

1

Camouflage

VACUUM CONTROL

GENERATION TIME

5 sec

RANGE

Target

BOOST

1 minute per point

DURATION

1 minute

SMR

Bio (if living target)

AREA OF EFFECT

5 meters

This matrix camouflages everyone and everything within the area of affect to match the surroundings. Targets receive a +60 to avoid detection attempts.

1

Find Radiation Source

VACUUM CONTROL

GENERATION TIME

1 sec

RANGE

50 meters

BOOST

10 meters per point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

20 meter rad.

This matrix allows the user to locate the nearest radiation source. The matrix controller specifies the type of source he is looking for by intensity or frequency.

1

Mineral Scan

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

5 meters

BOOST

5 meters per point

DURATION

3 minutes

SMR

None

AREA OF EFFECT

20 sq. meters

This matrix allows the user to determine the mineral composition of any material. In addition, the percentages of the minerals in any given specimen of material can also be determined.

1

Radiation Shield

VACUUM CONTROL

GENERATION TIME

2 sec

RANGE

10 meters

BOOST

2 m2/point

DURATION

10 minutes

SMR

None

AREA OF EFFECT

10 cu. meters

After generating this matrix, everyone in the area of effect receives an additional +100 to all Radiation SMRs.

2

Detect Matter

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

5000 km

BOOST

10000 km²/ point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

10000km³

This matrix allows the user to detect matter in space. After generating this matrix, the user will immediately be aware of size and location of any material object in range that is larger than a basketball. This matrix is useful for finding asteroids to mine or cloaked spacecraft. The matrix does not work unless the user is in space.

2

Drill

VACUUM CONTROL

GENERATION TIME

2 sec

RANGE

1 meter

BOOST

1d4 per point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

This matrix allows the user to generate a concentrated bolt of force that is designed to drill through an object. The drilling matrix does 1d4 points of damage to the object. For every point of damage done to the target, the hole can be made 1cm deep or 1 cm in diameter. The user can trade depth for diameter. For instance, if the matrix did 4 points of damage to a rock, the matrix controller can drill a hole 1 cm deep and 3 cm wide, 2 cm deep and 2 cm wide, or any combination thereof as long as total depth and diameter don't exceed 4.

Project Null Atmosphere Bubble

VACUUM CONTROL

GENERATION TIME

1 sec

RANGE

5 meters

BOOST

1 m2/point

DURATION

3 minutes

SMR

None

AREA OF EFFECT

1 sq. meter

The matrix allows the user to displace the atmosphere out of the targeted area. In essence, the user of this matrix creates an artificial vacuum that will last for up to three minutes. Non-Cedeun in the affected area suffer 2 Body Points of damage per second unless they are in an environmentally sealed suit or vehicle. Natural threshold is ignored.

3

Create Cavern

VACUUM CONTROL

GENERATION TIME

10 sec

RANGE

20 meters

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

10m³

This matrix allows the user to create a large cavern in any solid material that is larger than 10m x 10m x 10m. This matrix is generally used to create a shelter on an asteroid for emergencies. The material displaced to create the cavern is ejected into space.

3

Fracture

VACUUM CONTROL

GENERATION TIME

5 sec

RANGE

50 meters

BOOST

1d8 AI/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

This matrix allows the user to create a crack in any material. Often Cedeun use this matrix for mining or to reveal a vein of minerals in rock. However, the matrix works quite well against ship hulls or armor. The matrix does 1d8 points of integrity damage to the target. If the target is not equipped with a QSU (or equivalent device), a large crack will appear. Cedeun have been known to “crack” the armor right off Whe soldiers. This matrix has no effect on living creatures.

3

Teleport (Self)

VACUUM CONTROL

GENERATION TIME

5 sec

RANGE

50 meters

BOOST

5 meters per point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Self

Using this matrix, the controller can teleport himself and small items on his person, not to exceed an encumbrance of 100, up to 50 meters away. The matrix has a 50% base accuracy, plus 5% per level of the matrix controller. There is no chance that the user will be teleported into a solid object.

3

Zero-G Flight

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

Self

BOOST

1 minute per point

DURATION

3 minutes

SMR

None

AREA OF EFFECT

Self

This matrix allows the user to fly in a zero gravity environment. This matrix does provide enough lift to allow the user to fly in a normal or high gravity environment. The user may change direction at will and increase or decrease their velocity by up to 5 m/second every round. Remember, if you're moving at 15 meters a second, it's going to take you 3 rounds to stop!

