1 Activation Energy

GENERATION TIME
5 sec

RANGE
Touch

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

By permanently expending one power point, the Priest gives himself the ability to understand the activation energy of devices and artifacts. He may invoke this matrix a number of times per day equal to half his level, rounded up. Otherwise, this matrix is exactly the same as the third level Energy Controller matrix of the same name.

1 ® Arc

GENERATION TIME	1 sec
RANGE	2m
BOOST	1min/point
DURATION	1 min
SMR	Biological
AREA OF EFFECT	1m/level

Causes an electrical arc to form between two points up to a meter apart per level of the controller. Anyone looking in the direction of the arc must make a SMR vs Biological attack forms or be temporarily blinded (d4 rounds). Secondly, persons within the area of effect suffer 1d10 damage as they become the ground point for the arc. A successful Electrical SMR reduces the damage by half. Obviously, there must exist a nearby (less than 2m) electrical source for this matrix to function properly. Renewable Power Point only.

1 Arc Weld

GENERATION TIME
10 min

RANGE
Touch

BOOST
2 int/point

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
2m2

The controller attempts to patch up holes in damaged armor or other metals by arc welding with an enchanted item. There must be a supply of materials to facilitate the repair. The priest can restore 1d6 points of armor integrity when employing this matrix. The Bi-athon may be used a number of times per day equal to half the Priest's energy bracket (rounded up).

1 Atohk

GENERATION TIME
2 days

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Staff

This is the first matrix every Jezzadeic Priest learns, the creation of the Atohk. It requires two days of uninterrupted meditation and concentrating; if interrupted, it must be restarted from the beginning. The power of the Priest is focused on a staff of purified metal, either copper, silver, or steel; the staff costs 500cr.

An Atohk has several powers. It is nearly indestructible, with a System Shock roll of 120. It inflicts 2-12 points of damage in combat, with a base attack rating of 80 and a parry rating of 25. In addition, many Priests choose to further enchant their Atohk as they advance in power. No Jezzadei may create more than one Atohk in his or her lifetime.

1   ® **Delayed Shatter**

JEZZADEIC PRIEST

GENERATION TIME
2 sec

RANGE
50m

BOOST
None

DURATION
Instantaneous

SMR
Electrical

AREA OF EFFECT
1m2

This power causes a brittle or fragile object such as glass to shatter when triggered. The Priest defines the parameters which will cause the object to shatter, such as distance to object, etc. Renewable Power Point only.

1 Detect Forcefield

JEZZADEIC PRIEST

GENERATION TIME
1 sec
RANGE
10m
BOOST
2m/point
DURATION
Instantaneous
SMR
None
AREA OF EFFECT
10m2

Here, the Jezzadaic priest uses his enchanted Atohk to detect the presence of forcefields out to a range of 10m. Sophisticated defense systems are assigned a rating from 0-25 in increments of 10%. This is subtracted from the assumed 100% chance of success. For each matrix level above 1st, the controller gains a +04% to dice rolls when determining the effect of the matrix. This power may be used d4 times per day (roll during first use).

1 ® **Drinnin Healing**

JEZZADEIC PRIEST

GENERATION TIME	2 sec
RANGE	Self
BOOST	1d6/5points
DURATION	Special
SMR	None
AREA OF EFFECT	Special

An improvised power that allows a warrior to heal up to 3d6 points of damage through the use of space yoga (equivalent of course) and chemo-physiology. Due to the radical nature of these principles, there is only a 40% chance of success, plus 04% per level of the controller above 1st. Renewable Power Point only.

