

1

Boil

GEMINI

GENERATION TIME

2 sec

RANGE

10m

BOOST

1 minute/point

DURATION

2 minutes

SMR

Fire

AREA OF EFFECT

1 meter cube

By invoking a Boil matrix, the matrix controller can cause 1 cubic meter of water or a similar liquid to boil. Liquids harder or easier to boil than water will decrease or increase the area of effect. However, the Gemini can not boil the bodily fluids of a target.

1

Breeze

GEMINI

GENERATION TIME

2 sec

RANGE

10m

BOOST

30 seconds/point

DURATION

30 seconds

SMR

None

AREA OF EFFECT

3 meter cube

The Breeze matrix creates a brisk breeze in the area of effect. This breeze is strong enough to move light objects such as papers and dust. In addition, it may be used as a defense against gases. Gases will be removed from the area of effect with 90% efficiency.

GENERATION TIME

2 sec

RANGE

5m

BOOST

10 minutes/point

DURATION

20 minutes

SMR

Cold

AREA OF EFFECT

Target

Chill allows the Gemini to reduce the temperature of an inanimate object by up to 15 degrees centigrade. This matrix is handy for keeping Phentari and Eridani comfortable, for preserving meat and other perishables, and for really annoying the Python Lizards and Ram Pythons in the party (try chilling their armor sometime). If the object to be chilled is in the possession of an unwilling target, the target item is allowed to make SMR against Cold to negate the effect.

1

Condensation

GEMINI

GENERATION TIME

2 sec

RANGE

5m

BOOST

1 gallon/point

DURATION

5 min

SMR

None

AREA OF EFFECT

Varies

By generating this matrix, the Gemini causes moisture in the atmosphere to condense into liquid form. 1 gallon of liquid is created.

On a planet with an Earth like atmosphere, this will be water, yet planets with different atmospheres may produce different liquids. The moisture condenses over a period of five minutes. Gemini who use this matrix are advised to have something for the liquid to collect in.

1

Elemental Sheath I

GEMINI

GENERATION TIME

2 sec

RANGE

Touch

BOOST

2 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

This matrix surrounds the target with a faintly shimmering aura of light (blue for a water sheath, red for a fire sheath, white for an air sheath, and green for a earth sheath. This sheath protects the target from damage inflicted by that particular element (not including drowning for the water sheath) reducing damage by 6 points per attack.

1

Fire Dagger

GEMINI**GENERATION TIME**

1 sec

RANGE

5m

BOOST

1 damage/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

The first of the Gemini fire matrices creates a small, brilliant tongue of flame which can be hurled up to 5m. The Fire Dagger has a base 100% chance to hit, and inflicts 1 point of damage plus one point per additional power point expended.

1

Identify Plant

GEMINI

GENERATION TIME

2 sec

RANGE

10m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target plant

A Gemini using this matrix can identify unknown plants with 90% accuracy. The Gemini will gain information concerning the plant's biological makeup, whether or not it is safe to eat, and any attack or defense forms it may have.

1

Terrain Sense

GEMINI

GENERATION TIME

2 sec

RANGE

100m

BOOST

10m/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

This power puts a Gemini in tune with his immediate environment. He can detect natural terrain features, such as physical makeup and areas of instability. He or she can also detect natural hazards, such as quicksand and deadfalls, with 80% accuracy.

1

Warmth

GEMINI

GENERATION TIME

2 sec

RANGE

5m

BOOST

10 minutes/point

DURATION

20 min

SMR

Fire

AREA OF EFFECT

Target

The opposite of the Chill matrix. Warmth allows the Gemini to raise the temperature of an inanimate object by up to 15 degrees centigrade. An object in the possession of an opponent is entitled to an SMR versus fire to avoid the effect.

1

Water Freedom

GEMINI

GENERATION TIME

2 sec

RANGE

Touch

BOOST

5 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Target

A useful matrix when underwater travel becomes necessary. Water Freedom allows the target to move through water as if it were air, with no initiative or attack penalties. It does not, however, confer the ability to breathe water.

2

Breathe Water

GEMINI

GENERATION TIME

3 sec

RANGE

3m

BOOST

10 min/point

DURATION

30 min

SMR

None

AREA OF EFFECT

Target

Breathe water allows the recipient to (surprise, surprise) breathe water. For an additional two power points, paid at the time of generation, the target may breathe any liquid. This does not provide any protection from other damaging properties of the liquid. The target could, for example, breathe sulfuric acid, but jumping into a pool of it would still be a really stupid thing to do.

