

1

Change Color

MATTER CONTROL

GENERATION TIME

1 Sec

RANGE

5m

BOOST

5 minute/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Target

This matrix allows the matter controller to temporarily change the color and opacity of any object he wishes.

1

Change Conductivity

MATTER CONTROL

GENERATION TIME

5 Sec

RANGE

3m

BOOST

1 minute/point

DURATION

1 min

SMR

Electrical

AREA OF EFFECT

Target

This matrix allows the matter controller to change the conductivity of the target. Non-conductive materials can be made conductive, and conductive materials can be made non-conductive or into superconductors.

1

Change Luster

MATTER CONTROL

GENERATION TIME

3 Sec

RANGE

Touch

BOOST

1 minute/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Target

The matrix allows the user to temporarily change the luster of an object. Non-reflective objects or objects with a dull or matte finish can be made highly reflective. The matrix can be reversed, allowing the matrix controller to make reflective objects non-reflective.

1

Change Texture

MATTER CONTROL

GENERATION TIME

1 Sec

RANGE

10m

BOOST

1 minute/point

DURATION

1 min

SMR

Bio (if living target)

AREA OF EFFECT

Target

The matrix allows the user to change the surface texture of an object, including the skin of living creatures.

1

Glue

MATTER CONTROL

GENERATION TIME

1 Sec

RANGE

Touch

BOOST

2Min/point

DURATION

2 Minute

SMR

None

AREA OF EFFECT

Target

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

1 Join

MATTER CONTROL

GENERATION TIME

3 Sec

RANGE

10m

BOOST

1 minute/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Target

This matrix bonds the target to the ground beneath it. The strength of the bond is equal to the weaker of the two materials, the ground or the target. So if a target in armor is joined to a wood floor, the user must be able to break the wood with a STR check (BMs discretion) in order to break free. If you're standing on the armored hull of a tank when you get hit with this matrix get out your plasma torch to cut your armor boots free of the vehicle or wait for the matrix to expire one minute later.

1

Magnetize/Demagnetize

MATTER CONTROL

GENERATION TIME

2 Sec

RANGE

Touch

BOOST

1Min/point

DURATION

1 Minute

SMR

None

AREA OF EFFECT

10 sq. m

This matrix magnetizes or demagnetizes the surface of objects. It covers a 10 square meter surface area. Magnetization requires a 100+ strength to break the force; it can also be used in reverse and is limited to a range of touch.

1

Mark Object

MATTER CONTROL

GENERATION TIME

1 sec

RANGE

20m

BOOST

1 day/point

DURATION

1 day

SMR

None

AREA OF EFFECT

Target

The matrix can be generated on a particular object or person to mark it. Once marked, the matrix controller will instantly realize when he comes within 20 meters of the marked object, though its exact position will not be known.

GENERATION TIME

2 sec

RANGE

5m

BOOST

1 pH/2 points

DURATION

Permanent

SMR

None

AREA OF EFFECT

Up to 2 liters

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

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

1

Sharpen

MATTER CONTROL

GENERATION TIME

1 min

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

This matrix can be used to sharpen the surface of any object to the point where it can be used as a cutting blade. If used in combat, the damage done by the sharpened object depends on the size and weight of the object (just like normal edged weapons). BMs should choose the sword or knife that is closest in size and weight to the object when determining the damage it will do. Remember that even though you may have a very sharp table, it's not the easiest thing to fight with—unless you're Jackie Chan. In addition, the matrix does not change the density of the material. Even though you can make a soft material like aluminum sharp, it will still bend or break when hitting a harder material. This matrix has no effect on already sharp weapons, unless you wish to make the dull surfaces, like the flat of the blade, sharp.

2

Create Shield

MATTER CONTROL

GENERATION TIME

1 sec

RANGE

Touch

BOOST

2 minute/point

DURATION

1 minute

SMR

None

AREA OF EFFECT

Target

The matrix allows the user to convert any raw material that is touched into a hand-held, circular shield. The shield will have an integrity and threshold equal to the threshold of the target material. See Create Wall matrix.

2

Detect Movement

MATTER CONTROL

GENERATION TIME

3 sec

RANGE

Self

BOOST

1 minute/point

DURATION

5 minutes

SMR

None

AREA OF EFFECT

20m radius

The matrix allows the user to detect movement in his area. The matrix only works if the user is in an atmosphere or underwater.

