent, as with Bluerazor's Vengeance.

5 Dimensional Awareness

GENERATION TIME
5 sec
RANGE
Self
BOOST
30 min/point
DURATION
2 hrs
SMR
None
AREA OF EFFECT
Self

The controller can see into the nearby area of the 4th dimension. The Energy Controller can locate sentients trapped in dimensional prisons, caches, and most notedly can detect the presence of creatures in the 4th dimension getting ready to attack into the 3rd dimension. Creatures from the 4th dimension gain no bonuses to attack the controller.

5 Dimensional Interaction

GENERATION TIME
3 sec
RANGE
100m
BOOST
10 sec or 25m/point
DURATION
30 sec
SMR
None
AREA OF EFFECT
Target

Developed to combat creatures readying to attack from the 4th dimension. The Energy Controller can detect the presence of inter-dimensional creatures. He creates a tear in the fabric of the 3rd dimension, providing a conduit into the 4th dimension. Weapons and other forms of attack function normally against inter-dimensional beings. The range is limited to 100m; however, this can be increased by 25m per additional power point expended. The duration of the matrix can be boosted by 10 seconds per point of power expended.

5   Dimensional Prison

GENERATION TIME
30 sec
RANGE
5m
BOOST
None
DURATION
5 yrs
SMR
None
AREA OF EFFECT
3m cubed

The Energy Controller creates a 3m cubed area extending into the 4th dimension. Sentients placed inside this prison cannot escape unless rescued by someone operating in the 4th dimension itself. Reversing the matrix releases the captive, and the prison will exist itself for 5 years before disappearing.

5 Dimension Travel

GENERATION TIME
2 hours
RANGE
Self
BOOST
None
DURATION
6 hours
SMR
None
AREA OF EFFECT
Self

The dimension travel matrix bestows upon the Mutzachan's soul the ability to travel and operate in the fourth dimension.

5 Electromagnetic Pulse

GENERATION TIME	
5 sec	
RANGE	
75m	
BOOST	
2m/point	
DURATION	
Instantaneous	
SMR	
Special	
AREA OF EFFECT	
Target	

The bane of those who rely on high-tech equipment. The Energy Controller can generate a powerful electromagnetic pulse, possibly knocking out electronic equipment. Unshielded equipment has a base 70% chance to be neutralized.

5   **Electron Flow**

GENERATION TIME	
1 min	
RANGE	
Touch	
BOOST	
None	
DURATION	
Special	
SMR	
None	
AREA OF EFFECT	
Self	

This matrix allows the M.C. the ability to travel from 1 point to another via electrical lines. The Energy Controller changes into energy, in the form of an electron flow. The sentient flow then enters a wall socket or other cyber access point and travels along as electrons. Reversing the matrix and restoring the body requires the generation of the matrix again. The Energy Controller must have prior knowledge of the system schematically. Any power surge while the controller is in energy form does 4-16 points of damage. The M.C. can travel up to 100m and can carry up to 30 Enc while in electron form.

5 Field Corruption

GENERATION TIME
10 sec

RANGE
100m

BOOST
None

DURATION
10 min

SMR
None

AREA OF EFFECT
1 ship

Energy Controllers can prevent the degeneration of a starship's flux shield due to field corruption from overpower. The percentage chance for corruption is reduced by 10%, plus an additional 01% per level of the controller above 13th.

5 Fire Wall

GENERATION TIME
2 sec
RANGE
100m
BOOST
None
DURATION
2 min
SMR
None
AREA OF EFFECT
25m x 2m x 5m

This matrix creates a curtain of fire, 25m long, 2m wide, and 5m high. Anyone who crosses the curtain takes 4-24 points of fire damage, 2-8 points if they are wearing body armor.

5 Flux Shield

GENERATION TIME
10 min

RANGE
Self

BOOST
10 min/point

DURATION
1 hr

SMR
None

AREA OF EFFECT
1m radius

This powerful matrix produces a 2 Heavy Point flux shield that surrounds the Mutzachan and spreads out 1m from his body. All personal kinetic based weapons do no damage to the shield. Lasers do half damage while pulse and Omega weapons do full damage to field integrity, as do all anti-tank or vehicular weapons.