GENERATION TIME

3 sec

RANGE

0

BOOST

5mph/point

DURATION

5 min

SMR

None

AREA OF EFFECT

15m sphere

A Calm Air matrix reduces the velocity of wind around the Gemini by a base of 20 miles per hour plus five miles per hour for every additional point of power expended. This matrix will do damage to certain non-corporeal beings (Battlemaster's discretion). Against non-corporeal creatures, it inflicts a base of 2 points of damage plus one point per extra power point expended by the matrix user. No SMR is allowed.

GENERATION TIME

3 sec

RANGE

10m

BOOST

None

DURATION

10 min

SMR

None

AREA OF EFFECT

Target

By invoking Earthgrip, the Gemini causes the earth to flow up over the feet of the target and quickly solidify, hopefully entrapping the victim. This power has a base 50% chance to succeed, plus 4% per level of the Gemini over fourth, minus the agility defensive modifier of the target. Once trapped, the victim must make a strength check at a -50 to break free. Appropriate tools, such as a chisel, will also help the victim to escape.

GENERATION TIME

3 sec

RANGE

25m

BOOST

1 min/point

DURATION

5 min

SMR

None

AREA OF EFFECT

20m cube

This matrix creates a thick fog which centers on a point of the controller's choice. The fog makes vision extremely difficult (-80% to sighting checks). Infrared detection is at a - 30% due to the heat-diffusing nature of the fog.

2

Forecast Weather

GEMINI

GENERATION TIME

5 minutes

RANGE

None

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

5 mile radius

An extremely useful matrix. Forecast Weather allows the matrix controller to accurately predict weather conditions within a five mile radius for the next day. The level of accuracy of this power is 90%. Gemini with this power have become famous tri-vision weatherman personalities.

2

Identify Animal

GEMINI

GENERATION TIME

3 sec

RANGE

10m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

This matrix allows positive identification of animals. The information gleaned from this matrix concerns the biological makeup of the creature, its attack and defense forms, the creature's general behavior, the basic disposition of the creature at the time of generation, and if the creature is sentient. The matrix is 90% accurate.

Fire Spear

GEMINI

GENERATION TIME

3 sec

RANGE

30m

BOOST

1 damage/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

Fire Spear creates a bolt of flaming energy which inflicts 1d6 damage, plus one point per additional power point expended. It has a base accuracy of 90% minus 10% per range bracket after the first.

2

Frost

GEMINI

GENERATION TIME

3 sec

RANGE

10m

BOOST

2%/point

DURATION

5 min

SMR

Cold

AREA OF EFFECT

Target

By creating intense cold in the joints, a Gemini may attempt to immobilize a suit of armor. The armor must make an SMR versus Cold. Failure means that the character suffers a -4 to -16% agility penalty until he removes the armor or the armor thaws. Under normal circumstances, the armor will thaw out in 5 minutes. The thaw time may vary if the area is unusually cold or hot.

Petrify (aka Stone Club)

GEMINI

GENERATION TIME

2 sec

RANGE

10m

BOOST

1 point/cubic meter

DURATION

Permanent

SMR

Bio

AREA OF EFFECT

1 cubic meter

This matrix turns wood into a stone like, rock hard, substance. This matrix has been useful to stop enemy trackers from following the Gemini through a dense forest. It's hard to hack through stone with a machete - equivalent. However, its most popular use is transforming a simple wooden club into a petrified skull cracker. Treat a Stone Club as a normal club that inflicts 3-9 points of real damage and has a SS of 45.

GENERATION TIME

3 sec

RANGE

100m

BOOST

10min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

Water Song is an important matrix to parties planning to function underwater. This power gives the Gemini an uncanny rapport with the water around him. This matrix provides the Gemini with several advantages. First of all, it allows him to swim with level 5 skill (a big hunk of rock swimming at all is pretty impressive if you ask me!) Second, it gives the Gemini an effective hearing modifier of 150% while underwater due to his incredible sensitivity to small motions in the water. Third, it allows him or her to sense current direction and strength with 100% accuracy.

