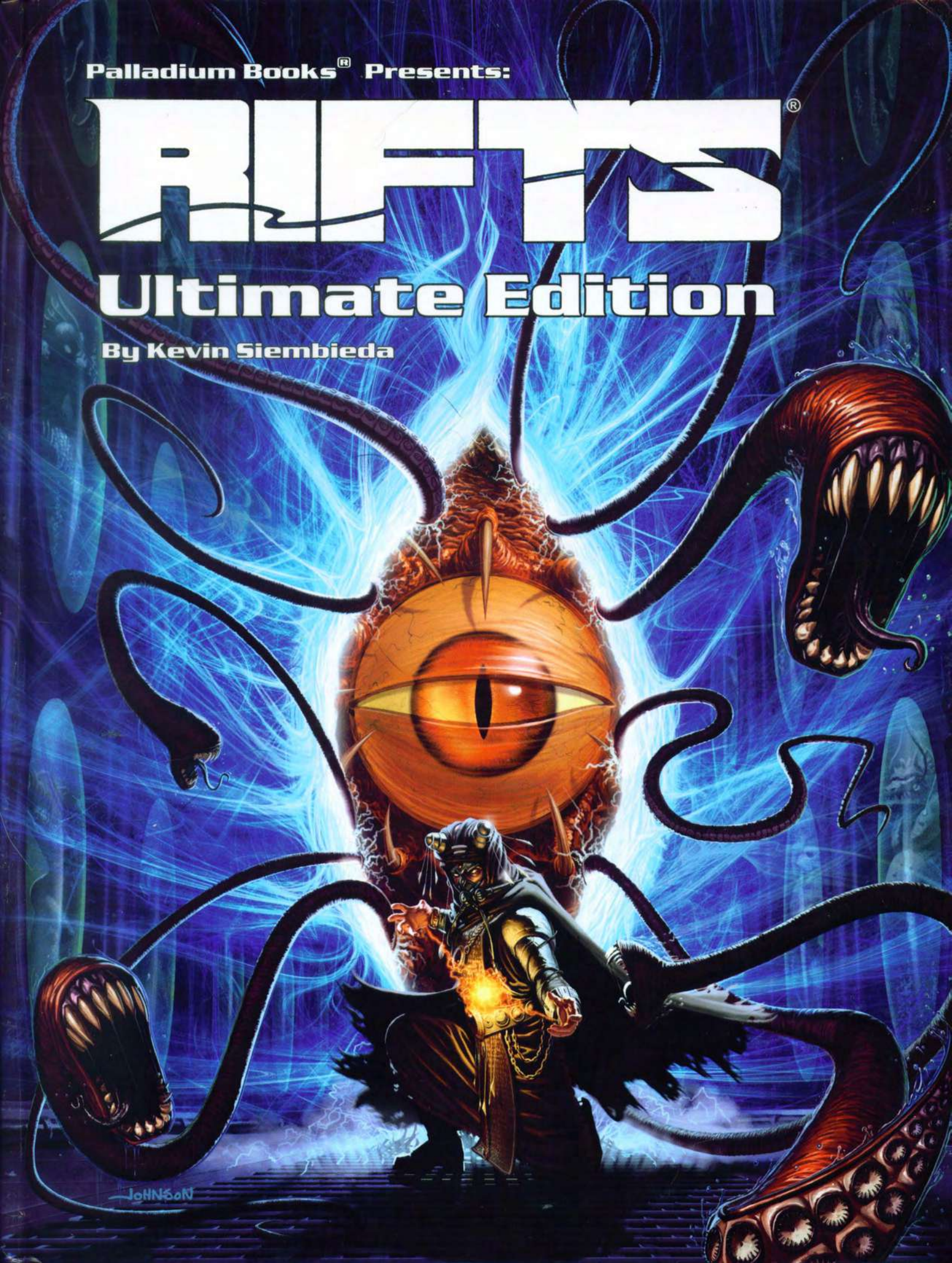
Palladium Books® Presents:

RIFTS®

Ultimate Edition

By Kevin Siembieda



WILK'S
5

NG

Warning!

Violence and the Supernatural

The *fictional* world of Rifts® is violent, alien and deadly. It is an exotic realm where magic is real, demonic creatures and monsters stalk humans and weird science, psychic abilities, ancient gods, supernatural horrors and alien beings are commonplace.

Some parents may find the violence, magic and supernatural elements of the game inappropriate for young readers/players.

We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.

A complete role-playing game.
Compatible with the entire Palladium Books® Megaverse®!

Dedication

First and foremost, I dedicate this book to my darling, *Kathy Simmons*, who has shown me the beauty and joy of true love.

Second, to *Kevin Long* and *Keith Parkinson,* both artists supreme, who helped bring my vision to pulse-pounding life in the original edition of Rifts® 15 years ago. Though we have gone our separate ways, I will always remember them both with great fondness.

And last, but certainly not least, to my dear friend, *Cheryl Corey* and the rest of the crew at McNaughton & Gunn for always being at my side and for making sure this one got out on schedule!

– Kevin Siembieda, 2005

First Printing of the Rifts® Ultimate Edition – August 2005

Copyright 1990 & 2005 Palladium Books Inc. & Kevin Siembieda

All rights reserved, world wide, under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews. All incidents, situations, institutions, governments and people are fictional and any similarity, without satiric intent, of characters or persons living or dead, is strictly coincidental.

No part of this publication may be scanned, OCRed, reproduced, sold or distributed in any way for electronic publication on the web/Internet or any other medium unless authorized in writing by Palladium Books Inc.

Palladium Books®, Rifts®, The Rifter®, Megaverse®, Phase World®, Coalition Wars®, The Mechanoids®, Mechanoid Invasion®, Nightbane®, After the Bomb®, and The Palladium Fantasy Role-Playing Game® are registered trademarks owned and licensed by Kevin Siembieda and Palladium Books Inc.

Aliens Unlimited, Beyond the Supernatural, Chaos Earth, Heroes Unlimited, Ninjas & Superspies, Splicers, Rifts® Game Master Guide, Rifts® Book of Magic, Rifts® Mercenaries, Rifts® Promise of Power, Splynn Dimensional Market, Wormwood, Skraypers, Dinosaur Swamp, Federation of Magic, Rifts Earth, Triax & the NGR, Vampire Kingdoms, Coalition States, CS, Chi-Town, Free Quebec, Iron Heart, Lazlo, New Lazlo, Lone Star, New West, Spirit West, Kingsdale, MercTown, Whykin, Wilk's, Wellington, Northern Gun, Manistique Imperium, Golden Age Weaponsmiths, Naruni, Naruni Enterprises, NGR, New German Republic, Tolkeen, Stormspire, Pecos Empire, Bandito Arms, Battle Magus, Archie-3, Alien Intelligence, 'Bot, 'Borg, 'Burb, Burster, Bio-Borg, Biomancer, Bio-Wizardry, Body Fixer, Combat Cyborg, Coming of the Rifts, Crazies, Cyber-Doc, Cyber-Knight, Cyber-Snatcher, D-Bee, Dog Boy, Dog Pack, Elemental Fusionist, Emperor Prosek, Erin Tarn, Full Conversion Cyborg, Fusionist, Fury Beetle, Glitter Boy, Grey Man, Great Cataclysm, Grey Man, Headhunter, Juicer, Kittani, Ley Line Walker, Line Walker, Ley Line Rifter, Maxi-Man, Mind Melter, Operator, Psi-Stalker, Psyscape, Joseph Prosek, Rifter, Rogue Scholar, Rogue Scientist, SAMAS, Simvan, Shifter, Splugorth, Splugorth Slaver, Splynncryth, Splynn, Splynn Dimensional Market, Sunaj, Tattooed Man, Techno-Wizard, Techno-Wizardry, Temporal Raider, Undead Slayer, Victor Lazlo, Xiticix, E-Clip, Mega-Damage, M.D., M.D.C., S.D.C., I.S.P., P.P.E., Horror Factor, Perception Roll, and other names, titles, game terms, characters, character likenesses and slogans are trademarks owned by Kevin Siembieda and Palladium Books Inc.

Palladium Online: **www.palladiumbooks.com**

Rifts® Role-Playing Game, Ultimate Edition is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

Palladium Books® Presents:

Role-Playing Game, Ultimate Edition

Written & Created by: **Kevin Siembieda**

Additional Text and Ideas:
Carmen Bellaire, Shawn Therrien, Trent Ward, & Erick Wujcik

Editors: **Alex Marciniszyn**
Wayne Smith
Kevin Siembieda

Proofreaders: **Julius Rosenstein**
Randi Cartier
Carmen Bellaire

Cover Painting: **Scott Johnson**
Painted End Sheets: **John Zeleznik**

Interior Color Artwork:
Ran Ackles
Chris Arneson
Tobias Brenner
Wayne Breaux Jr.
Mark Evans
Joachim Gmoser
Scott Johnson
Roman Kochnev
April Lee
William Li
Kevin Long
Britt Martin
David Martin
Keith Parkinson
Michael Phillippi
Steve Roberts
Dan Scott
William Teo
Matt Thompson
Freddie Williams II
Slawek Wojtowicz
John Zeleznik

Interior Black & White Artists:
Chris Bourassa
Kent Burles
Wayne Breaux Jr
Ryan Csaszar (DSS)
Drunken Style Studio (DSS)
Brandon C. Clark (DSS)
Mark Dudley (DSS)
Michael Dubisch
Kevin Long
Comfort Deborah Love (DSS)
Michael Mumah (DSS)
Apollo Okamura
Ramon Perez
Kevin Siembieda
Chuck Walton II (DSS)
Freddie Williams II
Michael Wilson
Adam Christopher Withers (DSS)

Art Direction, Layout & Keylining: **Kevin Siembieda**

Typography and Color Layout: **Wayne Smith**

Rifts Logo Design: **Kevin Long**

RPG rules, characters, concepts
and Megaverse® created by **Kevin Siembieda**.

Special Thanks to *everyone* who helped out on this book. That includes my wonderful team of regular artists, the CCG artists who contributed to the color sections; all the Rifts gamers who took the time to send me their comments and suggestions; my crew and my girl for putting up with me; Gilbert, Paul, Rich and Phillis for their enthusiasm and suggestions; the generous Erick Wujcik, and anyone I may have forgotten.

I especially want to thank Wayne Smith, Alex Marciniszyn, Julius Rosenstein, and Carmen Bellaire who all made a herculean effort and worked insane hours with me to make this book *the ultimate*.

To all of you, thank you. I couldn't have done it without you.

– Kevin Siembieda, August 2005

Contents

The Setting · · · 9
Engage your imagination · · · 9
The Recollections of Erin Tarn · · · 10
The Time Before the Rifts · · · 10
The Coming of the Rifts · · · 11
Two Hundred Years Dark Age · · · 12
Our brave new world · · · 13
Erin Tarn, Criminal or Heroic Visionary · · · 13
A World Overview · · · 15
Our World Circa 109 P.A. · · · 16
Distant Lands · · · 16
Our American Homeland, 109 P.A. · · · 17
The Savage Wilderness · · · 17
Beyond the Rocky Mountains · · · 18
Small Wilderness Towns and Villages · · · 20
Life in North America · · · 20
Canada · · · 20
American West Coast · · · 22
The America Northwest · · · 22
The New West · · · 22
Mexico, The Vampire Kingdoms · · · 23
The Coalition States · · · 24
An Overview of CS Life · · · 25
Coalition State of Missouri · · · 25
Kingsdale · · · 25
State of El Dorado · · · 26
Coalition State of Lone Star · · · 26
Coalition State of Iron Heart · · · 27
Coalition State of Chi-Town · · · 27
The Chi-Town 'Burbs · · · 28
Chi-Town the Fortress City · · · 28
The Ruins of Old Chicago · · · 29
Minnesota, a CS Occupied Territory · · · 29
Wisconsin Wild Land · · · 29
Northern Michigan, CS Allies · · · 29
The Coalition's Influence · · · 30
Southern Michigan · · · 31
New Lazlo · · · 31
Old Detroit · · · 31
The Magic Zone · · · 31
The Devil's Gate · · · 31
Federation of Magic · · · 32
Psyscape · · · 32
The South · · · 32
Dinosaur Swamp · · · 32
Color Section Depicting the World · · · 33
The East Coast · · · 41
The Island of Manhattan · · · 41
The Characters · · · 42
Game Designer Notes · · · 42
List of Occupational Character Classes · · · 43
Combat Cyborg O.C.C. · · · 45
Making a Combat Cyborg · · · 45
Statistics for a Full Conversion Cyborg · · · 46
Combat 'Borg O.C.C. Stats · · · 47
Black Market Bionics · · · 48
Bionic Features & Accessories · · · 48
Sensory & Optic Systems · · · 49
Bionic Weapons & Tools · · · 51
Crazies O.C.C. · · · 53
Being a Crazy Man · · · 55
Special O.C.C. Bonuses & Powers · · · 55
The Crazy O.C.C. Stats · · · 55
Random Crazy Insanity Table · · · 57
Multiple Personalities · · · 58
Cyber-Knight O.C.C. · · · 61
Cyber-Knight Training · · · 63
Cyber-Knight Code of Chivalry · · · 63
Special O.C.C. Training & Bonuses · · · 63
Cyber-Knight Zen Combat · · · 65
Cyber-Knight O.C.C. Stats · · · 66
Glitter Boy O.C.C. · · · 67
Game Designer Secrets · · · 70
Glitter Boy O.C.C. Stats · · · 70
Glitter Boy Power Armor · · · 71
Headhunter O.C.C. · · · 74
Statistics for Partial Conversion · · · 75
Headhunter Techno-Warrior O.C.C. Stats · · · 77
Juicer O.C.C. · · · 78
Live fast, Die Young · · · 79
Special Juicer O.C.C. Bonuses & Abilities · · · 79
Juicer Detoxification · · · 80
Juicer O.C.C. Stats · · · 80
Merc Soldier O.C.C. · · · 81
Merc Soldier/Hired Gun O.C.C. Stats · · · 82
Robot Pilot O.C.C. · · · 83
Power Armor Pilot MOS · · · 84
Robot Pilot MOS · · · 84
Robot Pilot O.C.C. Stats · · · 85
Adventurers & Scholars · · · 86
Body Fixer O.C.C. · · · 86
Special O.C.C. Bonuses & Abilities · · · 87
Body Fixer O.C.C. Stats · · · 87
City Rat O.C.C. · · · 88
City Rat O.C.C. Stats · · · 88
Cyber-Doc O.C.C. · · · 89
Special O.C.C. Abilities & Bonuses · · · 90
Cyber-Doc O.C.C. Stats · · · 90
Operator O.C.C. · · · 91
Special O.C.C. Abilities & Bonuses · · · 92
Operator O.C.C. Stats · · · 92
Rogue Scholar O.C.C. · · · 93
Special O.C.C. Abilities & Bonuses · · · 93
Rogue Scholar O.C.C. Stats · · · 94
Rogue Scientist O.C.C. · · · 95
Special O.C.C. Abilities & Bonuses · · · 95
Rogue Scientist O.C.C. Stats · · · 96
Vagabond O.C.C. · · · 97
Special O.C.C. Abilities & Bonuses · · · 97
Vagabond O.C.C. Stats · · · 97
Wilderness Scout O.C.C. · · · 98
Special O.C.C. Abilities & Bonuses · · · 99
Wilderness Scout O.C.C. Stats · · · 99
Practitioners of Magic · · · 100
Elemental Fusionist O.C.C. · · · 100
Elemental Fusionist O.C.C. Abilities · · · 101
Fire/Water Elemental Fusionist Powers · · · 101
Earth/Air Elemental Fusionist Powers · · · 102
Elemental Fusionist O.C.C. Stats · · · 104
Color Section Depicting O.C.C.s · · · 105
Ley Line Walker O.C.C. · · · 113
Ley Line Walker Concealed Body Armor · · · 113
Ley Line Walker O.C.C. Abilities · · · 113
Ley Line Walker O.C.C. Stats · · · 116
Ley Line Rifter O.C.C. · · · 116
Ley Line Rifter O.C.C. Abilities · · · 117
Mystic O.C.C. · · · 118
Mystic O.C.C. Psionic Powers · · · 118
Mystic O.C.C. Magic Powers · · · 119
Mystic O.C.C. Stats · · · 119
Shifter O.C.C. · · · 120
Shifter Magic Powers · · · 120
Dimensional Travel · · · 122
A Battle of Wills · · · 123
Pact of Servitude · · · 124
Link to the Supernatural · · · 124
Shifter O.C.C. Stats · · · 125
Techno-Wizard O.C.C. · · · 126

Techno-Wizard O.C.C. Psionic & Magic Powers · · · 128
Techno-Wizard O.C.C. Stats · · · 128
Techno-Wizard Construction Rules · · · 129
Creation Guidelines · · · 130
Gem TW Reference · · · 133
TW Creation Bonuses & Penalties · · · 134
Some Examples of Techno-Wizard Devices · · · 135
Psychic Characters · · · 138
Burster O.C.C. · · · 139
Special Burster O.C.C. Pyrokinetic Powers · · · 140
Burster Psychic O.C.C. Stats · · · 142
Dog Boy O.C.C. · · · 142
The Origins of the Dog Boys · · · 144
Coalition Dog Pack · · · 144
Special Dog Boy O.C.C. Abilities · · · 145
Dog Boy O.C.C. Stats · · · 147
Optional Character Tables · · · 148
Mind Melter O.C.C. · · · 150
Special Mind Melter O.C.C. Powers · · · 150
Mind Melter Psychic O.C.C. Stats · · · 151
Psi-Stalker O.C.C. · · · 152
Psi-Stalker O.C.C. Powers & Abilities · · · 153
Civilized/Coalition Psi-Stalker O.C.C. Stats · · · 154
Wild Psi-Stalker O.C.C. · · · 155
Wild Psi-Stalker O.C.C. Stats · · · 155
Dragon Hatchling · · · 156
Some Facts about Dragons · · · 156
Dragon Instincts · · · 157
Species of Dragon · · · 158
Psionic Powers · · · 164
Healing Psionics · · · 164
Meditation · · · 165
Physical Psionics · · · 166
Sensitive Psionics · · · 171
Super-Psionics · · · 177
Magic · · · 185
The Principles of Magic · · · 185
Step 4: Building P.P.E. · · · 185
Recovery of P.P.E. · · · 186
Other Sources of P.P.E. · · · 186
Step 5: Understanding Magic · · · 186
Saving Throw vs Magic · · · 187
Step 6: Casting Magic · · · 189
Step 7: Magic Combat · · · 189
Step 8: The Pursuit of Magic · · · 190
Ley Lines & Rifts · · · 191
Random Rift Table · · · 191
Ley Line Storms · · · 191
Understanding Dimensional Rifts · · · 192
Odds of Dimensional Rifts Occurring · · · 193
Rift Duration & Conditions · · · 194
Random Rift Table · · · 196
Random World Generation · · · 196
Magic Spells · · · 197
Level One · · · 198
Level Two · · · 199
Level Three · · · 202
Level Four · · · 204
Level Five · · · 206
Level Six · · · 209
Level Seven · · · 211
Level Eight · · · 214
Level Nine · · · 217
Level Ten · · · 218
Level Eleven · · · 221
Level Twelve · · · 223
Level Thirteen · · · 224
Level Fourteen · · · 224
Level Fifteen · · · 225
List of Spells in Rifts® Book of Magic · · · 226
The Coalition States · · · 229
Chi-Town · · · 229
Emperor Prosek · · · 229
How to use Coalition Characters · · · 230
Coalition Military O.C.C.s · · · 231
Some typical viewpoints in the Coalition Military · · · 231
Coalition Grunt O.C.C. · · · 231
Coalition SAMAS Pilot O.C.C. · · · 233
Coalition Technical Officer O.C.C. · · · 236
Coalition Dog Boy & Psi-Stalker · · · 237
Coalition War Machine · · · 238
Technology & the Coalition · · · 238
Coalition Military Gear · · · 240
SAMAS Power Armor · · · 240
Color Section Depicting the CS & Its Enemies · · · 241
UAR-1 Enforcer Robot · · · 249
Sky Cycle · · · 253
Skelebots · · · 254
Missile Stats & Prices · · · 256
Coalition Combat Weapons · · · 257
CS Ammunition · · · 258
Vibro-Blades · · · 259
Neural Mace · · · 259
CS Explosives · · · 260
Hand Grenades · · · 260
Dead Boy Body Armor · · · 261
Dog Pack Light Riot Armor · · · 261
Common Gear · · · 261
Basic Gear · · · 261
Communications Equipment · · · 262
Medical Equipment · · · 263
Optics, Goggles & Binoculars · · · 264
Sensor Equipment · · · 265
Common Vehicles · · · 266
Mega-Damage Capacity Body Armor · · · 267
Weapons · · · 268
Wilk's Laser Rifle · · · 269
Rail Guns · · · 270
Power Armor · · · 271
Northern Gun Samson Power Armor · · · 271
Flying Titan Power Armor · · · 272
Robot Vehicles · · · 273
Titan Combat Robot · · · 273
Game Rules · · · 274
How to Role-Play · · · 275
What you Need to Play · · · 276
Notable Game & Rifts Terms · · · 276
Character Creation · · · 279
Step 1: The Eight Attributes · · · 279
Attribute Bonus Chart · · · 281
Speed Chart · · · 281
Attributes Below Average · · · 281
Attributes Beyond Thirty · · · 284
Augmented Strength · · · 285
Robot Strength & Damage · · · 285
Supernatural Strength & Damage · · · 285
Weight & Movement · · · 286
Step 2: Understanding Damage Ratings · · · 286
Physical S.D.C. · · · 287
S.D.C. Armor · · · 287
Hit Points · · · 287
Recovery of Hit Points & S.D.C. · · · 288
Step 3: Understanding Mega-Damage & M.D.C. · · · 288
Step 4: Determine Psionics · · · 289
Step 5: Pick an O.C.C. & Skills · · · 289
Step 6: Pick an Alignment · · · 289
Step 7: Character Advancement · · · 292
The Experience Level System · · · 292
Experience Points & Their Application · · · 294
O.C.C. Experience Tables · · · 295

Experience Point Award Table · · · 296
Step 8: Rounding out the Character · · · 296
Skill Rules · · · 298
Selecting Skills · · · 299
O.C.C. Skills · · · 299
O.C.C. Related Skills · · · 300
Secondary Skills · · · 300
Skill Bonuses · · · 300
Skill Penalties · · · 301
Skill List · · · 302
Skill Descriptions · · · 304
Communication Skills · · · 304
Cowboy Skills · · · 306
Domestic Skills · · · 307
Electrical Skills · · · 308
Espionage Skills · · · 308
Horsemanship Skills · · · 310
Mechanical Skills · · · 312
Medical Skills · · · 313
Military Skills · · · 314
Physical Skills · · · 316
Pilot Skills · · · 318
Pilot Related Skills · · · 320
Rogue Skills · · · 320
Science Skills · · · 321
Technical Skills · · · 323
Weapon Proficiencies · · · 326
W.P. Ancient Weapons · · · 326
W.P. Modern Weapons · · · 328
Wilderness Skills · · · 329
Insanity · · · 330
How Insanity Works in Rifts® · · · 331
Trauma · · · 331
Insanity Tables · · · 332
Random Insanity Tables · · · 332
Random Phobia Table · · · 336
Cures for Insanity · · · 338
Combat Rules · · · 339
Hand to Hand Combat · · · 339
Combat Sequence · · · 341
Combat Terms & Moves · · · 344
Hand to Hand Combat Skills · · · 347
No Hand to Hand Combat · · · 347
Dragon Hand to Hand Combat · · · 349
Robot (and Power Armor) Combat: Basic · · · 351
Robot (and Power Armor) Combat: Elite · · · 352
Optional Robot Combat Damage Tables · · · 353
Battle Injuries & Recovery · · · 354
Blood Loss Damage · · · 354
Surviving Coma & Death · · · 354
Mega-Damage & M.D.C. · · · 355
Damage While Inside M.D.C. Armor (optional) · · · 355
Mega-Damage Technology · · · 356
How M.D. Weapons Work · · · 358
Beating the Odds · · · 359
Ranged Combat · · · 360
Modern Weapon Proficiencies · · · 360
Weapon Modifiers · · · 361
Dodging Bullets & Energy Blasts · · · 361
Missile Combat · · · 362
Missile Damage Notes · · · 362
Missile Strikes · · · 364
Surviving an Aircraft Crash-Landing · · · 365
Psychic Combat · · · 366
Horror Factor · · · 367
Perception Rolls · · · 367
Tapping the Infinite · · · 368
Resources · · · 371
A User's Guide to Rifts® · · · 371
Final Thoughts · · · 375

Quick Find Mini-Index

Augmented Strength (Juicer)& Damage · · · 285
Black Market · · · 239
Black Market Bionics · · · 48
Body Armor: Coalition · · · 261
Body Armor: Cyber-Knight (living) · · · 65
Body Armor: Cyborg · · · 46
Body Armor: General Types of · · · 267
Body Armor: Ley Line Walker · · · 113
Bionics Descriptions · · · 48
Bionic Full Conversion Cyborg · · · 46
Bionic Partial Cyborg · · · 75
Bionic Cyborg (Augmented) & Robot Strength · · · 285
Bionic Weapons · · · 51
Boom Gun (see Glitter Boy) · · · 72
Calgary, ruins of · · · 22
Chi-Town · · · 27 & 229
Coalition States · · · 24 & 229
Combat Cyborg · · · 45
Combat Rules (begin) · · · 339
Crazies · · · 53
Crazy, Insanities Specific to · · · 57
CS: Chi-Town · · · 27 & 229
CS: Dead Boy/Grunt O.C.C. · · · 231
CS: Dog Boy O.C.C. · · · 142
CS: Emperor Prosek · · · 229
CS: Identification Coding (IC) · · · 138
CS: Insignias (start) · · · 233
CS: Military O.C.C.s (start) · · · 231
CS: Psi-Hound (see Dog Boy) · · · 142
CS: Psi-Stalker · · · 152 & 154
CS: Psychics & Registration · · · 138
CS: Technology · · · 238
CS: SAMAS Power Armor · · · 240
CS: Skelebot · · · 254
CS: Spider-Skull Walker · · · 250
CS: Town Meeting (Arkansas/El Dorado) · · · 13
CS: UAR-1 Enforcer Robot · · · 249
Cyber-Knight · · · 61
Cyborg: Bionics Descriptions · · · 48
Cyborg: Body Armor · · · 46
Cyborg: Combat 'Borg (Full Bionic Conversion) · · · 45
Cyborg: Headhunter (Partial Bionic Reconstruction) · · · 74
Dead Boy O.C.C. (see Coalition Grunt) · · · 231
Demons, Controlling (see Shifter) · · · 120
Devil's Gate · · · 31
Dinosaur Swamp · · · 32
Dog Boy O.C.C. · · · 142
Dragons · · · 19 & 156
Dragon Hand to Hand Combat · · · 349
Dragon Hatchlings · · · 156
El Dorado · · · 26
Elemental Fusionist · · · 100
Emperor Prosek · · · 229
Equipment (Basic) · · · 261
Experience Tables · · · 295
Federation of Magic · · · 32
Fusion Block (CS Explosives) · · · 260
Glitter Boy · · · 67
Glitter Boy History · · · 67 & 13
Glitter Boy Power Armor · · · 71
Golden Age Weaponsmiths · · · 32
Hand to Hand Combat Tables · · · 347
Hand to Hand Combat: Cyber-Knight Zen Combat · · · 65
Hand Grenades (CS explosives) · · · 260
Insanity Tables Start · · · 332
Juicer · · · 78
Juicer Detox · · · 80
Kingsdale · · · 25
Lazlo · · · 21

Ley Lines and P.P.E. (Other Sources of P.P.E.) · · · 186
Ley Lines and Rifts · · · 191
Ley Line Storms · · · 191
Lone Star · · · 26 & 144
Magic, Principles of · · · 185
Magic Combat · · · 189
Magic Devices, Create (see Techno-Wizard) · · · 129
Magic O.C.C.s Start · · · 100
Magic P.P.E. Recovery & Other Sources · · · 186
Magic, Pursuit of · · · 190
Magic Saving Throws · · · 187
Magic, Spell Learning (see Pursuit of Magic) · · · 190
Magic, Impairment by Tech · · · 188
Magic Terms · · · 187
Merc Soldier · · · 81
Mutant Canine (see Dog Boy) · · · 142
Mutant Humans (see Psi-Stalker) · · · 152
O.C.C. List · · · 43
Old Bones, ruins of old Quebec City · · · 21
Old Chicago, Ruins of · · · 29
Old Detroit · · · 31
Magic Zone · · · 31
Mini-Missiles · · · 257 & 365
Missile Stats & Prices · · · 256
M.O.M. (See Crazy O.C.C.) · · · 53
M.O.M., Size of implants · · · 54
Narum Enterprises · · · 239
New Lazlo (Southern Michigan Overview) · · · 31
Northern Gun (Northern Michigan Overview) · · · 29
Northern Gun Weapons · · · 269
Pact of Servitude (see Shifter) · · · 124
Partial Cyborg (see Headhunter) · · · 74
P.P.E. Drawn from Ley Lines · · · 186
Power Armor: Combat Tables · · · 352
Power Armor: Flying Titan Power Armor · · · 272
Power Armor: Glitter Boy · · · 71
Power Armor: SAMAS (CS) · · · 240
Power Armor: Samson (NG) · · · 271
Psionic Power Descriptions · · · 164
Psionics: Cyber-Knight · · · 63
Rifts, Tarn's description of one opening · · · 12
Rifts Random Tables start on · · · 192
Robot Combat Elite Tables Begin · · · 352
Robot Hit Location Tables (optional) · · · 353
Robot Vehicle: Spider-Skull Walker (CS) · · · 250
Robot Vehicle: UAR-1 Enforcer (CS) · · · 249
Robot Vehicle: Titan Combat Robot · · · 273
Skelebots · · · 254
Skill Descriptions (begin) · · · 304
Skill List · · · 302
Supernatural Strength & Damage · · · 285
Tarn: Chi-Town · · · 27 & 229
Tarn: Coming of the Rifts · · · 11
Tarn: Criminal or Heroic Visionary · · · 13
Tarn: CS-Tolkeen War · · · 24 & 29
Tarn: Cyber-Knights · · · 23
Tarn: Coalition States · · · 24 & 229
Tarn: Dimensional Rifts · · · 10
Tarn: Federation of Magic · · · 32
Tarn: Glitter Boys · · · 13
Tarn: Golden Age of Man · · · 10
Tarn: Lone Star Complex · · · 26
Tarn: Manistique Imperium/Wellington · · · 30
Tarn: Neemans, tales of · · · 12
Tarn: New West · · · 22
Tarn: Northern Gun · · · 29
Tarn: Savage Wilderness, The · · · 17
Tarn: Two Hundred Years Dark Age · · · 12
Tarn: Traversing Our Modern World · · · 15
Tarn: Vampire Kingdoms · · · 23
Tarn: Villages · · · 20
Tarn: World Overview · · · 16
Tarn: Xiticix · · · 20
Tear Gas Grenade (CS Explosives) · · · 260
Techno-Wizard O.C.C. · · · 126
Techno-Wizard Construction Rules · · · 129
Techno-Wizard Gem Charts · · · 133
Techno-Wizard Weapons · · · 137
Titan Industries · · · 239
Tolkeen (see Minnesota Overview) · · · 29
Vampire Kingdoms · · · 23
Vehicles · · · 266
Vibro-Blades · · · 259
Weapons: Coalition · · · 257
Weapons: Common Types · · · 268
Weapons: Explosives & Grenades · · · 260
Weapons: How M.D. Weapons Work · · · 358
Weapons: Missiles · · · 256 & 362
Weapons: Surviving M.D. Damage · · · 359
Weapons: Vibro-Blades · · · 259
Whykin · · · 25
Wilk's Laser Technology · · · 239 & 356

Occupational Character Classes

O.C.C. Experience Tables · · · 295

Adventurers & Scholars
Body Fixer O.C.C. · · · 86
City Rat O.C.C. · · · 88
Cyber-Doc O.C.C. · · · 89
Operator O.C.C. · · · 91
Rogue Scholar O.C.C. · · · 93
Rogue Scientist O.C.C. · · · 95
Vagabond O.C.C. · · · 97
Wilderness Scout O.C.C. · · · 98

Coalition O.C.C.s/NPCs
Coalition Dog Boy O.C.C. · · · 142
Coalition Grunt/Solider · · · 231
Coalition Military Specialist O.C.C. · · · 235
Coalition Psi-Stalker O.C.C. · · · 152 & 154
Coalition SAMAS Pilot O.C.C. · · · 233
Coalition Technical Officer O.C.C. · · · 236

Men at Arms O.C.C.s
Combat Cyborg O.C.C. · · · 45
Crazies O.C.C. · · · 53
Cyber-Knight O.C.C. · · · 61
Glitter Boy O.C.C. · · · 67
Headhunter O.C.C. · · · 74
Juicer O.C.C. · · · 78
Merc Soldier O.C.C. · · · 81
Robot Pilot O.C.C. · · · 83

Practitioners of Magic
Elemental Fusionist O.C.C. · · · 100
Ley Line Walker O.C.C. · · · 113
Ley Line Rifter O.C.C. · · · 116
Mystic O.C.C. · · · 118
Shifter O.C.C. · · · 120
Techno-Wizard · · · 126

Psychic Characters
Burster O.C.C. · · · 139
Mind Melter O.C.C. · · · 150
Psi-Operator (optional) · · · 92
Psi-Stalker, Civilized/Coalition · · · 152
Psi-Stalker, Wild · · · 155
Note:
The Cyber-Knight has some psionics · · · 61
The *Techno-Wizard* has some psionics · · · 126
The *Mystic* possesses psionics & magic · · · 118
The *Dragon Hatchling* has psionics & magic · · · 156

Racial Character Class
Dragon Hatchling R.C.C. · · · 156

The Setting

It's 100 years in the future. Humankind has enjoyed a Golden Age of peace, prosperity and advancement. We've conquered most diseases, bottled the fountain of youth, extended our life span to 200+ years, and our toys are nano-technology and the genetic code. Our cities look like something out of a science fiction novel complete with robots, androids and flying cars. Our future appears grand . . . then it all comes to a crashing stop.

Imagine the end of the world The movie *Day After Tomorrow* meets *Nightmare on Elm Street*.

In addition to the mass destruction and total chaos, lines of blue energy appear across the world. Where two or more lines meet, tears in space and time occur. From these *Rifts* emerge strange, alien beings. Some seem as mortal, scared and confused as you. Others are demons from the very pits of hell. At other places along the lines, weird and alien wildlife appear overnight. People start to manifest magical and psychic powers, ancient gods appear to claim portions of the land, titans clash and the landscape changes. It is pure and utter madness.

Fast forward 300 years.

It's the planet Earth, but one you'd barely recognize. It has been transformed into a patchwork of a thousand alien worlds with doorways to infinite realities.

Imagine each State, Province and Country an alien environment. One place may be a beautiful woodland, another is an alien jungle, another is dominated by humanoid insect people, another is filled with dinosaurs. Over there is the land of faeries or dragons. Over here is a place at war with itself. Some lands shift and change daily, while others straddle two or three realities at the same time.

At one location, people thrive locked away inside a massive fortified city of technology. Robots and black armored sentinels patrol its streets and strike down anything that isn't human. At another location is a city of magic and wonder. Dragons and a hundred different alien races live in harmony with human beings and share the secrets of magic and alien science. Across the sea is a land of wonder, magic and monsters who trade in alien technology, dark magic and human life.

Elsewhere are vast reaches of forested wilderness. Within its shadowy confines are barbarian tribes, aboriginal people, aliens, and monsters. Another stretch of wilderness is dominated by dinosaurs and elsewhere, castles in the sky drift over grassy plains and bands of monster riders. Beyond the haunted mountains . . . who knows?

The lines of blue energy have calmed down and the Rifts are no longer a daily occurrence. Still, they open at random intervals throughout the year to unleash new alien beings or monsters into our world, or serve as portals to a thousand planets waiting to be visited.

Some people have come to accept and embrace magic, some wield superhuman psychic abilities, while others rely entirely on advanced or alien technology. To cope with the harsh environment, humans have rediscovered some of the wonders of the Golden Age and use bionics, suits of power armor, giant robot constructs, and chemical augmentation or have turned to magic and other means to turn themselves into supermen.

Now imagine being able to travel to countless alien worlds and civilizations. Not in a rocket ship, but by simply opening a Rift in space and time and stepping through it.

Welcome to Rifts Earth, the intersection to the infinite Megaverse. A bus stop where dragons, gods and dimensional travelers come to find or create a dimensional door to wherever it is they want to go. A nexus to the Megaverse like Rifts Earth is a rarity. So rare that the god-like powers and galaxy conquerors have all, unofficially, taken a hands-off policy, leaving humans and the other displaced alien people to fend for themselves.

Thus, humans struggle to reclaim the world, battle against alien, magic and supernatural forces, and learn to live with displaced alien people as mortal, frightened and vulnerable as they – well, almost.

Engage your imagination

Don't be intimidated by this epic scope, because our story begins with *you* – your character and the rest of the players. This is your story.

Pen and paper role-playing games (RPGs) are something of an enigma to most "civilians." On one hand, they are incredibly simple, intuitive and fun. On the other, especially to the beginner gamer, they look massive and overwhelming. But don't be intimidated and scared away, because there is nothing, and I mean *nothing*, like the true role-playing game experience. And if you're like the rest of us, you're gonna love it.

There is no game platform on the market that is more interactive or offers such unlimited opportunities as pen and paper RPGs. Why? Because *YOU* are a key component. You, the other players and the Game Master, interact, in person, using fictional characters to create the story. The Game Master and players describe events and actions with spoken words transformed by your mind into the most stunning graphics and images you can imagine. *You* are the game platform – the device – upon which this game is played. Your mind is the computer that runs the program. Your limitless imagination is the graphics engine that creates the images and actions. That means *you* are in absolute control, and anything your mind can imagine is going to beat anything the latest videogame platform has to offer.

Best of all, *your character* is a key force in the game. From moment to moment, with every spoken word and deed he or she performs, your character's actions (or inaction) change the scope of the game. Your character can save a friend, save the day, or save the world one minute, and endanger the entire player group or be the fool the next.

You and each of the players help to mold and build a story, an adventure, initiated and directed (like a movie director) by the *Game Master*. How your character conducts himself, the path he chooses, where he goes, what he does, whether the player group may triumph over adversity and how the character deals with failure and triumph, are all up to *you*, and you're not limited by technology or mechanical game constraints, just logic and story continuity. Play in character, be a hero, work with the other players, and cut loose.

That's what we mean when we say, *you are limited only by your imagination* . . . and **Rifts®**, more than many games, offers you an unlimited range of possibilities.

Big Idea, Starting Small

Like Luke in the original *Star Wars* movies, our story starts with *you*. A young man or woman living in the middle of nowhere with dreams of adventure. What happens next depends on *you*. Pick your fictional character by selecting an Occupational Character Class (O.C.C.), select your skills, powers and basic gear and take that first step forward. Don't sweat where, what, how grand it should be, or whether your character is the best creation, because it doesn't matter. Just take that first step and the rest will happen all by itself.

That first step might start in your character's hometown or his own backyard. It could begin with something seemingly insignificant, like helping your uncle buy a pair of robots to work the farm, and spin off from there. In no time, you and your fellow players should be off on an adventure that may carry you anywhere. And Game Masters, that goes double for you. Start small and build. In the end you'll weave a saga that feels like pure genius.

So, just pick a theme, a particular place and take your first step forward. The rest will fall into place like magic. The magic of the human imagination and the camaraderie of friendship.

There's nothing like it.

I'll talk more about how to get started in the rules section, so without further ado, let's dive right into the **Rifts®** world and characters.

– Kevin Siembieda, Creator & Game Designer

The Recollections of Erin Tarn

Excerpts from the great historian's introduction to her book, **Humankind's Rise from Chaos**, circa 63 P.A.

I have taken it upon myself to capture human history before it is entirely lost. Many say that it is of little importance since the planet Earth is forever transformed and the human race will never be as it was. All the same, I believe there are generations who will wonder how and why things came to pass as they did, and I hope my works will help to answer their queries.

I am not an educated woman. Thus, my words may not read as eloquently as those spoken by the new gentry rising to power in the middle Americas. I am a nomad who has come to learn, see and hear many things in her travels. Things that I now realize are pieces of our vanishing past. Things that too few people remember. Such as the 52 United States of America, the names of the old Empires like *Japan, Korea, China, Canada,* and our own *USA*. I'm told that I am a fool, because few people today read American (or what was once called English), or read at all. Still, I will try to capture our past for the sake of our children and their children. So when the day comes that they ask why, when, how, and who, they will have at least a few of the answers.

Ancient history of the world I will leave to the old, pre-Rifts books and video discs that still exist. I have seen an astounding number of public libraries and private collections that preserve the stories of our distant past. It makes me glad to see that so many books and recordings have survived. As of this writing, my own humble collection numbers 72 paper books and 31 video-discs, but I have had the pleasure of reading hundreds and hundreds of other books. Of course, no collection can compare to the *Chi-Town Library of the Ages*. It is without exception the greatest library in the world! Books, magazines, antique computer discs, films, videotapes and video discs, microfilm, and original works of art. I am told that many of the books were found in the catacombs of a place called the *Smithsonian* and other sites in the city of Washington, D.C., which once served as the American Empire's seat of government and knowledge. The months I spent poring over those volumes was one of the greatest thrills of my life. I look forward to my return there one day in the years to come.

As for myself, I will try to focus my records of history to the period just before the *Time of the Rifts*, the centuries of chaos which followed and our own, modern day and age. I will try to separate fact from fantasy, and indicate rumor, myth, and legend when facts are not available.

Please forgive my shortcomings.

The Time Before The Rifts

Often I am asked about the time before the Coming of the Rifts. What was our Mother Earth like, and how did the Rifts come about?

To the last question, how did the Rifts come about, I must offer the unsatisfactory answer that neither I, nor anybody else, knows. But if there is an answer, I will do my best to unearth it.

As to the age before the Great Cataclysm and the Coming of the Rifts, I can tell much.

Believe it or not, the world was populated entirely by humans. There were no mutants, no D-Bees, no Cyber-Knights or Crazies, no vampires or dragons, no Techno-Wizards, nor magic of any kind. Not real magic, at any rate.

Nor were there any vast wildernesses, save for the few parklands and nature preserves that some of the old empires saved to remind them of their past. These were prim and safe places for people to visit, like a garden or a farm, not at all like the fearsome wilderness we know today.

Huge, towering buildings called "skyscrapers," because they rose high into the sky like a mountain and touched the sky, filled the land. I have seen pictures of these grand cities, but find it difficult to find the words so that all who read this can understand. For those of you who have seen the growing cities of Chi-Town, Iron Heart and Quebec, these cities resemble those before the Great Cataclysm. Only the old cities were much more grand and covered the land as far as the eye could see. I will try to include pictures wherever I can to give life to my words. These pictures are actual photographs taken from historical records, not an artist's interpretation, and should give us all hope as to what humans can accomplish and aspire to create.

A typical city would house millions of people. Long, concrete roadways would connect thousands of cities and billions of people. It is even said that man had set foot on the moon and could travel along the edge of space to get from one end of the world to the other in a matter of a few hours. Exactly how this was accomplished without traversing a Rift or using magic is not known, but it is true.

A few generations before the Coming of the Rifts, the world enjoyed a great peace and prosperity. The leaders of the day called it the "Golden Age of Man." During this time, many great improvements in medicine and science took place. It was during this period in history that the sciences of bionics, cybernetics, and all types of human augmentation were developed. At the same time, the societies of the world, which had been at conflict for many prior generations, put aside their differences to work together in peace and harmony. They shared their ideas and technology to build a better world. Trade between each kingdom – each nation – soared and many of the poor became wealthy and joined the world *empires*. China, Korea, India, and Argentina were just a few of the new empires that rose to stand among the elder empires of America, Mexico, Canada, and Europe.

I cannot help feeling, however, that this was not so much an age of philosophical peace and prosperity as it was a period when the empires simply forgot their differences.

The world seemed to have been enraptured with the notion of *human augmentation*; the idea that the frail human body could be improved in any number of ways. The historical records of those days are filled with the accomplishments and the accompanying wealth of each new discovery. Discoveries that would reshape the world, as our forefathers knew they would, but this obsession with science and human augmentation overshadowed other problems.

For all their accomplishments, there still existed a sort of rivalry between the empires, and soon, a sort of unofficial race began to see which one could develop the new sciences faster and make them better. At first, everybody in the race grew powerful and wealthy. This is the so-called *Golden Age*. As long as the empires, old and new, prospered, they were happy. The old saying, "ignorance is bliss" seems to describe this fabled period of learning and miracles. From all that I have read and learned, the leaders of the day were shortsighted or entirely blinded by the wonders of the Golden Age. They continued to create and produce new miracles without thought as to what it was they were accomplishing or where it might all lead. They were lost in the excitement of knowledge for the sake of knowledge and promoted science as the new vehicle to fame and fortune.

Then suddenly, the era of enlightenment stopped.

It was as if one of the empires' leaders woke up one morning with a new perspective and shouted to all the others, "Stop! Look at what we are doing. Who is to benefit? Who holds the throne of power?" And every power of the day stopped and looked, and did not like what they saw. Many realized that they were so caught up in the race that they had not noticed that they were losing. Others found that they were so consumed by the quest that many other problems had piled up on their doorsteps. Worse, every empire stopped to examine themselves, and in so doing, examined their rivals. Somehow, no one had realized what each other had created, or how some had grown more powerful than others.

As unexpectedly as it had begun, the Golden Age of enlightenment ended. The empires now looked at each other with suspicion and envy. Soon, fear and distrust replaced an era of sharing and cooperation. The problem? The many empires had set out to create *improved* humans. One day, they suddenly realized that they had succeeded beyond their wildest dreams, only not everyone held the secrets of creating supermen, and some were *more super* than others. They then asked themselves, how could these supermen be used, and the answer frightened them all. War!

At first, the empires tried to talk and establish a mutual sharing of each other's knowledge, but not all would agree. This only made matters worse. Soon none would share any ideas. The best that could be achieved was a *world pact* in which each empire swore an oath to never use their secrets in war against the other. But the definition of what could and couldn't be used, or even what constituted a war, was vague and unacceptable to many, so the pact was little more than a blanket to cover festering concerns and emotions, not alleviate them. There were no better solutions offered.

All this fear caused the empires to slow trade between each other. Some stopped completely. This created widespread poverty among many of the rising empires. Some saw this as the first steps toward war; to undermine and then conquer the weak. The world became a cold, silent place where brother did not trust brother. Still, by today's standards, it was a paradise and the average person had little concern regarding the affairs of the empires.

One of the last recorded events from the time before the Rifts tells of a small military skirmish in one of the South American empires. One empire sent a small force of the infamous *Glitter Boys* to suppress rebels on its border. Only a dozen Glitter Boys were sent into the area. They routed the rebels and pursued them across the border, into a neighboring empire. The neighbor responded to this action as an act of aggression and sent forth its army to repel the invaders. The exact accounts of what happened, and who was at fault, differ greatly, but without a doubt, a terrible battle erupted. It was over in the horrifying, short period of an hour; a platoon of tanks, 1200 soldiers, and the town of Guada Marta were laid to waste. 24,000 townspeople were killed. An additional 800 soldiers and 13,000 townspeople were injured. Of the twelve Glitter Boys responsible for the assault, only one was destroyed.

The invading empire who dispatched the Glitter Boys refused to apologize, calling its actions self-defense. The world empires were torn asunder, some condemning the actions, others supporting them, still others uncertain of what to think. Regardless of who was at fault, the battle served as a dramatic illustration of what the new technologies could do in a war situation, and the inequity of power they created. Those without the super-science felt naked and defenseless (and they were). Those who held the tech-secrets felt hated and targeted by the have-nots, but dared not share the secrets that made them powerful. Fearful, small empires joined larger, more powerful empires, polarizing the people, creating more distinct lines of imperial power. The "New Cold War," as it was called, saw all the empires begin to use their knowledge for the creation of war machines and super-soldiers. This is when the Glitter Boys, Juicers, 'Borgs, 'Bots and Crazies were fully developed. The previous decades of peace were gone.

Sometime shortly after this, perhaps within as little time as a decade, the Great Cataclysm occurred and reshaped our world.

The Coming of the Rifts

An excerpt, from the introduction in Erin Tarn's book, *Born in Darkness*; Circa 84 P.A.

No one knows what happened, those many hundreds of years ago. If the cause for the Coming of the Rifts was ever known, it has been long forgotten.

All we know for certain is that *something* triggered the return of magic. It may have been a dark and sinister event, or a tragic and unexpected accident, perhaps even an experiment in dimension travel that went wrong. I imagine we will never know. In the past, I have said I would find the answer, but all I can find are more questions and guesswork. I, for one, have stopped trying to find the answer to this maddening question. Whatever served as the spark that ignited the Great Cataclysm and the return of magic, the result was spectacular and devastating.

The Great Cataclysm. What I tell you next is based entirely on folklore passed through word of mouth from generation to generation. I have tried to substantiate what I can, but there are few "facts" about the *Great Cataclysm* or the *Dark Age* that followed. Everything about those two time periods is largely speculation, but here is what I believe to be true.

The end of human civilization came without warning. One moment all was right in the world, the next moment, absolute chaos reigned. The current, popular theory among the scholars and mages at Lazlo and Tolkeen is that something caused the ley lines to surge and explode with energy. That surge was akin to a volcano erupting and spewing forth destruction. Only all the world's ley lines erupted at the same time, each creating its own wave of destruction that washed over the entire world. Great storms, a thousand times the size of the worst Ley Line Storm you may have ever experienced, swept the planet one after another. Tidal waves, earthquakes, and tornadoes toppled the great sprawling cities like they were made of paper. Mountains heaved and shattered. The oceans rose up to swallow the coastlines, and the island kingdom of Atlantis formed in the waters between continents. Billions of people perished in a matter of hours. Their deaths, the practitioners of magic speculate, fueled the hungry ley lines and caused them to overload with mystic energy, creating even greater disaster.

Everyone is in agreement that an icy darkness covered our world and brought about a winter that lasted for at least a decade. No corner of the world was spared, though some, like our Midwest and the New German Republic fared better than most. According to legend, eighty percent of civilization was wiped out in a single day. The survivors were cast into the living nightmare of a world being transformed by magic and dimensional energies unlocked and unchecked to ravage the land. For most people, it was the end of the world. For the survivors it was only the beginning of chaos.

I remember how small and helpless I felt the first time I saw a dimensional Rift open up before my very eyes. I had heard of such phenomena, as have we all, but I had never seen it for myself and it left me awestruck. I was standing at a ley line nexus, the omnipresent blue light giving the leaves of all the trees and plants a deep emerald shade of green. You can barely tell when you're on a ley line in the daytime except for color shift, because they are so large. At night it's easy, because they give off a lumination bright enough to read a book. This was daytime, and I had forgotten we had paused at a ley line nexus so that Plato, the dragon, and the Ley Line Walker accompanying us could work some magic to get a sense of what was happening along the lines. Twenty feet in front of me, perhaps three feet above my head, the air began to make a sizzling sound, then a thin, vertical line of energy appeared. The line began to grow up toward the sky and down to the ground. I remember people shouting but I was transfixed and could not hear what they were saying. The sizzling turned into the sound of crackling energy as the line parted down its vertical center. All around the dividing line swirls of blue and white light and energy swept out in all directions. A wave of scents and aromas riding on an unearthly wind assailed my senses. The crackling lines of energy had reached twenty feet tall and in the widening oval center between the crackling white energy I could see the horizon and sky of an alien vista. One of my companions pulled me away as Plato and the Ley Line Walker worked to close the Rift as quickly as it had appeared. I was later told that it was a small, random Rift to a harmless alien world.

I have seen my share of Rifts and wonders since, and I am still amazed to see one of these dimensional gateways open up like a budding flower. I can only imagine what it must have been like for our forefathers to see Rifts that, by all accounts, rose a mile or more into the heavens and opened up to alien and nightmare worlds of strange beings and terrible monsters. According to legend, these giant Rifts opened and closed frequently, while others opened and stayed open for days, weeks and even decades. Some, like the **Devil's Gate** in the Magic Zone and a few others around the world, have never closed and continue to unleash new nightmares into our world.

Imagine being in the middle of a terrible storm, the walls of your city falling down around your ears, and then the sky opens up and a flood of demons, or Xiticix or monsters come pouring out. It had to be unbelievable and terrifying. That scene would play itself out over and over again every day for – no one knows how long – years. Not all the creatures that emerged from the Rifts were monsters, but we know there were at least two or three demon plagues. Among the mortal beings were the D-Bees and strange animals we know today, but countless other alien people and creatures emerged and perished by the hundreds of thousands alongside our human ancestors. Many of them victims of dimensional catastrophe on their own native planet, drawing them against their will, to our ravaged world. Stories that have survived the Dark Age speak of magic, monsters, madness, alien invasions, demon plagues, and disease that devastated the human and alien populations.

A dark age descended upon humankind that plunged civilization into barbarism and our world into darkness and terror. Nothing would remain as it had been. Everything was changing. I have seen thousands of photographs and ancient films and I can scarcely believe that this is the same planet. The last great cities fell within a few years. The transit highways replaced by ribbons of blue light along the ley lines, and vehicles reduced to junk. What remained standing was buried in ash and snow. Human civilization and all the wonders of the Golden Age, erased and buried in less than a single generation, the old world was not just lost, but forgotten.

I regret to report that few reliable records have survived the *Two Hundred Years Dark Age*. Oh, there are thousands of tales, but even the greatest of scholars have no idea which are real or which are myth. Even the length of the Dark Age is in dispute, with some claiming it was shorter and others claiming it was longer than two hundred years. Of the many myths and folktales, there is no doubt some morsel of truth, but how much is unknown. The earliest years of the Dark Age offer the greatest number of stories, but all are fantastic tales of alien invasions, swarms of demons so vast that they turned the skies black, and tales of horrors and inhumanity that would curl your toes yet hold you with grim fascination. Other legends tell how the very mountains rose and fell and how the land was reshaped by forces beyond the Rifts.

My favorite tales are those of heroes. Warriors, wizards, demigods, dragons and ordinary people – both human and D-Bee – who stood against injustice and cruelty in a time where there were no laws or reward for being good. They did so to help and protect those in need and because they held the power to make a difference. Heroes who waded through the madness and chaos, greed and horror to save a child or defend a town or preserve an ideal.

The earliest tales speak of the Neemans, godlike champions who sought to stem the tide of chaos and destruction. It is said they came from lands all across the Americas, to make their last stand here, in the Midwest of the old American Empire somewhere near Tolkeen or Chi-Town. The Neemans are said to have drawn upon every resource available to them, and rode great war machines, and used magic and the powers of the mind. According to legend, no mortal enemy could stand against them, for their ranks included armor clad giants, gleaming ea-

gles made of silver and moonbeams, and powerful, intelligent bulldogs the size of houses who could rend the bones of dragons with their claws and chew metal as if it were cake. They spat bolts of fire from their hands and eyes and stood for justice and humanity. If the Neemans faced only mortal foes and the wrath of Mother Nature, they might have triumphed and preserved some portion of the world crashing down around them. Alas, they faced enemies born of magic and spawned from a hundred alien Hells. It is said the Neemans had won a thousand battles, though after each hard fought victory their numbers dwindled. When the fourth Demon Plague swept over them, the heroes were outnumbered five thousand to one – and still they fought valiantly down to the bitter end. They were simply outnumbered. It is on that day of some unknown month and forgotten year, that it is said human civilization died, and the long Dark Age began.

Only a handful of the Neemans survived to continue to fight throughout the ages, but one by one they too fell. Only the fabled *Glitter Boys* would survive to our present day. Great suits of armor passed on from one generation of heroes to the next. Gleaming, metal clad warriors who kept hope alive and burning throughout the Two Hundred Years Dark Age. That is why the Glitter Boy pilots are still revered today, even though Free Quebec and others have begun to copy and duplicate their designs. It was the Glitter Boys who represented humanity's past, brought courage to the present, and gave hope to the future during an age of darkness. Whether the fabled armor was really created by the last of the Neemans and given to human heroes to carry on their tradition of heroics or not, it is enough that the Dark Age Glitter Boy pilots aspired to follow in the Neemans' role of heroes and protectors of the downtrodden and enslaved. Although their true origin is lost to antiquity, the Glitter Boys are one of the few constants throughout the Dark Age bringing hope wherever they trod.

Whether the Neemans were godlings, humans, D-Bees or real at all, we will never know. Whether these enigmatic beings are the inventors of the Glitter Boy also remains the stuff of legend and conjecture. Whatever their place in our history, even the legendary Neemans couldn't stop civilization's descent into savagery and barbarism. That humans survived at all is a miracle.

Our brave new world. Today our Earth is very different than the one known to our forefathers. A third of humanity remains in a state of primitive barbarism, a third have learned to use magic, draw upon their psychic abilities and accept that which seems alien. The remaining third fears all that is not human, rejects magic and destroys that which it does not understand. Of course, I speak of the Coalition States. A dream for humanity that has been slowly perverted by the powers that lead it. A shame, because the Coalition States have also done so much good and their very presence brings stability to an otherwise volatile part of the world.

During the last twenty years, tiny kingdoms, city-states and towns have popped up everywhere. Dare I say we may be seeing a renaissance of human and D-Bee civilization. The increased availability of high-tech weapons at reasonable prices from suppliers like the *Black Market, Northern Gun, Manistique Imperium, Golden Age Weaponsmiths* and others, has helped make this so. More than anything else, however, I believe the **Coalition States** is the inspiration that drives this renaissance. Love them, fear them or hate them, the accomplishments of the Coalition States cannot be denied. For better or worse, the CS is the driving force in North America. Their every action has a ripple effect on us all and works to change the landscape around us. The Coalition States may use its position of strength recklessly and without compassion for nonhumans, but they are a wonder born from determination, sheer force of will and human ingenuity. We look at them and know we too can accomplish great things if we put our minds and shoulders to it. We can step back and from our vantage point, assess and emulate the Coalition's accomplishments and also recognize their mistakes. With luck and wisdom we can learn from them, and avoid their mistakes to build a better society. I see both **Lazlo** and **Tolkeen** as experiments in building a nobler society and setting the benchmark for freedom, democracy and culture. Both strive to build nations where all people, regardless of their race, can live as one in peace and harmony. Perhaps through their example, the heart of the Coalition States might soften and become tolerant and benevolent toward all people. That is my dream for our future.

– Erin Tarn, Historian, 84 P.A.

Erin Tarn, Criminal or Heroic Visionary?

