1 Atmospheric Composition

GENERATION TIME
1 min

RANGE
Self

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
50m radius

The Geomancer is instantly aware of the atmospheric composition around him.

1 Buffet

GENERATION TIME
1 sec

RANGE
50m

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

The target is buffeted by sharp blast of wind which inflicts 1d4 points of damage (x 1/2 KSR). This matrix is ineffectual against personnel in armor and against all creatures size class 8 and above.

1 Create Fire

GENERATION TIME
1 sec

RANGE
10m

BOOST
None

DURATION
2d6 sec

SMR
None

AREA OF EFFECT
Target

The most basic of matrices. The Geomancer is able to harness the surrounding energy to produce flame from the end of his finger. The fire will last for 2d6 seconds (x 1/2 KSR). Anyone coming in contact suffers d4 points of damage from being burned

1 Draw

GENERATION TIME
1-5 hrs

RANGE
Self

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
1km radius

Simlar to the Energy Controller Drain matrix, Draw allows the Ikrini to draw power points from her surrounding area. The Ikrini is able to gain 1 plus the KSR rating of the area in power points per hour of meditation (maximum of 5 hours). Generally this is one of the first matrices an Ikrini learns.

1 **Flame Hammer**

GENERATION TIME
1sec

RANGE
100m

BOOST
+1 dam/point

DURATION
Instantaneous

SMR
Fire

AREA OF EFFECT
Target

Everybody knows that a Geomancer standing near fire is a dangerous customer indeed. Flame Hammer is one of the first offensive matrices that a young geo-warrior is taught. As long as the controller is within 100m of a powerful fire source, i.e. a house or building fire, brush fire, or forest fire, he is able to harness the flames and hurl them at his adversary. The blast does 4d4 points of damage (x 1/2 KSR), plus 1 point per additional point of boost expended.

1 Force Bolt, Rudimentary

GENERATION TIME
2 sec

RANGE
25m

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

A rudimentary Force Bolt taps into the kinetic energy of the area and directs it, inflicting 1 point of kinetic damage times the KSR of the area. Due to the concussive nature of the attack, it bypasses threshold and goes directly to absorption. The pulse is invisible, but makes a distinctive 'whump'ing sound. Rudimentary Force Bolt has an 80% chance to hit at range bracket 1, and decreases by 10% per bracket.

1 Force Shield, Rudimentary

GENERATION TIME
2 sec
RANGE
3m
BOOST
2 min/point
DURATION
2 min
SMR
None
AREA OF EFFECT
Target

The first defensive matrix learned by Geomancers. The rudimentary Force Shield uses latent kinetic energy to deflect attacks. While the field is in effect, the damage of kinetic attacks is reduced by 4 points times the KSR of the area. The field is visible as a faint distortion around the target.

1 Locate Cave

GENERATION TIME
1 min
RANGE
Body Centered
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
1 km radius

The Geomancer is able to locate the whereabouts of any cave or subterranean tunnel within a 1 km radius and to a depth of 10m.

1 Minor Cave-in

GENERATION TIME
5 sec

RANGE
50m

BOOST
None

DURATION
5 sec

SMR None

AREA OF EFFECT
Special

The Ikrini can cause a cave in out to a range of 50m. The size of the cave-in is dependent on the type of bedrock involved, (determined by the BM) but is usually just a few rocks falling from the ceiling. Anyone within the area of effect suffers d4 hits for d6 points of concussive/translational damage each

1 Terrain Sense, Rudimentary

GENERATION TIME
2 sec

RANGE
30m

BOOST
20 minutes/point

DURATION
30 minutes

SMR
None

AREA OF EFFECT
Self

By invoking a Terrain Sense matrix, the MC gains a sense of the flow and concentration of kinetic energy within the surrounding environment. He has a 20% chance per level of experience to successfully interpret these patterns and gain a general understanding of the area's nature.