GENERATION TIME

3 sec

RANGE

50m

BOOST

10min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

Gemini believe that to truly be a part of the world, you need to make yourself closer to it and learn to commune with it. Wind Song puts the caster in deep communion with the atmosphere around him. He senses vibrations in the air, slight changes in temperature, and chemical impurities with uncanny accuracy. A Gemini using Wind Song receives a -1 to his initiative roll. In addition, the matrix controller receives half the normal penalties for not being able to see a target, unless the Wind Song is somehow rendered inoperable. The Wind Song matrix will not help the Gemini against attacks made by someone, outside the area of effect.

3

Animal Speech

GEMINI

GENERATION TIME

5 sec

RANGE

0

BOOST

5 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Target

Gemini hold that living creatures are the ultimate product of the four elements. Thus Gemini study matrices which affect living creatures. Animal Speech allows the Gemini to develop a rapport with non-sentient animals for the duration of the matrix, enabling communication of basic concepts such as emotions or strong mental images, yet not complex sentences.

3

Burrow

GEMINI

GENERATION TIME

5 sec

RANGE

0

BOOST

5 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

Burrow gives the Gemini the ability to tunnel through earth or even solid rock at a rate of 5m/minute. Witnesses who have seen this power in use say that it is almost as if the rock parts before the Gemini, allowing him or her to step through. The rate of passage is reduced to 3m/minute if the Gemini wishes to leave a passage through which others can travel.

3

Earth Song

GEMINI

GENERATION TIME

5 sec

RANGE

1 mile

BOOST

10 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

The third of the Song powers, Earth Song provides the Gemini with precise information about the earth surrounding him, up to a distance of one mile. The Gemini can tell, through vibrations, the presence and general locations of other creatures, as well as their concentrations (a tank platoon makes a heck of a lot more vibrations than one squirrel-equivalent). He also knows the makeup of the earth to a depth of one mile. Gemini with this power are much sought after by military units, geological survey teams, and mining expeditions.

3

Entangle (aka Root)

GEMINI

GENERATION TIME

3 sec

RANGE

20m

BOOST

1 per extra target

DURATION

1 minute

SMR

None

AREA OF EFFECT

10 meter rad

In an area with thick vegetataion, the Gemini can cause the plants to wrap themselves around an opponent, or opponents if extra power is expended, and entangle them. Targets must make an Agility check or be caught and unable to move freely. Targets can free themselves is 10 seconds if they have a sharp cutting device like a knife; If not, it will take the target(s) roughly 1 minute to free themselves from the tangle of vines, roots and branches.

3

Fire Song

GEMINI

GENERATION TIME

5 sec

RANGE

30m

BOOST

10 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

Fire Song gives the matrix controller ultra-sensitivity to varying levels of heat. This matrix conveys infravision to the Gemini, out to a range of 30m. In addition, the Gemini can identify specific beings or devices by their heat signatures. The Gemini can also track beings through residual heat traces, with an 80% chance of success, minus 20% for every 10 minutes that have passed since the creature who is being tracked, passed through the area.

3

Ice Shards

GEMINI

GENERATION TIME

1 sec

RANGE

25m

BOOST

1 shard/2 points

DURATION

Instantaneous

SMR

Cold

AREA OF EFFECT

Target(s)

Generation of an Ice Shards matrix creates 4 shards of intensely cold ice, plus one additional shard for every two extra power points expended. These shards may be launched up to 25 meters, against different targets, inflicting 1-4 points of damage apiece. The ice shards have a base accuracy of 80%, - 10% per range bracket after the first. A separate to hit roll should be made for each ice shard.

GENERATION TIME

5 sec

RANGE

10m

BOOST

None

DURATION

1 minute

SMR

Sonic

AREA OF EFFECT

1 cubic meter

Melt creates a subsonic vibration which causes most rigid solids to liquify. Most forms of rock, metals, and similar materials can be melted in this way. The residual effects of the vibrations will last for one minute, after which the material will harden again in its new form. The melting produces heat, and anyone in contact with the material when it melts will be burned for 2-12 points of damage. The target object receives an SMR against Sonics to resist the effects of this matrix. When used against armor, the Melt matrix will inflict from 8-48 points of damage to armor integrity unless the armor makes a successful SMR against Sonics.

GENERATION TIME

3 sec

RANGE

self

BOOST

1 minute/ 2 points

DURATION

1 minute

SMR

none

AREA OF EFFECT

self

This matrix allows the Gemini to actually become part of nature. The Gemini use this power to hide themselves and confuse tracker, or to spy on others in safety. The Gemini simply sinks into the earth, walks into a tree, melts into a stream, etc. The Gemini may not move, yet suffers no damage (he will not drown in water or suffocate in earth) from the meld. In addition, all of his senses are intact. Thus, the Gemini can see the surrounding area and hear the approach of individuals. If the area with which the Gemini has melded is attacked, damage is inflicted directly to the Gemini. This power may not be used while the Gemini is in armor.