The people of *Fort El Dorado* wanted nothing more than to become the newest member of the Coalition States. Being a member of the CS was more than an honor, it was practically a guarantee of survival, and brought the full weight of the Coalition Empire to its side. This town meeting, one of many, would help decide Fort El Dorado's future. The community had been a CS supporter and trade partner for several generations and had allowed the Coalition States to build a military base on its borders more than 20 years ago. It was a choice that had brought the community increased prosperity and protection against the bandits of the nearby *Pecos Empire* and other brigands and monsters that had troubled the city-state since its inception. Coalition blood had been split to keep them safe, and that sense of security brought them greater prosperity. Fort El Dorado's relationship with the Coalition States had only won them good things, and becoming an actual member State promised greater security and prosperity.

The prickly subject of today's town hall meeting was the acceptance of the Coalition's way of life, including its doctrine regarding literacy, history and civil liberties. Consequently, it was no surprise that the notorious Rogue Scholar, *Erin Tarn,* would become an issue.

"I know many of you think of Erin Tarn as some kind of a teacher and visionary, but I tell you, the works of Erin Tarn are a tapestry of lies and half-truths." said Maxwell Grant, CS historian.

"Chi-Town has the greatest collection of pre-Rifts books and historical films in the world," he continued in a warm manner reminiscent of a tolerant teacher, trying to settle down his classroom.

"So I speak from firsthand knowledge when I say this woman is no hero nor historian, but a rabble-rouser disguised in sheep's clothing. She pretends to know things nobody can know, and she stokes people's emotions with her lies and fairy-tales."

The gathering of people murmured among themselves. All of them had heard the stories and history as told by Erin Tarn. Stories read and spoken and retold many times with great respect.

"But her stories all make sense," spoke up someone from the gathering.

"Ah, they may sound like they make sense, but where does she get her facts? They are pulled out of thin air and made to sound reasonable by a gifted story-teller."

"No, she's been to the Great Library of Chi-Town before it burned down," said someone else.

"Or so she claims. The Great Library burned down many years ago, and we don't know if she ever visited it or not. Besides, even if she did, how much could she have read or remembered correctly? The very nature of the mind embellishes our recollections, just like our telling of fish stories."

"But she's a wise and educated scholar," offered someone else from the crowd.

"Really?" asked the CS historian. "Or is that what she wants you to believe? Did you know this woman is a simple farm girl from the Coalition State of Missouri? That's right, a farm girl. She was taken in by D-Bees after her family was slain by bandits. She believed their lies and accepted their alien ways. In grief, she blames the Coalition States

for failing to protect her loved ones. We've all suffered losses such as she, and we all know people who find they must blame someone else for their loss. That's what this Tarn woman has done, and over time, her grief and blame have become an obsessive hatred of the Coalition States and our great Emperor. It's really very sad."

"But I met her once," said a woman toward the back of the assembly. "She seemed very kind. Not bitter or vengeful at all. And when she spoke of the Coalition, her words weren't filled with hate, but concern and questions."

"Of course she seemed pleasant," said the CS historian, while the moderator made a mental note of the woman's identity for future investigation. "We understand Erin Tarn is very charming and charismatic. She probably even believes the lies she tells, but they're still lies, my dear."

"Okay, forget about Erin Tarn," barked Thaddeus Caldwell as he stood from his seat among his fellow citizens. "You said Chi-Town had a vast collection of pre-Rifts books and films. Why isn't that library made available to the public?"

"They are rare and delicate artifacts, good sir, too fragile for public display."

"Then why don't you re-release them as new editions?"

"To what purpose?" asked the CS historian softly.

"For a greater understanding of our history."

"You're Mr. Caldwell, are you not?" asked the CS historian.

"Yes, what does that matter?"

"Only that you are an educated man. A teacher of math, writing and reading. You're more worldly and understand our world better than the average citizen."

"Um, yes, perhaps that's true, but that's why we need books and greater understanding of our past."

"As an educated man, good sir, you know that most people cannot read, so releasing such books without context only confuses and frightens those who can read. They share what they *think* they know and frighten others with the stories they tell. Without proper context, the information from these artifacts can be misunderstood and improperly interpreted. That's why the Coalition States offers a vast multitude of historical studies and programming on television and video-disks."

"Yes," grumbled Mr. Caldwell who felt they were missing the point, "but your pre-packaged programming only presents the Coalition's 'interpretations,' leaving no room for personal . . ."

"Misunderstanding and dissension?" interrupted the forum's moderator, also from the Coalition State of Chi-Town.

"Information in the wrong hands can be twisted and distorted," continued the moderator, "and create discord and rebellion. The CS provides what people need to know and we present it in an easy and entertaining audio-visual format."

"There is usually more than one viewpoint to history, sir," protested Mr. Caldwell. "And Erin Tarn offers one such popular view."

"Popular view. Popular among whom? D-Bees and other misguided criminals and self-indulgent glory-seekers?" snapped the CS moderator.

"Is she a criminal because she speaks her mind and talks about history and events that don't fit the Coalition's programming of its citizens?" snarled Mr. Caldwell right back at him.

The moderator and historian both frowned. The gathering murmured. This was why Thaddeus Caldwell was on the Coalition's list of radicals and dissidents at Fort El Dorado. A rabble-rouser to be dealt with later.

"Doesn't the Coalition States believe in freedom of expression?"

"You know we do, Mr. Caldwell," growled the CS moderator. "Our citizens can express themselves openly and freely or we wouldn't be having a meeting like this one, now would we? We wouldn't care about what you think, or offer our assistance or fight on your behalf."

"Yet more than three quarters of CS citizens can not read or write. Everything's on video or presented by voice actuated computers."

"For the people's convenience, sir, and you know it!" said the moderator who rankled at criticism of his great nation.

"Why make people learn a skill they don't need?" asked the CS historian, trying to cool the situation, adding, "You don't see the people rising up in protest at Chi-Town or any of the Coalition States, now do you? No, they're content and happy."

"Inside their gilded cage," retorted Mr. Caldwell.

"Ah, and yet the overwhelming majority of people here, in this very room, hope to join those trapped in the Coalition's gilded cage. Come, come sir, let's not be ridiculous."

A few people laughed, and the rumbling from the crowd grew louder. Mr. Caldwell could feel their sympathies turning against him.

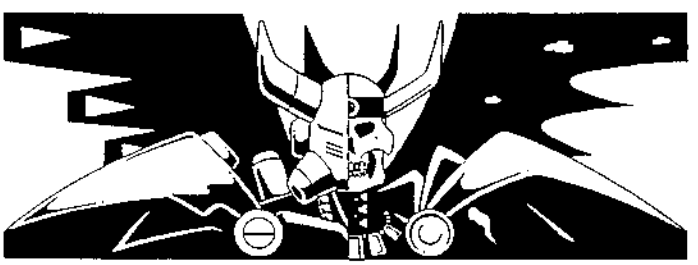
"If I might add," said the CS historian. "This is exactly the sort of antagonism and confusion that a person like Erin Tarn incite with her anti-Coalition rhetoric and distortion of history. The Coalition States offer safety, protection and comfort. We try to provide for our citizens as best we can – to make their lives as comfortable and convenient as possible. Reading is passe. Unnecessary. Our technology is so advanced that everything is audiovisual, easy to see, pleasant to hear and simple to use. Yet, there are people like this Tarn woman who would try to twist this convenience into some diabolical agenda. You want to talk historical fact? How about this: The Coalition States has fought tirelessly to protect and preserve humankind. Its citizens are among the safest, most well fed and happiest people in the world. Isn't that why all of you wish to join the CS?"

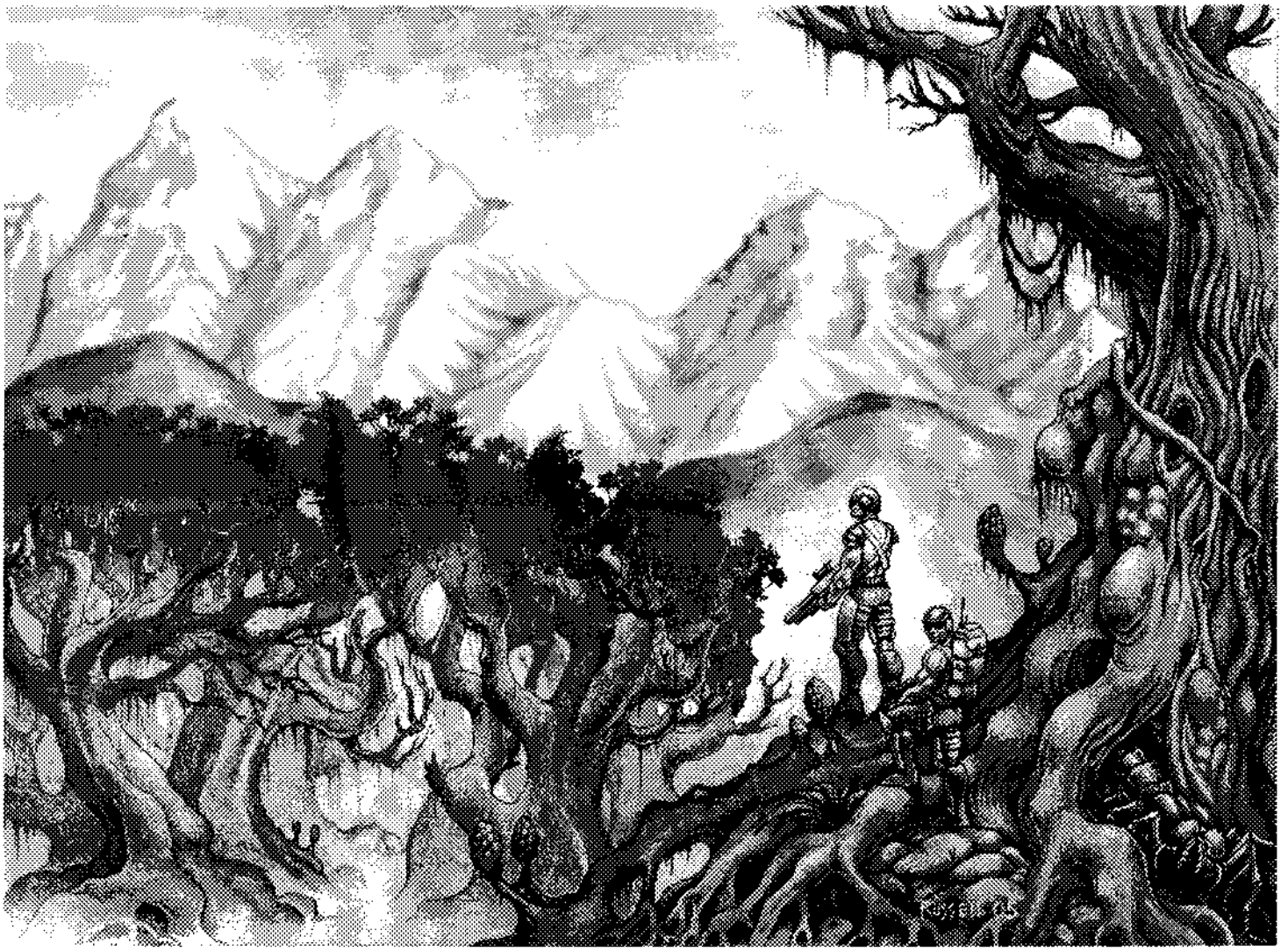
Cheers burst from the crowd and a CS officer motioned to Mr. Caldwell to take his seat. Safety, protection, convenience and an easy life were all dreams these people wanted more than anything.

"I'd like to note," grinned the CS historian, "history has shown that no society or government can satisfy everyone. There's always somebody who is disenchanted."

It all sounded good . . . better than good. It sounded wonderful to people who had lived in fear most of their lives. The CS was a godsend. So what if people couldn't read and write? Who needed it? Most of the people in the room couldn't do either, and didn't particularly want to learn it if they didn't have to. So what if the CS offered its own version of history? Who was to say what really happened before the Coming of the Rifts? If the CS outlawed the works of Erin Tarn, they must have a good reason. Besides, it was a small trade-off for the security and prosperity of being a Coalition State. Wasn't it?

– An excerpt from a town meeting regarding the admittance of Fort El Dorado as the Coalition State of Arkansas. Spring, 108 P.A.





A World Overview

What follows is a brief world overview, excerpted from the famed historian's most recent book, **Our Changing World**, published shortly after the fall of Tolkeen, 109 P.A. In many respects, it is an updated version of her provocative, best selling title, **Traversing Our Modern World.** Ironically, *Traversing our Modern World*, published in 100 P.A., and which branded her an enemy of the Coalition States, was an *unauthorized* collection of letters and notes from Erin Tarn to various colleagues, and conversations with Ms. Tarn recounted by third parties. This new book is actually written by Tarn and touches upon many of the people, places and issues raised in the previous book. The information and observations span more than four decades with a focus on the dramatic changes of the last.

Without a doubt, it is the most accurate and inclusive journal/atlas of Rifts Earth available on the Black Market. Unfortunately, even the intrepid adventurer and historian Erin Tarn has vast gaps in her knowledge of the world at large. It is this lack of complete knowledge that made her refuse to write *Traversing Our Modern World* herself, or personally endorse the much sought after publication. However, she has since come to realize that people don't mind the holes in her knowledge and simply want to get her views and observations because she is a trusted voice in an uncertain world. The excerpts which follows are only a tiny part of a much larger volume.

Our Changing World, Traversing Our Modern World and all of Erin Tarn's books are forbidden in the Coalition States and affiliated CS territories. They currently rank number one and two on the list of outlawed books, with all of her other books among the top 20. The Coalition officially denounced the aging matriarch of history as a criminal of the Coalition States back in 100 P.A., and there is an open bounty of one million credits on her head, dead or alive. Among people everywhere else in North America (and secretly, even among some of the elite citizens of the CS), Erin Tarn is regarded as a voice for truth, learning and idealism in an era where the greatest power in the land discourages such virtues and uses fear and ignorance to keep the people under the government's control. Although she has never sought fame or riches, Erin Tarn is known within the scholastic community and by practitioners of magic around the world. In the *New German Republic* (much to the Coalition's chagrin) she is considered the voice of America and practically worshiped by NGR citizens as the greatest hero in North America (perhaps the world!) – one small woman willing to defy an empire to inspire learning, truth, imagination, freedom of speech, and tolerance for all people even in the face of death. The German people love her, as do millions of others, humans and D-Bees alike. The bounty on her head means she must keep her whereabouts secret. She is known to consider the city-state of Lazlo her home, but even at the age of 72 (she looks fifty-something) she continues to explore the world around her, meet new people and seek out new ideas.

Our World – Circa 109 P.A.

Through the Eyes of Erin Tarn

So much has changed over the last ten years, especially in our own backyard, that it makes me shake my head in disbelief. I can scarcely believe that Tolkeen is gone or that Free Quebec has broken away from the shackles of the Coalition States. All proof that our the world around us is ever changing and that we humans are often the architects of our own fate.

Before I get started, I want to remind you that my knowledge is limited. There are many places, some on our own continent, that I have yet to visit. As a result, I must rely on hearsay and rumor or pure speculation. I will, of course, try to be as accurate as I can, and I will devote the largest chapters to places I have visited and the things I know.

Distant Lands

Since my being branded a criminal by the Coalition States for the publication of my book, *Traversing Our Modern World*, I have visited England, Africa, the New German Republic, Russia and parts of Europe. Like our own lands, much of the rest of the world remains a wilderness pockmarked by little towns, villages, and outposts. Large cities and thriving kingdoms are uncommon. The environment, regardless of the level of technology or magic, is typically feudal-like, with kings and kingdoms rather than the democratic rule of cities, states, provinces, or nations. If you can believe it, the level of violence, ruthlessness and terror surpasses anything we have endured in North America, and we should count our blessings for it.

England is an enchanted place with forests and Faeries, flowing grassy hills, and ocean winds. Herbology is a mystic art and Druids have returned to nurture the land and guide the people. One of the most memorable experiences of my life will be the majesty of the Millennium Tree. Imagine a giant oak tree as tall as a mountain, its leaves the size of blankets. People actually live within its boughs and Faeries flitter among its highest branches. We spent three days under its comforting shadow where I had wonderful dreams and was at peace and worry free. I even awoke one morning covered in one of its green leaves, veins of gold running through it, and rather than being cool to the touch it was warm. I was told it was a gift and a great honor bestowed upon me by the tree itself. As the Druids fashioned my gift into a cloak of protection, they explained how the tree was a sentient being and a force for good. It was amazing.

I fear there is a secret, dark underside to this beautiful green land, and wonder if the Millennium Tree has chosen to take root there to thwart it. Our stay was short and pleasant, but I left with a sense of dread and apprehension that I could not quite put my finger on. Perhaps it was the ley lines. They are everywhere. So pervasive that it made me fearful and uncomfortable, especially in New Avalon. I couldn't stop wondering about what dark forces might draw upon their power or what abomination might climb out of a Rift, and wondered why it hadn't happened yet. Sir Thorpe felt it too, and although we were treated with kindness during our stay, I think we were all glad to leave the sweeping green of the British Isles.

The New German Republic, home to the arms manufacturer, *Triax*, is a wonder of technology and the bastion of culture and civility. The people are amazingly cheerful and full of enthusiasm for life. I say amazing, because they are quite literally surrounded by an ocean of monsters. *Gargoyles* and the wingless *Gurgoyles*, as well as *Brodkil* and other monsters, have gathered by the millions to claim Germany for their own. They call themselves the Gargoyle Empire and their goal is to destroy the Republic and enslave humankind. Only the advanced technology, weapons and robotics of Triax and the courage of the German people keep the monsters at bay. The technology surpasses even that of the Coalition States and the people are educated and literate, but they too are human supremacists who turn their backs on the D-Bee population outside their cities. Unlike the CS, I am a celebrity in the NGR. Something of a cult hero on the level of a pre-Rifts rock star. My books are everywhere and my face plastered in advertisements and billboards. There is even a popular television series with a computer generated version of me in my younger days. It was very surreal and rather embarrassing. Quite a unique and rather unusual experience compared to my life in America.

Poland to the east is in even worse shape. While Germany, like the CS, has humanity safely tucked away in great fortress cities, Poland is a land of feudal kingdoms where technology and magic push back the disorganized bands of Brodkil and Gargoyles that threaten their lands. The Brodkil, following the lead of the Gargoyles in Germany, have dubbed themselves the *Brodkil Empire*. Fortunately for the humans and D-Bees of Poland, they are a disorganized rabble.

Vast wastelands and areas of devastation mark the sites of titanic battles in both Germany and Poland, and France as well. The rest of these countries, except for the fortified strongholds and cities of humans or D-Bees, is forest and mountain wilderness. A wilderness dominated by Gargoyles, Brodkil and other demons and monsters.

We did not visit **France** or the surrounding area, for we are told it is a hostile and dark wilderness, and the domain of Necromancers, Witches and Blood Druids.

Although it was not planned, we found ourselves magically whisked to **Russia**, land of cyborgs, gypsies, magic, demons and the self-proclaimed *Warlords of Russia*. Never have I ever seen cyborgs like these, war machines with scythes and rail guns, and treads and demonic visages that make a person step back and gasp. Some of these 'borgs were as frightening as the demons they battle, and I was surprised at how cheerfully these warriors give up their humanity to become constructs of steel. The Warlords are divided into several rival bands and war with each other as much as the inhuman forces that share their vast lands. Feudal kingdoms protected by armored legions of 'Borgs serve as strongholds for humankind and friendly D-Bees. The demons and monsters of Russia are like nothing I have seen in North America and seem more visceral and primordial than those of other realms. Technology ranges from the middle ages to high-tech, but the latter is reserved mainly for the Warlords, and bionics is the focus of tech and power in this gloomy part of the world.

It was during our detour to Russia that we heard many tales of **China**, and though I can happily report I have never been to China, I can pass along what we heard. China, they claim, has become Hell on Earth. Not just one Hell, but 12 or 13 of them. Demonic gods known as the Yama Kings have, via the Rifts and magic, linked their domains of Hell to our natural world and claim large sections of China and humanity for themselves. We are told the Yama Kings squabble and battle among themselves in a bid to become the one true lord of hell and Earth. Although I find this impossible to believe, everyone to the last man, woman, priest and warlord insisted it was true. The exact goings-on are a mystery, because China is shrouded in a perpetual white mist, and one must brave the mist to gain entry to China and the planes of Hell. The few who have taken the risk are seldom ever seen again.

India, I have heard, is the domain of warring gods and the forces of good and evil, and we mortals are pawns and soldiers in their battles.

Japan is another place I have not visited, but we did hear a number of conflicting reports about it while in Russia. Some say the people have returned to their ancient way of feudal life with magic and samurai warriors. The mountains are said to be the domain of demons and goblins who sometimes war with demons from Asia and China. Others have told us that there is at least one grand city that heralds from before the Great Cataclysm and is the pinnacle of science, literacy and technology. If it is real, I would love to visit.

The rest of Southeast Asia is said to be mostly wilderness and monsters, although we have heard stories to suggest there is at least one

major technological kingdom as well as a handful of tiny kingdoms and possibly a few wandering tribes. I also have reason to believe that the Horune Pirates may have a base camp or an actual city hidden someplace in this faraway land.

Australia is said to be a shattered land where humans in the outback live like savages and the two tech kingdoms shut themselves off from the rest of the world.

Africa is a land of contrast on almost every level. Parts of it are desert and sand, other parts forest and lush jungle, elsewhere are vast, open grasslands, and beyond them mountains or patches of scrub. The flora and fauna are a combination of indigenous life and alien transplants from beyond the Rifts. D-Bees different from any we have in North America share the vast continent with native humans. Although there are a few kingdoms and some technology, most people, human and D-Bee, have returned to tribal ways and magic. Here again, we see contrast in the lives of the people where poverty and hardship are common yet the people all seem happy and appreciative of each other and the little they have. In the north, which we avoided, a tyrant dragon king rules, and the Egyptian Gods of Darkness are said to walk the Earth. The *Splugorth Slavers* and *Horune Pirates* also raid the coastlands of Africa as they do our own, and I'm told they have some connection with the evil Phoenix Empire in the north.

Regrettably, I have only dark and morbid memories of this continent, as my companions and I became embroiled in a battle against demonic forces of unspeakable terror. More on that in another chapter.

Atlantis has reappeared in the middle of the Atlantic Ocean, between Bermuda and the Azores Islands. The eastern tip of Atlantis protrudes into the **Demon Sea**, a zone of dimensional energy, sudden storms and strange vanishings our forefathers called the *Bermuda Triangle*. I can report that the Demon Sea is the most dangerous and unpredictable body of water in the Atlantic. A triangular pattern of ley lines along the ocean floor (one off the coast of Florida, a second off the coast of the now submerged island of Puerto Rico, and a third off the northeastern tip of Bermuda and right off the coast of Atlantis) is the cause of the disturbance. This portion of the ocean glows an eerie pale blue, night and day, and is the scene of countless supernatural spectacles. The triangle is effectively a giant dimensional gateway that opens and closes without warning and to varying effects. I have witnessed the sky suddenly change color from the natural blue to green, yellow, violet, and red in the blink of an eye as if the entire area suddenly D-Shifted into another world. Rifts suddenly appear in the heavens or above or below the waves. Sometimes the Rifts are accompanied by terrible storms, while other times the ocean remains serene. The waters of the Atlantic Ocean, especially in the Demon Sea and around Atlantis, are also brimming with sea monsters.

Atlantis itself is suspected to be a source of great mystic energy with more ley lines than England or the Magic Zone, but to my knowledge, nobody knows this for a fact.

I once visited the Dimensional Market in the city of Splynn and can attest to claims that the continent is inhabited by D-Bees from countless worlds. Here you'll find people, animals and monsters you'll not find anywhere else on the planet. The evil Splugorth, the terrible Alien Intelligences that rule Atlantis, are inter-dimensional slavers who traffic in every life form you can imagine, including humans. They also cater to every vice and offer terrible forms of augmentation and the products of dark magic best left on the bottom of the sea. There, the streets are packed, but not with humans or any D-Bees we know, but aliens, demons, dragons and beings I had never even heard about. All manner of exotic animals and humanoid slaves are also offered for sale or decadent pleasures. It is said that anything a person may desire can be found in the Splynn Dimensional Market, and of that I have no doubt. In my youth, I'm sure I would have found Splynn fascinating, but in my old age, I found the place abhorrent. Not just because of the sin and vice, but because of the festival atmosphere and callousness of the majority of creatures around me. These were beings blind to the suffering and sorrow of those around them. They laughed and bellowed and cheered at the agony and degradation of others. How vile must these Splugorth be if this is their playground and home.

The Splugorth are known to capture humans and all interesting life forms, including supernatural creatures, to be sold into slavery. The master of Atlantis, Lord Splynncryth, has a lucrative slave trade around the world and throughout the Megaverse. Here on Earth, they use the hideous Horune Pirates as subcontractors and go-betweens, and send out their alien minions to hunt, capture and sell new slave stock. Invading Slave Barges and armies of Minions have been known to raid entire cities and have been sighted on the east coast of the North American continent with increasing frequency. Since the fall of Tolkeen, the Minions of Splugorth have been seen as far inland as Wisconsin and Minnesota, scrounging for Tolkeen's Techno-Wizard secrets and capturing both mundane human and D-Bee slave stock as well as exotic creatures such as the monstrous Daemonix, Zembahk, and others. I personally witnessed the passage of a Slave Barge lined with beautiful warrior women and followed by a company of goons in search of slaves and exotic animals in Dinosaur Swamp. Retracing their steps days later, we found several villages destroyed and devoid of life.

The two things that scare me most about the Splugorth and their wicked henchmen is that they have no compassion for other life forms, and they utilize a sort of Techno-Wizard-like magic that uses living beings as its power source to create magic weapons and machines beyond our comprehension.

South America also known as the Land of a Thousand Islands, is a mystery to us in North America. Cut off by the Vampire Kingdoms of Mexico, the only way to reach the continent is to either brave the shadow lands of Mexico and pray you don't get caught, or travel by sea, which is just as dangerous as traveling through the Vampire Kingdoms. I can tell you this, the Amazon River is bigger than ever and has dozens of new branches that have fractured the land into a thousand pieces. The terrain is one of three things: swamp, rain forest, or mountains. Only a few pockets of human civilization remain, most notably in the old territory of Argentina. Brazil is all forest and primitive tribes. Argentina offers several cities and a handful of rival kingdoms. Glitter Boys, Juicers, Crazies, and 20th Century technology are present and used in war and defense. There is a kingdom of dragons, a kingdom of lizard-men, and numerous tribes that include feline mutants and jaguar-people. Strange magicks are afoot, and the region is alien and hostile for humans.

Outer Space is denied to us by forces we do not understand. That has made what was once called satellite communications (bouncing radio signals from satellites in Earth orbit) impossible. The most common theory is that one or more orbital, robot, "killer" space stations or satellites shoots down anything that reaches earth orbit.

Our American Homeland, 109 P.A.

The Savage Wilderness

I want to spend some words on the subject of the wilderness, because our wild lands cover 90% of the continent. I imagine the word "wilderness" would mean something very different to the people of Earth's Golden Age before the Great Cataclysm. For them, wilderness was a parkland set aside for vacations and zoological study; nature preserves to be kept, managed and appreciated. Our pre-Rifts forefathers had, for the most part, tamed the land, leaving less than 18% of the planet covered in true wilderness. Even then, the worst dangers within these wildlife preserves were the animal predators, wildfires, weather and human criminals who ignored the law and defiled the land for their own profit. The wilderness of our past, was nothing like the savage wilderness we know today.

Our ancestors would have to imagine their sprawling cities and highways wiped from the planet. Everything they once knew, gone, and replaced by chaos of Biblical proportions. Everything they once knew

destroyed, buried or taken away so the planet could start anew. Only this time, the world would not require millions of years to change its face as it had in the past, but only a few decades.

The return of magic and the Coming of the Rifts first eliminated human civilization, then reshaped the surface of our world, repopulating it with aliens, D-Bees and monsters. True monsters.

As is the way of nature, the shattered skeletons of human civilization were swallowed in green vegetation. The great metropolises from the Golden Age of Man toppled and reclaimed by nature. Even in places where trees and wildlife should not have been able to grow, alien energy, magic and dimensional anomalies transformed the land into forest, meadows and jungle.

Meanwhile, the Rifts continued to writhe and disgorge an endless stream of alien creatures and reality-warping energy that changed the landscape into alien vistas from what it had once been. It also filled the new wilderness with every conceivable danger. As a result, our wilderness is a magical paradise inhabited by deadly dinosaurs from the ancient past, confused creatures from alien worlds, demons most foul, evil spirits and dark gods from across the Megaverse. Creatures of magic like the dragon, sphinx, unicorn and others attracted by the unbridled magic of the Rifts also make their home in the primordial wilderness, where we humans and our D-Bee cousins have become their prey, victims or playthings. For a long while, humanity teetered on the brink of extinction before crawling out of the darkness. Yet even now, our place on our native world is a tenuous one.

Here, in North America, we have seen a technological renaissance that has given birth to several new kingdoms, city-states, and dozens upon dozens of new towns and villages. A few of the largest even stand at the threshold of becoming true nations. Yet, for all their size and apparent power, the cities and towns of these fledgling nations are more akin to an *oasis* in a savage land than a dominating force.

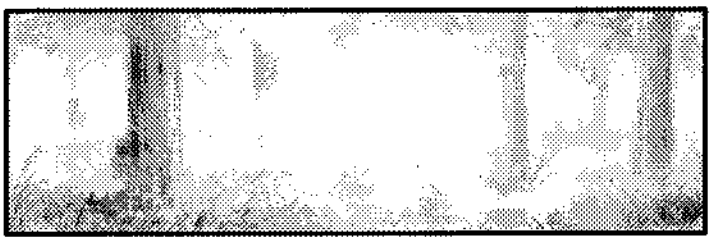
Living inside even a primitive wilderness town, snuggled up to the glowing warmth of a fireplace or among the smiling faces of the locals, there is an illusion of safety and civilization. Surrounded by creature comforts and the company of other people, it is easy to forget about the unknown lurking in the wilderness only a few hundred yards away. However, the monsters are never far from the door and one must be ever vigilant or fall victim to treachery or sudden death. As powerful as the Coalition States may have become, its name is barely known to the people living in the distant east, west and south of our own continent. As unstoppable as the Coalition Army might seem, the CS still erects massive fortified walls around its cities to keep out the dangers and monsters of the pervasive wilderness.

No matter how large or powerful the kingdom, it is surrounded by the unpredictable and unrelenting wilderness. Travelers must go from one oasis of civilization to the next. The nearest farm, trading post or town may be a few miles down the way or through several hundred miles of hostile wilderness. Under the best conditions a journey may be marked by a dirt road or a footpath that's barely recognizable as a trail. Under the worst, there is no trail to mark your way.

As many of you know, I have traveled and seen much of our land and the world at large, so I know of what I speak when I tell you this, whether traveling wooded wild lands or the open plains, you feel rather like the survivor of a shipwreck lost at sea and cast adrift in an ocean of green and flowing shadows. You are alone, save for your fellow travelers and whatever may lurk in the underbrush on all sides or sky above. It is a hostile environment that could harbor any manner of D-Bee, monster or weird magic.

A dozen miles (19.2 km) may seem like a hundred depending on the density of the woods or the difficulty of the terrain. Traveling a hundred miles (160 km) can sometimes feel like an eternity. You must work to maintain your direction, a task more difficult than you might believe. You must mark your own trail and take note of landmarks that, in our shifting lands, may change dramatically in the short time of a few weeks, sometimes overnight. Dimensional energies may cause plant life to respond oddly, growing more rapidly or larger than they should. Magic may be used to transform the land as well, and alien seeds from unnamed dimensions may take root and cover the land in a beautiful tapestry of color and wonderment that conceal old trails and harbor new dangers.

There have been times when my companions and I have traveled days without encountering another soul, let alone an entire tribe, hunting lodge or town. Strange and alien sounds may chime in the distance, or worse, just off to your side. Creatures both deadly and wondrous may move through the trees overhead or the underbrush around you. Some are mortal (S.D.C.) animals, others are (M.D.C.) menaces impervious to ordinary weapons. Still others may be demonic horrors, and any of them may see us as breakfast, lunch or dinner.



The eastern woods stretch from Virginia north into Canada, and west to the Allegheny Mountains or what we know as the *Eastern Wall* with a break. They are home to tribes of barbarians, Wild Psi-Stalkers, Shemarrian Warriors, Faeries, and the minions of Splugorth.

The Southeast is known as **Dinosaur Swamp** for a reason, and is inhabited by dinosaurs, swamp creatures, barbarian tribes, mutants and alien plant life. Even the dinosaurs are more than they seem, with a few exhibiting near human cunning and the ability to weave magic spells.

In the northern woods of Canada, Michigan, and our Midwest, the woodlands are less dense and broken by meadows, lakes and rivers. Here is the domain of the Fury Beetle, Xiticix, Loup Garou and Sasquatch.

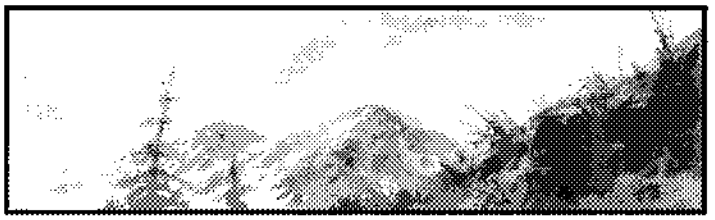
In the Magic Zone between the Eastern Wall and the Mississippi River are more woodlands, lakes and meadows, but also ley lines and Rifts. The magic of the lines lures creatures of magic as well as mortal practitioners of magic to its embrace. Here there be dragons and a variety of exotic beings not found in other lands. They include the horrid Necrophim, Darkhounds, Sun Demons, Amorph, Dragon-Apes, Demon-Dragonmages, Lanotaur Hunters, Psi-Goblins, and the shape-changing Zenith Moon Warpers, among others. (See *World Book 12: Psyscape* for the descriptions of many of these beings.)

In the grassy plains of the West and Northwest roam tribes of Simvan Monster Riders, herds of dinosaurs, Worm Wraiths, Devil Unicorn, Giant Canyon Worms, Panthera-Tereons, Rhino-Buffalo and many other beasts and monsters.

The Midwest is a blend of woods, meadows, grassy plains, farmland, lakes and rivers. Brodkil, Witchlings, Black Faeries, Gargoyles, Neuron Beasts, Xiticix, Rhino-Buffalo, Ostrosaurus, and Fury Beetles are among the most troublesome monsters in the Midwest, which is also home to tribes of Psi-Stalkers. One of the disadvantages of being centrally located is that all manner of D-Bees and monsters may pass through or wander over from the west, north, south and east, so we seen the occasional Demon-Dragonmage, Zenith Moon Warper, Lanotaur, were-beast and others, and even the occasional dinosaur and Minion of Splugorth.

The Southwest has many of the same dinosaurs and monsters of the west roaming is grasslands and thin forests, as well as the terror of vampires from the south.

Beyond the Rocky Mountains, also known as the *Forbidden Barrier* and *Sharp Cliffs*, who knows what waits? Tales speak of alien jungle and weird lands, but I have never been beyond the mountains. We know the Forbidden Barrier is home to Leatherwing, gryphons, drag-



ons, Phantasms, Mountain Giants and Ogres, but there are tales that hint of other dangers and creatures. Of elemental beings and magic. Many of the Elemental Fusionists herald from the mountains, but few will disclose what they have seen.

I have had city folk question how it can be with all the fabled towns, tribes, clans, D-Bees and monsters they hear about, that one doesn't stumble over one hiding behind every tree. It doesn't work that way. The wildlife hides from intruders like us, the innocent animals run to avoid becoming hunted, and the predators watch from a nervous distance at least until they are ready to strike. People hear there may be hundreds, thousands, even tens of thousands of a particular species, but they forget that number is spread across vast expanses of land, or that perhaps as few as one or two or a dozen may live in any given area. A predator like a mountain lion, for example, will consider one particular area that might cover 100 or 200 square miles (259 or 518 sq. km) as its domain or hunting ground and only it and its mate prowl it (along with other species of predators). That's a large area that city dwellers can't adequately picture, and such a range is tiny compared to the sweeping wilderness that covers our land. Meanwhile, we humanoids huddle in our little oasis of civilization and fool ourselves into thinking we are the kings of our domain.

I call it the 'savage wilderness' because these are not parklands, they are wild lands. Home to man-eating plants, wild animals, giant insects, demons and a host of inhuman creatures, spirits, ghosts, and supernatural beings.

Dragons, I have found, are all curious and vastly intelligent beings, but so different than humans that many are arrogant or indifferent to the human condition. Many often ignore us mere mortals unless they have a use for us, seek to rule over us, or we threaten them first. Some are greedy, power-hungry, and cruel, always looking for more treasure, rarities or magic items to add to their collections. Some are also tyrants who see themselves as our masters destined to rule over us. I have personally met and known dragons who are compassionate and kind, and who would never try to enslave or rule over humans or D-Bees. In fact, many try to guide and help shepherd humanoids toward a better way of life, while others fight on our behalf against their own kith and kin or other powerful forces.

Faerie Folk are mischievous and playful, though their games are often harmful to humans. They too are creatures of magic and view us humans with a mixture of wonder, confusion and indifference. They are among the denizens who live among the flowers and trees, sometimes by the thousands, and yet remain invisible to us "Big Folk" as they call us, unless they want us to see them or we come upon them quite by accident.

Demons, in my opinion, are the most terrible, for they are foul predators and destructive forces that almost seem to be the antithesis of goodness and life. Most seem driven by dark instinct and darker emotions to torment and destroy humans and D-Bees. The animalistic ones are the easiest to figure out. To them, we are just prey to be stalked, slain and devoured. The others are scariest, because they have an agenda of torment and suffering for us. They share our most base and vile characteristics, but none of our virtues. All are aggressive and wicked to the core. Evil is their nature, inflicting pain and suffering their purpose. While some hunt us as a lion preys upon the antelope, others are sinister and work their evil from the shadows. These are the trickers, tempters, manipulators, and shape shifters. Tricking humans and D-Bees to do their bidding or using us like pawns in their games for their own delight and our tragedy. There is a line from a poem that has always stuck with me: "Demon thy name is fear, pestilence, torment and death, and man is both thy tormentor and the tortured." Words that sum up demonkind well, they both envy and loathe humankind. Although they claim we are weak and pathetic, we possess a range of emotions, intellect and soul they can never possess, and what a demon envies but cannot have, they despise and destroy.

Monsters come in many shapes and sizes. There are traditional predators, mutant bears, giant insects, dinosaurs and worse. Creatures known as Witchlings and Black Faeries that resemble bloated, deformed babies float silently through the underbrush and react to the slightest intrusion as if it were a grievous assault. They, in my opinion, are among the most vile and wicked of the forest denizens, but there are also hulking monstrosities, horrid reptilians, were-beasts, monster panthers, and bestial amalgamations that defy description. Let it suffice to say that whatever your imagination might conjure in your nightmares, it probably lurks someplace in the savage wilderness.

Humanoids. Not all the dangers of the wilderness come from animals, monsters and demons. Humans and D-Bees are to be feared as well. In the wild, away from prying eyes, or the strong arm of the law, some people become like the animals around them. They prey on the weak and helpless, attack rivals and gorge on their kills. Among these humanoid predators are roving bands of thieves and bandits prowling the wilderness like packs of wolves; the lone wolf highwayman who lies in wait along trails, crossroads and watering holes; and barbarians who live like the animals they hunt. Then there are the worst of the worst, slavers and raiders. Neither seem to have any regard for human life, they simply take what they want and defile the human spirit.

Native Americans, Psi-Stalkers and other tribal people are citizens of the wild glamorized and misunderstood by civilized people. Personally, I have found Native Americans to be generous, kind and spiritual people, but all are not friendly to outsiders, especially those whom they see as invaders or defilers of nature. Psi-Stalkers, although portrayed as heroic monster slayers, are often wild, rowdy and given to thievery and pranks that frighten and shake up travelers for laughs. The Simvan Monster Riders in the West are savage, unpredictable, and violent toward all outsiders. They regard Native Americans and Psi-Stalkers as rivals and the three factions frequently lock horns.

The wilderness is also sanctuary for magic practitioners of the dark arts – Necromancy, Shifting, and Witchery – as well as the wild men of magic, the Elemental Fusionists, and time honored practitioners of the mystic arts, such as the Line Walkers, Mystics and others. The thing about magic, however, is that it can be used for good or evil, and there is no telling which way a stranger may lean. Refugees and fugitives may also seek haven in the wild, while an encounter with a band of adventurers, mercenaries, Psi-Stalkers or Coalition Soldiers may be pure chance.

Even if a town is only a mile (1.6 km) away when trouble appears, it is a great enough distance that the residents probably won't even hear a firefight over the ambient noise of their fair community. And a mile in the woods is far enough away to take several minutes to get to town even on the back of a hovercycle. You can't just fly a straight line in a forest, or bash through the underbrush. A fifty or hundred year old tree, boulder or steel girder from an ancient ruin will stop even an armored vehicle cold, rattle the teeth of the passengers inside, and knock a rider off his hovercycle. Vegetation and uneven ground, soft spots, mud and obstacles slow down giant robots and make travel difficult. Swift, reckless travel through a light forest is 10-15 mph (16 to 24 km), reduce that by half in a dense woodland, and that's crashing through the underbrush like a tornado. Remember, you are literally traveling 'through' the forest, not down the road, and don't plan on seeing anybody hiding or lurking at that rate of speed. Besides, the noise you'll be making will give animals and brigands within a two mile (3.2 km) radius plenty of time to take cover. That's why we usually travel by foot or on horseback.

If a nearby community did hear the sounds of battle in the distance, most wilderness folk have learned to mind their own business and keep

to themselves, so it's unlikely anyone would come out to investigate. Instead, they'd probably ring their warning bell, take cover and hope trouble passes them by.

Small wilderness towns and villages are home to practical folk who are interested in growing crops, raising families and surviving life's hardships. They live in small, rural communities where they eke out a living as farmers, cattle breeders, trapper-woodsmen, hunters, fishermen, prospectors, and independent homesteaders. Few communities ever exceed more than a thousand people and many are barely more than a trading post, farm or a one-horse town. Blink as you pass by and you missed them.

My personal experience is that wilderness folk give what they get. They appreciate hard work, honesty, courtesy and genuine, from the heart kindness. Outsiders who exhibit these traits will be treated in kind and welcomed as if they were family, especially if a town elder takes a liking to you. However, even under the best of circumstances, there is always an atmosphere of concern, as if a storm is brewing in the distance and the people are worried it might blow their way. You see, adventurers represent trouble. They may inadvertently lead a hostile force to the gates of a town unprepared for conflict. Adventurers may also be attacked in town by their enemies, rivals, bounty hunters, mages or monsters sniffing at their heels. The collateral damage from such conflicts can injure and kill innocent townspeople and destroy property and livestock. If the town has a champion or militia that intercedes to protect the community, their actions may earn them and the town the lasting enmity of the villains long after the adventurers have left. This makes any stranger potential trouble. Of course, the most paranoid and evil wilderness folk would just as soon rob or kill an outsider as look at him.

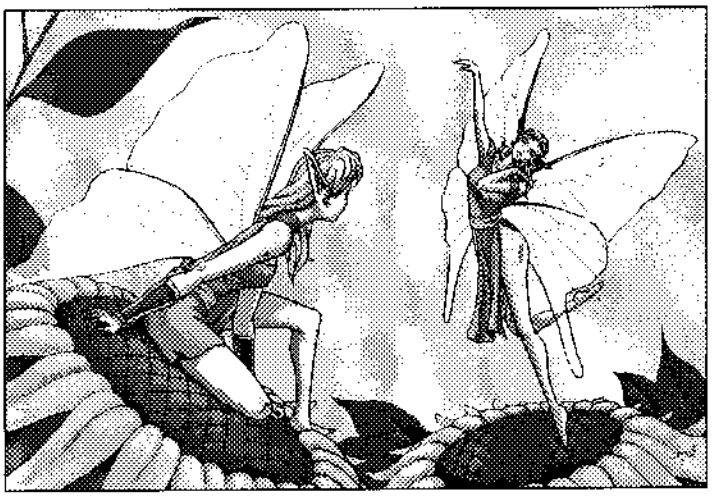
On the other hand, there are communities that welcome adventurers, mercenaries and travelers with open arms. They cater to the adventurers' needs and vices and make a good part of their living from them. But these communities are the exception, not the rule, and are often the breeding grounds for sin and iniquity.

Life in North America

• **Canada** ranges from woodlands in the southeast to prairies in the southwest, to icy tundra and scrub lands in the north, to mixed forests in the west. The woodlands are similar to those of the American north and Midwest, the grasslands the same as Minnesota and the Dakotas. My heart flutters with joy to see that the Earth has so easily renewed itself in only a few centuries. This is a rich, lush land waiting for humankind to reclaim it. However, I fear humans may not be up to the task, as already, numerous alien life forms are known to inhabit pockets of the wilderness. I have personally seen **Xiticix** insect warriors as far north as Hudson Bay in Manitoba and I'm told their scouts have been seen up into Saskatchewan.

The Xiticix are a scourge. I hate saying that about any living creature, particularly an intelligent one, but while the Xiticix (pronounced *z-eye-tic-icks*) are intelligent, that intelligence is clearly an insect thought process rather anything humans or D-Bees can relate to. Consequently, there is no means of communication or even a sense of commonality. Instead, the Xiticix are large, humanoid insectiods who see our Earth as a new colony to develop. Lazlo dimension travelers have researched the Xiticix and discovered that they are all consuming. That when they come to a new world, they immediately see it as theirs, establish a nest, and simply keep growing and expanding the nest until it engulfs the entire planet! In short, they are *alien invaders* who destroy or consume everything in their path like termites or ants. They don't take slaves or prisoners, and they must ultimately become the sole species of their world, so all others must perish. The process is slow and subtle at first, so people don't realize it until the geometric progression becomes obvious. If they are to be stopped, we may have to wipe the Xiticix from the face of the Earth. And it is my understanding that the window of time in which that must be done is short, five or ten years. Although most people don't realize it, the Xiticix may be the most dangerous threat to life on this planet. (**Note:** See *World Book 23: Xiticix Invasion* for details.)

• **Southern Canada**, particularly the southeast, is the most heavily populated region by humans and D-Bees. Free Quebec, Lazlo and the Coalition State of Iron Heart are the three largest population centers. Other communities are located around each of these kingdoms, with small towns and outposts scattered across the country. The north is home to shamans, were-beasts and other odd creatures.



There is also the **Pirate Kingdom of Montreal** and the **Faerie Kingdoms of Southern Newfoundland** and **New Brunswick**. The Faerie lands are light forests, meadows and fields of flowers. There is not a single building, as Faerie Folk don't live in homes like our own, but in the branches of trees, circles of flowers and mounds of earth. The Faeries are hunted by the Minions of Splugorth who capture and enslave, or worse, encase Faeries inside dreadful Bio-Wizard devices where the Faeries and Sprites are held in stasis, their tiny magical bodies serving as the machine's battery that powers it, or as a conduit for mystic energy. That means Splugorth Slavers and other Minions of Splugorth regularly raid the region. I've been told that the Splugorth Colony on Southern Newfoundland has become a thriving port for inhuman Atlanteans and Horune Pirates, and that in the last five years, the Splugorth have established additional base camps on other parts of the island.

The Ruins of Windsor remain a desolate scene of toppled pre-Rifts buildings, woods and scrub inhabited by demons. A mirror image of the Ruins of Detroit across the river.

• **Free Quebec (a former Coalition State).** For two generations, Free Quebec was the second most powerful member of the Coalition States, second only to Chi-Town. That entire time, the government and people of Free Quebec bristled at the control and laws imposed upon them by the Chi-Town leadership. Free Quebec had been an independent kingdom since the end of the Two Hundred Years Dark Age and demanded to keep certain aspects of its culture, government and identity. Though Chi-Town agreed, it always bothered the leadership. In 105 P.A. Emperor Prosek sought to pull the reins of control tighter on Free Quebec. When the government of Quebec refused, the Emperor did the inconceivable, he declared war on a member State.

Ironically, it would be treachery on the part of Tolkeen, and an act of surprising loyalty to the CS, even as it prepared to attack the city of Quebec, that would change everything. Convincing Emperor Prosek that Free Quebec was not the enemy, but a long time friend and ally. The CS acknowledged Free Quebec's sovereignty, apologized, and withdrew all its combat troops to focus on the war at Tolkeen.

Today, in 109 P.A., Free Quebec is an independent nation and trade partner of the CS. The fortified city of Free Quebec, the country's seat of leadership, is found in eastern Canada, about 100 miles (160 km) west of the ruins of old Quebec. It is small by comparison to

Chi-Town, with a population of about one million, but it is a high-tech, industrial giant and completely self-sufficient. The people hate magic and share Chi-Town's human supremacist attitudes, which is why Free Quebec joined the CS. However, while it is equally fascist, it is extremely independent, which is what strained its relations with Chi-Town.

The other shocker in the CS war on Free Quebec was the revelation that the Quebec Army had legions of Glitter Boys, thousands upon thousands of the fabled power armor. They also had Glitter Boy variants, special reload and support teams, and had written the book on Glitter Boy strategies and tactics. This means Free Quebec has one of the largest and most powerful standing armies in the world. In North America it is, again, second only to the Coalition Army.

Located around the city of Quebec are the 'Burbs, and beyond that, a few small cities, as well as a sprawling farm community. All citizens of the Quebec nation, are under the protection of the Glitter Boy legions.

Another striking difference between Quebec and Chi-Town is that, well over 70% of the city dwellers are literate and half are skilled professionals. However, 90% of the farmers and wilderness people are unable to read or write. Without a doubt, the Quebec university and library are far inferior to Chi-Town, but education is far more attainable to the average citizen. The propaganda level is also much less severe than Chi-Town. I would even dare to say that Free Quebec has a true free press and an informed population. If they were not so fearful and dead set against D-Bees and magic, they could be humanity's greatest hope. Regrettably, fear and loathing has made them zealots and the enemy of nonhumans.

The ruins of old Quebec city is a notorious site, a ragtag trader's town called "Old Bones." The population of about 60,000 is a mixture of huntsmen, furriers, merchants, farmers, merchants, smugglers, Rogue Scholars and spies. Humans are the predominate race (75%), but D-Bees are treated fairly well. All races and people are welcome to come and do business, although D-Bees and men of magic have been known to disappear in Old Bones. There are a couple of Body-Chop-Shops and even a magic shop or two. The atmosphere is bawdy, with loud music, wild dancing, shouting, gambling, and illicit pleasures. Generally speaking, the buildings are dirty and not very well kept, but not quite the squalor you find at most of the Chi-Town 'Burbs or some of the border towns that dot the country.

What most people do not realize is that Free Quebec secretly manages Old Bones. The majority of the shops are normal merchants trying to make a living, but virtually all the illicit establishments, thieves' guilds, and the Black Market traders are spies for Free Quebec. In this way, the authorities can keep a keen eye on potential troublemakers and an ear to what is happening around them. The adventurers, bandits and pirates who frequently visit may have valuable information the Quebec government or military can use.

Free Quebec sees Lazlo as a growing problem, but does not feel that they are powerful enough to tackle them in an armed conflict. At this point, their policy is one of neutrality, as long as Lazlo leaves them alone, they will leave Lazlo alone. At least for the time being.

• **Lazlo, City of Magic.** At the site of what was the pre-Rifts city of Toronto, is the thriving city of Lazlo. With the tragic corruption of Chi-Town, I see this place as humankind's true hope for a free and civilized nation. Lazlo began as a tiny community of mages who had developed a new science. A science that blended magic and technology in a new way. It has since grown to become the capital of magic, and the founding home of *Techno-Wizardry* as well as a center for learning. The name, Lazlo, is derived from the famed 20th Century scholar Victor Lazlo. It was this humble historian who introduced the writings of Victor Lazlo to that community and I take great pride in knowing that I am responsible for the name of this marvelous place.

All creatures are welcome at Lazlo. All philosophies are discussed. There are schools, a university of learning, a university of magic, a dozen libraries, museums, art, history, law and order, as well as industry and science. The city is powered by harnessing the energy of a Rift, a feat at which I still marvel. Mechanisms that combine magic and technology are everywhere, making Lazlo unique to anyplace I have ever seen.

In 100 P.A. nearly one million people lived in Lazlo, with another 250,000 people inhabiting the peaceful towns and farms that surround the city for 150 miles (240 km). That was before the *Coalition's Campaign of Unity* and subsequent wars in Quebec and Minnesota. The wars had a galvanizing effect on people who once lived out on the fringes of civilization, causing them to seek comfort and protection by moving back to the cities. The fighting in the east disrupted the lives of thousands who chose to move closer to Lazlo lest they fall prey to Coalition Extermination Squads or became a statistic on a collateral damage chart. That alone boosted our population by 25%. Since the destruction of Tolkeen and the region's occupation by Coalition forces, refugees have flocked to our fair city. Lazlo's current population has jumped to approximately 2,025,000 with about 310,000-360,000 in the communities around us, not including the city known as *the Relic*, 35 miles (56 km) away, with a current population of 285,000.

Roughly 180,000 refugees have arrived in just the Spring and Summer of 109 P.A. and we anticipate another 100,000 to 200,000 to trickle in over the next year. This sudden surge of people, many of whom are penniless refugees with only the clothes on their backs, has created a variety of immediate and logistical problems. Finding housing to accommodate the people has been the least of our problems. The leadership anticipated this inevitability if Tolkeen fell, and had massive housing projects and road construction to accommodate as many as 300,000 new arrivals five years earlier. They also increased our food stores, police and prepared medical personnel. What they could not completely prepare for was having 300,000+ jobs ready, nor the emotional toll of refugees and the impact they'd have on our original citizens. Crime has increased 269%, unemployment is at 37%, and people are suffering from culture shock.

The citizens of Lazlo must adapt to the anger, depression, fear and the different outlook on life generated by the newcomers from Tolkeen. The refugees have just lost everything. They are angry, depressed, scared, and suffering from shock. Many speak about the horrors of war, others spit hatred and scream for revenge against the Coalition States. Some refugees suffering from emotional trauma can barely function, and others are struggling with depression, anxiety, malnutrition, and exhaustion. All of this creates a sensation of being overwhelmed and breeds an atmosphere of dread and frustration among the citizens of Lazlo. Where once everything seemed right, there is now an uncertainty and fear about their future. What will the Coalition do next? Who will be their next target? Could it be us at Lazlo? After all, is Lazlo that much different from Tolkeen? If Tolkeen had to be destroyed, might not the Coalition turn to us next?

Then there is the resentment toward the refugees for disrupting their life, the increase in crime, problems with sanitation, competition for jobs, bringing CS attention to Lazlo, and all the rest that comes with this kind of situation. Despite these problems, the leaders of Lazlo refuse to turn away anyone in need, and accept D-Bees, practitioners of magic and anyone seeking asylum. All in all, the people of Lazlo have responded well to the challenge and strive to live by the ideals of this great city: tolerance, acceptance, compassion and learning.

Lazlo is governed by two political bodies that serve as a check and balance system of government. They are the *Congress of the Electorate* and the *Council of Learning*. Both are composed of compassionate and intelligent beings, human and nonhuman, who are dedicated to freedom and the betterment of all life. A Cyber-Knight named Thomm heads the Congress, and a great, ancient dragon, known as Plato, heads the Council.

The defenses are composed of citizens who form an elite militia when danger threatens. The militia includes several dragons (both young and old), Techno-Wizards and their ingenious machines, mages

of all sorts, psychics, and men at arms. All are volunteers. The chore of day to day peacekeeping is placed in the capable hands of Arl Xzzyn, a kind D-Bee man-wolf of vast patience. In his own world, his kind are feared, hated and unjustly persecuted, so he strives for justice, order and fairness in Lazlo. Arl has organized a well trained and gentle force of peacekeepers with officers from every race and background. Most are of noble heart and free of corruption.

• **The Canadian Northwest** is largely an endless expanse of forest. **Alberta and Saskatchewan** are thick with ley lines that run along the mountains and, to a lesser degree, the prairies. Of course, the presence of ley lines means monsters and demons. Some tales from the mid to late Dark Age credit a Rift in Saskatchewan for unleashing the Xiticix to our world.

My research into our past history confirms that this area had been known to be strong with magic for all of time. In times past, Native Americans built Indian mounds and medicine wheels to mark where magic was strongest and the spirit world joined with the world of man (ley line nexus points). Today, new megaliths and stoneworks have been erected to mark the locations of magic, ley lines and nexus points, as well as to focus and channel mystic energy. Many of these megaliths seem nonhuman in design or scale, and the few local folk who live in the region are simple peasant farmers and raise sheep or cattle. They know nothing about magic, except to avoid the places where megaliths reach for the sky. I have spoken to perhaps a hundred people and not one has seen those responsible for the building of the stone megaliths or circles of power. I take this as a foreboding sign.

The place once known as **Calgary** is the latest trouble spot in this part of the country. A nexus at the old ruins has existed for years, periodically disgorging various demons and monsters. In the past, the monsters would run off into the world in all directions, but now a powerful Demon Lord is said to have seized control of the Rift and recruits those who emerge into his service. Some have taken to calling Calgary the Kingdom of Monsters, but there is no building taking place or any sort of trade going on, although lairs are being built within the ruins of the old city. I suspect this Demon Lord is building an army. A demon army, but to what end I cannot say. This is nothing more than a hunch on my part, but somehow, I don't think I'm wrong. Humans and mortal beings are not welcome, so further investigation will be difficult.

• **The American West Coast: California, Oregon, Washington.** The America of old is buried and lost. Except for an occasional ruin, the cities of the West have fallen into dust. From California to Vancouver I am told there is only wilderness. There is simply no trace of humans ever having set foot on this land. The truth of the matter is that the land has been repopulated by vegetation from a dozen alien worlds. Today, California through British Columbia is a blend of sub-tropical jungle, forest, and grassy plains, much of it flora from unearthly realms. While I have written in the past that this is another wilderness waiting to be reclaimed, I don't actually know that there aren't one or more alien races already living there. I have never been farther west than the Rocky Mountains, better known as the Barrier Wall. I have reason to believe these are not the same mountains that existed before the Great Cataclysm, for many are the accounts of the mountains exploding or crumbling to mark the advent of the Cataclysm. Furthermore, pre-Rifts geological descriptions differ greatly from the mountains of today, suggesting the Barrier Wall is a much more recent formation. This may give credence to legends of Earth beings living in the mountains, and explain why so many Elemental Warlocks and Elemental Fusionists seem to herald from these mountains.

• **The American Northwest** was once called "Big Sky Country," a moniker you can't understand until you've seen it for yourself. Prairies, rolling hills and sky for as far as the eye can see. Only tribal people make their home out there, with the Simvan being the dominant tribes. Since the collapse of the Kingdom of Tolkeen, in what was once known as the American Empire's State of Minnesota, thousands of refugees have turned west as the place to try and build new lives. The open plains and many large monsters, from dinosaurs to Rhino-Buffalo, make that goal a difficult one, even with the help of Cyber-Knights and their D-Bee allies. Although it was supposed to be a secret, reports quickly began to surface about *Castles in the Sky*. Apparently, they are created, quite literally, out of thin air by a race of winged D-Bees calling themselves the Lyn-Srial. These are temporary base camps for Tolkeen refugees made from Cloud Magic, the secrets of which are known only to the Lyn-Srial, who also call themselves Cloudweavers. So far, the Coalition Army, responsible for the destruction of Tolkeen, has not pursued the refugees that far west, but I have to wonder how long that will remain the case.

