

# 1

## Awaken

HEALER

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

This matrix will restore consciousness to any living individual, regardless of his present condition (except those slain, of course). The individual will awaken and be coherent.

# 1

## Benign

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

None

### DURATION

1-6 min

### SMR

Mental

### AREA OF EFFECT

Target

This matrix confers upon the individual the power to appear harmless and innocuous. The enemy must make a successful SMR or leave the target alone, seeing him as benign and harmless.

# 1

## Biological Redox

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

1 min/point

### DURATION

10-40 min

### SMR

None

### AREA OF EFFECT

Target

Automatically negates the effects of a biological attack form. Furthermore, any sentient who receives the benefits of this matrix gains a +50 to SMRs vs biological attack forms for 10-40 minutes. The duration of the matrix can be boosted by 5 additional minutes per point of power expended.

# 1

## Blessing

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

None

### DURATION

1-8 minutes

### SMR

None

### AREA OF EFFECT

Target

When the Zen places a Blessing on an individual, the person's morale, courage, and self esteem are increased. The recipient of a Blessing fights better in combat. He receives +20% modifiers to all combat and survival matrix rolls. The Tza-Zen can reverse this ability, causing individuals to fight at -20%.

# 1

## Blood Stoppage

HEALER

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

None

### DURATION

Instantaneous

### SMR

None

### AREA OF EFFECT

Target

This basic ability is one of the first that all healers learn. The healer touches the area that is bleeding and stops the blood flow. Scientists only explain this as a psycho-kinetic function that the healer employs. The healer can restore 1-4 points of blood loss.

**1**

# \*Calcify

**HEALER****GENERATION TIME**

2 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological

**AREA OF EFFECT**

Target

Calcify instantaneously calcifies the cartilage in the joints of the target. Affected individuals lose 1-4 points of agility permanently. It works really well against Phentari because they are mostly cartilage. Thus, squids take double normal damage.

# 1

## Chemical Redox

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

1 min/point

### DURATION

10-40 minutes

### SMR

None

### AREA OF EFFECT

Target

Produces the same effects as Biological Redox, but for chemical attack forms. Automatically negates the effects of a chemical attack form. Furthermore, any sentient who receives the benefits of this matrix gains a +50 to SMRs vs chemical attack forms for 10-40 minutes. The duration of the matrix can be boosted by 5 additional minutes per point of power expended.

# 1

## Clarity

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

None

### DURATION

1 sec

### SMR

None

### AREA OF EFFECT

Target

The healer uses this matrix to know the immediate extent of the individual's injuries and understands which injuries are most life threatening. He can then take immediate corrective actions to aid the victim.

**1**

# \*Delirium

**HEALER****GENERATION TIME**

2 sec

**RANGE**

5m

**BOOST**

1 min/point

**DURATION**

1-4 min

**SMR**

Biological

**AREA OF EFFECT**

Target

Delirium changes the chemical balance of the target's brain to create hallucinogenic visions. The victim becomes delirious for the duration of the power. There is a 10% chance that the target will attempt to hurt himself, and a further 10% chance that he will try to harm others. The duration can be boosted by adding 1 point per minute.

# 1

## Fear

HEALER

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

1 min/point

### DURATION

2 min

### SMR

Mental

### AREA OF EFFECT

50m radius

Any being that enters the area of effect is assaulted by a mental attack form, designed to cause fear. They must make a successful SMR vs Mental attack forms or flee. The SMR is reduced by 02% per each level that the healer is above 1st.

# 1

## Hold Breath

HEALER

### GENERATION TIME

1 sec

### RANGE

5m

### BOOST

15 sec/point

### DURATION

90 sec

### SMR

None

### AREA OF EFFECT

Target

The Healer increases the target's capacity to hold their breath by 90 seconds. Each additional power point increases the duration of the matrix by 15 seconds.

**1**

# Mend Bones (simple)

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**HEALER****GENERATION TIME**

2 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

1-4 min

**SMR**

None

**AREA OF EFFECT**

Target

By touching the broken bone, a healer is able to mend it. This matrix allows the Zen to heal simple fractures. A simple fracture is any bone damage done, that results in the loss of less than 20% of the person's body points. It takes 1-4 minutes to set the bone.

# 1

## Pain

HEALER

### GENERATION TIME

1 sec

### RANGE

50m

### BOOST

1 min/point

### DURATION

2 min

### SMR

Biological

### AREA OF EFFECT

Target

The matrix causes great discomfort to the target. His body becomes racked with pain. He fights at a -30 to all attacks and can not generate. He performs all other tasks at a -50 modifier. Individuals who make a successful SMR vs biological attack forms are not affected by this matrix.

# 1

## Pass Wind

HEALER

### GENERATION TIME

1 sec

### RANGE

20m

### BOOST

2 sec/point

### DURATION

1-4 sec

### SMR

Biological

### AREA OF EFFECT

Target's Butt

Generating this matrix causes the target to pass a loud fart that can be heard at up to 5m. The matrix was designed to humiliate the enemy, rather than damage them physically. Pass Wind is a favorite of Tza Zens. The length of the fart is 1-4 seconds. This can be increased by 2 seconds per point of additional power expended.

# 1

## Plant Sentience

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

1 min/point

### DURATION

5 min

### SMR

None

### AREA OF EFFECT

Target

This matrix allows the Zen to communicate with sentient plants. The Zen tunes himself to the plant and senses the leaf vibrations, understanding the meaning of their pattern. He responds by sending vibrations through his fingers to the plant.

# 1

## Purification

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

Special

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Special

Characters undoubtedly run into situations where they are in dire need of food and water and the only sustenance available is considered dangerous for personal consumption. This matrix allows the Zen to purify up to 10kg of food and 20 liters of water per power point expended.