2

Friction Control

MATTER CONTROL

GENERATION TIME

5 sec

RANGE

40 meters

BOOST

+/- 20 ENC/point

DURATION

1 minute

SMR

None

AREA OF EFFECT

20 meter radius

This matrix allows the user to decrease the friction in a general area. For every power point spent to decrease friction, 20 points may be temporarily subtracted from the encumbrance of every object within the effected area if the object is being slid along the top of another surface or the ground. The object's weight does not actually change but the adjusted encumbrance may be used in place of the objects actual encumbrance value.

While moving through an area of reduced friction, a character or ground vehicle will not be able to alter its speed or change its direction of movement without an Agility or driving check. Entering or leaving an area of reduced friction also requires that an Agility or driving check be made to keep from falling or losing control of the vehicle. The penalty for any Agility check or driving skill check made in the affected area is equal to the current amount of encumbrance reduction in the area. If the character fails his Agility check, he falls or slides into a wall. If the driver of a ground vehicle fails their driving check then the vehicle spins out of control. If the character or vehicle is on a slope, it will slide uncontrollably downhill. Climbing talons and other gripping devices may help the character maneuver (BM's discretion).

If the new encumbrance value of an object is reduced to zero or below, then the object becomes effectively frictionless. Objects that are frictionless will slide in the direction of any slope or remain in motion in a straight line, if moving on a level surface.

When attempting to pick up or otherwise grip an object in an area of decreased friction, a Manual Dexterity check must be made with a penalty equal to the current amount of encumbrance reduction in the area.

2

Glow

MATTER CONTROL

GENERATION TIME

1 sec

RANGE

Touch

BOOST

1 minute/point

DURATION

1 min

SMR

None

AREA OF EFFECT

Target

This matrix causes the target to glow brightly enough to light a 10 meter x 10 meter room.

2

Make Brittle

MATTER CONTROL

GENERATION TIME

1 sec

RANGE

5m

BOOST

1 minute/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

1 cubic meter

By generating this matrix onto a target, it can be made brittle. Reduce the integrity of the object by 1d4, plus an additional 1d4 for each level of the controller for the duration of the matrix.

2

Temperature Control

MATTER CONTROL

GENERATION TIME

1 sec

RANGE

10m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

5 cubic meters

The Temperature Manipulation matrix causes an endothermic (heat absorbing) or exothermic (heat releasing) reaction to occur. The controller may lower or raise the temperature in the surrounding area by 10-40 degrees Celsius. It only affects a single object of no more than 5 cubic meters in size.

3

Change Opacity

MATTER CONTROL

GENERATION TIME

10 sec

RANGE

5m

BOOST

1 minute per point

DURATION

10 minutes

SMR

None

AREA OF EFFECT

Target

The matrix allows the user to change the opacity of an object. An object that is opaque can be made transparent or translucent. A transparent object can be made opaque or translucent. Translucent objects can be made opaque or completely transparent. In this case, the transparency of an object, or lack thereof, does not affect its chemical or other physical properties.

3

Create Wall

MATTER CONTROL

GENERATION TIME

10 sec

RANGE

100m

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

25m x 1m x 5m

This matrix can create or instantly reshape existing matter into a wall. The wall can be composed of any raw material at hand, usually dirt, rock, or metal; but any material will do. The wall may be built a maximum of 25 meters long, 5 meters high, and up to one meter thick, assuming enough raw material is available.

WALL MATERIAL (PER 0.1 M IN THICKNESS)	AI	THR
Brick	250	3
Clay (per 2.5cm)	-	1
Concrete	200	3
Flex Steel	1000	7
Glass	2	-
Sheet Rock	40	1
Steel	500	4
Titanium Steel	800	5
Top Soil (per 2.5cm)	-	1
Wood	150	2

3

Poison Touch

MATTER CONTROL

GENERATION TIME

3 sec

RANGE

Touch

BOOST

1d8 damage/point

DURATION

Instantaneous

SMR

Bio

AREA OF EFFECT

Target

The matrix controller is able to generate materials that are poisonous to his target and deliver them via physical contact. The matrix controller must be able to touch skin to skin for this matrix to work. The poison does 1d8 points of damage on a failed SMR. A successful SMR reduces the damage by half. The SMR of the target is reduced by 03% per level of the matrix controller. The Matrix user is immune to the poison they generate with this matrix, and the poison only remains active for the duration of the matrix after which it becomes inert.