2 Atmospheric Sift

GENERATION TIME
5 min

RANGE
Body Centered

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Special

The controller is able to separate elements and compounds from the surrounding atmosphere, so long as there are appropriate receptacles available (2L x KSR in element scarce regions, 10L x KSR in element heavy regions; BM discretion). The effects are instantaneous.

2 Auto-Beacon

GENERATION TIME	
5 min	
RANGE	
Body Centered	
BOOST	
None	
DURATION	
Permanent	
SMR	
None	
AREA OF EFFECT	
Special	

The extremely useful matrix allows the Geomancer to memorize his exact physical location on a planet. He can automatically find his way back to the spot as long as he is within 200 km of the location. No map or other assistance is required.

2 Bring on the Rain

GENERATION TIME
10min

RANGE
Body Centered

BOOST
1 min/ point

DURATION
10 min

SMR
None

AREA OF EFFECT
1km2

The Geomancer affects atmospheric conditions, causing it to rain. It takes 10 minutes before the downpour begins which lasts for another 10 minutes (x KSR). The GM will adjudicate the overall time it takes to rain and how much comes down, based on climate conditions.

2 Filter

GENERATION TIME
1 sec

RANGE
1km

BOOST
1 hr/point

DURATION
1 hr

SMR
None

AREA OF EFFECT
1km radius

Often used in conjunction with the Atmospheric Composition matrix. Most harmful elements and compounds found in the atmosphere are filtered out and have no effect on any person standing within the area of effect. This power can be boosted 1 hour per point of energy expended. Radiation is not effected.

2 Geologist

GENERATION TIME	
1 min	
RANGE	
Body Centered	
BOOST	
None	
DURATION	
Instananeous	
SMR	
None	
AREA OF EFFECT	
Special	

The Geomancer is immediately aware of the general mineral composition of the earth in the surrounding area out to a range of 10km and to a depth of 20km. Cannot pinpoint specific deposits.

2 Lava Waltz

GENERATION TIME
2 sec

RANGE
Body Centered

BOOST
1 min/point

DURATION
30 sec

SMR
None

AREA OF EFFECT
Special

Allows 1d6 people to walk across lava without suffering any damage. The amount of people that can walk across the lava can be increased at a rate of 1 per additional point of energy expended. The matrix expiration time can be extended at a rate of 5 minutes per power point expended as well.

2 Locomotion, Rudimentary

GENERATION TIME	
2 sec	
RANGE	
50m	
BOOST	
10 kg/point	
DURATION	
5 min	
SMR	
None	
AREA OF EFFECT	
1 object	

A useful power. Locomotion allows the geomancer to lift and move objects weighing 15kg or less, times the KSR of the area, at a maximum speed of 5m/sec. Objects can be moved up to a maximum of 50m. Fine manipulations aren't possible with this power.

2 **Map**

GENERATION TIME
1 min
RANGE
Body Centered
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
5 km radius

The controller instantaneously knows his location within the area of effect, as well as the general layout of his surroundings, including pits, cliffs, upward sloping trails, etc. The matrix also functions well when employed in urban areas where the Ikrini will automatically know the street layout of the surrounding area.

2 Rad Liner

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

Blocks the effects of radiation by producing an ultra-thin trans-lead liner which surrounds the target individual. Can be generated in conjunction with Filter to boost the overall protection of a party or individual.

2 Terrain Sense, Intermediate

GENERATION TIME
2 sec

RANGE
300m

BOOST
30 minutes/point

DURATION
30 min

SMR
None

AREA OF EFFECT
Self

This matrix is similar, but superior to, to the Rudimentary Terrain Sense matrix. The Geomancer has a 25% chance per level to understand the basic nature of the area. In addition, his comprehension of kinetic patterns is now sufficient to allow him to detect lifeforms. There is a 07% percent chance per level of experience to sense lifeforms in the area of effect, and be able to determine their numbers and approximate size.