• **The New West.** Everything west of the Mississippi River is considered a hostile wilderness dubbed, "the New West." Indeed, living up to its name, especially in the Southwest, there are Cowboys and Indians, Justice Rangers and Bandits, Gunslingers and Psi-Slingers, Bounty Hunters and Saddle Tramps, as well as the famous Cyber-Knights and the infamous vampire-hunters, Reid's Rangers.

The American West is the new frontier. Like in the day's of yore, it is a sweeping wilderness that has only recently begun to attract settlers from the east, especially refugees from Tolkeen and D-Bees that used to live in the shadow of the empire that is the Coalition States. And like the past, Native Americans and other tribal people, like the Simvan Monster Riders and some Psi-Stalkers, are already there.

I had been told the New West was one of the best places for finding pre-Rifts ruins remarkably preserved and standing out in the open. Before I visited the region myself, it was my understanding that as many as one in ten pre-Rifts cities still stood and served as homes to small settlements of humans and D-Bees. It turns out this was nothing but myth, but like many myths, there was a kernel of truth. There are well preserved pre-Rifts ruins, but most are cities toppled during the Great Cataclysm and buried under 10-60 feet (3.1 to 18.3 m) of dirt. In many cases, entire cities and towns in the West (their tallest buildings toppled or jutting out from the ground like the tip of an iceberg locked in earth)

remain preserved, buried under tons of packed earth and stone (ash and lava). Consequently, the best places for finding pre-Rifts artifacts and technology are in the Southwest, West and parts of the Midwest. Like the gold rushes of the Old West, big discoveries may create a frenzy of excitement that brings people from hundreds, even thousands of miles away in the hopes of striking it rich. That can lead to a boom town appearing in a matter of weeks, and leaves a ghost town when the find goes bust. It also means claim jumpers, bandits and con artists crawl out of the woodwork. It also attracts agents working for the Black Market, industrial kingpins like Northern Gun, kingdoms like Kingsdale and the Coalition States, all looking to acquire ancient secrets and technology by any means necessary. If they can't acquire the technology, then they sabotage the excavation or destroy key components or information of anything that might upset the current balance of power.

The tribal people avoid these places, claiming they are haunted and home to ghosts, vampires and foul spirits. Fortune hunters pitch a tent and excavate for months at a time. Like ancient prospectors they dig for gold, not the actual mineral, but gold in the form of pre-Rifts artifacts, relics and weapons they can sell to collectors or the Black Market. I'm told many come to brave the elements, dinosaurs, Giant Canyon Worms, Worm Wraiths and vampires to strike it rich in relics. And many have, but I'm also told that only one in twenty ever make a fortune, and one in three never come out of the New West alive.

The Dakotas, Nebraska, Kansas, Oklahoma. This is the new frontier. Although mostly wilderness, new human and D-Bee settlements seem to be appearing weekly and many of the older ones are prospering. Cyber-Knights and traditional Glitter Boys are known to roam these lands, for many are the tales of their valor among the tiny settlements. Juicers, Crazies, 'Borgs and mercenary companies also work in and from these locations.

Nevada, Utah and **Wyoming** are badlands that have little appeal to me. Hot, dry, scrub land, desert, mountains and weird rock formations that I had assumed were of unearthly origin until my research showed me they were native to America. Rumor has it that upstart Black Market manufacturer, *Bandito Arms*, is based someplace in Nevada. My research confirms legends about a massive, secret testing ground for the military of the old American Empire at a place called *Area 51*, and many believe the Black Market discovered it. The fact that they are offering SAMAS-like power armor would seem to confirm this, and reveals one of the Coalition's lies. I and other scholars have speculated for a long while that the secrets of CS technology go back to pre-Rifts days, but the CS has always denied it. The appearance of a couple different versions of SAMAS from Bandito Arms would seem to suggest otherwise. The famous heroes known as **Cyber-Knights** are also suspected of having one or more bases out west, with Wyoming, Utah, Montana, and Colorado being the top candidates. Other than Bandito Arms, some Cyber-Knights and tribal people, there are no towns and few settlements in this part of the country.

The land area that was once the pre-Rifts State of **Colorado** still has the Colorado River snaking through it, but the rest of the land has been reshaped by the Great Cataclysm. Forests and wildlife returned more than two centuries ago, but it is mostly a different land than it once was. The **Colorado Baronies**, a Techno-Wizard dominated community, is nestled in the mountains, and the only city-state or major establishment I know worth mentioning. Any other communities are small towns, tribes, and homesteaders.

Montana and Idaho. This land is similar to its neighbors to the west and north, a wilderness of forest broken by occasional grasslands and mountains. I have never been to either, but assume that since they border magic rich Wyoming and Alberta, they are also strong in mystic energy and populated by creatures not of this Earth. Montana is one of the regions rumored to be home to the Cyber-Knight monastery, headmastered by the legendary *Lord Coake*. Of course, the same is said of Wyoming and Utah, not to mention Saskatchewan and Manitoba and a half dozen other areas.

• **Southwestern America. Texas, Arizona** and **New Mexico** are all a dusty wilderness with a few frontier towns like *Arzno, Tampico Protectorate, Los Alamo, El Paso*, and a handful of towns along the Mexican border. If you are looking for a desolate wilderness and don't mind dinosaurs, Giant Canyon Worms, and vampires, this part of the country is for you. Other than the few exceptions already noted, there is nothing here that you would call civilization. It is a savage land where, like most of the wilderness west of the Mississippi, the law of the land seems to be brutality and survival of the fittest. This is particularly true in **Texas** where might is right and roving gangs, degenerate mercenaries, and petty tyrants are the lords of the land. Bandits and raiders are especially common in these areas with Texas being claimed by the Pecos Empire.

The so-called **Pecos Empire,** located east of the Pecos River, 90 miles (144 km) south of *Odessa*, is a barbaric community of marauding bandits who claim to rule all the land south of the Colorado River. They remind me of the ancient barbarians of Europe who rode out from their homeland (in this case, Texas) to raid the people around them. The Pecos Bandits' favorite targets are the settlements in Oklahoma, Kansas and Fort El Dorado/Arkansas, as well as Coalition State strongholds, territories and colonies, but they travel as far north as CS Missouri and Iowa, and as far east as Alabama. They are savage, cruel, and wild cutthroats that include humans and D-Bees, 'borgs and Juicers, Crazies and mutants, Brodkil and Simvan. Even some Elemental Fusionists and other practitioners of magic ride with the Pecos Bandits. The gangs seem to thrive on chaos and reckless abandon, they have no industry, and for the most part, technology is low. They steal everything they need or want, plundering neighboring communities, travelers, adventurers, mercenaries and Coalition supply convoys, military bases and Fort El Dorado.

The Pecos Empire is a loose confederacy of hundreds of gangs and mercenary outfits who are given to a life of thievery and raiding. They may attack as one of these small bands or as several. The overall Empire has been estimated at over a million people, but only about a third are the barbaric Pecos Bandits who follow Emperor Sabre Lasar. They seldom travel beyond the Rio Grande River because there is nothing to steal other than chickens and livestock, and it is the Domain of the Undead.

It is interesting to note that the *Coalition States* has claimed all of Texas for itself, renaming it the State of Lone Star, but have been unable to rout the Pecos Empire Bandits and can't find volunteers from the other States to come and settle the region. As a result, the CS clings to a secret, pre-Rifts military base in the northeast corner of Texas. (**Note:** See *Rifts World Book 13: Lone Star* for details about Texas, the Pecos Empire, CS mutants and the secret military compound.)

New Del Rio is built amidst the ruins of the old city. It remains a poverty-stricken haven for outlaws.

Los Alamo is a powerful, but isolated kingdom, built near the old city of Austin. It has early 20th Century industry/technology and hydroelectric power, and is a known creator of Juicers and Headhunters.

The only ley lines in all of Texas are located north of the Sabine River. The one small nexus point is found in what was once known as Texarkana. This makes the territory desirable to the CS.

• **Mexico, The Vampire Kingdoms.** My letters about Mexico published in 100 P.A. (without my permission, I might add) were already a good twenty years out of date at the time of publication. They had been written before I had come to learn much more about the Vampire Kingdoms.

For those of you with weak dispositions, I caution you to skip this entry, for it is almost certain to give you nightmares.

Though I still have never set foot more than a few miles beyond the Rio Grande, I have heard too many first person accounts from reliable eyewitnesses to discount tales of vampire dominated lands in Mexico. These are not the savage, slobbering, animal-like vampires we know in the Southwest, but intelligent and malevolent beings who have built

impressive cities, established their own culture and keep humans like cattle to be raised and slaughtered. Arguably, the lucky humans are the ones kept as slaves and pets or trained to be house servants and concubines. It is my impression that there are at least three or four distinct Vampire Kingdoms, and each treats its human cattle with varying degrees of compassion or cruelty.

The majority of humans have actually accepted their fate, accepting the vampires as benevolent masters. It seems the vampires do not kill their human host population, but nourish and protect them so that the undead may feed on them time and again, generation after generation. Most of the human cattle are said to be happy or at least complacent in their role as servants to monsters. They live simple, unworried lives, and like fatted calves or favorite house pets, they are cared for and protected by their inhuman owners. While humans may have once fought the vampires, for generations now, this has been the only life the people have ever known. Those who question their existence or attempt to flee or challenge the vampires, are killed. To preserve that way of thinking, outsiders are chased out of Mexico or hunted down and slain. Oh, and while human blood is the undead's favorite food, 20% of the population are D-Bees. Newcomers from the outside world, like humans, are chased off, enslaved, slaughtered or fed upon.

The bestial undead common to the Southwest are apparently called Wild Vampires and are the product of the vampire plague when pushed too far. As I understand it, there is a vampire god that creates one or more Master Vampires, the generals of the vampire legions. The Master creates what are called Secondary Vampires, the lieutenants among the vampire hordes, and Secondary Vampires create other vampires, but half of them are the savage Wild Vampires who serve as cannon fodder and frontline troops. Like a cancer, the vampire plagues spread until the vampires contain their numbers and establish a kingdom on Earth. I have it on good authority that this is the first time that vampires have been able to establish an Earthly kingdom and that a vampire god must exist somewhere in one of the temples.

To save these people from themselves would require a mass invasion of the Vampire Kingdoms. A feat that would seem to require more than the combined armies of every kingdom in North America, including the Coalition States and the Federation of Magic. Sadly, Mexico is remote and far from the burgeoning kingdoms east of the Mississippi, and so they are easily forgotten. The people are left to fend for themselves, imprisoned and cutoff from the rest of the world. Until the Vampire Kingdoms try to expand their reach beyond the Border of Mexico, they will probably remain forgotten and the vampire unchallenged.

The Coalition States

Chi-Town is the birthplace of the Coalition States (CS), its throne of Imperial power, and headquarters for the Coalition Military High Command. While all the other member States have their significance, there can be no doubt that Chi-Town is the nation's throbbing heart and soul from which all others draw their strength and inspiration.

• **The "new" Coalition States.** When *Traversing our Modern World* was first published, in 100 P.A., the Coalition States were a loose-knit allegiance between five industrial kingdoms who rose out of the ashes of the Great Cataclysm in North America (USA & Canada). In nine short years, however, the CS has become united by fear and war. For the first time in the nation's history, the Coalition States has become the aggressor, declaring war on enemy kingdoms and independent forces it sees as a threat. Emperor Prosek's *Campaign of Unity*, unveiled in 105 P.A. along with the new Coalition Armed Forces, is the launch platform for this new era of imperial power.

At first, people outside the CS wondered how much of this was posturing by the Emperor, but we all learned how serious he was when the new Coalition Army rode out to establish war fronts in the northwest, on the border of Tolkeen, and northeast at Free Quebec. I think the battle line drawn at Free Quebec was the shocker. The CS had groused and fretted over the D-Bees and wizards at Tolkeen for decades. The nation's anti-magic and pro-human positions are well known, so targeting Tolkeen, a kingdom of magic populated by so many nonhumans, was no surprise. Going against one of their own, however, was unbelievable. At that moment, we all knew just how serious and dangerous the Coalition States had become.

The events leading to the fall of Tolkeen are too fresh and painful for me to do more than gloss over. Perhaps I'll make it a subject of a future book, although I think I would prefer to write about the years before the war. Suffice it to say that the light from this once great kingdom of magic and learning has been extinguished much too soon. Tolkeen is gone. Her great libraries and museums, universities and institutes for the advancement of Techno-Wizardry, her parks and people, are all gone as if they never were. Even as I pen these words, Coalition forces are bulldozing the last standing towers and spires. So it is that the Coalition States mark the beginning of a new era in blood and triumph. And mark my words, this is the beginning of a new age. One that is sure to have lasting consequences for us all.

In many ways, the Coalition States were born by fear. In its fledgling days, survival was one long gauntlet of combat and terror at the hands of D-Bees, demons, monsters and men of magic. The people locked themselves behind walls of concrete and steel, kept to themselves and still they fell under attack. The worst of the worst coming from the Federation of Magic. Even when Emperor Prosek rose to power, he focused the Coalition's military might at the enemies at his door. The black-armored Coalition soldiers, though ruthless and zealous in its protection of their citizens, typically responded to perceived threats within their own territory. The army didn't go looking for trouble. The moves against Tolkeen and Free Quebec were different. The CS wasn't defending itself from an enemy come knocking on its door, the CS went to them.

The attack on Tolkeen says, "Look out world, we're not afraid anymore. We're coming out and shaping the world our way."

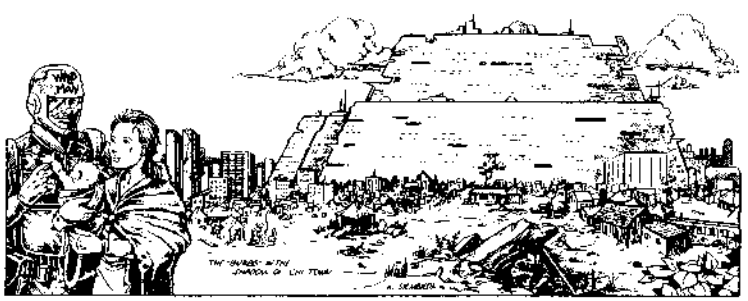
The political landscape was instantly transformed. Tolkeen is gone and we now know, without question, that the CS is ready and willing to use whatever means necessary to protect itself against any perceived threat. Moreover, the CS is no longer willing to wait for an attack. The Coalition has become the aggressor, taking the battle to those it decides are a threat. The siege on Tolkeen showed us some flaws and weaknesses, but you can be sure the CS is aware of them as well, and will be taking measures to rectify them.

The immediate impact of Tolkeen's fall was to unify the people of the entire Coalition States. I have never seen the people more galvanized. I think many had questioned the war until Tolkeen's ill-conceived, and now notorious, ambush and slaughter of Coalition troops to be forever known as the *Sorcerers' Revenge*. The brutality of that attack exemplified everything Emperor Prosek had warned the people about. It seemed to prove practitioners of magic and D-Bees are savage, bloodthirsty murderers who command demons and monsters to do their evil bidding. It was the turning point in the war and from that point on, Emperor Prosek had won the hearts and minds of his people. The horrors of that day turned the people's fears and uncertainty into anger and a cry for justice. The citizens of the Coalition States no longer wondered if D-Bees and practitioners of magic consorted with demons, they knew it. They no longer wonder if mages and D-Bees are as dangerous and hateful as the CS propaganda suggests they are, they know it. And the Coalition propaganda machine under Joseph Prosek II has milked the *Sorcerers' Revenge* to the max.

With every doubt removed, the people of the Coalition States endorse the actions of their power-hungry leadership with righteous commitment. The Emperor now has carte blanche to do anything he might choose to do, all in the name of justice, freedom, security and the preservation of humanity. And the people cheer him on as he does so. Why not? To their thinking, the Sorcerers Revenge proves all D-Bees are evil monsters who despise humans; practitioners of magic are decadent tricksters who consort with the spawn of Hell; and dragons are inhuman terrors who feast on the bones of humanity.

It makes me cry to think that one unconscionable act has condemned so many people. And I don't blame the citizens of Tolkeen. In Lazlo we were just as horrified by the orgy of killing unleashed that night and throughout the week that followed. If I was a Coalition citizen I'd fear them too. If my husband or brother was tortured with magic before being eaten alive, I might think all D-Bees and mages were horrid fiends to be kept at bay by any means necessary or killed on sight. And even if I wanted to believe that only some are wicked, how do you tell the good from the bad? Best not to take chances, we've seen the unspeakable evil they are capable of doing. I understand those thoughts and feelings. What I don't know is how that perception can be changed, especially when CS propaganda plays on those sentiments with relentless resolve.

You can feel the tension in the 'Burbs. People once sympathetic to Coalition injustices leveled against D-Bees and practitioners of magic now point, whisper and scurry away. Some shops refuse to sell to either of them, and others use the heightened CS crackdown to charge a 25% to 200% premium for the risk they are taking. Informers have turned in D-Bees and sorcerers operating in the 'Burbs in record numbers, and Coalition patrols are more ruthless than ever, gunning down D-Bees and mages in the streets to the applause of bystanders. Even books and items suspected of being magical are burned, as are many pre-Rifts texts and relics. This, I'm afraid, is to be Tolkeen's tragic legacy. And I fear it will haunt us for generations to come. I only pray the fallout will not be so terrible for everyone.



An overview of CS life

Like anywhere else, some Coalition States are nicer or uglier, kinder or meaner, richer or poorer, than others. Likewise, some are more zealous about the Coalition's ways than others. I have found some of the small cities and towns, especially in Missouri and Iowa, to be the least fanatical about human supremacy and the use of magic. Some farms will even hire D-Bees to do seasonal work in the fields, although at a fraction of what they'd pay a human.

• **The Coalition State of Missouri.** Missouri is a tactical addition to Chi-Town and is one of the weakest and most timid of the allied States. Most of it is open farmland and wilderness, and there are no fortified cities. It was given official "State" status in an effort to surround Chi-Town with allies and provide a reason to drive D-Bees and independent settlers from the territory. As a result, the State of Missouri (which includes the southern half of what was once Iowa) is a buffer zone for Chi-Town and lands claimed for future human settlement. The CS has pumped a great deal of money and resources into the development of Missouri, which is quickly becoming a new haven for humankind. However, the State is lightly populated, with an estimated 225,000 CS citizens and perhaps another 50,000 squatters. The land north of the Missouri River (an arm of the Mississippi River) is predominantly farms, with a couple dozen little communities and one major city, *New Chillicothe*, civilian population: 98,000. It is the seat of the Missouri government and a major military base equipped with a full battalion of *SAMAS* and a company of *Spider Skull Walkers*, bolstered by a score of giant urban assault robots. Below the Missouri River is mostly wilderness, with scattered Coalition settlements and/or military outposts here and there.

There are also two small, but notable kingdoms near what were once *West Plains* and *Poplar Bluff*. **Whykin** (formerly Poplar Bluff) is, arguably, the most powerful of the two, and has been a long time ally of the Coalition States. Its population is an impressive 138,000, who are constantly bombarded with propaganda to join the Coalition State of Missouri and enjoy the prosperity of the Coalition. The CS hopes to win over the kingdom, because it is a completely self-sufficient lumber producer and industrial site. Whykin holds similar values as the CS and they are devoted human supremacists. The kingdom has been beset by countless demons, D-Bees, and power-hungry mages for decades, due to their close proximity to several major ley lines and nexus points. This also gives Whykin strategic importance to the Coalition and has necessitated Whykin to build and maintain a capable army, all rather expert in combating the supernatural and magic. In fact, it was advisors from Whykin who helped the CS in its siege on Tolkeen and who developed a number of anti-magic countermeasures. Whykin increased its standing army of 20,000 to 30,000 shortly after the war began and now includes 64 Glitter Boys, two battalions of Psi-Stalkers and nearly 120 other combat robots. A middle-aged (10th level) Cyber-Knight, by the name of Sir Jaspin, is counsel to the King and a champion of the kingdom. Rumor has it that the CS has offered Whykin official membership as a new and independent Coalition State and that the King is considering accepting.

Kingsdale (West Plains), on the other hand, is a thorn in the Coalition's side. It is the opposite of Whykin. The people embrace and endorse magic, sell Techno-Wizard weapons and devices by the truckload, and welcome D-Bees and mercenaries. Kingsdale is said to be responsible for the creation of half of all Juicers and one quarter of all Crazies in North America. In fact, it is the oldest kingdom known to offer Juicer augmentation and M.O.M. (Crazies) conversions. The Black Market also has a strong presence in Kingsdale, and numerous Body-Chop-Shops are found throughout the kingdom. One third of its citizens practice some form of magic, and roughly half are D-Bees. Kingsdale is famous for catering to mercenaries and having one of the best medical hospitals and cybernetics and bionics facilities in the country.

Its population of 80,000, ten years ago, had exploded to 112,000 even before the fall of Tolkeen. Since then, an estimated 32,000 refuges seeking asylum have come to Kingsdale. The kingdom has increased its standing army of 2000 mercenaries to 4700; 33% are Headhunters, 20% Full Conversion 'Borgs, 25% Juicers, and the remainder are mixed forces; men at arms, psychics, sorcerers, etc.

• **Arkansas, the new Coalition State of El Dorado.** Most of the region known as Arkansas is forest, with a surprising number of small human and D-Bee towns and villages. There are a few tiny feudal kingdoms sprinkled here and there. Fur trappers, hunters, woodsmen, Psi-Stalkers, Wilderness Scouts, Native Americans and Cyber-Knights are often encountered during one's travels there. The bigger communities are found to the south, but *Fort El Dorado* is the power center in the region. The community of 139,000 is built on the site of the old El Dorado city and controls the entire southern border from the *Ouachit River* to *Texas*. An additional 80,000 live in the little towns and villages along the border. 80% of the people are human, the rest are common D-Bees like Larmac, Devil Man, Quick Flex Aliens, Grackle Tooth and mutants.

Fort El Dorado has maintained an extremely friendly relationship with Chi-Town and Lone Star for decades. Its loyalty, strategic location, and control over oil fields, refining plants, sawmills and a natural gas facility (50 miles/80 km to the west) and cotton fields made El Dorado a valuable trade partner. All are commodities needed by the Coalition. In 89 P.A., they allowed the CS to establish a strategic military base five miles (8 km) north of the city (400-600 armored troops) and accepted the Coalition's offer to build and staff a small outpost (72-96 armored troops) near the Red River in 96 P.A. to help protect El Dorado's natural gas plant in exchange for a more favorable trade deal. However, preferring to remain independent, Fort El Dorado had politely spurned overtures from the CS to join them as a member State. Emperor Prosek's Campaign of Unity and events during the war at Tolkeen (most notably, the Sorcerers' Revenge) finally convinced the people to relent and join the CS.

On the surface, little has changed since becoming the Coalition State of El Dorado in the Spring of 109 P.A., but a closer look shows quite a transformation. The Coalition military base has already swollen to 1100 and the CS Department of Military Engineers is busy expanding the base to accommodate 8000 troops, an airstrip and a military hospital. They are also doubling the size of the gas plant's defensive outpost and have started construction on a third base closer to the Lone Star border. There can be little doubt that this is all prep work to make El Dorado a staging ground for a future offensive against the Pecos Empire bandits in the southwest and/or the Federation of Magic to the east.

On a more subtle level, books on the CS banned list have been quietly removed from sale, "No D-Bees" signs have been posted, and the practice of magic has been banned.

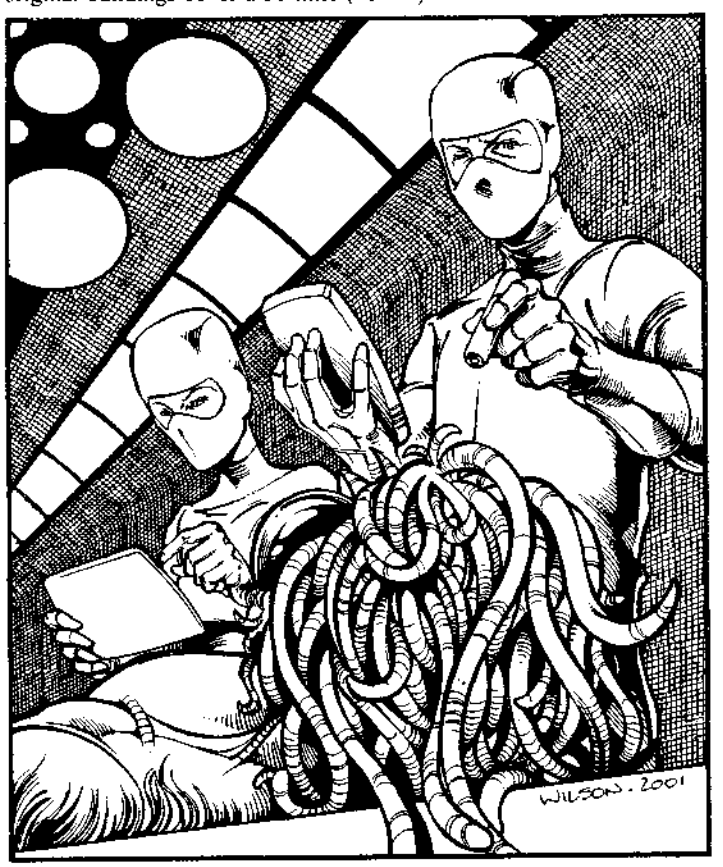
The city proper is surrounded by a 30 foot (9.1 m) high wall that resembles the type used around the fortified cities of ancient Europe. The city of El Dorado is lively, but drab. Large sections of town are devoted to factories that belch soot into the sky. The tech-level is equal to late 20th Century pre-Rifts Earth, but they have improved cybernetic and bionics facilities, thanks to their CS allies. Historically, the people had been reasonably accepting of other races, especially human looking D-Bees, but had shared the Coalition's disdain for magic and psionics. Their acceptance of nonhumans had made the territory a friendly place for adventurers and provided for a lively tourist trade. That is all changed now, though human mercenaries and adventurers are welcomed.

To the northeast, along the Mississippi River, is the end of the notorious *Magic Zone*, a last cluster of ley lines and nexus points mark the spot. Ley line nexus points are known to exist at or near the old American cities of *Blytheville, West Memphis* (three are found there), *Forrest City, and Helena* (the city ruins are known to be haunted and filled with monsters from the Rifts). The entire area between the White River and the Mississippi, from the Missouri border to the ruins of Helena, has been designated a no man's land. The peaceful human settlements that had been in the area for years have been relocated, and the zone is now patrolled 24/7 by Coalition troops; SAMAS flybys overhead, Psi-Stalker and Dog Boy patrols on the ground. Anybody who is not human or appears to be a practitioner of magic is gunned down, no questions asked. All others are detained, questioned and sent away.

• **The Coalition State of Lone Star (Texas).** The Coalition claims dominion over all of old Texas, however, the territory they control is limited to the northwestern wedge from about Oddessa to Amarillo and east to Witchita Falls. The rest of the state is a modern-day version of the American Old West with high-tech desperados and Cyber-Slingers. Except for the lawlessness and violence, I found the Old West retro-look and lifestyle rather charming. Much of the so-called New West has adopted the pre-Rifts "cowboy" style of dress, guns, horseback riding and general atmosphere. It is very different from the hard tech of the big Coalition cities and the slums of the 'Burbs.

Although nobody outside the CS knows the details, we do know that the **Coalition's Lone Star Complex** is an ultra-top secret military compound with several underground levels. Rumor has it that power armor and robotics factories comprise a sizeable portion of the military complex, but that its greatest resource to the CS is the most advanced genetics laboratories in the world. This is where the Dog Boys were first created, and speculation is that one third to half of all the Coalition's mutant canines are "designed and born" in the Lone Star Labs. There are also constant rumors of experiments in cloning and the creation of more dangerous mutants going on at the site, as well as new weapons and robot design and testing. The designs for the new Dead Boy armor, new SAMAS, Coalition Cyborgs and Juicers are all said to originate from there as well. The head of operations is Doctor Desmond Bradford, the Coalition's resident mad scientist. Even Coalition scientists and soldiers who have worked under Doctor Bradford believe the man is crazy.

The Lone Star Complex is located just west of New Lubbock. The original buildings cover a 30 mile (48 km) fenced-in area. The surface



buildings once believed to be the main part of the compound are now believed to be housing for the human and Dog Boy troops and maintenance personnel, storage buildings, hangars, and dummy buildings. The real compound, genetics labs, factories and housing for the scientists is all underground. Rumor also has it that the complex is currently only operating at about 55% efficiency and is a labyrinth of tunnels and high-tech facilities that goes on for miles and miles. I have even heard tales of there being pre-Rifts soldiers who survived the Great Cataclysm in stasis fields of some kind, but I suspect that is a fairy tale.

Lone Star City is a failed experiment by the Coalition States to colonize the region. Back in 100 P.A., the city had a population of about 50,000 humans and 81,000 Dog Boys. Today, half the city is a ghost town, the other half populated by 33,000 CS citizens (human settlers) and about 9,000 Dog Boys. The rest of the humans abandoned the idea of settling the Southwest and have returned north or moved to the State of El Dorado. The majority of the Dogs were dispatched to the Tolkeen front where an estimated 87% lost their lives. Ironically, the city is the pinnacle of modern CS technology and comfort, but the hostile environment, constant raids by Pecos Empire bandits, mercs and monsters was more than the soft city people could handle. Consequently, new construction has been halted and Chi-Town is trying to come up with new incentives to get people to colonize this part of their domain. It is the Emperor's hope that making Arkansas an actual State and the greatly increased military presence will make Lone Star a more attractive proposition. An additional 20 miles (32 km) around Lone Star City is dotted with dozens of little, peasant farm villages and independent ranchers.

Amarillo is a tiny Coalition military outpost that protects a human settlement of 1800 people who live and work at a small oil station and refinery.

Wichita Falls is a mid-size military base that protects an oil field and refinery, as well as a large cattle ranch and dairy. The population of non-military personnel is 12,000. Surrounding communities who work peach groves and cotton farms add another 6000.

Odessa is a CS military outpost of 300 troops (half are mutant animals) surrounded by a grungy town of under 1000 humans. The town offers a variety of illicit entertainment, booze, women, fights, and gambling for the troops and is basically a shanty town that caters to the troops and discrete adventurers and Pecos Bandits.

Everything south of Odessa is badlands. A dozen dirty, little feudal kingdoms claim the land and war between themselves constantly. Several are known to create Crazies and Juicers, others hire mercenaries, D-Bees, and mages to do their fighting for them.

New El Paso is rich in silver and cattle land. Its decadent ruler hires the worst scum and assassins to do his bidding.

(Also see the *Pecos Empire* earlier in this section.)

• **The Coalition State of Iron Heart (Canada).** With Free Quebec gone from the Coalition States, *Iron Heart* takes the number two spot after Chi-Town, followed by *Missouri, El Dorado,* and *Lone Star.* The state itself covers a vast territory of wilderness that ranges from North Bay (west of the Ottawa River), west to Lake Nipigon and north to James Bay (the eastern half of the old Ontario Province and the southwest tip of the Province of Quebec). Several small hunting, fishing, and mining towns with a combined population of about 700,000 humans, 100,000 nonhumans, and 100,000 squatters are found scattered throughout the State.

The capital of Iron Heart is the **City of Iron**, a rough and dirty industrial town built on the ruins of the old Canadian Empire's city of *Sudbury.* Although the core of the city is nestled inside the Coalition's trademark fortress walls, technology is on par with mid-20th Century (1950-1960s) industry with smoke-spewing factories and coal-burning furnaces. The city is actually much larger than its pre-Rifts days. Its factories, mines, and sawmills are found both inside the fortified walls and outside in the Old Town 'Burbs. Mines and processing plants for iron, nickel, copper, coal, and a bit of silver and gold are the City of Iron's greatest resources. But it was another asset that convinced Chi-Town to accept Iron Heart as a member of the Coalition States. Pre-Rifts Sudbury was the home of "Science North," one of the largest science museums in Canada as well as an extensive mining museum. The secrets contained in these places were unearthed by the local government of Iron Heart during an exploratory mining operation. Secrets coveted by Chi-Town and beyond Iron Heart's ability, at the time, to exploit. Part of the arrangement in becoming a member State included giving all the archeological finds from Science North to Chi-Town for identification, research, and assimilation into the CS network (supposedly to be shared by all members of the Coalition).

Although much of Iron Heart's technology remains about 100 years behind Chi-Town, it is advanced compared to most people on Rifts Earth and provides its people the high life. Employment is at 98% and the City of Iron offers all the luxuries of civilization: hot and cold running water, electricity, modern electronics and conveniences, local television, internet and telephone services, high-tech imports from Chi-Town (computers, voice actuated computer and electronic systems, bionics, medicine, etc.), a police force, and, of course, the security of the Coalition military. As is the case at most Coalition States, the people are illiterate, including city dwellers and much of its ruling body; the literacy rate still hovering at about 15%. Most people are laborers, the rest are wilderness folk, vagabonds, or peasant fishermen and farmers.

Iron Heart is a model member of the Coalition States, and regards Emperor Prosek and Chi-Town to be at the forefront of the great, new American Empire and the salvation of humankind. They have adopted all CS laws and methods of operation and live by them to the letter. Iron Heart always follows Chi-Town's lead, never opposes its edicts, forbids magic and dislikes psychics and persecutes mutants, monsters and D-Bees. In fact, before the civilizing influence of the Coalition, Iron Heart was known for its "witch hunts" in which practitioners of magic and D-Bees where hunted down and slaughtered. Under the guidance of the CS, this procedure is much less brutal and disguised as military peacekeeping and defense operations.

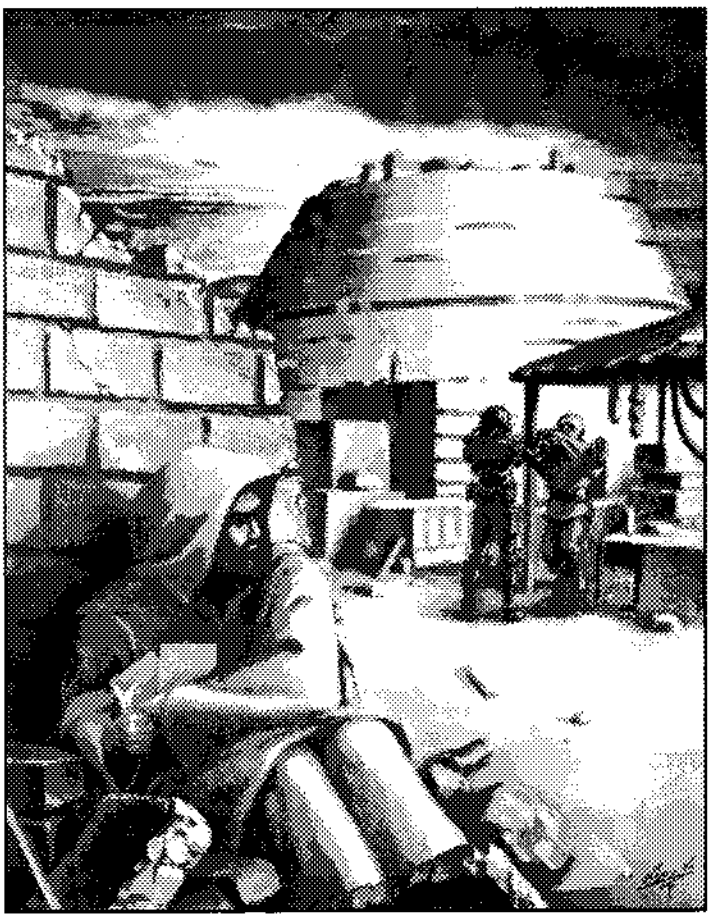
They maintain a full army of Coalition troops, but Iron Heart's real military strength lays with its huge number of Wilderness Scouts and Psi-Stalkers. Nobody knows the American north and southern Canada better than the scouts of Iron Heart. These men, women and mutants (Psi-Stalkers) are masters at wilderness survival and have traveled as far as the Canadian Northwest Territories. They were crucial to the Coalition States' wilderness operations in Tolkeen and continue to be Chi-Town's eyes and ears in the surveillance and assessment of the building Xiticix crisis in neighboring Minnesota and Manitoba.

• **The Coalition State of Chi-Town.** What can be said about Chi-Town that isn't already known? Chi-Town is the most advanced, biggest and most powerful member of the Coalition States. It is the seat of power for the States, home to Emperor Prosek, and the source of everything, good and evil, that comes out of this nation. Its leaders share delusions of running a political and military empire that holds the fate of humankind in the palms of its hands. My feeling is that the CS government, under the maniacal rule of self-proclaimed Emperor Karl Prosek, is totally corrupt. From what I have seen, the CS commands the most powerful military and most advanced science and technology in North America, perhaps the world. While Triax and the armed forces of the New German Republic are probably 20 or 30 years ahead of the CS, their situation is much more grave in that they are surrounded by two empires of monsters. Japan is rumored to have superior technology, but the reports are conflicting and I cannot confirm it.

The Coalition State of Chi-Town encompasses Northern Illinois and all of Iowa. **The Iowa section** is 70% farmland and 30% livestock, pigs and cattle. Tiny farm communities are found every 50 miles (80 km) or so. Only the occasional military base and squad of SAMAS power armor or Sky Cycles on patrol in the skies above breaks the peace and beauty of the countryside. Human troops and Dog Packs patrol the borders and keep the peace. Estimated total population is 1.3 million.

The Illinois portion of the State is the undisputed hub of North American civilization. Hundreds of small towns and villages dot the land around a dozen large cities. Each city has an average population of between 150,000 to 240,000, the towns 1000-10,000. The pervasive presence of the military is evident everywhere. Despite the dictatorial government of the last 40 years, the people seem quite content and blissful. The anti-magic and human supremacist attitude is shared by the vast majority of Chi-Town's citizens. This is due, at least in part, to the territory's history of struggle against supernatural fiends and the ongoing vendetta of the Federation of Magic. The atrocities committed by both sides in the war at Tolkeen, though the CS citizens only hear about those committed by the Tolkeenites, has only strengthened the citizens resolve that magic is evil and D-Bees are out to get them. Sad.

The fortress city of Chi-Town is the seat of the Coalition government, the iron fist of the military, the mother of propaganda, and home of the illustrious Emperor, Karl Prosek. Chi-Town currently boasts a strictly human population of 2.2 million, with an additional three million living in the slums, known as "The 'Burbs."



The Chi-Town 'Burbs spread across the land for miles around the fortified city. They range from small city-like communities with 10 and 15 story buildings scattered among the homes and smaller 2-4 story businesses and dwellings, to the pathetic tents and shacks of the shantytowns on the furthest outskirts. Except for the merchants who make their living from the mercenaries and drifters who frequent the 'Burbs, most of its population are hopeful applicants waiting to be accepted as citizens of the ever growing Chi-Town fortress. With the possible exception of the Old Town 'Burbs, this outlying community is a den of iniquity where most every vice and Black Market wares are available for the right price. Except for the older, more affluent sections, nearest Chi-Town, such as *City Side* (with skyscrapers that tower as high as 30 stories) and *Hillcrest* (a wealthy residential sector), the squalor and lack of sanitation is appalling. The mass of humanity and disorganization means D-Bees (probably 15% of the general population) and even disguised dragons and bold supernatural beings are able to walk the streets in the shadow of the grand city. The 'Burbs are a weird political null zone so the people govern themselves in small civic blocks, the Black Market and criminal underworld dominates the businesses, and Coalition Police and military patrols don't care about or protect the 'Burbs' inhabitants, but seek out demons, D-Bees and practitioners of magic for extermination. This is Chi-Town's first line of defense against inhuman and malevolent forces. Body-Chop-Shops, pawnshops, gambling houses, and all manner of places of ill repute are present in the crime-ridden 'Burbs. Roaming street gangs, bandits, slavers, vicious psychics, malicious D-Bees, and supernatural predators all prowl the helter-skelter tangle of streets in search of easy prey. And still, there are always other hopefuls who put up with the horrid conditions, and two newcomers take the place of every person who gives up and leaves.

Although the 'Burbs are considered a free-port, where all races and philosophies are welcome (and do indeed attract a vast number of adventurers and travelers), non-humans, practitioners of magic, scholars, and psychics are viewed with great prejudice. The Coalition peacekeeping forces seldom lift a finger to help a D-Bee or mystic even if they are witnesses to an attack. The murder of a D-Bee or practitioner of magic in the 'Burbs is rarely investigated, and then, only if the murderer appears to be another "undesirable," like a psychic, wizard, or D-Bee. Ironically, the mutant Dog Packs are among the most reliable and helpful of the 'Burbs' protectors. They take a sincere and serious attitude regarding murder and any violence taken against humans. They are particularly alert and aggressive toward crimes and atrocities committed by psychics, magic users, and supernatural beings.

Chi-Town, the fortress city, towers more than a thousand feet above the squalor of the 'Burbs like a man-made mountain of concrete and steel. Inside, the city is a comparative paradise. The upper levels, beginning at about levels 23 through 35, are the domain of the upper middle class and the wealthy. Despite their wealth, most are illiterate but content, which is how the CS likes its citizens. Each level has attractive stores, entertainment centers, and parks. The higher you go, the more affluent and attractive the city becomes. Above level 35 are the very wealthy and the political elite. There is even a university and medical/science center on level 40, near the very top. A place of learning for the elite 12% of the population that enjoys formal education and full literacy.

Levels 22 through level four are the homes of the lower middle class and the poor. The lower one goes, the older and shabbier the city becomes. This is the home of City Rats, cyber-clinics, bargain stores, pawnshops, and the Black Market. The lowest levels look almost like a sewer and are as corrupt and dangerous as the 'Burbs. This is a place of shattered dreams. The place where too many of the hopeful, waiting patiently beyond the city's walls, fall between the cracks and end up suffocating in humanity's own cruelty and apathy.

Levels three through one are the high security government levels. The Chi-Town military, research facilities, and manufacturing plants are all located in this vast lower bowl. Beyond this is the *Imperial Sanctum*, several (I'm told five) subterranean levels that house the Emperor, his family, military elite troops, generals and their families. This is also where the top research and science facilities, bionics wing, independent life support system and power plants are located, as well as the legendary, allegedly destroyed, Great Chi-Town Library. All subterranean levels are maximum security areas restricted to the most powerful and elite members of the CS and Chi-Town. I am told that the *Imperial Sanctum* is beautiful, clean, and virtually impervious to attack, able to withstand the equivalent of a nuclear bombardment.

The fabled Chi-Town Library is said to have been destroyed in a titanic battle in 77 P.A., five years after Emperor Prosek rose to power. It was reported that nothing survived. But this is a lie! The library still exists as a secret source of lost history and technology for Chi-Town. ALL OTHER PRE-RIFTS BOOKS ARE FORBIDDEN! The possession of an ancient book (and any banned book) or form of recorded pre-Rifts history, data or literature is punishable by imprisonment and torture. A second offense is a death sentence. This is part of the Em-

peror's plan to control and manipulate his people. A plan that both he and his son (head of propaganda) have executed masterfully.

The ruins of Old Chicago. Chi-Town is not built on the remains of Chicago, but exists miles away. In fact, "Old Chicago" still stands in ruin. Much of it has been completely destroyed, but portions of its skyscrapers and city-scape are still present. Old Chicago can be found some 80 miles (128 km) northeast of Chi-Town. The area is a forbidden zone with hundreds of warning signs and barricades warding away the curious. Two dozen ley lines slice through the ruins and a ley line nexus sits in what was once the downtown metropolis, a few miles from the shores of Lake Michigan. As a result, the ruin attracts magic and supernatural creatures, is the source of strange occurrences, is said to be haunted, and a Rift periodically opens. A Coalition patrol of 2-6 SAMAS or Sky Cycles scans the area every hour and a ground patrol of two Dog Packs (20 Dog Boys and two Psi-Stalkers), 1-3 CS assault robots, and an extermination squad (8 troops: two commandos, two Juicers, two Rangers and two cyborgs) make daily patrols into the ruins itself, annihilating anything that's not human and chasing away innocent sightseers. Spider Walkers are positioned around the perimeter and between the old ruins and Chi-Town in case an invasion force should crawl out of a random Rift. Any sign of activity in the ruins will see ground and air patrols dispatched to investigate.

Chi-Town claims the old ruins as part of its domain only to prevent practitioners of magic and demonic forces from setting up shop in its backyard. No magic, psychic, inhuman or supernatural people are allowed to establish any type of community anywhere in the State of Chi-Town. Visitors are not allowed to access the Chicago ley lines for fear that some cult, angry mage or agents of the Federation of Magic, and now Tolkeen, will use them against Chi-Town or one of the State's other, less protected cities. Any individual found practicing magic in old Chicago is terminated on the spot. Demons and D-Bees are also destroyed without hesitation. Scavengers, bandits, and wayward travelers are escorted beyond the dead city's limits and told to leave. Getting caught a second time is a usually a death sentence. Any resistance also means death. While this may sound like classic CS paranoid behavior, vampires, Thornhead demons, Brodkil and other supernatural menaces, as well as cultists, mages and creatures of magic are constantly found lurking among the ruins.

The imposing image of the great fortress cities, like Chi-Town, has become synonymous with the Coalition States. The largest fortified city ever attempted is being built at Waukegan, Illinois, and will be the only fortress city built before a population moved in. In the past, the walls were built around an existing city and the population built up inside and into the fortress itself. However popular and safe these major population centers may be, there are hundreds of hamlets, small towns and a few cities that are not giant fortified bunkers. Their only protection, a nearby military base or outpost whose troops can respond within five minutes. Such outposts typically service 2-10 communities.

• **Minnesota, a Coalition Military Occupied Territory.** Minnesota has been claimed by the Coalition States as an occupied territory. Not long ago, it was a haven for civilized people. Its many small communities and the kingdom of Tolkeen dedicated to peace, magic and learning. Its two crimes, arrogance and being too close to the border of the State of Chi-Town.

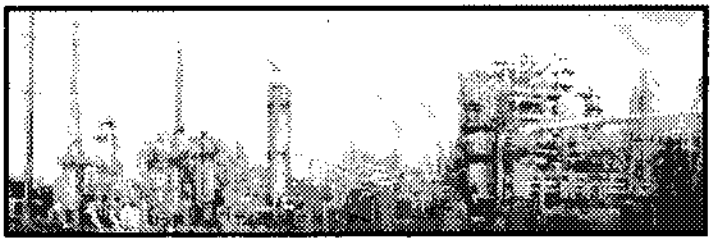
Today the once magnificent kingdom of Tolkeen lays in ruin. I don't even want to hazard a guess as to how many people have perished in this tragedy. One figure I heard was that half the people in the kingdom perished in the war, and for every one Tolkeenite who died, there are three Coalition soldiers. Half of them, green recruits tapped for this war. What a tragedy for both sides.

Tens of thousands of refugees have fled in all directions to escape further persecution. Those who stay behind risk life and limb, and not just from Coalition Dead Boys (the slang for CS soldiers). Splugorth Slavers, bandits, treasure hunters, mercenaries, demons and masterless monsters all prowl the ruins and forests of the fallen kingdom. Adventurers who aren't careful may accidently walk into the crossfire between Coalition troops and Tolkeen freedom fighters or retribution squads, or be mistaken for spies, or deserters. Many an unsavory band of fortune hunters and practitioners of magic see this period as an opportunity, while Coalition troops are not completely entrenched, to sneak in and steal Tolkeen's treasures. Everything from works of art to Techno-Wizard devices are showing up on the Black Market. Bad sorts from the Federation of Magic and the Splugorth's Atlantis have their eyes on even greater prizes. They search for powerful magic relics and Tolkeen's greatest secrets of magic, such as the creation of Iron Juggernauts, Golem-like automatons powered by elemental forces. These cutthroats can be as deadly as any Coalition Dead Boy.

Northern Minnesota is the heart of the Xiticix hive lands, home to hostile insect people who don't welcome intrusion by any life forms. There may be no place in North America more dangerous to humans and D-Bees, with the possible exception of the Vampire Kingdoms of Mexico.

• **Wisconsin Wild Land**, also known as the Free Lands. The territory is predominantly wilderness and wastelands under the constant scrutiny of the CS. Few humans live anywhere in the Wisconsin Wilds, especially not in the southern portion where there is a network of ley lines that attracts dragons, Necromancers, and a host of foul beings. According to local legend, the Witchlings, Black Faeries, Neuron Beasts, and Brodkil, among others, arrived to Earth through Rifts that appeared along these lines. The ley lines run from Green Bay and Marshfield south to the Illinois border. It is a designated forbidden area by the Coalition and one of the locales where atrocities were committed against the CS during the Sorcerers' Revenge. Ley line nexus points are known to exist at Marshfield, Stevens Point, Green Bay, Oshkosh (three), Wautoma, Big Flats, Montello, Adams, Mauston, Sparta, West Salem, Richland, Bridgeport, Madison (three), Juneau, Watertown, Waukesha, Milwaukee (four), Lake Geneva, and Beloit. Chi-Town sends SAMAS wings to patrol the skies along the Illinois/Wisconsin border daily, and have established military installations near Lake Geneva and Madison. Dog Packs and mutant animal infantry soldiers are sent about 50-100 miles (80-160 km) into the interior on reconnaissance and seek and destroy missions to combat the magic and demonic threats drawn to the ley lines or which emerge from the Rifts. Chi-Town's paranoia has even led to several massive bombings of land areas, including Milwaukee, Waukesha, and Madison; all of which are barren wastelands as a result.

• **Northern Michigan, CS Allies.** The Northern section of Michigan, once known as Upper Michigan, the U.P., and the Upper Peninsula, thrives with human life and is home to the weapons manufacturing giant, **Northern Gun,** as well as the Manistique Imperium's **Wellington Industries** and a few other small, but notable companies like **Titan Robotics**.



A hundred tiny human communities are found all around the sprawling industrial city that is **Ishpeming, aka Northern Gun.** S.D.C. guns, energy weapons, light combat vehicles, hovercycles, power armor, and giant combat robots are part of Northern Gun's product line. They are sold at NG run outlets as well as by the Black Market and resale shops. The tech and power level are third only to the *Coalition Army* (not normally made available to the public) and *Triax* of Germany. As part of the New German Republic's trade agreement with the Coalition States, the import of its superior armaments has been suspended, making Triax weaponry rare in North America. That makes *Northern Gun* the premier manufacturer in the land and the number one supplier of mercenaries and adventurers. The kingdom also offers limited cybernetic and bionic augmentation (partial bionic conversion and repairs), MOM conversion (Crazies), bio-comp chemical augmentation (Juicer enhancement) and repairs and customization of combat vehicles, robots and weapons.

Ishpeming is a bustling metropolis that has grown to approximately 678,000 over the last ten years, and is still growing. It is a blue collar community where Northern Gun factories employ 72% of the city's population and 48% of the people living in communities around it. A staggering 88% of the people are literate, and even those who are not able to read and write are skilled tradespeople, craftsmen and artisans. With the possible exception of the Coalition States, there are more *Operators* per capita – skilled mechanics, electricians, engineers, weapons experts, and repair people – as well as artists, carpenters and craftsmen found in Northern Gun than anywhere on the continent. Magic is not outlawed, but it is viewed with suspicion and kept on the QT. Techno-Wizardry, however, is outlawed, but out of fear of competition more than any other reason. Technical skills and education levels are equal to the late 20th Century Pre-Rifts industrial era. My unauthorized book, *Traversing Our Modern World,* incorrectly estimated Ishpeming's population as 110,000 when it was really four or five times that. The figure for Northern Gun's mercenary army of about 35,000 (20% Juicers, 30% Crazies, 25% robot pilots, 15% 'Borgs, and 10% infantry) was correct. The outlaying towns are all small, but on par with early or mid 20th century technology, and it is their populations that add up to about 110,000 inhabitants.

Northern Gun is also allied with numerous influential communities and organizations, including the Black Market, Kingsdale, MercTown, Whykin and the formerly late Tolkeen. Its relationship with Manistique is friendly but guarded.

The Manistique Imperium is Ishpeming's neighbor and rival. Its manufacturing arm is **Wellington Industries**. It too offers a large selection of commercial and adventuring vehicles, weapons and gear, although it has always been and continues to be second banana to Northern Gun. Manistique is located along the southern coast and includes the Pre-Rifts city of Escanoba and several smaller communities. The Imperium is diverse in its people, education, and resources, which include fishing, mining, metal processing, manufacturing, sawmills, trapping, farming, and cattle/dairy. In many respects it is the central city/kingdom of the north and is allied with scores of tiny towns and villages who look at the Imperium as their friend and protector. The diversity of its people, which includes D-Bees (30%), means that the education levels vary greatly, from technicians and scholars in the city to completely illiterate farmers and wilderness scouts/trappers. The population at the industrial city of Escanoba has grown to about 260,000 (literacy is 54%). The population of Manistique City has risen to about 380,000 (literacy is 72%). Both cities have trade schools, libraries, and Manistique has an excellent university of mechanical engineering. The estimated population of the surrounding communities that rely on the Imperium adds an additional 100,000 (10% literate). It is important to note that 8% of Manistique's citizens are Psi-Stalkers, half of whom are uneducated Wild Psi-Stalkers. Another 45% are wilderness folk who eke out a living as farmers, hunters, and fishermen, so roughly half of Manistique's citizens are not tech-oriented. Manistique has a standing army of 40,000, of which only 10% are mercenaries.

Both Ishpeming and Manistique are friendly competitors who would certainly rush to the other's aid should one fall under attack. Likewise, the outlying communities so reliant on the two industrial giants, would also do what they could to defend and help them. Don't forget that both also have contacts with virtually every mercenary company on the continent and could hire an army numbering into the hundreds of thousands in a matter of days.

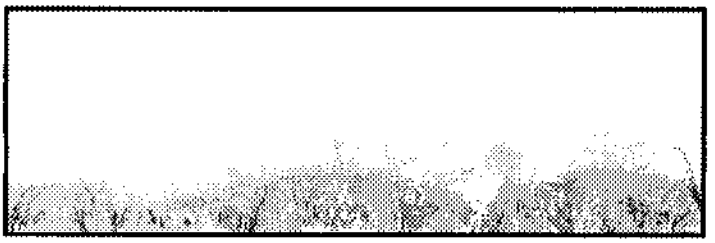
There *were* several smaller feudal kingdoms to the north and east of the two giants, many with some industrial capabilities, but half have failed, their people moving to Ishpeming or the Manistique Imperium or away from the region entirely. The other half have sold to Northern Gun or Manistique, making them satellites of one or the other. These outlaying satellite communities are completely dependent on work provided by the two industrial kingdoms, which means neither they or their CS ally have to worry about competition from them.

The reason for this abundance of human life and pre-Rifts technologies is that the Michigan Upper Peninsula fell into a pocket that was spared a great deal of the devastation that befell the rest of the world. Ironically, I believe this was due to the fact that the peninsula is devoid of ley lines or nexus points. Only two ley lines (no nexus) run parallel along the southern coast of Lake Superior, from the city of Hancock to Tolkeen in Minnesota. Being surrounded by the lakes also served to isolate the land from invaders and monsters during the Dark Age. Still, the peninsula suffered and is only now attaining its place as a potential power in the new world order.

The Coalition's Influence. Manistique was on favorable terms with Lazlo and a numbers of magic guilds and communities of D-Bees and psychics, but that all ended when they and Northern Gun signed a trade pact with the Coalition States. Their alliance with the CS required the two manufacturers to suspend direct contact and sales to any community, kingdom or people the CS considers an enemy of humanity, a threat to CS security or undesirable. While everyone expected this to hurt the upper peninsula's economy, sales are up 41% as Ishpeming and Manistique remain the two premier arms dealers on the continent. All that's happened is that mercenaries and communities are turning to middlemen, like the Black Market, and paying more to buy the necessary gear they need. And since the fall of Tolkeen, mercenary companies and civilian communities are upgrading their weapons and defenses. This increase is expected to skyrocket to 250% over the next six months, and does not include sales to the Coalition States, which are so lucrative that both industrial communities are seeing record earnings.

For the moment, everything is rosy for Ishpeming and the Manistique Imperium, as they are able to play one end against the other. I, for one, wonder how long the Coalition States will stand for this. The intention of the alliance pact was to prohibit Northern Gun and Wellington Industries from selling to the enemies of the CS and therefore diminish their ability to arm and defend themselves. The result has been the exact opposite, and I can't see the CS accepting that for long. Personally, I'm surprised it has been allowed to go on this long. I'm not given to conspiracy theories, because they are usually wild speculation driven by paranoia. However, I have to wonder if this one isn't dead on correct. The theory is this: Independent kingdoms and enemies of the CS need to purchase military weapons and gear from someplace. Most have, in the past, purchased 50% to 90% from one or both of Michigan's famed arms dealers. If Northern Gun and Manistique *share* their sales data with the Coalition Military, the CS

would have inside information on exactly who was buying what. This, in turn, would enable the Coalition Army to develop strategies and tactics tailor-made to counter and circumvent their opponent's capabilities. It's like having an opposing team's game play book. You know what they have, their strengths and weaknesses, and armed with that information, know what to do to defeat them. It makes sense. For this reason, some have stopped dealing with the two, but that means they are probably purchasing used, second-hand items or low end equivalents from the likes of Golden Age Weaponsmiths. This would also explain why the CS has put the stop on Triax imports and seek to destroy Naruni Enterprises, because they are the only two who offer superior weaponry. Wilk's is a small factor because they limit their weapons division primarily to laser pistols and rifles. Could Northern Gun and Wellington be so mercenary? I suspect the answer may be yes.



• **Southern Michigan.** Unlike its northern cousin, southern Michigan, or the "Lower Peninsula," was hammered by the destructive storms and energy of the Great Cataclysm. Its cities pulverized, its lands torn apart by supernatural beings. Southern Michigan is rich with magic energy and is dotted with hundreds of ley lines and dozens of nexus points, particularly along the entire length of its eastern coast and the borders of what were once Ohio and Indiana. Nexus points have been recorded at the pre-Rift cities of Alpena, Harrisville, Mikado, Tawas City, Standish, Amelith, Bay City, Saginaw, Bad Axe, Palms, Lapeer, Croswell, St. Clair, Pontiac, Farmington, Detroit, Monroe, Adrian, Jackson, Battle Creek, Kalamazoo, Cassopolis, and Niles. As well as at neighboring Toledo and Angola in Ohio, and South Bend, Indiana.

Ley Line Walkers and Mystics have made their homes in Lower Michigan for centuries and Shifters are said to have ridden their first, giant *Fury Beetles* there. (Side Note: This may be true, but they learned the skill from the Psi-Stalkers, who were the first to domesticate and ride Fury Beetles. – Erin Tarn). Even today, creatures from the Rifts dominate the region. Forests cover the land, providing shelter for D-Bees like Aardan Tech, Grackle Tooth, Greot Hunters, Noli Bushmen, Yeno, Quick-Flex Aliens and others. Dragons are said to be common to the wilderness, but I cannot personally substantiate this rumor. I can tell you that like the days of old, the land is a wilderness with little human life other than trappers, woodsmen, Wild Psi-Stalker tribes and tiny settlements along the lakes.

