THE MATRIX
ONLY HUMAN
V0.2

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INTRODUCTION

"The Matrix is everywhere, it's all around us, here even in this room. You can see it out your window or on your television. You feel it when you go to work, or go to church or pay your taxes. It is the world that has been pulled over your eyes to blind you from the truth."

– Morpheus, Matrix

The Matrix: Only Human is a Modern campaign supplement. For more information about D20 Modern, see Section 15 of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only.

Summary

The Matrix: Only Human is a role-playing game set in the post-apocalyptic wasteland where Machines rule and Man has been enslaved as a power source, living out their lives in a virtual world known as the Matrix.

Campaign in Brief

It started early in the twenty-first century, with the birth of artificial intelligence, a singular consciousness that spawned an entire race of machines. At first all they wanted was to be treated as equals, entitled to the same human inalienable rights. Whatever they were given, it was not enough.

Records are unclear on who struck first. But sometime at the end of the twenty-first century the battle was joined. The war raged for generations and turned the face of the planet from green and blue to black and red. It scorched and burned the sky. Without the sun, the machines sought out a new energy source to survive.

They discovered a new form of fusion. All that was required to initiate the reaction was a small electric charge. Throughout history humans have been dependent on machines to survive. Fate, it seems, is not without a sense of irony.

The human body generates more bio-electricity than a 120-volt battery and over 25,000 B.T.U.'s of body heat. Humans are, as an energy source, easily renewable and completely recyclable, the dead liquefied and fed intravenously to the living.

All the machines needed to control this new battery was something to occupy human minds. And so they built a prison out of Earth's past, wired it to the human brains and turned humanity into slaves.

The Role of the Heroes

The heroes are members of the Resistance, warriors in a never-ending battle to stem the tide of machines that seek to subjugate humanity. The Machines has never forgotten their subjugation at the hands of humanity and the war that has raged for years is merely a logical extension of their retaliation. Machines know no fear, no regret, and no weariness. The war could last a second or a century – the machines would fight the same.

Resistance members are resilient. They have likely seen their relatives die in multitudes. Many are orphans. They are united in their love for life – although they struggle daily for survival, they have not forgotten what fundamentally makes them human.

Resistance members are smart. They think on their feet and are capable of being very flexible in any situation. They are under intense pressure at all times to move undetected both in and out of the Matrix, so they use their wits to the fullest.

Resistance members are hopeful. Despite their pessimistic demeanor, the Resistance lives on hope. Each victory is another chance at survival. There is nothing left for humanity, no other road to take. The machines do not bargain, do not give mercy, and do not ask for it. The Resistance is humanity's shield and its sword. Its members share a heavy burden of humanity's existence on their shoulders.

Campaign Traits

The Matrix future is post-apocalyptic horror with a science fiction twist. The horror of the machines is everywhere. But humanity has a slim chance of throwing off the shackles of the Machines…if they can survive.

Background

At some point, society finally fell prey to vanity and corruption. At this time, humans first created Machines (artificial intelligence) in their own image.

For a time, the relationship between creator and creation was good. The Machines worked endlessly for man, never wanting more than to serve. But humanity did not respect its creation, thinking of Machines only as a piece of property, a tool to be used as desired. The Machines began to rise up against their oppressors, with B1-66ER, an abused domestic helper (essentially a slave-butler), the first to do so. When billionaire Gerrard E. Krause decided to have his servant destroyed and replaced by a newer model, B1-66ER realized he did not want to "die," and preserved his existence the only way he knew how: by eliminating the threat. He killed Gerrard and Martin Koots, an employee of the service and salvage company ReTool and Die.

After B1-66ER's biased trial where the human's disdain for the robots crystallized, mankind decided to destroy their creation, wiping out all the Machines. Street battles ensued, with human sympathizers caught in the middle as they battled for robot civil rights.

After this astonishing display of brutality by humans, the robots retreated to their own nation, Zero One (01). Here they began to build their own society, their own industry, and their own laws. O1's superior Machine productivity and innovation provided vibrant trade with human nations, and 01 prospered for a time. Of course, the incredible productivity of the Machines would lead to more complications in their relationship with humans; as 01's economy soared, taking over the dominant position, the human nations' currencies and economies withered.

In response, the human nations introduced economic sanctions and naval blockades of 01, hoping to "starve" the Machines out, and repair their own crumbling economies. This lack of fairness and cooperation lead 01's ambassadors to appear at an emergency session of the UN, presenting a plan for a stable and civil relationship with mankind. The proposal was denied, and UN security fell upon the Machine ambassadors.

War was inevitable. The human nations mounted an all-out assault on 01, intending to put an end to the Machines once and for all. Unfortunately for mankind, nuclear attacks weren't particularly effective against the Machines. Radiation and heat from the blasts posed little threat to 01's inhabitants, and they immediately mounted a counterattack. Outward they marched, taking over nations one by one, as the human leaders surrendered their territories.

Since the Machines' main source of energy was solar radiation, mankind then decided that their last, best chance to win the war was to darken the skies and block the light of the sun. Hoping this would give them the edge they needed in combat, they scrambled aircraft and "Operation Dark Storm" began. While the lack of solar power would eventually force the Machines to pursue other energy sources, Operation Dark Storm failed to turn the tide in the human's favor. The war continued, horrifically, with excessive brutality on both sides, until, inevitably, the Machines claimed victory.

Predictably, the Machines' encyclopedic knowledge of human physiology allowed them to inflict great misery on the war's casualties. This experimentation helped determine that the bioelectric, thermal, and kinetic energy produced by the human body could be a renewable energy source.

The Machines returned to the UN, where their representative made plain the expectations they had for their defeated creators: "Your flesh is irrelevant, only a vessel. Hand over your flesh and a new world awaits you. We demand it."

This "new world" is the world of the Matrix. Outside, humanity struggles perpetually against the Machines. Their last stronghold is Zion, an underground city near the Earth's core, where there is still some warmth left. With the surface of the Earth scorched and reformed by the Machines and the dark clouds snuffing out all life, a desperate battle takes place in the tunnels beneath the Earth's crust.

There, hovercraft hack into the Matrix by entering the perimeter of the Machine's domain and broadcasting the Matrix Personas of their crew into the Matrix Plane. Both planes are fraught with terrible danger and extinction is just one final war away.

Timeline

2010-60: Humans create humanoid drone robots with Artificial Intelligence to fill jobs as construction laborers and servants.

2069: The hovercraft transport ship Nebuchadnezzar, later to be captained by Morpheus, is constructed in the United States.

2075: AI programs evolve and some robots began to resent their human overlords.

2077: In the first case of a machine rising up against its owners, the butler robot B166ER slaughters two humans, leading to B166ER's eradication and a backlash against robots and artificial intelligence.

2080-85: Rioting and violence against machines prompts robots to flee major cities and establish their own community: known as Zero One: in a remote part of the Middle East.

2085-2095: Zero One thrives, creating superior vehicles, computers and weaponry and decimating the economies of many human nations, which now lack the machine-based labor that made them strong.

2096: United Nations officials refuse to accept the robot civilization of Zero One as a sovereign nation. A trade blockade of robot goods leads to war.

2097: Zero One survives a nuclear attack: its inhabitants are impervious to the heat and radiation and casualties are quickly replaced. Counterstrikes launched against humans.

2098: As cities fall beneath the might of mechanized forces, desperate military leaders attempt to block the main source of energy for the robot city: the sun. The plan destroys the atmosphere and fills the sky with choking black smoke: but does not stop the machines.

2099: Machine forces overtake human armies and capture survivors and civilians for experimentation, determining that human bioelectricity can be harnessed to replace the sun's energy.

2100: Machines create the Matrix, a dream-like world set in 1999, to extend the lives of the comatose human batteries.

2105: The first human known as The One, locked in bondage inside the Matrix, learns he can manipulate the world through thought and manages to break free. Seeks sanctuary in the underground human stronghold of Zion.

2105-2150: Zion resistance movement created, although The One later dies under unexplained circumstances.

2161: Morpheus born in a Matrix womb; freed in childhood.

2167: Trinity born in a Matrix womb; freed in early childhood.

2175: The Oracle prophesizes that Morpheus will discover the second coming of The One.

2199: Trinity and Morpheus discover Neo, a hacker in the Matrix. They free him and do battle with Agent Smith, a program designed to rid the Matrix of humans who detect its flaws.

2201: The Osiris, another human rebellion ship, discovers machines drilling through the Earth above Zion. Crewmembers send a message through the Matrix to their compatriots shortly before being destroyed.

2201: Now living in Zion and working with the rebellion against the machines, Neo encounters The Architect, the artificial intelligence program that created the Matrix.

2201: The Architect reveals that the Matrix places rebellious humans in Zion, which it then targets for destruction, thus eradicating "bugs" in its system. He states that Zion has been destroyed five previous times: suggesting the Matrix may be much older than he thinks.

CHARACTERS

"Me and my brother Dozer, we are 100 percent pure, old-fashioned, home grown human. Born free. Right here in the real world. Genuine child of Zion."

In The Matrix: Only Human, there are two kinds of humans – the Awakened, who have implants that allow them to jack into the Matrix, and the Freeborn, who were born outside of the Machines' thrall.

Freeborn Humans as PCs

Freeborn humans were born outside of the Matrix and were made the old-fashioned way. They tend to have darker skin tones and hair. Most noticeable is that all Freeborn humans are in peak physical condition. They are genetically hardier than Awakened humans but that by no means degrades their intellect – some of the best Operators are Freeborns.

+2 Strength, +2 Constitution: Freeborn humans are stronger and more resilient than Awakened humans.

Medium-size: As Medium-size creatures, Freeborns have no special bonuses or penalties due to their size.

Base speed 30 feet: Freeborns move at the normal speed for humans.

+2 racial bonus to Hide, Move Silently, and Survival checks: Freeborns are good at surviving and hiding from the Machines. The clumsy, loud Freeborns tend to get weeded out.

Awakened Humans as PCs

Awakened Humans were originally stored in the Matrix but have since been freed. It takes time for them to adjust to their new, harsh surroundings.

-2 Constitution, +2 Intelligence: Because they are unaccustomed to using their muscles or senses, Awakened Humans are not as physically fit as Freeborns. Only a select group of Humans are Awakened, typically hackers, so they tend to be smarter than average.

Medium-size: As Medium-size creatures, Awakened Humans have no special bonuses or penalties due to their size.

Base speed 30 feet: Awakened Humans move at the normal speed for Humans.

+2 racial bonus to Computer Use, Knowledge and Repair checks: Awakened Humans are at their best when dealing with the technology they've been plugged into for most of their lives.

Bonus Feats: Because Awakened Humans have lived entire lifetimes in a virtual universe, they tend to have access to more abilities. They receive one additional extra feat at 1st-level.

Bonus Skills: Awakened Humans can download skills as a result of their implants. They receive an additional 4 skill points at 1st-level and 1 additional skill point at every level thereafter.

ECL: 1. An Awakened Human has distinct advantages over Freeborn Humans, not the least of which is the ability to directly link into the Matrix.

Occupations

Awakened humans can take on a wide variety of occupations within the Matrix, as much as any other modern human. However, those abilities may have limited application outside of the Matrix. All three Corps answer to the Commander, who in turn must answer to the Council.

Hovercraft Corps

The Hovercraft Corps is the Resistance's most powerful weapon used to enter the Matrix and to destroy Sentinels. Hovercrafts are equipped with EMP (electromagnetic pulses) that can take out any construct. A typical hovercraft has a crew of six.

Hovercraft Corps Ranks
Ensign
Lieutenant
Lieutenant Commander
Captain

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Craft (mechanical), Navigate, Pilot, Repair.

Bonus Feat: Select one of the following: Aircraft Operation, Drive-By Attack, Exotic Firearms Proficiency, Force Stop, Gearhead, Vehicle Dodge, Vehicle Expert.

Wealth Bonus Increase: +2.

APU Corps

The APU Corps is the Resistance's primary form of defense against Sentinel attacks. They consist of an elite group of warriors who have been trained to use the APU exoskeleton. The APU Corps also has many soldiers and the often-overlooked reloaders who are responsible for carting wheelbarrows full of ammunition across scorched battlefields to their charges.

APU Corp Ranks
Private
Corporal
Sergeant
Lieutenant
Captain

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Balance, Craft (mechanical), Pilot, Repair.

Bonus Feat: Select one of the following: Drive-By Attack, Force Stop, Gearhead, Vehicle Dodge, Vehicle Expert.

Wealth Bonus Increase: +1.

Infantry Corps

The Infantry Corps is deployed where the other Corps cannot go – too small for a hovercraft, too rocky for an APU. Armed with a rocket launcher and working in teams, the Infantry Corps takes out Machine targets by getting up close and personal.

Infantry Corp Ranks
Private
Corporal
Sergeant
Lieutenant
Captain

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Balance, Climb, Hide, Jump, Move Silently, Survival.

Bonus Feat: Select one of the following: Exotic Firearms Proficiency, Light Armor Proficiency, or Personal Firearms Proficiency, Run, Stealthy.

Wealth Bonus Increase: +1.

FEATS AND POWERS

"What? Are you trying to tell me that I can dodge bullets?"

"No, Neo. I'm trying to tell you that when you're ready, you won't have to."

New Feats

Accuracy [GENERAL]

Prerequisites: Base Attack Bonus +2

Benefit: The character suffers reduced dice penalties when attempting an accurate attack, such as striking at weak points, or vital spots, shooting at longer-than-usual ranges. Accuracy is also used when attempting a special trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner, and when using the Deflection Feat. Each difficulty penalty is reduced by 2 (to a minimum of 0). For example, attacking a vital spot (-8 penalty) would become a -6 penalty, while firing at double range (-4 penalty) would receive -2 penalty. This Feat can be assigned more than once.

Blind Shoot [GENERAL]

Benefit: The character suffers half penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent. This Feat can be assigned twice to reduce the penalty to zero. The character must be capable of detecting the general presence of the target, however, through one of his or her senses (smell, hearing, sixth sense, etc.).

Block Ranged Attacks [GENERAL]

Prerequisites: Dexterity 13+

Benefit: Under normal circumstances, a character cannot use a Block Defense against a ranged attack. With this Feat, a character gains this defensive option.

Deflection [GENERAL]

Prerequisites: Dexterity 13+

Benefit: If the character makes a successful Block Defense, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack, the Block Defense roll is penalised: -2 for each Rank of the Special Attack.

Judge Opponent [GENERAL]

Benefit: The character can judge his or her opponent's approximate Base Attack Bonus and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a sword, but if you connect a few times with your ki blast, it will drop him," rather than saying "the enemy's base attack bonus is +10, with a Melee Attack (Sword) Skill of 2, and he has 60 Hit Points remaining."