2 Thermokinesis, Rudimentary

GENERATION TIME
4 sec

RANGE
20m

BOOST
None

DURATION
1 hour

SMR
None

AREA OF EFFECT
10m radius

By increasing or decreasing the kinetic energy of objects, the Ikrini can make it hotter or colder in the immediate vicinity. The temperature can be raised or lowered by as much as 20 degrees Celsius, times the KSR of the area.

2 Water Walk

GENERATION TIME
1 sec

RANGE
Touch

BOOST
1 min/point

DURATION
5 min

SMR
None

AREA OF EFFECT
Target

The Geomancer affects the tensile strength of the water's surface and can walk across without any problem. For each additional power point expended, the controller can carry an additional 25 more kilograms (x KSR). The Ikrini can generate this power on himself or on another person.

2 Wind Shear

GENERATION TIME	
5 sec	
RANGE	
10km	
BOOST	
None	
DURATION	
Instantaneous	
SMR	
None	
AREA OF EFFECT	
Target	

Produces violent turbulence that is capable of bringing down small aircraft such as skimmers and some hoppers. Pilots who pass through a sheer must make a level 4 (x KSR) Piloting check.

3 Breath Water

GENERATION TIME	1 sec
RANGE	Touch
BOOST	1 min/point
DURATION	3d6 min
SMR	None
AREA OF EFFECT	Target

Allows one to breath water as if one were breathing air. For each additional power point expended, the person can remain underwater for an additional minute.

Note: Size 7 and higher creatures have the duration cut in half.

3 Defenders of Izura

GENERATION TIME	10 sec
RANGE	100m
BOOST	None
DURATION	Special
SMR	None
AREA OF EFFECT	Special

The Legendary Izura lived before the second Time of Reckoning on the desert world of Chrome in the Greater Magellanic Clouds. The great tectonic shifts that once had formed Chrome had subsided several thousand years before his birth. Most of the Geomancers who lived on this once-prosperous world had abandoned the planet. Only a few tribes remained. Izura's lineage had learned to harness the wind. They were some of the first Geomancers to develop its powers.

Defenders of Izura creates 1d4 small tornadoes which can be mentally controlled by the Geomancer. They are only affected by wind reduction or dissipation matrices. Otherwise, each tornado will attack 8 times each with an attack bonus equal to the controller's IQ skill bonus, inflicting d6 points of damage (x KSR) to unarmored beings. The cyclones can be controlled out to 100 meters.

3 Flame Wall

GENERATION TIME
2 sec

RANGE
5m x KSR

BOOST
1 min/2 points

DURATION
2 min

SMR
Fire

AREA OF EFFECT
Special

The Geomancer creates a wall 20m long, 5m high, and 3m thick (x KSR) with a threshold equal to the level of the Geomancer and integrity of 2 times the level of the controller. Once the integrity is destroyed the wall's threshold disappears but it can still do damage if touched. Those who contact the wall suffer 1d6 points of fire damage per round of contact. Unfortunately, there is no way to modify the effects of the matrix.

3 Flight

GENERATION TIME
5 sec

RANGE
Self

BOOST
3 min/point

DURATION
10 min

SMR
None

AREA OF EFFECT
Self

By invoking this matrix, the Geomancer can transport himself plus 100kg of additional weight times the KSR of the area through the air. The maximum speed of such flight is 50mph times the KSE of the area.

3 Force Bolt, Intermediate

GENERATION TIME
2 sec
RANGE
35m
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

An advanced version of the Rudimentary Force Bolt which inflicts 3 points of damage times the KSR of the area. As with the Rudimentary version, this damage is translational, and ignores Threshold. Accuracy is increased to 90% at range bracket 1, decreasing by 10% per range bracket beyond the first.

3 Force Shield, Intermediate

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

The Intermediate Force Shield blocks 6 points of damage times the KSR of the area. Furthermore, this more advanced form of the shield also protects against fire, cold, and chemical attacks.