3

Precipitation

GEMINI

GENERATION TIME

10 min

RANGE

0

BOOST

5 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

1000m rad

By invoking a precipitation matrix, the Gemini essentially acts as a super “cloud-seeder,” causing precipitation common to that specific area at that time of year. For example, if it is December in Alaska, the most common form of precipitation would be snow. On Banite-4 during the hot season, however, it would be concentrated hydrochloric acid (be sure to pack your umbrella!) This matrix will have reduced or no effects in areas where the Battlemaster rules there isn't enough moisture for precipitation, such as the middle of a desert.

GENERATION TIME

5 sec

RANGE

0

BOOST

30 min/point

DURATION

5 hours

SMR

None

AREA OF EFFECT

Self

The last of the song matrices, Sun Song turns the caster into a giant solar battery, soaking up sunlight and using it to replenish his or her own natural energy reserves. The benefits of this are as follows:

- 1) While a Sun Song matrix is in effect, the caster heals 1 point of damage per hour due to supercharged healing faculties.
- 2) The caster does not need to eat, drawing energy from the sun.
- 3) All physical attributes receive a temporary bonus of 10 points for as long as the matrix remains in effect. Note

All of these powers need sunlight to function. A Sun Song will do no good at all in deep space or at night.

3

Wall Of Water

GEMINI

GENERATION TIME

10 sec

RANGE

100m

BOOST

None

DURATION

3 min

SMR

None

AREA OF EFFECT

20x10x2m

This matrix creates a wall of water with the dimensions listed above. Persons attempting to pass through the wall will suffer 1-8 points of damage and must make a strength check at -60 to break through. This matrix is only possible in an area where a sufficient amount of water already exists.

4

Alter Earth

GEMINI

GENERATION TIME

20 sec

RANGE

50m

BOOST

5 cubic meters/point

DURATION

20 min

SMR

None

AREA OF EFFECT

15 Cubic m

An Alter Earth matrix gives the Gemini total control over the form of earth. Within the area of effect, he can change stone to loose-packed earth or mud, mud to earth or stone, or earth to mud or stone. The caster can alter the earth repeatedly over the duration of the matrix. At the end of the duration, the material reverts to its original form, possibly in a new shape.

4

Asphyxiate

GEMINI

GENERATION TIME

10 sec

RANGE

5m

BOOST

None

DURATION

Special

SMR

Bio

AREA OF EFFECT

Target

The caster of an Asphyxiate matrix seeks to drive all air from the lungs of the target, causing them to asphyxiate and die in 1-4 minutes unless an SMR versus Biological attack forms is made. During this time, the victim will be at -40% to all actions. An injection port of the appropriate type will negate the effectiveness of this matrix.

4

Cold Snap

GEMINI

GENERATION TIME

3 sec

RANGE

50m

BOOST

5m/point

DURATION

Instantaneous

SMR

Cold

AREA OF EFFECT

Target

By application of sudden, intense cold, the matrix controller hopes to cause an inanimate object with a crystalline molecular structure (rocks, metals, and the like) to become brittle and shatter. The target object receives an SMR against cold; if this SMR fails, the object shatters and is useless.

4

Elemental Sheath II

GEMINI

GENERATION TIME

10 sec

RANGE

0

BOOST

2min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

Self

The Elemental Sheath II is a superior form of the Elemental Sheath. It provides protection against all attacks, reducing their intensity by 6 points. Additionally, it provides complete immunity to attacks of its own form (Earth, air, fire, or water) and their incidental effects (drowning, vertigo, or whatever). However, the Elemental Sheath II will not protect one from extremes, such as heat generated at the core of the sun. Let's face it, its powerful but not that powerful.

4

Fire Sword

GEMINI

GENERATION TIME

5 sec

RANGE

0

BOOST

10 sec/point

DURATION

20 sec

SMR

Fire

AREA OF EFFECT

Self

When this matrix is generated, a flaming plane of energy vaguely resembling a sword phases into existence in the caster's hand. He or she may wield this plane of energy to inflict damage. The Fire Sword has a basic accuracy of 85%, modified by sword skill, and a parry rating of 35. Any non-energy weapon parried by a fire sword must make an SMR versus fire or melt. The sword inflicts 3-18 points of damage, strength bonus is NOT applicable, and ignites flammable objects on the target's person unless an SMR versus fire is made.