# 1

## Ritual of Peace

HEALER

### GENERATION TIME

10 min

### RANGE

Self

### BOOST

None

### DURATION

6 hr

### SMR

Mental

### AREA OF EFFECT

15m radius

In dangerous situations this matrix can be used to protect the recipients from attack. The Zen cuts his finger and walks in a circle, chanting quietly to himself, while dripping blood onto the ground. All intelligent creatures who fail their SMRs will not assault anyone within the area of the circle, seeing it as sacred ground. Anyone who ventures outside the circle voids their protection.

# 1

## Slow Poison

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

1 min/point

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

When generated, this matrix allows the Zen to trace the flow of poison within the victim's body. The healer is able to slow the rate of infection into the system. This takes time (1-4 min) and is quite draining. The poison is not neutralized; it is slowed to one half its normal rate of damage.

# 1

## Sterilization

HEALER

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

Often characters will sustain wounds which are dirty and infected. The Zen sterilizes the affected area. All foreign bacteria are instantly destroyed. The matrix restores 1 body point of damage to one person only and covers an area of 500cm x 500cm. This matrix can also be used to sterilize equipment.

**1**

# \*Stutter

**HEALER****GENERATION TIME**

1 sec

**RANGE**

25m

**BOOST**

None

**DURATION**

2-8 min

**SMR**

Mental (-20)

**AREA OF EFFECT**

Target

The victim begins to stutter involuntarily. There is only a 10% chance that he or she is able to finish any sentence per attempt and this state continues for the duration of the matrix. Sentients listening are entitled to an Intuition check at a -50 to determine whether or not they understand what the victim is saying. Advanced Anti-Healers are able to increase the violent nature of the stutter. Intuition checks to understand the message are further reduced by 05% per two levels of skill above the 1st.

**1**

# White Count

**HEALER****GENERATION TIME**

2 sec

**RANGE**

10m

**BOOST**

None

**DURATION**

2-8 days

**SMR**

None

**AREA OF EFFECT**

Target

This matrix raises the biological SMR by +60. It can be reversed to lower the body's immune system by the equivalent amount.

# \*Achilles' Heel

HEALER

**GENERATION TIME**

2 sec

**RANGE**

20m

**BOOST**

None

**DURATION**

Special

**SMR**

Biological

**AREA OF EFFECT**

Target

The Zen can determine the most susceptible area of a individual's body to attack. The healer locates the vital area and the type of attack that will yield the greatest damage. The Zen, in effect, has found the individual's Achilles' Heel. He can determine the location of the Achilles' Heel even through armor. The MC has a 40% chance of successfully finding the weak point, plus 05% per level of the Zen above 4th.

**GENERATION TIME**

10 sec

**RANGE**

Touch

**BOOST**

Special

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

The Healer uses this matrix to facilitate the healing of burned victims. It is 100% effective against all burns except 3rd and 4th degree. A third degree burn is one in which the skin has been charred and little remains. 4th degree burns are those where the bones themselves have been burned and no skin remains. The base chance to cure a 3rd degree burn is 75% and 4th degree burns, 30%. The chance to heal increases 05% per additional point of power expended and 03% per level of the Zen above 4th. Healed wounds have little or no residual scars.

## 2

# Compatibility

### HEALER

#### GENERATION TIME

3 sec

#### RANGE

Touch

#### BOOST

None

#### DURATION

Permanent

#### SMR

None

#### AREA OF EFFECT

Target

On occasion, a victim of some personal disaster (being shot 4 times in the gut with an RP-4 Masher counts) is in dire need of an organ transplant. The Healer generates this matrix and instantly determines whether a sentient is compatible, or will reject certain organ transplants or blood transfusions

## 2

# Cosmetic Surgery

HEALER

### GENERATION TIME

5 min

### RANGE

Touch

### BOOST

03%/point

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

Target

Cosmetic Surgery allows the healer to touch the recipient and change the external physical structure. The healer can remove or add scars, change appearance, etc. There is only a 25% chance to effectively do facial or other advanced cosmetic surgeries. This chance increases 05% per level of the matrix controller above 1st.

**GENERATION TIME**

1 sec

**RANGE**

50m

**BOOST**

None

**DURATION**

2-8 min

**SMR**

Biological

**AREA OF EFFECT**

Target

The Tza Zen causes severe stomach cramps. The victim doubles up and remains prostrate for the duration of the matrix.

## 2

# Geiger Counter

HEALER

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

None

### DURATION

10 min

### SMR

None

### AREA OF EFFECT

400m radius

The Zen is able to detect harmful radiation within 400m for the duration of the matrix.

## 2

# Heal Plants

HEALER

### GENERATION TIME

30 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

This matrix enables the Zen to heal wounded plants. Through intense concentration, the Zen locates the wounded area and is able to heal by touch. The power heals from 2-12 points of tissue damage.

## 2

# Internal Bleeding

HEALER

### GENERATION TIME

6 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

Once this matrix is generated, the Zen is capable of stopping the internal bleeding of wounded personnel. This matrix causes the body to produce mass amounts of blood clotting agents, stopping the flow of blood in seconds. The matrix can be used to stop the bleeding of organs. The matrix heals 1-6 points of internal damage.

## 2

# Mend Bones (compound)

HEALER

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

Broken bones are not always simple fractures. Any broken bone that is suffered from a critical hit is considered a compound fracture. The healer can heal one fracture per matrix employed, requiring 2-8 minutes.

## 2

# Methalizer

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

None

### DURATION

1 Day

### SMR

None

### AREA OF EFFECT

Target

Methalizer changes oxygen within the target's body into methane by repositioning the subatomic particles. This allows a methane breather to survive in an oxygen atmosphere. This matrix cannot be used on any non-methane breathing race.