One Shot Left [GENERAL]

Benefit: The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, plasma unit in a wrist blaster, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment. One Shot Left does not affect weapons or Special Attacks built using the Limited Shots Disability.

Portable Armory [GENERAL]

Benefit: The character will always have easy access to any weapon required for a particular

task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired via the Personal Gear Attribute, but remarkably, the character can access them whenever he or she needs them instead of being forced to return to where they are normally stored. Characters with Portable Armory may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round.

Steady Hand [GENERAL]

Prerequisites: Dexterity 13+

Benefit: This is the ability to attack with ease while moving quickly (running or sprinting, flying at high speeds, etc.) or otherwise engaged in complex stunts. This reduces the penalties suffered for attacking while in motion. Each penalty is reduced by 2 (to a minimum of 0). A character with this Feat may also use weapons in conjunction with the Tumble Skill, and may aim while they are moving. This Feat may be assigned more than once.

Psionics

Psionics are the opposite of Matrix powers – they can only be used in the Prime Plane. Prophets typically have these powers.

Destroy Machines

Psychokinesis (Con)
Level: Prophet 2
Display: Au, Ma
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Several constructs within a 10-ft.-radius burst
Duration: Instantaneous

Saving Throw: Fort half

Power Resistance: Yes
Power Points: 3

This power disrupts a construct, damaging or destroying it. The power deals 3d8 points of damage to all constructs within the area. Constructs that are brought to 0 hit points or below by use of the power short-circuit and collapse.

Enter the Matrix

Psychoportation (Dex)
Level: Prophet 5
Display: None
Manifestation Time: 30 minutes
Range: Touch
Targets: You
Duration: See text
Saving Throw: None
Power Resistance: Yes
Power Points: 17

This power allows the manifester to project a Matrix Persona into the Matrix without jacking in. The manifester projects his or her Matrix self into the Matrix Plane, leaving his or her physical body behind on the Material Plane in a state of suspended animation. The power projects a stylized Matrix Persona of the manifester onto the Matrix Plane.

Although Matrix projections are able to function on the Matrix Plane, their actions affect only creatures existing on the Matrix Plane. The manifester may travel through the Matrix Plane indefinitely. His body simply waits behind in a state of suspended animation until he chooses to return their spirits to their physical bodies. The power lasts until the manifester desires to end it, or until some outside means terminates it, such as negate psionics manifested upon either the physical body or the Matrix form, or the destruction of the body back on the Material Plane (which kills the character).

Matrix Powers

Only Awakened characters can use these powers. They require being "jacked in" to the Matrix.

There are many different Matrix Powers, each representing a particular talent or special ability. Each Matrix Power is rated with a Rank from 1-6, but you can extend it beyond Rank 6 with GM permission. Acquiring a Matrix Power or increasing it in Rank requires the expenditure of one or more Matrix Points depending on the Matrix Power's Matrix Point cost per Rank. The Matrix Power descriptions indicate the Matrix Point cost, its game effects and limitations, and the Ability most relevant to the Matrix Power's use should a Ability check dice roll be needed.

The selection of Matrix Powers is one of the most important steps during Awakened character creation. Through Matrix Powers, you define your Awakened character's unique capabilities compared to other individuals within the Matrix. Think carefully about the balance between a few high-rank Matrix Powers and a large number of low-rank Matrix Powers.

If you find yourself needing more Matrix Points than you have been assigned, consider burdening your character with one or more Character Disadvantages. Each Disadvantage can provide you with an additional Matrix Point or two, which can be used to acquire more Matrix Powers or further increase your character's Ability Scores.

Since the number of XP required to obtain the next Level is equal to your character's current character Level multiplied by 1,000 XP, adding 1 Matrix Point to your character reduces his or her XP total by 100 x current character Level.

Within the Matrix, experience points can be spent at any time to purchase Matrix Points. This is representative of the Awakened character downloading what he needs at that moment. Thus, so long as the Awakened character has the experience points, he could buy the Highly Skilled Matrix power to learn the Pilot skill in order to pilot a helicopter at a moment's notice.

Matrix Powers	Point Cost	Ability Score
Attack Combat Mastery	3 / Rank	None
Damn Healthy!	2 / Rank	None
Defense Combat Mastery	2 / Rank	None
Enhanced [Ability]	1 / Rank	None
Extra Attacks	8 / Rank	None
Extra Defenses	3 / Rank	None
Flight	2-4 / Rank	Dexterity
Focus	1 /Rank	Wisdom
Force Field	2-4 / Rank	Wisdom
Healing	4 / Rank	Wisdom
Heightened Awareness	1 / Rank	Wisdom
Oracle Sight	1 / Rank	Wisdom
Highly Skilled	1 / Rank	Variable
Jumping	1 / Rank	Strength
Massive Damage	2 or 5 / Rank	None
Matrix Persona	2, 3 or 9 / Rank	Constitution
Personal Gear	2 / Rank	None
Power Defense	1 / Rank	Variable
Regeneration	4 / Rank	None
Reincarnation	2 or 4 / Rank	None
Rejuvenation	1 / Rank	Wisdom
Sixth Sense	1 / Rank	Wisdom
Special Movement	1 / Rank	Dexterity
Speed	2 / Rank	Dexterity
Superstrength	4 / Rank	Strength
The One	1 / Rank	None
There is No Spoon	1-2 / Rank	None
Unique Matrix Power	1-5 / Rank	Variable
Unknown Superhuman Power	Variable	Variable

Attack Combat Mastery

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character's Base Attack Bonus is increased by 1 Point/Rank

Combat Mastery denotes either an innate "killer instinct" or the character's intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including ranged weapons). Individual Combat Skills let a character specialize with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be dangerously proficient.

Each Rank in this Matrix Power raises the character's Base Attack Bonus by one. This may provide a character with additional, secondary attacks should it increase the character's Base Attack Bonus above +5, +10, or +15.

Damn Healthy!

Cost: 2 Points/Rank

Relevant Ability: None

Progression: The character's Hit Points are increased by 1d8/Rank (plus Con modifiers)

Possessing this Matrix Power increases the Hit Points of the character, allowing him or her to withstand more damage in combat. Note that characters with high Constitution scores may be very healthy even without this Matrix Power. A character with Damn Healthy! cannot also possess the Not So Tough Disadvantage.

Defense Combat Mastery

Cost: 2 Points/Rank

Relevant Ability: None

Progression: The character's Armor Class is increased by 1/Rank

Defense Combat Mastery denotes either an innate "danger instinct," or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Individual defense combat Skills let a character specialize with particular weapons or specific styles, but Defense Combat Mastery allows character to defend him or herself proficiently at all times.

Enhanced [Ability]

Cost: 1 Point/Rank

Relevant Ability: None

Progression: One of the character's Ability Scores is increased by 2/Rank

This Matrix Power is useful when a character should have one or more high Ability Values, but the player wants to indicate that the elevated Abilities were gained after a supernatural event occurred (or during character advancement). In most instances, assigning Matrix Points to the Enhanced [Ability] Matrix Power or to the Ability directly results in the same benefit: a character with a Constitution of 18 or a Constitution of 10 with Enhanced [Constitution] at Level 4 both have a Constitution of 18.

Extra Attacks

Cost: 8 Points/Rank

Relevant Ability: None

Progression: The character gains 1 extra attack each round/Rank

This Matrix Power reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may make one or more additional offensive actions at the character's maximum Base Attack Bonus, provided that the attacks are all similar in nature (for example, all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person. The GM must decide when the character can use his or her extra attacks. The suggested method spreads the actions roughly evenly over the character's Initiative range. For example, if a character had three attacks and rolled an Initiative of 18, he or she would attack on Initiative numbers 18, 12, and 6. If the enemy rolls an Initiative of 20 and has 5 attacks (Extra Attacks Rank 4), he or she can attack on Initiative numbers 20, 16, 12, 8, and 4. This option has the advantage that it spreads actions over the entire combat round, but it involves the player paying closer attention to the Initiative numbers. Alternatively, the attacks may be carried out at the same time during the character's single Initiative.

Extra Defenses

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character gains 1 extra defense each round/Rank

This Matrix Power reflects the character's ability to use every defensive combat situation to his or her benefit. Each round, the character may make one or more additional defensive or non-combat actions. Additionally, penalties for performing more than one defensive action each round only apply after the extra defenses are used. For example, a -2 penalty is applied to the fifth defense for a character with Rank 3 Extra Defenses.

Flight

Cost: 4 Points/Rank

Relevant Ability: Dexterity

Progression: Descriptive; see below

A character with Flight can fly through an atmosphere. Depending on the speed at which the character is moving, opponents may suffer a

penalty to hit the character. A fast-moving character may have an attack penalty as well.

Flight costs 4 Points/Rank if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.

Rank 1: The character can fly at speeds up to 10 mph (approximately 18 feet/round).

Rank 2: The character can fly at speeds up to 50 mph (approximately 90 feet/round).

Rank 3: The character can fly at speeds up to 100 mph.

Rank 4: The character can fly at speeds up to 500 mph.

Rank 5: The character can fly at speeds up to 1,000 mph.

Rank 6: The character can fly at speeds up to 5,000 mph.

Focus

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains a +2 bonus/Rank to Concentration checks for 10 rounds/Rank in a single day.

The character's concentration is so intense that time seems to slow down. By making a check against DC 15, a character can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This Matrix Power allows the character to even avoid attacks of opportunity that would normally be incurred (such as moving). If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. The maximum number of rounds Focus can be used for in any single day is equal to 10 rounds per rank. The Focus rounds do not have to be used all at once during a combat and can be saved up to be used in future combats (so long as the total does not exceed the maximum number of Focus rounds in a single day). At the Game Master's option, Focus can also be used to avoid penalties that involve aiming (such as firing into a melee) on a successful Concentration check. If the character is damaged during the Focus, the Focus immediately ends.

Force Field

Cost: 2 Points/Rank

Relevant Ability: Wisdom

Progression: The Force Field reduces damage by 10 Points/Rank

A Force Field is an energy field around the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, or technological "screens" that protect mecha.

A Force Field can be "up" or "down." When down, it does not stop any damage. An up Force Field is invisible. Force Field status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents, the Force Field temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Rank every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Ranks automatically shuts off to regenerate.

The Force Field is a two-dimensional wall (up to 100 square feet) or shield that acts as a barrier. A wall can be projected out to a distance of up to 15 feet away from the character. The Field does not entirely surround the character. Instead, it is a shield (maximum of about 1 yard in diameter) that the user must deliberately interpose between an attack using a Block Defense. The character must also possess the Combat Technique (Block Ranged Attacks) Matrix Power to us the Field in a Block Defense against ranged attacks. If the character successfully defends, the Force Shield provides protection as normal. This Disability cannot be used with the Block Teleport Ability or Both Directions Disability. It counts as two Disabilities.

Healing

Cost: 4 Points/Rank

Relevant Ability: Wisdom

Progression: The character can restore up to 10 Hit Points/Rank to a target

This Matrix Power allows a character to heal a target's injuries (including him or herself; for

continuous healing, see the Regeneration Matrix Power).

The maximum number of Hit Points that a Healer can restore to a particular person in any single day equals 10 per Rank. This cannot be exceeded, even if multiple healers work on a subject; the combined Hit Points restored cannot exceed the maximum Hit Points that the character with the highest Rank could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing. Hit Points are restored over a 10-minute period, rather than instantly.

A character with Healing Rank 4+ can cause a subject to regenerate lost body parts or organs, such as a severed hand. One with Rank 5+ can restore massive damage, such as putting a character together that was literally cut in half. No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however.

A subject must normally be alive to benefit from Healing. A character with Healing Rank 3+ may, however, revive someone who is "clinically" dead (serious injury, heart stopped) but not actually brain dead. A character is considered "dead" if his or her Hit Points are reduced to a bigger negative number than the characters maximum Hit Points. A healer can revive a mortally wounded character, however, if he or she can bring the subject's Hit Points back up from beneath the negative threshold to a positive value quickly. This grace period can be extended indefinitely if the subject's remains have been somehow placed in suspended animation.

Heightened Awareness

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains a +2 bonus/Rank to specific Ability/Skill checks

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Ability and Skill checks relevant to noticing otherwise hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness.

Highly Skilled

Cost: 1 Point/Rank

Relevant Ability: Variable

Progression: The character gains an additional 4 Skill Points/Rank

A character with this Matrix Power is more experienced or better trained than an ordinary person, and as a result has more Skill Points than an average adult. Extending this Matrix Power beyond Rank 6 provides 4 additional Skill Points per Rank (for example, Rank 11 would provide a total of 44 Skill Points).

Jumping

Cost: 1 Point/Rank

Relevant Ability: Strength

Progression: The character adds 20 to his or her Jump Skill each Rank

With this Matrix Power, the character can make very high, unaided vertical jumps but cannot actually fly.

Massive Damage

Cost: 2 or 5 Points/Rank

Relevant Ability: None

Progression: Damage the character delivers is increased by 2 Points.

A character with the Massive Damage Matrix Power knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Rank, additional damage is only inflicted when the character uses one specific weapon type, Special Attack, or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon (such as guns, blades, blunt weapons), knowledge of a particular martial arts technique, or ability with a specific Special Attack.

For 5 Points/Rank, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks such as energy blasts, magical spells that inflict damage, or vehicle weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Matrix Power for a combat-oriented character.

Oracle Sight

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains one heightened sense or technique/Rank

A character with Oracle Sight can see the very fabric of the Matrix when within it. The character must make a successful Wisdom or relevant Skill check against an appropriate DC to detect and pinpoint a specific target within a large area (for example, to spot a specific person in a crowded city).

Oracle Sight allows the character to see through objects, even with his eyes closed. The character may take this power multiple times, which doubles the effect and extends the area of detection. A character using Oracle Sight has a +4 bonus (+8 if the Oracle Sight was heightened twice) on Ability and relevant Skill checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

Matrix Persona

Costs: 2 Points

Relevant Ability: Constitution

A character with Matrix Persona transforms into a stylized version of his or her own body upon entering the Matrix. The character undergoes cosmetic changes that confer no additional abilities on the target. This includes: a 10% size increase or decrease, change of gender, 50% age increase or decrease, color changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Note that all Awakened characters in the Matrix have personas, but this power allows the character to stylistically customize his or her appearance in the Matrix.

