

1

Clarity

NECROMANCER

GENERATION TIME

1 sec

RANGE

Touch

BOOST

None

DURATION

1 sec

SMR

None

AREA OF EFFECT

Target

The Necromancer 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.

GENERATION TIME

1 sec

RANGE

Touch

BOOST

None

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

The Sye-Men attempts to block out all extraneous noise and distractions in order to focus more clearly on the task at hand. The base percentage chance to perform any task is increased by 15%. The target gains an additional 02% concentration bonus per level of the Sye-Men above 1st.

1

Find Grave

NECROMANCER

GENERATION TIME

1 min

RANGE

Self

BOOST

None

DURATION

1 hr

SMR

None

AREA OF EFFECT

25m

This power allows the Sye-Men to locate a place where a sentient being has been buried. It can detect a buried body at up to 10m deep in any soil, sand, mud, or snow; 3m if buried under rock.

Palm of Resurrection*

NECROMANCER

GENERATION TIME

1 sec

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

The Sye-Men possess the unnatural ability of bringing the dead back to life. At low levels, the use of this strange power is dangerous and can kill the Necromancer. He has a 10% base chance to bring someone back to life. His chance increases at 01% per 2,000 points of “matrix” experience. Individuals who are brought back are assumed to be 1 point above their Death Door number. However, the Sye-Men must make a System Shock every time that he invokes the Palm of Resurrection. Failure indicates that the Necromancer has caused himself bodily damage. He takes 2-12 points of damage. Furthermore, all Sye-Men who fail their System Shock roll must immediately make a Resurrection Ability roll to determine whether or not they brought the person back successfully. Any time that a Necromancer fails his resurrection check, he loses 1-4 points of Constitution permanently.

1

Resurrect Animal

NECROMANCER

GENERATION TIME

1 min

RANGE

5m

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

Using the Palm of Resurrection and this matrix, the Sye-Men can bring animals and other non-sentient creatures back to life. Same rules as the Palm of Resurrection, though the chances for success are doubled.

Resurrect Plant

NECROMANCER

GENERATION TIME

1 min

RANGE

5m

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

The Sye-Men can twist the power of the Palm of Resurrection to bring to life a non-sentient dead plant. Same rules as the Palm of Resurrection, though the chances for success are tripled.

GENERATION TIME

2 min

RANGE

Self

BOOST

5m/1pt

DURATION

8 hours

SMR

None

AREA OF EFFECT

50m

This matrix allows the Sye-Men to collect all of the body parts of a particular being in a 50m radius. The Sye-Men must have a piece of the body to be assembled for this to work. The matrix can also be used to locate a body if only a part is found. Once generated the Sye-Men sees all of the parts as glowing objects that are easy for him to locate. Boosting this matrix yields an additional 5m of search radius for each point of boost.

GENERATION TIME

5 sec

RANGE

Self

BOOST

None

DURATION

10 sec

SMR

None

AREA OF EFFECT

15m radius

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

Note: As the Sye-Men begin with this matrix, a first level Sye-Men may generate this 2PP matrix without a penalty.

2

Utilize

NECROMANCER

GENERATION TIME

1 min

RANGE

Touch

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

Target

Once a body is determined to be beyond hope, a Sye-Men can make use of the empty husk with this power. The Sye-Men is able to extract potable water from the corpse (assuming the body contains it), and a variety of pure minerals, like salts and calcium. Waste not, want not!

GENERATION TIME

2 min

RANGE

Touch

BOOST

1 hr/point

DURATION

1 hour

SMR

None

AREA OF EFFECT

Target

Embers is an attempt by the Sye-Men to prevent a person at Death's Door from falling any lower. It refers to the Sye-Men "blowing on the embers of life to sustain them." After invoking the matrix, the Sye-Men merely touches the victim. Their body is immediately thrown into a kind of suspended animation that lasts for about an hour. Wounds do not bleed, disease does not spread, and poison fails to work. For each additional point spent the Sye-Men can gain the victim another hour of life. Medicines and healing matrices will work normally on someone who was touched by Embers, but once it runs out, the natural processes of the body and the wounds take over again.

GENERATION TIME

5 min

RANGE

Touch

BOOST

1 min/point

DURATION

5 min

SMR

Mental

AREA OF EFFECT

Target

The Sye-Men can make temporary use of other living beings to communicate with the dead by allowing the dead spirit to animate a living being's body and voice. Somewhat less likely to succeed than Speak With Dead, it allows a host body to draw diagrams, activate machines, or produce other actions that simple voice communication could not convey. Like Speak With Dead, the soul and possessee are entitled to a Mental SMR to determine if they cooperate. If it does, Marionette has a 20% base chance of success plus 01% per 2,000 accrued experience points.

Speak With Dead*

NECROMANCER

GENERATION TIME

5 min

RANGE

Self

BOOST

None

DURATION

1 min

SMR

Mental

AREA OF EFFECT

100m radius

Even novice Sye-Men are able to sense the presence of souls. By generating this power, the Sye-Men calls the soul of a dead individual to him. The soul communicates via telepathic link. The Sye-Men can ask questions and the soul will answer. However, the Necromancer must first locate the body of the soul to be summoned. Souls generally have a tendency to stay near the area where they died. A Sye-Men may only speak to a corpse that has been dead less than 30 hours. There is a base 40% chance for successful communication plus 01% per 2,000 accrued experience points. The souls gain the benefit of an SMR vs mental attack forms to determine if they wish to answer the summoning (though they need not speak truthfully).