3 Homing Beacon

GENERATION TIME
1 day

RANGE
10 parsecs

BOOST
1 day/15 points

DURATION
3 days

SMR
None

AREA OF EFFECT
Special

The Geomancer can utilize the radioactive isotopes on the planet's surface to act as a pulsing beacon in order to facilitate a rescue attempt. The Geomancer may perform no other activity during the matrix generation time.

3 Methane Trap

GENERATION TIME
10 sec

RANGE
1km

BOOST
None

DURATION
2d6 min

SMR
Bio

AREA OF EFFECT
50m radius

The Ikrini projects an odorless cloud over the target area. Any person operating without appropriate environmental protection gear automatically suffers 1 point of damage per minute of exposure. Furthermore, for each minute, there is a 05% chance of explosion, assuming calm weather conditions and the presence of fire. Any person consumed in the conflagration suffers 1d8x10 points of damage. Fire SMRs reduce the effects by half.

3 Motherlode

GENERATION TIME
1 min

RANGE
Body Centered

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
1 km

Allows the Ikrini to locate veins of semi-precious metals and stones with the target area. There is a base 40% of success, plus an additional 04% per level of the controller above 7th.

3 Nullification, Rudimentary

GENERATION TIME
2 sec

RANGE
10m

BOOST
1 min/point

DURATION
1 min

SMR
None

AREA OF EFFECT
5m radius

This potent matrix creates an area in which all kinetic energy is lessened. Damage from kinetic sources is cut by one-third in the area of effect. Movement is likewise reduced by one-third.

3 Resonant Force

GENERATION TIME
10 sec

RANGE
600m

BOOST
None

DURATION
1 min

SMR None

AREA OF EFFECT
Special

The Ikrini warrior generates a pulse which travels through the ground out to a range of 600m, at a rate of 10m per second. At any point along that straight path, the Geomancer can cause the shockwave to reach a harmonic. At the resonant frequency, anything within 5m of the designated point is struck by a massive shock wave which does d6x(10xKSR) points of damage to buildings, and d10+KSR to personnel. The resonant blast can be directed vertically down into the earth. Subterranean structures suffer double damage from the concussive blast plus additional fragment damage (determined by the BM).

3 Roman Candles

GENERATION TIME
5 sec

RANGE
50m

BOOST
None

DURATION
Instantaeous

SMR
Fire

AREA OF EFFECT
1m radius at target

The controller must be within 10 km of a volcanic source in order to generate this matrix. An initial blast of molten lava erupts from the hand of the Geomancer plus one for every 2 additional PP inflicting 4d6 (x 1/2 KSR) points of damage to any target out to a range of 50m. The base targeting chance is 40% plus 04% per level of the Ikrini above 4th. Armor integrity is reduced by 8 points per hit.

3 Rubber Mat

Generation Time: 1 sec

RANGE
100m
BOOST
None
DURATION
10 sec
SMR
None
AREA OF EFFECT
10m radius

The Ikrini instantaneously changes the elastic properties of earthen ground so that someone falling suffers no damage. Functions on all planets with less than 3g.

3 Teekya's Bane

GENERATION TIME
10 sec

RANGE
1km

BOOST
None

DURATION
2d6 min

SMR
Radiation

AREA OF EFFECT
500m radius

One of the most insidious attack forms. The Ikrini Geomancer causes a buildup of harmful radiation within the specified area. Any person who fails his SMR versus radioactive attack forms suffers 3 point of damage per minute of exposure. Those who survive suffer permanent radiation sickness effects and lose d6 points of Agility, Manual Dexterity Constitution, and Strength.