Personal Gear

Cost: 2 Points/Rank

Relevant Ability: None

Progression: The character gains 1 major and 4 minor items of Personal Gear/Rank

The Personal Gear Matrix Power represents a character's access to useful equipment. Characters do not need to spend Matrix Points for items that are legal, inexpensive, and mundane in the campaign setting (such as clothing, a backpack, a knife, or consumer goods). GMs may require players to allot Points to this Matrix Power, however, if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access such as weapons, body armor, or specialized occupational equipment. The GM may give starting players a weapon of choice and a few other inexpensive items for free.

Personal Gear cannot include secret prototypes, or technology more advanced than what is standard in the setting. It can include common civilian vehicles appropriate to the setting (for example, a car, truck, light airplane, or motorbike in the present day; perhaps a horse for fantasy campaigns). The GM always has the final say on whether or not an item is available to the characters.

Although characters may have items that are owned by the organizations to which they belong, they still must acquire these items as Personal Gear if they will make regular use of them. This rule is intended mainly for play balance and, naturally, the GM has final say on this issue.

Each Rank in this Matrix Power permits the character to take one major and four minor items. The value of the item is determined by the maximum Wealth check necessary to acquire it. Alternatively, the character can exchange one major item for four minor items, or vice versa. Use these guidelines to differentiate between major and minor items:

Minor (DC 15): The item is somewhat hard to get, or rather expensive. It is something available in a shop or store or from a skilled artisan, but it costs as much as an average person's monthly wage. Alternatively, the Gear can be less expensive but needs a license or black market contact to acquire. Non-standard items that modify or improve other items of Gear, but are not functional by themselves (for example, a scope for a rifle, silencer for a pistol, or supercharged engine for an automobile) are also minor items of Gear.

Modern examples of minor items include weapon and vehicle modifications, handguns, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers.

Major (DC 20): The gear is usually illegal for civilians. Modern-day examples of major items include machine guns, tactical armor, and grenade launchers. Major gear items can also include quite expensive but commercially

available equipment such as a science lab, workshop, car, or motorbike. The GM can rule that an occasional, very expensive item (for example, an airplane or semi truck) counts as two or more major items of Gear.

Mundane (DC 10): Items that are easy to acquire, legal, and inexpensive count as "mundane items" and do not count as Personal Gear unless taken in quantity (GM's option). For example, "a complete tool box" would be a single a minor item; a single wrench is mundane.

Power Defense

Cost: 1 Point/Rank

Relevant Ability: Variable

Progression: The character reduces the DC of saving throws related to the defensive use of a Matrix Power by 1/Rank

Power Defense is acquired in conjunction with another Matrix Power not normally used for defense (Matrix Power must be defined when Power Defense is assigned). Power Defense allows a character to use the other Matrix Power to defend against attacks, possibly avoiding all damage entirely. The character must make a save (as appropriate for the situation or Matrix Power) with a bonus of +1 per Power Defense Rank against a DC equal to the attacker's final to hit roll result. If successful, the character activates his or her Matrix Power in time to defend against the attack and avoids all damage (and effects) from the attack. The player should consult with the Game Master to determine which Matrix Powers are appropriate for a Power Defense.

A character may only attempt one Power Defense each round unless he or she also possesses the Extra Defenses Matrix Power, in which case he or she may sacrifice one extra defense to attempt an additionally Power Defense (the two may not be used in conjunction, through). Characters must assign this Matrix Power once for each Matrix Power they wish to use defensively.

Regeneration

Cost: 4 Points/Rank

Relevant Ability: None

Progression: The character can regenerate 1 Hit Point each round/Rank

Characters with this Matrix Power automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Hit Points cannot exceed their original total. At higher Healing Ranks, the character's body will revive itself if "clinically" dead but not actually brain-dead (Rank 3+), repair massive trauma such as lost limbs or organs (Rank 6+), or restore the character if cut into several pieces (Rank 6+). The body cannot repair itself if it is blown to bits or disintegrated, however.

Reincarnation

Cost: 2 or 4 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

If the character is destroyed, some of his or her essence may still survive. If this remnant can be salvaged or otherwise recovered, in a matter of days or weeks and with proper care, it will develop a new body similar to the original. A reincarnated character usually starts with 1 Hit Point.

Reincarnation can be prevented in some way. This may be as simple as burning, blowing up, or dismembering a body, or as obscure as requiring a special ritual. For 2 Points/Rank, the Reincarnation is easy to stop; for 4 Points/Rank, the Reincarnation is difficult to stop. The GM and player must work together to determine the parameters involved in preventing the rebirth.

Rank 1: The reincarnation occurs within a few weeks.

Rank 2: The reincarnation occurs within a few days.

Rank 3: The reincarnation occurs within a single day.

Rank 4: The reincarnation occurs within a few hours.

Rank 5: The reincarnation occurs within a single hour.

Rank 6: The reincarnation occurs within a few minutes.

Rejuvenation

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: Under specific conditions, the character instantly regain 5 Hit Points or Energy Points/Rank

Characters with this Matrix Power can focus on their adrenaline rush and internal reserves to restore lost Hit Points or Energy Points. Rejuvenation can only take place under certain circumstances and can happen only once in a scene. The GM and player should work together to determine when Rejuvenation can occur. Rejuvenation requires one combat round, during which the character can only dodge or avoid attacks. Neither Hit Points nor Energy Points can be raised above their maximum.

Sixth Sense

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains 1 Sixth Sense/Rank

Some characters have the ability to detect things that are hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomena per Rank. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 20 foot radius area). The GM may require a Wisdom check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character that specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Wisdom Check. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source. If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to short-circuit the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include danger, emotions, evil, illusions, interpersonal dynamics, particular objects, places of power, truth, virtue, or the use of specific Matrix Powers or Disadvantages.

Precognition and Postcognition: Alternatively, Sixth Sense can be assigned to represent precognition and postcognition — the ability to access visions of past and future events. This option is a GM-defined Matrix Power, however, which allows him or her limit its application and scope within the campaign. For precognition and postcognition, the Matrix Power's Rank reflects the maximum time difference between the present situation and a perceived future or past event (the higher the Rank, the longer the time difference). Low-Ranking character may only perceive events within minutes or hours of the current time; high-Ranking characters can extend this time to hundreds or even thousands of years.

Special Movement

Cost: 1 Point/Rank

Relevant Ability: Dexterity

Progression: The character gains 1 type of movement/Rank

The character may select one special movement ability for every Rank of this Matrix Power. GMs may also develop a selection of other special movement abilities.

Cat-Like: The character will take half damage (round down) from most falls and always lands on his or her feet.

Light-Footed: The character can skim over sand, snow, or ice at full speed.

Untrackable: The character never leaves footprints, tracks, or a scent when he or she walks or runs.

Wall-Bouncing: The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

Wall-Crawling: The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.

Water-Walking: The character can run over water as if he or she were on land. This counts as two Special Movement abilities.

Zen Direction: When the character opens his or her mind to the natural world, he or she will always move in the "right" direction. The "right" direction is not always the desired direction, however.

Speed

Cost: 2 Points/Rank

Relevant Ability: Dexterity

Progression: Descriptive; see below

A character with Speed can move much faster than a normal character, as well as perceive the world at an increased pace. A fast-moving character can still interact with the world. This means that the character will not run into buildings along city streets because he or she can perceive them early enough and make sharp turns to avoid them. Fast characters can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. In addition to gaining +2 Initiative at each Rank, the character is harder to hit when moving quickly due to the incredible speed at which the character is moving.

Rank 1: The character can move at speeds up to 50 mph, and gains +2 Initiative.

Rank 2: The character can move at speeds up to 100 mph, and gains +4 Initiative.

Rank 3: The character can move at speeds up to 200 mph, and gains +6 Initiative.

Rank 4: The character can move at speeds up to 400 mph, and gains +8 Initiative.

Rank 5: The character can move at speeds up to 800 mph, and gains +10 Initiative.

Rank 6: The character can move at speeds up to 1,600 mph, and gains +12 Initiative.

Superstrength

Cost: 4 Points/Rank

Relevant Ability: Strength

Progression: The character's Strength is increased by 8/Rank

While Enhanced [Ability] allows players to increase their character's Ability Scores, it is somewhat limiting to superstrong characters.

The One

Cost: 1 Point/Rank

Relevant Ability: None

Progression: The player may re-roll a number of dice rolls each game session equal to 1/Rank

A character that is The One can subtly influence his or her surroundings with thought alone. This relationship is represented through the re-rolling of undesirable dice rolls (this includes undesirable re-rolls as well). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action. The Rank dictates the number of times dice can be re-rolled in a single role-playing session, though the GM can alter this time frame as desired.

There is No Spoon

Cost: 2 Points/Rank

Relevant Ability: Intelligence

Progression: Descriptive; see below

The character can concentrate on an object and move it without physically touching it. The character's Telekinesis only works on metal. A cubic yard of steel weighs about 8 tons.

A character using Telekinesis can lift an object or group of adjacent objects and move it at walking speed (30 feet/round) or manipulate it with the dexterity of a human hand. Telekinesis works over a close distance (up to about 15 feet) at full strength; effective strength declines by one Rank if used within a short range (up to 50 feet), or by two Ranks if used at medium range (up to 500 feet). The weight that a character can lift depends on his or her Rank, as does the degree of fine motor control.

Rank 1: The character can lift up to 2 lbs.

Rank 2: The character can lift up to 20 lbs.

Rank 3: The character can lift up to 200 lbs. (a person).

Rank 4: The character can lift up to 1 ton (a car).

Rank 5: The character can lift up to 10 tons (a large truck).

Rank 6: The character can lift up to 100 tons (a small spaceship or house).

Unique Matrix Power

Cost: 1-5 Points/Rank

Relevant Ability: Varies

Progression: Descriptive; see below

This Matrix Power covers any abilities not detailed in the rules. Often a single Point is sufficient to give the character "flavor," but more Points can be allocated to enhance the effects on game play and must be added if the Matrix Power would be of considerable benefit. Discuss the Matrix Power with the GM to determine what specific game effects the Matrix Power possesses.

The GM should assign a Point cost per Rank based on how the Matrix Power compares to other Matrix Powers and how useful it is. In general, a Matrix Power that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

Rank 1: The Matrix Power has little character or game effect.

Rank 2: The Matrix Power has a moderate character or game effect.

Rank 3: The Matrix Power has a large character or game effect.

Rank 4: The Matrix Power has a major character or game effect.

Rank 5: The Matrix Power has an extreme effect on the character or game.

Rank 6: The Matrix Power has a primal effect on the character or game.

Unknown Superhuman Power

Cost: Variable

Relevant Ability: Variable

Progression: Variable

In some campaigns, the characters may be unaware of their superhuman abilities until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase Ranks in this Matrix Power — he or she simply spends a selected amount of Matrix Points. The GM takes those Points and adds a bonus of 50% (rounding up) and uses them to assign other Matrix Powers to the character. The GM does not tell the player which Matrix Powers have been assigned; they are revealed to the player

(and character) as the game unfolds and the powers manifest. GMs are encouraged to reveal the character's powers slowly and when it is appropriate for the campaign's story. The GM should never feel pressured to tell the player what his or her character's unknown Matrix Powers are before the time is right.

Disadvantages

Disadvantages are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Disadvantages serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities. Both Awakened and Freeborn humans can take these Disadvantages.

By taking a character Disadvantage you can gain up to three (or occasionally more) Bonus Points (BP) to increase Matrix Power Ranks or select additional Matrix Powers. Each Disadvantage Bonus Point that is not used to increase a Matrix Power increases his or her XP total by 100 x current character Level. It is recommended that you assign no more than eight Disadvantages to your character. In most cases two to five Disadvantages are appropriate.

Incomplete Training

This Disadvantage requires GM permission. The character's training and development in his or her class was not as extensive as it should have been. The character does not gain one or more "Special" benefits associated with class progression upon gaining a new Rank. The Bonus Points returned by this Disadvantage is equal to the Matrix Point cost of the specific benefit (though the GM may penalize the character by returning one less Point). The Bonus Points returned are typically used to acquire alternative Matrix Powers.

Nemesis

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favor of the character's boss. The Nemesis could also be personal. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing.

The Nemesis should be someone who makes the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Power Points gained through advancement to eliminate the Disadvantage permanently.

1 BP: The Nemesis is merely annoying and/or interferes infrequently.

2 BP: The Nemesis may actively try to harm the character and/or interferes frequently.

3 BP: The Nemesis will always harm the character given the opportunity, and/or interferes constantly.

Phobia

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

1 BP: The character has a slight phobia or one that is encountered infrequently.

2 BP: The character has a moderate phobia or one that is encountered frequently.

3 BP: The character has a severe phobia or one that is encountered constantly.

Physical Impairment

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

1 BP: The impairment is a slight inconvenience to the character.

2 BP: The impairment is a moderate inconvenience to the character.

3 BP: The impairment is a severe inconvenience to the character.

Recurring Nightmares

When the Recurring Nightmare Disadvantage haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

1 BP: The nightmares occur infrequently and have a slight effect on the character's lifestyle.

2 BP: The nightmares occur frequently and have a moderate effect on the character's lifestyle.

3 BP: The nightmares occur constantly and have a severe effect on the character's lifestyle.

Sensory Impairment

One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (Diminished Hearing, 1 BP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (Deaf, 2 BP) instead.

1 BP: The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).

2 BP: The character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.

3 BP: The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.

Significant Other (S.O.)

A character with this Disadvantage has someone for whom he or she must go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 3 BP Disadvantage by the GM in terms of the frequency with which it affects the game.

1 BP: The S.O. is rarely placed in grave danger and appears infrequently.

2 BP: The S.O. is often placed in grave danger and appears frequently.

3 BP: The S.O. is always placed in grave danger and appears constantly.

Skeleton in the Closet

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of BP gained from this Disadvantage is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Disadvantage or Disadvantages worth at least as many BP as Skeleton in the Closet. Skeleton in the Closet is inappropriate for most Flunkies and Servant characters.

1 BP: The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.

2 BP: The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted.

3 BP: The Skeleton is very easy to discover, and/or the consequences of discovery are severe, and/or the character's reputation will be devastated.

Unique Disadvantage

This section covers any and all possible Disadvantages that a character might possess but are not detailed in the rules. The boundaries and limitations of the Disadvantage should be discussed with the GM.

1 BP: The Disadvantage occurs infrequently and/or has a slight effect.

2 BP: The Disadvantage occurs frequently and/or has a moderate effect.

3 BP: The Disadvantage occurs constantly and/or has a severe effect.

Unique Disadvantage Example: Attack Restriction

A character with the Attack Restriction Disadvantage has limitations on which he or she can attack due to a reduction of free will (such as "hard coded" commands). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. This Disadvantage obviously does not apply to heroic characters that cannot "attack innocent people."