4

Nature's Call

GEMINI

GENERATION TIME

2 sec

RANGE

30m

BOOST

none

DURATION

varies

SMR

Bio at -30

AREA OF EFFECT

1 target

This matrix was created by Joax, a Gemini who loved to hang around with Orions. In a nutshell, this matrix causes the target, who is entitled to an Bio SMR at -30 (-50 if near running water or taco - equivalent restaurant), to hear the call of nature. The opponent must go the bathroom in 2 - 8 seconds. All actions during this time are at -50. While indisposed the target is considered prone. BMs this is a very rare matrix and only taught by Joax himself for a stiff fee, if you even allow it to exist. It is the BM's discretion on how long the target is indisposed and considered prone. Eridani are allowed to make a Aggression check to hold it in, yet they will be at -20 on all actions until they relieve themselves.

5

Pillar of Stone

GEMINI

GENERATION TIME

3 sec

RANGE

10m

BOOST

1 pillar/2 or 5m/1

DURATION

permanent

SMR

none

AREA OF EFFECT

2 m circle

This matrix allows the Gemini to cause a 10m tall, 2 meter diameter, pillar of stone to erupt out of earth and into the sky. This pillar can be cast to impede or hurl opponents, or to allow the Gemini to survey the area from a better vantage point. If used against an unwilling target, the target is allowed an Agility check to avoid the pillar. If the Agility is failed the opponent is caught on the pillar as it erupts from the earth. A second Agility check now must be made to stay on the pillar. If this second check is failed the opponent is launched 1m, in a random direction, for every 5m of pillar height, and suffers appropriate falling damage.

Note: A sufficient amount of earth must be present for this matrix to work. It will not work on the tops of buildings or on spaceships.

4

Sandblast

GEMINI

GENERATION TIME

10 sec

RANGE

30m

BOOST

2m/point

DURATION

Instantaneous

SMR

Acid

AREA OF EFFECT

3m cone

A Sandblast matrix creates a cone of high-velocity, abrasive sand, which inflicts 2-12 points of damage to all creatures in the area of effect. Creatures with unprotected vision must make an SMR versus acid or be blinded for 3-30 seconds. In addition, armor must also make an SMR versus acid or suffer malfunctions, at the Battlemaster's discretion, because of sand "gumming up" the works.

Note: The caster must be in an area where there is a large amount of sand, such as a beach or desert.

4

Thunderclap

GEMINI

GENERATION TIME

5 sec

RANGE

50m

BOOST

2m/point

DURATION

Instantaneous

SMR

Sonic

AREA OF EFFECT

5m sphere

The Gemini generates a small area of superheated air at the center of the area of effect. This air expands explosively, creating a deafening thunderclap. All creatures in the area of effect are blasted for 1-4 points of damage from concussion, and must make a Sonics SMR, with the following effects:

Deafness from the Thunderclap is permanent until healed. Protected hearing adds to the SMR against the attack.

SMR ROLL	RESULT
Made SMR by 20 or more	-20 to action for 1-4 rounds
Made SMR by less than 20	Stunned and unable to act for 1-4 rounds
Missed SMR by 10 or less	Stunned for 2-8 rounds
Missed SMR by 10-20	Stunned for 1-4 minutes; make a second Sonic SMR or become deaf
Missed SMR by more than 20	Unconscious for 4-24 minutes; make a second Sonic SMR or become deaf

4

Walk on Air

GEMINI

GENERATION TIME

5 sec

RANGE

0

BOOST

1 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

self

This matrix alters the effects of gravity momentarily. This would allow the Gemini to cross over pits, chasms, ravines, or even walk from mountain top to mountain top, or building top to building top without falling.

4

Walk on Water

GEMINI

GENERATION TIME

5 sec

RANGE

0

BOOST

1 min/point

DURATION

2 min

SMR

None

AREA OF EFFECT

self

This matrix allows the Gemini to walk on water as if it were solid ground. It is useful to cross over lakes and rivers.