## 2

# \*Minor Body Flow

HEALER

### GENERATION TIME

1 sec

### RANGE

20m

### BOOST

1 min/point

### DURATION

1-6 min

### SMR

Biological

### AREA OF EFFECT

Target

Causes the clotting agents in the body to breakdown prematurely. The blood loss due to a wound is doubled. A Zen may use this matrix if a blood thinner is called for in a treatment.

## 2

# Need

HEALER

### GENERATION TIME

5 sec

### RANGE

Self

### BOOST

None

### DURATION

10 sec

### SMR

None

### AREA OF EFFECT

15m radius

Need enables the Zen to scan an area covered with wounded personnel to determine who is the most injured and the extent of their injury.

## 2

# Poison Removal

HEALER

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

None

### DURATION

5 sec

### SMR

None

### AREA OF EFFECT

Target

The Zen can extract poison from the victim's body. All toxic agents are removed when this power is employed.

## 2

# Probe

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

None

### DURATION

5 sec

### SMR

None

### AREA OF EFFECT

Target

Combat personnel are subject to many different types of attacks that do damage to the mind. This power probes the mind for damaged areas and determines the nature and extent of the damage.

# \*Reverse Peristalsis

HEALER

**GENERATION TIME**

1 sec

**RANGE**

50m

**BOOST**

None

**DURATION**

2-8 min

**SMR**

Biological

**AREA OF EFFECT**

Target

Affected victims blow chunks! Victims are incapacitated as they “yell at their shoes” for the matrix’s duration.

## 2

# Sterilize Environment

HEALER

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

25m cubed

This matrix is a more powerful version of the basic sterilization matrix. When used, all harmful bacteria within a 25-meter radius are instantly killed. This matrix is normally employed when an operation is to be performed.

**GENERATION TIME**

2 sec

**RANGE**

20m

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological

**AREA OF EFFECT**

Target

The Anti-Healer induces swelling of the joints. The victim's bones become brittle and calcified, creating an arthritic condition. Affected sentients lose 2-12 points of Manual Dexterity and Agility. The effects are permanent and can only be reversed by an Increase Agility matrix or Heal matrix.

**GENERATION TIME**

5 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Instantaneous

**SMR**

None

**AREA OF EFFECT**

Target

Grand Tour Assizza was the greatest Healer in Zen history. Assizza developed the Assizzian Palm which he used to instantly heal the wounds of a victim by pain transfer techniques, absorbing all the damage that the individual suffered into his own body. The technique has been passed down through Rigel's history. The Zen can heal up to 4 points of damage for every 1 body point he has. For every 4 points of damage he restores, the Zen temporarily loses 1 body point. This is due to the fact that the healer is absorbing the damage into his own body. All body points that the healer loses are on a temporary basis. They are restored at a rate of 5 points a day.

Generating this power can be very dangerous. There is a 02% chance that the healer will collapse during the transfer. Fallen healers slip into a deep coma, lasting 1-4 days, and have a 05% chance of irreversible death.

# 3

## Autopsy

HEALER

### GENERATION TIME

1 min

### RANGE

1m

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

1 corpse

When generated, the Healer instantly knows the exact cause of death. This matrix is the equivalent of succeeding at a level 15 Forensics check. This increases by 1 level per level of the controller above 7th.

**GENERATION TIME**

2 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

10 min

**SMR**

Biological (+20)

**AREA OF EFFECT**

Target

Blind allows the Tza to cause all the blood vessels in the target's retinas to burst, blinding the target for life. The target is allowed an SMR vs Biological attacks at a +20 bonus. However, his chances are reduced by 02% per level of the Tza above 7th.

# 3

## Cure Disease

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

05%/point

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

This power allows the healer to cure diseased victims. The Zen has a 90% base chance to cure simple diseases, 50% for complex diseases, 20% for very complex diseases, and 10% for diseases of an extremely rare or very complex nature. The Zen may opt to increase his chances by unleashing more power. The success rate increases by 05% per extra point of power expended and 05% per level of the Zen above 7th.

# 3

## Dead Readiness

HEALER

### GENERATION TIME

3 sec

### RANGE

Self

### BOOST

None

### DURATION

1 day or until used

### SMR

None

### AREA OF EFFECT

Self only

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

# 3

## Death's Door

HEALER

### GENERATION TIME

5 sec

### RANGE

Touch

### BOOST

None

### DURATION

1 hr

### SMR

None

### AREA OF EFFECT

Target

This matrix allows the Zen to lower the point at which someone dies. A typical person dies when they reach -10 body points. The Zen is able to reduce the point of death by 1-4 points.

# \*Essence Drain

HEALER

**GENERATION TIME**

3 sec

**RANGE**

20m

**BOOST**

2m/point

**DURATION**

Permanent

**SMR**

Biological

**AREA OF EFFECT**

Target

The Tza Zen uses this to drain the life force from his victims. He drains 2-8 points of strength and constitution permanently. Potential victims receive an SMR vs biological attack forms. Success negates the attack.

# 3

## Identify Agent

HEALER

### GENERATION TIME

1 sec

### RANGE

Self

### BOOST

None

### DURATION

2 min

### SMR

None

### AREA OF EFFECT

20m radius

This power enables the Zen to detect the presence of a biological or chemical agent. The agent is seen as a bright red spot to the eyes of the Healer.

# 3

## \*Major Flow

HEALER

### GENERATION TIME

2 sec

### RANGE

20m

### BOOST

None

### DURATION

1-4 days

### SMR

Biological (-10)

### AREA OF EFFECT

Target

Major Flow destroys the body's ability to produce clotting agents. The blood loss rate, due to a wound, is increased by four times the natural rate. Furthermore, the targets' body will remain affected for 1-4 days. During that time, any wound received will bleed four times the usual rate.