3

Shatter

MATTER CONTROL

GENERATION TIME

2 sec

RANGE

20m

BOOST

04%/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

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

4

Disintegration

MATTER CONTROL

GENERATION TIME

6 sec

RANGE

Touch

BOOST

+1 dam/point

DURATION

Varies

SMR

None

AREA OF EFFECT

Target

Using this matrix, a matter controller can destabilize the molecular structure of an object causing it to disintegrate. The matrix has a chance to succeed equal to 4% per level of the controller. It does 4-16 points of damage to the integrity of an inanimate target or body points of a living creature. The disintegration effect is continuous, and once a successful attack is made, you re-roll each following round until you fail the roll or the target completely disintegrates. The re-roll has the same chance of success as the initial attack roll. If a re-roll is successful, the target takes another 4-16 points of damage (no boost) and you may re-roll again next round. If you fail your re-roll, the target stops taking disintegration damage and no more re-rolls take place. Re-rolls do not cost you an action, nor do you have to remain touching the target after the initial attack. Once an attack roll is failed, the disintegration effect stops.

4

Projectile Weapon

MATTER CONTROL

GENERATION TIME

5 sec

RANGE

100m

BOOST

2m/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

The Projectile weapon matrix allows the matter controller to build a single-use self-propelled projectile out of any raw material with a Threshold of 1 or greater and an encumbrance of 3 or greater. A Whe has a 75% chance to hit at range bracket 1. Accuracy drops off 10% per range bracket beyond the first. Accuracy, however, is increased 04% per level of the controller above the 10th.

4

Repair Object (Simple)

MATTER CONTROL

GENERATION TIME

5 sec

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

This matrix will repair simple objects that are broken. The matrix restores 1d8 points of integrity to any object that has been damaged. Note that if an object has been purposely modified, this matrix may restore it to its original state. Simple objects typically have no moving parts or electronics of any kind, and are generally composed of a single material. Examples include knives, swords, shovels, armor plate, windows, etc. The BM has the final decision as to what constitutes a simple object. This matrix can not be used on living targets but can be used on armor (not armor options).

4

Space Bubble

MATTER CONTROL

GENERATION TIME

3 Sec

RANGE

5m

BOOST

1 minute/point

DURATION

5 minutes

SMR

None

AREA OF EFFECT

Target

This matrix allows the matter controller to create an air-filled sphere, which will survive the vacuum of space. In addition, the user of the sphere can move it at a rate of 5m/sec in any direction he wishes, as long as the sphere remains in the vacuum of space. The sphere has a threshold of 3 and an integrity of 15.

4

Time Bomb

MATTER CONTROL

GENERATION TIME

5 sec

RANGE

Touch

BOOST

1 day/point

DURATION

1 day

SMR

None

AREA OF EFFECT

2m

The matrix controller is able to destabilize the molecular structure of an inanimate object so it explodes at a pre-determined time. The exploding object will do 4-24 points of fragmentation damage, up to a maximum amount of damage equal to the object's integrity. Objects can only remain charged for one day, unless boosted, before they automatically explode regardless of the preset detonation time.

5

Change State

MATTER CONTROL

GENERATION TIME

8 sec

RANGE

10m

BOOST

1 min/pt.

DURATION

1 min

SMR

None

AREA OF EFFECT

Target

This matrix allows a Whe controller to change the physical state of an object. Solids may be turned into gases or liquids; liquids may be made solid or turned into a gas, and gasses may be made solid or into a liquid. The matrix is limited to 2d6 points of material integrity that can be converted. Note that this matrix does not change the physical properties of the material in any state. This is important too because changing those prison bars into a liquid or gas in order to escape will require that they be several thousand degrees in temperature, and this may be hazardous to your health.