4

Wall of Air

GEMINI

GENERATION TIME

10 sec

RANGE

100m

BOOST

None

DURATION

3 min

SMR

None

AREA OF EFFECT

20x10x2m

The Wall of Air matrix creates a wall of extremely turbulent air, similar to the Wall of Water above. Persons attempting to pass through it will suffer 2-8 points of damage, and must make a strength check at a -60 to successfully pass through. This matrix is only possible in an area with an atmosphere.

4

Wall of Stone

GEMINI

GENERATION TIME

10 sec

RANGE

100m

BOOST

None

DURATION

Permanent

SMR

None

AREA OF EFFECT

15x8x2m

A useful matrix which creates a wall of stone with the above dimensions. The wall erupts out of the ground (this may cause a lot of damage in buildings). The wall can be destroyed by a sufficient force; consider it to have a 8 threshold and 200 body points. This matrix may only be used in areas where a sufficient quantity of earth or stone is available. Most places on the ground are a fine place to cast this matrix, but spaceships, the ocean, and the top floor of a skyscraper are out.

5

Animal Aspect

GEMINI

GENERATION TIME

5 sec

RANGE

0

BOOST

10 min/point

DURATION

15 min

SMR

None

AREA OF EFFECT

Self

The Gemini's superior understanding of natural creatures and the power of this matrix allow mimicry of the powers of creatures which the Gemini has had contact. One aspect of a creature can be mimicked at a time (one attack form, one movement form, or one defense form). Only "natural" powers may be mimicked in this way. Exotic things like fire breathing are probably a no-go, but the Battlemaster has final discretion. The Gemini can switch the aspect being mimicked at will. This switch takes 5 seconds.

5 Avatar of Nature (Fire, Earth, Water, Air)

GEMINI

GENERATION TIME

5 minutes

RANGE

0

BOOST

1 minute/2 points

DURATION

3 min

SMR

None

AREA OF EFFECT

none

This matrix summons an incarnation of the appropriate element (Fire, Earth, Water, Air) to do the bidding of the Gemini. The Avatar stands 4 meters tall, and looks roughly like a Gemini. The Avatar is immune at all attack forms of its type (a fire avatar is immune to flamethrowers) yet is very susceptible to attacks from its opposite element (water deals some serious damage to fire) which inflict double damage. The Avatar has 30 body points, and possesses a score of 110 in all physical stats. Avatars attacks with two fists, each has a 75% to hit. Each fist inflicts 2-12 points of damage. BMs remember that if a fire avatar strikes an opponent, the opponents items must make a SMR against Fire or ignite. Also, water damages or destroys electrical equipment if it makes contact with it. An SMR against Acid is allowed to avoid water damage to equipment.

5

Command Animals

GEMINI

GENERATION TIME

10 sec

RANGE

100m

BOOST

10 min/point

DURATION

30 min

SMR

Mental

AREA OF EFFECT

1-10 animals

The Gemini's empathic bond with animals grows so strong that he is able to command them. Creatures can even be commanded to lay down their lives for the Gemini, though he would rarely, if ever, evoke this aspect this matrix. From 1-10 normal, naturally occurring animals (Uncle Ernie's pets are right out, sorry) can be affected. Intelligent animal, and animals with more than 60 body points are unaffected by this matrix.

5

Create Gas

GEMINI

GENERATION TIME

5 sec

RANGE

20m

BOOST

1 min/point

DURATION

5 min

SMR

Chemical

AREA OF EFFECT

3m rad cloud

The Gemini combines elements in the atmosphere to produce nearly any gas desired, from water vapor to cyanide. It is up to the Battlemaster to determine whether the appropriate elements are present, and the effects of the gas produced. In general, the targets should be entitled to a chemical, or possibly Acid, SMR to avoid the effects of the gas. Appropriate protections, such as gas masks or chemical suits, should also reduce or negate the effectiveness of this matrix. The cloud created will remain for 5 minutes or until dispersed. Note that this power can also be used to create a breathable atmosphere in a hostile environment.

5

Create Vacuum

GEMINI

GENERATION TIME

5 sec

RANGE

50m

BOOST

6 sec/ point

DURATION

1 min

SMR

Special

AREA OF EFFECT

5m radius

This matrix causes the total evacuation of atmosphere from the area of effect. Creatures caught within are subject to explosive decompression. Unprotected creatures must make a Biological SMR at -30 or explode and cause a mess. Those who make the SMR only take 10 to 60 points of damage. The power of the matrix prevents outside atmosphere from entering for the duration. Those in environmentally contained suits are immune to this matrix.