5 Gravitational Sheer

GENERATION TIME
2 sec
RANGE
35m
BOOST
2 damage/point
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
1m plane

This matrix causes the gravitational plane to interact with an opposing anti-grav plane. The result is to produce a gravitational sheer which does 4-16 points of damage, extending outward from the point of incidence to 35m. All objects within the direct line of the path are subject to damage. The sheer extends upward to a height of 5m. The damage yield can be boosted by adding more power.

5 Ice Wall

GENERATION TIME
10 sec
RANGE
100m
BOOST
None
DURATION
5 min
SMR
None
AREA OF EFFECT
25mx2mx5m

Creates a 25m long, 2m wide, and 5m high solid wall of ice. The Mutzachan can generate the wall up to 100m from his person.

5 Kinetic Immunity

GENERATION TIME
10 min
RANGE
Self
BOOST
10 min/point
DURATION
1hr
SMR
None
AREA OF EFFECT
10m radius

Produces a powerful kinetic barrier that surrounds the controller. The effects of all non HP kinetic based attacks against the field are nullified.

5   **Locate Gate**

GENERATION TIME	10 min
RANGE	100,000km
BOOST	None
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	Self

The Energy Controller is able to locate the nearest Motaran Rift in the stable universe. The controller knows the exact position of the gate, its stability, and its origins.

5 | Molecular Dispersion

GENERATION TIME
1 min
RANGE
Touch
BOOST
2 min/point
DURATION
15 min
SMR
None
AREA OF EFFECT
25 cubic m

The Mutzachan can temporarily open a hole through a solid object by dispersing the molecules in the object. The controller can disperse up to 25 cubic meters of matter. This matrix can never be used on living creatures.

6 Molecular Disruption

GENERATION TIME	2 sec
RANGE	50m
BOOST	None
DURATION	Instantaneous
SMR	Chemical
AREA OF EFFECT	Target

The molecular disruption matrix disrupts the bonding of all molecular structures. It affects body tissue as well as body armor. It reduces armor integrity on a point for point basis. The matrix does 6-36 points of damage. Skin and body armor both receive an SMR vs chemical attack forms. Success indicates that the damage has been halved.

5 Molten Sea

GENERATION TIME
5 sec
RANGE
Self
BOOST
None
DURATION
1 min
SMR
None
AREA OF EFFECT
10m radius

This matrix causes the floor or ground beneath to become molten. The exothermic reaction creates a 10m radius molten sea, with a 1m radius spot for the Energy Controller to stand on. Any sentient that falls into this pit suffers 20-80 points of damage per second of exposure. The sea is 1m deep.

5 Omega Pulse

GENERATION TIME
2 sec
RANGE
20m
BOOST
2m/point
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

This powerful matrix allows the matrix controller to create and fire an omega pulse from inside his body. The pulse has limited range. The pulse has a 95% chance to hit at range bracket 1 and is reduced 20% per range bracket. Damage is 6-36.

5 Power Port

GENERATION TIME	
3 sec	
RANGE	
10m	
BOOST	
None	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
1 Weapon	

The matrix controller acts as a boost mechanism for an object. The output power of any weapon is quadrupled. There is a chance that the matrix controller passes out after the matrix is generated. The chance to pass out equals 01% per point of damage that the weapon does. (If the weapon is a Devastator then the Melon Head usually says, "Wake me when it is over"). The chance to pass out is reduced by 05% per level over 16th.

5 Radiation Shield

GENERATION TIME	3 sec
RANGE	Self
BOOST	20min/point
DURATION	1 hr
SMR	None
AREA OF EFFECT	5m radius

The Mutzachan is taught to create an energy field that blocks out all harmful radiation. Any person within the field is protected from the effects of radiation.

5   **Solid Energy**

GENERATION TIME
10 sec

RANGE
Self

BOOST
10 min/point

DURATION
1 hour

SMR
None

AREA OF EFFECT
3x3x3m cube

This matrix converts energy into a solid, matter-like form. This form is tough, having a threshold of 6, and 10 body points/cubic meter of size. This matrix really comes into its own when used in conjunction with the Hologram matrix. The Energy Controller can create solid objects to his specifications.