4 Ash Storm

GENERATION TIME
1 min

RANGE
500m

BOOST
None

DURATION
5min x KSR

SMR
Biological

AREA OF EFFECT
100m2

The Ikrini must be within 10km of an active volcano to employ this matrix. He draws on his earth powers to create a storm of ash. All persons within the area of effect who are not protected are instantly blind, 10% chance of permanent damage. Furthermore, all persons without appropriate breathing protection must make a biological SMR or expire at a rate of 1 body point of suffocation damage per minute.

4 Hand of Xxlos

GENERATION TIME	
1min	
RANGE	
200m	
BOOST	
None	
DURATION	
30 sec	
SMR	
None	
AREA OF EFFECT	
Special	

Also known as Squid Water. The controller is able to manipulate the shape and flow of water. The Squid is able to sink small vessels, inflicting 3d6 points of damage (x KSR) per attack. Only a Dissipation matrix affects the Squid Water since it is in no way sentient. Requires a pond-sized body of water to function.

4 Izura's Assailants

GENERATION TIME
10 sec
RANGE
200m
BOOST
None
DURATION
Special
SMR
None
AREA OF EFFECT
Special

A much more powerful form of the Defenders of Izura. Sustained wind gusts of more than 60 km per hour must exist for this matrix to be employed. D6 tornadoes are generated, each capable of moving at 30km per hour. They maintain cohesiveness for 10 attacks, once every 6 seconds inflicting 3d6 x KSR points of damage.

Izura's Assailants can be manipulated into one great tornado capable of attacking 6 times, with each attack inflicting 6d6 x KSR points of damage. Same attack bounus as Defenders of Izura.

4 Kinetic Boost, Rudimentary

GENERATION TIME
2 sec

RANGE
10m

BOOST
1 min/point

DURATION
1 min

SMR
None

AREA OF EFFECT
5m radius

The opposite of the Nullification matrix, Kinetic Boost is an enhancement of all kinetic energy in the area. Kinetic damage and movement are both increased by a third while in the area of effect.

4 Lava Sea

GENERATION TIME
10 sec

RANGE
Body Centered

BOOST
1 min/ point

DURATION
1 min x KSR

SMR
Fire

AREA OF EFFECT
5m

A molten sea of lava is instantaneously generated around the controller out to a range of 5m and to a depth of 3m. The Geomancer is safe from the effects of this matrix. Anyone standing within the area of effects suffers 2d6 points of damage per second (heat translational) and lose 2 points of armor integrity to any submerged section of body armor. Double damage occurs if applied against skin.

4 Lava Shotgun

GENERATION TIME	5 sec
RANGE	10m
BOOST	None
DURATION	Instantaneous
SMR	Fire
AREA OF EFFECT	10m cone

A devastating matrix which follows the same precepts as the Roman Candles, except that it is drastically more powerful and no to-hit roll is required. All persons within the cone of effect are struck by d6 globs of lava which cause 6d6 x KSR points of damage apiece and reduce armor integrity by 8 points.

4 Locomotion, Intermediate

GENERATION TIME
2 sec

RANGE
500m

BOOST
25 kg/point

DURATION
5 min

SMR
None

AREA OF EFFECT
1 object

This is a more advanced version of the Rudimentary Locomotion matrix. It allows the geomancer to move objects weighing up to 40kg times the KSR of the area, at a maximum speed of 20m/sec. These objects can be used to attack; treat them as objects thrown with a skill level equal to twice the KSE of the area. They inflict 1-2 points of damage per 5kg of weight.

4 Mine

GENERATION TIME
1hr

RANGE
10km

BOOST
1hr/10 points

DURATION
4 hrs

SMR
None

AREA OF EFFECT
Special

From as far as 10km away, a Geomancer can extract raw ore and draw it to a ship in space at a rate of 1 metric ton per hour into a cargo bay. The Geomancer may perform no other activity during the matrix generation time

4 Sulfur Cloud

GENERATION TIME
10 sec

RANGE
500m

BOOST
None

DURATION
1 min x KSR

SMR
Bio

AREA OF EFFECT
100m rad

Causes a cloud of noxious sulfur to descend over the target area. Any person trapped inside must make a Biological SMR or suffer 2 points of damage per minute of exposure. SMRs are permanently reduced by 2d6 points. A strong wind effectively dissipates this attack form. The Ikrini must be within 10km of a large sulfur source.