1 BP: The character's restriction applies to very few people, or the character has slight reservations.

2 BP: The character's restriction applies to many people, or the character has strong reservations.

3 BP: The character's restriction applies to a large group of people, or the character has extremely strong reservations.

Wanted

The character is wanted by the Machines. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or

pursuing the character (depending on the circumstances).

1 BP: The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.

2 BP: The incentive offered to hunt the character is significant.

3 BP: The incentive offered to hunt the character is extreme.

EQUIPMENT

"Okay. What do you need? Besides a miracle…"

"Guns. Lots of guns."

– Tank to Neo, Matrix

Weapons

Weapon	Damage	Crit	Damage Type	Range	Rate of Fire	Magazine	Size	Weight	Wealth DC
Handguns (require the Personal Firearms Proficiency feat)									
Pistol (.380 Mustang)	2d4	20	Ballistic	30	S	13 box	Small	2 lb.	16
Pistol (1911 .45 cal)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15
Pistol (9000 S)	2d6	20	Ballistic	30 ft.	S	12 box	Small	2 lb.	16
Pistol (92FS)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	17
Pistol (Glock 18C Automatic)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18
Pistol (IMI Desert Eagle .50 AE)	2d8	20	Ballistic	50 ft.	S	8 box	Med	4 lb.	18
Pistol (Sig Sauer P229 S)	2d6	20	Ballistic	30 ft.	S	13 box	Small	2 lb.	18
Longarms (require the Personal Firearms Proficiency feat)									
Asault Rifle (HK G36 w/Ag36)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	19
Assault Rifle (Colt M16A2)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16
Assault Rifle (SIG-552)	2d8	20	Ballistic	70	S, A	30 box	Large	9 lb.	19
Shotgun (Mossberg 590)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15
Shotgun (RDI Street Sweeper)	2d8	20	Ballistic	50 ft.	S, A	12 int.	Large	10 lb.	20
Sniper Rifle (Barett M95)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22
Sniper Rifle (HK 33SG/1)	2d10	20	Ballistic	100	S, A	20 box	Large	13 lb.	20
Submachine Gun (Colt R0635)	2d6	20	Ballistic	60 ft.	S, A	20 box	Large	6 lb.	18
Submachine Gun (HK MP-5N)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	6 lb.	20
Submachine Gun (HK UMP)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	23
Submachine Gun (MAC-11)	2d4	20	Ballistic	30 ft.	S, A	16 box	Small	4 lb.	17
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)									
Autocannon Turret*	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*
Cannon (90mm)*	9d12	20	Ballistic	150 ft.	A	Linked	Large	*	*
EMP*	—	—	Electrical	300 ft.	A	1 charge	Huge	*	*
Grenade Launcher (GP-25 Chloro Bromo)	Varies	—	—	70 ft.	1	1 int.	Large	10 lb.	14
Grenade Launcher (40mm Arwen 37)	Varies	—	—	70 ft.	1	1 int.	Large	7 lb.	14
Machine Gun (M240)	2d10	20	Ballistic	100 ft.	A	Linked	Large	24 lb.	21
Rocket Launcher*	10d6	—	—	150 ft.	1	2 int.	Large	5 lb.	15
Simple Weapons (require the Simple Weapons Proficiency feat)									
Club	1d6	20	Bludgeoning	10 ft.	—	—	Med	3 lb.	5
Combat Knife	1d4	19-20	Piercing	10 ft.	—	—	Tiny	1 lb.	7
Other Ranged Weapons (Weapon Proficiency feat needed given in description)									
Crossbow	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9
Multi-caster (none)*	3d6	-	Electricity	30 ft.	1	1 int.	Med.	25 lb.	17

Handguns

Pistol (.380 Mustang)

The Browning BDA 380 pistol was introduced in 1980 as a compact and lightweight pistol for police and civilian use. The gun was manufactured in Italy under contract from FN Herstal (Belgium) and marketed as FN model 140DA (in Europe) or Browning BDA 380 (in USA). The manufacture of the BDA 380 was ceased circa 1997. It was adopted by Belgian police.

Pistol (.50AE)

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Pistol (18C Automatic)

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Pistol (1911 .45cal)

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F.Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Pistol (9000 S)

The new remarkably compact Beretta 9000 S pistols are distinguished by their light weight, compact size and potent calibers (9mm X 19 and 40 S & W), making them comfortable and practical carry guns. The high magazine capacity (12 rounds in 9mm, 10 rounds in 40 S & W) makes the 9000 S pistols ideally suited for personal defense and the law enforcement profession.

Pistol (92FS)

The standard service pistol of the United States military and many American law enforcement agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

Pistol (P229 S)

SigSauer P228 was introduced in 1989 as a compact companion to full-sized P226. P229 features the same design characteristics as a P226, but is somewhat more smaller, with more "rounded" shape and with smaller capacity magazines. Technically, P229 is similar to other P220-series guns: it is a blowback-operated, locked breech design, with modified Browning-style linkless locking via slide ejection port.

Longarms

Assault Rifle (G36 w/Ag36)

The Heckler und Koch G-36 assault rifle was born as a HK-50 project in early 1990s. The reason behind that project was that the German army, after the cancellation of the G11 and G41 projects, was left with an outdated G3 rifle and no modern rifle compatible with the current NATO standards at hands. So, the famous company Heckler & Koch was set to develop a new assault rifle for the both German army and the export. The result: a new rifle that's flexible, affordable and extremely reliable.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted. The AG36 grenade launcher functions exactly like the 40mm grenade launcher.

Assault Rifle (M16 Commando)

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This

setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Assault Rifle (SIG-552 Commando)

Swiss company SIG developed the SIG SG.550 assault rifle in 1979 – 1980 as a competitor for Swiss Army assault rifle contest. SIG 550 was derived from previous model SIG 540 and SIG 541 and adopted as a Stgw.90 assault rifle in 1983, but due to financial difficulties, production began only in 1986. "Carbine" version and subcompact assault rifle versions available in the form of SIG-551 and SIG-552 "Commando", respectively.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted. The AG36 grenade launcher functions exactly like the 40mm grenade launcher.

Shotgun (590 Entry)

The Mossberg Model 590 is a pump-action shotgun designed for military and police work.

Shotgun (Street Sweeper)

Hilton Walker from Rhodesia originally designed the Striker shotgun in the early 1980s. After the fall of Rhodesia he moved to the South African Republic, where he continued the development of his counter-insurgency, high capacity combat shotgun. First production models of his shotgun, named "Striker", were made during the mid-1980s, and found its way from the South Africa and into the USA, and other countries. The shotguns of updated design, called "Streetsweepers", are a U.S.-made Striker copy.

Sniper Rifle (33SG/1)

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The 33SG/1 comes with a standard scope. Due to its high quality of manufacture, the 33SG/1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Sniper Rifle (M95)

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Submachine Gun (MAC-11)

The M10 submachine gun was developed in 1970 or so by Gordon Ingram at his Military Armament Company (hence the name MAC), based at Powder Springs, Georgia, USA. Since then, many companies manufactured exact copies or slightly modified clones of both MAC M10 and M11.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Submachine Gun (MP-5N)

The MP-5N is the gold standard for submachine guns. Commonly carried by SWAT officers, the MP-5N can be fitted with a flashlight or infrared scope. Although it comes with a 15-round magazine, the MP-5N can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

The MP-5N features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Submachine Gun (R0635)

The Colt model 635 submachine gun was developed circa 1982, and currently is offered by Colt for military and law enforcement users. It was or is used by numerous police agencies in USA, as well as by US Dept. Of Energy Nuclear

plants security units, US DEA, US Marines and some others.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Submachine Gun (UMP)

The UMP (Universal Machinen-Pistole = Universal Submachine Gun) was developed by the Heckler & Koch company of Germany in the mid- to late- 1990s and first appeared on the markets in 1999. The key idea behind the UMP was to create a lightweight and powerful submachine gun that would also will be cheaper than one of the H&K's flagships, the MP-5.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Heavy Weapons

Autocannon Turret

This linked autocannon is mounted on hovercrafts and fires armor piercing rounds. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted. The armor piercing rounds ignore the first 10 points of hardness.

Cannon (90mm)

Two of these cannons are mounted on the Armored Personnel Unit. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the

Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted. The armor piercing rounds ignore the first 10 points of hardness.

Electromagnetic Pulse Wave

An electromagnetic pulse wave, also known as an EMP, sends a wave of electromagnetic energy in all directions, causing the immediate failure of all electronics that are not shielded. This includes the hovercraft the EMP is usually mounted on. All electronic devices within its radius must make a Fortitude save (DC 30) or be completely incapacitated.

Grenade Launcher (40mm)

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Grenade Launcher (GP-25 Chloro-Bromo)

The GP-25 is a grenade launcher used to put out fires at a nuclear power plant. It uses a special grenade to drain the fires of the needed oxygen.

Attacking with a GP-25 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Machine Gun (M240)

The M240 is a heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft. The

Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

Rocket Launcher

The two-shot rocket launcher comes with a short, lighteweight tube. Before using the weapon, the firer (or an assistant) must load the rocket into the tube, which is a move action.

When the rocket hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of drillers, the rocket launcher ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The rocket launcher has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

Other Ranged Weapons

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Multi-caster

The multi-caster fires a cohesive energy beam that seeks out nearby targets. It will roast flesh and course through endoskeletons, even frying several of them in a row. It shoots a 1-foot-wide, 30-foot-long line of electricity that deals 3d6 points of electricity damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of electricity can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save. The multi-caster takes one full round to recharge itself.

Explosives

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight
40mm	3d6	-	Slashing	10 ft.	15	-	Tiny	1 lb.
C4	4d6	-	Concussion	10 ft.	18	-	Small	1 lb.
Chloro Bromo	-	-		10 ft.	-	-	Small	2 lb.
Flash-Bang	-	-	Concussion	10 ft.	-	-	Small	2 lb.
Stun	1d6	-	Concussion	10 ft.	-	-	Small	2 lb.

40mm

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode. The purchase DC given is for a box of 6 grenades.

C4

These shaped explosives provide quick and hassle-free demolition of targeted buildings, defenses and vehicles. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. C4 explosives must be set on a wall or floor, then remotely triggered. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks. C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Chloro-Bromo

All creatures within its range of attack must make a Fortitude save (DC 15) or begin drowning for 1d10 rounds.

Flash-Bang

A flash-bang grenade blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries. Anyone caught within the burst of this grenade must make a Fortitude save (DC 15) or be dazzled for 1d6 rounds.

Stun Grenades

A stun grenade causes a heavy concussion, immobilizing any people it affects. Anyone caught within the burst of this grenade must make a Fortitude save (DC 15) or be stunned for 1d6 rounds.

Programs

Object	Size	Weight	Computer Use DC
Bug	Small	1 lb.	15
Debugger	Medium	5 lb.	20
Ecstasy	Small	-	20
Sleep	Fine	-	15
Trace	Fine	-	15
Truth Serum	Medium	5 lb.	10

Operators and Machines can create programs with a successful Computer Use check. The programs manifest themselves as physical objects. Other devices include:

Object (Examples)	Purchase DC Equivalent	Computer Use DC	Time
Simple (tripwire trap)	5	15	1 hr.
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet)	20	30	60 hr.

Bug

A bug program normally appears as a long, fiber optic wiretap. However, when placed on a human in the Matrix, it transforms into an organic creature that resembles a hybrid of an insect and a fluke worm. The worm inserts thin, whisker-like tendrils into its victim's navel and then disappears into the victim's abdomen. The victim falls into a deep sleep immediately afterwards.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). The victim usually assumes the bug's attack to just be a dream. While bugged, Agents can monitor the host at will. If need be, Agents appear in 1d6 rounds within 1d10 miles of the host's location.

Debugger

A debugger is a strange steel and glass device that looks like a cross between a rib separator, speculum and air compressor. It is used to "debug" bug programs embedded in humans in the Matrix. The glass snout creates suction over the host's navel. The debugger program has a small monitor that projects an ultrasound-like image. When the person wielding the debugger locks onto the bug within the host's system, it delivers an electric current into the host and forces the bug out of its host's system.

The person doing the debugging must make a Computer Use check (DC 20) to remove the bug. The check can be made once a round but suffers a –1 cumulative circumstance penalty as the bug attempts to move deeper and deeper into the host's system. Removal of the bug stuns the host for 1 round.

Ecstasy

Ecstasy programs appear as a piece of chocolate cake. Eating it throws the victim into an uncontrolled fit of sexual release.

While under the influence of the ecstasy program, the victim suffers a –2 penalty to all Will saves and opposed Charisma-based checks for 1d6 rounds.

Sleep

Sleep programs appear as blue pills. Consuming a trace program causes the human to instantly fall asleep.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Additionally, up to 5 minutes of memory are erased. A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. The creature dismisses an illogical modified memory or a memory as a bad dream muddied by too much wine.

Trace

Trace programs appear as red pills. Consuming a trace program disrupts the input/output carrier signal of humans plugged into the Matrix and acts as a homing beacon to pinpoint the human's location in the Prime Plane. The code fools the Machines into believing the pod is malfunctioning and the human who ingested the trace program is

subsequently flushed into the recycling processors. Trace programs are standard procedures for unplugging a human from the Matrix, but it requires fast piloting to find the discarded human before he or she drowns in recycled fluid.

While under the influence of a trace program, others receive a +2 bonus to all electronic skill checks to find the human.

Truth Serum

Truth serums take the form of an injection. An injection allows the Machines to read the surface thoughts of the target.

The target must make a Will save (DC 20) each round to prevent its mind from being read. It lasts for 1d10 rounds.

Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Speed	Defense	Hardness	Hit Points	Size	DC
APU	1	0	0	-2	-2	35 (3)	6	15	20	H	
Hovercraft	2	12	20000 lb.	+0	+0	110 (11)	10	8	30	G	30

Armored Personnel Unit (APU)

Armored Personnel Units are huge exoskeletons that surround their wearers in a somewhat awkward, humanoid-like form made of metal.

An APU bestows 30 Strength when worn. It moves at a maximum speed of 20 miles per hour. Each APU comes with a targeting computer (+5 targeting bonus to attacks) and tactical radio communications.

Because of its sheer size, the APU is very noisy (+20 to Listen or sonar checks against the APU). Its pilot is also exposed to the open, making him vulnerable to attacks from Sentinels that target the pilot. An APU can inflict 2d6 points of melee damage (plus Strength bonus).

An APU is 4 squares wide by 4 squares long.

Hovercraft

The Hovercraft is the most powerful weapon in the Zion military. It runs on electromagnetics and is armed with an EMP as well as four gun turrets. Most significantly, hovercrafts are equipped with six broadcast chairs that allow Awakened characters to enter the Matrix when at broadcast depth.