4

Radar

VACUUM CONTROL

GENERATION TIME

7 sec

RANGE

Self

BOOST

1000m per point

DURATION

1 minute

SMR

None

AREA OF EFFECT

1000m radius

The user of this matrix is able to generate a radar wave that will detect objects in a 1000 meter radius from the controller. Objects that are hidden behind other structures (from the controller's line-of-sight) will not be seen by the radar.

4

Sleep Shell

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

Self

BOOST

1 THR/point

DURATION

12 hours

SMR

None

AREA OF EFFECT

Self

This matrix allows the user to generate a protective shell around himself. The field has a threshold and AI equal to the level of the matrix controller. The shell is air tight and opaque from the outside, though the user can see out from the inside. In addition, the shell is camouflaged to match its surroundings (-30 to sighting checks).

4

Shield Mind

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

Self

BOOST

None

DURATION

1 minute

SMR

None

AREA OF EFFECT

Self

This matrix shields the user's mind from mental attacks and probes. While this matrix is active, the user is immune to any kind of mental probing. This includes attempts to read the user's mind, communicate telepathically, and determine the user's emotional state, just as a few examples. In addition, the matrix controller receives a +50 SMR against mental attacks.

4

Teleport Object

VACUUM CONTROL

GENERATION TIME

1 sec

RANGE

1,000m

BOOST

100 cubic m/point

DURATION

Instantaneous

SMR

None/Mental

AREA OF EFFECT

100m³

This matrix allows the Cedeun matrix controller to teleport any object that is smaller than 100 cubic meters in size. Objects may be moved up to 1,000 meters from their original location instantaneously. Objects that are equipped with phase nullification or similar devices are immune to this matrix. Living creatures in the area of effect may make a Mental SMR to avoid being teleported. Each additional power point spent to generate the matrix allows the user to move an additional 100 cubic meters of material. Cedeun often use this matrix to move mineral rich asteroids to more secure locations. A Cedeun can not teleport away pieces of an object. If the Cedeun is not capable of teleporting the entire object it will not be transported to the new location. As always, the BM is the final arbitrator of what exactly constitutes “an object.”

GENERATION TIME

3 sec

RANGE

Target

BOOST

+2 ECM/point

DURATION

5 rounds

SMR

None

AREA OF EFFECT

Target

Probably one of the most used Cedeun matrices, the Cloak matrix allows the Cedeun to render an object invisible to most forms of detection. Cloaked objects are invisible and can not be detected on radar or using IR or UV optics. Only Sonar or Omega-pulse scanning will reveal a cloaked object.

The ECM and penalty for Sighting Check when detecting a cloaked object is equal to the controller's level multiplied by two. Each additional point spent generating the matrix increases this penalty by two points.

5

Read Thoughts

VACUUM CONTROL

GENERATION TIME

1 sec

RANGE

2 km

BOOST

1 km per point

DURATION

10 rounds

SMR

None

AREA OF EFFECT

Target

Using this matrix, a Cedeun can read the surface thoughts of another individual. The target individual must be seen by the matrix controller in order for it to be successful. Cedeun will often “flash” their location to others of their kind to identify themselves and their location. Then both Cedeun will generate this matrix and communicate with each other mentally at long distances. This matrix does not work on unwilling targets.

5

Dimensional Teleport

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

10m

BOOST

None

DURATION

Instantaneous

SMR

Mental

AREA OF EFFECT

Target

This matrix allows the user to teleport a target across space by means of dimension jumping. Targets may be teleported up to 10,000 km away. Phase nullification units, flux shields, or similar devices do not prevent dimensional teleportation. Objects larger than 25 cubic meters may not be teleported.

Unwilling targets are entitled to a Mental SMR to avoid being teleported. Living creatures that are teleported must make a Bio SMR or suffer 1d4 body points. Characters that fail the SMR by rolling double zeroes go permanently insane. Characters that have been dimensionally teleported often report seeing strange beings for a split second while between dimensions. A Cedeun can not teleport away pieces of an object. If the Cedeun is not capable of teleporting the entire object it will not be transported to the new location. As always, the BM is the final arbitrator of what exactly constitutes “an object.”

6

Danger Sense

VACUUM CONTROL

GENERATION TIME

3 sec

RANGE

Self

BOOST

10m/point

DURATION

5 rounds

SMR

None

AREA OF EFFECT

20m

This matrix increases the user's senses to an almost supernatural level. Once generated, the user can not be taken by surprise from attacks that originate from closer than 20 meters away. For each additional point spent to generate this matrix, the maximum range of the matrix may be extended by 10 meters.