4 Terrain Sense, Advanced

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

Advanced Terrain Sense gives an Ikrini an almost symbiotic relationship with the world around him. He understands precisely the nature of the terrain, and any natural hazards which are a part of it. He can predict weather up to 2 hours in advance, with an accuracy level of 7% per level of the matrix controller. Furthermore, lifeforms may be detected automatically; their general nature (humanoid, mammalian, reptilian, big huge nasty spider-thing that wants to eat your face, etc.) may determined with an accuracy level of 5% per level of the controller.

4 Wind Shield

GENERATION TIME
2 sec

RANGE
Body Centered

BOOST
1 min/ point

DURATION
5 min x KSR

SMR
None

AREA OF EFFECT
20m rad

Dampens the effects of wind kinetics. The field extends out away from the controller in a spherical projection. Everything is calm inside the sphere itself. Reduces up to 10km/h per level of matrix controller.

5 Force Bolt, Advanced

GENERATION TIME
2 sec
RANGE
80m
BOOST
None
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
Target

This formidable attack inflicts 5 points of damage times the KSR of the area. It has a base chance of 95% to hit at range bracket 1, which is reduced by 10% per range bracket.

5 Force Shield, Advanced

GENERATION TIME
5 sec
RANGE
15m
BOOST
10 min/point
DURATION
20 min
SMR
None
AREA OF EFFECT
Target

An Advanced Force Shield completely nullifies the effects of non-HP kinetic attacks against the target, and stops 7 points of damage times the KSR of the area of any other attack. It is extremely visible, appearing as a rippling distortion in front of the target.

5 Hand of Obsidian

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

A small renegade band of Ikrini have been working with the Tza Zen Rigeln to perfect this matrix. When employed, the target creature must make a biological SMR at a +20 or instantly be turned into obsidian (i.e. you're dead). For each level of the Geomancer above 13th, there is a 02% reduction in SMRs.

The Council of Timar has banned the learning of this power. Any mind probe that reveals its presence automatically brings the Death Penalty.

5 Locate Celestial Body

GENERATION TIME
10 min

RANGE
100 light yrs

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

Given the general composition of a celestial body, the Geomancer can locate the object in space without the need of electronic surveillance devices out a range of 100 light years.

5 Nullification, Intermediate

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

A more potent version of the Nullification matrix which cuts all kinetic damage and movement in the area by half. Furthermore, damage from heat and cold is reduced by half, as well.

5 Prospect

GENERATION TIME
10 min

RANGE
10 light yrs

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

The Geomancer is able to discern the overall composition of a celestial body out to a range of 10 light years without actually setting foot on the planet, or employing long-range scanners.

5 Store Lightning

GENERATION TIME
5 sec

RANGE
Body Centered

BOOST
None

DURATION
Special

SMR
Electrical

AREA OF EFFECT
10m

This powerful matrix allows the Geomancer to act as a lightning rod. Lightning discharges from the atmosphere pass down through his body into the earth where they are stored. The matrix is designed such that an individual passing within the field containment area causes the stored energy to discharge and is instantaneously struck by d6 bolts of lightning, which each inflict 6d6 points of damage. The controller is able to preset the threshold minimum size class (1-12) which will trigger the release.

5 | Thermokinesis, Intermediate

GENERATION TIME
3 sec

RANGE
30m

BOOST
None

DURATION
Instantaneous

SMR
Special

AREA OF EFFECT
5m radius

Nasty! The Ikrini causes a massive surge or drop in the temperature of the area. Objects in the radius of effect must make an SMR against either fire or cold at a -20 or be destroyed. Hapless individuals caught in this effect suffer from 4-16 points of damage directly, unless they have protection from extreme heat or cold.