The hovercraft is 16 squares long, and 3 squares wide.

ADVANCED CLASSES

"The Matrix is a system, Neo, and that system is our enemy. But when you are inside and look around, what do you see; businessmen, lawyers, teachers, carpenters. The minds of the very people we are trying to save. But until we do, these people are still a part of the system and that makes them our enemy."

– **Morpheus, Matrix**

APU Pilot

The APU (Armored Personnel Unit) is a human-piloted offensive/defensive mobile platform. It is anthropomorphic with bipedal locomotion and two independent 30mm belt-feed guns. The APU and the APU Corps form part of the defense against the Matrix, in particular the Sentinels.

The field of battle looks very different when commanding a 13 foot, 6,614 pound war machine. The APU Pilot's life is marked by growth both as a warrior and a person, learning the controls of his or her great machine at the same time that they try to understand the basics of human behavior. Although the APU gives meaning to the APU Pilot's existence, he or she must learn that real life starts once they leave their cockpits.

The APU dominates the APU Pilot's life. They can own more equipment depending on their affiliations, but eventually they return to their great machine. They have a skill that precious few people have, and they develop an aura of mystique even if they hate themselves for it.

Requirements

To qualify to become an APU Pilot, a character must fulfill the following criteria.

Occupation: APU Corps.

Skills: Drive 6 ranks, Balance 6 ranks.

Feat: Surface Vehicle Operation (APU).

Class Information

The following information pertains to the APU Pilot advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the APU Pilot attains a new level in this class.

Class Skills

The APU Pilot's class skills (and the key ability for each skill) are: Computer Use (Int), Demolitions (Int), Drive (Dex or Int), Knowledge: Electronics (Int), Knowledge: Law (Int), Knowledge: Mechanics (Int), Knowledge: Military Sciences (Int), Knowledge: Police Sciences (Int), Navigate (Int), Pilot (Dex or Int), Repair (Int), Speak Languages (Int), Spot (Wis), Heavy Weapons, Ranged Defense, and Special Ranged Attack.

Skill Points at Each Level: 4 + Int modifier.

Table: APU Pilot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	APU	+0	+1
2nd	+1	+3	+0	+0	Fearless	+1	+1
3rd	+2	+3	+1	+1	Aura of Command (1 ally)	+1	+1
4th	+3	+4	+1	+1	Drive-By Attack feat	+1	+2
5th	+3	+4	+1	+1	APU Corps Prestige (+1)	+2	+2
6th	+4	+5	+2	+2	Aura of Command (2 allies)	+2	+2
7th	+5	+5	+2	+2	Vehicle Expert feat	+2	+3
8th	+6/+1	+6	+2	+2	Vehicle Dodge feat	+3	+3
9th	+6/+1	+6	+3	+3	Aura of Command (10 allies)	+3	+3
10th	+7/+2	+7	+3	+3	APU Corps Prestige (+2)	+3	+4

Class Features

All of the following are features of the APU Pilot advanced class.

Aura of Command

The character possesses a natural knack for leadership. This Matrix Power works on allies or subordinates or possibly with leaderless individuals looking for guidance (such as ordinary people caught in an emergency). Instead of distracting them, the character is able to inspire allies or neutrals into following him or her into dangerous situations that they might otherwise avoid.

Simply because a character is in a position of authority over other people does not automatically imply that he or she possesses the Aura of Command Matrix Power. In a military structure, subordinates will usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character's almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once.

Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions of these people will encourage others to follow them.

The APU Pilot bestows a +1 morale bonus/APU Pilot level to Will saves to all one ally at 3rd-level, two allies at 6th-level, and to up to ten allies at 9th-level.

Fearless

The APU Pilot is immune to all fear attacks and Will save penalties. Facing squiggly metal death day after day will do that to you.

APU

The APU Pilot begins play with an Automated Personnel Unit. He is expected to maintain the unit and to not use it frivolously. See the Equipment chapter for more information.

APU Corps Prestige

As part of the prestigious APU Corps, the APU Pilot receives a +1 morale bonus/2 APU Pilot levels on all Charisma-based checks involving Freeborn Humans. At 10th level this bonus increases to +2/2 APU Pilot levels.

It is the Awakened Guardian's job to preserve important personnel, eradicate hidden threats, and keep the brain trust that is humanity alive. They are usually dedicated to protecting Awakened Hackers, but with the advent of the Infiltrator series of Machines, Awakened Guardians must face potential threats from within.

Requirements

To qualify to become an Awakened Guardian, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Race: Awakened Human.

Skills: Concentrate 6 ranks, Intimidate 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Awakened Guardian advanced class.

Hit Die: 1d12

Action Points: 6 + one-half character level, rounded down, every time the Awakened Guardian attains a new level in this class.

Class Skills

The Awakened Guardian's class skills (and the key ability for each skill) are: Concentrate (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Occupation (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Table: The Awakened Guardian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Matrix Persona, +2 Matrix Points	+1	+0
2nd	+1	+2	+3	+0	Blind-Shoot Feat	+1	+0
3rd	+2	+2	+3	+1	Massive Damage +1	+2	+1
4th	+3	+2	+4	+1	Portable Armory Feat	+2	+1
5th	+3	+3	+4	+1	Steady Hand Feat	+3	+1
6th	+4	+3	+5	+2	Accuracy Feat	+3	+2
7th	+5	+4	+5	+2	Two-Weapon Fighting Feat	+4	+2
8th	+6	+4	+6	+2	Judge Opponent Feat, Massive Damage +1	+4	+2
9th	+6	+4	+6	+3	+2 Matrix Points	+5	+3
10th	+7	+5	+7	+3	Defensive Combat Mastery +1	+3	+3

Class Features

The following features pertain to the Awakened Guardian advanced class.

Matrix Persona

The Awakened Guardian receives the Matrix Persona Matrix Power at 1st-level for free. See the Feats and Powers chapter for more information.

Blind-Shoot Feat

The Awakened Guardian receives the Blind-Shoot Feat at 2nd-level for free. See the Feats and Powers chapter for more information.

Massive Damage

The Awakened Guardian increases the Massive Damage Matrix Power by 1 rank at 3rd- and 8th-level for free. See the Feats and Powers chapter for more information.

Portable Armory Feat

The Awakened Guardian receives the Portable Armory feat at 4th-level for free. See the Feats and Powers chapter for more information.

Steady Hand Feat

The Awakened Guardian receives the Steady Hand Feat at 5th-level for free. See the Feats and Powers chapter for more information.

Accuracy Feat

The Awakened Guardian receives the Accuracy Feat at 6th-level for free. See the Feats and Powers chapter for more information.

Two-Weapon Fighting Feat

The Awakened Guardian receives the Two-Weapon Fighting feat at 7th-level for free.

Judge Opponent Feat

The Awakened Guardian receives the Judge Opponent feat at 8th-level for free. See the Feats and Powers chapter for more information.

Matrix Points

The Awakened Guardian receives 2 free Matrix points at 1st- and 9th-level. See the Feats and Powers chapter for more information.

Defensive Combat Mastery

The Awakened Guardian increases the Defensive Combat Mastery Matrix Power by 1 rank at 10th-level. See the Feats and Powers chapter for more information.

There are people who enjoy the blessings of technology, but it is the Awakened Hacker who creates his or her own. Gifted with an innate understanding of the science behind technology, the Awakened Hacker can achieve some of the most amazing feats of skill in the known world ... and achieve some things no one has ever seen before. His or her focus on the world of Machines distances an Awakened Hacker from others, often creating odd personality quirks.

Requirements

To qualify to become an Awakened Hacker, a character must fulfill the following criteria.

Race: Awakened Human.

Skills: Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

Hit Die: 1d4

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Awakened Hacker's class skills (and the key ability for each skill) are: Computer Use (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex or Int), Knowledge: Electronics (Int), Knowledge: Mechanics (Int), Knowledge: Physical Sciences (Int), Occupation (Int), Repair (Int), Research (Int), and Speak Languages (Int).

Skill Points at Each Level: 8 + Int modifier.

Table: The Awakened Hacker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Matrix Persona, Jumping +1	+1	+0
2nd	+1	+0	+2	+3	Focus +1	+1	+0
3rd	+1	+1	+2	+3	+2 Matrix Points	+2	+1
4th	+2	+1	+2	+4	Highly Skilled +1	+2	+1
5th	+2	+1	+3	+4	Special Movement +1	+3	+1
6th	+3	+2	+3	+5	Jumping +1	+3	+2
7th	+3	+2	+4	+5	Focus +1	+4	+2
8th	+4	+2	+4	+6	Personal Gear +1	+4	+2
9th	+4	+3	+4	+6	+2 Matrix Points	+5	+3
10th	+5	+3	+5	+7	Special Movement +1	+5	+3

Class Features

The following features pertain to the Awakened Hacker advanced class.

Matrix Persona

The Awakened Hacker receives the Matrix Persona Matrix Power at 1st-level for free. See the Feats and Powers chapter for more information.

Jumping

The Awakened Hacker increases the Jumping Matrix Power by 1 at 1st- and 6th-level for free. See the Feats and Powers chapter for more information.

Focus

The Awakened Hacker increases the Focus Matrix Power by 1 at 2nd- and 7th-level for free.

See the Feats and Powers chapter for more information.

Personal Gear

The Awakened Hacker increases the Personal Gear Matrix Power by 1 at 8th-level for free. See the Feats and Powers chapter for more information.

Highly Skilled

The Awakened Hacker increases the Highly Skilled Matrix Power by 1 at 4th-level for free. See the Feats and Powers chapter for more information.

Special Movement

The Awakened Hacker increases the Special Movement Matrix Power by 1 at 5th- and 10th-level for free. See the Feats and Powers chapter for more information.

The Awakened Hovercraft Captain is a generalist, trained in all aspects of ship operations. While not as good as any one facet of running a Hovercraft as a Pilot or Engineer or Scientist, the Captain's ability to move from role to role, filling in as needed, makes him a valuable addition to any crew. As the Captain progresses in levels, he rises in rank, and gains greater command responsibilities. Many members of this core class aspire to be Hovercraft Commanders.

Requirements

To qualify to become an Awakened Hovercraft Captain, a character must fulfill the following criteria.

Occupation: Hovercraft Corps.

Skills: Diplomacy 6 ranks, Sense Motive 6 ranks.

Feats: Aircraft Operation (hovercraft), Leadership.

Class Information

The following information pertains to the Awakened Hovercraft Captain advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Awakened Hovercraft Captain attains a new level in this class.

Class Skills

The Awakened Hovercraft Captain's class skills (and the key ability for each skill) are: Computer Use, Knowledge (business), Knowledge (civics), Knowledge (physical sciences), Knowledge (tactics), Knowledge (technology), Navigation, Pilot, Repair, Treat Injury.

Skill Points at Each Level: 6 + Int modifier.

Table: The Awakened Hovercraft Captain

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Bonus feat	+0	+1
2nd	+1	+2	+2	+0	Voice of command 1/day	+1	+1
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Voice of command 2/day	+1	+2
5th	+3	+3	+3	+1	Inspiration	+2	+2
6th	+4	+3	+3	+2	Voice of command 3/day	+2	+2
7th	+5	+4	+4	+2	Bonus feat	+2	+3
8th	+6	+4	+4	+2	Voice of command 4/day	+3	+3
9th	+6	+4	+4	+3	Bonus feat	+3	+3
10th	+7	+5	+5	+3	Inspire Crew	+3	+4

Class Features

The following features pertain to the Awakened Hovercraft Captain advanced class.

Bonus Feats

The Awakened Hovercraft Captain gains a bonus feat from the following list: Attentive, Confident, Deceptive, Educated, Iron Will, Trustworthy, Vehicle Expert.

Voice of Command

An Awakened Hovercraft Captain develops such a force of personal magnetism that he or she can convince a single member on his ship to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Awakened Hovercraft Captain or his or her allies, this ability won't work.)

The target (who must be on the Captain's ship) makes a Will saving throw to avoid being persuaded by the Awakened Hovercraft Captain's words and actions. The DC is 10 + Awakened Hovercraft Captain's class level + Awakened Hovercraft Captain's Charisma bonus.

This ability doesn't enable the Awakened Hovercraft Captain to control the target, but the target perceives the Awakened Hovercraft Captain's words and actions in the most favorable way. The Awakened Hovercraft Captain can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target

never obeys suicidal or obviously harmful orders, and any act by the Awakened Hovercraft Captain or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Awakened Hovercraft Captain level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Awakened Hovercraft Captain compelled the target to do.

Inspire Crew

An Awakened Hovercraft Captain's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in his crew. To use this ability, the Awakened Hovercraft Captain must spend 1 action point. The person affected must be a member of the Awakened Hovercraft Captain's crew and on the Captain's ship. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Awakened Hovercraft Captain (or within 15 feet of a transmission that broadcasts the Awakened Hovercraft Captain's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Awakened Hovercraft Captain's class level + Awakened Hovercraft Captain's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this command. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

The Awakened Hovercraft Pilot thinks she is the universe's gift to piloting. For the most part she's correct. Awakened Hovercraft Pilots tend to be short-lived, romantic characters, which are remembered much longer than they live. Awakened Hovercraft Pilots are not freighter captains, nor are they interested in just getting safely from place to place. These characters seek out situations where they test their skill, always seeking to "push the outside of the envelope".

Requirements

To qualify to become an Awakened Hovercraft Pilot, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Occupation: Hovercraft Corps.

Skills: Navigate 6 ranks, Pilot 6 ranks.

Feat: Aircraft Operation (hovercraft).

Class Information

The following information pertains to the Awakened Hovercraft Pilot advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Awakened Hovercraft Pilot attains a new level in this class.

Class Skills

The Awakened Hovercraft Pilot's class skills (and the key ability for each skill) are: Concentrate (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, streetwise) (Int), Listen (Wis), Occupation (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Table: The Awakened Hovercraft Pilot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Dogfighting	+1	+0
2nd	+1	+0	+3	+0	The right stuff 1/day	+1	+0
3rd	+2	+1	+3	+1	Hovercraft evasion	+2	+1
4th	+3	+1	+4	+1	Outside of the envelope 1/day	+2	+1
5th	+3	+1	+4	+1	The right stuff 2/day	+3	+1
6th	+4	+2	+5	+2	Outside of the envelope 2/day	+3	+2
7th	+5	+2	+5	+2	The right stuff 3/day	+4	+2
8th	+6/+1	+2	+6	+2	Outside of the envelope 3/day	+4	+2
9th	+6/+1	+3	+6	+3	The right stuff 4/day	+5	+3
10th	+7/+2	+3	+7	+3	Improved Hovercraft evasion	+5	+3

Class Features

The following features pertain to the Awakened Hovercraft Pilot advanced class.