1 ® **Explosive**

GENERATION TIME	1 sec
RANGE	Touch
BOOST	None
DURATION	5 min
SMR	None
AREA OF EFFECT	1kg of material

Originally used to create explosives to open cave-ins and tombs, this matrix makes wonderful impromptu grenades. The Priest merely picks up an object of less than 1kg, and enchants it with the Explosive matrix. The Priest can then invoke the triggering phrase and 3 seconds later … BLAM! The Explosive matrix wears off after 5 minutes so the object must be activated in that time or the power is wasted. Once enchanted the object merely needs to be in shouting distance to be activated. The object explodes like a grenade for d10 concussion damage and d8 fragments for d4 points of damage each. If something soft is enchanted (like a pillow or dead Mazian) there will be no fragment damage. Renewable Power Point only.

1 Haywire

GENERATION TIME
2sec

RANGE
10m

BOOST
None

DURATION
1min

SMR
None

AREA OF EFFECT
5m radius

A relatively innocuous power that can be quite useful. Haywire causes a piece of machinery to appear to break. Lights will randomly flicker, gauges will spike, and a grinding noise will emanate from the targeted object. However, in fact, the machine is unaffected and functions normally. The Biathon may be used a number of times per day equal to half the Priest's level (rounded up).

1 ® **Heat**

GENERATION TIME	
1 sec	
RANGE	
Touch	
BOOST	
1 min/point	
DURATION	
5 min	
SMR	
None	
AREA OF EFFECT	
1m2	

Allows the Priest to raise the temperature in the area of effect by 10-40º Celsius. Get ready to cook dinner in your helmet. Renewable Power Point only.

1 Malfunction

GENERATION TIME
1 sec

RANGE
100m

BOOST
None

DURATION
5 min

SMR
None

AREA OF EFFECT
Special

The priest attempts to cause a weapon to malfunction. A 04% modifier is subtracted from the malfunction number of the weapon per level of the Jezzadeic warrior above 1st. The Bi-athon may be used a number of times per day equal to half the Priest's energy bracket (rounded up).

1 Measure

GENERATION TIME
1 sec

RANGE
Line of Sight

BOOST
None

DURATION
1sec/100m

SMR
None

AREA OF EFFECT
Line of Sight

The Priest is able to measure distances with incredible accuracy. Buidings and smaller objects can be measured accurately to within a millimeter. Distances can be measured out to the horizon, with an accuracy of plus or minus a meter per kilometer distance. Great stuff to complement your new surveying job. A Bi-athon enchanted with Measure may be used 10 times per day.

1 Sonic Clean

GENERATION TIME	1 sec
RANGE	Touch
BOOST	None
DURATION	1-4 min
SMR	None
AREA OF EFFECT	1m2

Super useful for the archeologist. The enchanted Bi-athon, when activated, can sonically clean a given object in d4 minutes. The object will be rendered completely dust and grime-free. This Bi-athon can be used 4 times per day.

1 Strengthen

GENERATION TIME
1 hour

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

A useful matrix which allows the Priest to greatly strengthen an object by manipulating its matrix energy. This matrix permanently increases the system shock roll of the target to 100.

2 Electronic Shield

JEZZADEIC PRIEST

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

A crude flux shield, this Bi-athon stops up to 2d6 points of damage (rolled for each attack) from any non-kinetic energy attack form (i.e. great for stopping the bozo with the BS-2, but pretty useless against the odd enraged Python or chain gun). Also ineffective against Omega weapons and only stops d4 damage from Pulse weapons. This Bi-athon can be used twice per day. When active, no other field producing devices will function.

2 Enhance Damage 1

GENERATION TIME
2 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

By invoking this power, the Priest permanently increases the damage done by a weapon by 2 points. This power may only be to increase a given weapon's damage output once.

2 Empower 1

GENERATION TIME
2 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

This is actually a collection of different matrices; the Jezzadei must decide at the time he learns this matrix which particular version he's learning. It grants one of the following powers to the target object

(Empathic) Clairaudience, Clairvoyance, Comprehend Languages. (Energy Controller) Darkness, Glue, KE Barrier, Light, Shatter. (Healer) Purification, Sterilize. This power may be invoked a number of times each day equal to half the Priest's experience level (rounded up.)