# 3

## Mend Bones (skull)

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

None

### DURATION

5 min

### SMR

None

### AREA OF EFFECT

Target

The power necessary to control the healing process of skull bones is greater than for normal bones, due to the complex and delicate nature of the manipulation. A powerful Zen Rigeln can heal the damage done to bones by generating this power.

# 3

## Mind Healing

HEALER

### GENERATION TIME

8 sec

### RANGE

Touch

### BOOST

Special

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

The Healer places his hands on the victim's skull and heals any damage done to the brain itself. The percentage chance of successfully healing a damaged brain depends on the nature of the wound. Simple damage 80%, moderate 50%, heavy 25%, and critical 15%. The Zen may summon more power, and raise his chance for success by 5% per point expended.

**3**

# \*Paralysis

**HEALER****GENERATION TIME**

2 sec

**RANGE**

100m

**BOOST**

None

**DURATION**

1-4 days

**SMR**

Biological

**AREA OF EFFECT**

Target

The Tza attempts to paralyze his victim when generating this matrix.  
Potential victims receive a SMR vs Biological attack forms.

# \*Parasitic Infestation

HEALER

**GENERATION TIME**

2 sec

**RANGE**

25m

**BOOST**

None

**DURATION**

2-8 days

**SMR**

Biological

**AREA OF EFFECT**

Target

The Tza infests the body of his opponent with parasitic worms. The infected individual must secure medical aid or die in 2-8 days.

# 3

## \*Protein Coagulant

HEALER

### GENERATION TIME

5 sec

### RANGE

20m

### BOOST

None

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

Target

Protein Coagulant causes protein molecules to break down and recombine in new and interesting ways. The target must make a SMR vs Biological attack forms or suffer 2-12 points of damage. This matrix also breaks down absorption polymers in the targeted section and affects them before body tissue.

# \*Psychosis

HEALER

**GENERATION TIME**

2 sec

**RANGE**

10m

**BOOST**

None

**DURATION**

1-4 hrs

**SMR**

Mental

**AREA OF EFFECT**

Target

Affected victims become completely crazed for the duration of the matrix. There is a 04% chance the effects are permanent and this increases by 05% per energy bracket of the MC above 3rd. A Heal Mind matrix reverses the effects of this power.

# 3

## Remove Paralysis

HEALER

### GENERATION TIME

10 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

Reverses the effects of a paralysis matrix. It can also cure the effects of paralysis due to disease, poison, and biological attack forms. It cannot reverse damage to nerves.

# 3

## Speak With Dead

HEALER

### GENERATION TIME

5 min

### RANGE

Self

### BOOST

None

### DURATION

1 min

### SMR

Mental

### AREA OF EFFECT

100m radius

A powerful Zen is able to sense the presence of souls. By generating this power, the Zen calls the soul of a dead individual to him. The soul communicates via telepathic link. The Zen can ask questions and the soul will answer. However, the Zen must first locate the body of the soul to be summoned. Souls generally have tendency to stay near the area where they were killed. The chance of summoning a soul depends on the amount of time that the individual has been dead, 100% within one day, 50% within two, and 25% within three days. The souls gain the benefit of an SMR vs mental attack forms to determine if they wish to answer the summoning. This power is different from the empath equivalent.

# 3

## Sonic Immunity

HEALER

### GENERATION TIME

2 sec

### RANGE

Self

### BOOST

2 min/point

### DURATION

2 min

### SMR

None

### AREA OF EFFECT

Self

The Zen summons this power to defend against forms of sonic attacks. The effects of all sonic attack are completely negated, and no damage is taken by the healer. The duration can be increased at a rate of 2 minutes per additional power point expended.

# \*Strangulation

HEALER

**GENERATION TIME**

10 sec

**RANGE**

50m

**BOOST**

2m/point

**DURATION**

Special

**SMR**

Mental

**AREA OF EFFECT**

Target

This matrix confers upon the Tza Zen the ability to strangle an enemy at a distance of up to 50m. Any person who fails his SMR vs mental attack forms dies in 1-6 min.

## \*Vargeneit's Bane (Negate BRI)

HEALER

**GENERATION TIME**

1 sec

**RANGE**

20m

**BOOST**

1 day/4 points

**DURATION**

1-4 days

**SMR**

Biological

**AREA OF EFFECT**

Target

Generating this matrix renders Body Rehab Injections ineffective on the target's body for 1-4 days. This can be increased 1 day per four power points expended, above and beyond those needed to generate the matrix. Potential victims are entitled to an SMR vs biological attack forms. The duration of the matrix increases by 1 day per energy bracket of the MC above third.

Vargeneit was an evil Tza Zen who enjoyed making sentients suffer before he extinguished them. He spent his life developing malicious ways to manifest his evil nature. Vargeneit is infamous in Zen culture and it is illegal to speak his name aloud in the presence of a Zen. Vargeneit taught suffering and the methods of torture and disappeared in 2245 AD. It is not clear what fate became him and there have been unsubstantiated reports that he is still alive.

Can be used to help detox a being addicted to BRI's.

# 4

## Age

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

Target

The Zen causes the bodily aging process to speed up or reverse when this power is used. The individual age will change 10-40 years in seconds.

# 4

## Animate Dead

HEALER

### GENERATION TIME

3 sec

### RANGE

Touch

### BOOST

5 min/point

### DURATION

10 min

### SMR

None

### AREA OF EFFECT

1 Body

The Zen generates this power to manipulate dead bodies. He can animate or make them perform any mechanical task. The healer can control the body for up to 10 minutes. He can control the zombie for an additional 5 minutes per extra point of power that he poured into the matrix. The body is slow and clumsy, controlled much like a puppet. The zombie is totally unintelligent and will collapse if left uncontrolled.