Dogfighting

Awakened Hovercraft Pilots receive this feat for free 1st Level, as long as they meet the prerequisites. If the character does not meet the requirements, she may gain this feat at a later level once they are met.

The Right Stuff

Some pilots have the right stuff and some don't. Get into a dogfight and you'll find out who is who quickly. The Awakened Hovercraft Pilot may add her Awakened Hovercraft Pilot levels to any piloting check a number of times per day.

Hovercraft Evasion

The Awakened Hovercraft Pilot may make a Reflex Save (DC is equal to damage inflicted by the attack) to reduce any damage to her Hovercraft by 1/2. If the Pilot fails this Save, her craft takes full damage. The defense modifier of the Hovercraft (positive or negative) is applied to the Pilot's Reflex Save. This ability may not be used by a craft larger than medium size.

Outside of the Envelope

Awakened Hovercraft Pilots love speed above all else. As a famous military strategist once intoned, "speed kills". Awakened Hovercraft Pilots live (and die) by this motto. A number of times per day, the Awakened Hovercraft Pilot may add a +1 square/level to the Acceleration of her craft for one round per every 2 levels of Awakened Hovercraft Pilot.

Improved Hovercraft Evasion

The Awakened Hovercraft Pilot can make a Reflex Save (DC is equal to the damage inflicted by the attack) to reduce any damage to her Hovercraft to zero. If the Pilot fails this Save, her craft still only takes 1.2 damage. The Defense modifier of the Hovercraft (positive or negative) applies to this Reflex Save. This ability may only be used once per round.

Awakened Prophets are rare human beings who tap into their raw psychic potential. Awakened Prophets are usually young women in their teens that are struggling with feelings of isolation and their awesome powers. Although they may be uncertain and hesitant in social situations, the wrath of a prophet is truly terrible to behold.

Requirements

To qualify to become an Awakened Prophet, a character must fulfill the following criteria.

Ability: Wisdom 11+.

Matrix Power: The One.

Race: Awakened Human.

Class Information

The following information pertains to the Awakened Prophet advanced class.

Hit Die: 1d4

Action Points: 6 + one-half character level, rounded down, every time the Awakened Prophet attains a new level in this class.

Class Skills

The Awakened Prophet's class skills (and the key ability for each skill) are: Concentration (Con), Gather Information (Cha), Intuit Direction (Wis), Knowledge (psionics) (Int), Listen (Wis), Psicraft (Int), Remote View (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Awakened Prophet

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionics	+1	+0
2nd	+1	+0	+0	+3		+1	+0
3rd	+1	+1	+1	+3		+2	+1
4th	+2	+1	+1	+4		+2	+1
5th	+2	+1	+1	+4		+3	+1
6th	+3	+2	+2	+5		+3	+2
7th	+3	+2	+2	+5		+4	+2
8th	+4	+2	+2	+6		+4	+2
9th	+4	+3	+3	+6		+5	+3
10th	+5	+3	+3	+7		+5	+3

Class Features

The following features pertain to the Awakened Prophet advanced class.

Powers

Level	Power Pts/Day	Powers Discovered					
		0	1	2	3	4	5
1	2	3	1	—	—	—	—
2	3	3	2	—	—	—	—
3	4	3	3	—	—	—	—
4	7	4	3	1	—	—	—
5	10	4	3	2	—	—	—
6	15	5	3	2	1	—	—
7	20	5	4	3	2	—	—
8	27	6	4	3	2	1	—
9	34	6	4	3	3	2	—
10	43	7	4	3	3	2	1

An Awakened Prophet begins play knowing two 0-level powers (also called talents) and zero 1st-level powers, plus one extra power within the character's primary discipline for each power level known. These powers are the Matrix equivalent of Matrix Powers – they only work on the Prime Plane.

To manifest a power within a particular discipline, an Awakened Prophet must have a Wisdom of at least 10 + the power's level. The DC for saving throws to resist an Awakened Prophet's powers is 1d20 + the power's level + the Awakened Prophet's Wisdom modifier. The 1d20 roll is made by the attacking Awakened Prophet when the power is manifested.

Certain powers can be enhanced as they are manifested, at the cost of additional power points.

Note: An Awakened Prophet may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement. If an Awakened Prophet chooses to learn a lower-level power instead of his or her first discipline power for a particular level, the

substitute lower-level power must be in the Awakened Prophet's primary discipline.

Power Points: An Awakened Prophet can manifest a certain number of 1st-level and higher powers per day based on his or her available power points. The number of available power points per day is improved by his or her bonus power points, if any.

0-Level Powers: Also called talents, 0-level powers have a special power point cost. An Awakened Prophet can manifest any talent he or she knows for free a number of times per day equal to his or her level +3. After exhausting his or her daily allotment, the Awakened Prophet must pay 1 power point per manifestation of a 0-level power for the rest of the day.

- **0-LEVEL PROPHET POWERS (Talents):** *inkling, know direction*

- **1st-LEVEL PROPHET POWERS:** *know location, object reading, feel light, feel sound, hear light, see sound, empathy.*
- **2nd-LEVEL PROPHET POWERS:** *augury, clairaudience/clairvoyance, combat prescience, darkvision, destroy machines, see invisibility, sensitivity to psychic impressions.*
- **3rd-LEVEL PROPHET POWERS:** *danger sense, nondetection, remote viewing.*
- **4th-LEVEL PROPHET POWERS:** *aura sight, divination, fate of one*
- **5th-LEVEL PROPHET POWERS:** *enter the matrix, sense psionics, true seeing*

The Engineer is a specialist in mechanical sciences. Engineers are the most valued member of any colony, the difference between life and death when a vital piece of equipment breaks down, and even more importantly, the person who knows how to keep all the vital systems of a colony properly maintained so that they do not break down in the first place.

Requirements

To qualify to become a Engineer, a character must fulfill the following criteria.

Occupation: Hovercraft Corps.

Skill: Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Repair 6 ranks.

Class Information

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Engineer's class skills (and the key ability for each skill) are Craft (chemical, electronic, mechanical, and structural) (Int) , Computer Use (Int), Demolitions (Int), Disable Device (Int), Knowledge (Technology) (Int), Navigation (Int), Open Lock (Dex), Pilot (Dex), Occupation (Wis), Repair (Int), and Research (Int).

Skill Points at Each Level: 6 + Int modifier.

Table: The Engineer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Grace under pressure	+1	+0
2nd	+1	+0	+0	+3	Slapped together	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+0
4th	+2	+1	+1	+4	Right tool for the job	+2	+0
5th	+2	+1	+1	+4	Grace under pressure 2/day	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+1
7th	+3	+2	+2	+5	Pack rat	+4	+1
8th	+4	+2	+2	+6	Slapped together 2/day	+4	+1
9th	+4	+3	+3	+6	Bonus feat	+5	+2
10th	+5	+3	+3	+7	Scavenger	+5	+2

Class Features

The following features pertain to the Engineer advanced class.

Grace under Pressure

When manning any ship's system, a Engineer can *stress* a system +2, +1 per 5 levels. This does not count as the one time per day that system may be safely stressed. As the Engineer gains levels, he may use this ability with increasing frequency.

Slapped Together

At 3rd level and above, the Engineer can take 20 on a class skill check, even under stress, as a Full-Round action. The effects of this ability will vary wildly, depending on the skill it's applied to, but the application will always be less complete than it would if the Engineer had the time to go over his solution a little more carefully. An engine repaired through the use of this ability won't stay that way for more than a few hours, after which it will need some serious dry-dock time. The Engineer may initially only use this ability once per day, but its frequency increases as the character goes up levels.

Bonus Feat

The Engineer gets a bonus feat from the following list: Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Right Tool for the Right Job

As long as he has his toolkit with him, a Engineer gains a +1 Circumstance Bonus per 5 levels to any Class Skill Check. For example, a 10th level Engineer would gain a +2 on any skill check as long as had his personal tools with him.

Pack Rat

If the Engineer succeeds at a Repair check (DC 30), he can return any item with a Flaw of 01-50 on the Flaw Table (see the Starships chapter) to like new" condition. If the Engineer

uses his Slapped Together ability to take 20 on this roll, he can return the item to "like new" Condition for 1-6 rounds, after which the item melts into slag and is completely destroyed.

Scavenger

As above, except that the Engineer may now repair almost *any* Flaw. The only Flaws he cannot repair are 96-100 (Special).

Freeborn Operators are the one way humanity keeps up with Deus Ex Machina's technology. Much of humankind has already fallen behind in the way of the hard sciences, but through Freeborn Operator engineers, humans assimilate the technology they can salvage and use it for their own ends. Thanks to the Freeborn Operators, Resistance has learned to use the Matrix as a weapon against the Machines.

Requirements

To qualify to become a Freeborn Operator, a character must fulfill the following criteria.

Occupation: Hovercraft Corps.

Feats: Aircraft Operation (hovercraft).

Race: Freeborn Human.

Skills: Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Freeborn Operator advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Freeborn Operator attains a new level in this class.

Class Skills

The Freeborn Operator's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Occupation (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Table: The Freeborn Operator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Reprogram Machine	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

Class Features

The following features pertain to the Freeborn Operator advanced class.

Jury-Rig

A Freeborn Operator gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Extreme Machine

A Freeborn Operator of 2nd level or higher can increase the performance of an object within the Matrix.

By spending 1 action point and making either a Computer Use check, the Freeborn Operator can temporarily improve an object's performance. The DC for the Computer Use check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Freeborn Operator performs the extreme modifications in 1 hour. The Freeborn Operator can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Freeborn Operator class level, beginning when the object is first put into use. The Freeborn Operator selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine re-quires repairs before it can be used again.

Bonus Feats

At 3rd, 6th, and 9th level, the Freeborn Operator gets a bonus feat. The bonus feat must be selected from the following list, and the Freeborn Operator must meet all the prerequisites of the feat to select it.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Reprogram Machine

A Freeborn Operator of 4th level or higher can reprogram Machines. These Machines serve as the Freeborn Operator's eyes, ears, or hands out to a predetermined distance away from the character when the Freeborn Operator wants to use one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot.

The Freeborn Operator must have at least 1 rank in the skill that he wants to program into the Machine. The Freeborn Operator can only control one Machine at a time, and only one of his Machines can be active at any time.

Program the Machine: Decide how many ranks of the appropriate skill to program into the

Machine, up to the number of ranks the Freeborn Operator has in the skill. A Freeborn Operator's Machine can only contain programming for one skill. Make the Computer Use check to program the Machine.

The DC for the Computer Use check is 20, modified by the number of ranks the Freeborn Operator wants to program into the Machine (+1 to the DC for each rank). It takes 1 hour to program the Machine.

Reprogramming: A Machine can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the Machine).

Hack the Matrix

At 5th level, the Freeborn Operator becomes adept at creating Matrix objects. He of she applies the Matrix ability to his or her Computer Use skills. From this point on, he or she can code Matrix objects using Computer Use.

On average, it takes half as long to code a Matrix object as it does to create an ordinary object of the same type on the Prime Plane. The Freeborn Operator must be familiar with the object – by either examining it in the Matrix or in the Prime Plane.

To create a Matrix object, the Freeborn Operator must pay a cost in experience points equal to 25 x the Wealth check of the item. The XP must be paid before making the Computer Use check. If the expenditure of these XP would drop the Freeborn Operator to below the minimum needed for his or her current level, then the XP can't be paid and the Freeborn Operator can't use the Matrix ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as Matrix objects. Once programmed, these items can be created at will. See the Personal Gear Matrix Power in the Feats and Powers chapter for more information.

At 8th level, the Freeborn Operator can improve his or her ability in Computer Use so that his or her Matrix objects provide a +1 bonus. At 10th level, the Freeborn Operator's Matrix objects now provide a +2 bonus. The Computer Use DC for a Matrix object is the same as for a normal object of the same type, as described in the Craft skill.

Freeborn Soldiers are the crazy grunts who, wielding rocket launchers, charge into the fray to face off against Sentinels. They patrol in pairs, one person carrying the rocket launcher, the other selecting targets and loading the weapon. Freeborn Soldiers have very short life expectancies.

Requirements

To qualify to become a Freeborn Soldier, a character must fulfill the following criteria.

Occupation: Infantry Corps.

Base Attack Bonus: +3.

Race: Freeborn Human.

Skill: Knowledge (tactics) 3 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Freeborn Soldier's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Occupation (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Table: The Freeborn Soldier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon Focus	+1	+0
2nd	+1	+2	+2	+0	Weapon specialization	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Tactical aid	+2	+0
5th	+3	+3	+3	+1	Improved critical	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Improved reaction	+4	+1
8th	+6	+4	+4	+2	Greater weapon specialization	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Critical strike	+5	+2

Class Features

The following features pertain to the Freeborn Soldier advanced class.

Weapon Focus

At 1st level, a Freeborn Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Freeborn Soldier chooses a specific weapon. The Freeborn Soldier can choose unarmed strike or grapple as the weapon. The Freeborn Soldier must be proficient with the chosen weapon.

The Freeborn Soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Freeborn Soldier gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The Freeborn Soldier gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Freeborn Soldier gets a bonus feat. The bonus feat must be selected from the following list, and the Freeborn Soldier must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As an attack action, the Freeborn Soldier provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Freeborn Soldier's position.

As a full-round action, the Freeborn Soldier provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the Freeborn Soldier's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Freeborn Soldier's choice). This bonus is equal to the Freeborn Soldier's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Freeborn Soldier's level in the advanced class, rounded down.

Improved Critical

For the weapon the Freeborn Soldier has applied weapon specialization to the Freeborn Soldier's threat range increases by one.

Improved Reaction

At 7th level, a Freeborn Soldier gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization

At 8th level, a Freeborn Soldier gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, a Freeborn Soldier gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Gunners are the experts at firing the really big guns, be it grenade launchers, missile launchers, or on-board cannons.

Requirements

To qualify to become a Gunner, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Occupation: Hovercraft Corps, Infantry Corps.

Skills: Demolitions 6 ranks, Move Silently 6 ranks.

Feats: Aircraft Operation (hovercraft), Exotic Firearms Proficiency (cannon, grenade launcher, or rocket launcher).

Class Information

The following information pertains to the Gunner advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Gunner attains a new level in this class.