GENERATION TIME

5 sec

RANGE

100m

BOOST

2m/point

DURATION

20 sec

SMR

Fire

AREA OF EFFECT

Target

The Fire Lance matrix augments the Fire Sword matrix by allowing the Fire Sword to make ranged attacks. The lance may be wielded in hand to hand combat, incinerating opponents for 4-24 points of damage, functioning exactly as the Fire Sword matrix, or it may be thrown with a base accuracy of 95%, decreasing 10% per range bracket beyond the first. In either case, flammable objects on the target must make an SMR versus fire or ignite.

GENERATION TIME

20 sec

RANGE

200m

BOOST

1 min/point

DURATION

2 min

SMR

Electrical

AREA OF EFFECT

50m radius

A very potent matrix which calls into being a raging electrical storm, with high winds, blinding precipitation, thunder, and lightning. Creatures caught in the storm suffer 1-10 points of damage per round (electrical SMR for half damage) until the matrix ends or they leave the area of effect. Weapons fire within the storm is at -70 to hit. Note

The caster must be on a planet with an atmosphere for this matrix to work. This matrix will not work in spaceships or indoors.

5

Sun Bolt

GEMINI

GENERATION TIME

3 sec

RANGE

200m

BOOST

2 points/point

DURATION

instantaneous

SMR

see below

AREA OF EFFECT

1 target

This matrix can only be cast outdoors, during the day, when the sun is visible. The Gemini calls on the powers of the sun to smite the defilers. A bolt of pure sunlight strikes the Gemini, who will glow brightly. The Gemini will then point at the intended target and release the power of the sun on the poor fellow. The sun bolt ignores flux shields and delivers a mighty strike inflicting 6-36 points of damage. All flammable items must make a Fire SMR or be destroyed, and the target must make a Bio SMR at -30 or have his eyes burned out of his skull. Those who witness this event must make a Bio SMR or be blinded for 1 to 4 days, unless precautions are taken.

5

Terrain Link

GEMINI

GENERATION TIME

10 sec

RANGE

0

BOOST

3 min/point

DURATION

10 min

SMR

None

AREA OF EFFECT

Self

Terrain Link puts the matrix controller into a symbiotic rapport with the environment. Essentially, he or she becomes one with the surrounding terrain, aware of everything that occurs within a mile of his or her current location. It is impossible to surprise a Gemini using Terrain Link. The matrix controller can answer any terrain-related question with 85% accuracy (it is sometimes difficult to pick out a specific piece of information from the massive influx of information). However, there is a drawback to this matrix. Any catastrophic damage to the environment in the area of effect, a forest fire for example, necessitates a system shock roll. Failure results in the druid will passing out (1-10 minutes) due to a massive surge of pain from the symbiotic link with the damaged environment.

6

Drown

GEMINI

GENERATION TIME

1 sec

RANGE

20m

BOOST

None

DURATION

Instantaneous

SMR

Biological

AREA OF EFFECT

Target

Simple and vicious. The Drown matrix attempts to flood the target's lungs and body cavities with fluid, killing him or her instantly unless a biological SMR is made.

Earth Trap

GEMINI

GENERATION TIME

10 sec

RANGE

30m

BOOST

None

DURATION

Instantaneous

SMR

Special

AREA OF EFFECT

Target

The Gemini opens up a cavity in the ground and attempts to encase the victim within the crevasse. The base chance to entrap the target is 80%, plus 4% per level of the Gemini over 16th, minus the defensive modifier of the target. Entrapped creatures are unable to free themselves without outside aid, unless they have some ability which allows them to move through earth and stone. Moreover, the target will suffocate in 2-6 minutes.

GENERATION TIME

5 sec

RANGE

1000m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

500m radius

A terrifying power which creates a brief, massive earth tremor which inflicts 1HP to everything in the area of effect. This is sufficient to collapse most non quake-proof buildings and splatter characters. A base 20% “dumb luck” SMR is allowed to each character caught in the area of effect; success indicates that only 4-24 points of damage are suffered. Flight will allow the character to avoid damage.

Magma Bolt

GEMINI

GENERATION TIME

3 sec

RANGE

75m

BOOST

1m/point

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

By generating this matrix, the Gemini summons a massive bolt of magma which erupts from the earth inflicting incredible damage. Treat this bolt as a Juicer shot blasting opponents for 10-120 points of damage. The bolt has a base accuracy of 85%, -10% per range bracket after the first.