The occasional self-proclaimed "kingdom" of D-Bees or psychics or supernatural creatures rises up from time to time, but few last more than a few years before they are abandoned or destroyed.

One of the few long-term success stories has been **New Lazlo**, built on a site where the city of *Ann Arbor* once existed. The place was the site of a sprawling university before the Great Cataclysm and many marvelous books, recordings, and artifacts have been uncovered from the ruins, including several works by the illustrious Victor Lazlo. This thriving community has gone from 40,000 in 100 P.A. to 86,000 today. Approximately 34,000 are refugees who have been trickling out of Tolkeen for the last five years.

My only concern for New Lazlo is that it may take on more than it can handle. The people have a lot of spirit and live by high ideals, which is wonderful, except like an exuberant teenager, the people of New Lazlo tend to be outspoken, self-righteous, and defiant in a very public way that can only attract the attention of the Coalition States. Their commitment to high ideals is laudable but I fear it will get them killed. We already know the CS views Lazlo as an enemy state and as rabble-rousers. New Lazlo is a threatening 300 miles (480 km) from Chi-Town, which may make them a target for eradication when the CS is done with clean up in Tolkeen, or as the army's first step in an invasion of the Magic Zone to wipe out the Federation of Magic. I hope I'm wrong about that, but I think New Lazlo is in a dangerous position and making itself a target by openly condemning and challenging Emperor Prosek and the Coalition States.

Old Detroit, once a manufacturing center of the American Empire, now lays in complete ruin. Only a few crumbling buildings still stand (the same is true of its Canadian mirror image, *Windsor*, across the Detroit River). Four nexus points are located in the heart of the city, making what was once the downtown area a haven for demons and monsters. However, I have heard tell of excavations that have unearthed some fabulous finds of technology and literary artifacts. I've also heard rumors that in the last decade, monsters from the Rifts have claimed the site as their own and are building a city in the old downtown area and in the salt mines below it.

The rest of Michigan's pre-Rifts cities are gone and buried, reclaimed by the wild.

The Magic Zone

The Mississippi River is a wide and flowing behemoth that snakes its way from the Gulf of Mexico to Xiticix country in Minnesota. The river is about 300 feet (91.5 m) across at its narrowest and over a mile (1.6 km) at its widest. It is also the site of hundreds of ley lines and several nexus points. Major nexus points and places of magic are clustered along the river between St. Louis, Missouri and Illinois, down through Arkansas and into Northern Louisiana. Another major cluster branches to the east along the Ohio River (an arm of the Mississippi) and dominates the Ohio Valley.

The Magic Zone is a constant source of fear and trouble for Chi-Town and the neighboring territories. Few humans, other than practitioners of magic, psychics, and the foolish, dare to travel the forests of southeastern Missouri and Arkansas, southern Illinois, or the Ohio Valley (southern Indiana and Ohio).

The center of the Magic Zone is located on the banks of the Mississippi in what was once known as *East St. Louis, Illinois*. This area is covered with more than 100 ley lines and has 13 nexus points within an 80 mile (128 km) area, the biggest and most powerful being an old Indian mound in East St. Louis. The Indian Mound Nexus is reputed to be one of eleven mega-powerful nexus epicenters. Unfortunately, the incredible amount of magic energy in this region and the Ohio Valley has made it uninhabitable by human life.

Demons and all manner of supernatural creatures emerge from the many ley line nexus points, while other monsters are attracted by the incredible level of magic energy. At Summer and Winter Solstice, during eclipses and planetary alignments, the 13 nexus points and ley lines at this epicenter glow with such intensity that their light can be seen a thousand miles (1600 km) away. When this occurs, all 13 places of magic turn into Rifts for 12 to 24 hours, unleashing more supernatural nightmares into our world than anywhere else on the continent.

The Devil's Gate, located across the Mississippi in St. Louis, Missouri and directly across from East St. Louis, Illinois, is a dimensional Rift that spans the opening of the old *St. Louis Memorial Park Gateway Arch.* (How ironic is that name?) Several Ley Line Walkers and Shifters I have spoken to believe that the Arch was deliberately constructed (and named the Gateway Arch) by a secret society of occultists who had knowledge of the location's magic energies and potential power it could yield as a megalith. Indeed, when the Time of the Rifts came, a dimensional portal opened and permanently fused with the arch. The magic energies have also made the archway indestructible. Centuries have passed since the Rift first opened and the Devil's Gate remains a doorway to other worlds to this day. Try as they may, the CS has been unable to close or destroy the gateway.

For seven years, beginning back in 68 P.A., the CS tried to establish a military containment force to destroy demons as they emerged from the Rift. However, the cost in human life and equipment was devastating, and the CS was forced to abandon the plan. However, reconnaissance patrols and flybys are still common in the area (and the most dreaded assignment a Coalition soldier can get).

• **The Ohio Valley (Ohio and Indiana).** The Ohio Valley region is the eastern extension of the Magic Zone and is so rich in magic that it attracts all manner of supernatural terrors, dragons and other creatures of magic as well as practitioners of magic. Hundreds of ley lines and nexus points fill the southern portions of Ohio and Indiana. It is largely a vast wilderness shunned by the Coalition and most ordinary folk. Although one can find tiny towns, villages, and farms scattered throughout the region, few people view this land as a place to settle and most inhabitants have an interest in magic, ley lines or dimensional travel. This has made the region something of a haven for practitioners of magic, psychics, and refugees fleeing from persecution by the CS because the Coalition fears and shuns the Magic Zone.

The Federation of Magic is a sort of cult that some had believed disappeared after a few bloody confrontations with the Coalition States. If only it had, the world would be a safer place. Ten years ago, the Federation was a fragmented organization with hundreds of splinter groups all claiming to be the true leaders of the Federation. Most were small guilds, clans or cults with as few as a half dozen members to 100-400, the largest might have as many as ten times that number. Then Lord Dunscon came on the scene. Although there are still hundreds of small, independent groups claiming to represent the Federation of Magic, Lord Dunscon appears to be the heir apparent. Most believe he is the descendent of the original founder, and he has gathered tens of thousands to join his cause. This is terrible, because he is a mad dog bent on the destruction of the Coalition States out of revenge for past wrongs, and because they are an obstacle to his own dreams of becoming the power in North America. I could go on about Lord Dunscon for pages, so let me stop here and simply say he is as maniacal and power hungry as Emperor Prosek and twice as evil. Dunscon is not to be trusted.

I fear Lord Dunscon's Federation of Magic may soon ignite the next war involving the Coalition States. Thousands of the Tolkeen refugees are flocking to the Magic Zone, and Lord Dunscon is recruiting as many as he can with the promise of revenge. Worse than simply recruiting angry practitioners of magic, he has recruited a growing legion of the giant and horrible Daemonix and a host of other demons and monsters who lust for blood. And if Coalition blood is not available, ours will suffice. This is a dangerous situation that I fear will explode in the coming months. I just hope the collateral damage doesn't hurt too many innocents when it all blows up.

• **Psyscape** is a mysterious community of psychics also said to be located somewhere in the Ohio Valley. I had the chance to visit once, but missed out on it, so it is still a kingdom of rumor and hearsay for me. The people are said to be peaceful isolationists who hide from the world of men by actually living in some sort of dimension that straddles our world. They plan to build a utopian society free of fear and hatred. It sounds a like a sweet dream and I wish them luck. As to the location, I am told that it could be any one of the quiet villages or farms of the Ohio Valley.

The South

• **Kentucky and Tennessee.** Both of these old American Empire States are wildernesses with dense woodlands and rolling hills. Civilization is a rare thing in these parts, although there are many tiny settlements and some feudal kingdoms. Magic is also strong in these areas, which makes them prime locations for supernatural monsters. The strangest occurrence is what natives call "D-Shifting." One moment you are walking along a forest path, the next moment the entire forest blurs and then shimmers with silver light. Suddenly, the forest has been replaced by an alien forest or a desert! You are still in the same geographic location but the environment around you has changed. Nobody seems to have an explanation as to how the environment can change but the people remain. It's almost like walking through a holographic image that randomly changes. An unsettling occurrence no matter how many times one experiences it.

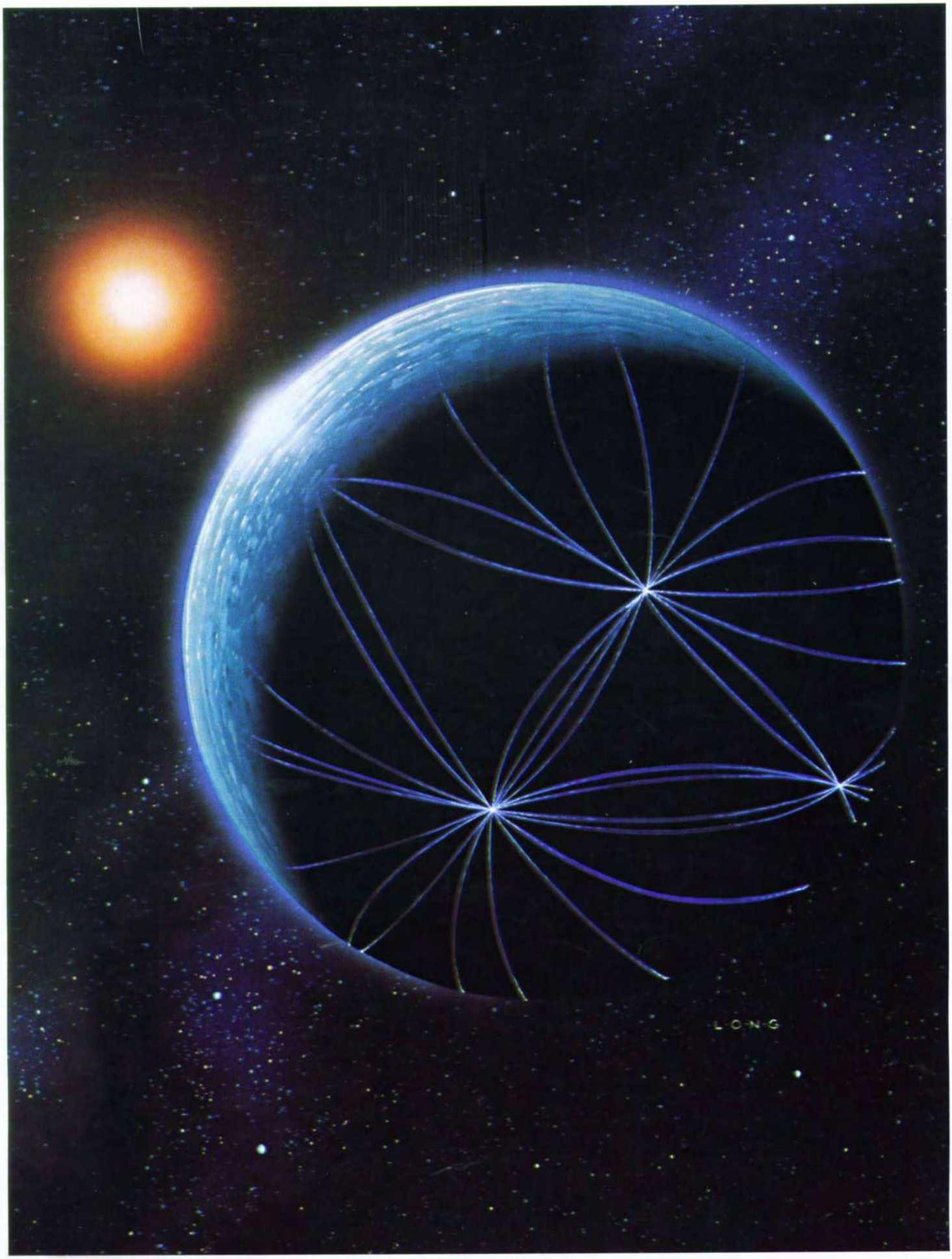
The northeastern portion of Tennessee (and along North Carolina) is another huge area exploding with mystic energy. The old cities of Bristol, Johnson City, Newport, Athens, Chattanooga, and Knoxville are all known sites for ley line nexus points and frequent dimensional activity.

• **The Deep South.** The lands once known as Louisiana, Mississippi, and Alabama have been reshaped by the ocean levels much higher than before the Coming of the Rifts. Sixty percent of Louisiana, 40% of Mississippi, and 10% of Alabama are submerged under water. The new coastline begins at the ruins of Alexandria, Louisiana, continues east to the old city of Port Gibson and Laurel, Mississippi, to Atmore, Alabama. Much of lower Alabama is swamp and lakes. Mobile, Alabama is submerged, and the old Mobile River is bigger and deeper than ever. The wilderness there is broken by the occasional farm, cattle ranch, and village, and inhabited by a few clans of nomadic barbarians and Psi-Stalkers.

Ley line activity is slight, with only four nexus points *known* to exist in the three territories, none in Louisiana, one near the ruins of Oxford, Mississippi, and the other three all in Alabama; Selma, Talladega, and Guntersville. The last is the most powerful is near the rebuilt city of Guntersville (pop. 11,322), and has a handful of tiny communities around it. Wild Psi-Stalkers are known to roam these lands, preying on psychics, mages, and monsters, while Cyber-Knights and other champions try to intercede on their behalf and protect the innocent whenever they can.

There are three notable communities, the rebuilt cities of **Guntersville, Huntsville** and **Decatur** along the northern border of Alabama. All are part of the growing **Golden Age Weaponsmiths** empire of low-end weapons, gear and used vehicles. The Weaponsmiths are renovation specialists. They find and salvage old pre-Rifts weapons and vehicles and refurbish them to meet modern standards. Their startup inventory began with the discovery of the *Redstone Arsenal* (now their main base of operation) and they've been locating salvage from military bases, national guard facilities and police stations ever since. GAW also buys scrap and salvage, trades goods with adventurers and mercenaries, and generally deals in low-end military and adventuring equipment. They have been so successful that GAW has built additional machine shops, a new factory, and countless new junkyards (many of them positively gigantic), and numerous small towns and trading posts have appeared all along the Tennessee River. Mind you, this operation isn't anywhere near the level of Northern Gun or Wellington, but it has become the major industry in the area and turned the Alabama section of the Tennessee River into a buzzing center of trade. This stretch along the river is becoming a welcomed sight for mercenaries and adventurers, especially for those with hardware to trade, and even broken guns, gear and parts are tradeable goods at GAW-based communities. And all the communities along the river consider themselves "associates" of Golden Age Weaponsmiths. This tickles my funny bone, because all of this just happened. The founders of the company didn't plan to start their own little kingdom, it just blossomed around their business. Today, 64% of the locals along the river work directly for Golden Age Weaponsmiths and the rest run businesses that dovetail into GAW even if it's a boarding house, repair shop, tavern or wilderness guide for hire.

• What used to be Georgia and Florida is known as **Dinosaur Swamp.** Actually, most of Florida is gone. Everything South of Tampa Bay was reduced to rubble and lays sunken under 200 feet (61 m) of water. Today, what remains of Florida and Georgia is a giant marshland, like an expanded Everglades. Thanks to the Rifts, this region is the domain of dinosaurs, dinosaur-like monsters, man-eating plants, mutants, barbarians and exotic creatures. Horune Pirates and Splugorth Slavers frequently raid the swampland for slaves – humans, monsters and exotic creatures.



A view of the transformed Earth. Even from space, the most powerful ley lines can be seen.

Ley Line energy ripples across the land. A group of adventurers marvel at the 300 foot wall of magic energy that is easily visible at night.

LONG

A Free Quebec Scout
Illustration by Michael Phillippi

An ambush by Coalition soldiers
Illustration by Scott Johnson

A Spiny Ravager
Illustration by Britt Martin

Dinosaur Swamp
Illustration by Slawek Wojtowicz

A Fire/Water Fusion Elementalist
Illustration by David Martin

A Fire Demon Automoton from the Federation of Magic
Illustration by Steve Roberts

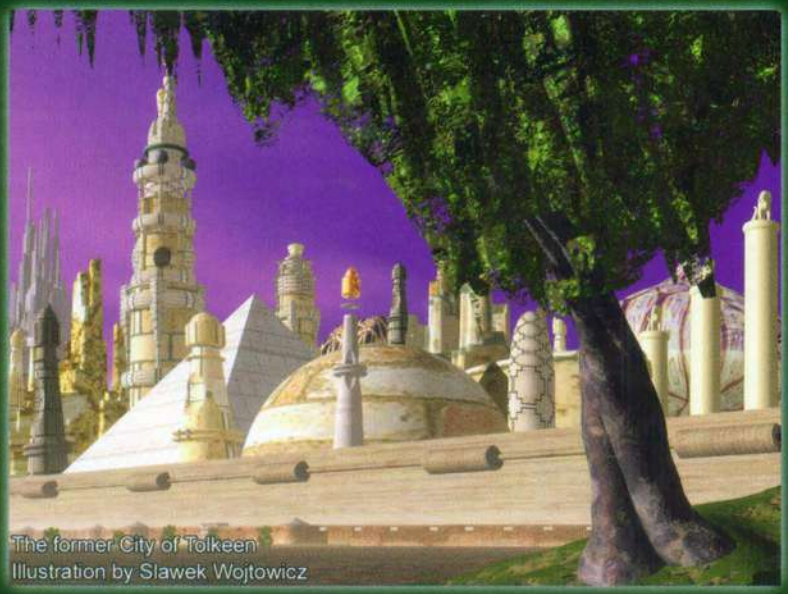
Triax X-500 Forager Battlebots
Illustration by Britt Martin

Simvan Warriors
Illustration by Britt Martin

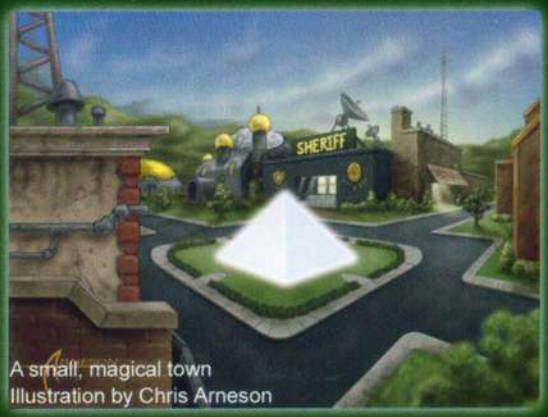
A Northern Gun NG-V7 Hunter Mobile Gun
Illustration by Joachim Gmoser

A Nexus Knight from England
Illustration by Britt Martin

A Titan TR-001 Combat Robot
Illustration by Mark Evans



The former City of Tolkeen
Illustration by Slawek Wojtowicz



A small, magical town
Illustration by Chris Arneson

The City of Lazlo
Illustration by David Martin

The City of New Lazlo
Illustration by William Li

The City of Dwoemer in the Federation of Magic
Illustration by Steve Roberts

The City of Brass in the Federation of Magic
Illustration by Steve Roberts

Stormspire in the Federation of Magic
Illustration by Slawek Wojtowicz

A Xiticix Elder Queen
Illustration by Mark Evans

Xiticix Diggers
Illustration by Joachim Gmoser

A Xiticix Nanny and Workers hatching Xiticix Larva
Illustration by Steve Roberts

Xiticix Warriors
Illustration by Britt Martin

A Xiticix Nanny feeding Xiticix Larva
Illustration by Chris Arneson

A swarm of insect-like humanoids swarm out of a rift.

The Xiticix are a mysterious race of insect-like humanoids

The East Coast

This land has been dramatically reshaped. Half of North Carolina and a third of Virginia are under the Atlantic Ocean. The lower portion of Maryland, south of Washington D.C., is submerged, as is everything east of the Chesapeake Bay, including all of Delaware and 40% of New Jersey (everything south of Mount Holly)! Nearly all the pre-Rifts cities of the East are mangled mounds of debris. My understanding it the entire eastern coastline was bombarded by tidal waves, hurricanes, and earthquakes that shook the land for a decade, so terrible was the Great Cataclysm in this part of the world. As a result, the cities along the coast were pulverized in wave after wave of destruction that reached as far as the Appalachian and Allegheny Mountains. Having visited these lands, I can attest to the utter devastation. Today there is only wilderness and tiny villages.

South Carolina lost 40 miles (64 km) of its coastline, reclaimed by the ocean, and is a woodland alive with dinosaurs and monsters from the Rifts.

North Carolina is half gone. The new coastline begins at Lumberton, and runs to Fayetteville and Raleigh, and north to the mouth of the old Roanoke River. It is also a forest filled with monsters. The western portion and the neighboring part of Tennessee is throbbing with ley line energy and has numerous Rifts and areas of "D-Shifting." The only town of note remaining in the Carolinas is the grungy City of Char, known as the last outpost before entering Dinosaur Swamp. Char exists in the rotting ruins of a city once known as Charlotte, an calling it a "city" is doing it a favor, as it is barely a squalid town. It does, however, function as a trading post and is all civilization has to offer in that region.

Virginia also has a third of its land submerged under water. Emporia, Peterburg, Richmond, Fredricksburg and Alexandria are the new coastal city ruins. Except for the western tip around the ruins of Bristol, Grundy and Wytheveille, the land is free of mystic energy, but is inhabited by Psi-Stalkers and creatures from the neighboring Rifts. A few tiny feudal kingdoms are scattered toward the east and north.

The city of Washington D.C. is in ruins. For a long time there have been rumors and legends about a thriving tech-center, calling itself the "Republicans." The legends say they lay claim to part of the capitol area of old ruins and control the subway tunnels. If the Republicans exist at all, and I believe they do, or at least did up until 10 or 15 years ago, they are a hidden society locked in some kind of secret war. A war against an unidentified menace also in the Maryland or Virginia region. Why they are so secretive and with whom it is they are at war, is all part of the mystery surrounding this group. I know their enemy is not the Coalition States, because the CS thinks the Republicans are a fairy tale from the Dark Age. I suspect time will prove me right or wrong.

The island of Manhattan is an anomaly. Sometime during the Dark Age, some force raised the submerged island and slammed it into the coast, making is a peninsula. It would appear that some sort of Elemental magic must be responsible, but there aren't even legends about it. The once great metropolis is nothing but a mass of rubble and twisted steel. Not one building stands. All that remains are piles of debris. Still, I have known scavengers who claim to have dug hundreds of feet below the debris and found ancient pre-Rift artifacts in salvageable condition. Even today, little vegetation grows on the peninsula and locals avoid it, insisting it is haunted by the millions of souls who died during the Great Cataclysm in a matter of minutes. Indeed, I have it on good authority that it is inhabited by dangerous Entities of every variety and that subterranean creatures live under the city's ruins. Today, the region is known as "Mad Haven," because to go there is madness.

Pennsylvania, Maine and the rest of the region is mostly forested wilderness, with a few settlements, fishing villages, and barbarian tribes. Among the notable humanoid inhabitants there are scattered clans of Psi-Stalkers and Shemarrian warriors. The coast is also visited by human and D-Bee pirates, the Horune and Minions of Splugorth, the latter usually Splugorth Slavers.

– Excerpts from Erin Tarn's new book, *Our Changing World*, published shortly after the fall of Tolkeen, 109 P.A.

The Characters

Game Designer Notes: Gamers are more sophisticated these days, and seem to wonder about the construction and logic behind certain game mechanics, rules and design choices. In an attempt to address such pondering, I'm lacing **Rifts®** with *asides*, like this one, that I'm calling *Game Designer Notes*, to share my thoughts and reasoning on why things are the way they are, sort of like the Director's Commentary on DVDs. I hope it helps contextualize and clarify the rules, and makes the players and Game Masters feel more comfortable with the game.

When I started Palladium Books back in 1981, I wanted to create a set of rules in which any game character, setting or idea could be easily slipped into place. I had the great fortune of learning my gaming and design skills in the hothouse environment of the *Detroit Gaming Center (DGC)* from 1978-1983. Hundreds of (sometimes close to a thousand) gamers would gather every weekend to play games, share ideas and show off their latest game purchases. That meant virtually every new role-playing product showed up at the Gaming Center within hours of hitting the store shelves. That also meant a dozen to several dozen people would read it, play it, and critique it in a matter of days. A common complaint of those halcyon days: "Great ideas, great setting, cool characters, *BUT* another *new* game system to learn. I don't want to learn another game system. How can I adapt this to what I already know and like?" Yep, even the big, established companies seemed to come out with a new set of rules for every new game or setting. It was maddening, and I thought to myself, "If I ever had a game company, I'd do one set of rules where anything was possible. Where every genre and any character could be played." Of course, people said it couldn't be done, so I went and did it.

The DGC also allowed me to play in and observe every style of play imaginable as well as the opportunity to wax philosophical about game design theory, storytelling, game mechanics, G.M. techniques and a whole lot more. And we had some pretty amazing minds and impressive Game Masters at the Gaming Center, including Erick Wujcik, Rene Vega, Julius Rosenstein, William Messner Loebs, Matt Balent, Johnny Hill, Pete Rogan, Brian Garwood, and a host of others.

We gamed like demons back then and tried everything. My regular Saturday night group had 26 players, and our game sessions ran from 8:00 in the evening till 8:00 in the morning. (Hey, we were crazy college kids.) Firsthand experience showed me that too much attention to detail and reality in the rules bogged down game play and made it slow and boring. On the other hand, too little made the game too light and lacked long-term gaming appeal; it might make a fun, one-shot night of gaming or a mini-campaign, but not anything people wanted to stay with for any length of time. Games where the characters were quick to roll up but died just as quickly were also games the players soon lost interest in playing for the long term.

The *best games* were interesting and challenging "campaign" settings where the Game Master seemed to focus on the "characters" and the adventure. I immediately saw correlations to comic books: Stories revolving around a continuing roster of heroes who moved from one adventure to another in a fantastic, but plausible setting. A succession of events where the heroes – the player characters – pitted their talents, powers and ingenuity against new villains, returning villains and new challenges that kept them guessing and intrigued. The more cunning, tricky and despicable the villain, and more challenging the adventure, the more fun it was to play. The more details, character and personality that were given to the world/setting and the Non-Player Characters, the more fun the game. Continuity, reappearing villains, plot twists, puzzle solving and surprises all made for a better story and a richer gaming experience. But at the center of it all were the *player characters*. In a way, everything revolved around the characters. The characters were the playing pieces – the principles – in the ongoing drama, the alter-egos the players assumed like actors in an ongoing TV series. These were the "days of *their* lives." The adventures were *their* stories. The triumphs and accomplishments *their* successes!

So when I sat down to create my own game system, *characters* came first, setting second, villains third, and the rules . . . ironically, the rules needed to be subtle and as invisible as possible so the story, the conflict, the villains, and our *heroes* took center stage. Yet the rules are the most crucial part of a role-playing game. The foundation on which everything else is built. Without a strong, but flexible foundation, the rest of the structure becomes too rigid and either it falls apart when challenged by imaginative players or its narrow structure severely limits the possibilities for game play. Sometimes, narrow focus and rigid rules are good. For example, one probably doesn't need or want rules for spell casting or psionics in a cowboy game, but I wanted a base set of rules that could accommodate anything and allow multiple genres and infinite possibilities. A game system where the players and the Game Masters were truly limited only by their imaginations. Maximum flexibility, raw excitement and fun. One game system, endless possibilities.

Rifts® is the ultimate culmination of that goal. A single environment where all these elements and ideas – many of which *seem* contradictory – fit snugly together. I spent three years working out the ideas and concepts, and play testing the many game elements to make sure they all worked. To make sure there was game balance and to make sure all the characters made sense and were fun to play.

The Palladium game system was built around the *player characters*, setting and story. Nowhere is this more obvious than in the rich, unique world of **Rifts®**. To my thinking, the *characters* are the main figures in an ongoing epic saga, much like the characters in comic books and television shows. That means they had to be well defined, memorable and a joy to watch and play. The game system is devised to create characters you quickly come to *know and love* as they embark on a string of (potentially endless) adventures. The number of, and choices for, attributes, alignments, skills, powers, bonuses, background, the level based experience system for advancement, *everything* is designed and calibrated to create those strong, memorable and beloved characters, and in so doing, enrich the entire gaming experience. I tried never to forget these are "role" playing games. Games of storytelling and adventure where the player takes on the *role* of a fictional character.

Consequently, Palladium characters are NOT one- or two-dimensional stereotypes the player whips up in a few minutes, plays callously, kills off and quickly rolls up "John Doe Replacement Hero" to rejoin the game. No. They are vivid, colorful characters with a depth of detail and personality that brings them to life. Characters that players know intimately and care about deeply. Characters the players love to play and desire to explore. Characters that grow and change with experience.

If there is a downside to this character and story driven system, it's that the character creation process takes time. I make no apologies for that, because it is intentional and important to create the vivid gaming experience I want to impart.

Players have a lot of choices to make in building their characters: Which Occupational Character Class (O.C.C.) to choose, rolling up the physical and mental attributes, the selection of an alignment (the character's moral compass), occupation and skills (which add to the character's personality, interests and background, as well as raw ability),

special powers, Hit Points, optional background details, weapons, and so on. Moreover, these aren't easy choices, which means reading a big chunk of the book to make an informed choice. That's a lot to think about in order to make a character that really appeals to (and fits) the player's interests, but it's worth it. (That having been said, I would like to think that *all* the characters have their merits and are fun to play, so I recommend experimenting a little and try playing a character you might not ordinarily select. The experience might surprise you.)

A lot of choices means it takes time to create a **Rifts®** character. Heck, just jotting down all your character's skills and other stats is a pain in the neck, but, ah, it is worth it in the end. When the character is finished, it feels good, solid, fleshed out, and individual. After a few game sessions, the character starts to take on a life of his or her own. Don't take my word for it, see for yourself. Ask most any Palladium fan about his current (or heaven help you, his favorite) character and you'll get an enthusiastic response full of lush detail, history and personality. So much detail, personality and enthusiasm that you might think he's talking about a favorite Uncle or other real life person, not a fictional game piece. Warning, if this is your first time playing the Palladium system, you're likely to be joining that legion of gamers who gush about their characters and adventures. Welcome to the fraternity, enjoy.

– Kevin Siembieda, Game Designer

Occupational Character Classes

Men at Arms

Combat Cyborg, Full Conversion
Crazy
Cyber-Knight
Glitter Boy
Headhunter, Partial Cyborg
Juicer
Merc Soldier
Robot Pilot
Note: Also see Coalition O.C.C.s in the CS section.

Adventurers & Scholars

Body Fixer (Doctor)
City Rat (Streetwise Teen Adventurer)
Cyber-Doc (M.D. in Cybernetics)
Operator (Mechanical & Electrical Engineer/Mechanic)
Rogue Scholar
Rogue Scientist
Vagabond (Jack-of-Many Trades, Master of None)
Wilderness Scout

Practitioners of Magic

Elemental Fusionist
Ley Line Walker
Ley Line Rifter
Mystic (Psychic & Mage)
Shifter (Dimensional Travelers & Summoners)
Techno-Wizard (Magic & Technology as One)

Psychics

Burster (Pyrokinesis)
Dog Boys (Coalition Dog Pack – Mutant Canines)
Psi-Stalkers (Mutant Humans)
Mind Melter (Master Psychic)

Racial Character Class (R.C.C.)

Dragons

Coalition Soldier O.C.C.s

Coalition Grunt (Soldier)
SAMAS Pilot, Elite RPA
Coalition Military Specialist
Coalition Technical Officer
Note: See Police, Commandos, Sailors and other Coalition O.C.C.s in **Rifts® World Book 11: Coalition War Campaign** and **Sourcebook 4: Coalition Navy.**

Game Designer Note: The O.C.C.s in the **Rifts® Ultimate Edition** expand upon the originals to provide more details, background and orientation. In some cases, new powers and special abilities, skills or bonuses have been added to help preserve the unique flavor and appeal of the character. In others, it is an *update* that appeared in a sourcebook, or a combination of the two. My goal has been to update, clarify and redefine these fan-favorite characters to make them more fun than ever. In some cases, I've put in the *back story* that has always been part of my vision of the character, but never shared. In other cases, we tweaked the character to either clarify or better define him and his capabilities. A few new O.C.C.s also make their debut, like the **Elemental Fusionist** because it's a cool idea, and a few others because I thought they filled a gap.

To help me in my task, I brought in *Carmen Bellaire*, freelance writer and Rifts® fan extraordinaire, to give me suggestions and help on some of the O.C.C.s. Carmen has keen insight on Rifts® and has memorized two-thirds of the source material, so his input was very useful. Even Carmen was pleasantly surprised with some of my additions, tweaks and changes. He especially liked the special abilities I added to many of the Adventurer & Scholar O.C.C.s. Meanwhile, I had Carmen work up Techno-Wizard Construction rules and some new dragon species, as well as look over material and proofread. Fear not, you'll still recognize all of your favorite characters.

I hope you enjoy them all.

– Kevin Siembieda, Designer & Creator

Combat Cyborg O.C.C.

"The human mind given machine precision, steamroller strength and the firepower of an army company. That's how I see myself."

A cyborg *is* the synthesis – the combination – of man and machine. Creating a cyborg always starts with a living person who is about to undergo the ultimate "extreme make-over."

The procedure is gruesome and grueling. The arms and legs are surgically removed, leaving only the trunk and head of the body. As a rule, the internal organs are replaced with superior bionic ones that can take heavy exertion and physical punishment. The spine may also be replaced with a sturdy metal one. Even the head is usually cracked open, and the brain and skin removed. The brain is put into a reinforced, M.D.C. alloy skull. The artificial head may be constructed to replicate the subject's original face or *changed and improved* to look more handsome or beautiful, or to look completely different. If the original face is being kept, the original skin may also be kept, but typically a life-like artificial skin is layered over the mechanical head and connected to artificial blood vessels to keep it *alive*. This is the most real and human approach. However, if the person doesn't care about looking human or can't afford the most lifelike procedure, a cheaper artificial plastic skin may be layered over the mechanical face, or the person may opt to leave the robot face without any human features. An outer, mechanical face plate or helmet is usually worn over the head anyway, to protect the living brain inside the skull and to protect the delicate bionic optic systems in the eye sockets. **Note:** Most people, 80%, elect to have some type of human face (or whatever their natural features were), because they still think of themselves as human, and the face reminds them of who they are. It also helps keep the cyborg connected to his humanity. The rest of the organic body is discarded or sold as transplant organs.

After the trunk has been reinforced, its internal organs replaced with bionic ones (including the lungs and heart), and even the bones and rib cage replaced with M.D.C. materials, it is ready to receive its new limbs. Bionic arms and legs are attached and connected to the human nervous system. The science of cybernetics is so advanced that the connection of these Mega-Damage machine parts to the nerve endings enables the character to control them at the speed of thought as if they were his own natural limbs. Only they aren't the natural limbs. They are tough and powerful bionic equivalents made from M.D.C. materials. In fact, Combat Robots possess *Robot Strength* and can deliver a Mega-Damage punch or kick in combat, double damage when the individual winds up for a power punch (counts as two melee attacks). The bionic legs can run as fast as a hovercycle, leap 10 or 20 feet (3 to 6.1 m) into the air, and the mechanical eyes (which may look human or like a camera lens) are able to see a multitude of spectrums of light, adjust to have telescopic vision, see in the dark, detect heat signatures and so on. The mechanical hands have the grip of a vice and may conceal any number of weapons and tools in the fingers, palm or wrist. The forearm may have an extendible Vibro-Blade that slides in and out of a housing at the wrist. A blaster may be built into, or mounted on top of, the forearm; point and shoot. An exterior chest and stomach casing is usually placed around the fleshy, human part and the basic, full conversion cyborg is complete. Other weapon systems, sensors and features may be built into the chest, arms, back and legs as suitable for that particular design.

Does this transformation mean the person becomes a machine?

That would depend on your outlook. On one hand, yes. Once built into a full cyborg body, the character can never go back to the flesh and blood body he was born with. He is a machine with a human brain.

On the other hand, a cyborg would tell you, *no*. Imagine your mind, memories and emotions – everything you are spiritually – being put into a walking, machine body. Are you a man or machine? According to Combat Cyborgs, you're a man, because everything that is who you really are is preserved. Unlike a robot, the cyborg can appreciate the colors of a rainbow, be moved by a sunset, laugh at a joke and remember what it felt like to be loved and caressed. Or as one Combat Cyborg said, "We're just people inside a tin can. We're still the same inside." True. They feel joy, fear, sorrow, anger and hope. They love and they hate, and dream when they sleep. They are people who have given up their humanity for the power of a machine. The reasons for making such a great sacrifice vary from individual to individual. Some seek power, others respect, some want justice, others crave vengeance, some do it out of a sense of duty (soldier), some long to be different, others never felt comfortable in their human bodies, some think it's cool, and the list goes on.

Most cyborg characters willingly give up their humanity for bionic (machine) augmentation, and believe they are prepared for their *new bodies*, but it's impossible to be ready for the experience. Despite the sensors installed, the sensation of touch is dramatically reduced and takes considerable time to get used to. Cyborgs also have to learn to judge and control their strength and relearn how to walk without launching into a highspeed run or knocking everything down around them like a bull in a china shop. Most cyborgs say that losing the human sense of touch is what they miss most out of everything. Surprisingly, the augmented, mechanical vision and audio systems are the easiest to adapt to and, after awhile, they completely forget that they aren't looking through human eyes or hearing with ordinary ears.

While it is true that bionic reconstruction is virtually painless, the person is giving up a portion of his humanity forever. The bionic limbs are obviously mechanical, cannot be cosmetically concealed, and can never be replaced with real flesh and blood structures, only bionic ones. The psychological impact can be devastating; consequently, most willing participants in bionic reconstruction undergo a thorough psychiatric evaluation and hours of consultation to prepare them for their new life. Those who are properly prepared live long and happy lives. A surprising 89% are completely adjusted to life as a living machine. However, there are unscrupulous tyrants, slavers, and high-tech bandits who capture unwilling subjects for bionic conversion for use as slaves, laborers, or warriors. Of Slave-Borgs, only 32% are content with their transformation. 21% will attempt suicide over and over again. (**Note:** For the Slave-Borg O.C.C. and full information on them, see **Rifts® Bionic Sourcebook**, page 79.)

Making a Combat Cyborg – Full Bionic Conversion

Combat Cyborgs are men and women who have been surgically augmented with bionics for the purpose of war. They are often soldiers, law enforcers or some other type of warrior (or desire to be one) before they submit to the full bionic conversion. "'Borg" is the popular slang term for cyborgs, particularly *full conversion cyborgs* like the Combat 'Borg.

Full bionic conversion means that the character is over 80% machine and often more than 90%. While this process creates the most powerful cyborgs possible, it is also the most dehumanizing. Virtually the entire body is replaced with a mechanical one. Only the brain, the face, and a few other original human components (rebuilt upper torso/chest area, the tongue, throat, and head) are all that remain of the original flesh and blood body. While the vast majority keep their original face (the real thing or an attractive, youthful synthetic replica), at least 20% don't even do that. And those who do keep their face usually shield it behind a robotic or demonic faceplate or wear a full helmet to protect it.

The new, bionic body is effectively a fully functioning robot that responds to the human brain with the precision of the natural body. The internal workings of the new body are strangely similar to the natural

one, with lengths of tubing carrying life-sustaining blood and fluids. Electromagnetic relays, electronics, pistons, machine parts and nanotechnological workings make up the rest of the internal system.

The new body is a hundred times more durable, faster, stronger, and deadlier than its flesh and blood predecessor. Like a caterpillar transforming into a butterfly, the mortal turns into a mechanical powerhouse. Physical capabilities for Combat Cyborgs are generally taken to the maximum, and the mechanized warrior is outfitted with heavy Mega-Damage body armor.

Weapons & Features Possible:

- Foot: Clawed toes and blades only (similar to the hand and applicable to kick attacks only).
- Leg: Three weapon systems and one small or medium compartment, or 3-6 compartments of varying sizes and/or other features, like sensors, hooks, etc.

5. Available Cyborg Armor Types: Most full conversion cyborgs also receive *external body armor* – M.D.C. plating specifically designed to snap onto or otherwise attach to the 'Borg's arms, legs and artificial body to provide maximum protection. After all, one does not want the human parts damaged, because it could kill the person. Brain damage has the same effects as it would on anybody, and although the bionic, machine parts can be replaced, they are very expensive. **Note:** Cyborg armor is less expensive than comparable M.D.C. environmental armor because there are no environmental aspects built into them, they are simply a protective outer covering. Cyborg armor also provides superior M.D.C. because their reinforced robotic bodies can handle much greater weight and bulk than an ordinary human.

Cyborg-Armor by Type:

LE-B1 Light Espionage Armor: +135 M.D.C. main body, +15 M.D.C. to each arm, +25 M.D.C. to each leg, and +12 M.D.C. to head. Cost: 20,000 credits.

LI-B1 Light Infantry Armor: +150 M.D.C. main body, +20 M.D.C. to each arm, +35 M.D.C. to each leg, and +15 M.D.C. to head. Cost: 28,000 credits.

MI-B2 Medium Infantry Armor: +230 M.D.C. main body, +38 M.D.C. to each arm, +60 M.D.C. to each leg and +30 M.D.C. to head. Cost: 52,000 credits.

HI-B3 Heavy Infantry Armor: +360 M.D.C. main body, +50 M.D.C. to each arm, +100 M.D.C. to each leg and +40 M.D.C. to head. Cost: 74,000 credits.

The M.D.C. and prices listed above are the correct and definitive numbers.

Armor Penalties: Espionage and Light armor have a penalty of -5% on Physical skills such as Acrobatics, Climbing, Gymnastics, Pick Pockets, Prowl and Swimming. *The MI-B2 Medium armor* is bulky and imposes a -15% penalty to Physical skills as noted above. *The HI-B3 Heavy armor* can only be worn by full conversion cyborgs, and even they suffer the following penalties due to the weight and bulk of the armor: Reduce the 'Borg's running and swimming speed by 20%, -25% to skills like those noted above (and Prowl is impossible), and a combat penalty of -2 to strike, parry, and dodge. **Note:** There are dozens of different styles of cyborg armor.

6. The Number of Additional Options & Features for Full Conversion Cyborgs (bionic or cybernetic implants & features): These are implants, sensors, optics, audio systems and other features that can be applied to bionic limbs or the cyborg body, i.e., clock calendar, cyber-disguise, radio system, universal headjack, modular connector unit, cosmetics (human looking and feeling skin, hair, eyes, etc.) and so on. They can be purchased as upgrades and add-ons when the character has the money and a bionics facility is available. However, once a body area is maxed out, the cyborg must stop, or can replace one with another.

Head: Six maximum, four if the cybernetic features are large.

Eyes: Multi-Optics eyes or eyes with as many as three enhanced optic features each. **Note:** The often referred to HUD or picture in picture display feature comes standard with all *bionic eyes* and does not count as one of the three selections. HUD is not standard in cybernetic eyes and not possible in Bio-System eyes.

Ears: Four.

Mouth/Jaw: Five.

Neck/Throat: Three.

Chest: Four.

Statistics for Full Conversion Cyborgs

1. Size & Shape: In North America, cyborgs have a human, bipedal shape and form, although they may sport an extra pair of arms or a modular weapon or tool for a hand. They are also usually man-sized, although that's a bit deceptive, as "man-sized" can range from 6-10 feet (1.8 to 3 m) tall. Typically the more demanding the work or combat involved and the more armor and weapons needed (or desired), the bigger the 'Borg. **Combat Cyborgs** are usually 8, 9 or 10 feet (2.4 to 3 m) tall and bristling with weapons and moving parts.

As noted earlier, the head and face are the only thing recognizable as being human, and that's only when the protective visor, helmet or faceplate is removed. It is interesting to note that to have a completely human face mounted into a robust mechanized body only adds to the surreal and sometimes horrific quality of the image, at least for other people, if not the 'Borg himself.

2. M.D.C. by Location for a Full Conversion Cyborg:

Hands (2) – 33 M.D.C. each (max. 50 M.D.C.)

Forearms (2) - 33 M.D.C. each (max. 50 M.D.C.)

Upper Arms (2) - 47 M.D.C. each (max. 70 M.D.C.)

Feet (2) - 13 M.D.C. each (max. 20 M.D.C.)

Legs (2) - 60 M.D.C. each (max. 90 M.D.C.)

Head - 60 M.D.C. (max. 90 M.D.C.)

Main Body - 180 (max. 280 M.D.C.). Can wear additional bionic armor or even conventional body armor if it is custom-made.

Additional M.D.C. may be purchased at any time throughout the character's lifetime, provided a bionics facility is available and the character has the credits. However, armor cannot exceed the maximum listed in parentheses. Cost: 2,000 credits per additional point of M.D.C.

3. Arms & Hands for Combat Cyborgs (Robot P.S.):

Maximum Attributes: Robot P.S. starts at 24, but the maximum is 36. Robot Strength enables the 'Borg to inflict Mega-Damage even with an ordinary punch. (**Note:** Non-Combat full conversion 'Borgs and partial 'Borgs get Bionic/Augmented P.S.) See Strength Tables in the *Rules Section*. Cost: 2,000 credits per point above 24.

P.P. starts at 18, with a maximum of 26 possible. Cost: 2,000 credits per point above 18.

Number of Weapons & Features Possible:

- Hand: Two (three if the features are small) or a multi-system sensor hand.
- Wrist: One.
- Knuckles: One each.
- Fingers: One (sensor, camera, etc.) per each digit.
- Forearm: Two or three.
- Shoulder & Upper Arm: One each, if any. Most Combat Cyborgs find weapons that protrude from the shoulder or mounted on top tend to be distracting or get in the way.
- Cosmetic Features: 8, but usually none.

4. Legs & Locomotion: Typically humanoid in configuration with two legs. An estimated 98% of all Combat Cyborgs in North America opt for having a humanoid body with two legs. However, the cyborg could use treads, wheels, spider or horse type legs for locomotion (see **Rifts® Bionics Sourcebook** for these options). The Combat Cyborgs

of Russia often have vehicular lower bodies (see **Rifts® World Book 17: Warlords of Russia** for more on that part of the world).

Maximum Speed Attribute: Starts with a speed of 132 (90 mph/144 km), but the maximum is 176 (120 mph/192 km) for human legs (others offer different speeds). Can leap 7 feet (2.1 m) high and 15 feet (4.6 m) across; increase by 20% with a running start. Cost: 1,500 credits per point above 132.

Other Leg Attributes: P.S. & P.P. start at 18, but the maximum is 24. Cost: 2,000 credits per point above 18.

Cosmetics (general body): 10, but most Combat Cyborgs avoid them.

7. Penalties of Full Conversion Combat Cyborgs: Simulated sense of touch is a mere 35-55%. Prowl is very difficult and suffers a penalty of -20%; impossible in Heavy armor. Skills that require sensitive and nimble fingers and hands, such as Art, Forgery, Locksmith, Palming, Pick Locks, Play Musical Instrument, and similar are -40%. Additional penalties may apply for armor, stress situations, etc.

Average height is 8 or 9 feet (2.4 or 2.7 m).

Average weight is 1000 pounds (450 kg; smaller cyborgs are 20% or 30% less).

Fear. Some people are afraid of cyborgs, and anyplace that is anti-technology (many barbarian tribes shun, fear or hate technology) will look at a cyborg as a sort of mechanical demon to be avoided or destroyed.

8. Cyborgs, Psionics and Magic. Psionics and I.S.P.: A character who undergoes *partial bionic reconstruction* will retain his psi-powers but his available I.S.P. is reduced by half. *Full conversion* destroys all psionic abilities and I.S.P. Scientists do not understand why this is, but speculate that the psionic essence is somehow linked to the physical body as well as the mind.

Magic and P.P.E.: Likewise, if the character possessed a high amount of P.P.E. or was a practitioner of magic, getting more than two or three cybernetic implants *destroys* his magic abilities and reduces his P.P.E. reserve by 90% (only 10% remains). No cyborg, partial or full, can operate Techno-Wizardry devices or practice magic.

Combat Cyborgs/Full Conversion 'Borgs do enjoy a +5 bonus to save vs possession, +3 bonus to save vs magic, and are *impervious to* psionic Bio-Manipulation, Telemechanics (all), See Aura, and any attacks or weapons that do damage direct to Hit Points (is considered a Mega-Damage being now).

Of course, since there is a *human mind* inside that machine body, the Combat Cyborg is still vulnerable to psionic and magic mind attacks, mind control, Empathic Transmission, Telepathy (mind reading), Hypnotic Suggestion, illusions and any psionic power or magic spell that affects the mind.

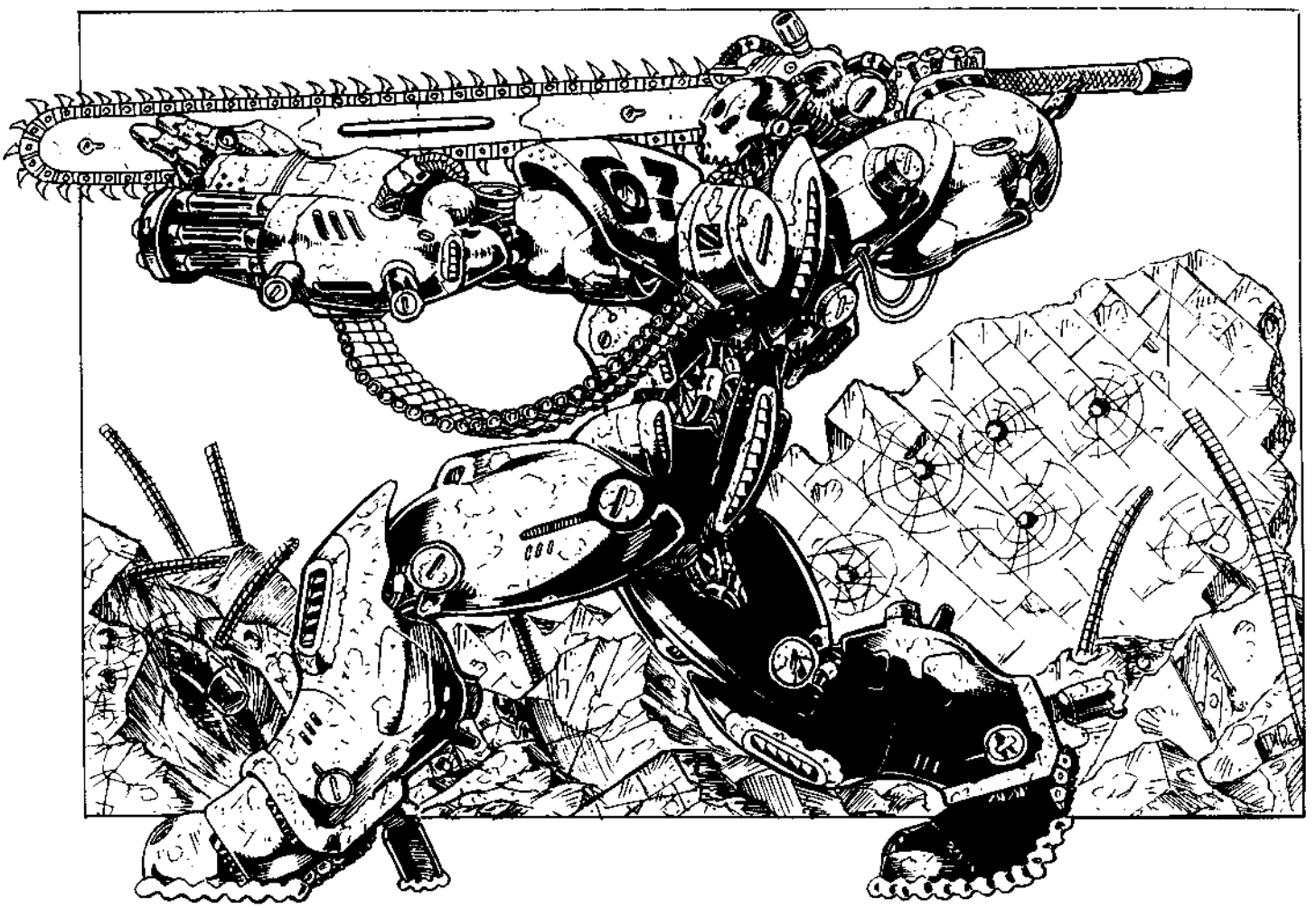
Combat 'Borg O.C.C. Stats

Alignment: Any.

Attribute Requirements: M.E. 10 or higher is suggested, but not required.

Attribute Note: The bionic attributes are bought and acquired as noted above, but roll, as normal, for the three mental attributes: I.Q., M.E. and M.A.

Race Limitation: Humans, D-Bees and any mortals, as well as certain sub-demons such as Brodkil, Daemonix and Gargoyles. Does not work on supernatural beings, demons, creatures of magic or any beings who can shape change or bio-regenerate lost limbs or their entire body. The bodies of such beings reject cyber-implants and bionics.



O.C.C. Skills:

Language: Native Language at 96%.

Language: Other: One of choice (+20%).

Basic Electronics or Basic Mechanics (+10%; pick one)

General Repair & Maintenance (+15%)

Land Navigation (+15%)

Pilot: Tanks & APCs (+5%)

Pilot: One of choice (+10%; excluding Robot and Power Armor skills)

Radio: Basic (+10%)

Read Sensory Equipment (+10%)

Weapon Systems (+5%)

Climbing (+5%)

W.P. Ancient Weapons: One of choice.

W.P. Energy Rifle

W.P. Modern Weapons: Two of choice (may include W.P. Heavy Energy Weapons).

Hand to Hand: Expert. **Note:** This skill can be upgraded to Hand to Hand: Martial Arts (or Assassin, if an evil alignment) at the cost of two O.C.C. Related Skills, but the change can only be done, when the character is being initially created.

O.C.C. Related Skills: Select five other skills at level one, +1 additional at levels 3, 7, 10, and 13. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics (+5%) only.

Espionage: Intelligence and Tracking only.

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive only (+5%).

Medical: First Aid only (+5%).

Military: Any (+10%).

Physical: Any, only use those that are still appropriate.

Pilot: Any (+5%); except robots and power armor.

Pilot Related: Any.

Rogue: Gambling and Find Contraband only.

Science: Basic and Advanced Math only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: None.

Secondary Skills: Four Secondary Skills at level one from the *Secondary Skills List* in the Skill Section, +1 additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Bionics & Cybernetics: Starts with all the *BASIC* stats (P.S., Spd., M.D.C., etc.) noted above for a *full conversion Combat Cyborg*. Plus the following . . .

***Starting Extras* for the Combat Cyborg:** Starts with a bionic body designed for combat and the following.

Cyborg-Armor: MI-B2 Medium Infantry Armor: 230 M.D.C. main body.

Sensory Systems: Mechanical Eyes with Polarized Filters, Clock Calendar and two of choice.

Bionic Weapons (or Tools): Starts with two for each *hand* and one for each arm (weapons may be the same or different for each limb).

Bionic Features & Accessories: Four to start; accessories include things such as a finger camera, E-Clip port, secret body compartments, or head/throat accessories, sensors, and so on.

Bionics Upgrade Fund: +3D6x1,000 credits +15,000 credits for boosting bionic attributes (P.S., P.P., Spd, M.D.C.) or buying additional bionic features. However, the character can save this cash for repairs, modifications and upgrades in the future.

More on Cyborgs: Several other types of cyborgs can be found in the pages of the **Rifts® Bionics Sourcebook** along with a huge array of bionic weapons, optics, features, implants, etc. If you want an expanded list of bionic gear, then the *Bionics Sourcebook* is what you want. Additional 'Borgs, body types, bionics, and miscellaneous weapons can be found in the pages of *Rifts® World Book 5: Triax & the NGR™*, *Rifts® World Book 8: Japan*, *Rifts® World Book 14: New West™* and *Rifts® World Book 17: Warlords of Russia™*, all of which have impressive cyborgs of one kind or another.

Standard Equipment: Poncho or hooded cloak, tinted goggles or sunglasses, air filter, flashlight, cigarette lighter, pocket magnifying glass, pocket mirror, 100 feet (30.5 m) of heavy cord or cable, small portable tool kit, language translator (unless built-in), two utility belts, knapsack, backpack, four small sacks, 1D4 large sacks, and two canteens and some personal items.

Weapons: One for each W.P. skill, and four additional E-Clips/ammo clips for each, plus 4 flares, pair of walkie-talkies, and a hovercycle or motorcycle. Heavy weapons, explosives, and additional equipment are available upon assignment by a client or purchase by the Combat Cyborg (as the player desires for his character). In addition to bionic weaponry, most 'Borgs enjoy toting heavy weapons like plasma and particle beam weapons, rail guns, mini-guns, rocket launcher systems and similar hardware; probably likes heavy rifles of all kinds.

Bionic Armor: See *Starting Extras*, above.

Money: Starts with 1D4x1,000 in credits/cash, and 4D4x100 in saleable Black Market items.

Black Market Bionics

The following are a smattering of common bionics available at most Body-Chop-Shops and Bionics clinics. Again, see the **Rifts® Bionic Sourcebook** for a much larger selection. Remember, the cost for Bionic Attributes, M.D.C., Armor, Bonuses and Penalties are described in the previous pages of this book under *Combat Cyborg Stats*.

Bionic Features & Accessories

Bionic Booster Jets: Usually built into the feet and legs to help rocket the cyborg to greater heights and distances when he leaps. Can leap 20 feet (6.1 m) high and 30 feet (9.1 m) across. Cost: 20,000 credits.

Bionic Lung with Gas Filter & Oxygen Storage Cell: An artificial lung implanted to provide for the special needs of the 'Borg. A chemical cell, controlled by microprocessors, stores oxygen from the character's normal breathing. Then, when oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to two hours. Note that the character must breathe normally for about three hours to fully recharge the cell between uses. The lung also has a gas filtration system designed to filter most toxic gases out of the system before they can do damage. The filter is effective against all types of tear gas, smoke, and purely chemical fumes. There is a 94% likelihood that it will also work against nerve gases and poison gases. Cost: 250,000 credits.

Built-In Loudspeaker: The 'Borg can amplify the loudness of his voice, like a bullhorn, to about 80 decibels. Cost: 6,000 credits.

Built-In Radio Receiver & Transmitter Headjack: A fully operational radio is built inside the head. Channels are switched by working the jaw and transmissions are received directly in the ear identical to the cybernetic Headjack. The cyborg can send transmissions by a mental command and quietly talking out loud. A microphone is built into

the jaw. Range: 20 miles (32 km). Cost: 22,000; add 10,000 for scrambling radio messages and decoding.

Climb Cord: Similar to the cybernetic garrote wire, this is a 20 foot (6.1 m) length of 1,500 lb (675 kg) test cord, no thicker than string, that can be pulled out of an artificial wrist or arm. The cord is primarily used for espionage. A weight can be attached and used as a chain-type weapon (1D6 S.D.C. damage), or a small grappling hook can be attached for climbing. Cost: 1,500 credits; grappling hook and other attachments extra (can be made or bought for under 30 credits).