# 4

## \*Cellular Disruption

HEALER

### GENERATION TIME

1 sec

### RANGE

50m

### BOOST

5m/point

### DURATION

Instantaneous

### SMR

Biological

### AREA OF EFFECT

Target

Produces the same effects as its Mutzachan equivalent. This power is used only by the Tza Zen.

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

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

2 min/point

### DURATION

5 min

### SMR

None

### AREA OF EFFECT

Target

Has the same effects as the Mutzachan equivalent. Protects the healer from the harmful effects of cellular disruption.

# 4

## \*Deform

HEALER

### GENERATION TIME

2 min

### RANGE

100m

### BOOST

5 pts/point

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

Target

Deformity causes nasty transformations which reduce all vital statistics by a total of 100 points, not including I.Q. or Intuition. For each additional point of power, the Tza Zen can further deform the body. The Tza dictates what type of deformities will occur, which determines which vital statistics are affected.

The additional power points added are poured into the matrix over a period of time. Each power point takes 10 seconds to input and further deforms the body by 5 vital statistic points.

# 4

## Divine Assistance

HEALER

### GENERATION TIME

10 sec

### RANGE

50m

### BOOST

None

### DURATION

2 min

### SMR

None

### AREA OF EFFECT

Special

Zen mythology speaks of great spirits who protect the Good and Righteous. The spirits are called the Grue. Scientists have proven the existence of these entities, having documented their manifestation. The Grue manifests itself as a huge, two headed lion-like beast, with red eyes and a deep, silver coat. When in dire need, the Zen can call on the spirit for assistance. The chance of a Grue answering a summons is 25% per try. Only five such tries can be made, per week, without incurring the wrath of the mighty Grue. The Grue has 200 body points and attacks 3 times per hand to hand melee segment for 2-8/2-8/3-18 with an 80% chance to hit.

# 4

## \*Ectoplasm

HEALER

### GENERATION TIME

10 sec

### RANGE

5m

### BOOST

None

### DURATION

Permanent

### SMR

Biological (+20)

### AREA OF EFFECT

Target

Ectoplasm is a lovely matrix that yields wonderful results. The target must make a successful SMR vs Bio or be reduced to a quivering gelatinous mass (i.e. Dead!). They gain a +20 to their SMR. Ectoplasm is quite useless against Mazians.

# 4

## Embalm

HEALER

### GENERATION TIME

30 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

At times, it is necessary to preserve the remains of an individual. The Zen uses this power to place the victim's body in stasis. The body will not deteriorate or decompose. It takes a long time to complete this procedure and afterward the Zen must rest for 1-4 hours. The person can not be revived. Note that this power is only useful on dead individuals.

# 4

## Heal

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

1/point

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

This powerful matrix heals 2-12 points of body damage. Each additional point added heals another point of damage.

# 4

## Heavy Sleep

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

None

### DURATION

60 hr

### SMR

None

### AREA OF EFFECT

Target

The Zen can place a willing individual into a heavy sleep by utilizing this power. While in deep sleep, the person regains body points at three times the norm. An individual in heavy sleep can only be awakened by the Zen who performed the matrix. After 60hrs, the effects wear off and the person automatically awakens.

# 4

## \*Hemorrhage

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

None

### DURATION

1 min

### SMR

Biological (-30)

### AREA OF EFFECT

Target

Generating this matrix induces hemorrhaging in the target. The Anti-Healer makes a normal roll to hit with a hand-to-hand attack, or simply places a hand on a specific area of the body. That area loses 1-6 points of blood. Throat, groin, and head hits cause double damage, because of the sensitive nature of those body parts. Attacks to the heart cause triple blood loss from hemorrhaging. The penalty for hand-to-hand attacks is as follows for throat, groin, head, and heart for a size class 4 individual (-75, -75, -50, and -70 respectively).

# 4

## Insta-Medic

HEALER

### GENERATION TIME

2 min

### RANGE

Touch

### BOOST

None

### DURATION

30 hr

### SMR

None

### AREA OF EFFECT

Target

When the Zen utilizes this energy matrix, he is able to lend some of his power to another for a short period of time. The Zen transfers his knowledge to the individual by implanting the pertinent information in the other's subconscious mind. The individual has 4 power points worth of energy. The recipient is able to generate any of the 1st bracket powers that have been lent to him. The Zen can only transfer knowledge that he already knows. The matrix lasts for 30 hours.

# 4

## \*Leprosy

HEALER

### GENERATION TIME

2 sec

### RANGE

Self

### BOOST

None

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

100m radius

The Tza Zen inflicts anyone in the area of effect with leprosy. The effects are permanent and the victims lose 10-60 points of charisma, 10-40 points of constitution, and 20-80 points of manual dexterity. Leprosy occurs over 2-8 days. The disease is dry leprosy and cannot be passed on to another person. Cure Disease cancels any further deterioration of bodily functions, but can not heal any damage already incurred.

# 4

## Mind Shield

HEALER

### GENERATION TIME

2 sec

### RANGE

Touch

### BOOST

1 min/point

### DURATION

5 min

### SMR

None

### AREA OF EFFECT

Self

When this power is generated, the Zen closes himself off to any forms of mental and sonic attacks. The healer submerges his consciousness and is completely aware of the events around him and can perform any normal task. He can not, however, use any other matrix while the mind shield is up. He can boost the shield by adding extra power.