5 Tidal Wave

GENERATION TIME	5 min
RANGE	1 km
BOOST	None
DURATION	10 sec
SMR	None
AREA OF EFFECT	Special

When generated, the matrix controller unleashes a deadly wall of water, 20m (x 1/2 KSR) high and 200m (x 1/2 KSR) long. Anything in the tidal wave's path suffers 4d6x10 points of damage. The Ikrini must be within 5km of a large body of water (lake or bigger).

5 Touch of Granite

GENERATION TIME
1 sec

RANGE
100m

BOOST
None

DURATION
Permanent

SMR
Bio

AREA OF EFFECT
Target

Outlaw Ikrini have been studying under the tutelage of the infamous Tza Zen Ignomice the Distorter. The Ikrini now showcase what has come to be known as the Touch of Granite. Any individual who fails his SMR vs Biological attacks at a +30 bonus is instantly turned to granite stone. All metabolic functions are placed in suspended animation. The individual is not dead. Reversing the matrix will bring the victim back to life. The reversal process is not without its problems. Restored persons lose 1d10 points of Agility and Manual Dexterity permanently.

While granite, the victim is vulnerable to sonic and crushing attacks which inflict double damage. Use of this matrix carries a Death sentence.

6 Earthquake

GENERATION TIME
10 min

RANGE
10 km

BOOST
None

DURATION
Instantaneous

SMR
Special

AREA OF EFFECT
Special

The Geomancer generates a massive earthquake capable of levelling buildings. This quake has an area of effect with a diameter equal to 1km times the KSR of the area. Individuals in the area may make an IQ check at a -10 to find a safe haven. If successful, they suffer only 1-4 points of damage. If not, something fell on them and they take from 10-100 points of damage!

6 Fortress of Stone

GENERATION TIME
10 sec

RANGE
Body Centered

BOOST
None

DURATION
1 day x (2xKSR)

SMR
None

AREA OF EFFECT
10m3

When generated, a massive stone fortress is created surrounding the controller. The Geomancer is able to pass through the walls without any effort. All other objects are blocked. Each 10m3 wall has 2HP worth of structural integrity and a 10 threshold.

6 Kinetic Boost, Intermediate

GENERATION TIME
8 sec

RANGE
10m

BOOST
1 min/point

DURATION
1 min

SMR
None

AREA OF EFFECT
5m radius

Generation of an Intermediate Kinetic Boost creates an area wherein all movement rates and kinetic energy damage are increased by 50%.

6 Locomotion, Advanced

GENERATION TIME	
6 sec	
RANGE	
1km	
BOOST	
None	
DURATION	
10 min	
SMR	
None	
AREA OF EFFECT	
1 object	

By using this matrix, the Geomancer can move amazing amounts of weight. Up to 1 metric ton times the KSR of the area may be lifted, and moved at speeds of up to 30m/sec. If the Ikrini is antisocial and decides to drop such a large object on someone, the hapless soul must make an Agility check at a -20 to get out of the way, or it's jelly-equivalent time!

Note: Mazians have a 20% chance to survive this treatment, because they're jelly already!

6 Tremor

GENERATION TIME
10 sec

RANGE
Body Centered

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
500m x KSR radius

Produces a shockwave that radiates outward from the Geomancer out to 400m. All buildings within the effected area suffer 4d4 x 10 points of damage. Vehicles suffer 1d4 x 10 points of damage. Personnel absorb 4d6 points of damage. Damage is translational.

6 Xxlos Craft

GENERATION TIME
1 min
RANGE
Special
BOOST
2 min/ point
DURATION
30 min x KSR
SMR
None
AREA OF EFFECT
Special

It's a bubble of air that travels at up to 40km per hour and can descend to a depth of 100m. The Xxlos Craft can hold up to 30 size class worth of creatures. It should be noted that the Xxlos Craft is vulnerable to stormy seas and there is a substantial chance that when operating in such a climate that the air bubble vessel will become compromised and fall apart. The overall chance will be determined by the BM.