5 Teleport

GENERATION TIME
3 sec
RANGE
Self
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Special

Teleport allows the matrix controller to instantaneously transport himself up to 2,000m from his position. The matrix has been carefully designed to avoid personnel being teleported inside objects.

6 Anti-Gravity

GENERATION TIME	1 sec
RANGE	Self
BOOST	1 min/point
DURATION	2 min
SMR	None
AREA OF EFFECT	5m radius

This matrix creates an anti-gravity field around the matrix controller. Any object that happens to be contained within the field is subject to the effects of anti-gravity objects within this zone have no weight, only mass.

6 Energy Negation

GENERATION TIME	
1 sec	
RANGE	
100m	
BOOST	
1 min/point	
DURATION	
2 min	
SMR	
None	
AREA OF EFFECT	
Target	

Negates the effects of any force field for the duration of the matrix.

6 Close Gate

GENERATION TIME
10 min

RANGE
100km

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
1 rift

This matrix seals any Motaran Rift (size 1km per level of the MC) in the stable universe. No entity or other lifeform may enter the universe at the point where the gate was closed. This matrix ages the M.C. 50 years.

6 Energy Sponge

GENERATION TIME
2 sec
RANGE
Self
BOOST
10 sec/point
DURATION
10 sec
SMR
None
AREA OF EFFECT
Self

The Energy Sponge matrix converts energy striking the Energy Controller into a useable form. The controller is unaffected by lasers, flamethrowers, particle beams, and other energy weapons (not including plasma weapons, which fire superheated iron, and Omega weapons, which use pure concussion). Furthermore, for every ten points of energy damage which strikes him, the controller may heal one body point of damage or retrieve one spent power point.

6 Kashonas

GENERATION TIME	
2 sec	
RANGE	
5 parsecs	
BOOST	
None	
DURATION	
2 min	
SMR	
None	
AREA OF EFFECT	
Special	

This matrix is designed to rescue a stranded Mutzachan. The Mutzachan can send a message up to 5 parsecs. Once the matrix is completed, the energy controller must sleep undisturbed for 20 hours (this power is a little strange. You have to send a dire message, then afterwards, you take a nap).

6 Kinetic Nullification

GENERATION TIME
10 sec
RANGE
Self
BOOST
10 min/point
DURATION
2 hrs
SMR
None
AREA OF EFFECT
Self

This power completely negates kinetic-based damage to the Energy Controller for the duration of the matrix.

6 Life Shield

GENERATION TIME	
1 sec	
RANGE	
Self	
BOOST	
1 min/point	
DURATION	
1 hr	
SMR	
None	
AREA OF EFFECT	
Self	

This powerful matrix creates a field that surrounds the energy controller. No external forces can act against him while he is inside. His actions will not affect the external environment. He can breathe normally and is able to drop the shield at any time. Works in space.

6 Scan

GENERATION TIME
3 sec

RANGE
200,000+ km

BOOST
Special

DURATION
3 sec

SMR
None

AREA OF EFFECT
1 hex

Scan functions similar to a spaceship's scanner. There is a base chance of 105% to detect a ship, and a 72% chance to detect a man-sized object. This decreases at a rate of 04% per 10,000km (one hex). The range can be boosted by adding 5 points per additional 10,000km. The scan potential can also be increased by adding 1 power point per additional percentage point.

6 Siphon

GENERATION TIME	
5 sec	
RANGE	
Self	
BOOST	
10 sec/point	
DURATION	
10 sec	
SMR	
None	
AREA OF EFFECT	
10m radius	

By using this matrix, the Energy Controller absorbs energy from everything in the area of effect, at the rate of 10 energy units per second. The controller may absorb sudden, massive boosts of energy (like small nuclear detonations) provided that all power points are expended and a successful mental SMR is rolled. Failure indicates that the Energy Controller has been vaporized. Even if successful, the Energy Controller's power points are permanently reduced by 5 due to burnout.

6 Solar Sail

GENERATION TIME	10 min
RANGE	Special
BOOST	None
DURATION	Special
SMR	None
AREA OF EFFECT	Special

In a desperate situation, a Mutzachan may need to power a vessel that has lost the means to power itself. The Mutzachan acts as a solar sail, collecting the energy of the universe, then transferring the power to the ship's engines. The matrix controller retreats into the deepest of trances when this matrix is employed. The vessel can travel at 4,000,000km per day. For each day that the Mutzachan pushes the ship, there is a 05% cumulative chance that he will never awaken.