2 ® **Fault**

JEZZADEIC PRIEST

GENERATION TIME
1 sec

RANGE
20m

BOOST
None

DURATION
5 min

SMR
None

AREA OF EFFECT
Target

Be the life of the party with this nasty matrix. With Fault, the Priest can disrupt the functioning of a single piece of equipment or a single system in a vehicle. The device operates at only 25% of its normal capability for the duration of the matrix. Renewable Power Point only.

2 Hands of the Atohk

GENERATION TIME	1 sec
RANGE	25m
BOOST	2m/point
DURATION	1 min
SMR	None
AREA OF EFFECT	Target

The controller uses his Atohk, generating an energy field that can be used to pick up and drop off objects out to a range of 25m. For each additional renewable power point expended, the range is increased by 2m. The energy field is strong enough to transport small objects with an encumbrance of 3 or less. The Bi-athon may be used a number of times per day equal to the Priest's level (rounded up).

2 Hollow

GENERATION TIME
1 sec

RANGE
Self

BOOST
25m/point

DURATION
10 min

SMR
None

AREA OF EFFECT
50m radius

With this matrix, the Priest can use a Bi-athon up to 4 times per day to detect voids and passageways underground up to a depth of 50m. Will work through soil, rock, or ice.

2 Repair Miscellaneous Equipment

GENERATION TIME	1 min
RANGE	Touch
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	2m2

Priests choose among the variety of equipment types as described in Lock-N-Load and/or Battlelords. Each equipment type represents its own matrix, i.e. medical equipment is different from repairing espionage equipment. There is a base 40% chance of success, plus 04% per level of the controller above 4th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful. The Bi-athon may be used twice per day.

2 **Repair Weapons Systems**

GENERATION TIME
2 min

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
2m2

Specialization in repairing damaged weapons systems is vital to the survival of a controller when operating in the field. Characters must choose a basic field of weapons to repair such as laser, pulse technology, Omega weapons, etc. There is a base 40% chance of success, plus 04% per level of the controller above 4th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful. The Bi-athon may be used twice per day.

2 Shimmy

GENERATION TIME
2 sec

RANGE
Self

BOOST
3m/point

DURATION
1 min

SMR
None

AREA OF EFFECT
10m vertical

A strand-like field of excited molecules is generated connecting two points, allowing individuals to grasp it like a rope and "shimmy" up or across it (300kg capacity). For each additional renewable point expended, the field is extended 3m. The strand cannot be cut or affected in any physical way. A Shunt matrix, or something similar defeats this power. The Bi-athon may be used a number of times per day equal to half the Priest's level (rounded up).

2 Shock

GENERATION TIME
1 sec

RANGE
75m

BOOST
None

DURATION
Instantaneous

SMR
Electrical

AREA OF EFFECT
Target

Functions similar to the Energy Controller matrix Electrical Discharge, except that the damage yield is 1d6 points of damage and the range is 75m. The Bi-athon may be used three times per day.

2 Short-Circuit

JEZZADEIC PRIEST

GENERATION TIME
1 sec

RANGE
Touch

BOOST
None

DURATION
Instantaneous

SMR
Electrical

AREA OF EFFECT
Special

This useful matrix allows the controller to short-circuit the wiring in machines and thereby render the equipment useless. He does not need to be in direct contact with the targeted object in order to render it inoperable. Note

An SMR versus electrical attacks negates the effects of the attack. Furthermore, the percentage chance of actually destroying or rendering the machinery inoperable depends on the tech level, to be determined by the BM. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

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2 Strand

GENERATION TIME
1 sec

RANGE
25m

BOOST
5m/point

DURATION
10 sec

SMR
None

AREA OF EFFECT
Self

Jezzadeic Priests are slow, cumbersome beings and often have difficulty evading the authorities or other Battlelords. Strand allows the Priest to generate an electrical field, extending from his Atohk to another point, such as the face of a brick wall. The Priest swings himself across to the wall, much like the ancient Earth comic book character. Strand can only be used by the priest on himself. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

2 Trigger

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

The Jezzadeic Priest causes the targeted weapon to prematurely fire. This Bi-athon can be activated a number of times per day equal to the Priests energy bracket.