Note: This matrix can only be used on a planet with a molten core. It will not work on asteroids or on starships.

GENERATION TIME

10 sec

RANGE

1000m

BOOST

5 sec/point

DURATION

15 sec

SMR

None

AREA OF EFFECT

Special

This awesome power creates a cone of pure destructiveness, with winds of up to 250 miles per hour. The controller can direct it to touch down anywhere within range with a base chance of 70%. Creatures and objects caught within the tornado suffer 4-40 points of damage, and are then thrown free, taking an additional 3-18 points of damage in the process. The tornado can touch down once every round, but cannot attack the same creature in two consecutive rounds (the poor bastard hasn't landed from the first attack yet).

Note: This matrix can only be used on a planet with an atmosphere. It can not be used in a starship.

7

Concrete

GEMINI

GENERATION TIME

5 sec

RANGE

50m

BOOST

none

DURATION

instantaneous

SMR

Bio at -20

AREA OF EFFECT

1 target

This gruesome matrix was created by the Brethren of the Eternal Blood. It causes the blood within the target to turn into concrete. A Bio SMR must be made at -20 or the target will instantly die. Even if the SMR check is made the target still suffers 3-18 points of damage caused by the shock to his or her system.

Gaea's Infernal Maw

GEMINI

GENERATION TIME

30 sec

RANGE

500m

BOOST

None

DURATION

Instantaneous

SMR

None

AREA OF EFFECT

Target

One of the most awesome Gemini powers, Gaea's Infernal Maw causes the target creature or object (which may be as big as a building) to suddenly experience a massive increase in density. The object plummets through the crust to the planet's core and is utterly destroyed. The ground closes up behind the target to prevent magma geysers and other unpleasantness. This power is 80% effective at all range brackets.

7

Element Mastery

GEMINI

GENERATION TIME

5 min

RANGE

Special

BOOST

None

DURATION

15 minutes

SMR

Special

AREA OF EFFECT

Self

The apex of Gemini power. This matrix gives the caster 50 power points to spend on any lower power bracket matrix for a 15 minute duration. Multiple matrices may be in effect at one time. A Gemini wielding the power of Element Mastery is an awesome and fearful sight to behold.

8

Elemental Disruption

GEMINI

GENERATION TIME

5 sec

RANGE

100m

BOOST

none

DURATION

instantaneous

SMR

Biological

AREA OF EFFECT

1 target

This matrix breaks down the target into its component elements and explosively disperses in a shower of dust, water and other nifty components.

8

Heal Earth

GEMINI

GENERATION TIME

1 day

RANGE

1 mile

BOOST

2 square miles/point

DURATION

permanent

SMR

see below

AREA OF EFFECT

1 square mile

This matrix purges all of the pollution and contaminants from the area of effect. The Gemini, however, must make a system shock or lose 20 points of Constitution permanently.

GENERATION TIME

1 minute

RANGE

self

BOOST

1 min/ 2 point

DURATION

5 minutes

SMR

none

AREA OF EFFECT

self

The Gemini gathers strength from the planet itself. The Gemini who invokes the rare power gains 50 body points, possesses a natural threshold of 1HP, has all physical stats are increased to 150, and gains immunity to Fire, Cold, Acid, Bio, Chemical, Poison attacks. All damage inflicted by the Gemini in Hand to Hand combat, while bonded to the planet, is doubled.

GENERATION TIME

5 min

RANGE

1 mile

BOOST

5 min/ 3 points

DURATION

20 minutes

SMR

none

AREA OF EFFECT

Huge

The Gemini uses his powers to create a massive tidal wave of epic proportions enough to utterly destroy an entire city by the end of the duration. Picture a 150m tall wall of water hurtling toward your coastal city. Picture the havoc. Nasty matrix.

Note: This matrix can only be used on a oceanic coastline.

GENERATION TIME

10 min

RANGE

0

BOOST

None

DURATION

Until Destroyed

SMR

None

AREA OF EFFECT

1 Planet

Then ultimate power created by the Brethren of the Eternal Blood. The Gemini kneels on the ground, screams in a voice of utter torment and pain and slams his palm to the earth. This activates the destructive power of this matrix. Total Destruction of a planet. Enough said. Note

This matrix is banned. Anyone caught possessing or teaching this matrix will have the hydrogen liberated from his body by a complex series of processes. One will neither enjoy nor survive these processes.