# 4

## \*Muscular Dystrophy

HEALER

### GENERATION TIME

5 sec

### RANGE

100m

### BOOST

None

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

Target

This matrix causes the victim's muscles to atrophy. He loses 10-40 points of strength and agility in 10-40 days. This power is only used by the Tza Zen.

# 4

## Radiation (lethal)

HEALER

### GENERATION TIME

2 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

The Zen can cure individuals who have been exposed to lethal doses of radiation.

# 4

## Restore Agility

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

There are times, due to an accident or debilitating disease, that a sentient may lose Agility permanently. Restore Agility allows the Healer to rehabilitate the body. The matrix increases the target's Agility score by 2-12 points. Generating this matrix, however, is not without danger. There is a 02% chance that the recipient's body will reject the rehabilitation process and lose 2-12 points of Agility. There is no way to reverse the effects once this occurs and the recipient can never again benefit from the Restore Agility matrix.

The Restore Agility matrix never increases a sentient's Agility above and beyond its starting maximum. Furthermore, Restore Agility can only be used once per 3 months on a particular sentient. The chance for rejection is increased by 10% each time it is used more than this and the effects are cumulative. Healers normally charge 10,000cr for this service.

# 4

## Restore Constitution

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

There is a 04% chance that the recipient's body will reject the rehabilitation process and lose a d10 of Constitution. Restore Constitution can only be used once per 3 months on a particular sentient. The chance for rejection is increased by 15% each time it is used more often than this and the effects are cumulative. Otherwise, it functions exactly like Restore Agility. Healers typically charge 20,000cr for this service.

# 4

## Restore Strength

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

There is a 02% chance that the recipient's body will reject the rehabilitation process and lose 2-12 points of Strength. Furthermore, Restore Strength can only be used once per 3 months on a particular sentient. The chance for rejection is increased by 10% each time it is used more than this and the effects are cumulative. Otherwise, it functions exactly like Restore Agility. Healers normally charge 10,000cr for this services.

# 4

## Ward of Assizza

HEALER

### GENERATION TIME

10 sec

### RANGE

Self

### BOOST

10 min/point

### DURATION

1 hr

### SMR

None

### AREA OF EFFECT

20m radius

The great Assizza understood the principles of creating divine peace. He passed this knowledge to his descendants. When a Zen Rigeln utilizes the energy matrix necessary to create a Ward of Assizza, he brings into being a place of temporary sanctuary. He sits down and chants the invocation of power. A tranquil peace abides as long as he has the energy to keep up the field. No intelligent individual or creature will attempt to harm anyone within the field of the circle. They will feel a serene peace and tranquility emanating from within. The field lasts only as long as the Zen chants.

# 5

## Alter Visage

HEALER

### GENERATION TIME

7 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

This power allows the Zen to permanently alter the physical appearance of a willing individual. The change is only superficial and doesn't involve size or genetic structure. Interrupting the matrix during the alteration can produce ghastly results.

# Calling of Tashim

HEALER

**GENERATION TIME**

2 sec

**RANGE**

Self

**BOOST**

20m/point

**DURATION**

1 min

**SMR**

Special

**AREA OF EFFECT**

400m radius

In times of great need, the Zen can send a powerful telepathic message, designed to bring assistance. All friendly, intelligent, non-hostile creatures within 400m will answer the summons. Each creature receives a SMR vs mental attack forms to determine if they heard the message. A successful SMR means the message was heard.

**GENERATION TIME**

10 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological (-10)

**AREA OF EFFECT**

Target

This matrix causes a malignant cancer to form within the victim's body.  
The afflicted individual will expire within 1-12 months.

# 5

## Cure Amnesia

HEALER

### GENERATION TIME

1 min

### RANGE

Touch

### BOOST

Special

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

A powerful healer is often trained in the skill of repairing the mind. Many are taught this matrix to cure amnesia. The Zen places his hands on the victim's head and speaks the invocation of power. The memory of the victim is restored. This matrix can be used by the Tza to cause amnesia, but the victims are entitled to an SMR vs mental attack forms.

# \*Disembowel

HEALER

**GENERATION TIME**

1 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological

**AREA OF EFFECT**

Target

An evil Tza Zen invokes this matrix by placing his hands on the target and speaking the proper words. He sucks the victim's internal organ's from the body into his hands. Targets are allowed an SMR vs Biological attack forms - fail and you are slain. Armor negates the attack.

# 5

## Essence Transfer

HEALER

### GENERATION TIME

1 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

Biological

### AREA OF EFFECT

Target

The Tza sucks the life force out of his victim. The anti-healer gains 2-20 points of strength and constitution (up to racial maximum), along with 1-3 body points (all non-permanent), while the target loses the same. However, if the target makes his SMR the Tza must make a SMR vs Bio or bite the big one. The effects to the victim are permanent.

# 5

## Exorcism

HEALER

### GENERATION TIME

3 sec

### RANGE

10m

### BOOST

None

### DURATION

Instantaneous

### SMR

Special

### AREA OF EFFECT

1,000m cu

Once a Zen reaches the Order of the Turquoise Robe, he can exorcise entities and souls. A successful exorcism indicates that any entity within the area of effect has fled and will not come near the Zen for 30 hours, if it returns at all. All entities with an I.Q. lower than that of the Zen do not receive a survival matrix roll. Those entities with an I.Q. higher than the Zen gain a survival matrix roll equal to the difference between the two I.Q. scores.

**5**

# \*Heartless

**HEALER****GENERATION TIME**

6 sec

**RANGE**

50m

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological

**AREA OF EFFECT**

Target

The Tza Zen can tear the heart out of a person from up to 50m. The heart is sucked out of the chest and toward the hand of the Tza at 5m per second. Targets receive an SMR vs Biological attack forms. There is a 02% chance that the Zen will screw the whole thing up and suck out his own heart as well! Wouldn't that look cool!

