

MATRIX CHILD

Prerequisite: [Apocalyptic](#)

The weapon embodies the totality of the Gallifreyan Matrix, either through a direct umbilical like connection to the original or through a memory that stores the entire data content of the APC Net in a block transfer neural network lattice that forms a transcendent computational dimension within it. It can draw others into this realm, forcing them to fight for their lives in the nightmare reality of a surreal world in which it makes the rules. Once there, few can escape it...

Effect

The Weapon has the Gadget Trait Skill (Knowledge 12) and can be used to pull a single target within line of sight into the Matrix (see the rules on pg.151). For every additional Story Point spent, another D6 individuals can be pulled into the Matrix. Once in the Matrix, all rolls are based on the user of the weapon or the weapon itself (if it has the appropriate attributes). Story Points can be drawn from the weapon or the user.

[good](#), [major](#), [apocalyptic](#), [gadgets](#)

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