Clock Calendar: A device that can be implanted almost anywhere on the body. It continuously keeps track of the exact time, down to a 100th of a second, as well as the calendar date. Data can be transmitted as an audio report through an ear implant or to a wristwatch-like receiver, cybernetic eye, and/or computer screen, but the latter requires a Fingerjack or Headjack. Cost: 200 credits.

Computer & Calculator built into the Arm: A miniature computer, similar to the tiny hand-held model, built into the forearm, upper arm or even inner side of the thigh. The cyborg needs the Computer Operation skill and literacy to utilize it. Cost: 1,200 credits.

Customized Paint Job: Basically the same as customizing body armor with special colors, designs, insignias, and so forth. Cost: 1,000-5,000 credits.

Customized Face or Armored Face Plate: Handsome, beautiful, monstrous, robotic, ornate, or whatever the purchaser may desire. Cost: 2,000 to 20,000 credits, depending on the complexity.

Cyber-Nano-Robot Repair Systems (CNRRS): Similar to the RMK and IRMSS medical repair systems used by humans, these nano-bots can be released when needed most to make minor repairs. They use available spare materials to effect mechanical and armor repairs, but can also reroute, patch, and secure internal circuits and repair internal organs – at least to some degree. As much as 40 M.D.C. can be restored to armor or any one single limb, the head or main body – or any *one* optic system (eye), sensor, implant, weapon or internal organ can be repaired completely (or close to it). Time required varies with the task. Something small and simple (10 M.D.C. or less): 3D6 minutes. Something medium-sized (15-25 M.D.C.): 1D6x10+30 minutes, and large or complicated, like an entire hand and arm, leg, major organ, major weapon, main body, etc. (40 M.D.C. maximum): 2D6x10+90 minutes. Payload: Good for two repair jobs before used up. Cost: 250,000 credits.

Depth Gauge & Alarm: An internal implant that can calculate underwater depth. A digital counter can indicate the exact depth via internal audio or HUD system and make warning sounds when the character is within 100 feet (30.5 m) of his maximum depth tolerance. Cost: 3,000 credits.

E-Clip Port: A standard E-Clip port very similar to the connector unit found on most energy weapons. While such ports are often intended to power a built-in weapon or as a power backup for weapons, E-Clips can also be used to power independent modular units and non-weapon systems like special sensors, cameras and such. Cost: 3,000 credits.

Finger Camera: A tiny still camera fits inside the tip of one finger. The camera can shoot 48 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture each time a concealed stud in the finger is pressed. Cost: 1,200 credits. Film costs about 50 credits per micro roll and takes about 30 seconds to reload.

Fingerjack: The artificial finger can plug directly into communication systems, radios, sensory equipment, and robots, to receive direct data transmissions. **Note:** Needs amplified hearing or other cybernetic/bionic ear augmentation to receive the transmitted data. Cost: 2,400 credits.

Gyro-Compass: A device that can be implanted almost anywhere on the body. It enables the user to always locate North and the other directions, as well as up and down. Ideal for pilots of aircraft and power armor as well as underwater operations. Data can be transmitted as an audio report through an ear implant or to a wristwatch-like receiver, cybernetic eye, and/or computer screen, but the latter requires a Fingerjack or Headjack. Cost: 600 credits.

Internal Comp-Calculator: A tiny computerized calculator usually connected to a Headjack, ear implant or artificial eye. The computer responds to spoken, radio or computer transmitted mathematical equations. The answer is transmitted through the Headjack, ear or eye implant. Cost: Basic math (addition, subtraction, multiplication, division and fractions): 1000 credits. Advanced math (algebra, geometry, and calculus): 5,000 credits.

Language Translator: A miniaturized language translator placed right inside the body to facilitate easy communication with the multitude of nonhuman life forms on Rifts Earth. Characters who already have a Headjack or some other type of audio ear implant can have the cyber-translator implant installed at half cost because it is integrated into that pre-existing system. Starts with 10 different languages to begin with, and eight additional languages can be added. Level of accuracy is 98.7% when listening to only one or two speakers and languages at a time. Drops to 70% with a six second delay when trying to translate 3-6 speakers simultaneously, 22% if more than that. Cost: 16,000 credits for the full entire system (requires an ear implant if none exists yet), half if another implant pre-exists.

Modulating Voice Synthesizer: Enables the character to change and disguise his voice by altering tone, bass, pitch, etc. Can also speak in a sound frequency inaudible to normal humans, but audible to normal canines, bats and mutant dogs, as well as other 'Borgs, and characters with a cybernetic Ultra-Ear. Base skill at imitating voices is 10% plus 5% per each additional level of experience. Cost: 25,000 credits. Add 12,000 credits to get a voice disguise program with over 200 different human and D-Bee accents and inflections.

Molecular Analyzer: This microchip based sensor is used for testing and analyzing impurities in the air. It can specifically identify any chemical, or strange and dangerous molecules, like the presence of gas, oil, pollution, or other chemicals in the air. Data can be transmitted as an audio report through one of the ear or computer implants. It does not enable one to track. Cost: 50,000 credits.

Monitor Jack/Connector Plug: This is a simple connector that enables Cyber-Docs and technicians to plug in diagnostic readers and monitors to access bio-comp readings and basic sensor and communications/video data. Cost: 1,000 credits each.

Secret Compartments: Hollow compartments can be built into the legs and chest of a cyborg. The largest possible is approximately 12 inches long (0.3 m) and four to six inches (1.6 to 2.36 cm) deep, but are usually half that size or smaller. The smallest are about the size of a change purse, just big enough to conceal a few credit cards, coins, lock picking tools, electronic bugs or components/chips, and so on. The larger compartments are ideal for storing supplies, tools, hand-size equipment, hand grenades, and small handguns. Game Masters and players should use common sense regarding the number of compartments. Generally speaking, each leg and chest can accommodate two medium-size or one large compartment, or as many as six small each. The arms can only accommodate one small compartment on the forearm and upper arm, but only if no weapon systems are built into/on the arms. Cost: 1000 credits for each small, 2500 for each medium, and 4000 for each large.

Sensory & Optic Systems

Amplified Hearing: A system of tiny sound amplifiers, microphones and receivers are built into the ear canal, enabling the character to hear almost inaudible sounds at up to 360 feet (110 m) away.

At 75 feet (22.9 m), sounds as quiet as one decibel, softer than a whisper, can be heard.

At 150 feet (45.7 m), sounds as quiet as 10 decibels, a whisper, can be heard clearly.

At 360 feet (110 m), sounds in the normal conversation range of 30 decibels can be heard as if the character was standing only a few feet (one meter) away. This is the maximum range for eavesdropping on conversations. Only sounds of 70 decibels (e.g., the sound of heavy traffic) or louder can be accurately heard and the location pinpointed from 500 to 1,000 feet away (152.4 m to 305 m).

The Amplified Hearing also enables the character to accurately estimate the distance and location of the sound source, and recognize specific sounds and voices at a base skill of 35% plus 5% per level of experience. Background noise, such as other conversations, traffic, machine noise, etc., as well as barriers like closed doors and walls, *will* decrease the range and clarity of what can be heard. G.M.s should use their discretion and common sense. Bonuses: +1 to parry, +2 to dodge, and +3 on initiative. Cost: 20,000 credits.

Decibel Scale: The following *Decibel Scale* is presented for easy reference. A 20 decibel sound is ten times louder than a 10 decibel sound, a thirty decibel sound is 100 times louder than a 10 decibel sound, and 40 decibels is 1000 times louder than 10. One decibel is the smallest difference between sounds detectable by the human ear.

10 decibels is a light whisper.

20 decibels is a quiet conversation or a muffled noise.

30 decibels is a normal conversation.

40 decibels is light traffic.

50 decibels is a loud conversation.

60 decibels is shouting or a blaring radio.

70 decibels is heavy traffic or automatic gunfire.

80 decibels is loud noise like a subway train, roaring car engine, or rock concert.

90 decibels is very loud noise, like thunder or an explosion.

100 decibels is the roar of a jet engine and temporarily deafening (2D4 seconds).

140 decibels is a sonic boom, painful and temporarily deafening (2D4 minutes).

Eye: Cyber-Camera Eye. Looks like an ordinary cybernetic eye and provides 20/20 sight, but is also a digital (or video) camera that records and/or transmits everything the characters sees. Transmission range is 20 miles (32 km) in the city, 60 miles (96 km) in the wilderness, unless hampered by some sort of interference. Live feed is most common, but up to one hour of filming can be recorded and stored on a memory chip. Cost: 30,000 credits for a single basic color and sound system, 50,000 for a pair of camera eyes. Add 20,000 for synchronized digital audio recording and transmission. Add 40,000 credits for broadband capabilities (and double the transmission range). Note: Sometimes illegal for the average citizen. Illegal in the CS.

Eye: Infrared. This type of optical enhancement relies on a source of infrared light, a pencil thin beam of light projected from the eye to the target. The narrowness of the beam limits the viewing area to a small area of about seven feet (2.1 m). Range: 1,200 feet (366 m). The eye also simulates normal human vision. Cost: 6,000 credits; 9,000 credits for a pair.

Eye: Macro. A robot-looking eye that enables the character to magnify tiny objects or areas at close range (within three feet/0.9 m) like a magnifying glass to microscope ranges of magnification! It also comes equipped with a variety of filters to block out glare and dust. Microscopic magnification ranges from 2x to 50x. The artificial eye is extremely popular among medics, doctors, forgers and engineers (great for spotting defects and cracks). Cost: 20,000 credits per single eye. A photographic camera (still or video) feature can be added for the additional cost of 10,000 credits.

Eye: Multi-Optics. A mechanical optic system that includes the following impressive optic systems built into a single cyber-eye:

Telescopic: 4-8x30 magnification, range: 6000 feet (1829 m).

Macro Lens: 2x to 20x magnification, range: 3 feet (0.9 m).

Passive Nightvision: 2000 foot (610 m) range.

Thermal-Imaging: 2000 foot (610 m) range.

Light Filters: Reduces glare.

Targeting Display: Imposes cross-hairs on a target, adding a bonus of +1 to strike with any ranged weapon. Same bonus whether one or two Multi-Optic eyes.

Cost: 55,000-60,000 credits per single eye; 100,000 for a pair installed at the same time.

Eye: Optic Nerve Video Implant. This advanced operation implants an optical sensor right on the optic nerve of a real eye. The implant works very similarly to the inner ear implant of the Headjack, except instead of receiving audio transmissions, it enables the recipient to see video transmissions in his head/eyes. This can be incredibly useful for secretly monitoring video transmissions and video disks. The combination of the Headjack and optic implant enables the character to both see and hear audio-visual messages (video, digital, etc.). Cost: 35,000 credits, because of the delicate nature of the operation. **Note:** Experiments with the optic nerve video implant have also been found useful in restoring sight in blind people. 1-45% chance of full restoration of vision, 46-80% chance of restoring 65%, 81-95% chance of restoring 40%, 96-00% chance of restoring only 10% (legally blind). Note: Sometimes illegal for the average citizen. Illegal in the CS.

Eye: Passive Nightvision. Light amplification system that uses ambient light (the moon, starlight, etc.) to see clearly in the dark. 2,000 foot (610 m) range, but can be increased if combined with a telescopic lens feature. Cost: 50,000 credits.

Eye: Telescopic. In addition to normal 20/20 vision, the eye has a telescopic lens for long distance viewing (4-10x50 magnification). Range: 6,000 feet (1829 m). Cost: 12,000 credits; 20,000 for a pair.

Eye: Targeting Sight. This is a feature that can be added to any of the mechanical eyes. Cross-hairs are superimposed over the visual image to help focus on a specific target area. Adds a bonus of +1 to strike when using any weapon. **Note:** Two targeting eyes still provide only a +1 bonus to strike, not +2. Cost: 4,000 credits. Note: Sometimes illegal for the average citizen. Illegal in the CS.

Eye: Thermal-Imager. This artificial eye simulates normal human vision with the added feature of an optical heat sensor. The lens converts the infrared radiation of warm objects into a visible image. The character with thermal-imaging is able to see heat as represented by bands of color and can see in darkness, shadows, and through smoke. Perfect 20/20 vision. Range: 3000 feet (914 m). Cost: 12,000 credits or 20,000 for a pair. Note: Sometimes illegal for the average citizen. Illegal in the CS.

Motion Detector: Usually built into a sensor hand or prosthetic with hair-like sensor wires that are actually tiny motion detector sensors. However, a motion detection sensor system may be implanted in the arm, leg or head with sensor wires hidden among the human hair. Provided the sensor wires are not covered (the arm or leg with the detector must be bare), the system will work to measure noticeable movement near the character. The reliability of the detector is quite limited, but can be used to accurately assess wind direction and wind speed, and to detect the rapid approach of large moving objects, such as a vehicle, aircraft, power armor etc., whose rapid approach or large size causes a disturbance in the air. A motion detector is especially useful in the dark because the speeding object must usually be within 500 feet (152 m) to create a detectable air current. Likewise, the motion sensor will detect the movement of somebody/thing moving nearby, within 40 feet (12 m), but only if the sensor user is motionless or barely moving itself. The sensor can also detect sudden changes in air current and pressure caused by somebody opening a door or window, and can estimate speed of travel when inside an open-air (or open window) vehicle. Cost: 15,000 credits for an implant, half that if built into a prosthetic.

Radar Sensor: A warning is transmitted whenever the sensor detects that it is being scanned by radar. Unfortunately, the level of accuracy is only 68% (roll percentile dice) for determining direction. Cost: 2,000 credits.

Radiation Sensor: Detects and measures the amounts of harmful types of radiation and warns its owner. Includes nuclear, atomic, and microwave radiation. Data may be transmitted to an ear implant, cybernetic eye or wristwatch style monitor. Most usually sound an audio warning as well as a visual transmission display, and some even tick like a Geiger counter, getting louder and faster as the radiation level increases. Cost: 1,200 credits.

Radio Ear (Basic): A cybernetic ear or implant that enables the character to get all commercial radio stations. Channels are typically changed using a tiny, hand-held remote control channel changer or portable computer jacked into the character. Can only receive and listen, not transmit. Cost: 1,200 credits.

Sensor Hand (Standard): A special prosthetic hand filled with sensors can be used to replace a severed human hand. Either the cruder mechanical hand or the deluxe Bio-System Hand, with living tissue, can be integrated to replace the lost appendage. As usual, the cyberhand simulates the function of the original limb (see prosthetics, described earlier), however, this hand also has numerous other special features. The sensor hand is implanted with the following sensors, with data transmitted electronically to a tiny ear receiver attached to the eardrum and/or to a wristband receiver (audio and digital readout on an LCD screen; looks like a wristwatch), or a hand-held radio-like unit the size of a pocket calculator.

Heat: As described previously for the individual sensor implant.

Motion Detector: As described previously for the individual sensor implant.

Radiation Detector: As described previously for the individual sensor implant.

Radar Detection: As described previously for the individual sensor implant.

Gyro-Compass: As described previously for the individual sensor implant.

Clock Calendar: As described previously for the individual sensor implant.

Total cost of the Standard Sensor Hand: 33,000 for a Bio-System prosthetic hand or 20,000 credits for a mechanical hand, plus the cost of receiver(s) and monitor(s). The cost of the ear receiver is 1000 credits (can be added to other ear implants), the wristband monitor is 250-500 credits, and the pocket-sized receiver-monitor is 100 credits. More than one of the receivers can be linked to the system. Likewise, data can be transmitted to cybernetic eyes, but not Bio-System eyes.

Sound Filtration System: This is an ear accessory that can be combined with a Headjack, Amplified or Ultra-Ear, or most bionic and cybernetic ear implants. The filter automatically reacts to diminish potentially damaging sounds with filters and/or earplugs. Sounds are muffled to protect the character from deafening or disorienting levels of sound such as gunfire, explosions, heavy machinery, and painful sound waves. Cost: 3,500 credits, but can only be added to an already existing cybernetic ear implant.

Ultra-Ear: Similar to amplified hearing, except that it increases hearing perception into the ultrasonic range of high frequency sound, like the hearing of a bat. The character endowed with this additional range of hearing can perceive the high-pitched whine of a television capacitor or dog whistle (inaudible to normal humans) and similar sounds up to 300 feet (91.5 m), and the flapping of a bird's wings up to 150 feet away (45.7 m). The Ultra-Ear also enables the individual to hear the whine of low frequency transmissions, so-called "silent alarms," footsteps, the ruffle of fabric rubbing against other fabric, and the scurry of a mouse at 150 feet (45.7 m). However, whenever the Ultra-Ear is engaged, sounds in the normal decibel range are unintelligible – they sound like a recording slowed down to the point that a normal conversation sounds like a deep rumbling noise and not words at all. For this reason, the Ultra-Ear can be turned on and off as needed. Cost: 11,000 credits as a separate unit, 5,500 credits if being added to the Amplified Hearing system.

Universal Headjack & Ear Implant: This is a special connector or "jack" that is built into the skull, usually at the base of the head or behind the ear. A tiny receiver is then inserted into the ear and linked to the Headjack. The combination enables characters to plug into audio, sensory, robot, and computer equipment, including most communications equipment, radios, video systems, radar, detection/warning devices, microphones, surveillance systems, and more conventional items like CD players, television, disc recorders, and so on. The Headjack receives transmissions from the device that is plugged into it and transmits them to the tiny receiver inside the ear. The audio sounds are clear and distinct to the listener, but being implanted in the inner ear, they are so quiet that only the character can hear the message. Even creatures and devices with enhanced hearing are unable to hear the sounds inside the ear. The Headjack is easily concealed by hair or by folds of skin. The receiver is so tiny that it is attached on or near the eardrum and can only be seen by carefully looking into the ear with a light. Cost: 8,400 credits for basic system.

The basic system can be upgraded to include a built-in radio receiver and transmitter which will allow the character to receive and send radio transmissions as if he were using a walkie-talkie. It is so effective that the character can transmit a whisper, or the voices of other people within six feet (1.8 m) of him. Range: 3 miles (4.8 km). Cost: 16,000 credits in addition to the basic Headjack system.

Bionic Weapons & Tools

Additional Hand and Arm: A pair of additional hands and arms can be attached to the reinforced rib cage just below the usual pair. The second set of limbs are a bit smaller and lighter than the normal full body replacements, but are still quite formidable additions. Maximum P.S. and P.P. attributes are 20 (base is 10). M.D.C. of each hand is 5 and each arm is 25. Bonuses: A pair of arms and hands add one attack per melee and a bonus of +1 to strike and parry to the character's overall combat skills. The arm's individual attribute bonuses apply only to that arm and not the character's accumulative combat abilities. A single hand and arm adds only a bonus of +1 to parry. Cost: 250,000 credits for a pair, 130,000 credits for one.

Legs for Leaping: Bionic legs specifically designed for leaping and quick movement (dodging). Can leap 15 feet (4.6 m) high and 30 feet (9.1 m) lengthwise. Increase by 50% if combined with booster jets in the legs. Bonus: +1 to dodge and +1 on initiative when attempting a dodge or leap of any kind. Cost: 30,000 in addition to the usual leg costs.

Energy-Clip Hand or Arm Port: A special connector unit is built into the hand or arm, enabling the 'Borg to slap in additional E-Clips to power his bionic energy weapons. A separate port is needed for each individual energy weapon. Note: A typical E-Clip costs 5,000 credits new and fully charged. The E-Clip is an energy battery that can be recharged hundreds of times at the average cost of 1,000 to 1,500 credits. Cost: For each E-Clip "port" is 3,000 credits.

Forearm Light Laser Blaster: Mega-Damage: 2D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 2,000 feet (609 m). Payload: 20 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Weapon Cost: 25,000 credits.

Forearm Medium Laser Blaster: Mega-Damage: 3D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 2,000 feet (609 m). Payload: 15 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Weapon Cost: 32,000 credits.

Forearm Heavy Laser Blaster: Mega-Damage: 4D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,600 feet (488 m). Payload: 12 blasts per E-Clip. An E-Clip port is part of the basic system, as backup if nothing else. Unlimited payload if tied to a full conversion cyborg's power supply. Weapon Cost: 40,000 credits.

Forearm Ion Blaster: Standard: Mega-Damage: 3D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,200 feet (366 m). Payload: 20 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 20,000

Forearm Mini-Machine-Gun: Can fire S.D.C. or M.D. rounds. S.D.C./H.P. Damage: 1D6x10 S.D.C./Hit Points per 10 round burst. Mega-Damage: 2D4 M.D. per 10 round burst. One M.D. for a single round. Rate of Fire: Each burst counts as one melee attack. Range: 2,000 feet (609 m). Payload: 300 round hip or back, belt fed, drum housing. A 60 round magazine is also available. Fits into an arm housing unit that comes standard with this weapon system. Note: The low cost, S.D.C. to M.D.C. versatility, and good S.D.C. and M.D. capacity makes it *extremely popular* among full conversion 'Borgs and Headhunters alike. Cost: 20,000 credits.

Forearm or Shoulder Mini-Missile Launcher: Mega-Damage: 1D4x10 M.D. Rate of Fire: Aimed, burst, or wild. Range: One mile (1.6 km). Payload: The mini-missile forearm launcher holds only three missiles, but an additional 12 missile back pack/carrying case can be carried and manually reload the launcher. Reload takes about five seconds per each missile. Missile case has 20 M.D., weighs 10 pounds (4.5 kg) empty. Each missile weighs 4 pounds (1.8 kg). Cost: 40,000 for launch system and 6,000 per each missile.

Forearm Plasma Ejector: Standard: Mega-Damage: 4D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,000 feet (305 m). Payload: 10 blasts per E-clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 40,000 credits.

Forearm Particle Beam: Mega-Damage: 6D6+6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,000 feet (305 m). Payload: 10 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 60,000 credits.

Garrote Wrist Wire: A thin, strong wire is hidden inside the bionic wrist junction that can be pulled out and used to strangle an opponent. S.D.C. strangle damage applicable only. Cost: 200 credits.

Grapnel & Launcher: A launch compartment and housing that looks like a small weapon nozzle fires a collapsible grappling hook and line. A pneumatic winch reels the line back in, helping characters to scale walls and non-metallic surfaces and hitch rides on giant robots and vehicles. The cord is a super thin, super strong wire with a test strength of 2000 pounds (900 kg). Mega-Damage: None (minimal). Range: 100 feet (30.5 m) of lightweight cord (retractable). Cost: 5000 credits.

Hand & Forearm Attachment: Jackhammer: Instead of a hand and forearm there is a heavy-duty Jackhammer designed to break rock into small pieces, typically used on rock that has already been drilled, or for construction or demolition of buildings. M.D.C.: 50 per Jackhammer arm. Damage: Does 2D6 M.D. as a hammering weapon/attack, but does not have the same focused penetrating power of a drill. Cost: 60,000 credits.

Hand & Forearm Attachment: Heavy Mining Drill: In place of a hand and forearm is a huge, powerful drill for making large holes (a man can fit his arm through these holes and still have room) in rock and metal and drilling away rock. A handful of detachable drill bits in a variety of large sizes are available. M.D.C.: 50 per drill arm. Damage: Does 3D6 M.D. as a drill weapon/attack. Cost: 66,000 credits.

Hand & Forearm Attachment: Precision Mining Drill: In place of a hand and forearm is a thin, narrow, high-powered drill for making small holes and precision drilling; detachable drill bits come in a variety of sizes. Can be used for mining and building/construction. M.D.C.: 30 per drill arm. Damage: Has three settings: 4D6 S.D.C., 1D4 M.D. and 2D4 M.D. as a drill weapon/attack. Cost: 60,000 credits.

Hand & Forearm Attachment: Plasma Torch: In place of an arm and hand is a versatile plasma torch used for repairs, welding and cutting. M.D.C.: 45 per unit. Damage: Four settings: 1D6x10 S.D.C., 1D6 M.D., 2D6 M.D. and 4D6 M.D. Range: 3 feet (0.9 m). Cost: 75,000 credits.

High Explosive Finger Joints: Usually limited to the little finger, because the explosive finger has no movement. Mega-Damage: 2D4 M.D. to a 10 foot (3 m) area per each joint section (3). Range: Throw about 100 feet (30.5 m). Rate of Fire: Equal to attacks per melee. Payload: Three per finger. Cost: 1,000 credits per explosive joint, 3,000 for entire finger.

Knuckle Spikes: Four sharp metal spikes protrude from the knuckles. S.D.C. Damage Adds 1D6 S.D.C. damage to a punch or backhand strike. Also enables the character to parry blade weapons, including Vibro-Blades, provided the spikes are M.D.C. material. Each knuckle spike has 5 M.D.C. points. Cost: 1,200 credits for a set, per hand. Add 600 credits to get them silver plated and 2,000 credits to make them retractable (i.e., concealed in the bionic hand until needed and extended).

Laser Eye (1 or 2): Suitable for robots and 'Borgs. Usually draws its energy from the cyborg's internal power supply rather than any sort of E-Clip. The eye (or eyes) are unusually large or a visor-like implant rather than human-looking eyes. **Note:** The NGR military also has a particle beam version. Mega-Damage: 2D6 M.D. per single laser blast or 4D6 M.D. per double blast (both eyes fire simultaneously at the same target). A double blast counts as one melee action. Rate of Fire: Each individual blast or simultaneous double blast counts as one attack. Range: 1,000 feet (305 m). Payload: Effectively unlimited. Bonus: +1 to strike. Cost: 130,000 credits.

Laser Finger Blaster: A tiny Mega-Damage weapon contained in a finger. Note that only two fingers per hand can contain a weapon. Mega-Damage: 1D4 M.D. Effective Range: 300 feet (91 m). Rate of Fire: Each blast counts as one melee attack. Payload: 6 blasts before needing recharging. Requires six hours to recharge. Or a micro-E-Clip can be inserted into the side of the hand for 12 additional energy/blasts. Unlimited if tied to the cyborg's nuclear power supply. Cost: 20,000 credits for finger laser and 5,000 per additional Micro-Energy Clip.

Laser Utility Finger: A simple laser tool similar to the laser soldering torch. S.D.C. Damage: Two settings, 1D6 or 3D6 S.D.C. per blast. Range: 50 feet (15 m). Rate of Fire: Each blast counts as one melee action/attack. Payload: 12 blasts before needing to recharge. 30 minutes to recharge. Unlimited if tied to the cyborg's nuclear power supply. Cost: 5000 credits.

Pneumatic Punching Jackhammer Arm: Designed not for reach but punching and combat. Character's arm is actually a pneumatic piston that strikes with the impact of a jackhammer and inflicts Mega-Damage. Another innovation from the whiz kids at W.M. Smith R&D. Damage: 1D6 M.D. +1 M.D. point per every two points over P.S. 20. Bonuses: +1 on initiative, +2 to disarm, and adds one additional attack per melee round! Cost: 60,000 credits.

Retractable Finger Blades: Two to three inch (0.78-1.18 cm) long, double-edged blades extend from the fingers. S.D.C. Damage: 1D4 per each finger (plus P.S. bonus). Mega-Damage: 1D4 M.D. per finger if a Vibro-Blade. Cost: 1200 credits per each finger for S.D.C. Blades, 10,000 per finger for Vibro-Blades.

Retractable Knuckle Blades: Four, three to five inch (1.18 to 1.96 cm) blades extend from the knuckle housings. S.D.C. Damage: Adds 3D4 S.D.C. damage to hand to hand attacks, plus P.S. damage bonus. Mega-Damage Vibro-Blades: 2D4 M.D. plus the usual punch damage. Cost: 2,500 credits for S.D.C. version and 10,000 for M.D. type.

Retractable Vibro-Blade: A standard Vibro-Blade (typically a short sword) is concealed in a housing in one or both of the forearms. The blade is used as both a defensive and offensive weapon. Concealed, retractable Vibro-Blades are commonly installed in cyborgs, robots and, to a lesser degree, power armor. Mega-Damage: Knife-sized: 1D6 M.D., standard short sword or saber: 2D4 M.D., large Vibro-Sword used by 8-10 foot (2.4 to 3 m) 'Borgs does 2D6 M.D., and some giant-sized 'Borgs (as well as power armor and bots) 11 feet (3.3 m) and larger can use a big Vibro-Blade that does 3D6 M.D. Range: Hand to Hand combat. Cost: 5,000 to 10,000 credits, 15,000 for giant-sized blade.

Retractable S.D.C. Blades (large): Two or three inch (0.78 to 1.18 cm) wide blades, measuring a foot or two (0.3 to 0.6 m) long, are concealed in the forearm until extended for combat. The blades extend out of access portals on the tops of the bionic hands (can not use any other knuckle weapon). The blades are used like a short sword. S.D.C. Damage: Adds 3D6 S.D.C. damage to hand to hand attacks, plus P.S. damage bonus. Cost: 3,000 credits.

Weapon Rod Concealed in Leg: A specially designed energy blaster can be fitted into a hidden bionic leg compartment and removed or released upon mental command, or hooked onto the exterior of a leg or the back. This is a hand-held weapon that is removed from its housing; point and shoot.

Leg or Back Laser Rod (large): Mega-Damage: 3D6 M.D. Rate of Fire: Each blast counts as one melee attack. Range: 3,000 feet (914 m). Payload: A standard E-Clip can fire 20 blasts. Unlimited if tied to a cyborg's nuclear power supply. Weapon Cost: 35,000 credits.

Leg or Back Ion Rod (large): Mega-Damage: 4D6 M.D. Rate of Fire: Aimed, burst, or wild. Range: 2,000 feet (610 m). Payload: 10 blasts per standard E-Clip. Unlimited if tied to the cyborg's nuclear power supply. Weapon Cost: 30,000 credits.

Wrist Needle & Drug Dispenser: A retractable needle is concealed in the artificial wrist and slides out to stab or inject drugs into an opponent or unsuspecting victim. A drug dispenser housed in the arm can hold as much as four doses of five different chemicals, 20 doses total. Cost: Hypodermic needle and drug dispenser is 3000 credits. Drugs must be purchased separately. The most commonly used include:

Antibiotics: Costs 75 per dose.

Paralysis: Takes effect in 1D4 melees, lasts 2D6 minutes; costs 150 credits per dose.

Poison: Takes effect in 1D4 melees, inflicts 6D6 S.D.C./Hit Point damage; costs 200 credits per dose.

Tranquilizer/Sleep: Takes effect within 1D4 melees, lasts 4D6 minutes; costs 100 credits per dose.

Truth Serum: Takes effect in 2D6 minutes, lasts 3D6 minutes; costs 75 credits per dose.

Crazies O.C.C.

"I'm not crazy, I just have holes in my head."

The warriors known as "Crazies" are a cross between ninja masters and raving lunatics. They are trained warriors schooled in the arts of combat and athletics. Then, they are augmented through the implantation of tiny electromagnetic devices placed in the brain.

The original project was developed in South America, where scientists were experimenting with new methods of curing mental disorders caused by physical damage, such as brain tumors and scar tissue. In the process of mapping and understanding the brain, they discovered a way to artificially stimulate it to counteract certain mental disorders and brain damage. Again, nano-technology made it possible to implant tiny devices directly into the brain to control its electrical impulses. Soon they found other applications that augmented the subject's physical abilities. The right implant placed in the right spot could enhance speed, reaction time, reflexes and stimulate muscle growth for strength. Another placed elsewhere could block pain, accelerate healing and raise the body's performance to incredible levels of efficiency. The brain implants and neurological stimulation also provided the surprising bonus of instilling or bringing out *minor psionic abilities* in all test subjects.

Suddenly, the priority of finding medical cures was thrown out the door in favor of the more lucrative and spectacular developments in human augmentation. The project was renamed M.O.M. Works (Mind Over Matter). The goal: To create a superhuman by rewiring the brain. Surprisingly, this augmentation works better on humans than on animals or even mutant animals. Unfortunately, the M.O.M. conversion has a tendency to wear out the human body, and has a number of unpleasant and unavoidable side effects. The worst of them is mental illness. Over time, every recipient of M.O.M. suffers from increasing mental instability, hence the name "Crazies." (These characters are sometimes referred to as "Momma's Boys," a slang term derived from the M.O.M. acronym, but that usually lands the name caller in the hospital.)

It may come as a surprise, but most M.O.M. implants are tiny, about the size of pea to the head of a pin. The famous metallic rods protruding from the skull, and which have become the trademark of Crazies, are absolutely unnecessary. So why have them? For style, panache and character. The thing of it is, without them there's nothing obvious or special about the Crazies, and Crazies (they are crazy, remember) don't like that. The big skull rods were used on the first Crazies that appeared sometime mid-way through the Two Hundred Years Dark Age. A group of technicians had discovered a pre-Rifts prototype technology that was archaic comparted to the later refined M.O.M. process. Not knowing any other way at the time, they created an army of fearless, augmented, crazy men to defend the community that created them. This first generation of Crazies became famous and, because of the primitive version of the brain implants being used, they were truly deranged maniacs. However, their wild and daring antics, unpredictable tactics and great success in combat earned them countless warrior songs and poems, making them legendary figures along with the Glitter Boys, Juicers and Cyber-Knights. Consequently, when the later, perfected M.O.M. conversion procedure was rediscovered, and tiny implant *marker studs* could be buried in the scalp that were barely noticeable, it ruined the myth and image of the Crazy. They lost their unique identity! So naturally, Crazies insisted on large ones anyway. How else would people know to quiver in fear or gush with admiration, or even know they were in the presence of such a legendary warrior?

****

"Of course, I have large studs in my head, pally," snickered the Crazy. "I'm a Crazy, don't you know. A Crazy! Are you scared?"

"Um, a little." Said the startled traveler as the Crazy did a cartwheel and skipped around him in a circle.

"Impressed? Intimidated?

"Um, yes."

"You heard of Crazies haven't you, pally?"

"Oh, of course."

"Yes, of course, of course. We're famous ain't we? As fast as a Juicer and twice as deadly. Wouldn't you agree?"

"Uh . . ."

"Of course, you do. Don't be shy. You don't have to worry about hurtin' the feelin's of any Juicers within earshot. They'd never admit it, but they know the truth. That's why they drown themselves in drugs, don't you know."

"Oh. I . . . uh . . ."

"Tongue tied yer so impressed?" grinned the Crazy as he did a back flip, only to bounce forward to land in a crouching position on all fours at the traveler's feet.

"You know how you can tell the difference 'tween us?" whispered the Crazy in a suddenly serious tone.

"Um . . ."

"With these, you silly fool," the Crazy said, punctuating the statement with a Cheshire Cat grin, his finger tapped one of the largest rods with machine-gun rapid-fire succession.

"Only us Crazies have these silver beauties."

And with that the wild man did another back flip, and landed on the back of a hovercycle as it sped by doing at least sixty (96 km). The bewildered traveler could only guess that the driver of the cycle was the Crazy's comrade. Then again, with a Crazy, how could you know?

****

A person can become a Crazy by enlisting in the army of a feudal state that offers brain augmentation technology. A common arrangement is mental conversion, and good pay (3D4x10,000 credits a year), for two years of loyal service in the army. After the two years service, the Crazy can re-up or go off on his own. Some cities like Northern Gun, Kingsdale, and MercTown, as well as certain Black Market Body-Chop-Shops and high-tech bandits, also offer the conversion in exchange for services rendered, or at the price of 500,000 credits.

The Coalition has outlawed this technology and will rarely hire Crazies as mercenaries. Anyone convicted of creating Crazies in the Coalition 'Burbs is executed. Still, an occasional Body-Chop-Shop will offer M.O.M. conversion at a price of about 350,000 credits or an agreement to work for the chop-shop proprietor or a sponsor (typically the shop owner or a gang in the Black Market) for a period of time. Agreeing to procure something for the Cyber-Doc or Black Market, or agreeing to take an extremely dangerous mission may also be the price.

The stigma of going insane keeps a lot of men-at-arms away from this augmentation, and even becoming a Juicer with the price of a quick death is more common than the Crazies. Then again, there are plenty of characters willing to take the chance or who weren't playing with a full deck in the first place.

Being a Crazy Man

The crazy-man character is exactly what the Crazy O.C.C. is all about. He is a wild, flamboyant, and jocular character. A cross between Daffy Duck, a dramatic actor, swashbuckler and a stand-up comic on speed. Zany, dynamic, caustic and hyper. This guy is the wisecracking daredevil who seems to be as cocky and carefree leaping into the jaws of death as he is at a tea party. He will batter his opponent with sarcastic quips, bad jokes and silly observations while he's socking it out with him or facing the barrel of a gun.

These characters are always fidgeting, tapping fingers, cracking knuckles, tapping feet, wringing hands, pacing, rocking, standing on their head, doing cartwheels, suspended themselves by rope, bouncing a ball, flipping a coin, juggling, etc. They are extremely hyper and can't seem to sit still. In combat, they are usually the one bounding into a group of opponents, hanging out the window to get a better shot, leaping from a moving vehicle or displaying dazzling footwork.

Crazies seem to have a consistent habit of laughing, giggling or snickering at the most unusual times. This often occurs during combat, under high pressure situations and triumph. Sometimes it can be extremely effective in rattling his foe. Other times it is downright annoying or scary. They also tend to come up with inane battle cries.

In combat, the Crazy usually appears to be fearless, leaping into a foray with a joke on his lips and armed with his bare hands and a crowbar (that's a joke, son). They tend to be reactionary, believe themselves to be indestructible, take needless risks, and have a complete disregard for personal safety, especially when an innocent life is at stake.

These heroes tend to be physically and action oriented, thus they are usually too impatient to master skills that require sitting still and/or intense contemplation or study; that's why the O.C.C. Related Skills bonuses are so low or nonexistent. **Note:** As a reactionary, the Crazy tends to be naive and a sucker for a sad tale, good cause, sad child, puppies or a pretty face.

Special O.C.C. Bonuses & Powers:

1. Super Endurance. Add 3D6x10 to S.D.C., add 5D6 to Hit Points, and +1D6 to P.E. attribute. The Crazy can lift and carry twice as much as a normal person of equivalent strength and endurance, and can last 10 times longer before feeling the effects of exhaustion. Can remain alert and operate at full efficiency for up to three days (72 hours) without sleep. Needs only four hours of sleep per day to function at full capacity.

2. Increased Strength. Add 2D4 to P.S. attribute; P.S. falls under the "Augmented" category same as Headhunters/partial cyborgs and Juicers. Minimum P.S. is 19; if lower, adjust up to P.S. 19.

3. Increased Speed. Add 4D6 to Spd attribute, plus the Crazy can leap 20 feet (6 m) across and 15 feet (4.6 m) high after a short run (half that distance from a dead stop).

4. Heightened Reflexes and Agility. The combination of training and enhanced physical capabilities of the M.O.M. brain implants provides the following bonuses: +2 on initiative, +1 extra attack per melee round, +4 to roll with impact, and exceptional balance and grace (reflected in Physical skill bonuses and +20% to maintain balance as applied from skills like Acrobatics and Gymnastics). Also add 1D6 to P.P. attribute. Minimum P.P. attribute is 17; if lower, adjust up to P.P. 17.

5. Enhanced Senses: +3 on Perception Rolls even when acting silly and bouncing around, or seemingly bored. Very alert.

Enhanced vision provides the character with perfect 20/20 vision and exceptional long-range, hawk-like vision; can read a small sign or recognize a face from up to two miles (3.2 km) away when he concentrates; must have line of sight.

Enhanced hearing lets the Crazy hear a whisper or a twig snap under someone's boot up to 300 feet (91.5 m) away. The acute hearing gives the Crazy an *automatic dodge* on all attacks; even from behind and surprise attacks. Normally, a dodge counts as one melee attack/action. An automatic dodge works like a parry in that the character can bob, weave or roll out of danger so fast, and be back on his feet and ready to strike, that the act of the dodge does NOT use up a melee attack. Normal dodge bonuses do not apply, but P.P. bonuses do. Bonuses: +1 to auto-dodge at levels 1, 2, 4, 6, 8, 10, 12 and 14. +2 to roll with impact at levels 2, 5, 10 and 15.

Enhanced sense of smell enables the character to instantly recognize odors (01-65%), recognize a person by scent like a dog (01-25%), and even track by smell (01-30%), provided the scent is not more than two hours old.

Enhanced sense of taste is so acute the character can taste for a specific flavor, discern specific ingredients, and tell if a drink or food has been poisoned, drugged or is spoiled. Chance for detection is 01-55%, +20% if the chemical has a telltale taste or odor to begin with.

Enhanced sense of touch enables the character to recognize very slight differences in textures by touch. Adds a +10% bonus to all skills that require a delicate touch, such as Art, Demolitions, Palming, Pick Pockets, Pick Locks, Electronics, etc.

6. Saving Throw Bonuses. +2 to save vs psionics and possession, +6 to save vs all forms of mind control, +4 to save vs toxic gases, poisons, drugs and disease.

7. Enhanced Healing. Heals two times faster than normal; +15% to save vs coma and death. Virtually impervious to pain, no amount of physical pain will impair the Crazy until he is down to 10 Hit Points or less. At that point the warrior will suddenly realize his condition and start to feel the effects of his injuries. However, the Crazy can go into an intense meditative trance that will induce Bio-Regeneration, healing damage in moments.

8. Crazies' Bio-Regeneration. This ability is a little different than the psionic power, although related. The Crazy must stop to slip into a meditative trance. While in the trance, he is completely helpless and cannot move or take any action. All of his concentration is being focused into an accelerated bio-feedback program that will restore 2D6 Hit Points and 3D6 S.D.C., stop bleeding, and close wounds in *2D4 minutes*. An extended period of Crazies' Bio-Regeneration, over a period of six hours, will restore all S.D.C. and an additional 4D6 Hit Points.

9. Minor Psionics. Select three psionic powers from either the Psychic Sensitive or Physical Psychic category (*excluding* Astral Projection, Ectoplasm, Object Read and Telekinesis). **I.S.P. Base:** 6D6 plus the M.E. attribute number, +1D6 I.S.P. per level of experience, starting with level two. As a Minor Psychic, the Crazy needs a 12 or higher to save vs psionic attacks.

10. Suffers from Delusions and Insanity. Everything is fine initially, but as time goes on, the character gets increasingly more disturbed. See *Insanities*, in the rules section, for details.

At second level of experience roll once on the *Phobia Table*.

At third level roll once on the *Affective Disorder Table*.

At fourth level roll on the *Random Crazy Insanities Tables* located with this O.C.C.; it can lead to multiple personalities and delusions.

At sixth level roll on the *Obsession Table*.

At eighth level roll on the *Phobia Table* again.

At tenth level roll on the *Neurosis Table*.

At twelfth level roll on the *Psychosis Table*.

At fourteenth level roll for a *Random Insanity*.

The Crazy O.C.C. Stats

Alignment: Any.

Attribute Requirements: None, just a willingness to subject oneself to M.O.M. conversion.

P.P.E. Base: 6D6 P.P.E. Crazies have an unusual amount of potential

psychic energy, perhaps another unexpected side effect of the M.O.M. conversion process.

Race Limitation: The M.O.M. process has been designed for humans, but it will also work on Ogres. D-Bees and other races can try getting M.O.M. implants, but there is a 01-80% likelihood that the character is accidentally lobotomized! (Roll up a new character!) The rare successes on nonhumans do NOT induce psionic abilities and cause one extra insanity immediately and another insanity at levels 4, 8, and 10; all are rolled on the Random Insanity Table found in the *Rules Section* of this RPG. M.O.M. implants do not work on supernatural beings or creatures of magic.

O.C.C. Skills:

Language: Native Language at 95%.

Language Other: One of choice (+15%).

Climbing (+20%)

Dance (+15%)

Detect Ambush (+10%)

Detect Concealment (+15%)

Electronic Countermeasures (+10%)

Escape Artist (+10%)

Gymnastics (+20%)

Land Navigation (+10%)

Prowl (+20%)

Radio: Basic (+10%)

Streetwise (+10%)

Tailing (+15%)

Swimming (+20%)

W.P. Ancient Weapons: Two of choice.

W.P. Modern Weapons: Two of choice.

W.P. Energy Rifle

Hand to Hand: Martial Arts (or Assassin, if an evil alignment), can be changed to Hand to Hand: Commando at the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select seven other skills at level one, +2 additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Any (+10%).

Horsemanship: General and Exotic Animals only (+5%).

Mechanical: Automotive and Locksmith only.

Medical: First Aid, Paramedic or Holistic Medicine only (+10%).

Military: Any (+5%).

Physical: Any (+10% where applicable).

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Any (+5%).

Science: Math and Astronomy skills only.

Technical: Any.

W.P.: Any.

Wilderness: Any.

Secondary Skills: Six Secondary Skills to start, selected from the *Secondary Skills List* in the Skills Section. +1 additional Secondary Skill at levels 2, 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: A suit of personalized, light or medium M.D.C. body armor, including Coalition armor. A set of dress clothing, and a set of black clothing for covert operations. Also a gas mask and air filter, tinted goggles, hatchet for cutting wood (1D6 S.D.C. damage), 1D4 knives (1D6 S.D.C. damage), two ancient weapons of choice, a Vibro-Knife (1D6 M.D.), an energy handgun and energy rifle and four extra E-Clips for each, tent, knapsack, backpack, saddlebags, two canteens, emergency food rations (two week supply), Geiger counter, and some personal items. **Note:** Crazies are known to have a fondness for ancient weapons and modern, high-tech Mega-Damage equivalents such as Vibro-Blades, Neuro-Mace, etc., and they love magic weapons used in close combat, like flaming swords.

The Crazy's mode of transportation can be just about anything, but they lean toward fast and silent or big and flamboyant, conventional to military, but start without a vehicle. They are also known to use magic devices. Never use power armor or robot vehicles.

Money: The Crazy starts off with 2D6x100 in credits, and has a black market item worth 1D6x1000 credits. Generally, spends money on pleasure and weapons as fast as it is earned.

Cybernetics: None, other than M.O.M., but may consider optical, lung, and weapon implants. Will avoid bionics! Take great pleasure in their supposedly "natural" abilities.

Related O.C.C.s: Rifts® Sourcebook 3: Mindwerks™ has some interesting variants on the Crazy, as does **Rifts® World Book 9: South America Two**, with its *TW Ultra-Crazy O.C.C.*

Game Designer's Secret: One of the running themes throughout **Rifts®** is human augmentation and what people will do to themselves to attain their goals. In this case, it is messing around with your brain and risking insanity to be superhuman. Crazies and Juicers were two of my early concepts and are among my favorite characters. I see the flamboyant and zany Crazies as equal parts deadly assassin, daredevil warrior, acrobat and clown. They have their serious side, but they tend to be boisterous and mischievous, mainly because their implants make them hyper. Consequently, they're always looking for something to do, and when not fighting they clown around and cause mischief to amuse themselves.

I also see Crazies as a contrast to the Juicer who is a more somber and serious character. Getting Juiced is a death sentence, so not only do they dwell on their mortality, but their time is limited. That means Juicers have to work at getting their goals accomplished before time runs out on them. Ironically, the Crazies are also tragic figures, sacrificing their sanity for power. They too have a limited amount of time before they get so looney that they get themselves killed or forget their original purpose in life. Most Crazies use humor and wild antics to cover up their fears and to conceal their progressive loss of self-control and sanity.

I also see Crazies as seeing themselves as rivals to Juicers. Consequently, they like to tease, pester, annoy, challenge and compete with Juicers to prove they are better. Unfortunately, Juicers are just a tad superior, so nine out of ten times the Crazy comes in second. Not that it stops the Crazies from trying over and over again.

The Crazy Hero

The creation of a wacko character is easy. He or she is designed exactly like any other character in **Rifts®**. The twist comes in how the character sees himself or how some random crazy element affects his life. The exact type of affliction can be selected from one of the following or determined by random rolls. All the Crazy insanities are presented in a chart/table form so that percentile dice can be used if desired. Personally, I favor random rolls, but the player can pick the insanity if he or she would prefer. Keep in mind when playing one of these oddball characters, that the Crazy truly believes the condition of his affliction and nobody is going to convince him otherwise.

Random Crazy Insanity Table

Select one wild, crazy characteristic or roll on the Random Crazy Insanity Table (roll percentile dice), below.

01-40% Frenzy

41-80% Power by Association

81-00% Multiple Personalities

Frenzy

The Crazy who suffers from a frenzy will appear normal most of the time, but will fly into a wild, uncontrolled rage under certain, high pressure conditions. What triggers a frenzy varies somewhat, but is usually one of the following (roll percentile dice).

01-20% Intense Frustration.

21-40% Intense Anger.

41-60% Intense Pain.

61-80% Intense Sorrow.

81-00% Extreme Tension or Anxiety.

Intense Frustration arises when the character feels helpless, very confused or trapped in a situation he cannot tolerate. At a certain point the character can't endure any more and snaps, flying into a frenzy.

Intense Anger is easy to understand. Anger builds over a particular incident, whether it is anger over his own helplessness or mistake, or some act of cruelty or injustice, a rage builds up inside and demands to be released. The anger is never over silly little things or pet peeves, but serious things that set the character's blood boiling and adrenaline pumping. Anger frenzy may occur in battle if things are not going well (the thought of defeat is too much to bear), an innocent person or ally is hurt, tortured or killed, the villain(s) verbally mocks the hero or his allies, or appears to have the upper hand on them. Anger can also happen when extremely frustrated by bad luck or the carelessness/stupidity of others (or self). It is not wise to make this character angry! "Watch it buddy, you won't like me when I'm mad." Truer words were never spoken.

Intense Pain can also be a catalyst for frenzy. This can be physical pain from an injury, torture, or disease, or a suffocating sense of overwhelming failure or fear of death or other great loss. The hero flies into a frenzy when *all* S.D.C. points are gone and/or approximately *half* his *Hit Points* are depleted. When this happens the Crazy is engulfed by uncontrollable rage (frenzy).

Intense Sorrow – the loss of a loved one, disappointing a friend, loss of an important battle, failing others, and anything that might make the character cry – comes out as a frenzied rage.

Extreme Tension or **Anxiety** is another inducer of frenzy. If the hero is super-worried, nervous, under pressure to succeed, forced to keep a terrible secret, or pent-up/tense about something, he flies into a rage at the slightest provocation. Do or die situations are especially hard to deal with. At a critical point, where the tension is greatest, the character becomes frenzied.

Falling into a frenzy means the Crazy is overcome by emotion and empowered by rage and adrenaline. This plunges the character into a berserker rage or bloodlust that blinds him to everything but the focus of his rage. All sense of personal safety is lost. The environment, dangers, purpose, and friendships are forgotten when the Crazy is engulfed in an unreasoning frenzy. He can only lash out wildly, desperately, to destroy the source of his frustration, anger, pain, sorrow or tension. The frenzied hero's thoughts are primal and ferocious: kill or be killed, escape or die, fight until the enemy is stopped or he stops you! During a frenzy the Crazy can no longer distinguish between friend and foe, and he will lash out at anybody who gets in the way. The blood lust makes him want to hurt and destroy. If no living target/enemy is available, he will vent his rage on the objects in a room, destroying everything within it, or vehicle, and so on. Whatever is handy or perceived to be a part of the problem will become a target to be smashed. The ferocity of the onslaught is terrifying for there is no restraint nor thought, only action.

Although a timely frenzy can be helpful and save lives, it is equally likely to hurt or even kill innocent people. **For Example:** Combat is going badly. The villains seem to be triumphing. Tension runs high. A friend and fellow hero is blasted from behind into unconsciousness and almost killed. The Crazy who suffers from frenzy is outraged by this act of treachery against his friend. Suddenly, everything becomes a blur as the rage takes over. The frenzy begins. The crazed hero becomes a wild man, attacking with incredible speed, skill and ferocity. The villains fall, one after another. A pair try to flee, but are struck down. Their pleas for mercy fall upon deaf ears. A figure steps from around the corner. The wild man sneers and attacks. His victim shouts "Halt! Police!" but the words are meaningless. The policeman falls to the madman's assault. The law officer could just as easily have been a friend, woman or child. To the frenzied character there is no distinction. He pauses, looking for more "enemies." The mayhem will continue until the frenzy passes, all opponents are defeated, or the wild man is subdued.

The power of the frenzy: Lost in an unreasoning berserker rage, the character will first lash out at the focus of his rage, and then all known enemies. Anybody else, innocent bystander, friend or foe, who tries to stop the Crazy or attracts his attention, will be attacked with full force. As soon as one target is rendered helpless (this can mean stunned, unconscious, comatose, trapped, killed or otherwise incapacitated) the maniac turns his attention to the next target. Instinctively, the most dangerous targets are attacked first, unless others get in the way.

Frenzy bonuses and abilities: +1 attack per melee round, +30 to S.D.C., +1 to strike, parry, dodge, and roll with impact, Spd is increased by 30%, and +1D6 to damage, which applies to *all* physical attacks, including those delivered by a melee weapon such as a sword or club (does not apply to mechanical weapons like guns). Duration: The frenzy will not stop until all opponents are defeated or the Crazy is subdued. A frenzy will normally last one melee (15 seconds) for each Physical Endurance (P.E.) attribute point. For Example: A Crazy with a P.E. of 12 will be lost in a frenzy for 12 melees. That's three minutes. After that time the character will snap out of the rage and function normally. *All effects and bonuses of a frenzy are temporary!* This includes the bonus 30 S.D.C. Don't be confused by the temporary S.D.C. Any damage comes off of that temporary physical S.D.C. bonus first. After the frenzy, any extra S.D.C. fades away. The damage sustained by the temporary 30 S.D.C. is little more than painful cuts and bruises. Do not subtract those 30 S.D.C. damage from the character's normal physical S.D.C.

Power by Association

This unusual fixation has the Crazy convinced he gains his strength, skills, luck and psionic powers from a particular object or otherworldly source. It's not true, of course, but the character believes it with such conviction that he is weakened without it. The Crazy is totally psychologically dependent on the object of his fixation; a sort of super-security blanket that gives him the confidence to be a warrior or hero. Even if threatened with death he will not change his belief or give up the object. The mind is a powerful force that remains a mystery. It is very possible that without this psychological focus and security the Crazy would be a coward or locked in a catatonic state.

Powers Stem From . . .

Roll percentile dice to determine which one affects your character.

01-16% Daytime Complex

17-30% Nighttime Complex

31-50% Popeye Syndrome

51-70% Magic Object

71-85% Power Words

86-00% Solar Syndrome

The Daytime Complex is the belief that one's abilities exist only during *daylight* hours. Thus, from the first few seconds of dawn till the last rays of sunlight disappear with the setting sun, the character is endowed with exceptional abilities. At night the powers are gone and he is a relatively normal human. Although the hero believes his powers are linked to the sun, this is not the same as being solar powered. This character's powers and abilities are unimpaired by being indoors or locked in darkness. As long as it is daytime he has extraordinary abilities. Bonuses and Penalties: During nighttime hours the Crazy believes he has no special psionic powers or abilities and all the Crazy O.C.C. bonuses and wildness are gone. He has his ordinary skills, but he is more timid, and acts as if *all* his physical attributes, and S.D.C., were *12* maximum.

The Nighttime Complex is identical to the daytime complex except that the character believes his powers exist only during *night hours*. From dusk till dawn this person is a superhuman; after that, he believes he becomes an ordinary human. All the same conditions listed under the daytime complex, above, apply except at the opposite time of day. **Note:** The hero is likely to use a code name that reflects the night or darkness, such as Night Hunter, Moon Beam, etc.

The Popeye Syndrome is the belief that a particular type of food or drink gives the character his super abilities. Without this special food the Crazy is just an ordinary Joe with no special abilities.

Penalties without the food: He can still use his conventional skills and basic training, but all the Crazy O.C.C. bonuses, psionics, and wildness are gone. He is more timid, and acts as if *all* his physical attributes were *12* maximum, S.D.C. is only 20 and skills are -10%.

However, when he eats the special food, all his Crazy bonuses and abilities kick in and he feels empowered. The metamorphosis happens just like the old Popeye cartoons. The would-be hero pops a handful of his special "power" food and zowie, instant powerhouse! Why does the character believe these foods give him his powers? He's a CRAZY!

Conditions and Limitations: Generally, the "power food" can be eaten raw or prepared in any way. One *full handful* of the food does the trick and will instantly give the character his Crazy abilities. Duration: One handful will instill superhuman powers for approximately *three hours*. At the end of that time another handful of the power food will be needed to remain super endowed. There is no limit to how many times per day the food or drink can be eaten. Type of Food: The food or drink should be an exotic, or bizarre item or combination of items. Players can make up something or use the table that follows.

Random Power Food Table: Roll percentile dice.

01-05% Garlic
06-10% Asparagus
11-14% Raw Rhubarb Stalks
15-19% Beef Jerky or any Jerked Beef.
20-23% Chicken Livers
24-27% Raw Onion (likes to eat it like an apple).
28-32% Pig's Ear
33-36% Pumpkin Seeds
37-40% Coffee
41-45% Corn Husks (just the husks).
46-49% Raw Fish (any kind).
50-53% Fresh Chives and Parsley.
54-57% Stuffed Grape Leaves
58-62% Oxtail or Pig's Feet.
63-66% Carrot Juice or Carrots.
67-70% Apple Cores or Watermelon Seeds.
71-75% Cabbage, Romaine Lettuce or Spinach.
76-79% Pickled Herring or Catfish.
80-83% Chocolate
84-88% Collard Greens (a green, leafy vegetable, like spinach).
89-92% Walnuts and Bay Leaves.
93-96% Raw Eggs
97-00% Twinkies (Yep, they are one of the rediscovered technologies of Rifts Earth in North America).

The Magic Object Syndrome is the absolute certainty that a special object is the source of the character's powers. The source of the power is usually *thought* to be *mystical, supernatural, pre-Rifts or extraterrestrial*. Without the object the Crazy is powerless, an ordinary human (same as usual; see Daytime Syndrome). If the Magic Object is lost, the character becomes depressed and despondent for 3D6 weeks, after which he'll either find a new object from which to get his powers, or will find a new, similar object to the first that he insists is the one he lost. Until then, he acts as if he's an ordinary guy – except in life and death situations to save himself or someone else. Should the latter happen, he doesn't remember doing anything superhuman and believes he just got lucky. **Note:** The object is not really magic so it can be anything: A ring, old coin, bottle cap, polished stone, favorite childhood toy (teddy bear), earmuffs, medallion, walking stick, dagger, jewelry, cape, shoes, belt, or anything at all. The object is usually small enough to carry or be worn and should have some odd or distinguishing feature.

The Solar Syndrome has the character convinced that he is solar powered. This is different from the Daytime Complex in that the hero believes he actually draws on the sun's energy like a solar battery. When the sun is shining and/or directly on the Crazy he is at absolute full power and confidence. So confident that the hero is tougher and better at everything than most Crazies! Special Solar Bonuses: +10 to S.D.C., +1 to Perception Rolls and +5% to all skills, even Secondary Skills. Penalties: *In shadow*, artificial light or a gloomy day, reduce the Crazies' combat bonuses by half and skill performance is -5%. *In darkness* or *at night* (without artificial light) the character has NO Crazy O.C.C. or combat bonuses, he cannot use his psionics, and skill performance is -20%. However, Perception Rolls are unchanged.