3 Cocoon

GENERATION TIME
5 sec

RANGE
1m

BOOST
1 day/point

DURATION
1 day

SMR
None

AREA OF EFFECT
Target

The priest generates an energy field around equipment he wants to keep safe. Anyone disturbing the field will be struck by a powerful discharge which does 4-40 points of damage. The field duration can be increased by one day per renewable power point expended. Equipment inside the field is not affected by its electrical properties. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

3 Empower 2

GENERATION TIME
4 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

This matrix is identical in most ways to Empower 1, above. The enchanter may select from the following powers: (Empathic) ESP, Psycho-Kinesis, Telepathy, Strength. (Energy Controller) Electrical Discharge, FInger Laser, Continuous Light, Ultra-Vision (Healer) Slow Poison, Sterilize Environment.

3 Energy Disruption

GENERATION TIME
1sec
RANGE
20m
BOOST
None
DURATION
10 sec
SMR
None
AREA OF EFFECT
10m2

Disrupts the field propagation of certain energy based weapons. Disintegrators, Disruptors, EMP Cannons, Meson Cannons, Metal Guns, and Neuro Cannons are affected. The damage yield (or effect) from these weapons within the area of effect are halved (both incoming and outgoing). This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

3 Field Creep

GENERATION TIME
2 sec

RANGE
Self

BOOST
None

DURATION
1 min.

SMR
None

AREA OF EFFECT
Within line of sight

An ultraviolet force field that extends outward from the center of the Priest, allowing the controller to detect the presence of all energy based traps and fields within the confines of the matrix. The Jezzadeic automatically knows the location and type of trap or field, but not necessarily the method to disarm it. Bi-athon based. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

3 Fibril Stretch

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

Appearing as a shiny blue-green energy field extending between two structures in a horizontal axis. Allows for a party to cross between two buildings (can hold size class 8 or less at one time), or as a net to catch falling victims (usable as a net for size class 8 being falling from 100m or less). This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

3 Lighten

GENERATION TIME
4 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

By invoking this matrix, the Jezzadeic Priest permanently reduces the weight of the target object by one half.

3 **Magneto Disruption**

GENERATION TIME	1 sec
RANGE	Self
BOOST	None
DURATION	10 sec
SMR	None
AREA OF EFFECT	Special

This matrix allows the controller to reduce the effects of all attack forms that are directed inside a magnetic bottle (Plasma, Omega, Attractor Repressors, IFTs, and Static Pistols. When employed, these attacks are nullified for the duration of the matrix. In addition Beam Weapons have their damaged reduced by half. Unfortunately, this matrix has no area of effect and can only be used by the Jezzadeic Priest on himself. This Bi-athon can be activated four times per day.

3 Record

GENERATION TIME
3 sec

RANGE
10m

BOOST
None

DURATION
100 years

SMR
None

AREA OF EFFECT
5m3/level

Another useful matrix for the archeologically-inclined Jezzadei. A Bi-athon empowered with this matrix will be able to make a 99% accurate three-dimensional visual and audio recording of a particular object or place (30 hours max). The recording can be recalled from the Bi-athon via voice command and is viewed in an ionized space in the air above it. This Bi-athon can be activated a number of times per day equal to the Priest's level.