7 **Disintegration**

GENERATION TIME
10 sec

RANGE
30m

BOOST
None

DURATION
Instantaneous

SMR
Electricity (-20%)

AREA OF EFFECT
Target

The controller builds up a massive surge of kinetic energy in the molecules of a target object weighing up to 10 metric tons, causing them to fly apart. The target is entitled to an Electrical SMR at a -20 to avoid this fate.

7 Kinetic Boost, Advanced

GENERATION TIME
10 sec

RANGE
10m

BOOST
30 sec/point

DURATION
1 min

SMR
None

AREA OF EFFECT
5m radius

The ultimate expression of the Kinetic Boost matrix allows an Ikrini to triple all movement rates and kinetic energy damage within the area of effect. All objects within the area of effect also take from 1-4 points of heat damage per minute, as a result of the tremendous agitation of molecules which is going on.

7 Nullification, Advanced

GENERATION TIME	10 sec
RANGE	10m
BOOST	30 sec/point
DURATION	1 min
SMR	None
AREA OF EFFECT	5m radius

The Geomancer causes the complete cessation of motion in the area of effect, throwing everything within into a sort of stasis. Gravity still operates (so this couldn't be used to stop someone in mid-fall.)

7 Vortex

GENERATION TIME
1 min

RANGE
1km

BOOST
None

DURATION
5 min x (2xKSR)

SMR
None

AREA OF EFFECT
5km radius

Once a Geomancer has reached the 7th energy bracket, he becomes a fearsome force indeed. At this level of proficiency, he is able to generate a powerful vortex, or tornado, that the Geomancer has some degree of control over.

The Ikrini merely concentrates and a vortex of wind is created that is 10m in diameter and about 100m high. The Ikrini must make successful Intuition checks each round to maintain control of the tornado. If she fails she must make an Intuition check at a -25. Another failure indicates the tornado is wild and will move in a random direction for the duration of the matrix.

The vortex's 400km/hr winds will destroy small buildings and vehicles (4d12 x 10 concussive damage) and pick up small objects and debris. A person hit by the tornado takes the above damage and is immediately sucked into it and thrown d10 x 10 meters for d4 x number of meters thrown concussion damage. Nasty! The tornado moves at 40km/hr and has an IM of -6 for the purposes of people trying to run away from it. This power naturally only works in an atmosphere.

8 Entropy Storm

GENERATION TIME
1 hour

RANGE
1 million km

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
1,000 km rad

The most awesome known geomancer power. The Ikrini uses his near-complete understanding of kinetic energy patterns to rend those patterns asunder, causing a devastating backlash of energy. The storm inflicts 12,000 HP of damage, completely atomizing any object destroyed.

8 Gravitic Channel

GENERATION TIME
1 min

RANGE
1 km

BOOST
1hour/point

DURATION
2 hrs

SMR
None

AREA OF EFFECT
100m2 x (2xKSR)

This powerful matrix affords the Geomancer control over local gravity fields. A Geomancer can reduce gravity in the area of effect to zero, or he can increase it to up to 10 times normal gravity. Tank stuck in the mud? Well, just let the Ikrini make it weightless and pull it out herself. A side effect of the use of this matrix is that it will destroy any anti-gravity devices that are turned on in the area of effect (be careful with those Heavy Belts!).

9 Sun Spots

GENERATION TIME
1hr

RANGE
100,000,000 km

BOOST
None

DURATION
30 hrs x KSR

SMR
None

AREA OF EFFECT
Target

The controller affects sun spot activities by increasing the discharge energy potential on the sun's surface, thus blocking communication transmissions for an entire solar system. The Geomancer may perform no other activity during the matrix generation time.