6 Space Walk

GENERATION TIME	
1 min	
RANGE	
Self	
BOOST	
20 min/point	
DURATION	
1 hr	
SMR	
None	
AREA OF EFFECT	
Self	

Allows the matrix controller to spacewalk. He is encapsulated in a sealed energy sphere that travels 500m per minute in any direction that the Mutzachan wishes.

6 Time Slow

GENERATION TIME
1 sec

RANGE
Self

BOOST
10 sec/point

DURATION
30 sec

SMR
None

AREA OF EFFECT
10m radius

All persons within the area of effect are slowed and actions require twice the normal time to perform. Only the controller's actions occur at normal speed.

7 Absolute Zero

GENERATION TIME
3 sec
RANGE
200m
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
10m radius

Another matrix that is illegal to learn. Energy Controllers consider the suppression of free energy as wrong as the unabashed unleashing of it. Absolute Zero removes all kinetic energy between molecules. The temperature drops to 3 degrees Kelvin. All objects within 2m automatically suffer 3HP of damage, 1HP from 2-10m. There is no SMR applicable against this type of cold. The penalty for teaching or knowing this matrix is 2-8 years in the pen!

7 Antimatter

GENERATION TIME	
2 sec	
RANGE	
10,000m	
BOOST	
None	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
1,000m radius	

A devastating power. The Energy Controller converts a tiny amount of matter at the epicenter of the power into antimatter, causing a massive explosion which inflicts 100 HP of damage at its center, decreasing by 10 HP per 100 meters distance from the center. This is the sort of power which levels cities and gets you in very big trouble with the authorities.

7 Attraction/Repulsion

GENERATION TIME
1 sec
RANGE
100,000km
BOOST
10,000km/point
DURATION
Instantaneous
SMR
Special
AREA OF EFFECT
Target

The Mutzachan creates a powerful alternating attraction/repulsion beam. The target suffers 100-1,000HP points of damage.

7 Cancellation

GENERATION TIME	
10 sec	
RANGE	
Special	
BOOST	
None	
DURATION	
Special	
SMR	
None	
AREA OF EFFECT	
Special	

The cancellation matrix voids a permanency matrix.

7 Energy Cloud

GENERATION TIME
2 sec

RANGE
Self

BOOST
1 HP/2 points

DURATION
20 sec

SMR
None

AREA OF EFFECT
1,000m rad

The Mutzachan unleashes a potent energy cloud. All objects within the area of effect (not the MC) receive 4-24HP of damage. The cloud moves at 50m/sec outward from the energy controller's body.

7 Mass Teleport

GENERATION TIME	
10 min	
RANGE	
100km	
BOOST	
Special	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
Special	

The energy controller is able to transport himself and a maximum of 10 persons within a 10m radius up to 100km from his current position. For each 10 points of additional energy that he spends, the MC can transport 1 other person.

7 **Permanency**

GENERATION TIME
1 hr
RANGE
Special
BOOST
None
DURATION
Permanent
SMR
None
AREA OF EFFECT
Special

The energy controller is able to make the effects of another matrix permanent.

• Example: Henry the Mutzachan could create a permanent worm hole by generating a worm hole matrix, then generate a permanency matrix on the worm hole matrix.

7 Prism of Destruction

GENERATION TIME
1 sec

RANGE
Self

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
40m radius

The Energy Controller unleashes a conflagration of energy that expands outward from his being. All objects within 1m sustain 400 points of damage. This reduces by 10 points per meter out to 40 meters.

8 Bind

GENERATION TIME
1 hr
RANGE
1 parsec
BOOST
None
DURATION
Permanent
SMR
None
AREA OF EFFECT
1 Planet

The energy controller brings together cosmic matter. The binding matrix forms planetary bodies. The matrix ages the Mutzachan by 100yrs. The planet requires one year to form.

8 Cataclysm

GENERATION TIME	10min
RANGE	10 km
BOOST	None
DURATION	Instantaneous
SMR	Biological (-10%)
AREA OF EFFECT	1 km radius

   The cataclysm matrix randomly distributes large groups of molecules within the confines of the matrix. The effect is complete and utter destruction. Personnel may wind up with metal sticking out of their bodies and have limbs transported as far as two miles away. A successful SMR vs Biological attacks saves the person (equipment ,on the other hand, might not be quite so fortunate . . .)