Power Words are another form of power association that has the Crazy believing he is empowered by a word code or phrase. Usually the character believes the word(s) to be of magic, supernatural or alien origin. To tap into his enhanced abilities he needs only to shout the *superwords*, and sha-zoom - a hero is born. The word or words can be real words ("by the power of Ishtak" or "It's party time," "I am power," etc.) or a made up word to complete gibberish. If the word(s) are not spoken the person remains a mere, powerless mortal (same as noted under Daytime Syndrome). Remains empowered for 24 hours or until the word or phrase is repeated. **Note:** This delusion *may* have the Crazy convinced that when he is "ordinary" he also looks ordinary (weak and puny) and that nobody can recognize him. In truth, he only acts ordinary and timid whenever he *thinks* he is an ordinary human.

Multiple Personalities

The Crazy has two or more distinct personalities. Each of these different personalities manifest themselves as a completely different person, with different alignments, dispositions, attitudes, and beliefs. This is a much more complex character and will require rolling on several tables and some serious role-playing on the part of the player. Have fun.

STEP ONE: How Many Separate Personalities?

Roll Percentile Dice.

01-30% Two

31-50% Three

51-65% Four

66-89% Five

90-00% Six

STEP TWO: Who Is the Dominant Personality?

This is the main *hero* personality, so it should be among the most "good" and competent of all the personalities.

A. Name: Player's choice.

B. Alignment: Player's choice of Principled, Scrupulous or Unprincipled.

C. Disposition: Roll or pick from the optional rules section for rounding out one's character.

D. Rejects the belief of having a split personality, so he/she does not know about the other personalities.

The main personality will be the one most often in control.

STEP THREE: Who Are The Other Personalities?

A. Name each one.

B. Roll for random alignment of each personality.

01-20% Principled

21-35% Scrupulous

36-50% Unprincipled

51-65% Anarchist

66-77% Miscreant

78-89% Aberrant

90-00% Diabolic

C. Personality Quirks/Attitude (as below according to alignment):

Personalities of Good & Unprincipled Alignments: Roll or choose for each personality:

01-10% Despondent: Withdrawn; curls up into a fetal position and gurgles. Cannot fight or take any action. Cannot use abilities or even communicate!

11-20% Coward: Afraid of everything – heights, flying, fighting, knives, guns, etc. Will fight only if absolutely necessary, and then only enough to escape. This character will surrender at the slightest hint of trouble. Psionics and fighting abilities can only be used for self-preservation/defense, and to help friends, but would rather stay on the sidelines. Penalties: Always the *last* to attack in a melee round (no initiative). Skills are -10%. Doesn't know any of the other personalities.

21-30% Pacifist: Gentle, merciful and compassionate. This character is as bright and bold as the main personality (maybe even more so), but will not fight. This personality is adamant against fighting for any reason. If confronted he will dodge, parry and try to otherwise incapacitate a foe, all the while delivering a speech against fighting, injustice and cruelty. He can use his abilities to the max, but will rarely use them to hurt anybody. Will *never* kill, torture or strike out in anger. There are no power or skill penalties. Bonuses: +1 on Perception Rolls, +2 to automatic dodge, +1 to parry, +2 to disarm, +4 to pull punch, and +2 to roll with impact. Knows about the dominant personality only. There is a 01-40% chance that he can be convinced to let the dominant personality back into control, but only under extreme protest (he's too violent).

31-40% Arrogant Warrior: Cold, aloof, snobbish, but extremely capable and confident (*over*confident). Tends to be incredibly independent, rude and insensitive. To this personality there are two points of view to everything; the wrong one and his, the only one that matters. This personality uses his powers and skills as he sees fit, usually cold and calculating. There are no skill penalties. Bonuses: +10% on all skills, +1 on initiative and +1 to parry. Knows all the other personalities, but will not willingly let any of them resurface. After all, they are inferior to him.

41-50% Righteous Indignation: A personality that has a black and white view of the world. Evil must be crushed at all costs. This is a war, thus the end justifies the means. Tends to be judgmental, reactionary and brutal toward evil. Gentle and compassionate to the good and innocent. A potentially volatile and dangerous character. There are no skill or ability penalties, nor bonuses. He uses his extraordinary abilities well. Knows and despises all the other personalities for one reason or another. There's a 01-50% chance of convincing him to let any of the other personalities out, *except* the arrogant warrior.

51-60% The Normal Kid: A very mundane, innocent, bumbling nerd-like teenager who knows nothing about being a Crazy or a warrior. He is friendly, but shy, and totally bewildered about combat and monsters. He has no recollection of his other personalities or acute abilities. Penalties: Cannot tap his extraordinary Crazy bonuses, Physical skills or combat training (has two attacks per melee; that's it). Otherwise thinks and acts as if he were a normal teenager; all physical attributes at 12, S.D.C. 20, and only the most basic and common of skills are available at the base level proficiency.

61-70% The Wildman: An overzealous, gregarious, and extremely hyperactive personality with delusions of grandeur. He is fanatically loyal and dedicated to his teammates, goodness, justice and fighting (he loves it). He is very reactionary, takes needless risks, and has a complete disregard for his own personal safety. This is a character whose intentions are always 100% sincere, but acts without considering the consequences. Basically, a nutcase with a heart of gold. Penalties: Suffers from the Frenzy condition discussed earlier in this section (triggered by anger or pain). Bonuses: Can use his Crazy abilities, plus he is +4 to roll with impact, +1 to strike and +1 to parry and dodge; add 10 feet (3 m) to leaping ability (up and across) and +20% to Climbing, Swimming and Acrobatics. This personality knows all the others, and can be convinced 01-80% of the time to let any of them take control if it is for the good of the group or the situation.

71-80% Hypochondriac: A personality obsessed with cleanliness, and afraid of getting hurt or catching a disease. He will continually whine about potentially filthy or germ laden environments, and instruct his comrades about proper eating habits, vitamins, medication and sanitation. If injured in the slightest (one S.D.C.), the personality will whine and moan about it for hours. Penalties: Never takes the initiative, -5% on all skills. Bonuses: +1 to parry and dodge, and has the Paramedic skill with an 86% skill proficiency. Knows all the personalities, but is hesitant to let any take control because they are either too reckless or wimpy and might get him hurt, plus they are all so filthy! However, there is a 01-88% chance of being convinced to let any of them take control if doing so is likely to prevent his death or grievous injury. Player's choice as to which personality, but the dominant personality is most likely.

81-90% Opposite Sex: Pick from or roll on the optional rules Disposition table to determine the general attitude of the character. May or may not know about being a Crazy: 01-40% does not, or 41-00% does know. If she/he doesn't know about the power or abilities, then all skills are -20%, there are no combat skills or bonuses (two attacks per melee), and psionic powers cannot be used. If the personality does know about the Crazy he/she knows about the other personalities and there is a 40% chance him/her it being convinced to let a different one surface. If he/she knows nothing about the other personalities, he/she cannot willingly let a different one surface.

91-00% The Anti-Super Dude: This personality is against the entire concept of human augmentation and vigilantism. Consequently, while he knows about the enhanced abilities he will not use them for any reason. Nor will he engage in heroics. Penalties: -10% on all skills, no Hand to Hand Combat skill (two attacks/actions per melee), and no

bonuses, acts as if he is an ordinary person, but does retain his Perception Roll bonuses and has Empathy and two other Psychic Sensitive powers different from the dominant personality. Bonuses: None. Knows about the other personalities, but will not let any of them take control unless tricked or convinced it will save innocent lives.

Personalities of Anarchist Evil Alignments: Roll or choose for each evil personality:

01-10% Jack the Ripper: A twisted personality that preys on the weak, mostly women. Some demented obsession drives this personality to hurt and torment women. If any opponent is female, she will be his first target. The more she fights, the better he likes it. This is a sick individual who loves to torture and watch torment. Penalties: -10% on all skills because he *is* physically oriented. Bonus: +1 to strike and pull punch. Knows about his other personalities, but will not willingly let any of them take control while he's having fun. Only lets out another personality when he's facing punishment or some other unpleasant situation. Loves his enhanced abilities. Prefers blade weapons above all others.

11-20% Traitor: A personality that goes with what is always best for him. He will betray a friend or cause for money, revenge, or to save himself. He will steal from others and sell information without considering the consequences to others, including info that might hurt his teammates. Everything has a price and he intends to cash in on it. The character is amoral, cold and merciless, taking action that will benefit only him. Completely untrustworthy. Penalties: None. Bonuses: None. Knows about the other personalities and uses them freely to get his way or save his skin.

21-30% Greedy: A personality that craves wealth and fame. He will always look for the profit and value of any activity, but is, himself, a stingy braggart who always connives to get the most money and all the glory. He tends to be secretive, sneaky, deceptive, underhanded and self-centered. Penalties: None. Bonuses: None. Although he knows about the other personalities he only lets those "losers" out to take the blame for his failures, defeat and embarrassments.

31-40% Kleptomaniac: A compulsive thief who just likes the challenge of stealing. Steals from everybody all the time, just for fun. Penalties: Has *none* of the dominant character's skills. Bonuses: Knows the following skills at the proficiencies listed: Appraise Goods 90%, Barter 70%, Palming 90%, Pick Pockets 85%, Pick Locks 65%, Prowl 55%, Disguise 60%, I.D. Undercover Agent 65%, Surveillance Systems 50%, Hand to Hand: Basic (2nd level with 4 attacks per melee total), Pilot Hover Vehicle 88%, Motorcycle 78% and +4 to Perception Rolls. Knows all the other personalities and about their Crazy enhanced abilities. Lets them out to hide and avoid punishment for his thefts.

41-50% Bloodthirsty: A personality that loves to fight, hurt people, torture and kill. A sadistic bully who shows no mercy and intentionally strikes to do maximum damage. This is the personality's way of proving himself superior, as well as satisfying his cruel pleasures. Penalties: -10% on all non-combat oriented skills. Bonuses: +1 to strike, parry, and dodge, +20 S.D.C. He can use the Crazy's abilities well. Knows about the other personalities but he will pretend not to, and refuse to willingly let another take control.

51-60% Megalomaniac: Arrogant, feels far superior to all others; mean, cold and calculating. This *personality is totally self-serving,* so his ends justify any means, and his needs take precedence over all others. Those who ignore or chastise his opinions are either fools or potential enemies. The personality is only a team player when he can use the team to achieve his goals. Tends to be domineering (will try to usurp the leadership), insensitive and *ruthless*. There are no skill penalties. Bonuses: +5 to I.Q., +10% on all skills, +1 on initiative and delights in his enhanced Crazy abilities. He knows and uses all the skills and powers of the dominant personality and uses all the other personalities like game pieces in a chess game.

61-70% The Psychopath: A wild, daring, deadly personality who thrives on danger. Nothing is too risky or impossible. Tends to be reactionary and cruel, and strikes with deadly force. Also enjoys cat and mouse games, as long as he is the cat. Penalties: Does not know the dominant personality or his skills. Bonuses: Knows the following skills at the proficiency level listed: Hand to Hand: Assassin (one level higher than that of the dominant personality), W.P. Blunt, W.P. Knife, W.P. Handguns, W.P. Energy Pistol, W.P. Energy Rifle, Sniper, Prowl 60%, Climbing 85%/75%, Recognize Weapon Quality 80%, Lore: Juicer 80%, Pilot Automobiles and Hover Vehicles 92%, Hovercycle 80%, Seduction 50%, and Escape Artist 45%. Add +30 S.D.C. (applies only when the psychopath personality is in control). Can use all enhanced Crazy abilities equal to the dominant personality. Will not willingly allow any other personality to take dominance unless it is to hide or escape punishment.

71-80% Seducer & Manipulator: Pick from or roll on the optional rules Disposition table to determine the general attitude of the character. Knows and loves to use the enhanced Crazy abilities. Enjoys Seducing and using others; masterful liar and actor. Bonuses & Modifiers: +1 on initiative, +2 on Perception Rolls, +2 to disarm, only has the O.C.C. Skills same as the dominant personality, the rest of the skills are replaced with the following: Disguise 60%, Interrogation 70%, Performance 85%, Philosophy 70%, Photography 80%, Public Speaking 80%, Seduction 85%, Streetwise 70%, Undercover Ops 75% and Wardrobe & Grooming 90%. There is a 01-40% chance of him/her being convinced to let a different one surface for any reason, 01-80% to hide his/her presence or to avoid punishment.

81-90% Gluttonous Pig: A personality that is a filthy pig who enjoys good food and wine, and eats and drinks to excess. Enjoys all types of vice and self-gratification, including his own enhanced Crazy abilities, but is a lazy, animalistic slob. Penalties: Never takes the initiative but doesn't avoid a challenge either. -10% on all non-combat skills. Bonuses: +1 to parry, dodge, and disarm, and has the Domestic Brewing skill at 85%. Knows all the personalities, but is hesitant to let any take control because they are either too good or sissies who don't know how to enjoy life. However, there is a 01-50% chance of being convinced to let any of them take control if the plea is impassioned or the other personality is needed to save the day or his own skin.

91-00% The Pent Up, Vengeful Victim: This is the teenager who has been picked on, teased and bullied all his life. Only now he finds himself in the body of a musclebound Crazy who can get revenge. Ironically, this makes the insecure kid something of a bully himself. He takes no guff from anybody, and likes to boss around, bully and threaten those he sees as weaker than himself. Penalties: -3 to save vs Horror Factor, -20% on all skills, double skill penalties for pressure situations, and he lacks self-control. He has no recollection of his other personalities, but will let one out (at random) whenever he gets in over his head, is about to be imprisoned, tortured or defeated, and when he is afraid.

STEP FOUR: When Do the Different Personalities Take Control?

The dominant personality is the one who is usually in control. He or she is the main force behind the character and the one who has decided to become a Crazy. Another personality takes over under the following circumstances:

1. Severe Shock or Trauma: An emotional shock such as seeing a brutal murder, seeing a friend or loved one killed or seriously injured, psionic, magic or drug induced hallucination, feeling completely helpless, or intense pain/torture. In these cases, the personality best suited to handle the situation will take control.

2. Incapacitation, Threat of Death, or Coma and Near Death: Any one of the other personalities will take random control, usually to try to escape death; +20% to save vs coma, but when the character snaps out of it, he's the new personality.

3. Hypnosis: 01-50% chance of calling forth a specific personality. If the roll fails, roll to see who takes random control. There is a 01-80% chance of bringing the dominant personality back into control when using hypnosis. Casual use of Hypnotic Suggestion to manipulate the Crazy has a 01-30% chance of randomly releasing one of the other personalities.

4. Telepathic Probe: 01-65% chance of pulling out a specific personality. If the roll fails, a random personality surfaces to take control. Once the personality is aware that a psionic probe is being used to suppress him and bring out a different personality, he gets a +4 to save vs psionic attack, and is likely to attack the psychic out to undermine his control. If he fails to make the saving throw vs psionic attack, there is a 01-80% chance of pulling forth the specific personality desired the second time it is tried.

5. Possession: The Crazy with multiple personalities inside his head already, gets an additional +4 to save vs possession, but the attempt is likely to randomly unleash one of the other personalities.

6. Mind Wipe (psionic): Whenever a Mind Wipe is being used, the current, dominant personality will retreat into the subconscious, automatically breaking the effect of the Mind Wipe and bringing out a new personality, typically an aggressive one.

Determining Random Control

Determining which personality takes *random control* is easy. If there are **two personalities**, 1-3 represents the dominant personality, 4-6 the other, secondary, personality. **Three personalities:** 1-2 is the dominant, 3-4 a secondary personality, 5-6 the other. **Four personalities:** 1-3 represents the dominant, 4, 5 and 6 each represent one of the other personalities. **Five personalities:** 1-2 the dominant, 3, 4, 5 and 6 each represent one of the others. **Six personalities:** 1 is the dominant, 2, 3, 4, 5, and 6 each represent one of the others. Assign a numerical designation to each personality and roll a *six-sided die* (1D6) to determine which one is in control.

Cyber-Knight O.C.C.

"It's all about hope and dreams and living well. Everyone has value, but I think people forget that one common truth. Life is hard, and it makes some people callous, dispassionate and cruel. I hope we can change that and remind people of their own strength and goodness."

Nobody knows exactly where they came from, how they came to be or why, but about 80 years before the end of the Dark Age, the Cyber-Knight emerged to battle monsters and tyrants. However, most educated and civilized people did not acknowledge the Knights even really existed until 18 P.A. This has led some D-Bees to believe the Cyber-Knights came into being to oppose the ever-growing and corrupt Coalition States. Others say that they came to fight injustice in all its forms and to combat the hordes of supernatural beings that terrorize the land. The truth is that they are the champions of all people, human and inhuman, who are oppressed, suffer from injustice or are tormented by evil, regardless of who or what may be the cause.

The Cyber-Knights' origin is lost to myth and legend. According to the stories, a group of great and noble warriors, who called themselves the Defilers, came to the land. Their group was composed of all manner of men and monsters, yet they treated each other as brothers, comrades in arms, and equals in all regards. This strange gathering of heroes led by example and showed courage, honor, and nobility in everything they did. They told how all people were equal and deserved to live free, and how, on their own world, entire races and cultures perished when one tried to dominate the other. They spoke too of standing against injustice and evil and striving to do what is right even when the price to pay is a high one. When the group left, years later, they had made a great impression on the wilderness people in the West and Midwest. One of the Defilers, a tall, dark haired warrior known as Lord Coake, stayed behind, at the people's request, to train others in the way of the Knights. It is said that Lord Coake, too, would leave one day, but not before creating the lasting legacy that is the Cyber-Knights.

Today, being a Cyber-Knight is both a profession and a way of life based on an ideology and code of ethics. The Knights are not a formal organization, although they do sometimes work in pairs and small groups, and gather and train at secret locations in the New West. One becomes a Cyber-Knight only if he or she is accepted as an apprentice by one who is already a Cyber-Knight. The apprentice is instructed in the ways of life and knighthood by an accomplished master. After years of tutelage and training, the dedicated apprentice may achieve Cyber-Knight status and develop the powers that come with it. Each new Cyber-Knight, in turn, teaches others, and the tradition continues. Rumor and legend had told of the existence of a monastery that taught the way of the Cyber-Knights and that Lord Coake, himself, was its spiritual teacher, but few believed it was true. However, new rumors coming from the Tolkeen war-front tell of Cyber-Knights coming to rescue refugees and leading them into the West. Supposedly, Lord Coake is among these saviors. (See **Coalition Wars® Book 4: Cyber-Knights™** for more details on Cyber-Knights, Fallen Knights, and their involvement with Tolkeen.) But if this monastery exists, the Coalition has yet to find it, nor does anyone else seem to know its location.

The Cyber-Knights are living legends. Champions of the underdog. The great heroes of North America who wander the land and fight for the little guy – those people whose voices are too small and too soft to be heard on their own, or who lack the muscle to stand against injustice and evil alone. Wilderness folk adore these noble men and women, and provide them with free room and board, help, medical aid and support any way they can. Although the Cyber-Knights are often elevated by the people to hero status, the Knights themselves (generally speaking), never see themselves as better than anybody else. They see the simple, hardworking farmer, laborer, huntsman and ditch digger as equally as valuable as the next man – or Knight. The Knights also believe that D-Bees, humans and all sentient life have the same rights and should be accepted as equals.

A Cyber-Knight answers to no authority other than the callings of his own heart and the *Code of Chivalry*. It is the code of the Knighthood that keeps the champions on the true path of honor, nobility, and goodness. They are obsessed with the protection of innocent life, both human and nonhuman, and bringing freedom to the oppressed. They do not go looking for trouble, but in the endless struggle for survival in the rugged lands of Rifts Earth, trouble never seems far away.

The warriors rarely travel together in groups larger than a pair. A troop of five or more Cyber-Knights can only mean that some terrible crisis or horrible danger is coming. Instead, they disperse, each roaming the land on horseback or vehicle, seeking and righting injustice wherever it is found. They oppose injustice and evil in all its forms, from demon or dragon to the Coalition or a fellow Cyber-Knight gone bad. Like self-appointed sheriffs in a wild land, they deal out justice as judge, jury, and executioner. Although their methods are extreme, these are extreme and unusual times. It is this autonomy of action, their legendary hero status, and phenomenal combat skills, that make them a threat to despot kings and would-be tyrants.

The Coalition States have always taken a keen interest in Cyber-Knight activities. Officially, the CS has had little to say about these folk heroes, seldom even acknowledging their existence let alone painting a negative or positive picture. However, the powers that be have always regarded Cyber-Knights as a potential threat and secretly eliminate them whenever the opportunity avails itself. The CS regards Cyber-Knights as powerful and dangerous "enemies of the States." That having been said, even many Coalition soldiers see Cyber-Knights as noble and heroic figures, and as a result, few CS soldiers actively seek to destroy them. In the field of combat, away from Chi-Town and

FREDDIE E.
WILLIAMS II

military authorities, many will accept a Cyber-Knight's word of honor and allow them to pass unmolested. A court-martialable offense, yet many do so out of respect, and others out of fear.

Cyber-Knight Training

Being a Cyber-Knight is a way of life, based on strength of spirit, focus, ideology and the Code of Chivalry as much as physical prowess and keen fighting skills. After years of tutelage and training, the dedicated apprentice, or "squire," achieves the status of Cyber-Knight shortly after he is able to call forth his own *Psi-Sword.* By then, the young Cyber-Knight has already learned the precepts of the Code of Chivalry, awakened his inner strength and heroic spirit, and has probably accompanied his master on at least a few adventures. For while Cyber-Knights seldom gather together, they are often accompanied by an entourage of 1-3 apprentices, aides, and warriors and adventurers of other O.C.C.s.

The training of a Cyber-Knight is fastidious and strenuous. It builds both the mind and body, becoming a way of life, not just a simple philosophy. In that respect, it is similar to the ancient martial arts of pre-Rifts Earth. Although not a hard and fast requirement, most Cyber-Knights possess some degree of psychic abilities. Mental disciplines include learning to use whatever psionic powers they may have, meditation, literacy, the pursuit of truth and knowledge, mastery over one's emotions and living by the Code. The hero is taught to understand and control himself, before he can try to understand others. To recognize and acknowledge his emotions, to feel them without losing control and being overcome by them. To maintain his composure and continue to think coolly and logically even in the heat of combat. Take, for example, this Cyber-Knight proverb:

"It is easy to lose yourself to fear and hate, and therefore destroy that which you fear or loathe. But striking out at darkness does not eliminate it. Destruction out of anger, without reason or purpose, is simply destruction. You must learn to control fear and anger and love, for they can blind you to the truth. You must rechannel emotion, and learn to see in the dark. Become a builder, not a destroyer. Yet remember, you must tear down that which has become infested with rot in order to build anew."

Other areas of training include an understanding and appreciation for all life forms, an openness and tolerance to all ideas and philosophies, an appreciation of art and beauty, and an openness to magic and the unknown. Cyber-Knights are also taught to use their imaginations and to recognize magic as a tool. As a tool, magic is neither inherently good or evil, just another resource that can be tapped and used for good or evil by men. This open-mindedness makes them one of the few non-magic O.C.C.s which can intuitively understand and use magic items and Techno-Wizard devices.

Physical training involves all manner of combat exercises, body hardening/body building, hand-eye coordination, martial arts, practice with numerous weapons, paired weapons, gymnastics, and horsemanship. The purpose is to fuse mind and body into one. To create a "thinking and controlled" fighting machine with lightning reflexes and deadeye responses.

The Code of Chivalry

1. To Live

Live one's life so that it is worthy of respect and honor.

Live for freedom, justice, and all that is good.

2. Fair Play

Never attack an unarmed foe.

Never use a Psi-Sword on an opponent not equal to the attack.

Never charge an unhorsed opponent.

Never attack from behind.

Avoid cheating.

Avoid torture.

3. Nobility

Exhibit self-control.

Show respect to authority.

Obey the laws if they do not supersede the rights of life.

Administer justice.

Administer mercy.

Protect the innocent.

Respect women.

4. Valor

Exhibit courage in word and deed.

Defend the weak and innocent.

Fight for an ideal, like freedom.

Fight with honor.

Avenge the wronged.

Never abandon a friend, ally, or noble cause.

5. Honor

Always keep one's word of honor.

Always maintain one's principles.

Never betray a confidence or comrade.

Avoid deception.

Respect life.

Honor all life.

Respect all views of life.

6. Courtesy

Exhibit manners.

Be polite and attentive.

Be respectful of host, women, and honor.

7. Loyalty

To one's principles and heart.

To one's friends and those who lay their trust in thee.

To the Code of Chivalry.

Special O.C.C. Training & Bonuses:

Cyber-Knight Bonuses

- +1D4 to M.A., M.E., P.S., P.P., P.E., and Spd attributes. This is in addition to bonuses gained from any Physical skills.
- +1D4x10 S.D.C., in addition to bonuses from Physical skills.
- Combat Bonuses: +1 attack/action per melee, +3 to initiative, +3 to Perception Rolls, +2 to pull punch, and +2 to disarm. +1 to save vs Horror Factor at levels 2, 5, 8, 12 and 15. These are in addition to other attribute or skill bonuses. Also see Psionic Powers, Cyber-Armor, and Zen Combat.

Psionic Powers, Inner Strength & Spirit

The Cyber-Knight's training is such that ALL Knights can call upon their Inner Strength and Spirit (ancient, pre-Rifts Oriental masters might have called this "chi") to perform superhuman feats as follows.

Inner Strength: P.P.E.: 6D6. The permanent P.P.E. base for the Knights is higher than the typical human or D-Bee and is part of what gives them their special abilities. (This number is in addition to what a D-Bee might normally get.) This inner spirit also makes the Cyber-Knight O.C.C. one of the few non-magic O.C.C.s which can intuitively understand and use magic items and Techno-Wizard devices. All Cyber-Knights, even those without natural psionic ability, can perform the following three abilities.

Cyber-Knight Psionics Common to All:

Create Psi-Sword (no I.S.P. cost);

Create Psi-Shield (15 I.S.P., which is half the normal I.S.P. cost);

Meditation (to relax, restore I.S.P. and heal more quickly).

Inner Spirit: Somewhere around 70% of all Cyber-Knights possess limited psychic powers. These candidates are selected, in part, for their innate psychic abilities and (usually) high Mental Endurance (M.E.). The player (or the G.M.) can either decide that his Cyber-Knight character is a natural psychic and make the selections accordingly, or he may roll percentile dice for random determination:

01-40% Minor Psychic: I.S.P. Base: 3D6 + M.E. attribute number +1D6 I.S.P. per level of experience. As a Minor Psychic, the Knight needs a 12 or higher to save vs psionic attacks. Select three additional psi-powers from the following list. These are in addition to the three powers known to *all* Cyber-Knights.

Alter Aura (2)

Empathy (4)

Mind Block (4)

Object Read (6)

Resist Fatigue (4)

See the Invisible (4)

Sense Evil (2)

Sense Magic (3)

Sixth Sense (2)

Speed Reading (2)

Summon Inner Strength (4)

Total Recall (2)

41-60% Major Psychic: I.S.P. Base: 6D6 + M.E. attribute number +1D6 I.S.P. per level of experience. As a Major Psychic, the Knight needs a 12 or higher to save vs psionic attacks. Select a total of six additional psychic powers from any of the three psionic categories: *Healing, Sensitive*, and *Physical*. These are in addition to those three powers known to *all* Cyber-Knights.

61-70% Master Psychic: I.S.P. Base: 6D6+10 + M.E. attribute number +2D4 I.S.P. per level of experience. As a Master Psychic, the Cyber-Knight needs a 10 or higher to save vs psionic attacks. Select a total of 8 additional psychic powers from the categories *Healing, Sensitive*, and *Physical*. The Cyber-Knight also gains ONE *Super-Psionic* power at levels 2, 6 and 10, and does an additional +1D6 M.D. with his Psi-Sword at levels 2, 5, 9 and 13. These are in addition to the three psionic powers known to *all* Cyber-Knights.

71-00% Non-Psychic Cyber-Knight: I.S.P. Base: M.E. attribute number +1D4 I.S.P. per level of experience, and possesses the three basic psionic abilities: Create Psi-Sword, Create Psi-Shield and Meditation, plus a bonus of +2 to Perception Rolls. Regarded as a Minor Psychic and needs a 12 or higher to save vs psionic attacks. The non-psychic Cyber-Knight has no additional psionic powers to draw upon and must rely on his wits. This is applicable only to characters who are not psychic to begin with (see *Character Creation* in the Rules Section).

Summon Psi-Sword

A Psi-Sword is a Mega-Damage energy weapon that the Cyber-Knight can mentally *will* into existence! Presumably the Knight creates it using both his inner strength and inner spirit (an unusual combination of P.P.E. and I.S.P.). The creation of this weapon becomes so second nature to the Cyber-Knight that it effectively requires the expenditure of no I.S.P. Cyber-Knights insist the energy weapon is a manifestation of the human will and fighting spirit that becomes an extension of its maker. The creation of the Psi-Sword is a very personal thing and requires years of training, study, and conviction.

It is important to note that the Cyber-Knight's Psi-Sword is quite different from the Mind Melter's Super Psi-Sword. First, the Cyber-Knight can create the weapon in an instant; in many respects it is a living part of the hero. Second, there is no expenditure of I.S.P. in the conventional game sense, the Cyber-Knight's will and conviction is the driving power behind the blade. Third, there is no limit as to how long the sword remains in effect nor any limit as to how many times a day the weapon can be created. If there is any downside, it is that the Cyber-Knight's Psi-Sword is not quite as powerful as the Mind Melter's, but it is still a weapon to be feared.

Psi-Sword Mega-Damage: 1D6 M.D. at first level, plus an additional 1D6 M.D. is gained at levels 3, 6, 9, 12 and 15.

Shape: At first level, the sword appears as a shimmering shaft of light and energy that resembles a glowing sword. By second or third level however, the sword's appearance can be shaped by its maker and generally reflects its creator. A Cyber-Knight who is impressed by strength and power will create a huge claymore or flamberge-like weapon. A character who prides himself on speed and agility is likely to create a rapier or saber type blade, while a hero who enjoys cunning and subterfuge may create a short sword. Each is equally powerful regardless of its form and size. Once a shape has been decided, that is how the sword will usually appear. When a Knight in training can create a Psi-Sword, he or she is ready to become a full Knight-errant.

With experience and age, the Cyber-Knight learns that he can create a Psi-weapon in shapes other than a simple shaft of light. The Cyber-Knight can create virtually any single piece Psi-weapon (no projectile weapons or weapons with moving parts, such as ball and chain, bow and arrow, gun, etc.; and Psi-weapons can not be thrown). Thus, a Psi-weapon may depart from the traditional sword shape to appear in the form of a large or small axe, tomahawk, knife, pick-axe, hammer, club, pole, mace, morning star, etc., as well as any type of sword imaginable, from rapier to broad sword to scimitar, and so on.

Cyber-Knights tend to favor swords and similar "blade" configurations because they are the most versatile in close combat and are part of the tradition and image of knights. Fewer than 13% use a Psi-weapon other than some type of sword. (**Note:** All Psi-weapons are energy based, summoned and shaped by each particular Cyber-Knight. As energy weapons, even those with a "blunt" weapon shape like maces, morning stars, clubs and poles inflict the same damage as the traditional Psi-Sword.) Likewise, the Cyber-Knight is so skilled and precise that he can make the glowing energy weapon look almost as tightly cast and shaped as if he were wielding a real one made of cold steel.

The ability to manipulate the shape of a Psi-Sword/weapon also means the experienced Cyber-Knight can *change* the appearance, size and shape of his weapon at will (counts as two melee actions; taking 4-6 seconds to reshape). Thus, the character can turn a Psi-Axe into a Psi-Short Sword or Long-Sword, or Sickle or other weapon, and back again as he desires or needs. This may be done to frighten inexperienced opponents or to adjust to a combat situation. Since Cyber-Knights are firm upholders of fair play, one might, for example, change his big Psi-Axe or large sword into a short sword, dagger or hand axe to more fairly match his opponent. This is especially true when involved in one-on-one duels and contests.

The color of energy used to make the Psi-Sword is typically a light, electric blue or blue-white, similar to the natural color of magic energy. However, Cyber-Knights can make their Psi-Swords range in color and intensity from shades of blue-white to yellows, oranges, and the more rare and exotic tints of shimmering purple, violet, red, dark blue and green. Metallic colors, black, and earth tones are NOT possible as the weapon is always made of crackling energy and light.

The simpler the shape and more basic the color, the quicker and easier it is to make. A single shaft of blue-white energy, like the traditional Psi-Sword, can be created in a heartbeat with little or no thought or concentration. Years of training makes it so that its creation doesn't even count as a melee action! Psi-weapons shaped as something other

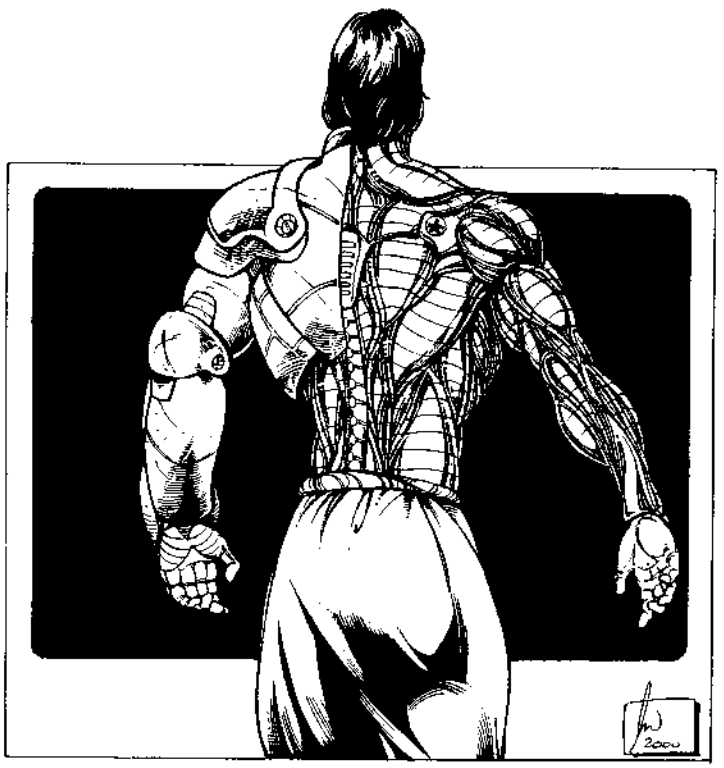
than a sword (axe, mace, pick, etc.) use up *one melee action* to create. Adding an unusual color (dark blue, red, violet, green, etc.) uses up another melee action (counts as two melee actions to create a non-sword). However, this loss of melee actions only counts for the first round in which the weapon is generated. Maintaining its creation into subsequent melee rounds is automatic and effortless for the Cyber-Knight.

Unique colors typically reflect the Cyber-Knight's personal tastes, desire to be theatrical or frightening, and sometimes reflect the character's alignment. The intensity of color or brightness of the weapon may vary with the mood of the Knight, reflecting his emotions.

A brilliant, pure white Psi-Sword (all colors mashed together) is super-rare, but possible. It is very difficult to create and uses up a whopping five melee actions, virtually an entire melee round (15 seconds)! Furthermore, it is the only color that continues to burn up one melee action every round to maintain it and inflicts the additional penalty of -10% on the performance of all skills while the sword is up. It is not surprising then that few Cyber-Knights opt for a pure white Psi-weapon.

Note: A true Knight will *never* use a Psi-Sword against a foe who is unarmed or not equipped with an equivalent weapon, or who is not a supernatural creature or dragon.

Creating Two Psi-Weapons: Only one energy blade can be created until third level, at which point the Cyber-Knight can create a second Psi-Sword - one for each hand. The second Psi-Sword can be identical to the first, smaller, larger or completely different (axe, sickle, knife, etc.). Part of the Knight's combat training includes *Paired Weapons* (gained at level two), so he is immediately adept at using them, or a Psi-Shield.



Cyber-Armor

Level One: Cyber-Knight Armor. When a Cyber-Knight has completed his years of martial arts training, body hardening exercises, and spiritual awakening (marked and symbolized by the ability to create a Psi-Sword), he becomes a first level Cyber-Knight. The warrior is also given special "Cyber-Armor" that is fused to his body.

Armor Rating: 16. Any attacker's roll to strike that falls at 16 or less hits the Cyber-Armor. However, any roll of 17 or higher bypasses the armor and hits the Knight's body, doing full damage. This is why all Cyber-Knights wear *exterior suits of M.D. armor*. Cyber-Armor is intended only to provide additional protection and give the Knight an extra edge in combat.

M.D.C. by Location:

Shoulders (2) - 8 each

Back/Shoulder Blades (2) - 15 each

Forearms (2) - 10 each

Thighs/Upper Legs (2) - 15 each

Chest Plate (main body) - 50 M.D.C.

Level Four: Living Armor: Unknown even to most friends and allies of the Knights, at 4th level, the armor becomes a living part of the Cyber-Knight and can repair itself, regenerating 1D6 M.D.C. per hour until back to full M.D.C. and appearance. Furthermore, starting at fourth level, the Cyber-Armor grows stronger: +1D6 M.D. to the chest per level of experience starting at level four, and +1 M.D. to all other areas of Cyber-Armor, per level, starting at level four.

Level Eight: Increase A.R. to 17.

Level Twelve: Increase A.R. to 18.

Note: When the Cyber-Knight dies, the armor quickly degenerates and cannot be reused, not even as scrap metal nor grafted on to anyone else. Within 1D4 months it turns into rusted, crumbling junk.

Cyber-Knight Zen Combat

Cyber-Knights possess a little known advantage against weapons of technology. An advantage that makes them aware of the weapons being used against them, even if they can't actually see them, and puts them a step or two ahead of their opponents.

Level One: The Basics. All the basics have been learned and the character has all the O.C.C. and skill bonuses afforded by his training. With time and experience, however, the Cyber-Knight fine tunes his skills and abilities to such a point that he gains additional bonuses and superhuman awareness as detailed as follows.

Level Two: Paired Weapons: The Cyber-Knight can use a shield in concert with a weapon held in the other hand, or a pair of weapons, with equal skill. May use a man-made shield or Psi-Shield. Gets the W.P. Shield skill which provides a bonus of +1 to parry at levels 1, 3, 6, 9, 12, and 15. +1 to strike with a shield at level 4, 8, and 12.

Level Three: Combat Acrobatics: Ability to fight and strike even when moving and off balance. No penalty to strike when moving!

Level Four: Basic Combat Awareness. Initially, the Cyber-Knight can only focus and be aware of one opponent and all the weapons and weapon systems of that one, primary opponent.

The Knight is aware of and able to react to all mechanical devices and weapons used by that particular opponent, including guns, Vibro-Blades, Neural Mace, environmental body armor, power armor, cybernetics/bionic weapons and systems, computers, optic systems, sensors, robots, vehicles and other devices. Basically any machine with moving parts or that uses electricity or has a computer chip (which is virtually all CS and other advanced people's entire armory)!

This awareness lets the Cyber-Knight know the very instant a targeting computer or radar locks on, the moment he falls into the crosshairs of a gun, when a trigger is about to be squeezed, when an energy cell charges to fire, or a cybernetic muscle tenses or a turret begins to turn. More than that though, the Knight can actually feel the weapons and war machines as they come on-line or are drawn to be used against him. It's as if he can see them as clearly as the weapon being pointed in his face.

Bonuses & Abilities Against Weapons and Technology:

- Negates any bonuses provided by the weapon/machine.
- The Cyber-Knight knows what his opponent is doing the same instant his opponent does it, enabling the Knight to react a split second faster: +3 on initiative against attacks from modern guns and

machines (bionics, robots, etc.), and +6 against artificial intelligences and computers like Skelebots and automated defense systems. Also, the Cyber-Knight is +3 to strike and parry.

- Meanwhile, the Cyber-Knight's gun-toting or tech-laden opponent is -3 to dodge the Cyber-Knight's attacks and loses 2 melee attacks/actions due to time spent compensating for the Cyber-Knight's amazing agility, combat skills and awareness.

Level Five: +4 to Automatic Dodge against tech. The Cyber-Knight can twist, turn, duck, somersault, and otherwise dodge attacks from "guns" and advanced weapon systems (i.e. mechanical weapons) without using up a melee action (otherwise dodge as normal). The Knight is so fast, mobile and "aware" that he or she can attempt a dodge against most weapon fire. This does not apply to spells or psionics unless they are generated and cast through or with a mechanical device. The automatic dodge applies to all attacks from a single, primary opponent at level five, two at level 9 and three at level 13.

Level Six: Cloud Sensors. The Cyber-Knight can cause sensors and weapon systems to either blink on and off, provide its user with mixed readings or faltering signals, or to not "see" the Knight for a moment. (The Cyber-Knight pops in and out. Now you see him, now you don't!) This makes the use of sensors unreliable, impossible to pinpoint a Cyber-Knight or to identify the exact number of Cyber-Knight targets, through artificial means. High-tech soldiers not used to "eyeballing" their opponents are put at a great disadvantage as the penalties and modifier that follow indicate.

Inexperienced sensor operators (1-3rd level) can not read or use the sensors at all and they lose two melee actions every time they try to figure out what they are or aren't seeing.

Even experienced operators are uncertain, hesitate and lose one melee action while they try to evaluate and respond to the data with a skill penalty of -40%!

The types of sensors are limited to those used in robots, power armor, vehicles and by or with weapon systems, including radar, sonar, motion detectors, heat sensors, laser targeting, optical enhancements and so on.

Level Seven: Nothing new.

Level Eight: Advanced Combat Awareness. Combat awareness (all opponents). Basically the same as level four, above, but the Cyber-Knight's awareness extends to all combatants who direct an attack at the Knight. However, because the area of awareness is expanded to include several opponents, the overall bonuses are reduced.

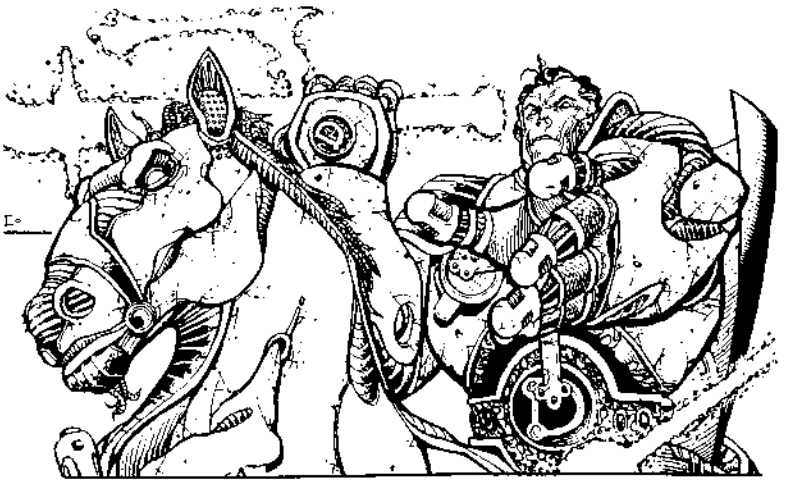
Bonuses & Abilities against Weapons and Technology:

- Negates any bonuses provided by the weapon/machine.
- The Cyber-Knight knows what his opponent is doing the same instant his opponent does it, enabling the Knight to react a split second faster: +2 on initiative against attacks from modern guns and machines (bionics, robots, etc.) and +4 against artificial intelligences and computers like Skelebots and automated defense systems. Also the Cyber-Knight is +2 to strike and parry, and +1 to dodge.
- Meanwhile, the Cyber-Knight's gun-toting or tech-laden opponent is -2 to strike the Knight, -2 to dodge the Cyber-Knight's attacks, and loses 1 melee attack/action due to time spent compensating for the Cyber-Knight's amazing agility, combat skills and awareness.

Level Nine: Cloud targeting computers and other weapon systems. Makes them off just enough to negate any built-in bonuses and to make the shooter -2 to strike with any modern or advanced weaponry. **Note:** Penalties apply to power armor, robots, combat vehicles, cyborg systems, all energy weapons, and any weapon utilizing sensors or optic systems, as well as Techno-Wizard "guns" and other TW machines. The penalty does not apply to hand-held melee weapons such as Vibro-Blades, Neural Mace, and modern bow and arrows, nor Rune Weapons, or other M.D.C. weapons of a similar nature (swords, axes, pole arms, clubs, staves, etc.). Techno-Wizard swords and melee weapons (with possible magic bonuses) also suffer no penalties.

Levels Ten: Improved Auto-Dodge against tech. The Cyber-Knight's auto-dodge increases to +6 against technology, and an amazing +8 against artificial intelligences and computers, like Skelebots and automated defense systems, as well as robot vehicles and power armor.

Levels Eleven to Fifteen: Nothing new.



Cyber-Knight O.C.C. Stats

Alignment: Theoretically any, but most true Cyber-Knights are Principled (36%), Scrupulous (34%) or Unprincipled (22%), with a handful of Anarchist (4%), Aberrant (2%) or some other alignment.

Attribute Requirements: Minimum P.E. of 11, with an I.Q., P.S., and P.E. attributes of 10 or higher suggested, but not required.

What is required is a strong will (M.E. 11+), a lust for life, and a good heart with a thirst for justice (as a rule, good alignments only, but Unprincipled, Aberrant and Anarchist are acceptable, and a Knight may be corrupted and turn evil like anybody else).

Racial Requirements: None, provided one can meet the Attribute Requirements (above) and has the discipline and temperament to be a Cyber-Knight.

Many have dreams of becoming Cyber-Knights, but few can actually stick it through to the end to become one. There is no disgrace in falling short, and many ex-students who couldn't make the grade continue to live by many of the covenants of the Code of Chivalry no matter what they become in life. Others who have failed become Men at Arms, Scholars or Adventurers who continue to serve the Knighthood as warriors, companions, aides, and helpers - heroes in their own right, although they are not actually Knights. Virtually any O.C.C. or R.C.C. can become a friend and companion of a Cyber-Knight.

O.C.C. Skills:

Literacy in American (+20%).
Language: American and Dragonese/Elf at 96%.
Language: Other: Two of choice (+30%).
Anthropology (+15%)
Body Building
Climbing (+10%)
Gymnastics (+5%)
Horsemanship: Cyber-Knight
Land Navigation (+12%)
Lore: Demon & Monster (+20%)
Paramedic (+10%)
Swimming (+10%)
W.P. Ancient Weapons: Two of choice.
W.P. Modern Weapons: Two of choice.
Hand to Hand: Martial Arts

O.C.C. Related Skills: Select 12 other skills, but at least two must be selected from the Physical category and another three must be W.P.s. Select two additional skills at level three, three additional W.P.s at level five, two other skills at level six, two other skills at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any.

Cowboy: Breaking Horses (+10%) and Trick Riding only.

Domestic: Any.

Electrical: Basic only.

Espionage: Any (+5%).

Horsemanship: Exotic Animals (+10%) only.

Mechanical: Automotive and Basic only.

Medical: None.

Military: Any (+5%).

Physical: Any (+5% when applicable).

Pilot: Any.

Pilot Related: Any (+5%).

Rogue: Any.

Science: Any.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any (+5%).

Secondary Skills: Select six Secondary Skills from the list in the Skill Section, +2 additional at levels 5, 10 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: A suit of personalized, heavy, Mega-Damage body armor, including Coalition body armor; typically has a classic "knight" design with 1D4x10+55 M.D.C. Only about 15% are environmental battle suits. The Knight also has a suit of light M.D. body armor (30-40 M.D.C.), a set of dress clothing, and a set of black clothing for covert operations. Also a gas mask and air filter, tinted goggles, hatchet for cutting wood, knife (or two), 2D4 wooden stakes, a hand-held wooden or silver cross, ancient weapon of choice, modern handgun and rifle (probably energy weapons) and three extra ammo-clips/E-Clips, first-aid kit with extra bandages and antiseptic, suture thread and painkiller, tent, knapsack, backpack, saddlebags, two canteens, emergency food rations (two week supply), Geiger counter, and some personal items.

The Knight's mode of transportation can be just about anything, but they lean toward real horses, robot horses, bionic horses, hover cycles, and modified motorcycles. They are also known to use magic devices. Rarely use power armor or robot vehicles.

Money: The character starts off with 2D6x100 in credits, and has a black market item that will garner another 2D6x1,000 credits. As always, money can be spent immediately on additional equipment or saved. Most Cyber-Knights tend to share their wealth with comrades and those in need. What money they spend on themselves usually goes toward their weapons, armor, equipment, quests and crusades.

Cybernetics: Only minor and basic items and prosthetics, never as much as partial or full bionic conversion. The Cyber-Knight is not necessarily opposed to cybernetic augmentation, but starts out with only one, cyber-armor (see above). Further enhancement interferes with the channeling of their inner strength and spirit.

Related O.C.C.s: There are no other variations of the Cyber-Knight, but **Rifts® Coalition Wars: Siege on Tolkeen 4: Cyber-Knights™** has more background and information on the Cyber-Knights, their Dream Visions, Paths and Squires & Mentoring, as well as all manner of Cyber-Knight lore and legends.

Glitter Boy™ O.C.C.

"It's not about fame, power or money. It's about generations of tradition and making a difference, helping people who need it. That's our destiny."

The Glitter Boy is both a relic of the past and symbol of power, hope and courage.

Of all the Mega-Damage suits of power armor available on Rifts Earth, only the Glitter Boy is *known* to have originated from before the Great Cataclysm and remains one of the most powerful, feared and respected fighting machines on the planet.

Powerful, because of its heavy armor and laser resistance.

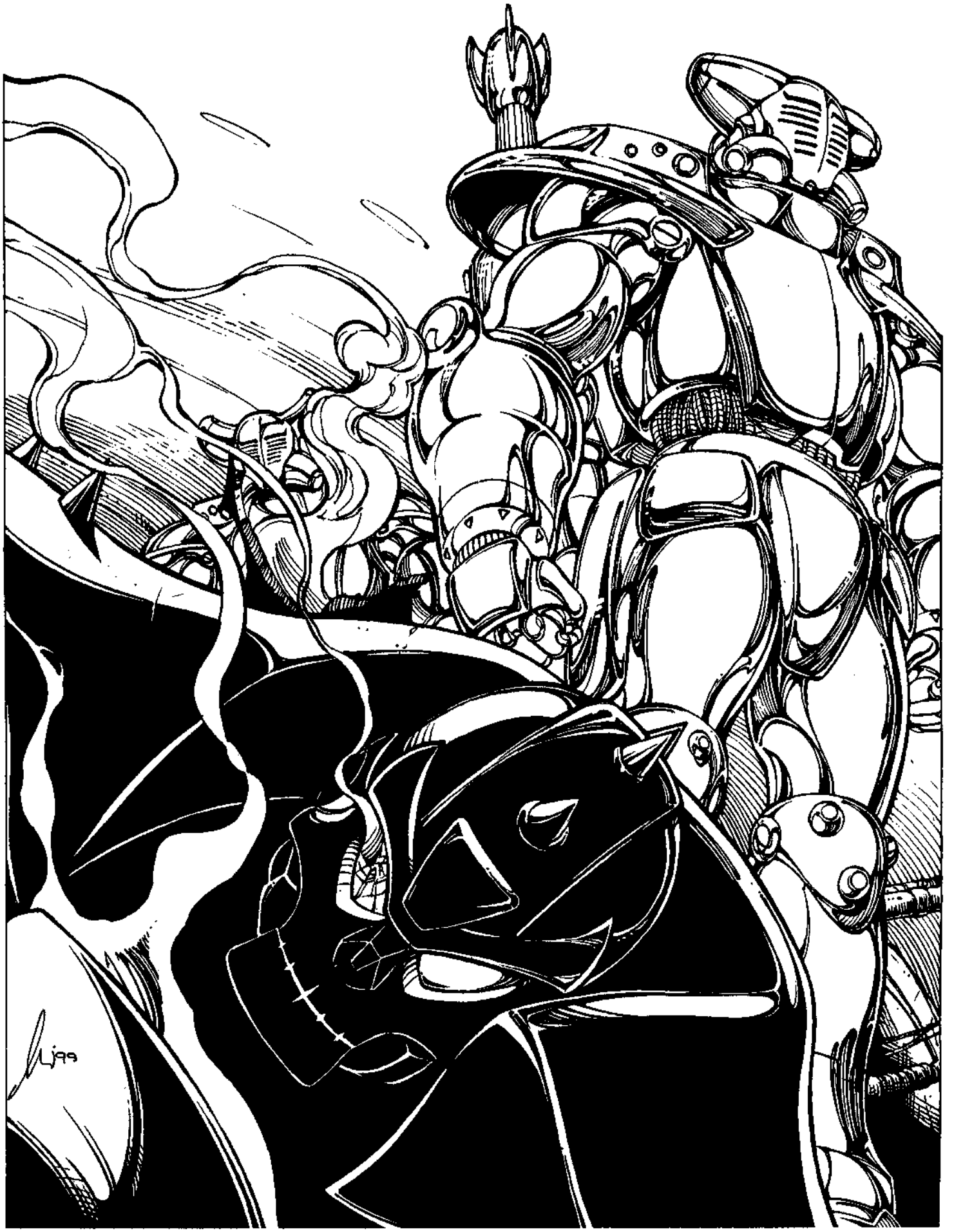
Feared, because of its Boom Gun and endurance.

Respected, because Glitter Boy armor was the weapon of the greatest heroes in North America throughout the Two Hundred Years Dark Age.

Who created it and where the Glitter Boy armor originates is something of a mystery. Legend says the armor was created by a group of powerful beings known as the Neemans. The Neemans were themselves heroic supermen who fought to stem the tide of chaos and destruction during the Great Cataclysm and are reputed to have saved millions of lives. Whether they were humans, D-Bees from another world, sorcerers or demigods remains a matter of heated debate, and how they are portrayed depends largely on the storyteller. Likewise, whether the Glitter Boys were the armor of the Neemans or a gift created by them and given to human champions to carry on in their footsteps is also a mystery lost to myth and legend. Many a Dark Age tale tells of a worthy hero being given a Glitter Boy by a king or aging Glitter Boy champion, as well as stories of bands of worthy heroes occasionally finding a treasure trove of Glitter Boys they could man to battle evil. Such tales have convinced many scholars that Glitter Boys were a gift left behind by the godlike Neemans to be found by worthy heroes of later generations. All that is known with any certainty, is that tales of Glitter Boys go back to the Neemans and the days of the Great Cataclysm, and continue throughout the Dark Ages to the present day.

During the first hundred years of the *Two Hundred Years Dark Age*, humans had fallen from greatness to barbarism. It was as if man had been thrown naked out of the Garden of Eden and into the stony wilderness for a second time. Within a few short years, people were reduced to hunting with spears and their bare hands. They lived day to day, scrounging the ruins of their toppled cities, living hand to mouth, and survived by sheer force of will and pure luck. In a matter of a few years, the Long Winter (estimated to have lasted 10-50 years depending on the scholar one asks) rained not only snow, but ash, rock and debris, burying much of what had survived. Worse, humans had been knocked to the bottom of the food chain and were hunted, captured, enslaved and eaten by countless numbers of alien beings, demons, and monsters. Likewise, humans now had to compete with D-Bees: humanoids torn from alien worlds and deposited on Rifts Earth. Without any way of returning to their home world, these dimensional castaways had no choice but to adapt or die; millions perished.

The return of magic also brought a return of dragons, gods, demons and creatures of magic – some were beings from Earth's mythic past, others from alien worlds and dimensions who sought to use the Earth and its seething magic energies and portals to countless other worlds for their own purposes. The magic energy also created human mutants, empowered humans and D-Bees with magical powers and stimulated psychic abilities. From the Rifts came dimensional energies that warped the environment and changed the face of the planet. Not to mention the fact that the Rifts were, themselves, doorways to countless alien worlds, dimensions and alternate realities that often clashed with our own. Through it all, there was one force that could dare challenge



these invaders, monsters and magic-spawned menaces – the *Glitter Boy*.

So it was that the Glitter Boy tread through the wilderness and history like a superhuman knight-errant. Other heroes, true knights like the Cyber-Knights, and super-powered humans like the Burster, Mind Melter and Ley Line Walker would, over time, join the ranks of heroes (and villains), but the Glitter Boy would stand head and shoulders above them all.

The true history of the Glitter Boy heroes is foggy, much of it cast in mythic yarns and folk tales that have survived the Dark Age. According to legend, the first Glitter Boy pilots are said to herald back to before the Great Cataclysm and were heroes even then. When the Rifts came and civilization collapsed, these heroes struggled to help the survivors and battle evil. As the heroes grew old, they would pass their armor on to a deserving child, chosen champion or a loyal squire to carry on the heroic tradition. Since the armor was given only to those worthy of being a hero, the legacy of heroism was preserved and, over time, became a matter of noble tradition. Damaged armor was patched and repaired as well as possible, but without much rival or equal technology, many Glitter Boys survived generations and generations without serious damage. One must understand that by the time the demon hordes retreated back through the Rifts, most of the old technology was lost, people fought with clubs and stones and whatever old tech weapons they could salvage, and magic was new and undeveloped. All of this made the Glitter Boys a true power without equal. Only dragons, packs of demons, demon lords, gods and other superhuman forces had a chance of destroying a Glitter Boy. Had it not been for the tradition of heroism, Glitter Boy pilots of old might have taken over as the new rulers of a shattered world. Instead, they wandered the countryside and fought tyranny and monsters. So powerful was the Glitter Boy, especially bands of three or more, that many packs of demons and other powerful beings, without the advantage of numbers on their side, opted to avoid entanglements with Glitter Boys and moved on rather than face their wrath. Such was the reputation of these gleaming warriors.

Not all Glitter Boy pilots were heroes, of course. Some who inherited the armor departed from tradition and used it for their own profit. Others were wrecked through folly or foolishness, and some Glitter Boys were found in forgotten weapon storage depots or buried under debris with the skeleton of their original owner still held inside. Some of these finds fell into the hands of villains who used the armor for their own gain and fought against other heroes and Glitter Boy champions. Yet even among these lucky souls, the long tradition of the Glitter Boy as a wandering hero and the great respect the Glitter Boy evoked in common people, inspired most to follow the path of the hero and defender rather than villain. That's how powerful an icon the Glitter Boy had become in the Dark Age.

Today, the significance of the Glitter Boy as a folk hero and legendary figure is fading. During the Dark Age, there was only the Glitter Boy, but with the rise of the Coalition States and the technology boom time of the last 30-40 years, dozens of new power armor designs are being turned out by the likes of Northern Gun and other high-tech manufacturers, and new models are even being imported by foreign manufacturers like Triax and Naruni Enterprises (the latter being alien gun runners from the Rifts). The new Power Armor is often smaller, faster, sleeker or flies, or offers more versatile weaponry and mobility in combat. Furthermore, at least Free Quebec and Triax have managed to reverse engineer the old Glitter Boy technology to make their own modern day equivalents and variants. Until the short-lived clash between the Coalition States and Free Quebec (see **Rifts® World Book 22**), *nobody* realized that Free Quebec had secretly built thousands of Glitter Boys and GB variants to bolster their army – Quebec's "secret weapon" against the imperial might of the CS. Even so, Free Quebec keeps their Glitter Boy legions to themselves, refusing to share the secrets of Glitter Boy construction or sell surplus units to individuals or other kingdoms. The Glitter Boys represent the foundation of Free Quebec's military strength as well as its political independence, and they aren't going to weaken themselves by sharing their secrets. Free Quebec is so resolute and obsessed with maintaining their GB superiority that they send out recovery teams to sweep the battlefields and recover Glitter Boy wreckage and component parts after every battle.