Note: This power uses no power points but may be generated only twice per day. All beginning Sye-Men start with this power.

4

Animate Dead

NECROMANCER

GENERATION TIME

3 sec

RANGE

Touch

BOOST

5 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

1 Body

The Sye-men 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 is 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.

Note: The Sye-Men gains this power automatically when reaching 50,000 experience points.

GENERATION TIME

1 sec

RANGE

Self

BOOST

5 min/1pt

DURATION

20 min

SMR

None

AREA OF EFFECT

5m diameter

A Sye-Men may sometimes find himself unexpectedly in the middle of a battle, either while in the process of using Palm of Resurrection or other powers, or traveling. If caught in such a situation, the Sye-Men is able to “shade” himself using a power that could only come from the Rift. The Sye-Men can shift himself and the area of effect out of phase with this universe a miniscule amount which protects his person from any danger or detection. The shield is limited to a 5m diameter which will not move once created. The Sye-Men may work normally while inside the Shade. The Shade is undetectable and unaffected by any means save fourth-dimensional beings and attacks (e.g. an Eridani who is in Soul Flight can see the Shaded area and affect it normally).

GENERATION TIME

1 min

RANGE

Touch

BOOST

None

DURATION

1 month

SMR

None

AREA OF EFFECT

Target

At the moment of death, the life essence of a sentient being begins to dissipate. With this matrix, the Sye-Men is able to grab that essence and hold onto it, storing it in a part of their subconscious. The controller must be touching the victim when he dies in order to be able to grab the life essence. Later, the Sye-Men may invoke the matrix again, depositing the life force into the original, healed body, or some other suitable “container.” A Sye-Men can hold the essence for a month; however, each day after the first, the essence loses 1 point from each vital statistic. Only one essence can be stored at a time.

GENERATION TIME

1 sec

RANGE

Self

BOOST

1 sec/point

DURATION

Special

SMR

None

AREA OF EFFECT

Target

Similar to Soul Flight, Privacy allows the Sye-Men to slip into the fourth dimension to be alone with his thoughts and energies while gaining guidance from his natural habitat or to converse with other fourth-dimensional beings. Unlike Soul Flight, the Sye-Men disappears from the normal universe while he is in the fourth dimension. No matter where the Sye-Men travels in the fourth dimension, he will always reappear where he began Privacy when desired. While in Privacy the Sye-Men can be affected by other fourth dimensional beings or attacks.

Mass Animate Dead

NECROMANCER

GENERATION TIME

3 sec

RANGE

Touch

BOOST

5 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

4d4 Bodies

Identical to Animate Dead except that the Sye-Men may manipulate from 4d4 corpses at one time.

Note: The Sye-Men gains this power automatically when reaching 150,000 experience points.

GENERATION TIME

3 min

RANGE

Touch

BOOST

02%/1pt

DURATION

Permanent

SMR

Mental

AREA OF EFFECT

Target

During some activities like Soul Flight or Death (oops), a person's soul can become disconnected from their body. This matrix allows a Sye-Men to subconsciously connect with the disconnected body and search in the fourth dimension for the wandering soul. There is a base 10% chance to find the soul, plus 02% per level of the controller, minus 10% per day the soul has been lost. A Sye-Man may boost the matrix, using a power point to gain an additional 02% chance of success. Once the soul is located, it must make a mental SMR at a +30 to follow the Sye-Men back to its body. Failure means the Sye-Men must simply try again if possible.

GENERATION TIME

1 hour

RANGE

Self

BOOST

01% chance/1 point

DURATION

Permanent

SMR

None

AREA OF EFFECT

100m

This powerful yet strange matrix lends more credence to the theory that Sye-Men and Zen are more closely related than we had first thought. With it, a powerful Sye-Men and an equally powerful Zen can join forces and attempt to reincorporate a person or other living thing that has died after receiving catastrophic damage. The Zen and Sye-Men join hands and begin chanting near the spot where the target being has been blown to bits, burned up, dissolved, etc. The Zen must have the Heal matrix and must spend 10 power points to generate it for Brotherhood to work. Brotherhood's first function is to locate all of the bits of the person that are scattered around the area within 100m. Once located these pieces are then drawn toward the two matrix controllers. Then the Zen's Heal matrix, bolstered by Brotherhood, begins to assemble the various parts and knit them together. After the corpse is reassembled, the final part of Brotherhood takes place, where the Sye-Men attempts to raise the being to his Death's Door number. Once this is accomplished, the being is at Death's Door and normal healing means can be applied. If the two matrix controllers are distracted at any time during this hour-long process the matrix fails. There is a base 50% chance for the Brotherhood matrix to work, plus 02% per level of each controller above 10 (cumulative). Each controller can also increase the percentage chance of success by adding power points on a point-for-point basis. The table below lists modifiers to the success of the matrix plus the vital statistics loss related to each method of catastrophic damage. If PCs try to hire Sye-Men and Zen for this job it can cost anywhere from 250,000 to 1 million credits depending on how smeared the victim is. BM's discretion.

DAMAGE TYPE	SUCCESS MODIFIER	VITAL STAT LOSS (EACH)
Explosives, Projectile, Beam, Omega, Pulse, Blunt Force Trauma	0	3-12
Explosive Decompression	-10	4-16
Fire	-20	5-20
Disintegration, Acid	-30	6-24