8 Collapse Star

GENERATION TIME
2 hrs

RANGE
50 parsecs

BOOST
None

DURATION
Special

SMR
None

AREA OF EFFECT
Special

This power causes a star to collapse in on itself, becoming a black hole (as per the Battlelords rulebook). If the star had any inhabited planets, well… let's just say it doesn't anymore! Note that creating black holes is frowned upon by the Galactic Alliance (if you can call instantly going on the "Wanted Dead At All Costs" list being frowned upon...)

8 Essence Defile

GENERATION TIME
1 sec

RANGE
Self

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Special

Perhaps the most heinous Energy Controller power, with the obvious exception of Space Fold. Essence Defile is illegal to teach or know, and anyone caught doing so is automatically executed. The Energy Controller, for whatever reason, decides to go out with a bang and generates a nuclear reaction that has the same destructive potential of the Green Glass nuclear weapon (see Lock-N-Load). Obviously the Energy Controller cannot be resurrected.

8 Gravity Wave

GENERATION TIME
10min
RANGE
1 Million km
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Special

The high level energy controller is capable of wrecking havoc on a large scale. The gravity wave allows the MC to create a powerful standing gravity pulse that does 10,000HP of damage at the epicenter. The wave loses 10HP of damage per 1,000km of travel.

8 Gravitational Body

GENERATION TIME
1 min

RANGE
Self

BOOST
None

DURATION
1 day

SMR
None

AREA OF EFFECT
.2 parsecs

The matrix controller projects a gravitational force, consummate with that of a celestial body such as a planet, out to a range of .2 parsecs cubed. Any ship operating in jump space that passes through this zone is automatically knocked out of jump space since the ship's computer detects a celestial body. Ships using warp drive also are forced to come to a stop to avoid the apparent object.

8 Nova

GENERATION TIME
2 hrs
RANGE
50 parsecs
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
1 Star

The Mutzachan can cause a sun to go super nova. Any celestial body within 1 parsec of the blast is automatically destroyed. Invoking this matrix drains the Mutzachan and ages him 200 years.

8 Warp Space

GENERATION TIME
5 min

RANGE
Self

BOOST
1 hr/point

DURATION
6 hrs

SMR
None

AREA OF EFFECT
1 ship

A powerful Energy Controller warps space around the outside of a ship so as to propel the vessel into warp speed. The controller must make a Constitution check every hour at a cumulative -05%, to maintain the field. Failure indicates that 2-8 points of Constitution are lost permanently, and the ship drops out of warp. For a description of warp travel see No Man's Land.

8   Worm Hole

GENERATION TIME
10hr

RANGE
100 parsecs

BOOST
2 parsecs/point

DURATION
30 days

SMR
None

AREA OF EFFECT
Special

This matrix opens a hole in the fabric of space. The worm hole connects two points, up to 100 parsecs from each other. The worm hole is stable for the duration of the matrix. Ships can traverse great distances in minutes by entering the matrix.

9 Combination (major)

GENERATION TIME	
1 min	
RANGE	
Self	
BOOST	
None	
DURATION	
Special	
SMR	
None	
AREA OF EFFECT	
Self	

Combination matrix allows the Melon Head to combine the effects of any lower energy bracket powers. These powers must be generated following the major combination matrix.

9 Space Fold

GENERATION TIME	10hr
RANGE	100 parsecs
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	100cu parsec

This is the most destructive matrix known. No Mutzachan outwardly admits to knowing this power. The Council of Timar forbids its teaching. It is not clear whether any controller knows the matrix at all. It is a legendary power of frightening parameters. Anyone found to have invoked it will receive a punishment worse than death. Space Fold allows the MC to connect two distinct points by folding space. The matrix automatically destroys anything in between! The MC ages 200 years.

9 Time Travel

GENERATION TIME
10hr

RANGE
Special

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Special

The most powerful matrix ever created. The time travel matrix allows individuals to be transported forward in time. There exists a barrier that prevents time travel into the past (or at least that is what they say).