**GENERATION TIME**

1 sec

**RANGE**

Special

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

The Zen quest for the gem Casenstone, a rare and beautiful rock found only on the planet Katrel (although it is sold in some fancy/shmancy jewelry stores for 5,000 credits per 1/2 carat stone). Casenstone has phenomenal properties associated with it. With the proper matrix code, the stone can be placed in water, causing water and stone to metamorphosize to form Asgillia Fatinan, "Life's Blood." The strange, blue liquid restores up to 50 body points when consumed. The body is replenished, all diseases are cured, and the individual feels vibrant and alive. The stone can only be used once.

# 5

## Raise Constitution

HEALER

### GENERATION TIME

10 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

With this matrix, the Healer genetically enhances the constitutional make-up of the target's body by 2-12 points. There is a 10% chance of system rejection. System rejection causes quick death. BRIs and other healing tactics will not be effective in time. Resurrection attempts may be made, but are at half normal chances, and the sentient will lose 2-20 points of Constitution permanently if he/she survives.

The chance of system rejection is reduced by 01% per level of the controller above 13th. This matrix may not be generated on a sentient more than once per year. At no time may one's Constitution exceed racial limits. The charge for this procedure is usually anywhere from 40,000-80,000cr.

**5**

# Raise Manual Dexterity

**HEALER****GENERATION TIME**

10 min

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

Functions the same as Raise Constitution, but system rejection only occurs 07% of the time. Manual Dexterity may exceed racial limits only if cybernetics are in use. The charge for this procedure is usually anywhere from 25,000-40,000cr.

# 5

## Raise Strength

HEALER

### GENERATION TIME

10 min

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

Functions the same as Raise Constitution. Strength may exceed racial limits only if cybernetics are in use. The charge for this procedure is usually anywhere from 15,000-25,000cr.

# 5

## Touch Subconscious

HEALER

### GENERATION TIME

15 sec

### RANGE

Touch

### BOOST

10 sec/point

### DURATION

1 min

### SMR

None

### AREA OF EFFECT

Target

When using this power, the Zen reaches into the subconscious of any individual. The Zen can remove or implant knowledge or search the subconscious for information. Searches for information have a 50% success rate per minute.

# Vargeneit's Insanity

HEALER

**GENERATION TIME**

2 sec

**RANGE**

20m

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological

**AREA OF EFFECT**

Target

This particularly deadly and revolting matrix causes the skin to peel away, leaving the victim's musculature exposed. The sentient instantly suffers 1/2 of his normal body points in damage. Furthermore, the target loses 3-12 body points per minute until death occurs. BRIs can reverse the effects.

**GENERATION TIME**

1 sec

**RANGE**

Self

**BOOST**

20 sec/point

**DURATION**

2 min

**SMR**

None

**AREA OF EFFECT**

Target

Zashmil was a legendary Zen Rigel warrior during the Second Age of Prosperity. Lore has it that Zashmil ventured far and wide, seeking adventure and combat, something forbidden to the Zen race. He never lost a duel, having learned to tap into his inner life force and temporarily raise his body points. When a Zen utilizes this energy matrix, his body points are temporarily raised by 4-16 points. The duration of the matrix can be extended by adding 3 power points per additional minute.

# Cryogenic Freeze

HEALER

**GENERATION TIME**

10 sec

**RANGE**

Touch

**BOOST**

2 days/point

**DURATION**

1 week

**SMR**

None

**AREA OF EFFECT**

Target

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

## 6

# Enshrinement

HEALER

**GENERATION TIME**

6 hr

**RANGE**

Special

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

10m cubed

The Zen can create a peaceful ambience at high levels of power to enshrine a building, hollow, or cave. The Zen begins to meditate and affixes the matrix codes to the walls of the abode. No individual of evil intention is able to cross into the enshrinement and any attempt to do so results in 4-24 points of body damage from an energy discharge. The Zen can't be blamed for directly injuring the individual.

## 6

# Entombment

HEALER

**GENERATION TIME**

2 sec

**RANGE**

Special

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

The Zen sometimes detains malicious beings by creating a representation of the matrix codes on the walls of an area and luring the individual into it. He then completes the code through a verbal message and entombs the victim. The victim receives no survival matrix roll and is stuck in the tomb for eternity or until released by another Zen invoking the reverse of this matrix.

# \*Famine

HEALER

**GENERATION TIME**

1 hr

**RANGE**

Self

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

20km radius

The anti-healer brings famine and pestilence to everything that exists within the area of effect. All vegetation automatically withers from the effects of this matrix.

# Mass Healing

HEALER

**GENERATION TIME**

4 sec

**RANGE**

Self

**BOOST**

None

**DURATION**

4 sec

**SMR**

None

**AREA OF EFFECT**

50m radius

When this ability is generated, the Healer can, with the slow sweeping motion of his hand, heal any individual within 10m of his person. He restores up 500 body points in 4 seconds as the situation warrants.

**GENERATION TIME**

1 hr

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

Palthison is the power to raise one's body points permanently. Its use is very dangerous because the Zen actually attempts to change the genetic makeup of the person. The process takes one hour. If at any time, the Zen's concentration is broken, the individual automatically dies. The process is 95% successful and a roll of 96 or higher indicates that the matrix change has failed and the individual has croaked. Furthermore, any attempt at resurrection will be futile since DNA in the various chromosomes has been randomly transposed. Palthison ages the Zen by 5 years. The matrix permanently raises the recipient's body points by 2-8 points.