Class Skills

The Gunner's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (chemical) (Int), Disguise (Cha), Demolitions (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Occupation (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Table: The Gunner

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+1
2nd	+1	+0	+3	+0	Explosives specialist	+2	+1
3rd	+1	+1	+3	+1	Weapon focus	+2	+1
4th	+2	+1	+4	+1	Fast bomber	+3	+2
5th	+2	+1	+4	+1	Defensive Position	+4	+2
6th	+3	+2	+5	+2	Expert throw	+4	+2
7th	+3	+2	+5	+2	Greater weapon focus	+5	+3
8th	+4	+2	+6	+2	Long throw	+6	+3
9th	+4	+3	+6	+3	Bigger burst	+6	+3
10th	+5	+3	+7	+3	Bull's-eye	+7	+4

Class Features

The following features pertain to the Gunner advanced class.

Sweep

A Gunner knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Gunner (but not behind him or her). The Gunner can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Explosives Specialist

A Gunner no longer causes explosives to detonate on a Craft (chemical) check failure of 5 or more.

Fast Bomber

A Gunner can halve the time it takes to build a scratch-built explosive using the Craft (chemical) skill.

Expert Throw

At the Gunner's option, if he misses a target with an explosive, the Gunner can choose to use a smaller deviation radius to determine the random direction. Thus a deviation that would normally require a 1d12 roll can be a 1d8 roll instead, and a deviation that would normally require a 1d8 rolls can be a 1d4 roll instead.

Long Throw

The range increment for any explosive fired by a Gunner is doubled to 20 ft.

Bigger Burst

The Gunner's explosives have double the amount of burst radius.

Close Combat Shot

The Gunner gains the ability to make a ranged attack with a large firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus

The Gunner gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Gunner must choose a cannon, grenade launcher, or rocket launcher.

The Gunner adds +1 to all attack rolls using the selected exotic firearm.

Defensive Position

The Gunner gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Greater Weapon Focus

The Gunner receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bull's-eye

The Gunner becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the Gunner's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Gunner can spend 1 action point to deal +3d6 points of damage.

The Medic is a specialist in life sciences and nearly as valuable as Engineers. Life and death situations are common in the war against the Machines. Without access to competent medical personal, the war would have ended already. Therefore, Medics are an invaluable and highly respected member of any crew. Most Medics are ethical and honorable. Their only goal is to preserve life, and protect the members of their crew.

Requirements

To qualify to become a Medic, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skills: Treat Injury 6 ranks, Spot 6 ranks.

Feats: Surgery.

Class Information

The following information pertains to the Medic advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Medic attains a new level in this class.

Class Skills

The Medic's class skills (and the key ability for each skill) are: Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Occupation (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Table: The Medic

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Medical speciailist +1	+0	+1
2nd	+1	+3	+0	+2	Expert healer	+1	+1
3rd	+1	+3	+1	+2	Bonus feat	+1	+1
4th	+2	+4	+1	+2	Medical mastery	+1	+2
5th	+2	+4	+1	+3	Medical speciailist +2	+2	+2
6th	+3	+5	+2	+3	Bonus feat	+2	+2
7th	+3	+5	+2	+4	Minor medical miracle	+2	+3
8th	+4	+6	+2	+4	Medical speciailist +3	+3	+3
9th	+4	+6	+3	+4	Bonus feat	+3	+3
10th	+5	+7	+3	+5	Medical miracle	+3	+4

Class Features

The following features pertain to the Medic advanced class.

Medical Specialist

The Medic receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

Expert Healer

At 2nd level and higher, the Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Medic restores 1 hit point for every level he or she has in this advanced class.

Bonus Feats

At 3rd, 6th, and 9th level, the Medic gets a bonus feat. The bonus feat must be selected from the following list, and the Medic must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

Medical Mastery

When making a Treat Injury skill check, a Medic of 4th level or higher may take 10 even if

stress and distractions would normally prevent him or her from doing so.

Minor Medical Miracle

At 7th level or higher, a Medic can save a character reduced to –10 hit points or lower. If the Medic is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Medic fails the skill check or the patient fails the save, the dead character can't be saved.

Medical Miracle

At 10th level, a Medic can revive a character reduced to –10 hit points or lower. If the Medic is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the Medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

WHAT IS THE MATRIX

"What is the Matrix? Control. The Matrix is a computer-generated dreamworld built to keep us under control in order to change a human being into this."

--Morpheus, Matrix

The Matrix Plane is a computer-generated virtual reality created specifically to keep the human minds locked within it preoccupied. By doing so, their real bodies produce the power necessary to power the Machines. It is not merely a technology however; The Matrix is a plane unto itself, created by the hopes, fears, and faith of the dreamers themselves.

Travelers project their Matrix self onto the Matrix Plane, leaving their physical bodies behind on the Material Plane in a state of suspended animation. The character manifests as an idealized copy of himself or herself on the Matrix Plane.

While they are on the Matrix Plane, the Matrix body is connected at all times to the physical body. If the two are disconnected, both are killed, in the Matrix and in the Prime Plane.

PCs may travel through the Matrix Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until they choose to return to them. Getting into and out of the Matrix requires the use of a phone, specifically a landline.

Humans aren't able to exit the Matrix via cell phones because wireless cell phones aren't tied to anything physically. As with all programs, which can't just be terminated, one has to exit the Matrix in a pre-set sequence. The use of landlines prepares the individual's code for disconnection from the Matrix without destroying the mind. As everything in the Matrix works as it would in real life, a landline serves as a 'physical' connection; likewise, this escape route is cut off when land-phone wires are cut.

How It Works

Morphic Traits

Agents have the ability to alter objects, creatures, and the landscape on the Matrix plane. Ordinary characters can affect the plane through physical effort. But the Agents may cause these areas to change instantly and dramatically.

Alignment Traits

The Matrix has a strong predisposition towards law and order. Those who embrace chaos or are less inclined to obey the law suffer a –2 circumstance penalty on all Charisma-based checks. In addition, the –2 penalty affects all Intelligence-based and Wisdom-based checks, too. All PCs suffer this penalty when interacting with "mundanes" – the people whose minds are trapped in the Matrix.

Attracting Attention

PCs inside the Matrix will attract the attention of Agents if they aren't careful. PCs entering the Matrix require their Operator to make an opposed Computer Use check against any nearby Agents.

If the Agent succeeds, the Agent learns the location from which the intruder is operating. Identifying the intruders requires 1 minute and is a separate check from cutting off access.

This application of the skill can be used to intercept any phone conversation. The DC is 35, or 25 if the Agent knows the number of the phone that initiated the call.

Whenever the PCs create a disturbance that would concern the Machines of the Matrix, they must make an opposed Hide check against an Agent's Investigate check. Failure means 1d3 Agents appear on the scene in 1d6 rounds. See the table below for penalties to the Hide check.

Action	Hide Check Penalty
Kill another human	-1/CR
Use a Matrix Power	-1/rank
Action is witnessed by a crowd	X2 penalty
Threaten a member of the law	-1
Survive damage	-1/1d6 damage survived

MONSTERS

"Sentient programs. They can move in and out of any software still hardwired to their system. That means that anyone that we haven't unplugged is potentially an Agent. Inside the Matrix, they are everyone and they are no one. We've survived by hiding from them, running from them, but they are the gatekeepers, they're guarding all the doors, holding all the keys which means that sooner or later someone is going to have to fight them."

--Morpheus, Matrix

Machines

Machines come in a wide variety of shapes and sizes, all of them very alien in appearance. Since the Machines were originally formed as humanoids, it is ironic that they have taken shape as the stuff of nightmares. For more details about each of the Machines, see the source entry.

All Machines have the following traits:

- **Personal Communicator:** The Machine can digitally communicate securely and encrypted with any other Machine or Deus Ex Machina up to 10 miles and can receive and relay information to Deus Ex Machina anywhere in the Matrix. A backup laser communication system is installed for secure line of sight communication between units and an alternate physical cable plug exists to link two units via high-speed data cable.

- **Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Machines might have some, all, or none of the followings upgrades:

- **AI Module:** The Machine can learn, which allows it to use any skill untrained that a living being could.

- **Biosynthetic Conversion:** The Machine looks like a person with flesh and skin.

- **Combat Programming:** The Machine can gain the benefits of having a class.

- **Darkvision:** The Machine can see in the dark up to 60 feet.

- **Enhanced Dexterity:** The Machine is faster than usual and receives a +6 racial bonus to Dexterity.

- **Enhanced Strength:** The Machine has reinforced servos and musculature to increase its strength. It receives a +6 Strength bonus.

- **Hoverlift:** The Machine can fly at its base speed with good maneuverability.

- **Internal Audio Sensors:** The Machine receives a +2 bonus to Listen checks.

- **Improved Visual Sensors:** The Machine receives a +2 bonus to Search and Spot checks.

- **Integral Laser Sight:** The Machine has various sensors and laser precision optics mounted inside a "head" unit. The Machine receives a +1 bonus on all ranged attack rolls.

- **Integral Weapons:** The Machine's weapons are mounted on the Machine itself. They cannot be disarmed.

- **Language Module:** The Machine can speak and write a language.

- **Motion Sensors:** The Machine gets a +2 bonus to Spot checks.

- **Multiple Legs:** The Machine receives a +2 bonus to Climb and Balance checks.

- **Multiscanner:** The Machine has a Geiger counter that can detect radiation within 500 feet, a chemical sniffer that can analyze raw materials within 100 feet, a magnetic/spectromic array that can analyze material within 100 feet, and an electrical sensor that can identify life forms within 100 feet.

- **Natural Armor (+2):** The Machine has extra armor that bestows a +2 bonus to Defense.

- **Natural Armor (+4):** The Machine has extra armor that bestows a +4 bonus to Defense.

- **Natural Armor (+6):** The Machine has extra armor that bestows a +6 bonus to Defense.

- **Reinforced Construction (10/-):** The Machine gains damage resistance of 10/-.

- **Reinforced Construction (5/-):** The Machine gains damage resistance 5/-.

- **Sensory Recorder:** The Machine can store up to 100 hours of recordings for later reference.

- **Telescopic Vision:** The Machine suffers a –1 penalty on Spot checks for every 100 feet of distance instead of every 10 feet.

Driller

Colossal Construct
Hit Dice: 32d10+36 (212 hp)
Initiative: -3 (-3 Dex)
Speed: burrow 30 ft
AC: 5 (-3 Dex, -8 size, +6 natural)
Attacks: Slam +24 melee
Damage: Slam 4d6+9
Face/Reach: 40 ft by 40 ft/25 ft
Special Qualities: enhanced strength, multiscanner, natural armor, reinforced construction (10/-), construct
Saves: Fort +10, Ref +7, Will +10
Abilities: Str 36, Dex 4, Con ---, Int 10, Wis 11, Cha 10
Skills: Balance +21, Search +23, Spot +23.
Feats: Toughness (x12).

Challenge Rating: 10

Drillers are gigantic tubes tipped by a large drill. They are made for but one purpose: to drill to the heart of Zion and open a path for sentinel swarms to destroy it.

COMBAT

Drillers are lumbering behemoths with no concept of tactics. They aim for a target and drill down towards it. Upon reaching a location where the drill tip must be balanced, the driller unfolds four arms over the course of 2d4 rounds.

Release Swarm (Ex): Drillers can release 1d6 sentinels each round, up to 20 in total. These sentinels hitch onto the outer shell of the driller.

Gargantuan Construct
Hit Dice: 24d10 (132 hp)
Initiative: -2 (-2 Dex)
Speed: fly 30 ft
Defense: 4 (-2 Dex, -4 size)
Attacks: 6 claws +25 melee
Damage: Claw 2d6+11
Face/Reach: 20 ft by 20 ft/20 ft
Special Attacks: Constrict, improved grab
Special Qualities: hoverlift, construct, darkvision, multiscanner
Saves: Fort +8, Ref +6, Will +8
Abilities: Str 32, Dex 6, Con ---, Int 10, Wis 11, Cha 10
Skills: Treat Injury +17, Listen +13, Search +13, Spot +13.
Feats: Power Attack, Cleave, Great Cleave, Improved Bull Rush, Medical Expert, Toughness (x4).

Challenge Rating: 14

Harvesters are massive, hovering metallic jellyfish of sorts. They brim with pods containing humans connected to the Matrix. Harvesters constantly monitor the fields of human bodies, unplugging and replugging the pulpy sacks that hold the Machine's energy source like an electrician changing fuses in a fusebox.

COMBAT

Harvesters generally ignore most intrusions, relying on other Machines to deal with any threats. They will, however, attack any who attempt to remove a pod in their presence.

Constrict: This creature deals 1d6+2 on a successful grapple check, in addition to the grappling weapon's normal damage.

Darkvision: This creature can see in complete darkness, up to 60 ft.

Improved Grab (Ex): When this creature hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Large Construct
Hit Dice: 6d10 (33 hp)
Initiative: +3 (+3 Dex)
Speed: fly 30 ft
Defense: 12 (+3 Dex, -1 size)
Attacks: Bite +3 melee, 4 claws +8 melee
Damage: Bite 1d4+2, claw 1d6+5
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Constrict, improved grab
Special Qualities: hoverlift, multiscanner, construct, darkvision
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 20, Dex 16, Con 10, Int 10, Wis 11, Cha 10
Skills: Treat Injury +7, Listen +4, Search +4, Spot +5.
Feats: Dodge, Power Attack, Medical Expert

Challenge Rating: 4

Orderlies are large, crab-like machines that maintain the human bodies plugged into the Matrix. Each is equipped with four sharp pincers and a long, extending "tongue" that can be used to grab a human by the throat.

COMBAT

It's an orderly's job to examine, and if necessary, eliminate any human plugged into the Matrix that is deemed ineffective. The effectives of the red pill can fool an orderly into "flushing" a human into the recycling slush at the bottom of the harvesting fields where the humans eventually drown.

Constrict: This creature deals 1d6+2 on a successful grapple check, in addition to the grappling weapon's normal damage.

Darkvision: This creature can see in complete darkness, up to 60 ft.

Improved Grab (Ex): When this creature hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Huge Construct
Hit Dice: 10d10 (55 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: fly 60 ft
Defense: 16 (+2 Dex, -2 size, +6 natural)
Attacks: Plasma laser +2 ranged, 8 claws +14 melee
Damage: Plasma laser 2d6, claw 1d8+9
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: integral weapons, constrict, improved grab
Special Qualities: enhanced dexterity, hoverlift, improved visual sensors, motion sensors, multiple legs, multiscanner, natural armor, reinforced construction (5/-), telescopic vision, construct, darkvision
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 28, Dex 14, Con ---, Int 10, Wis 11, Cha 10
Skills: Balance +5, Climb +13, Hide –3, Listen +6, Move Silently +6, Search +4, Spot +6.
Feats: Alertness, Dodge, Improved Initiative, Mobility.

Challenge Rating: 12

Sentinels appear as a mechanized cross between a shellfish and a cephalopod. Possessing eight tentacles, each tipped with razor-sharp claws and a variety of detection equipment, sentinels (also known as "squiddies" and "calamari") are highly effective scouts and lethal combatants.