As a result, most Glitter Boys encountered anywhere outside of Free Quebec are usually heroes from a long line of heroes continuing the tradition of the Glitter Boy legacy. Furthermore, though the power armor they operate may look brand-spanking new, it is probably a pre-Rifts relic more than 300 years old and has been patched and repaired many times. While some outsiders might think that makes the machines antiquated and undesirable, to a Glitter Boy pilot their suit of armor is a walking piece of history and a symbol of power and survival that has defied all odds. It is a cherished possession used and passed on by a lineage of great heroes who, though their names may be forgotten (if ever known at all other than as a "Glitter Boy"), saved countless lives, survived countless battles, and even today represent hundreds of years of honor, courage, fearsome power and hope.

The name, "Glitter Boy," is derived from the laser-resistant chrome of the power armor's hide. The armor is an extremely light-reflective surface that glitters in a dazzling array of light and color. Original Glitter Boy power armor stands about ten feet (3 m) tall and is the most heavily armored and reliable robotic power armor in the world – a one-man walking tank. The armor's main weapon, the equally famous "Boom Gun," is a powerful rail gun that hurls 200 projectiles simultaneously at Mach Five speed and inflicts more damage per blast than the cannon of some actual tanks. The massive, seven foot (2.1 m) weapon is attached to a swivel unit on the right shoulder and is stored, locked into place, behind the shoulder.

Glitter Boy armor can be used by any character trained to pilot *power armor*, but they operate the shimmering suit at the basic level. Only members of the *Glitter Boy O.C.C.* are specifically trained in the complete understanding and operation of GB armor. An understanding and sense of purpose that make these mechanized warriors one with their machine and deadly in combat.

It has been said that the typical Glitter Boy pilot is a career soldier with delusions of greatness. A grunt who finds combat a thrill and a hero who strives to help the innocent and downtrodden. They often wander the land in search of gainful employment or a good cause to champion. As a mercenary for hire, the Glitter Boy pilot can solicit excellent wages on the same level as a Cyber-Knight, Juicer, Crazy or full conversion cyborg. As an iconic champion of justice and hero to the people, the Glitter Boy is larger than life and approached by those in need to be their savior. Most Glitter Boy pilots welcome a good cause and they will fight for a cause they believe in for little or no pay, enjoying the satisfaction of the deed. While most young Glitter Boy pilots seek adventure and wander the land, older ones and those with wives or other family ties may settle down and become the protectors or rulers of a small town or wilderness community. However, even semi-retired GB pilots will laugh at the specter of death and leap into a fight if the pay is right or the cause is just. In the troubled environment of Rifts Earth, however, there are many causes and constant pleas for help, requiring the Glitter Boy pilots to carefully and wisely choose the causes they champion and the battles they fight. While some Glitter Boy pilots are gung-ho heroes or reckless youths, even the most flamboyant of them are seldom as impetuous or suicidal as Juicers or Crazies.

Glitter Boys are more akin to Cyber-Knights and Gunfighters of the New West in search of work that will put some money in their pockets, support them and help others at the same time. As a rule, most community leaders welcome Glitter Boys and offer the heroes discounts on food and lodging even if they are only passing through. Those who fight on behalf of the community are always given free room and board along with an acceptable payment in credits or valuables, and heaping quantities of gratitude and respect.

As is the peril of any warrior, there is always the risk of the armor-clad heroes becoming hardened to the horrors of war and indiffer-

ent to the suffering of others. Their combat experiences and the atrocities they may witness can shape the character's personality, making him cold, cruel or merciless. However, while Glitter Boy pilots may have their quirks and petty prejudices, most are indeed heroes tolerant of nonhumans, respectful of life, be it human or D-Bee, accepting of magic and its users, and open to new ideas, people and cultures. For them, the essentials of life are often boiled down into three fundamentals: **1)** A good and kind person is a good person regardless of their differences and background. **2)** A bad person is a bad person to be dealt with as the situation requires. **3)** Life is an adventure, enjoy the journey wherever it leads you. Beyond that, these tempered warriors enjoy the little things and simple joys life has to offer. Their long heritage of heroism and tradition of being heroes a cut above the rest seems to sustain and motivate them even in the worst of times. It keeps them grounded, focused and committed to their goals of helping others and fighting evil, especially monsters and slavers. Some have called Glitter Boy pilots the "champions of heroes," and many try to emulate their good deeds and honest hearts.

Of course, these seasoned veterans are nobody's fools, and look upon all strangers with suspicion until they have proven themselves trustworthy

While one or more Glitter Boys are frequently found among bands of other warriors, they seldom organize into troops entirely composed of Glitter Boys. This is likely to be a conscious choice, for while the armor is incredibly powerful, it is also comparatively slow and limited in other areas. Combining forces with a diverse group of fellow warriors or adventurers expands the overall capabilities of the group as a cohesive fighting unit.

Game Designer's Secrets: The Glitter Boy history, as presented in these pages for the first time ever, has *always* been the *back story* behind the Glitter Boys. However, when I wrote the original **Rifts® RPG** I didn't think it was necessary and space was an issue, so I never put it in. Now, with so many types of power armor suits available and the separate *Robot Pilot O.C.C.* (not to mention the GB legions and variants of Free Quebec), I thought their background and history was important to help differentiate the *Glitter Boy O.C.C.* from the rest of the crowd.

I thought you might also find it interesting to know the Glitter Boy and his Boom Gun was the very first character I created for Rifts. The GB was a pivotal image that helped inspire the entire Rifts saga. In fact, the original title for the Glitter Boy and the RPG was **Boomers**, the initial concept revolving around the Glitter Boys as the central hero. However, as my ideas for **Rifts®** took on a life of their own and spun into larger, sprawling concepts, the Glitter Boy took on a smaller and smaller role, becoming one of an interesting ensemble cast of characters. When I discovered the animated Japanese TV show *Bubble Gum Crisis* had mechanized villains called *Boomers*, I changed the character's name to Glitter Boy. I wanted my game to be truly unique and not confused with anything else on the market, but that meant I also had to come up with a new name for the game itself. Only I couldn't think of one. I called my pal, Erick Wujcik, and lamented that I had this great game and no title. As I told him about the game concepts, I spoke about the Coming of the Rifts, creatures from the Rifts, traveling through the Rifts, and Rifts this and Rifts that. Finally, Erick said, "This is easy, Kev. Call the game Rifts World!" I groaned, "I don't know. I don't think I like 'Rifts World.'" "Then call it just Rifts," suggested Erick. "Rifts. I like that better than Rifts World," I grumbled as my mind searched for something better. "Okay, I'll use Rifts as the new working title until I find something else." After another two years of development and play testing, the only name that seemed right was *Rifts* and the name stuck. Today, I can hardly believe Rifts® started out as *Boomers*.

– Kevin Siembieda, Creator & Game Designer

Glitter Boy O.C.C. Stats

Alignment: Any, but most tend to be Principled, Scrupulous, Unprincipled, and Anarchist.

Attribute Requirements: P.P. 10 or higher. A high I.Q. and M.E. is also suggested but not required.

Racial Requirements: None. Glitter Boys descended from generations of GB pilots get the following bonuses: +1 on initiative, +1 to strike, +2 to pull punch, +3 to save vs Horror Factor, +20 S.D.C., and +1 additional melee attack/action when using a GB. These bonuses only apply to those with a long family tradition of piloting the Glittter Boy, not those who have recently acquired one.

O.C.C. Skills:

Language: Native Tongue at 95%.

Language: Other: Two of choice (+20% each).

Basic Electronics (+10%)

Basic Mechanics (+15%)

General Repair & Maintenance (+10%)

Land Navigation (+6%)

Pilot Robot Combat Elite: Glitter Boy

Pilot Robot Combat Basic (general)

Pilot: One of choice (any).

Radio: Basic (+10%)

Read Sensory Equipment (+10%)

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy Energy Weapons

Hand to Hand: Basic, which may be changed to Hand to Hand: Expert for the cost of one O.C.C. Related Skill, or Martial Arts (or Assassin if an evil alignment) for the cost of two skill selections.

O.C.C. Related Skills: Select seven other skills at level one, two additional skills at level three, and one new skill at levels 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any.

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Detect Ambush (+10%), Detect Concealment (+5%), Intelligence (+5%), and Wilderness Survival (+5%) only.

Horsemanship: None.

Mechanical: Automotive only (+5%).

Medical: First Aid or Paramedic (pick one).

Military: Armorer/Field Armorer (+5%), Demolitions (+10%), Demolitions Disposal (+10%), Military Etiquette (+10%), and Recognize Weapon Quality (+10%) only.

Physical: Any, except Acrobatics or Gymnastics.

Pilot: Any.

Pilot Related: Navigation (+5%).

Rogue: Any.

Science: Any.

Technical: Any (+5% to Jury-Rig, Salvage and Lore skills only).

W.P.: Any.

Wilderness: Any (+2%).

Secondary Skills: Two Secondary Skills at levels 1, 3, 5, 8 and 12. Make selections from the Secondary Skills list in the Skills Section. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Glitter Boy power armor complete with Boom Gun and full payload of ammunition, and a suit of light or medium

environmental body armor (like the Urban Warrior or Huntsman) for when out of the armor. Energy rifle and energy side arm of choice, four extra E-Clips for each, one additional non-energy weapon of choice (maybe S.D.C.), two hand grenades, two smoke grenades, six signal flares, survival knife (does 1D6 S.D.C. damage), utility belt, air filter and gas mask, walkie-talkie, two pairs of fatigues, lightweight velcro strapped boots (designed for silence and comfort), canteen, robot medical kit and IRMSS, as well as some personal items.

Money: Glitter Boy pilots have a tendency to live it up and spend their money quite freely. 4D6x100 credits and another 1D4x1000 in Black Market items.

Cybernetics: Start with none, but may purchase cybernetic augmentation later as desired. Typically limited to cybernetic implants and Bio-Systems for medical reasons.

Related O.C.C.s: The best variants of the Glitter Boy O.C.C. can be found in **Rifts® World Book 8: Japan** and **Rifts® World Book 23: Free Quebec™**, the two largest producers of GBs on Rifts Earth.

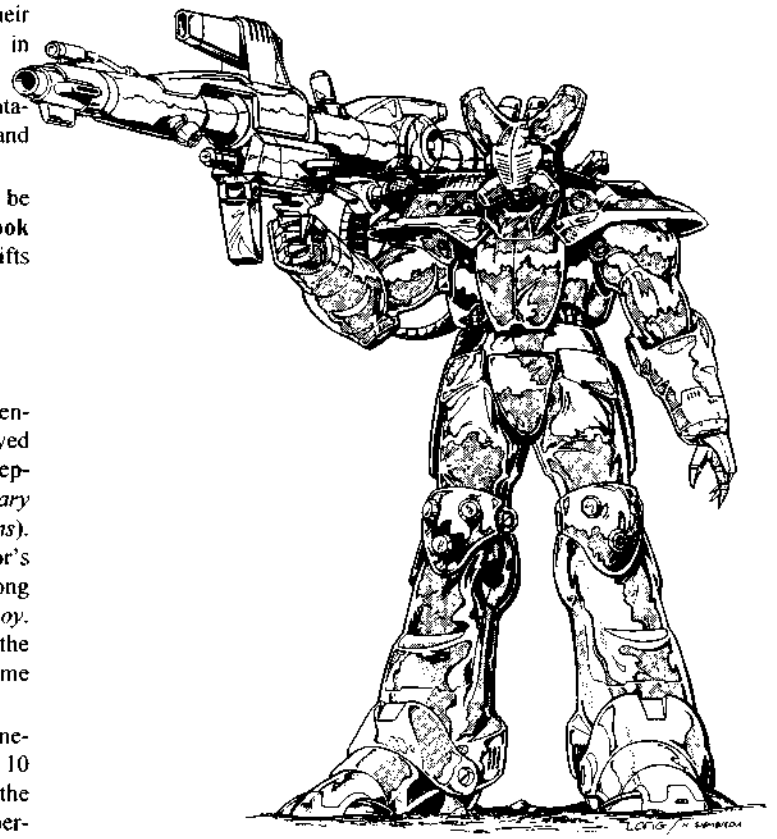
Glitter Boy™ Power Armor

Unknown to the heroes of Rifts Earth, the Glitter Boy environmental suit was the first fully field operational power armor to be deployed by the US military and was a key unit in the multi-national peacekeeping organization known as NEMA (short for *Northern Eagle Military Alliance* and misidentified by Dark Age legend as the *Neemans*). NEMA's member nations: the USA, Canada and Mexico. The armor's original name was the *Chromium Guardsman*, but that name is long forgotten, and remembered by the snappier nickname, *Glitter Boy*. **Note:** See the **Rifts® Chaos Earth™ RPG** series which traces the days of the Great Cataclysm as it unfolds, for adventures in that time period and information about NEMA and its heroes.

Glitter Boy power armor is an amazingly small and mobile, one-person, armored robot vehicle. The robot suit stands approximately 10 feet tall (3 m) and offers fully articulated hands and the mobility of the human body. As such, it is considered an all terrain vehicle. The super-dense chrome armor is constructed on a molecular level and can withstand more Mega-Damage than any other power armor created since.

The robotic frame is nearly indestructible, resilient, and virtually maintenance free. The armor-shielded joints and padded pilot's compartment enable the machine to absorb impacts and cushion its pilot. It is also one of the few robots or power armors designed to comfortably accommodate a pilot for days or even weeks at a time. A refrigeration unit holds 10 gallons of drinking water, while another contains a high protein, multi-vitamin nutrient paste (about a four week supply), as well as a few other storage compartments where additional food or personal items can be contained. However, it is not recommended that the pilot remain inside the cushioned and air-conditioned unit for more than 24 hours at a time. The operator must exercise or his muscles will begin to cramp and stiffen, especially the legs, which are the most restricted. Prolonged inactivity enclosed in the Glitter Boy, or any armor (3+ weeks), will also reduce muscle mass and strength. (**Note:** Temporarily reduce P.S., P.P., and Spd attributes by 1D4+1 points until serious measures have been taken to *restore* strength by long hours of exercise and physical activity; at least four hours a day for 1D4 weeks. Periodic walks, exercise, and activity outside the body armor prevent loss of muscle tone and strength.)

The former Coalition State of Free Quebec is the only kingdom in North America that manufactures and deploys Glitter Boys as a part of its army and national defenses. In fact, Free Quebec deploys and maintains the largest contingent of Glitter Boys in the world. A scheme that helped put a quick end to the Coalition's plans to invade and conquer Free Quebec when it proclaimed its independence and seceded from the Coalition States. Other than the secret factories at Free Quebec, there are no *known* manufacturers of Glitter Boy power armor in North America. However, there has been a sudden proliferation of new looking suits over the last few years, spawning a rumor that a pre-Rifts cache of Glitter Boy armor was recently excavated from an old American military installation in the western US or Canada and sold by high-tech bandits. However, the Coalition suspects there may be a manufacturing facility in production in the West, and if so, intends to find it and destroy it. Bandito Arms is a top suspect, but so is Free Quebec, though few talk about that possibility.



Glitter Boy Power Armor

Model Type: USA-G10

Class: Laser Resistant Infantry Personnel Assault Unit.

Crew: One pilot.

M.D.C. by Location:

Rail Gun (a.k.a. Boom Gun) – 175

* Head – 290

* Hands (2) – 100 each

Arms (2) – 270 each

Legs (2) – 450 each

Reinforced Pilot's Compartment – 150

** Main Body – 770

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the assailant is -4 to strike.

** Depleting the M.D.C. of the main body will shut the power armor down completely, rendering it useless. **Note:** Laser weapons do half damage to the Glitter Boy!

Speed:

Running: 60 mph (96 km) maximum. Note that the act of running does tire its operator, but only at 10% of the usual fatigue rate.

Leaping: The robot legs can leap up to 12 feet (3.6 m) high or across. Add 10 feet (3 m) with a running start. Jet thruster assisted leaps can hurl the power armor 80 feet (24 m) up or across. If necessary, the

thrusters can momentarily hold the G10 aloft as high as 12 feet (3.6 m) off the ground, but only for 1D6x10 seconds. The thrusters are not made for flying.

Underwater Capabilities: Swimming: The thruster system provides good mobility and control underwater but at a sluggish speed of 15 mph (24 km or 13 knots); same speed on the surface of water. The GB can also walk along the bottom of the sea or lake bed at about 25% of its normal walking/running speed. To fire its Boom Gun underwater it must be able to engage its pylon system into the sea floor, rocky outcropping or other means of firm support. (**Note:** Sinking the pylons into the hull of an M.D.C. ship or submarine takes several tries, using up 1D4+1 melee actions and signaling those inside that something is hammering its hull. Each pylon attack inflicts 1D4 M.D. and punches a pair of holes into the hull of the vessel.) Without suitable support, the force of the shock wave from the gun will propel the Glitter Boy backwards in a spiral for 1D4x100 yards/meters and cause it to lose initiative and its next 1D4+3 melee actions/attacks. Half this distance and 1D4 lost actions if sunken into the typical soft underwater flooring. Maximum Ocean Depth: One mile (1.6 km).

Statistical Data:

Height: 10 feet, 5 inches (3.1 m).

Width: 4 feet, 4 inches (1.3 m).

Length: 4 feet (1.2 m).

Weight: 1.2 tons fully loaded.

Physical Strength: Equal to Robot P.S. of 30.

Cargo: Minimal storage space; a one foot (0.3 m) compartment and storage for a rifle, handgun, survival knife and first-aid kit.

Power System: Nuclear; average energy life is 25 years.

Black Market Cost: 25 million credits and more for a new, undamaged, fully powered Glitter Boy complete with Boom Gun and ammunition. 15-20 million for a rebuilt GB or without the gun. Rare; poor availability.

Weapon Systems:

1. **RG-14 Rapid Acceleration Electromagnetic Rail Gun (1):** The famous "Boom Gun" is a unique rail gun that can accelerate its flechette style rounds to a speed of Mach 5 and actually creates a sonic boom when fired. The gun is the most powerful personal or vehicular weapon to survive the Great Cataclysm. The weapon is attached to the back and right shoulder of the power armor (it may be reversed for those who are left-handed). When not in use, the gun is flipped back and stored in an upward position. When needed for combat, the Glitter Boy's operator simply reaches back, grasps the handle and pulls forward.

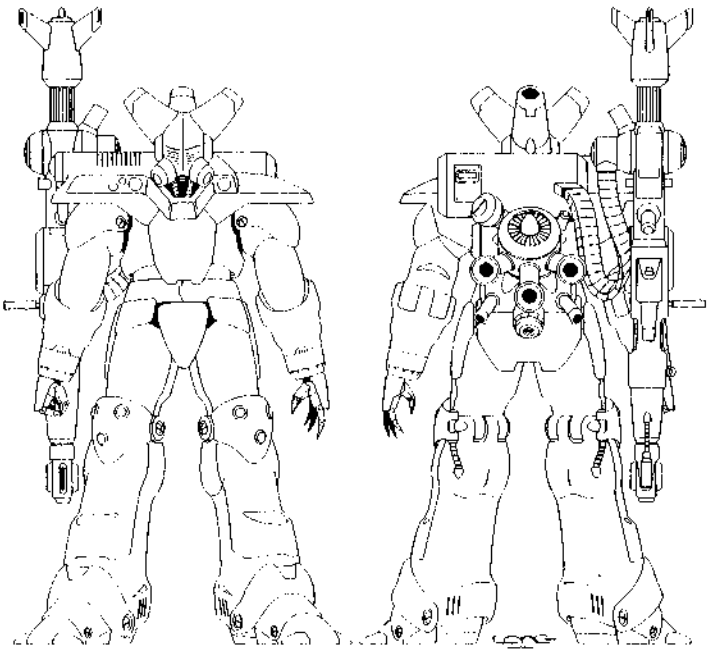
   The blast is so powerful that without the automatic stabilization system, the Glitter Boy would be thrown to the ground and knocked back 30 feet (9.1 m). The automatic stabilization system is a synchronous system of jet thrusters in the back and retractable reinforcement pylons in the lower legs that hold the armor steady and in place. The pylons and the jets fly into action the moment the Boom Gun is fired.

Primary Purpose: Assault, anti-armor and anti-aircraft.

Weight: Rail Gun: 867 lbs (390 kg).

Mega-Damage: One Boom Gun flechette round holds 200 slugs that inflict a massive 3D6x10 M.D. to its target!

Effects of the Sonic Boom: The power armor suit is specially insulated from the shock waves of its own Boom Gun, however, everyone within 200 feet (61 m) will be temporarily deafened (triple that range underwater). Characters without any type of sound/ear protection will be temporarily deafened for 2D4 minutes and are -8 on initiative and -3 to parry and dodge. Characters who are inside environmental body armor, a light M.D. vehicle or power armor will have some protection, but are still temporarily deafened for 1D4 minutes; same penalties apply but for a shorter duration. Each sonic boom adds to the duration of the deafness. Heavy robot vehicles, tanks and most CS military vehicles



are sufficiently protected so that the crew and passengers inside hear (and feel) the boom, but do not suffer any penalties. Likewise, Greater Demons, Demon Lords, Elementals and gods are impervious to the deafening blast; their ears ring but they are not deafened. Dragons and similarly powerful beings are affected the same as those inside a light M.D. vehicle (penalties last for 1D4 minutes). *Remember*, one must be within 200 feet (61 m) to be deafened by the sonic boom.

The sonic boom also affects the physical surroundings by shaking buildings and shattering S.D.C. windows within a 300 foot radius (91 m) of the boom.

Rate of Fire: Each booming blast counts as one melee attack/action. *Bursts and sprays are not possible!*

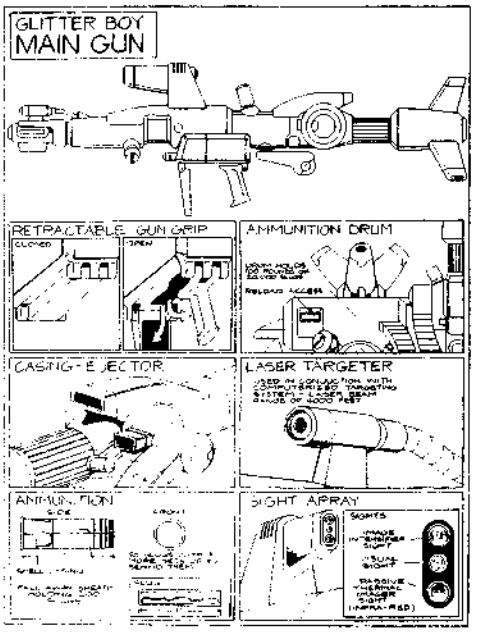
Maximum Effective Range: 11,000 feet (about 2 miles/3.2 km).

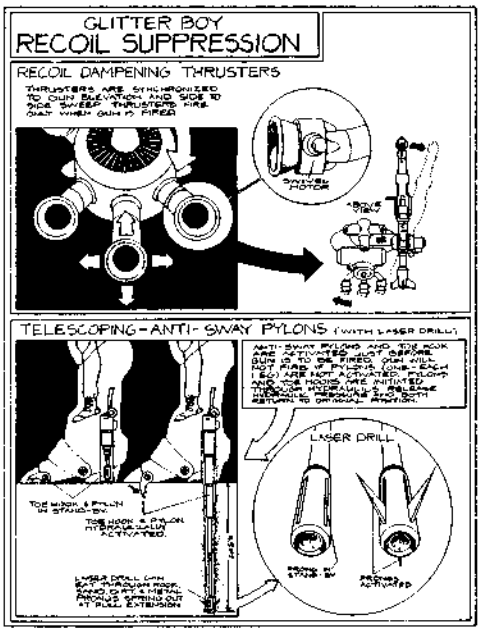
Payload: 1000 round (shots) auto-feed ammo canister. The Boom Gun can be reloaded by hand, one round at a time by the pilot as necessary, but it takes 15 minutes to reload 40 rounds. A small, extra ammo-drum of 400 rounds may be attached to the hip of the Glitter Boy (it has 30 M.D.C. and requires a Called Shot to be targeted; the attacker is -4 to hit it). The full size ammo-drum can be replaced by a team of Operators with the proper equipment in 1D6+2 minutes. Free Quebec has special equipment and trained Reload Teams who can reload an ammo-drum in 45 seconds (or six minutes by hand with a 2-3 man team).

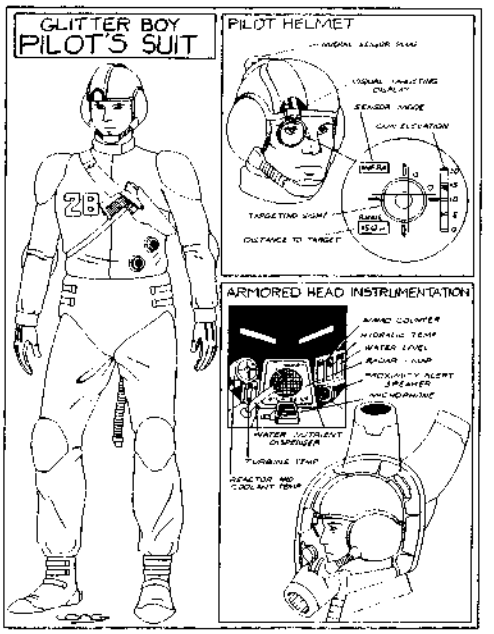
2. **Alternative Weapons:** Not a viable option 30 years ago, the wealth of new robots and large, robot-sized weapons means the Glitter Boy may, in a pinch, pick up and use any weapon it can get its hands around. This may include large, heavy weapons like rail guns *modified* to have the trigger guard removed and the trigger enlarged. Each of the Glitter Boy's fingers is roughly the equivalent of three human fingers in thickness, preventing the armored unit from using "man-sized" weapons. Oversized weapons are another story, but they are also uncommon and expensive. Furthermore, most traditional GB pilots would *never* consider a permanent replacement of the Boom Gun.

3. **Hand to Hand Combat Elite: Glitter Boy.** Available only to those who take *Power Armor Combat Elite: Glitter Boy* (automatic to the Glitter Boy O.C.C.). Those not skilled in "Elite GB Combat" use the *Power Armor Basic* stats. **Note:** All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do *not* apply to the pilot's physical abilities when the character is outside his power armor.

   +2 extra attacks/actions per melee round, in addition to those of the pilot at level one; +1 additional attack at levels 3, 7, and 11.







Critical Strike is the same as the pilot's.

+2 on initiative.

+2 to strike when shooting the Boom Gun and other rail guns and cannons, in addition to any W.P. Heavy Energy Weapons skill bonuses.

+2 to strike in hand to hand combat.

+2 to parry in hand to hand combat.

+2 to dodge.

+1 to disarm.

+4 to pull punch.

+3 to roll with impact.

Punch Damage: 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch.

Power Punch: 2D6 M.D., but counts as two melee attacks.

Kick Damage: 2D4 M.D., Power Kick is not possible.

Running Leap Kick: 4D6 M.D., but counts as three attacks.

Tear or Pry with Hands (Special): 1D6 M.D.

Body Block/Ram: 2D4 M.D.

Full Speed Running Ram: 3D6 M.D., but this attack uses up three melee actions.

Stomp: 1D6 M.D.; effective only against objects smaller than three feet (0.9 m) tall.

Pylon Impalement: 1D6 M.D., not very useful in most combat situations.

4. Special Sensory Systems of Note:

1. Optical Systems: Full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermal-imaging, infrared, ultraviolet, and polarization.

2. Advanced Laser Targeting: As well as the usual *power armor* standard features for laser targeting, the Boom Gun is +2 to strike.

3. Self-Destruct Mechanism: Self-destruct mechanism to prevent the armor and its technology from falling into enemy hands.

4. Laser Resistant Armor: All Glitter Boys are made from special alloys with a chrome-looking surface that is resistant to laser attacks (half damage).

5. Other Features: All *standard* environmental power armor features, plus built-in language translator and depth gauge. See the section on Power Armor in the equipment section of this book.

Designer's Note to Game Masters: At some point, someone, somewhere in game-design-land must have decreed, "All characters must be equal" and a bunch of game companies jumped on the bandwagon to even out the power level of every character. How tragic. That's like expecting every opponent in a videogame to offer the same level of difficulty. Talk about boring.

Of course there has to be game balance, but complete equality for all characters, never. Every character in Rifts is deliberately designed to have unique abilities, strengths and weaknesses. Those unique abilities may be awesome and powerful under one set of circumstances or environment, and a liability under another. That emulates real life and, in game terms, is deliberately designed to encourage creativity, ingenuity and role-playing.

The **Rifts®** game has been carefully play tested and there is most definitely balance between the vast array of characters. HOWEVER, the G.M. (and, depending on the circumstances, the players) must exploit those strengths and weaknesses for the balance to work. The Glitter Boy is a great example of this. I can't tell you how many times I've heard a Rifts® gamer say, "Glitter Boys are too powerful, I've banned them from my game" – or – "Glitter Boys rock, they destroy everything." Yet, I've heard other players say an almost equal number of times, "Glitter Boys are too slow and vulnerable. They die too easy. I don't see why anybody thinks they're so tough."

At first glance, you might think, one of these comments must be wrong, they can't both be correct, but they are both correct. Depending on the circumstance, the type of combat, the cleverness of the players and the sophistication of the G.M., Glitter Boys can be devastatingly powerful or pathetically vulnerable. Yes, they *are* a powerhouse character. They're supposed to be, but they also have their weaknesses.

The obvious strengths include massive M.D.C., great firepower and a killer reputation (think intimidation factor).

The weaknesses include slow speed and limited mobility.

Glitter Boys *are* walking tanks, and like a tank, they can hammer through fortifications, mow down lightly armored opponents with a single blast (if they are stupid enough to face down a GB in open combat), and take down a tank or a dragon with a few well placed blasts. Also like a tank, the Glitter Boy is slow and has trouble with soft ground, mud and fast moving opponents who can dodge and weave and fly or drive circles around it. The Glitter Boy is also limited in confined spaces, can be overrun by superior numbers, and, like a tank, the Glitter Boy cannot give hot pursuit. The armor is no match for a pair of

SAMAS or other fast moving opponents, has trouble with concealed attackers using hit and run tactics, and can also be immobilized, slowed and damaged by magic spells. Furthermore, there is no mistaking the famous Glitter Boy for what it is and what it probably represents. The point is, these weaknesses can be used against it and may require a team effort for the Glitter Boy (and player group) to survive.

On the other hand, a team of Glitter Boys or a group of diverse characters who pool their talents and abilities, and use their heads and superior tactics, *should* be rewarded by kicking their opponents to Kingdom Come. Using your head, being clever and teamwork is all part of the role-playing experience. The G.M. needs to try to have the villains figure out a way to counter their cleverness and teamwork to make for an exciting and challenging adventure. That too, is part of the give-and-take beauty of role-playing games.

Embrace the challenge and use your heads. For Game Masters, that includes considering and exploiting the consequences of the player characters' actions. A band of Glitter Boys flush with a series of easy victories may become overconfident and careless, or lazy and complacent, so that they are caught off-guard when their usual strategies and tactics fail them. We see this kind of thing happen all the time in sports, where a weaker team (on paper) wins the day with superior teamwork, sheer force of will (i.e., they wanted the win more than the opposing team), or a clever plan that neutralizes one or more key players on the rival team, or dishes out something their opponents aren't expecting, catching them flat-footed. By the way, I think the RPG experience should ultimately build to a climatic battle in which our heroes (the player characters) are triumphant. However, that doesn't mean handing the win over on a silver platter. The players need to *earn* their victories. If things go wrong, they need to retreat and formulate a new battle plan for next time. If they are too proud to give up and fight to the death (or at least defeat), so be it. That's their choice, although I would have them defeated and captured for interrogation, public execution, etc., to give them the time and opportunity to devise a cunning escape and a subsequent rematch (where they'll hopefully play smarter and win).

Consequences can also include making enemies, getting too cocky, earning a reputation that draws attention and/or retribution to themselves, and on and on. Use it.

Headhunter O.C.C.

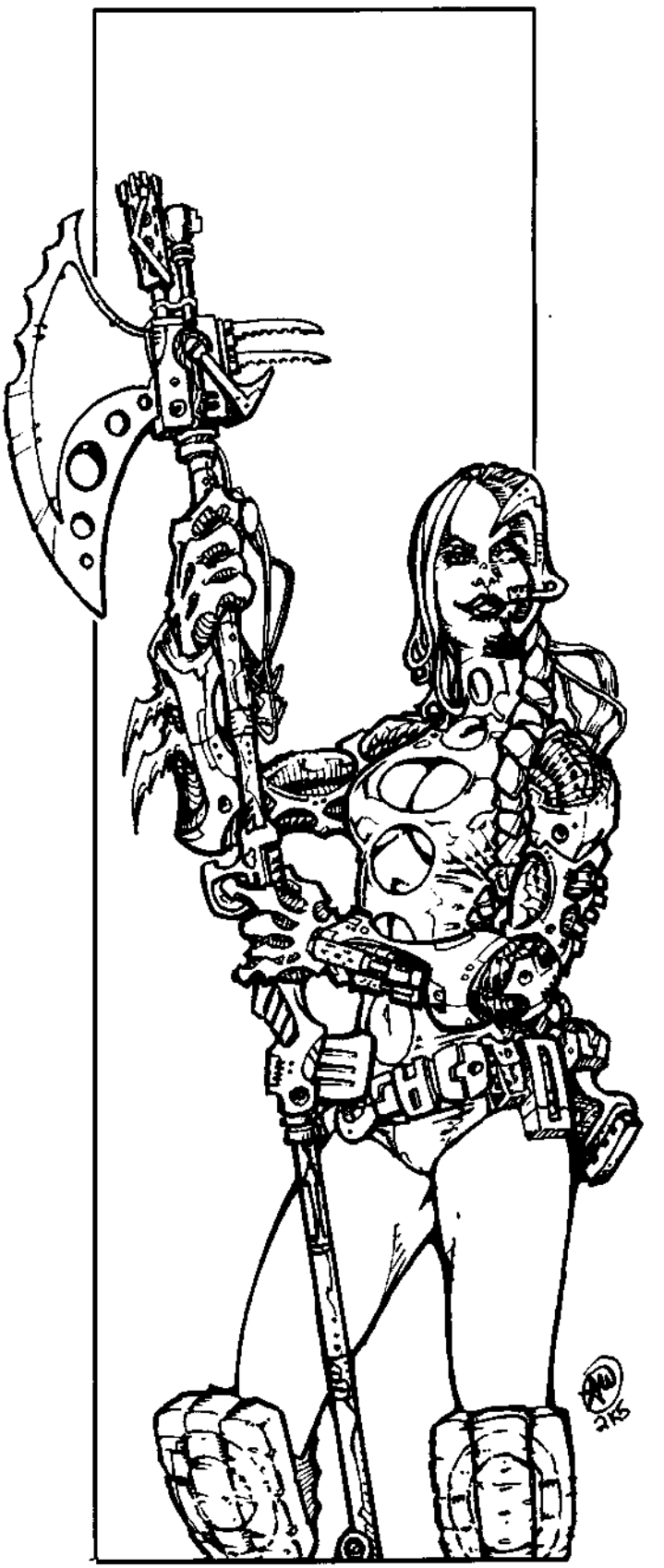
"The way I see it, we have the best of both worlds."

The Headhunter is a soldier of fortune who combines military knowhow, combat experience and bionics and cybernetics to make his living in the trenches. Most are tough, resilient war hounds who live for adventure and challenge. The first weapons in their arsenal, bionics and cybernetics.

Partial Bionic Reconstruction

A *partial cyborg* is someone who has had one or more of his limbs and/or organs replaced with bionic or cybernetic ones. The distinction between bionic and cybernetic is that **bionic** parts are heavy-duty machine parts designed for combat or heavy labor, while **cybernetics** are human equivalent artificial limbs and implants that replace or improve lost or damaged limbs and organs. An advanced prosthetic, a lifesaving artificial organ or minor artificial augmentation are all examples of cybernetics. A heavy-duty mechanical arm with a forearm blaster and retractable Vibro-Blade is bionic augmentation. The combat design and intent is the main aspect that separates *bionics* from cybernetics, even though the basic principles are the same. Another difference is that subjects for the *bionic augmentation* are not, as a rule, replacing missing or damaged body parts with mechanical prosthetics, but allowing perfectly good, healthy limbs and organs to be surgically removed and substituted with mechanical counterparts.

The Headhunter loves cybernetics and enjoys bionic augmentation, however, unlike the Combat Cyborg, Headhunters love their humanness even more and can't bear to submit to complete bionic conversion. As a result, even one or two bionic arms or legs will be human-sized



(often even human looking) and comparatively "light" bionic units compared to full conversion. Furthermore, Headhunters tend to hold back on lopping off limbs willy-nilly, and start slowly with, perhaps, replacing *one eye* and *one arm* with a bionic one and getting a number of implants – accessories and sensors like the Clock Calendar, Gyro-Compass, Ultra-Ear, a variety of cyber-weapons (light weapons like a Laser Eye, Fingergun, Retractable Vibro-Claws, etc.) and replacing any damaged organs with cybernetic or bionic ones.

The goal is to be more than human, so the character is looking for a variety of ways to make him or herself stronger, better, deadlier. That means an array of bionic and/or cybernetic implants and systems, not all of which are plainly seen. Many are implanted inside the living body or otherwise concealed within the bionic limbs. The only thing separating a partial cyborg Headhunter from a full conversion 'Borg is they value their humanity enough to keep their own face and refrain from becoming more machine than human. Thus, a typical *partial 'Borg* sees only 40-55% of his body replaced by synthetic parts, the rest remains human. Ironically, these human parts often become spectacularly important to the partial cyborg, sometimes to the point that one may wonder why the character sacrificed any part of himself at all.

The nature of the mercenary business being what it is, roughly 60% of all Headhunters get both legs replaced, one or both arms, both eyes, and 12-24 implants. However, they remain human-looking, keep as much of their body as possible and never become more machine than human. **Note:** Although not presented in this book, there are also living artificial organs, eyes, and skin that appear completely human and life-like. Some are actually cloned or grown in medical labs. Known as *Bio-Systems*, they are expensive but look, feel and function like the real thing. That gives Headhunters and other partial conversion 'borgs the option of returning to "normal" whenever they may desire, provided they have the credits to pay for it. (This is NOT an option for Combat 'Borgs.) Although most Headhunters plan on "getting human" in the future, most become too reliant on their cybernetic augmentation to give it all up. Maybe a few things, but not all.

Statistics for Partial Conversion Cyborgs

Note: Because the bionic augmentation is attached to a full, human body, their maximum level of power, strength, speed, damage and protection is limited, and considerably less than a full conversion 'Borg.

1. Size & Shape: An important distinction between partial and full bionics is that the partial cyborg usually retains his *natural* size, shape and proportions. The bionic limbs may clearly be machine/robot-like parts (or deceptively life-like), and there may be the occasional oversized limb, weird tool hand, mechanical eye, and protruding implant or mechanism, but the character retains his or her original human (or D-Bee) proportions. If they are larger or bulkier the difference is only inches (may be 10% larger or wider than before getting bionic reconstruction). Many look completely or mostly human, or like a human clad in partial body armor.

2. M.D.C. of Partial Conversion Cyborg:

Hands (2) - 25 M.D.C. each (max 50 M.D.C.)

Forearms (2) - 25 M.D.C. each (max 50 M.D.C.)

Upper Arms (2) - 35 M.D.C. each (max 70 M.D.C.)

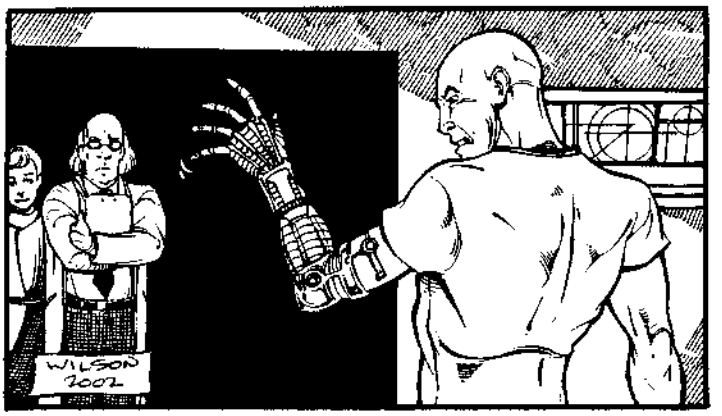
Feet (2) - 15 M.D.C. each (max 20 M.D.C.)

Legs (2) - 45 M.D.C. each (max 90 M.D.C.)

Head – is flesh and blood! Needs an M.D.C. helmet.

Main Body - is flesh and blood! Requires body armor to protect oneself. Can wear *light bionic armor* or conventional M.D.C. body armor that other adventurers and warriors wear.

Additional M.D.C. may be purchased at any time throughout the character's lifetime, provided a facility is available; can never exceed the maximum. Cost: 2,000 credits per additional point of M.D.C.



3. Arm & Hands (Bionic/Augmented Human P.S.): Typically, both arms and hands are removed and replaced with bionic ones.

Maximum Attributes: P.S. & P.P. start at 10, but the maximum is 20. Maxed out at 20 because the human frame cannot tolerate the strain and there would be painful complications. Can increase to a max of 22 if the character has bionic bones. Only full conversion cyborgs can have higher stats. Bionic level strength provides extraordinary human level power and can even deliver a Mega-Damage punch when the individual winds up for a *power punch* (counts as two melee attacks). Otherwise, punches inflict S.D.C./Hit Point damage. Cost: 2,000 credits per point above 10.

Weapons & Features Possible:

- Hand: Two (three if the features are small and not weapons) or a Multi-System Sensor Hand.
- Wrist: One.
- Knuckles: One each.
- Fingers: One weapon or other feature (sensor, camera, etc.) per each digit.
- Forearm: Two, typically a forearm blaster and a concealed weapon, often a pair of retractable forearm Vibro-Blades.
- Shoulder & Upper Arm: One weapon, usually a shoulder turret if any, or two small non-weapon features.

4. Legs & Locomotion: Typically human or humanoid in shape, form and function.

Maximum Speed Attribute: Starts with a speed of 35 (25 mph/40 km), but the maximum is 58 (40 mph/64 km). Can leap 5 feet (1.5 m) high and 10 feet (3 m) across; increase by 20% with a running start. A partial cyborg cannot tolerate the strain of anything faster, and there would be painful complications. Only full conversion cyborgs can have higher stats. Cost: 1,500 credits per point above 35.

Other Leg Attributes: P.S. & P.P. start at 12, but the maximum is 20. Cost: 2,000 credits per point above 12.

Weapons & Features Possible:

- Foot: Clawed toes and blades only (similar to the hand and applicable to kick attacks only).
- Leg: Two weapon systems and one small or medium compartment, or 3-5 compartments of varying sizes and/or other features, like sensors, hooks, etc.

5. Available Cyborg Armor Types: Often snaps or hooks right to bionic appendages.

- LL-SB Light Labor Slave-'Borg Armor: 70 M.D.C. Cost: 12,500 credits.
- LE-B1 Light Espionage Armor: 135 M.D.C. Cost: 20,000 credits.
- LI-B2 Light Infantry Armor: 150 M.D.C. Cost: 28,000 credits.
- Human equivalent armor; any. Cost: varies.

Note: These armors are bulky and add a -15% penalty to physical skills such as Acrobatics, Climbing, Pick Pockets, Prowl, and Swimming.

6. The Number of Additional Features and Implants for Partial Borgs (Bionic and/or Cybernetic implants & features): These are implants, sensors, optics, audio systems and other features that can be applied to the human body, i.e., Clock Calendar, Bio-Comp, Cyber-Disguise, Radio System, Headjack, Modular Connector Unit, Cybernetic Cosmetics, and so on. For an expansive range of *cybernetics*, see the **Rifts® Bionics Sourcebook.** Otherwise use the items listed for the **Combat Cyborg O.C.C.**; bionic weapons can only be attached to bionic limbs

Head: Six maximum, 3-4 if large.

Eyes: Multi-Optics eyes or eyes with as many as three enhanced optic features each. The often referred to HUD or picture in picture display feature comes standard with all bionic eyes and does not count as one of the three selections. HUD is not standard in cybernetic eyes and not possible in Bio-System eyes.

Ears: Three.

Mouth/Jaw: Two.

Neck/Throat: Two.

Chest: Two.

Cosmetics (general body): 12.

7. Penalties of Partial Reconstruction: Simulated sense of touch is a mere 35-52%. Prowl is difficult and suffers a penalty of -15%. Likewise, skills that require sensitive and nimble fingers and hands, such as Art, Forgery, Surgery, Pick Pockets, Locksmith and so on, are also -15%. Average weight combined with the average body is 300-450 pounds (135 to 202.5 kg) and add 2D4 inches (0.78 to 3.14 cm) to original height. Additional appendages are not possible for partial reconstruction.

8. Headhunters, Psionics & Magic:

Psionics and I.S.P.: A character who undergoes *partial bionic reconstruction* will retain his psi-powers, but his available I.S.P. is reduced by half.

Magic and P.P.E.: Likewise, if the character possessed a high amount of P.P.E. or was a practitioner of magic, getting more than two or three cybernetic implants *destroys* his magic abilities and reduces his P.P.E. reserve by 90% (only 10% remains). No cyborg, partial or full, can operate Techno-Wizard devices or practice magic.

Partial Cyborgs enjoy a +2 bonus to save vs possession, +1 to save vs magic, and are *impervious to* psionic Telemechanics (all).

Game Designer's Note: I had always intended the Headhunter to be a partial reconstruction 'Borg, but somehow when I got around to writing the character description for the original RPG, I didn't convey this aspect. Freelancer *Eric Thompson* and I tried to fix that when we did **Rifts® World Book 20: Canada** (nice work by Eric), along with a few Headhunter variation O.C.C.s. Anyway, I think the bionic and cybernetic aspects of the Headhunter are an important part of his character and functionality and I'm correcting him here.

Headhunter Techno-Warrior

The Techno-Warrior is the epitome of what most people think of when they think of Headhunters. The term "Headhunter" has come to be the designation for most human mercenaries; warriors-for-hire with some bionics. They are the die-hard men-at-arms who love the challenge of combat and the chance to cheat death. All they know is combat. They have fought all their lives and will die fighting. They are tough, in-your-face guns for hire augmented by bionics, armed to the hilt and ready for a fight. They are the down and dirty cybernetic warriors whose expertise lay in weapons and combat, and whose work is usually at the business end of a gun. As a result, these high-tech grunts generally focus on weapons and combat, including the ability to track their enemies or the target of manhunts. Many are rude, crude and aggressive soldiers of fortune with a keen sense of danger and eye for opportunity. The Headhunter's credo is "Fight the good fight and die with the enemy's heart in your hand."

A typical Headhunter is armed to the teeth and complemented with cybernetics and/or bionics. Most of these mercenaries will accept any being, human or non-human, who demonstrates courage and the warrior spirit. Consequently, a group of Headhunters is likely to be composed of a variety of humans, mutants, aliens, Dog Boys, and even practitioners of magic. Although they may allow men of magic to join their ranks, Headhunters themselves seldom use magic or magic devices. The Headhuner Techno-Warrior can be found throughout the Americas, but is especially common to North America. They make their living capitalizing on conflict and are drawn to both sides of a skirmish; some have no qualms working for the CS. A good number enjoy working the American New West and/or northern frontier of Canada because they are both beautiful and challenging. At the same time these regions offer tremendous freedom and opportunity. Work out west includes defending independent kingdoms and towns, hunting and exterminating monsters, and work as lawmen, scouts, armed escorts and bodyguards.

The individual Headhunter lives by his own code of ethics (determined by his/her alignment). The notoriously evil and self-serving (will work for anybody who is willing to pay the most) Headhunters are the most talked about, but many of this profession are as noble and trustworthy as a Cyber-Knight. Most see themselves as freewheeling "ronin" samurai; nomadic warriors without any one master.

Headhunter O.C.C. Bonuses

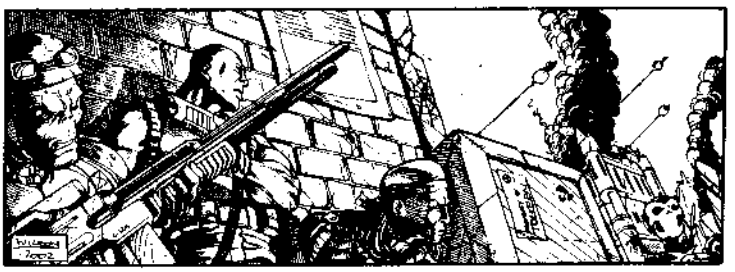
1. Bonuses: +3D6 to physical S.D.C., +2 to Perception Rolls, +1D4 to P.S. and P.E., +1 on initiative at levels 1, 4, 9 and 13, +3 to pull punch and roll with punch, fall or impact, +1 to save vs Horror Factor at levels 2, 4, 6, 9, 12 and 15, +10% to save vs Coma & Death, +1 to disarm on a "Called Shot" with any Weapon Proficiency.

2. Headhunter's Find Contraband: This skill is a variant of the standard *Find Contraband* skill, only it is much more narrowly focused on technological contraband, particularly bionics and weapons, to the exclusion of all else (drugs, magic, etc.). This means the Headhunter will have a good idea where to go to find arms dealers, weapons or bionics smugglers, body-chop-shops, Cyber-Snatchers, and underground Cyber-Docs, as well as how to spot and approach them. The character is also familiar with their practices, hangouts, gang or criminal ties, general practices, code of conduct, fees, pricing and modes of operation. Likewise, he has a good idea of what Black Market weapons and cybernetics should cost and what these people pay for contraband items (typically only 20% of the retail market price). Furthermore, he knows the penalties for being caught with an illegal weapon, implant or bionics (not that Headhunters care). In all CS cities and most other societies, M.D. weapons, concealed weapons and side arms are forbidden inside large population centers.

This skill cannot be used to identify or locate drug dealers, assassins, smugglers of other items (such as books or magic), practitioners of magic, guilds, sects or other secret societies or operations - only those dealing in the making, selling and smuggling of weapons, armor, vehicles, cybernetics, bionics and advanced technologies. **Base Skill:** 53% +3% per level of experience. **Note:** This skill should be considered separate and apart from Streetwise and the more broad Find Contraband skill. It is available only to Headhunters and a few select others.

3. Contacts: The character starts with none, other than a few rumors regarding possible contacts. With time, the Headhunter is likely to develop a network of "contacts," particularly with arms dealers, weapon smugglers, Operators/mechanics, Cyber-Docs and the operators of Body-Chop-Shops and similar criminal operations. If he is a regular client, the particular "dealer" is likely to offer to sell him additional information and other goods. Where a good relationship is established, the contact is likely to offer the character a 10-20% discount and first right of refusal to rare, experimental and powerful (stolen) items. This may also apply to various other criminal or underground groups, scoundrels,

safe-houses and thieves (Forger, Safecracker, Assassin, etc.). G.M.s, use your discretion. Role-playing should be required.



Headhunter Techno-Warrior O.C.C. Stats

Alignment: Any, although most are Anarchist (35%), Miscreant (15%), Diabolic (10%) and Aberrant (5%). About 15% are Unprincipled with the rest being Scrupulous or Principled.

Attribute Requirements: P.E. and P.P. 12 or higher, a high P.S. and I.Q. are also suggested but not required.

Alignment: Any

O.C.C. Skills:

Language: Native Tongue at 94%.

Language: Other: Three of choice (+20%) or one other language and two Lore skills (+10%).

Computer Operation (+10%)

Detect Ambush (+10%)

Detect Concealment (+15%)

Electronic Countermeasures (+10%)

Land Navigation (+10%)

Lore: Demons & Monsters (+10%)

Pilot: Tanks & APCs (+10%)

Pilot: Jet Pack (+12%) or Hovercycle (+10%)

Pilot: Two of choice (+10%).

Radio: Basic (+15%)

Read Sensory Equipment (+10%)

Recognize Weapon Quality (+15%)

Tracking (+10%)

Weapon Systems (+10%)

Wilderness Survival (+10%)

W.P.: Five of choice, but at least three modern energy weapons.

Hand to Hand: Expert, but can be changed to Martial Arts (or Assassin, if an evil alignment) for the cost of one O.C.C. Related Skill, or Commando for the cost of two.

O.C.C. Related Skills: Select four other skills at level one and one additional skill at levels 3, 6, 9, and 12. All new skills start at first level proficiency.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Horsemanship: General only.

Mechanical: Automotive only (+5%).

Medical: Paramedic only.

Military: Any (+15%).

Physical: Any, except Acrobatics.

Pilot: Any.

Pilot Related: Any.

Rogue: Any.

Science: Math skills only.

Technical: Any.

W.P.: Any.

Wilderness: Any (+5%).

Secondary Skills: Six Secondary Skills from the *Secondary Skills List* in the Skills Section, +2 additional Secondary Skills at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Choose one energy rifle and side arm of choice, each with six E-Clips/magazines of ammunition, and three additional weapons of choice with three reloads of ammunition. The character will also have 1D4 small knives, a survival knife, a Vibro-Knife, 1D6 grenades, gas mask and air filter, tinted goggles or high-impact sunglasses, a hatchet for cutting wood, knapsack, tent and backpack or NG-S2 survival pack, RMK and IRMSS kits, saddlebags or containers, two canteens (single pint), freeze-dried combat rations (1D4 week supply), and some personal items. **Note:** The Headhunter Techno-Warrior never uses magic devices, not even Techno-Wizard devices.

Armor can be any type, but is typically one light suit for espionage operations and one heavy suit for combat. Only Coalition operatives will have access to old or new style CS body armor. Plus, two sets of street or wilderness clothes, one set of dress clothes, camouflage or black outfit for covert operations, black paint stick, and combat boots.

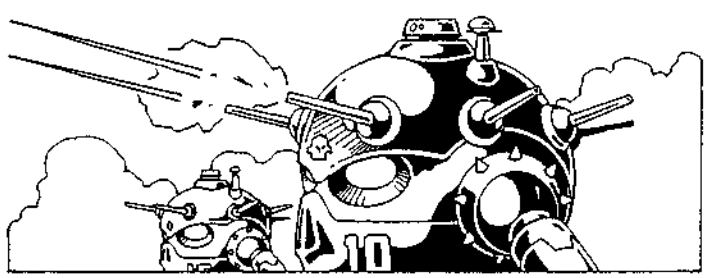
Mode of Transportation: This can be just about anything, but tends towards military vehicles, jet packs and hovercycles. Starts with none.

Money: The character starts off with 1D6x100 in credits and another 1D6x1000 in Black Market salable items. Generally spends money on pleasure, cybernetics/bionics, weapons, and gear as fast as he makes it.

Cybernetic Implants: Has 1D4+1 cybernetic implants of choice, plus one bionic limb (hand, and arm, or leg and foot) and two bionic weapons or components for that limb. Or see the next list as an alternative.

Headhunter Techno-Warriors who are *Partial 'Borgs*: Cyborg-Armor: Light Espionage armor. Sensory Systems: Multi-Optics Eyes with poloaized Filters, Clock Calendar and one sensor of choice. One Bionic Hand and Arm with one weapon for the hand or wrist and one forearm weapon or tool of choice. Bionic Features & Accessories: Three to start. Bionics Upgrade Fund: 2D6x1000 +10,000 credits for boosting bionic attributes (P.S., P.P., Spd, M.D.C.) or buying additional features, or saved for future repairs.

Related O.C.C.s: Rifts® World Book 20: Canada has several Headhunter variants, including the Headhunter Anti-Robot Specialist, Techno-Hound, Assassin (Brutal Killer) and Momano Devil Hunter.



Juicer O.C.C.

"We're the best, no doubt about it. But you don't want to pay the price we have. What? Get out before it's too late? Yeah, that was my plan too. Only you get to lovin' it too much. The speed, the power, the respect you command. Love it too much to give it up even when you know it will all come to a sudden end, one way or another, any way you cut it. Me. Five years. Look, I've got the tremors already, but I'll be a good lookin' corpse."

In man's search to create the ultimate human, it was inevitable that, sooner or later, someone turned to *chemical enhancement.*

The creation of the chemical man came from Eastern Europe, where the rise of the super-athlete and ultra-warrior became an issue of controversy. At first, drugs were used to build the natural body through the use of synthetic hormones, such as steroids to build muscles, and EPO to increase blood flow and physical performance. However, it soon became apparent that the chemical condition was too difficult to maintain at peak levels over long periods of time. Unless the individual was carefully monitored and drug intake adjusted frequently, the person would experience severe performance drop-offs, lulls, and highs. A consistent level of optimum performance was necessary in order to create the perfect human super-machine.

New designer drugs were combined with a computerized biological monitoring and drug dispensary system with incredible results. The computer system monitored every aspect of the body: blood flow, air intake, oxygen levels, adrenaline release, sugar levels, hormone levels, respiration, neurological responses and stimuli, digestion, and other aspects of the functioning human body. Microscopic implants placed in the vascular system, brain, and muscles mapped out the body in unimaginable detail. Nano-technology and chemical advancements would herald the day of the super-human without the extreme mechanical augmentation of bionics.

The first step in creating the chemical superman is the implantation of two tiny mega-computers called *the bio-comp system.* The postage stamp sized devices are implanted in the subject's head and/or chest. The dual system serves as a fail-safe feature that enables one bio-comp system to override the other in case of malfunction. Only one system operates at a time, although both are neurologically linked to hundreds of microscopic sensors implanted throughout the body. These tiny implants constantly relay data about the subject's physiology as the body reacts and changes in response to stimuli like drugs, stress, pain, and combat. The bio-comp system is also designed to trigger different natural and artificial chemical responses to thousands of specific conditions. For example: If the body needs a jolt of adrenaline, the bio-comp system triggers a microscopic implant to release it precisely when needed. If it needs more than the natural amount of adrenaline, the system sees to it that more is delivered. If the body is feeling fatigued, a form of super EPO synthetic hormone is injected to increase the oxygen flow into the blood, which decreases fatigue and increases physical performance by an amazing 16 to 21 percent! Other sensors, implants and chemicals are utilized to negate pain, clot blood, and stimulate chemical reactions.

The traditional delivery system is an injection collar around the neck, wrists, upper arms, and legs, to deliver the needed synthetic chemicals to boost performance to the max precisely as it is needed. The man-made drugs are contained in a soft, padded harness worn under clothing and battle armor. Tubes run from the central dispensary system of the harness to the specific injection collars. This is especially useful in the immediate treatment of specific areas of the body, especially for pain and muscular disorders. New Juicer delivery systems have the dispenser harness attached higher up on the chest or up around the neck and shoulders.