GENERATION TIME

10 sec

RANGE

100m

BOOST

100kg/point

DURATION

3 rounds

SMR

None

AREA OF EFFECT

Target

The matrix imparts telekinetic abilities to the user. Once generated, the matrix controller can move objects, which are within 100 meters without actually touching them. The top speed at which a 1kg object may be moved is equal to 100 meters per second. This speed is increased by 100 m/s for every additional power point spent generating the matrix. To determine how fast a larger object may be moved, divide the top speed the matrix is capable of moving a 1kg object by the current object's weight in kilograms.

The user can move up a maximum of 100kg, plus an additional 100kg for each additional power point spent to generate the matrix.

Gravity Well

VACUUM CONTROL

GENERATION TIME

10 sec

RANGE

1 km

BOOST

0.5 G per point

DURATION

1 minutes

SMR

None

AREA OF EFFECT

Up to 100 sq. m

This matrix can be used to create an artificial gravity field of 0.5 G. For every point spent to generate the matrix, the magnitude of the gravity field is increased by 0.5 G. For every G above one, subtract 15 points from the character's Strength. If the character's strength is reduced to zero, he can no longer stand or move. The character takes 1d4 Body Points of damage for every 10 points by which his Strength is exceeded. Weapons and equipment take 1d4 points of damage for every 1.0 G above 10.0.

The Cedeun often use this matrix to immobilize passing vessels for pirate attacks. At high power levels, the gravity well matrix is capable of disrupting the travel of ships using FTL drives, which are passing through the area. Aktai Gravitic Compensators will cancel out damage from this matrix as if it were an LGA attack.

GENERATION TIME

20 sec

RANGE

Touch

BOOST

1 Year/point

DURATION

1 Year

SMR

None

AREA OF EFFECT

Target

This matrix allows the user to mentally link with another intelligent being. Once established, the link does not have a range limitation and is maintained over extreme distances. Once linked, the user can feel strong emotions from the target. The matrix user also has a vague idea of the target's location. By successfully making a Mental SMR, the matrix user is able to view cloudy glimpses of what the target sees or communicate with the target as if he were standing nearby. A failed SMR indicates that the user can not communicate with the target or see through the target's eyes for 2-40 hours. Failed SMRs also indicate that the user receives a bad headache for his efforts.

The link lasts for 1 year but can be increased by 1 year for each additional power point spent to generated the matrix. The link can be terminated at any time by either the matrix controller or the target. There have been reports that this matrix can be cast on unwilling targets who don't have the ability to break the link.

7

Teleport (Large Object)

VACUUM CONTROL

GENERATION TIME

10 sec

RANGE

10km

BOOST

1,000 m3/point

DURATION

Instantaneous

SMR

None/Mental

AREA OF EFFECT

1,000m3

This matrix allows the Cedeun matrix controller to teleport any object that is smaller than 1,000 cubic meters in size. Objects may be moved up to 10,000 meters from their original location instantaneously. Objects that are equipped with phase nullification or similar devices are immune to this matrix. Living creatures in the area of effect may make a Mental SMR to avoid being teleported. Each additional power point spent to generate the matrix allows the user to move an additional 1000 cubic meters of material. Cedeun often use this matrix to move mineral rich asteroids to more secure locations. A Cedeun can not teleport away pieces of an object. If the Cedeun is not capable of teleporting the entire object it will not be transported to the new location. As always, the BM is the final arbitrator of what exactly constitutes “an object.”

8

Wormhole Communication

VACUUM CONTROL

GENERATION TIME

1 hour

RANGE

100,000 km

BOOST

1 minute/point

DURATION

1 minute

SMR

None

AREA OF EFFECT

up to 10 km radius

This matrix allows the user to generate a nanoscopically small wormhole through space. Individuals at either end of the wormhole can communicate with each other as if they were standing right next to each other for the duration of the matrix.

Stargate Creation

VACUUM CONTROL

GENERATION TIME

10 hours

RANGE

100,000 km

BOOST

1 billion km/point

DURATION

3 days

SMR

None

AREA OF EFFECT

up to 10 km radius

Using this matrix, a Cedeun can create a star gate, though which ships can reach far off destinations instantaneously. For every point spent generating this matrix, the stargate can transport items 1 billion kilometers in distance.