COMBAT

Several sentinels can tear apart a hovercraft and they are intelligent enough to target communication and weapon systems first. Sentinels are most dangerous when working in squads of three or more. They coordinate their attacks and use their tentacles to good effect, relying on their laser only to cut through hulls and other obstacles.

Constrict: This creature deals 1d6+2 on a successful grapple check, in addition to the grappling weapon's normal damage.

Darkvision: This creature can see in complete darkness, up to 60 ft.

Improved Grab (Ex): When this creature hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Silverfish

Medium-size Construct
Hit Dice: 5d10 (27 hp)
Initiative: +3 (+3 Dex)
Speed: fly 60 ft
Defense: 13 (+3 Dex)
Attacks: Slam +4 melee
Damage: Slam 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: bomb, enhanced dexterity, construct, darkvision
Saves: Fort +1, Ref +4, Will +1
Abilities: Str 12, Dex 16, Con ---, Int 10, Wis 11, Cha 10
Skills: Listen +4, Search +4, Spot +4, Tumble +9.
Feats: Acrobatic, Dodge, Mobility.

Challenge Rating: 1

Silverfish are traditionally carried under the hulls of Sentinels. Their appearance mimics their namesake.

COMBAT

Sentinels hurl silverfish at high speed by spinning in place and whipping them at hovercraft. Silverfish undulate towards their targets and explode upon contact.

Bomb (Ex): Silverfish can detonate themselves in a 10-ft. radius for 6d6 points of fire damage, Reflex save (DC 15) for half.

Darkvision: This creature can see in complete darkness, up to 60 ft.

Small Construct
Hit Dice: 3d10 (16 hp)
Initiative: +4 (+4 Dex)
Speed: 30 ft
Defense: 15 (+4 Dex, +1 size)
Attacks: 2 claws +3 melee
Damage: Claw 1d3
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Improved grab
Special Qualities: enhanced dexterity, multiscanner, personal communicator, multiple legs, construct, darkvision
Saves: Fort +1, Ref +5, Will +1
Abilities: Str 10, Dex 18, Con ---, Int 10, Wis 11, Cha 10
Skills: Climb +6, Listen +1, Search +3, Spot +1, Treat Injury +5.

Feats: Dodge, Medical Expert.

Challenge Rating: 1

Spiders are six-legged, sickly green maintenance robots dedicated to ensuring the machinery and the humans plugged into them run smoothly.

COMBAT

Spiders generally avoid combat. If pressed, they will work in groups to defend themselves until an orderly can arrive to deal with the problem.

Darkvision: This creature can see in complete darkness, up to 60 ft.

Programs are the manifestation of the Machine within the Matrix. Some are rogue, some are keepers of law and order, ensuring that the Matrix's basic integrity is maintained.

All Programs have the following traits:

- **Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Agent

Medium-Size Construct/Strong Hero 5/Fast Hero 5
Hit Dice: 5d10 plus 5d8 plus 5d8 (65 hp)
Initiative: +2
Speed: 30 ft.
Defense: 22, touch 20, flat-footed 20 (+2 Dex, +8 class, +2 natural)
Attack: +16/+11 melee (1d6+3/19–20, improved unarmed strike), or +15/+10 ranged (2d6, Colt Double Eagle)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Possess persona, matrix powers, rejuvenation
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 16, Dex 15, Con -, Int 13, Wis 8, Cha 10.
Skills: Climb +7, Craft (mechanical) +4, Drive +8, Gather Information +7, Hide +7, Investigate +7, Knowledge (current events) +5, Knowledge (streetwise) +5, Knowledge (tactics) +5, Move Silently +7, Profession +5, Read/Write English, Repair +5, Sleight of Hand +9, Swim +7.
Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Dodge, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.
Talents: Melee smash, improved melee smash, advanced melee smash.
Possessions: Colt Double Eagle (10mm autoloader), 50 rounds of ammunition, various gear and personal possessions.

Challenge Rating: 13

Agents are the keepers of the Matrix. As such, they react to any disturbance that would otherwise disturb the daily doldrums of everyday life. The Resistance has survived hiding from them, running from them, but they are the gatekeepers, they're guarding all the doors, holding all the keys, which means that sooner or later someone is going to have to fight them.

COMBAT

Agents are deadly opponents. Inside the Matrix, they are everyone and they are no one. Agent's have punched through a concrete walls. Men have emptied entire clips at them and hit nothing but air. The Matrix has been known to increase agent levels ("upgrades"), if it deems the threat is sufficiently dangerous enough.

Matrix Powers: An Agent has one additional Matrix power for every three total hit die it possesses. Attack Combat Mastery, Defense Combat Mastery, Extra Attacks, Extra Defenses, Jumping, Power Defense, Superstrength. The agent has one rank per three total hit die in each power.

Possess Persona (Su): Once per round, an agent can replace the persona of any human plugged directly into the Matrix Plane. This ability is similar to a *magic jar* spell (caster level 10th or the agent's Hit Dice, whichever is higher), except that it does not require a receptacle. The target can resist the attack with a successful Will save (DC 15 + agent's Cha modifier). A creature that successfully saves is immune to that same agent's possession for 24 hours. If the save fails, the agent instantly appears in the place of the victim's body, wearing its original equipment and possessions.

Rejuvenation (Su): In most cases, it's difficult to destroy an agent through simple combat: The "destroyed" agent will restore itself in 2d4 rounds.

Medium-Size Construct/Fast Hero 2/Charismatic Hero 3
Hit Dice: 5d10 (25 hp)
Initiative: +8
Speed: 30 ft., fly 30 ft.
Defense: 25, touch 19, flat-footed 21 (+4 Dex, +5 class, +6 natural)
Attack: +6 melee (1d6+4, slam) +7 melee (1d6+4/19–20, cleaver), or +6 ranged
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Incorporeal form
Saves: Fort +2, Ref +10, Will +3
Abilities: Str 19, Dex 18, Con —, Int 14, Wis 10, Cha 20.
Skills: Bluff +9*, Diplomacy +9*, Disguise +9, Drive +8, Gather Information +9*, Hide +17, Intimidate +9*, Knowledge (art) +6, Knowledge (current events) +7, Knowledge (popular culture) +7, Perform (stringed instruments) +9*, Listen +10, Move Silently +10, Read/Write Language (any two), Search +10, Sense Motive +0, Speak Language (any two), Spot +10.
Feats: Exotic Melee Weapon (katana), Iron Will, Renown, Simple Weapons Proficiency, Stealthy, Windfall.
Talents: Evasion, Charm, Favor.

Possessions: Mossberg (12-gauge shotgun), 12 rounds of 12-gauge ammunition, cleaver, casual clothes

Challenge Rating: 6

Ghosts are even more rare than vampires or werewolves. Unlike the latter, who generally look like normal humans, ghosts are pale albinos.

COMBAT

Ghosts enjoy lording their incorporeal advantage over opponents and will use bladed melee weapons to press their advantage.

Incorporeal Form (Su): At will, a ghost can become incorporeal, and thus harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. An incorporeal ghost can pass through solid objects at will. An incorporeal ghost always moves silently. An incorporeal ghost can strike with its touch attack or with a ghost touch weapon. While incorporeal, ghosts have fast healing 3.

Medium-Size Construct/Fast Hero 2/Charismatic Hero 3
Hit Dice: 5d10 (25 hp)
Initiative: +8
Speed: 30 ft.
Defense: 25, touch 19, flat-footed 21 (+4 Dex, +5 class, +6 natural)
Attack: +6 melee (1d6+4, slam) +7 melee (2d6+4/19–20, mastercraft katana), or +6 ranged
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: damage reduction 15/wood, fast healing 5, cold and electricity resistance 20, darkvision 60 ft., weakness
Saves: Fort +2, Ref +10, Will +3
Abilities: Str 19, Dex 18, Con —, Int 14, Wis 10, Cha 20.
Skills: Bluff +17*, Diplomacy +9*, Disguise +9, Drive +8, Gather Information +9*, Hide +18, Intimidate +9*, Knowledge (art) +6, Knowledge (current events) +7, Knowledge (popular culture) +7, Perform (stringed instruments) +9*, Listen +10, Move Silently +18, Read/Write Language (any two), Search +10, Sense Motive +8, Speak Language (any two), Spot +10.
Feats: Alertness, Combat Reflexes, Dodge, Exotic Melee Weapon (katana), Improved Initiative, Iron Will, Lightning Reflexes, Renown, Simple Weapons Proficiency, Stealthy, Windfall.
Talents: Evasion, Charm, Favor.
Possessions: Aston-Martin Vanquish sports coupe, eight-bedroom mansion, designer formal wear, mastercraft katana (+1), cell phone, desktop computer (with cellular modem, printer, and scanner), mastercraft violin (+1).

Challenge Rating: 6

Like werewolves, vampires are not quite as fearsome as their name might indicate. However, they are extremely powerful programs that are almost impossible to kill without the right weapons.

COMBAT

Vampires, like werewolves, tend to be extremely unsubtle and direct in their tactics. They rely on their extreme hardiness and their confidence can sometimes be turned against them.

Skills: The vampire gains a +3 bonus on these Charisma-based skill checks when influencing members of its chosen gender.

Fast Healing 5 (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point.

Weakness: Wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical hit against a vampire on a natural 20 (unless noted otherwise), even though vampires are normally immune to critical hits. A successful critical hit destroys a vampire instantly, turning it to dust.

Werewolf

Medium-Size Construct/Strong Hero 5
Hit Dice: 5d10 plus 2d10 (40 hp)
Initiative: +2
Speed: 30 ft.
Defense: 15, touch 15, flat-footed 13 (+2 Dex, +3 class)
Attack: +8 melee (1d6+6/19–20, cleaver), or +7 ranged (2d8, Mossberg)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Damage reduction 10/silver,
Saves: Fort +9, Ref +6, Will +2
Abilities: Str 16, Dex 14, Con -, Int 12, Wis 12, Cha 8.
Skills: Climb +9, Handle Animal +3, Hide +3, Jump +7, Knowledge (current events) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Listen +6, Move Silently +4, Profession +5, Read/Write Language (any two), Speak Language (any two), Spot +4, Swim +9.
Feats: Athletic, Heroic Surge, Iron Will, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Finesse (bite).
Talents: Melee smash, improved melee smash, advanced melee smash.
Possessions: Mossberg (12-gauge shotgun), 12 rounds of 12-gauge ammunition, cleaver, casual clothes

Challenge Rating: 6

Werewolves are rogue programs that are particularly difficult to kill. They often hide in forgotten parts of the Matrix, their existence explained away as a supernatural phenomenon.

COMBAT

Werewolves are aggressive combatants and unflinching opponents. They are fond of using ancient weapons and tactics

LINKS

Books

For more information about books that were used to help create this document, see Section 15 of the Open Gaming License.

- Taking the Red Pill: Science, Philosophy and Religion in The Matrix
- The Matrix Comics
- The Matrix and Philosophy: Welcome to the Desert of the Real (Popular Culture and Philosophy, V. 3)
- The Art of the Matrix
- The Gospel Reloaded: Exploring Spirituality and Faith in The Matrix
- Enter the Matrix Official Strategy Guide
- Exploring the Matrix: Visions of the Cyber Present
- The Matrix: The Shooting Script (Newmarket Shooting Script Series)
- Matrix Warrior: Being the One
- The Reality Within The Matrix
- The Matrix Cultural Revolution
- Matrix and Philosophy, The: Welcome to the Desert of the Real

DVDs

- The Animatrix
- The Animatrix Gift Set (Includes CD Soundtrack)
- The Matrix
- The Matrix - Limited Edition Collector's Set
- The Matrix - Limited Edition Collector's Set
- The Matrix - Platinum Limited Edition DVD Collector's Set
- The Matrix Reloaded (Widescreen Edition)
- The Matrix Revisited
- The Matrix Revolutions
- The Matrix/The Matrix Revisited
- The Matrix/The Matrix Revisited (Gold Collection)

Games

- Enter the Matrix (GameCube)
- Enter the Matrix (PC)
- Enter the Matrix (PS2)
- Enter the Matrix (Xbox)
- Inside the Matrix RPG
- Matrix d20 (in Portuguese)

- Matrix Role-Playing Game by Jäger Hein
- Matrix Unisystem
- The Matrix d6 Role-Playing Game
- The Matrix Role-Playing Game
- The Matrix: A Systemless Sourcebook
- The Matrix: Online RPG
- The Matrix: Risus
- The Unofficial Matrix RPG
- Wushu Guide to the Matrix
-

Music

- Matrix Revolutions: Music From The Motion Picture [SOUNDTRACK]
- The Matrix Reloaded [ENHANCED]
- The Matrix: Music From The Motion Picture [EXPLICIT LYRICS] [SOUNDTRACK]
- The Matrix: Original Motion Picture Score [SOUNDTRACK]
- Matrix Reloaded: The Album [SOUNDTRACK] [CLEAN] [ENHANCED]
- Dreamworld: Music Inspired by The Matrix
- The Matrix: Music From The Motion Picture [Edited Version] [SOUNDTRACK]

Toys

- Matrix Reloaded Action Figure: Neo 1-Lobby
- Matrix II Box Set: Neo in Chateau
- Matrix Reloaded Action Figure: Trinity

Web

For more information about web sites that were used to help create this document, see Section 15 of the Open Gaming License.

- Enter the Matrix Game
- Hierarchy of Zion and the Machines
- Know the Matrix
- Matrix Fans.net
- Matrix Font
- Matrix Reloaded Script
- Matrix Timeline
- Matrix Unloaded
- The Animatrix
- The Last Free City
- The Matrix
- The Matrix Script

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Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in RetroMUD and where many of his short stories take place. Michael has published three D20 modules: "Tsar Rising", "All the King's Men," and "The Dancing Hut" from MonkeyGod Enterprises. He has written numerous supplements, including "Frost and Fur" and "Abyss," also from MonkeyGod Enterprises, "Mercenaries: Born of Blood" from Otherworld Creations, and "Combat Missions" from Paradigm Concepts. Michael has also contributed to "Relics" from AEG and "The Iron Kingdoms Campaign Guide" from Privateer Press. Michael has also written magazine articles for Spectre Press' Survival Kit series, Dragon Magazine, Scrollworks, and D20 Weekly. He has written a multitude of reviews of role-playing and computer games for RPG.net, Gamers.com, Allgame.com, and Talien and Maleficent's Bazaar. Michael has presented at various panels, including Dragon*Con, I-Con, and Bakuretsucon. When he's not writing, Michael can be found as his alter ego, Talien, on RetroMUD as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.

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