## 6

# Raise Dead

HEALER

**GENERATION TIME**

5 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

Special

**AREA OF EFFECT**

Target

A Zen has the ability to reattach a soul to its proper body if he can do so in a short period of time. He has 1 minute from the time of death to reach the victim and summon the soul back to the body. Restored individuals are 1 body point above death's door and must be attended to immediately or they will expire again. The energy used to restore an individual is very taxing, draining 20 years off the Zen's life. After restoring someone, the healer must sleep undisturbed for a minimum of 12 hours.

## 6

# Raise I.Q.

HEALER

**GENERATION TIME**

5 min

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

This powerful yet dangerous matrix is illegal to know or use under Alliance law. Possessing the knowledge to generate the Raise I.Q. matrix is punishable by 1-25 years of incarceration.

The I.Q. of the target is raised by 2-12 points permanently when the matrix is generated. The brain's convolutions are deepened and increased in number. There is a full 10% chance of massive brain hemorrhaging that kills the victim by doing 10 body points of damage per minute. Even if he/she is revived, the target loses 4-24 points of I.Q. permanently which can never be recovered. The effects of the matrix are permanent. Anti-Healers charge anywhere from 80,000-200,000 for this service.

The chance of system rejection is reduced by 01% per level of the controller above 16th. This matrix may not be generated on a sentient more than once per year. At no time may one's I.Q. exceed racial limits, unless cybernetics are in use.

## 6

# Regenerate Limb

HEALER

**GENERATION TIME**

1 hr

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

Highly trained Zen are taught how to facilitate the regeneration of body limbs. The Healer must be immersed in the deepest state of concentration to perform this feat, meditating intensely for 1 hour while the body replicates the cells necessary to restore the limb. Using this power drains 5 years off a Zen's life. After the regeneration is complete, the Zen must rest for a period of no less than 30 hours.

# 7

## Alter Form

HEALER

### GENERATION TIME

10 sec

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

When utilizing this power, the Zen can completely alter the form of a willing individual by changing the genetic structure. Again, an interruption while the Zen is transforming the body can be disastrous.

## 7

# Death's Crossing

HEALER

**GENERATION TIME**

10 min

**RANGE**

Self

**BOOST**

1 min/2 points

**DURATION**

10 min

**SMR**

None

**AREA OF EFFECT**

Special

This powerful ability is taught to only the most promising of the Red Robes. The Zen can die temporarily, leaving his body, and move in the 4th dimension. The Zen will be able to communicate with entities there. The Zen's soul must return to his body within 10 minutes if he is to revive himself. He can extend the time of his out of body condition by adding more power. Damage done to the Zen's soul while he is out of body is real.

## 7

# Disciple

HEALER

**GENERATION TIME**

10 sec

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

When an aging Zen dies, he often wishes to pass along part or all of his knowledge to some deserving student. The knowledge passed is stored in the subconscious and slowly surfaces as the individual comes to power.

# 7

# Implant

HEALER

## GENERATION TIME

2 hr

## RANGE

Touch

## BOOST

None

## DURATION

Permanent

## SMR

None

## AREA OF EFFECT

Target

The trained Zen can interface electronics with body tissue, and therefore implant devices into the body. Implantation takes about 2 hours.

## 7

# Soul Savior

HEALER

**GENERATION TIME**

1 hour

**RANGE**

Touch

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

Target

The Zen are allied with many friendly entities. Powerful Zen can link a soul or entity to physical life by melding it with a dead body. The body must be fresh, no more than 2 days dead. The soul or entity must learn to manipulate the body, and this takes time.

# Temple of Healing

HEALER

**GENERATION TIME**

4 hr

**RANGE**

Special

**BOOST**

None

**DURATION**

1 day

**SMR**

None

**AREA OF EFFECT**

400m cubed

The most powerful Zen can heal wounded persons on a large scale. The healer begins his chant, which continues for 30 hours. He may heal up to 5,000 body points worth of damage. At the power's culmination, the Zen is cast into a coma-like sleep for 4-16 days.

# 8

## Clone

HEALER

### GENERATION TIME

2 hrs

### RANGE

Touch

### BOOST

None

### DURATION

Permanent

### SMR

None

### AREA OF EFFECT

Target

One of the most powerful Zen matrices. The trained Zen can clone an individual in a very short time. The Zen need only have a DNA sample of the individual to be cloned. Memories must be transferred in the same way as a manufactured clone. Using this power ages the Healer by 20 years.

**GENERATION TIME**

5 min

**RANGE**

Self

**BOOST**

None

**DURATION**

Permanent

**SMR**

Biological (-10)

**AREA OF EFFECT**

100km sq

The Tza Zen can infect a huge area with the deadly Virean Plague. All persons die within 100 days from the aerial infusion. Only a Zen of level 24 or higher can cure the disease.

# \*The Power of the Tza

HEALER

**GENERATION TIME**

1 sec

**RANGE**

Self

**BOOST**

None

**DURATION**

Instantaneous

**SMR**

Biological

**AREA OF EFFECT**

50 meter rad

The Tza merely invokes this matrix and everything within 50 meters dies instantly.

## 8

# Reincarnate

HEALER

**GENERATION TIME**

10hr

**RANGE**

Special

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

One Target

The Zen can bring back an individual's soul in a new body. The Zen must have control of the soul, and the reincarnation takes 10 hours.

**GENERATION TIME**

4 day

**RANGE**

1,000,000km

**BOOST**

None

**DURATION**

Permanent

**SMR**

None

**AREA OF EFFECT**

1 Planet

This most wonderful and horrific of the Zen powers. The Zen is capable of creating life on a planetary basis. The matrix alters the planet's makeup to create the new life. All previous structures and life-forms on the planet are eradicated. This matrix ages the Zen by 50 years.