3 Remote Control

GENERATION TIME
5 sec

RANGE
50 m

BOOST
1min/2points

DURATION
1 min

SMR
None

AREA OF EFFECT
Special

Many systems maintain a certain remote control capability. When this matrix is employed, the priest utilizes his Atohk to act as the transmitter/transponder for a particular system. He is able to control the object for as long a the matrix is activated. Some robotic devices employ a defense system to protect against external control. The BM will assign the appropriate rating in increments of 10% penalty modifier when determining whether the control was successful (base chance of 100% plus 02% per level of the Priest). This matrix will not affect any system using a pAI or true AI. This matrix can be activated once per day.

3 Repair Armor Systems

GENERATION TIME
2 min

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
1 suit of normal or heavy armor

Another Bi-athon that is integral to the success of Battlelords operating in the field. This power allows a Jezzadeic Priest to repair damaged armor sub-systems twice per day. Again, there is a base 40% chance of success, plus 04% per level of the controller above 4th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful.

3 **Repair Computer Hardware**

JEZZADEIC PRIEST

GENERATION TIME	2 min
RANGE	Touch
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	2m2

Allows the matrix controller to attempt to repair damaged computer hardware. There is a base 40% chance of success, plus 04% per level of the controller above 7th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful. This Bi-athon can be activated three times per day.

3 Shunt

GENERATION TIME
1 sec

RANGE
100m

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
Target

Allows the Jezzadei to shunt electrical fields to the ground from out to 100m rendering the field harmless. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

3 Tangler Mesh

GENERATION TIME
2 sec

RANGE
25m

BOOST
None

DURATION
2d6 min

SMR
Electrical

AREA OF EFFECT
10m2

The priest uses his Atohk to generate an electrical field between two structures. The field extends upward from the ground in the vertical plane only. Any person attempting to pass through the web is not shocked. Instead, they must pass a Strength check at a -40 or be caught in the field. The trapped character is allowed one Strength check (-40 penalty) each round to break free. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

4 Age Reversal

GENERATION TIME
1 sec

RANGE
10 m

BOOST
None

DURATION
Instantaneous

SMR
None

AREA OF EFFECT
1m3

Reverses the effects of corrosion and age on devices of many kinds, both electrical and mechanical. The Priest may remove a minimum of 10 years of corrosion and neglect from an object, with an additional 10 years of rot for each level of the Priest above 6. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

4 Defeat Armored Vehicle

JEZZADEIC PRIEST

GENERATION TIME	1 sec
RANGE	50 m
BOOST	None
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	10m2

Affects many types of vehicles, including tank, skimmer, hopper, or fighter. Characters choose a specific field to specialize in. When attacking, the priest must specify which system he is targeting on the target vehicle, i.e. he is attempting to knock out the targeting computer on a particular a-grav tank. Again, he must be specific as to which system he is trying to defeat. There is a base 40% chance of success, plus 04% per level of the controller above 10th. The Battle Master will assign a defense rating to the equipment of from 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the attempt was successful. This Bi-athon can be activated twice per day.

4 **Electronic Tumbler**

GENERATION TIME	5 sec
RANGE	Touch
BOOST	None
DURATION	Instantaneous
SMR	None
AREA OF EFFECT	1m2

An extremely useful matrix. The Jezzadaic Priest uses his Atohk to unlock sophisticated electronic locks up to four times per day. The base chance for success equals 40% plus 04% per level of skill above 10th, plus 02% per level of Pick Locks skill, if any. Again, defense systems employed are rated in difficulty of 0-25 (increments of 10%). The defense system rating is subtracted from the overall chance to succeed when determining whether the matrix was successful.

4 Enhance Damage 2

GENERATION TIME	6 hours
RANGE	Touch
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	Target

This matrix is identical to Enhance Damage 1, above, except that it increases the damage done by the weapon by 4 points. No more than one Enhance Damage matrix may be cast on any one object; if a second is, only the most powerful will have any effect.