GENERATION TIME

4 sec

RANGE

10 m

BOOST10 m²/point**DURATION**

5 days x level

SMR

None

AREA OF EFFECT10m²

This matrix surrounds the target in a hard stone-like shell. The shell has a Threshold equal to the level of the matrix controller and an Integrity equal to the user's level multiplied by five. Though the target encased by the material is not harmed, they will eventually suffocate if they have an open face helmet. Targets with rebreathers and nutrient injectors who are unable to free themselves may survive for months before finally expiring, assuming the material doesn't dissolve on its own (reaches maximum duration). It is unlikely the victim will be able to break free from their shell as it is very tough. In addition, there is no room to move inside the shell so it is difficult to strike it with any force. Without a weapon in hand to cut the shell the victim must make a STR check with a penalty equal to 120 plus the threshold of the material to free themselves. The user of this matrix may cover up to 10 square meters with the hard material. For every additional power point spent generating the matrix, the user may cover an additional 10 square meters. The material lasts for a length of time equal to 5 days multiplied by the matrix controller's level.

5

Reshape

MATTER CONTROL

GENERATION TIME

5 Min

RANGE

Touch

BOOST

30sec/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Target

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

5

Sonic Beam

MATTER CONTROL

GENERATION TIME

5 sec

RANGE

50m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

This matrix functions exactly the same as a Sonic Disruptor found in the weapons section of Lock N' Load. The following table designates the amount and type of damage that an individual receives in the event of a sonic attack. Roll an SMR vs. sonic attacks; the difference between the roll and the SMR is cross referenced below. Each consecutive hit with a sonic disruptor reduces the target's SMR by 5, to a maximum penalty of -50. This penalty is eliminated when the target goes 10 seconds without being hit by any sonic attacks. Success means only a sharp ringing in your ears. If you fail, consult the table below:

GENERATION TIME

10 sec

RANGE

Touch

BOOST

1 min/point

DURATION

1 minute

SMR

None

AREA OF EFFECT

Target

This matrix freezes the molecular structure of an object or living creature so that it can not be manipulated or changed . If the target is a living being, it can not heal any injuries for the duration of the matrix, either through natural healing or through other means. If a living target is under the effects of this matrix for longer than a minute, a System Shock check is required. The System Shock check has a penalty of -30 for each additional minute of exposure to the matrix's effects past the first minute. Failure indicates that the target has died.

6

Decrease Density

MATTER CONTROL

GENERATION TIME

20 sec

RANGE

10 meters

BOOST

-1 AI/EC per point

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

Using this matrix, a controller can decrease the density of an inanimate object. The Integrity and Encumbrance of an object is reduced by one point for every point the matrix controller burns generating this matrix. If the object's AI is reduced to zero or less, it crumbles into dust.

Disintegration II

MATTER CONTROL

GENERATION TIME

10 sec

RANGE

30m

BOOST

1m/point

DURATION

Varies

SMR

None

AREA OF EFFECT

Target

This matrix functions identically to the standard Whe Disintegration matrix, only it works at range. Using this matrix, a matter controller can destabilize the molecular structure of an object causing it to disintegrate. The matrix has a chance to succeed equal to 4% per level of the controller. It does 4-16 points of damage to the integrity of an inanimate target or body points of a living creature. The disintegration effect is continuous, and once a successful attack is made, you re-roll each following round until you fail the roll or the target completely disintegrates. The re-roll has the same chance of success as the initial attack roll. If a re-roll is successful, the target takes another 4-16 points of damage (no boost) and you may re-roll again next round. If you fail your re-roll, the target stops taking disintegration damage and no more re-rolls take place. Re-rolls do not cost you an action, nor do you have to remain touching the target after the initial attack. Once an attack roll is failed, the disintegration effect stops.

6

Rearrange

MATTER CONTROL**GENERATION TIME**

10 min

RANGE

Touch

BOOST

1pt of AI/point

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

This matrix not only allows the user to reshape raw material but also to change its composition. Up to 2d10 Integrity may be added or subtracted from the raw material's existing AI score. This matrix has no effect on living targets.

GENERATION TIME

10 Sec

RANGE

10m

BOOST

1 minute/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Target

This matrix strengthens the molecular bonds in the target. The target is immune to the effects of disintegrators, disruptors, the dispersal/molecular dispersion matrices, and the effects of the MDD-24 (Lock-N-Load, espionage equipment). In addition, the target can not be moved by displacement or teleportation, though dimensional jumping still works.

