

Psychosomatics

Level	Experience	Color	Points
1	0 – 500	White	2
2	501 – 1,200	Yellow	2
3	1,201 – 3,000	Orange	3
4	3,001 – 5,000	Green	3
5	5,001 – 7,500	Blue	4
6	7,501 – 11,000	Purple	4
7	11,001 – 15,000	Red	5
8	15,001 – 20,000	Brown	5
9	20,001 – 25,000	Black	6
10	25,001 – 30,000	Grey	6

1-Point Psychosomatics

Jump

Generation Time: 1 sec

Duration: One jump

Boost: +10% distance per point

Allows the Calemoran to jump a distance across equal to 50% Strength x 1 foot.

Rough Skin

Generation Time: 1 sec

Duration: 2 minutes

For the duration of this matrix, the Calemoran gains a body Threshold of 8.

Slow Poison

Generation Time: 2 sec

Boost: +1 minute per point

Reduces poisons to half effect for 3D6 minutes.

White Count

Generation Time: 2 sec

Duration: 2D4 days

Provides a +60 bonus to SMRs against disease.

2-Point Psychosomatics

Body Heal

Generation Time: 3 sec

Boost: +1 point per point

Instantly heals the Calemoran for 1D8 Body points.

Poison Removal

Generation Time: 5 sec

This instantly removes all toxins from the Calemorans body.

Resist Cold

Generation Time: 2 sec

Duration: 1D4 hours

Provides a +30 bonus to SMR vs. Cold. Unaffected by temperatures as low as -60 degrees F.

Resist Heat

Generation Time: 2 sec

Duration: 1D4 hours

Provides a +30 bonus to SMR vs. Fire/Heat. Unaffected by temperatures as high as 200 degrees F.

Tough Skin

Generation Time: 1 sec

Duration: 2 minutes

This grants the Calemoran a temporary Body Threshold of 12.

3-Point Psychosomatics

Iron Skin

Generation Time: 1 sec

Duration: 2 minutes

This provides a Body Threshold of 16.

Oxygenate

Generation Time: 1 sec

This matrix allows the Calemoran to go without breathing for a time equal to 50% Constitution x1 minute.

Power Punch

Generation Time: 3 sec

Duration: One attack

This matrix allows the Calemoran to double his Strength Damage bonus for one strike with his body (not with a weapon).

Sonic Immunity

Generation Time: 2 sec

Duration: 2 minutes

Boost: +2 minutes per point

This renders the Calemoran temporarily immune to sonic attacks of any sort.

Strength

Generation Time: 2 sec

Duration: 1D6 minutes

This adds 25 points to the Calemorans Strength score for a short time. Strength cannot exceed 150.

Stun

Generation Time: 3 sec

Duration: One attack

This allows the Calemoran to stun an opponent with a body strike (not with a weapon). If the Calemoran successfully hits, the target suffers damage and must roll a Biological SMR or be stunned into inaction for 3D10 seconds.

4-Point Psychosomatics

Cellular Immunity

Generation Time: 1 sec

Duration: 5 minutes

Renders the Calemoran immune to the effects of Cellular Disruption.

Electrical Discharge

Generation Time: 3 sec

Duration: One attack

Boost: +1 point per point

This allows the Calemoran to release a powerful electrical shock when he attacks with his body (not with a weapon). If the attack hits, the target suffers normal damage, and suffers 1-2 points of electrical damage per level of the Calemoran. A SMR vs. Electricity reduces this extra damage to half.

Speed

Generation Time: 6 sec

Duration: 2D6 seconds

Boost: +1 second per point

This matrix increases the efficiency of the Calemoran's body in such a way as to double his movement rate and attacks per round.

5-Point Psychosomatics

Death Blow

Generation Time: 6 sec

Duration: One attack

This matrix allows the Calemoran to focus his "chi" into a very powerful attack with his body (not with a weapon). If the attack is successful, the victim suffers normal damage and must roll a System Shock with a -50% penalty or die.

6-Point Psychosomatics

Invulnerability

Generation Time: 9 sec

Duration: One minute

This provides the Calemoran with a Body Threshold of 25, that is equal in function to Mechanized Armor.

7-Point Psychosomatics

Regenerate Limb/Organ

Generation Time: 10 minutes

This powerful matrix allows the Calemoran to regenerate one of his limbs or organs that is missing (unless it's the head, heart, or brain). It takes him 10 minutes to generate this matrix, and then he must mediate for the next 2 hours while the regeneration is active. After the regeneration is complete, he must rest for at least 15 hours.

8-Point Psychosomatics

Molecular Diffusion

Generation Time: 5 minutes

Duration: One minute

Boost: +15 seconds per point

This very rare matrix allows the Calemoran to alter his molecules and those of up to 10 Enc. in such a way as to allow him to pass through solid objects. At the end of the duration, he instantly reverts to normal regardless of whether or not he is inside something solid. While he is in this state, he can not be damaged by kinetic attacks, but lasers, accelerated particles, plasma, and other energy weapons can still hurt him.