4 Power Mesh

GENERATION TIME
5 sec

RANGE
100m

BOOST
None

DURATION
2d6 min

SMR
Electrical

AREA OF EFFECT
20m2

A much more powerful form of the Tangler Mesh configuration, this Bi-athon matrix is able to stop vehicles and personnel. Any normal automobile, motorcycle or skimmer moving at a speed less than 50km per hour automatically comes to an abrupt halt and is trapped in the mesh for the duration of the matrix. Vehicles traveling at a high rate of speed, greater than 50kph, must make a vehicle control check after passing through to determine whether or not the driver lost control. Any individual attempting to pass through the barrier must make a Strength check at a -80 penalty or be caught in the mesh.

In addition, the priest can release the energy stored in the field at any point, inflicting 4d6 points of electrical damage to the target. The field collapses immediately once the electrical discharge is released. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

4 **Repair Cybernetics**

GENERATION TIME	1 min
RANGE	Touch
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	2m2

Allows a powerful Jezzadeic Priest to repair defective or damaged cybernetic equipment with a Bi-athon up to twice per day. There is a base 40% chance of success, plus 04% per level of the controller above 10th, plus 02% per level of Repair Cybernetics skill, if any. The Battle Master will assign a damage rating to the equipment of from 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful.

4 Shatter Artifact

GENERATION TIME
1 minute

RANGE
20m

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

By invoking this matrix, the Priest pours an uncontrolled surge of energy into the target object, causing it to shatter. Typically, this will cost 4 power points, but particularly large or resistant objects (like a suit of Gladiator armor, say) will cost more. It is up to the Battlemaster to determine how many power points are required to destroy a given object. If the matrix controller doesn't have enough, the attempt is wasted, but only 1 power point is permanently lost.

5 Cloud of the Remmoray

JEZZADEIC PRIEST

GENERATION TIME
10 sec

RANGE
1km

BOOST
1sec/4points

DURATION
10 sec

SMR
Electrical

AREA OF EFFECT
10m2

Appears as a giant cloud of shimmering green energy. This conflagration moves at a speed of up to 40kph. Anyone caught in the area of effect is struck with 1d4 bolts of energy per second for as long as they remain in the cloud, which dissipates after 10 seconds. For each additional four points of renewable energy expended, the cloud lasts for another second. Victims suffer 2d6 points of damage per bolt. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

5 Control Robot

GENERATION TIME
2 sec

RANGE
50m

BOOST
1 min/point

DURATION
10 min

SMR
None

AREA OF EFFECT
10m2

The Priest attempts to gain control over a robotics system utilizing a pAI or true AI. There is a base 40% chance of success, plus 04% per level of the controller above 13th. The Battle Master will assign a defense rating to the equipment of from 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the control attempt was successful. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

5 Empower 3

GENERATION TIME
10 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

Identical to Empower 1 and 2. The Priest selects from the following powers: (Empathic) Stun, Psychometry, Image Creation, Mind Blank. (Energy Controller) Invisibility, Displacement, Fire Blast, Fly, Sonic Immunity (Healer) Poison Removal, Cure Disease.

5 Reconstruct

GENERATION TIME
1 sec

RANGE
10m

BOOST
None

DURATION
3 hrs

SMR
None

AREA OF EFFECT
1m3

This matrix is essentially the opposite of Shatter. Here the empowered Bi-athon is used to reassemble a broken or shattered object from its available pieces within its range. Reconstruct has a base 100% effectiveness, minus 10% per level of destruction of the object, plus 05% per level of Priest above 6. A glass with a few shards broken off would be a level 2 check, while a vase run through a rock crusher would be a level 20 check. The reconstructed object will be held together by the matrix for its duration. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

5 Tarradarian's Box

JEZZADEIC PRIEST

GENERATION TIME
2 sec

RANGE
Touch

BOOST
None

DURATION
30 days

SMR
None

AREA OF EFFECT
1m3/2 levels

With this matrix a Jezzadei is able to envelop an object with a protective field that includes elements of its natural surroundings, effectively isolating the object and allowing it to be moved. The matrix was mainly designed for archaeology, for the purpose of transporting objects so fragile they would crumble if removed from their natural surroundings. The field can contain liquid, solid, atmosphere, or vacuum, and can withstand temperatures from -270ºC to 2000ºC and pressures of up to 2000kg/cm2. The field can be handled and moved easily, depending on the size of the object. This Bi-athon can be activated three times per day.