7

Dispersal

MATTER CONTROL

GENERATION TIME

2 sec

RANGE

50m

BOOST

None

DURATION

Instantaneous

SMR

Chemical

AREA OF EFFECT

Target

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

GENERATION TIME

3 sec

RANGE

Touch

BOOST

1 min/point

DURATION

5 minutes

SMR

None

AREA OF EFFECT

Target

The Controller makes the target and everything on his person invisible by a bending of visible light when he generates this matrix. He cannot be seen, but he is detectable by infrared and other detection capabilities. This matrix is similar in all respects to the second energy bracket power Invisibility, but it renders the target invisible to all forms of energy (infrared and ultraviolet included).

7

Permanency

MATTER CONTROL

GENERATION TIME

1 hr

This matrix makes the effects of any matter manipulation matrix permanent.

RANGE

Special

BOOST

None

DURATION

permanent

SMR

None

AREA OF EFFECT

Special

7

Repair Object (Complex)

MATTER CONTROL

GENERATION TIME

10 Min

RANGE

Touch

BOOST

10 m3/point

DURATION

Permanent

SMR

None

AREA OF EFFECT

10 cubic m

This matrix functions in the same way as Repair Simple Objects, but it can be used on complex machines and living beings. It repairs 1d8 points of lost integrity or heals 1d8 body points.

Duplicate

MATTER CONTROL

GENERATION TIME

3 min

RANGE

5 meters

BOOST

None

DURATION

Permanent

SMR

Bio (if a living target)

AREA OF EFFECT

Target

This matrix allows a matrix controller to create an exact duplicate of any material object. Remember this is a MATTER control matrix, so duplicated objects will not have any energy. Living beings that are duplicated become lifeless, and duplicated batteries are always empty, though functional. Limited to a total of 50kg per level of the controller.

8

Fission

MATTER CONTROL

GENERATION TIME

5 sec

RANGE

5km

BOOST

None

DURATION

Instantaneous

SMR

Bio (living target)

AREA OF EFFECT

Target

The matrix controller is able to start an uncontrollable nuclear fission reaction that explodes like an atomic bomb. The blast does 75HP to anything within 2500m and damage drops by 25HP for each 1000m after that. Any object without a Flux shield can be used as the raw material for the reaction. Shielded targets still take damage if they are in range. Unless the matrix controller is in deep space, there is always enough fuel for the reaction.

8

Increase Density

MATTER CONTROL**GENERATION TIME**

20 sec

RANGE

10 meters

BOOST

+1 AI/EC per point

DURATION

1 hour

SMR

None

AREA OF EFFECT

Target

Using this matrix, the matrix controller can increase the density of an object by adding matter from an extra-dimensional source. The Integrity and Encumbrance of an object are increased by one point for every point the matrix controller burns generating this matrix. Objects may be crushed under their own weight (BM's discretion). For every point of AI added, there is a 1% chance of the object becoming unstable and disintegrating before the matrix wears off.

8

Shrinking

MATTER CONTROL**GENERATION TIME**

3 sec

RANGE

10 meters

BOOST

10% per point

DURATION

5 minutes

SMR

None

AREA OF EFFECT

Target

The matrix controller is able to shrink the size of an object by 10% per power point spent to generate the matrix. This amazing matrix can also be reversed to enlarge targets. This matrix can not be used on a living, or once-living, target.

GENERATION TIME

1 min

RANGE

Self

BOOST

None

DURATION

Special

SMR

None

AREA OF EFFECT

Self

Combination matrix allows the Matter Controller to combine the effects of any lower energy bracket powers. These powers must be generated following the Combination matrix.

Create Matter

MATTER CONTROL

GENERATION TIME

30 min

RANGE

10km

BOOST

1 day per point

DURATION

1 day

SMR

None

AREA OF EFFECT

Target

The matter controller is able to create matter without access to any raw materials. The matter controller can create 1d8 integrity points of non-living matter for each level of the controller. The created matter may take any shape the controller wishes and may be made out of any material.

9

Fusion

MATTER CONTROL**GENERATION TIME**

2 sec

RANGE

3,000km

BOOST

None

DURATION

Instantaneous

SMR

Bio (if living target)

AREA OF EFFECT

Target

This matrix starts an uncontrollable nuclear fusion reaction that results in an ICMB level explosion. The explosion does 2000HP to anything within 1km of the blast site. Damage drops 1HP for each additional 10 meters. Any object without a Flux shield can be used as the raw material for the reaction. Shielded targets still take damage if they are in range. Unless the matrix controller is in deep space, there is always enough fuel for the reaction.