6 Black Out

GENERATION TIME	1min
RANGE	1km
BOOST	None
DURATION	Special
SMR	None
AREA OF EFFECT	1km2

This extremely powerful matrix allows the priest to temporarily knock out all power grid-based electrical systems in a city up to 16 square blocks. The base chance for success equals 30% plus 04% for each level of skill above 15th, minus the security rating of the power transmission (rated at 1-10, in increments of 10%). This Bi-athon can be activated twice per day.

6 Empower 4

GENERATION TIME
15 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

This matrix is identical to Empower 1, except that the controller selects from the following: (Empathic) True Sight, Hypnotic Trance, Chaos. (Energy Controller) Energy Manipulation, Plasma Pulse, Psionic Immunity, Teleport. (Healer) Paralysis, Animate Dead, Heal.

6 Indestructibility

GENERATION TIME
15 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

This matrix permanently makes one object less than 30 square feet in size totally indestructible. If used on a suit of armor, this matrix will cause the armor never to lose integrity, although it can still take damage to the absorption polymers. If used on a normal set of clothes, it provides a Threshold of 10.

6 Remove Friction

GENERATION TIME	1 sec
RANGE	Touch
BOOST	None
DURATION	1 hr
SMR	None
AREA OF EFFECT	Target

With this power, a Priest is able to reduce the friction an object has with what it is resting on, making it feel as though the object is 1/100th its real weight. The object may then be pushed or pulled, assuming the power needed to move 1/100th of the original's mass is available (e.g. a grounded a-grav tank that normally weighs 100 tons, now effectively weighs 1 ton. This is still too much for Henry the Mutzachan to budge). Since this matrix only affects friction, an object's mass does not change. Remove Friction can also play havoc with machines that require friction to function, like belt drives, tires, conveyer belts, etc. This matrix will only work in gravity of at least half Earth-normal and with objects of 5m3 or less per level of the Priest above 3. Remove Friction cannot be used in conjunction with the Lighten matrix. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

7 Empower 5

GENERATION TIME	24 hours
RANGE	Touch
BOOST	None
DURATION	Permanent
SMR	None
AREA OF EFFECT	Target

As Empower 1, above, except that the Priest chooses from the following matrices: (Empath) Death Vision, Summoning 3, Vanquish. (Energy Controller) Dimension Travel, Flux Shield, Omega Pulse, Teleport.

7 Propel

GENERATION TIME
1 hr

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Special

Powerful Priests are able to use this matrix to permanently enchant an object to make it a viable vehicle for the Priest. The object must allow the Priest to either grasp it, or sit or stand upon it. Once enchanted the object can be controlled by the Priest only. He is assumed to have 5 levels of driving skill in this object (treat as Automobile skill for the purposes of advancement and skill modifiers). The object can maneuver in any direction in any gravity situation at up to 5kph per level of the Priest. Thus, a Priest of level 20 can zip along holding onto his enchanted umbrella at 100kph. The Propelled object can carry the Priest plus 10 times the level of the priest in kilograms of added weight and can function for 1hr/level/day of the Priest.

7 Ultimate Empowerment

GENERATION TIME
24 hours

RANGE
Touch

BOOST
None

DURATION
Permanent

SMR
None

AREA OF EFFECT
Target

This awesome power makes any and all effects placed on a talisman by Empowerment 1, 2, or 3 usable an unlimited number of times per day. Any Priest possessing a Talisman which has had Ultimate Empowerment cast on it is free of the normal level restrictions placed upon him by the Empower matrices. (See Empower 1, above, for details.)