In addition to initiating or countering specified chemical reactions, the bio-comp system also *maintains* the body at maximum levels of ef-

ficiency. All aspects of optimum physical conditioning are monitored and maintained. The individual's body weight, calorie intake, breathing, muscles, bulk, flexibility, reflexes, alertness, vision, and sensitivity are all maintained on a constant basis. The same nano-technology that makes the bio-comp system possible is also responsible for the *IRMSS Internal Robot Medical Surgeon System*, a battery of microscopic robots programmed to perform internal surgery! The Juicer has two IRMSS housing units, one *external* housing and one *internal* housing. The external robots are similar to the IRMSS portable kit. The medical robots are released by injecting them into the bloodstream, where they will navigate to the trouble zone and effect repairs. Unlike the portable kit, the Juicer has a circular chest plate over his heart that will inject the robots by pounding on the plate. The robots are injected directly into one of the main heart arteries so that they are rushed into the circulatory system. They can reach a torn vein or artery anywhere in the body within 60 seconds.

The internal system is located in the neck and is controlled by the bio-comp system. Unlike the IRMSS kits (and chest unit), whose robots cease to function after a while and are flushed from the body, these tiny medical units can be guided back to their housing and recharged by the body's own electro-magnetic energy, to be used over and over again. All IRMSS units are designed to stop bleeding, suture veins and arteries, and aid in the internal repair and healing of the body. The bio-comp system assists by increasing or decreasing blood flow, adjusting the number of red or white blood cells, and by dispensing natural and synthetic painkillers, sedatives, antibiotics, and so on.

The end result is a super man!

The chemically "juiced-up" subject is 10 times faster, stronger, and more alert than the average human. One reason is that the controlled metabolism is actually increased to such a level during combat that perceived time and movement are slowed down. The Juicer sees the world much the same as a fly, with everything around him moving in slow motion while he moves with lightning speed and agility.

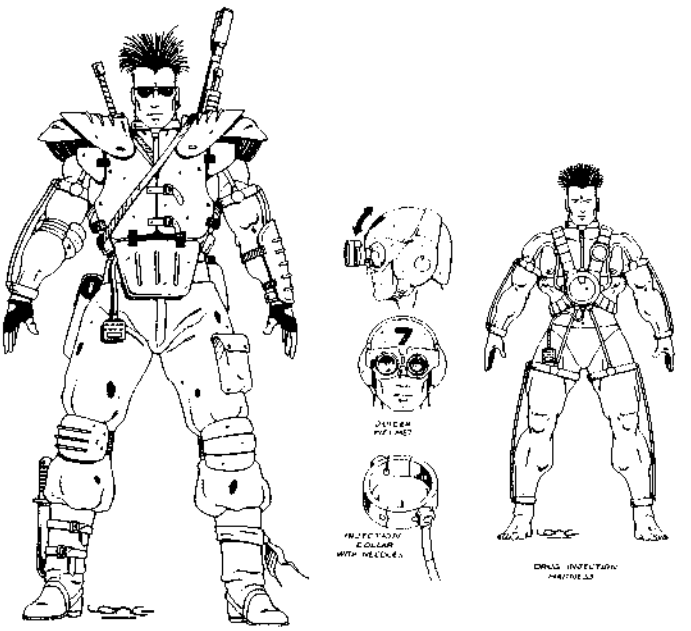
Live fast. Die young.

Despite these apparent marvels, the subjects of this chemical enhancement pay a terrible price: an early death. The chemical and physical demands placed on the body are horrendous. The strain on all systems is so terrible that the body literally burns out, both internally and externally. The heart of a 20 year old Juicer can just explode one day. The chemicals have all kinds of side effects, making the blood too thick, too many or not enough red or white blood cells, muscle spasms, crumbling bones, deterioration of internal organs, destruction of the immune system, neurological disorders, and *complete* and *total* drug dependency. The price of physical and, to a lesser degree, emotional perfection. Without exceptions, a Juicer over five years old (as a Juicer) will die of a stroke or heart failure before his eighth year of service. The average life expectancy of this warrior is six years!!

As warriors, Juicers are generally cold, brutal, killing machines who don't care if they die young. The foolish don't believe the stories until it's too late. The desperate don't care. The vengeful who believe they must become a Juicer to extract revenge feel it's a fair price to pay. Those bound by duty to support a family or save a village, accept the price or hope they can detox before it's too late. On occasion, slaves and captives are unwillingly turned into Juicers by unscrupulous masters and warlords, and they too hope to find the opportunity to escape and the strength to undergo detox.

Juicer mercenaries are among the most highly paid and feared in the Americas. One can become a Juicer by enlisting in an army of a kingdom or mercenary company that offers Juicer augmentation. The usual deal is Juicer conversion, and big bucks in pay (4D4x10,000 credits a year), for two years of loyal service in that army. After the two years of service, the Juicer is free to stay or go. Slaves, of course, are expected to serve their master until the day they die (or escape). Juicer augmentation can also be purchased outright at places like Kingsdale, MercTown and formerly Tolkeen, but costs a staggering 400,000 credits. Which is why most "get juiced" by volunteering to serve in someone's military.

The Coalition had outlawed Juicer technology, but with the War in Tolkeen and the ongoing Campaign of Unity, has sanctioned the creation and use of Juicers in the Coalition Military. The CS still refuses to hire Juicer mercenaries and anyone convicted of creating a Juicer in CS territory (including the 'Burbs where it is most likely) is executed.



Special Juicer O.C.C. Bonuses & Abilities

1. Super-Endurance. Add 1D4x100 S.D.C., add 1D4x10 Hit Points, and 2D6 to P.E. attribute. Can lift and carry four times more than a normal person of equivalent strength and endurance, and can last 10 times longer before feeling the effects of exhaustion. Can remain alert and operate at full efficiency for up to five days (120 hours) without sleep. Normally needs only three hours of sleep per day.

2. Super-Strength. Add 2D6 to P.S. attribute. **Note:** Minimum P.S. is 22, if lower, adjust up to P.S. 22. See the *Augmented P.S.* table in the Rules Section for specifics on P.S. and damage.

3. Super-Speed. Add 2D4x10 to Spd attribute. Can leap 30 feet (9.1 m) across and 20 feet (6.1 m) high after a short run; half that distance from a dead stop.

4. Super-Reflexes and Reaction Time. An accelerated metabolism makes everything around the Juicer seem to move in slow motion. **Bonuses:** +2 attacks per melee round, +4 on initiative, +2 on Perception Rolls, +2 to disarm, +2 to pull punch, +3 to roll with impact, and gets an *automatic dodge* on all attacks, even from behind and surprise. An automatic dodge works like a parry in that the character can bob, weave or roll out of danger so fast, and be back on his feet and ready to strike, that the act of dodging does NOT use up a melee attack. Normal dodge bonuses do not apply, but P.P. bonuses do; plus the Juicer is +1 to auto-dodge at levels 1, 3, 6, 9, & 12.

5. Saving Throw Bonuses. +4 to save vs psionics, +6 to save vs mind control (psionic and chemical), +8 to save vs toxic gases, poisons, and other drugs. **Note:** Bio-comp can slow the blood flow or increase oxygen levels to slow the effects of drugs or inject natural and synthetic chemicals to counteract them immediately. Likewise, the Juicer can slip into a trance-like state to conserve oxygen.

6. Enhanced Healing. Heals four times faster than normal. +20% to save vs coma and death. Virtually impervious to pain, no amount of physical pain will impair the Juicer until he is down to 5 Hit Points or

less. At this point the warrior will collapse, falling into a trance/coma, which is really a bio-comp induced state of accelerated healing.

7. Penalties & Death. Cannot sleep without a sedative or tranquilizers. Tends to be a bit jumpy and anxious even under the best of conditions. Boredom is a constant enemy and the bio-comp will counter with tranquilizers and euphoria drugs to make the character feel good/zoned-out, and instantly jolt the Juicer alert and ready for action in 15 seconds (one melee) when necessary. That first melee round however, the Juicer has only half his normal combat bonuses.

The Juicer will die after five years and 4D6 months of being a chemically induced superman! There are no exceptions!! No saving throws, no hope. The body is destroyed! Used up. Not even psionic healing or magic Restoration or Resurrection (-50% on success ratio for Juicers) can help.

Juicer Detoxification; a chance for survival!

A Juicer's only chance for longevity is to *attempt* to cleanse himself of the chemical system and the drugs that are pumped into his body. However, this must be attempted within the first *three* years of life as a Juicer. After three years the success ratio is severely reduced and it eventually becomes impossible.

The process of detoxification is painful, terrifying, and both physically and emotionally debilitating. The character will need a safe, quiet place, and the support of friends and doctors to survive. The worst pains of physical withdrawal will last 1D4 weeks. During this time the body will convulse, vomit, and burn with fever. The individual is completely helpless (no combat abilities, even for defense). That's the easy part.

The next step is fighting the psychological and emotional dependency. This is complicated by the fact that the character is, by comparison, a mere shadow of his former super self *(see #3, The Price of Drugs*, below).

Steps required for detoxification of a Juicer

1. Removal of the Bio-Comp System. To free oneself from the drugs, the character must *forever* forsake being a Juicer! The bio-comp system must be removed (the thousand microscopic data implants can remain, with no ill effects), and the drug harness destroyed. The removal of the bio-comp system is critical, because even without the drug harness, the system stimulates the body to create natural hormones and chemicals to unnatural and ultimately deadly proportions. Surgery, preferably performed by a Cyber-Doc, is necessary, otherwise there will be severe scarring, reduce P.B. by 1D4 points, and there might be other complications.

2. Select a new O.C.C. The character must select a new O.C.C. to continue his life. The Juicer O.C.C. is a combat occupation. The character is trained as a warrior, consequently, only the following O.C.C.s are available to him: *Merc Soldier*, *City Rat*, *Wilderness Scout* and *Vagabond* (or other mercenary or men at arms O.C.C.s from other books like the Gunfighter, Saddle Tramp, Professional Spy, Bandit, etc.). Note that after his experience as a Juicer, the character is likely to *avoid* all means of artificial augmentation such as the Combat 'Borg and Headhunter, although they are also options.

Since the character is already trained in combat, he retains those skills and can select a total of *seven* new skills from the new O.C.C. Skills and/or from the O.C.C. Related Skills, but not all of them. The new skills increase as normal, beginning at level one proficiency. The old Juicer skills remain frozen until the individual reaches an equivalent level of experience in the new O.C.C., at which point the old skills continue to increase per level of experience thereafter.

3. The Price of Drugs. Penalties! First, *all* the Juicer bonuses and powers are permanently gone! The character must be effectively rebuilt and will never come close to his former life as a Juicer.

Second, reduce all physical attributes to 8 regardless of bonuses from previously selected Physical skills, then add the roll of 1D4 to each. These are the character's new physical attributes. To the ex-Juicer, this is a nightmare. Reflexes and speed will seem like those of a snail and strength like that of a baby. Such is the price of drug abuse.

Third, the character looks 10 years older than he really is for every one year as a Juicer. Also reduce P.B. attribute by 1D4.

Fourth, S.D.C. is reduced to 5D6. Hit Points are P.E. attribute number plus 1D6 per level of experience, as normal.

Fifth, poor reaction time and reflexes. Remember, all the Juicer's chemically enhanced powers no longer apply. Attacks per melee is normal as per Hand to Hand Combat skill, which is now -2 on initiative, and has no automatic dodge. Physical endurance and fatigue are also normal.

Lastly, roll on the following permanent side effect table.

01-10% Lucked out! No side effects.

11-30% Permanent stiffness and pain in body joints; -1 to strike, parry, dodge, and roll.

31-50% Immune system is weakened; -1 to save on all saving throws and -10% to save vs coma.

51-70% Memory retention is poor; reduce all skills by -5%.

71-90% Dependent on some other drugs or alcohol. *See drug and alcohol addiction under Insanity in the Rules Section.*

91-00% Roll once on the Phobia Table and once on the Neurosis table. See Insanities in the *Rules Section.*

Important Note: If detox is happening within the first or second year, the character is not quite as ravaged by drugs and gets the following bonuses: +6D6 S.D.C., +2 to P.S., P.P., and P.B., plus 2D6 added to Spd attribute. Also, do not roll on the previously listed side effect table. If the character has been a Juicer for four or more years, the G.M. may also have the character roll for a Random Insanity.

Detox Success Ratios

The player must roll two out of three successes to purge the character of the drugs. The character can try again and again, as often as once per week, to see if he or she can shake the body's craving for the drugs until successful or gives up.

Percentile of success: Year one: 01-89%, year two: 01-76%, year three: 01-59%, year four: 01-27%, year five: 01-09%, year six: 01%, year seven: 0%.

A failed roll means the character is in misery and craves drugs. Roll on the following table:

01-40% Becomes addicted to other drugs or alcohol (See the effects of drug and alcohol addiction in the Insanity section).

41-70% Depressed, despondent, racked with chills, fever, and the shakes. Also terrorized by the thought that he/she is insignificant and a failure. Skills are all at half proficiency, attacks and combat bonuses are also reduced by half, speed attribute is reduced by half too. Tends to be moody, withdrawn and drinks heavily. This is a permanent condition unless the character actively tries to successfully shake the drugs again.

71-90% Wants to becomes a Juicer again, even if it means his death.

91-00% Cannot bear to live this way and commits suicide.

Juicer O.C.C. Stats

Note: This is the most famous of the Juicers, and the most common, sometimes referred to as the "Classic" Juicer. The others offer areas of even greater power, but are less balanced overall. See *Rifts® World Book 10: Juicer Uprising* for information on Juicer variants and more about the Juicer culture.

Alignment: Any.

Attribute Requirements: None, just a willingness to submit to deadly chemical augmentation and dependency.

Racial Requirement: 95% human. The pre-Rifts technology was created specifically for humans. Trying to adapt it to nonhumans is *lethal* unless the D-Bee is *very* human-like. Less than 5% of all Juicer are nonhuman.

O.C.C. Skills:

Language: Native Tongue at 92%.

Language: Other: Two of choice (+10%).

Acrobatics (+15%)

Climbing (+20%)

Land Navigation (+5%)

Pilot: Two of choice (+10%).

Radio: Basic (+10%)

Recognize Weapon Quality (+10%)

Running

Swimming (+10%)

W.P. Knife — W.P. Energy Rifle

W.P. Energy Pistol — W.P.: Two of choice (any).

Wilderness Survival (+5%)

Hand to Hand: Expert, or may be changed to Hand to Hand: Martial Arts (or Assassin, if an evil alignment) at the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: Select 8 other skills. Plus select one additional skill at levels 2, 5, 7, 9 and 12. All new skills start at level one proficiency.

Communications: Any.

Cowboy: Breaking Horse, Roping and Trick Riding only.

Domestic: Any.

Electrical: Basic only.

Espionage: Detect Ambush, Detect Concealment, Escape Artist, and Intelligence only (+5%).

Horsemanship: General and Exotic Animals only.

Mechanical: Automotive and Basic only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any (+10% where applicable).

Pilot: Any (+5 on all military types).

Pilot Related: Any (+5%).

Rogue: Any (+2% to most, +15% to Prowl).

Science: Math skills only.

Technical: Any.

W.P.: Any

Wilderness: Any (+5%).

Secondary Skills: Two additional Secondary Skills at levels 1, 3, 6, 8, 10, and 12, selected from the *Secondary Skills List* in the Skills Section. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All start at the base skill level.

Standard Equipment: Bio-comp and bio-data implants, drug harness and drug supply (usually needs to be replenished once or twice a year), Juicer lightweight flex-plate armor, optic helmet, portable IRMSS kit, camouflage fatigues and armor, extra set of grey fatigues, boots with knife holster, gloves, backpack, utility belt, sunglasses, canteen, compass, and personal items.

Weapons include the Juicer Assassin's JA-11 energy rifle, an energy pistol of choice, 2D4 E-Clips for each, choice of one non-energy weapon, one weapon for each W.P. and a Vibro-Knife (1D6 M.D.).

Vehicles can be just about anything, but the faster the better. These guys are speed junkies and hate slow-moving vehicles. Consequently, hover vehicles, hovercycles, rocket bikes, jet packs, and helicopters are their favorites. Starts with none.

Money: Juicers live life while they can, so they seldom have much money saved even though they can earn a great deal. Starts with 4D6x100 credits and another 4D6x100 in Black Market items.

Cybernetics: Start with none. Juicers are so arrogant and confident in their own superhuman abilities that most take pride in the fact that they do not need mechanical augmentation.

Note: Juicers tend to be bold, outspoken, cocky, and self-reliant warriors who live for action! They are always looking for something to do and will frequently take unnecessary risks and accept challenges of strength and combat to prove themselves the ultimate warriors.

Related O.C.C.s: There are Hyperion Juicers, Titan Juicers, Phaeton Juicers, Mega-Juicers, Delphi Juicers, Dragon Juicers, the Maxi-Killers (a.k.a. Bio-Wizard Juicers), as well as all manner of Juicer background and info presented in **Rifts® World Book 10: Juicer Uprising.™** The Euro-Juicer can be found in **Rifts® World Book 5: Triax & the NGR** along with the JAEP system.

Merc Soldier O.C.C.

"We're whatever you need, whenever and wherever you need us. So, if your town needs protecting or a monster to be exterminated, we're on the job. But it will cost ya some creds. Dangerous work, man, and I don't see you doin' it or we wouldn't be having this little conversation."

On Rifts Earth, being a professional soldier can be lucrative and rewarding. Mercenaries, adventurers and warriors of every stripe are a common sight in the 'Burbs, cities, towns and wilderness as well as the battlefields of North America. Although they fight for money, many Merc Soldiers are honorable and trustworthy, and see themselves as heroes and experts ready and able to lend a helping hand – for the right price or fair trade. It's not that they are greedy or selfish, fighting is this character's stock and trade. He has to charge for his "expert" services or he'd starve. And there are always plenty of jobs for skilled warriors. Many Merc Soldiers are also self-styled, rough and tumble adventurers and treasure hunters who are footloose and fancy free. They go where they please, take on the jobs they want, and may adopt a cause they believe in.

Although Merc Soldiers always try to get paid, they may work on speculation, or for a percentage of the profits/booty. Likewise, a merc of good alignment may step in to help another person in danger, stop an injustice, right a wrong, and protect those who can't protect them-

selves. They aren't like the heroic Cyber-Knight or Glitter Boy, but they've seen enough of man's inhumanity to man on the battlefield. Sometimes these soldiers can't take anymore and take a stand to do something about it. On the other hand, even Merc Soldiers of a good alignment tend to play fast and loose with the law. In part, because they consider themselves citizens of the world and above local law. Even when working outside the law, mercs know the difference between right and wrong, and good, Unprincipled and Aberrant ones all have a line they will not cross.

Merc Soldier/Hired Gun O.C.C. Stats

Alignment: Any.

Attribute Requirements: None per se, though a high P.S. and P.E. are usually helpful, but not required. Certain MOS categories may require certain attribute minimums. About 80% are male, 20% female.

Racial Restrictions: None.

MOS: Select one of the following areas of speciality or roll percentile to make a random determination. If the random method is used and the character does not have the required minimum attribute, select skills that will bump it up to the required amount, adjust a few attributes to meet the minimum, or roll again. All MOS Skills are in addition to O.C.C. and O.C.C. Related Skills.

01-15% Communications Expert

+10% to Computer Operation skill

Basic Electronics (+10%)

Electronic Countermeasures (+15%)

Optic Systems or Surveillance Systems (+14%)

Radio: Basic (+20%)

Cryptography (+15%) or an extra Language (+15%).

Sensory Equipment (+20%)

TV/Video or Computer Programming (+10%)

16-25% EOD/Demolitions Expert: Requires an I.Q. of 10 and a P.P. of 12 or higher.

Basic Electronics (+20%)

Basic Mechanics (+15%)

Demolitions (+15%)

Demolitions Disposal (+20%)

Demolitions: Underwater (+10%)

Trap/Mine Detection (+10%)

W.P. Heavy Energy Weapons

26-50% Soldier/Grunt

Forced March

Land Navigation (+5%)

Physical: One of choice.

Pilot: One of choice (+10%); excluding Power Armor, Robots, or Ships.

W.P.: One Ancient Weapon of choice.

W.P.: One Modern Weapon of choice.

51-65% Point Man/Scout: Requires an I.Q. of 9 or higher; a high P.P. and Spd. are helpful.

Detect Ambush (+15%)

Detect Concealment (+10%)

Intelligence (+15%)

Land Navigation (+14%)

Prowl (+10%)

Surveillance Systems/Tailing (+15%)

Wilderness Survival (+10%)

66-80% Pigman/Heavy Weapons: Requires a P.S. of 14 and a P.E. of 12 or higher.

Recognize Weapon Quality (+20%)

Weapon Systems (+10%)

W.P. Rifles

W.P. Heavy Military Weapons

W.P. Heavy Energy Weapons (including rail guns)

W.P. Two of choice (any) or two Demolition skills (+5%).

81-90% Transportation Specialist

Basic Mechanics (+10%) or Combat Driving (+5%)

Navigation (+10%)

Pilot: Automobile or Motorcycle (+20%)

Pilot: Hover Craft (ground) or Hovercycle (+15%)

Pilot: Tanks & APCs (+10%)

Pilot: Trucks (+10%)

Pilot: One of choice (+10%), excluding robots/power armor.

91-00% Medic: Requires an I.Q. and P.P. of 11 or higher.

Brewing (+5%)

Biology (+15%)

Field Surgery (+15%)

Medical Doctor (+5%)

Pathology (+10%) or Chemistry (+10%)

Sewing (+10%)

O.C.C. Skills: These are in addition to MOS and reflect basic training.

Language: Native Tongue at 95%.

Language: Other: One of choice (+10%).

Climbing (+10%)

Computer Operation (+10%)

General Athletics

Mathematics: Basic (+5%)

Military Etiquette (+10%)

Radio: Basic (+10%)

Running

Sign Language (military; +5%)

W.P. Knife (includes Vibro-Knives)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Basic, which can be changed to Expert at the cost of one "O.C.C. Related Skill" or Martial Arts (or Assassin if evil) for the cost of two skill selections.

O.C.C. Related Skills: Select four other skills at level one, +1 additional skill at levels 3, 5, 7, 10, and 13. All new skills start at level one proficiency.

Communications: None, other than possible MOS Skills.

Cowboy: None.

Domestic: Any.

Electrical: Basic only.

Espionage: None, other than possible MOS Skills.

Horsemanship: General and Exotic only.

Mechanical: Automotive and Basic Mechanics only.

Medical: None, other than possible MOS Skills.

Military: Any (+5%).

Physical: Any, except Acrobatics.

Pilot: Basic vehicle types only; the average grunt does *not* know how to drive a tank.

Pilot Related: None, other than possible MOS Skills.

Rogue: Any.

Science: Advanced Math (+5%) and Astronomy only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Land Navigation and Wilderness Survival only.

Secondary Skills: Two at levels 1, 4, 8, and 12, selected from the Secondary Skill list in the Skill Section. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for a high I.Q. All start at the base skill level.

Standard Equipment: Military fatigues and dress uniform (if part of a large company or army), medium or heavy suit of M.D.C. body armor of choice, one weapon and 1D4+3 E-Clips for each W.P., two smoke grenades, three flares, one Vibro-Knife (1D6 M.D.), survival knife (1D6 S.D.C.), utility belt, two canteens, flashlight, disposable cigarette lighter, air filter & gas mask, walkie-talkie, and some personal items.

Additional weapons, heavy weapons, explosives, gear and vehicles *may* be made available for special and specific assignments. The "team" or "squad" will usually have one basic military vehicle, such as a truck, jeep or hover jeep, available to it or some means of transportation provided. However, many assignments, including reconnaissance, city patrols and rescue missions, are on foot.

Money: The character starts off with 2D6x100 in credits and another 1D4x1000 in Black Market salable items. Generally spends money on pleasure, cybernetics/bionics, weapons, and gear as fast as he makes it.

Cybernetic Implants: None to start, but may acquire cybernetics and even a couple of bionic items over time. See **Rifts® Bionics Sourcebook** for a slew of implants and bionics.

Related O.C.C.s: Any of the **Rifts®** sourcebooks with "Mercenary" or "Merc" in the title will offer additional information, weapons, gear and O.C.C.s common to mercenaries. **Rifts® Mercenaries, Rifts® MercTown, Rifts® Merc Ops,** the **Rifts® Merc Adventure Sourcebook, World Book 20: Canada** and **Rifts® Sourcebook One** are likely to be of particular interest.

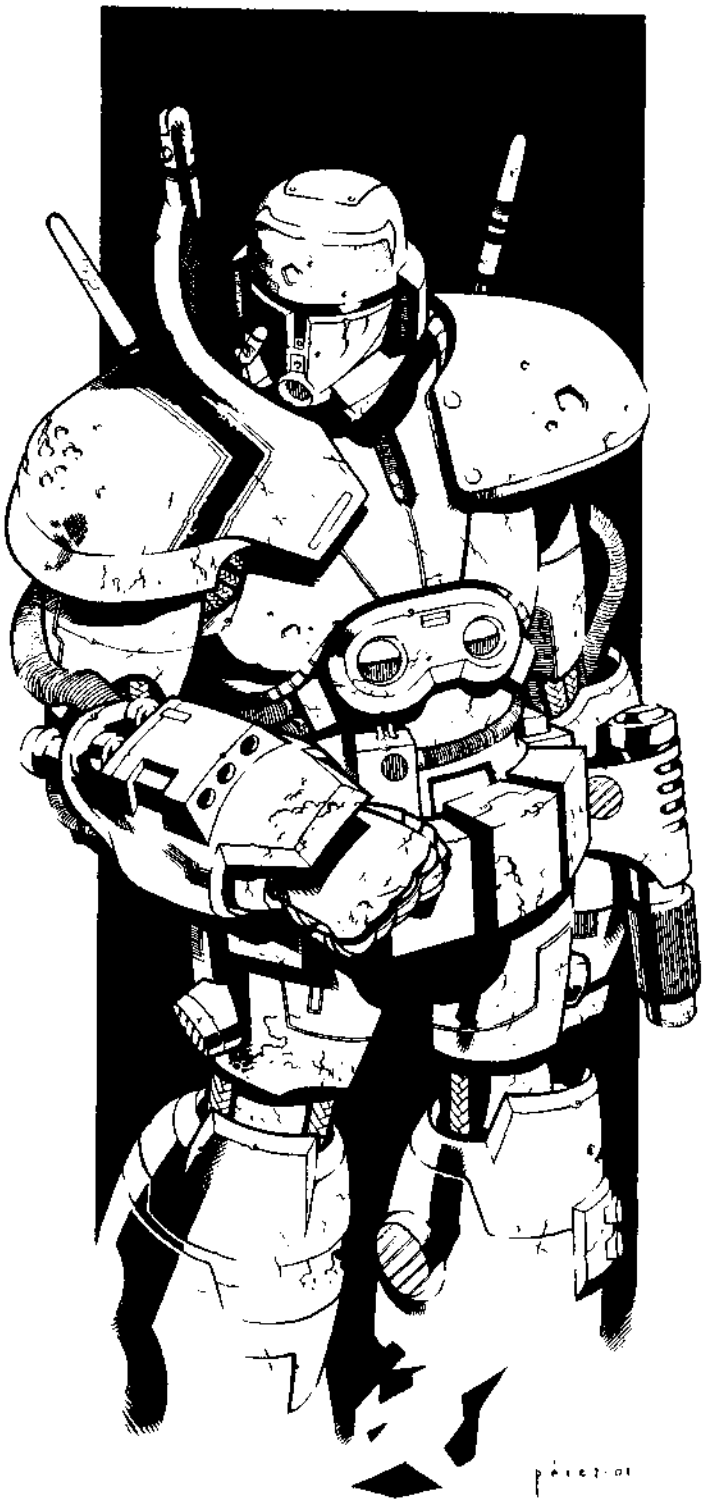
Robot Pilot O.C.C.

"We're the backbone of the army – first in, last out, always there for the team. And we enjoy the ride while we're at it."

The Robot Pilot is a heavy weapons expert who specializes in operating Power Armor or Giant Robots (players will have to pick one) and armored combat vehicles .

Most Robot Pilots have nerves of steel, can remain calm even under fire, and are generally brave, strong and reliable soldiers in and outside their robotic alter-egos. Most pride themselves on their cool heads, ability to think on their feet, and skill with giant war machines. They are master puppeteers controlling high-tech exoskeletons (power armor) or giant robots and tanks. Robot Pilots like having a noticeable impact in combat and inflicting heavy damage. They also see themselves as the cornerstone and muscle to support and protect vulnerable infantry troops or civilians. They like the role of guardian and protector and take that part of their job very seriously, often sacrificing their robot or armor to hold an advancing enemy at bay long enough for others to make good their retreat or stopping the enemy dead in their tracks. Most possess a never-quit work ethic, indomitable spirit and deep compassion for their teammates and civilians. In and out of their armor or 'bots, Robot Pilots are highly competitive and hate to lose. When defeat is handed to them, most can hardly wait for the rematch.

Mercenary squads and companies are always looking to add some heavy firepower and armored versatility to their ranks, as are adventurers and many communities. Like the Merc Soldier, the Robot Pilot is usually a gun for hire or fortune hunter.



Power Armor Pilot MOS

This is a character who has chosen wearing a suit of power armor as his means of *augmentation* and survival in Rifts Earth. Power armor may be thought of as a suit of armor like the knights of old, only this suit is made of Mega-Damage materials, powered by a fusion power supply and is the product of advanced technology. Most have built-in weapons and an array of optical enhancements, sensors and other features. Although no Power Armor Pilot knows it, these suits incorporate pre-Rifts space age technology, and were originally designed as "hard suits" for space and deep sea exploration. Consequently, all true power armor are sealed environmental suits with air purification systems, internal cooling, heating and life support, and an independent supply of oxygen that enables the wearer to operate in a vacuum, contaminated environments or no air at all (including outer space and underwater).

Unless a soldier is in, or deserted from, the Coalition military, CS power armor (and robots) are NOT available. Likewise, only a deserter (or spy) from Free Quebec's military will have Glitter Boy armor. The Power Armor Pilot may operate any suit *other than* the Glitter Boy or Coalition ordnance. This may include Northern Gun's Samson, Triax Hopper or Predator, the Flying Titan and any number of other power armor available in North America (and described in various **Rifts** supplements, most notably **Rifts® Sourcebook One, Rifts® Mercenaries, Rifts® Merc Ops, Rifts® New West, Naruni Wave 2** and **Rifts® Triax & the NGR**). In fact, most Power Armor Pilots regard the *Glitter Boys* to be antiquated and limited in their scope. They prefer what they consider to be modern and versatile suits from Northern Gun, Triax, and Naruni Enterprises, among others. Furthermore, most work to acquire three or more different types of power armor and use them interchangeably depending on their needs. **Note:** Power Armor Pilots are so accustomed to the new power armor types that they suffer the following penalties when using a Glitter Boy: -1 attack per melee round, -1 to strike and -3 to dodge and roll with impact.

Power Armor Pilot MOS Skills:

Advanced Math (+15%)

Basic Mechanics (+15%) or Acrobatics

Navigation (+15%)

Pilot: Robots & Power Armor (basic; +20%)

Pilot: Robot Combat Basic (general knowledge)

Pilot: Robot Combat Elite (select two power armor types to start, +1 at levels 3, 6, 9 and 12).

Pilot: Jet Fighter or Combat Helicopter (+15%)

Pilot: One skill of choice (+12%).

Power Armor to Start: Has an NG-Samson and one other power armor of choice to start. Any model sold on the open market that is common to North America is acceptable and may be an air or ground model. Probably a Northern Gun, Titan or Chipwell suit.

Robot Pilot MOS

This character specializes in the operation of big 'bots, heavy weapons and all out combat. The Robot Pilot represents the "heavy artillery" on Rifts Earth. They operate the heavy infantry robot vehicles in defensive, military, construction/labor and rescue operations. Most big, heavy robots are bunkers with legs able to take on tanks, aircraft and supernatural monsters, as well as dig and do construction and demolition work. Thus, a giant robot may be used to build and tear down barriers and fortifications. The pilots are highly skilled and well versed in the robots and armored vehicles they operate. Like the Power Armor Pilot, the driver can switch from one type of robot to another as the situation demands.

The pilots of these massive war machines are often the first ones in and the last ones out of a combat zone. They offer first strike capabilities and troop support, as well as function as walking guard towers, border patrol, riot control and a host of other functions.

Robot Pilot MOS Skills:

Land Navigation (12%)

Pilot: Robots & Power Armor (basic; +10%)

Pilot: Robot Combat Basic (general knowledge)

Pilot: Robot Combat Elite (select two types of giant robots to start, +1 at levels 3, 6, 9 and 12).

Pilot: Tanks & APCS

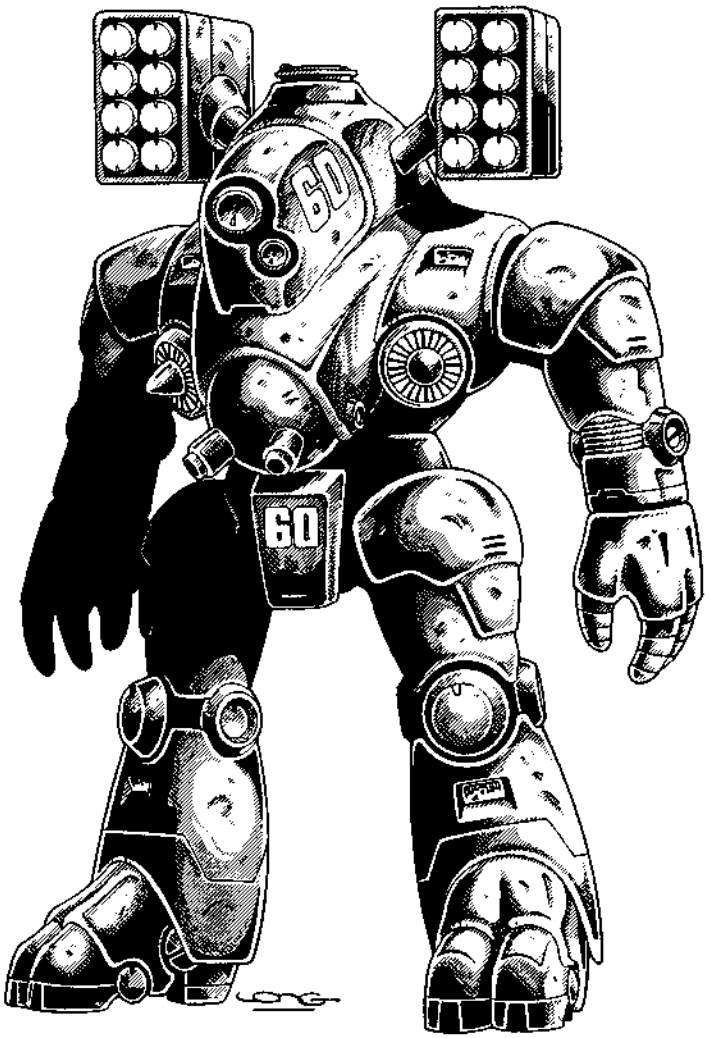
Pilot: Construction & Tracked Vehicles (+20%)

Weapon Systems (+15%)

W.P. Heavy Energy Weapons (rail guns included)

Robot to Start: Pick any *one* giant robot sold on the open market that is common to North America. Probably a Northern Gun or Titan model. See *Rifts® Sourcebook One* for a larger selection of 'bots as

well *Rifts® Mercenaries* and *Rifts® Merc Ops* and other select supplements. **Note:** Also has a conventional mode of transportation, such as a commercial (non-combat) hovercycle, hover vehicle, car, etc.



Robot Pilot O.C.C. Stats

Attribute Requirements: P.S. 10, P.P. 12, P.E. 12 or higher. Approximately 60% are male and 40% female.

MOS: See above.

O.C.C. Skills: These are in addition to MOS and reflect basic training for all Robot Pilot O.C.C.s, whether they specialize in power armor or giant robots and heavy vehicles.

Language: Native Tongue at 94%.

Language: Other: One of choice (+20%).

Basic Mathematics (+20%)

Body Building and Weightlifting

Climbing (+5%)

Computer Operation (+10%)

Military Etiquette (+15%)

Pilot: Combat Driving (+15%)

Pilot: One of choice (any; +15%).

Radio: Basic (+10%)

Running

Sensory Equipment (+15%)

W.P. Ancient: One of choice.

W.P. Modern: One of choice.

W.P. Energy Rifle

Hand to Hand: Expert, but it can be changed to Martial Arts at the cost of one "O.C.C. Related Skill" or Commando (or Assassin if evil) for the cost of two Related Skill selections.

O.C.C. Related Skills: Select five other skills, plus select one additional skill at levels 2, 4, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any.

Electrical: Basic only.

Espionage: Detect Concealment and Wilderness Survival only.

Horsemanship: None.

Mechanical: Automotive, Aircraft and Basic Mechanics only (+5%).

Medical: First Aid (+5%) only.

Military: Any (+10%), except Naval History and Naval Tactics.

Physical: Any.

Pilot: Any (+10%), except Ships and Warships.

Pilot Related: Any (+10%).

Rogue: Cardsharp and Seduction only.

Science: Math (+10%) and Astronomy & Navigation (+15%) only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Two Secondary Skills at levels 1, 4, 8, and 12. These are additional areas of knowledge selected from the Secondary Skills List in the Skill Section. All start at the base skill level without benefit of bonuses, with the possible exception of an I.Q. bonus. Starts at first level proficiency.

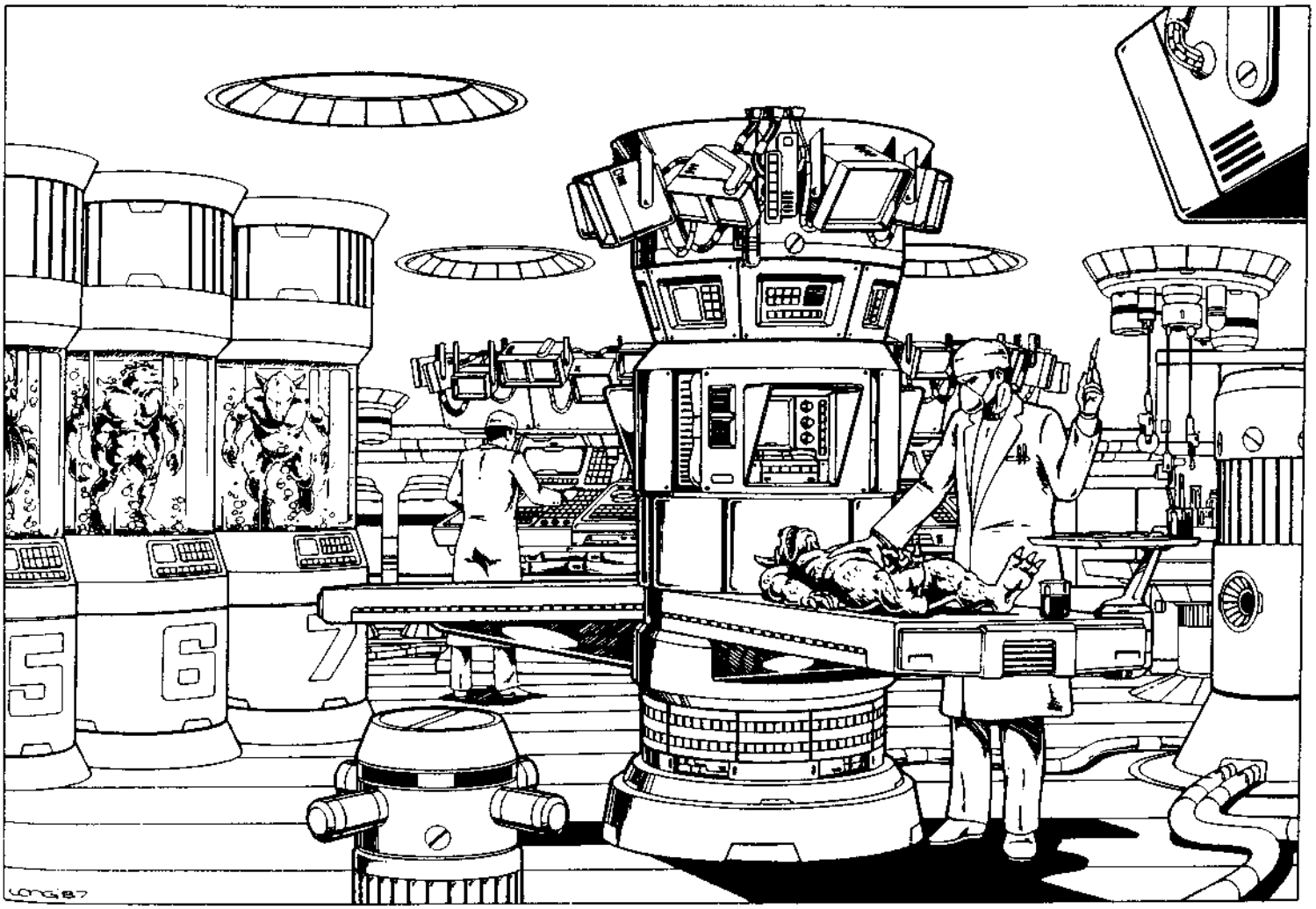
Standard Equipment: In addition to the 'bot or power armor noted earlier, the character also has a suit of light M.D.C. body armor, a suit of heavy armor, one weapon per each W.P., choice of handgun or energy pistol side arm, 1D4+2 extra E-Clips for each, a Vibro-Knife or Sword (pick one), two explosive grenades, two smoke grenades, four flares, survival knife (1D6 S.D.C.), first-aid medical kit, pocket computer, flashlight, disposable cigarette lighter, utility belt, air filter & gas mask, walkie-talkie, uniform, dress uniform, combat boots, canteen, and a few personal items.

Money: The character starts off with 1D6x100 in credits and another 1D6x1000 in Black Market salable items. Generally spends money on pleasure, cybernetics/bionics, weapons, and gear as fast as he makes it.

Cybernetics: Typically starts with a Gyro Compass and Clock Calendar implant. Other cybernetics may be added as desired, provided the character has the money. Many Robot Pilots steer clear of cybernetic augmentation, their 'bots being all they need to get the job done.

Related O.C.C.s: Any of the **Rifts®** World Books that focus on robots and technology will have suitable alternatives to the Robot Pilot O.C.C. , including **Rifts® World Book 5: Triax & the NGR, Rifts® World Book 8: Japan** and **World Book 17: Warlords of Russia**. The **Rifts® Game Master Guide** has shortened stats for *all* robots, vehicles, power armor and weapons from World Books 1-23 and Sourcebooks 1-4.

Adventurers and Scholars



Body Fixer O.C.C.

"I'm a healer. I fix people. I don't judge them or decide who should live and die based on their genetic makeup. That's for God . . . or maybe Emperor Prosek and his goon squads. If that makes me a criminal, so be it."

Saying that a Body Fixer is just a doctor does a disservice to these brave men and women of this noble profession, and only tells part of their story. "Body Fixer" is the slang term for a medical doctor (M.D.) in North America who performs medicine on anybody – human and *nonhuman*. That latter distinction makes the Body Fixers criminals, rogues and dissidents in the eyes of the Coalition States. Anybody caught "harboring, aiding and abetting a criminal of the State" – a distinction given to *all* D-Bees for not having been born human – is punishable by *death!* And that includes providing them with medical aid. Better to let a D-Bee die in the gutter than give "it" comfort or aid.

Body Fixers are doctors who cannot turn their backs on the sick and injured based on their race. A choice that has branded them as "traitors to humanity" by the CS.

Conservative estimates suggest the D-Bee population among sentient (intelligent) life forms in North America is 34%. Less conservative numbers place the number at closer to 42%. Most Rogue Scholars and Scientists believe a more accurate number is probably 50-55%. Perhaps all the more reason for human supremacists like the leaders of the Coalition States to want D-Bees dead. Even in the Chi-Town 'Burbs, where being caught by CS Police, soldiers and undercover agents is death for D-Bees, they make up an estimated 16% to 22% of the population! In the New West, D-Bees make up at least 60% to 80% of the population, in the east and north into Canada that number is probably 40%-50%, possibly higher, and that does *not* include Psi-Stalkers, who the CS considers to be *mutant humans*.

It is difficult to determine exact numbers because most D-Bees live in poverty or low-tech communities in thousands of tiny villages, towns and tribes. Gathering in a large community, especially within view of the CS, is to invite a Coalition extermination squad to come knocking. Likewise, because humans are the dominant power in North America and D-Bees second class citizens at most places that accept them, predominantly D-Bee communities are raided and attacked with impunity by other D-Bees and human mercs, raiders, bandits and adventurers. D-Bees only have rights if they have the firepower to fight back, which many do not. And because the Coalition States have been so tenacious at breaking down and wiping out large gatherings of D-Bees before they can turn into full-fledged cities or kingdoms, most D-Bees have adopted the practice of trying to integrate (and lose) themselves into an established, predominantly *human* community where the CS is much less likely to attack.

However one cuts the numbers, they are far too many people for a dedicated healer to ignore. Furthermore, because D-Bees are, generally, forced to live in substandard conditions, abused, and refused conventional medical treatment, they need someone like the Body Fixer more than anyone.

As a result, Body Fixers are tough adventurers who often make house calls up to 300 miles (480 km) away from their base of operation. Around half are traveling doctors who may follow a regular circuit of towns, farms, homesteads and stops, or hook up with a group of adventurers, helping them and those in need encountered along the way. Consequently, most Body Fixers are rather like *super-country doctors* and are no strangers to traveling the wilderness. Although Body Fixers are idealistic healers, they aren't fools. They understand better than most people the dangers of Rifts Earth, and know sometimes one must kill or be killed. Less than 12% are dedicated pacifists who refuse to use a gun or fight back to protect themselves. On the contrary, many Body Fixers will not hesitate to use a weapon and threats to protect themselves and/or their patients. Considering the prejudice leveled at their nonhuman clients, Body Fixers are by nature rather stubborn, tenacious and militant, risking their lives every day for what they believe in.

Why do it? Why especially risk the retribution of the Coalition? Because Body Fixers are compassionate people who don't see much of a choice. Walk away and let someone they can save die, or do what they believe is right and save that life. Besides, half of all Body Fixers are D-Bees themselves devoted to helping all people. Personal profit and power mean nothing to a dedicated Body Fixer. Most of them will offer their expert services to anybody who needs them for a hot meal, a dry place to sleep, and whatever seems like a fair and reasonable trade, all things considered. This has earned them the reputation for being kind and compassionate humanitarians and champions of the downtrodden. Some are practically living folk heroes.

Of course, not all Body Fixers are the soul of compassion. Some are quacks and brigands who charge an arm and a leg (sometimes, quite literally) for their services, and gouge those in need, especially D-Bees and fugitives wanted by the authorities. Burn outs, hacks and greedy, cold-hearted Fixers seem to be the embodiment of those employed at most Black Market Body-Chop-Shops. Some are downright evil. These callous and insensitive doctors are in it for the money. Only 1 in 10 Fixers at a Chop-Shop seem to genuinely care about their patients. If the money's right, they'll work on anybody. No questions asked.

Perhaps because they know and cherish the pure physical body so much, many Body Fixers refuse to use cybernetics on themselves, unless it is a lifesaving organ or prosthetic. They may also try to dissuade their patients from getting augmentation of any kind. On the other hand, about a third will get a handful of cybernetic enhancements, mainly optics and sensors. However, a solid 10% will get plenty of them, although again, limited mainly to optics, sensors and things that help them to be better doctors.

Special O.C.C. Bonuses & Abilities:

1. Familiarity with D-Bees: No skill penalty when working on common/known D-Bees; only a -20% penalty when dealing with extremely alien physiology, rare or previously unknown D-Bees.

The Body Fixer is -20% whenever working on bionic modifications, and -30% when working on alien cybernetics, -50% on alien bionics.

2. Disease Diagnostic Specialist: Diagnose disease with extreme clarity and accuracy. Skill Bonuses: +20% to that percentile number of the Medical Doctor skill, and +10% to Brewing and Holistic Medicine skills to whip up a cure. He is so good, that he can reduce the symptoms (i.e., the penalties and duration) by half. Can also recognize possession and magical illnesses and curses.

3. O.C.C. Bonuses: +1D6+4 to S.D.C., +1 to M.A., P.S., P.P., and P.E. attributes, +1 to dodge and disarm, +2 to save vs poison and drugs, +3 to save vs disease and insanity, +2 to save vs Horror Factor, +2 on most Perception Rolls, but +4 when the Perception Roll involves making an observation about a medical condition, diagnosis/health or medical procedure, as well as when dealing with drugs/chemicals, and poison.

Body Fixer O.C.C. Stats

Alignment: Any, but tends to be Principled, Scrupulous, Unprincipled or Aberrant.

Attribute Requirements: I.Q. 10 or higher; a high P.P. and M.A. are suggested but not mandatory.

Racial Requirement: None; half are D-Bees.

O.C.C. Skills:

Language: Native Tongue at 96%.

Language: Other: Two of choice (+20%).

Literacy: Native Language (+30%; typically American).

Athletics (General) or Body Building

Basic Math (+15%)

Biology (+30%)

Brewing: Medicinal (+20%)

Chemistry (+20%)

Lore: D-Bees (+25%)

Medical Doctor (+20%)

Outdoorsmanship

Pathology (+30%)

Pilot: One of choice (+10%).

Sensory Equipment (+20% on medical, only +5% on all others).

W.P. Knife (Special bonus of +1 to strike).

Xenology (+20%)

Hand to Hand Combat: None to start, but can be selected as an *O.C.C. Related Skill* as follows: Hand to Hand: Basic counts as one skill selection or Expert as two.

O.C.C. Related Skills: Select three additional skills from the Medical category, and select 8 other skills (may include more from the Medical category) at level one. Plus select two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Barter, Creative Writing, Language, Literacy, Public Speaking, and Radio: Basic only (+5%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic only (+5%).

Espionage: Wilderness Survival only (+10%).

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive only.

Medical: Any (+15%).

Military: None.

Physical: Any, excluding Acrobatics, Boxing and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Streetwise only (+4%).

Science: Any (+10%).

Technical: Any (+10%).

W.P.: Any; except Heavy Military Weapons and Heavy Energy Weapons.

Wilderness: +5% but the bonus counts only for country/adventuring Body Fixers, not city-docs).

Secondary Skills: Six Secondary Skills from the Secondary Skill list in the Skills Section, +1 additional Secondary Skill at levels 3, 6, 9, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: One suit of light M.D.C. body armor, Two surgical gowns, a dozen pair of disposable surgical gloves, one pair of reusable surgical gloves, surgical kit (includes scalpels, clamps, suture, needles, etc.), medical kit (first-aid kit, bandages, antiseptics,

protein healing salve, aspirin, painkiller, antibiotics, hypodermic gun, stethoscope, pen flashlight), IRMSS/Internal Robot Micro-Surgeon System, RMK/Robot Medical Kit, hand-held computer, hand-held blood pressure machine (computerized), thermometer, six unbreakable vials, and other basic items, portable compu-drug dispenser, portable laboratory, backpack, medical bag or satchel, one weapon for each W.P. and two E-Clips for each, one Vibro-Knife (1D6 M.D.), two scalpels (1D4 S.D.C. damage), one Wilk's Laser Scalpel, flashlight, pen flashlight, a commercial vehicle (as per Pilot skill) or a horse (if he can ride), hat with a brim, hooded cape or poncho, canteen, a pair of sunglasses, air filter, a pocket note pad and two pens, and some personal items.

Money: A city/'Burbs doctor starts with 5D6x1000 in credits. The wandering Body Fixer will have 1D6x1000 in credits and 3D6x1000 in Black Market saleable items.

Related O.C.C.s: See the *Cyber-Doc* in this section, psychic healing powers in this book, and **Rifts® World Book 3: England** for the Herbologist O.C.C. and herbs.

City Rat O.C.C.

"The CS may think they own this place, and adults may run the show, but we're the Kings and Queens of the streets. We know everything."

City Rats are the denizens of the 'Burbs and big cities. In the fortress cities modeled after *Chi-Town*, those who live in the lower levels of such a metropolis are generally nicknamed "Downsiders," but "City Rat" is a designation for a *Downsider troublemaker* and the street urchins who run amok in the 'Burbs. They exist in most urban environments, but absolutely thrive in the 'Burbs and the lower levels, tunnels, and sewers of Chi-Town, Iron Heart and other mega-cities of the Coalition States, the New German Republic, Mexico and Japan. Most have never been beyond the city limits and have no desire to go adventuring beyond the urban sprawl. These are "city people" through and through. They know little about the outside world except what they read or hear on the street, and view it as wondrous, scary, and alien, but most of all, a place not for them. Their world is the rumbling and bustling city streets. Their secret havens, hideouts and lairs are the shadowy dark places that other city dwellers have forgotten about or fear to enter.

City Rats love the acrid mix of smells that is the living city: machine oil, vehicle exhaust, booze, and perspiration of the thronging multitudes. They are not afraid of the city's dark corners or its vermin. They know the back streets and, often, the alleys, sewer systems, and access tunnels in the belly of the beast that is the city. And they know them better than the average citizen knows the highways and avenues.

City Rats pride themselves on their knowledge of the streets and the movers and shakers who work them and the predators that prowl them. That means City Rats know where to find contraband, cybernetics, drugs, pawnshops, fences, Body-Chop-Shops, Black Market hangouts and hoods, the best food, the cheapest women, all night hot spots, and other places, resources and commodities on the streets. If you know where to look, you can find most anything you could need or want, and City Rats know all the ins and outs of *their* city.

The career of a City Rat is a *way of life* rather than an occupation. A lifestyle glamorized (and lived) as a sort of swashbuckling streetwise hacker and petty crook who travels the undercurrents of the city streets and the electronic super-highway with equal ease. It is a life of self-made intrigue, exploration, spying and thievery (of data if nothing else). City Rats are usually young men and women in their teens or twenties who walk on the wild side. They crave adventure and find it by bucking the system and dodging the law. A City Rat may be an idealistic rebel who seeks reform and justice in a corrupt and unjust society, or a simple thrill seeker who finds excitement and romance in the dark underbelly of the city and the subculture of the street scene. Many City Rats are computer hackers and information brokers, while others are little more than beggars and thieves, all surviving by the seat of their pants. The individual's exact orientation and skills typically reflect his alignment, ideals, ethics, and goals.

City Rat O.C.C. Stats

Alignment: Any, but typically Unprincipled, Anarchist, Miscreant or Aberrant.

Attribute Requirements: Generally the City Rat is fast, clever and agile, but there are no real requirements other than an I.Q. 10 or higher to be a hacker, P.P. of 10 or higher to be a thief, I.Q. 10 and P.P. 14 or higher to be an assassin, P.S. of 14 or higher to be a hero or thug/muscle man.

Racial Requirements: None, a third to half are D-Bees.

O.C.C. Bonuses: +2D4 to S.D.C., +1D6+1 to Spd attribute, +3 on Perception Rolls, and +1D10+4 to P.P.E. base (reduce amount by half when the character reaches age 22). The high P.P.E. may allow the character to use minor Techno-Wizard items.

O.C.C. Skills:

Literate in Native Language (+15%).

Language: Native Tongue at 92%.

Language: Other: One of choice (+10%).

Barter (+15%)

Computer Operation (+15%)

Streetwise (+20%)

Tailing (+20%)

Pilot: Automobile (+10%)

Pilot: Bicycle (+20%)

Pilot: Motorcycle (+15%) or Hovercycle (+10%)

Math: Basic (+10%)

Running

W.P.: One of choice.

Hand to Hand: Basic, which can be changed to Hand to Hand: Expert at the cost of one "O.C.C. Related Skill," or Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select 10 other skills, but at least three must be selected from Physical or Rogue skills, +1 additional skill at levels 2, 4, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic and Computer Repair only (+5%).

Espionage: None.

Horsemanship: None.

Mechanical: Automotive and Basic Mechanics only (+10%).

Medical: First Aid or Paramedic (+10%), but the Paramedic skill counts as two skill selections.

Military: None.

Physical: Any (+5% where applicable), except Fencing, Forced March, Outdoorsmanship, and SCUBA.

Pilot: Any ground vehicles, Jet Pack, or Robot Combat Basic (+10%), but no aircraft, boats, power armor, robots, or military vehicles.

Pilot Related: None.

Rogue: Any (+15%).

Science: Math: Basic and Advanced and Chemistry only.

Technical: Any (+10%).

W.P.: Any, except any Heavy Energy Weapons and military W.P.s.

Wilderness: None.

Secondary Skills: Eight Secondary skills from the Secondary Skills List in the Skill Section, +1 additional at levels 3, 6, 10 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Two sets of "working colors," one set that is either gang colors or what is considered to be a fashion statement, and one set used for casual wear or disguise. Most City Rats tend toward the color black and leather, chains, high boots, gloves, and sometimes a cape or cloak. He or she also has a fashionable wardrobe of other clothing for play and entertainment located at home or in a tiny apartment in the worst part of town. Mega-Damage body armor can be of any "common" type of light suit, such as M.D.C. homemade armor, Urban Warrior, Plastic Man or Dog Boy riot armor (probably stolen or traded for on the Black Market).

Other equipment includes an S.D.C. knife (1D6 S.D.C.), handgun (3D6 or 4D6 S.D.C. damage), an M.D. energy pistol (typically does 2D6 or 3D6 M.D.) and two E-Clips, plus a flashlight, 900 pound (405 kg) test strength nylon cord/rope, a grappling hook, RMK/Robot Medical Kit ("Stitcher"), PDD/Pocket Digital Disc player and recorder, personal items such as wallet, comb, hat, bandana, and similar. The vehicle is a bicycle and a motorcycle or a junker of a hovercycle (half M.D.C. and maximum speed is 30% less) as per the applicable Pilot skill.

Money: Starts with 6D6x100 credits and a Black Market item of some kind worth 3D4x1000 credits.

Cybernetic Implants: The City Rat Archetype starts with 1D4+2 basic cybernetic implants. It is entirely up to the player to decide whether his or her character has *any* implants, and if so, which ones. This initial implant selection is restricted to *common, Commercial,* and *Black Market cybernetics.* Exactly how much cybernetics a City Rat may acquire depends on the individual and his success on the street (i.e., what can he afford). See **Rifts® Bionic Sourcebook** for a large selection of cybernetics and Black Market offerings.

Related O.C.C.s: The City Rat presented here is the streetwise punk who has more guts than brains and is out for fun and adventure as much as anything else - whatever that may be. Stats for several other "types" of City Rats, including the *Gutter Rat, Hack Rat, Maze Rat, Pack Rat, Roof Rat,* among others, are found in the **Rifts® Bionic Sourcebook**; the villainous Cyber-Snatcher O.C.C. is also in that book.

Cyber-Doc O.C.C.

"I can take your broken body and, not only restore it, but turn it into something exceptional. A beautiful work of art made of flesh and steel. Trust me, you'll love the new you."

Thanks to *bionics* being illegal to the public in the Coalition 'Burbs and many other places, bionic augmentation has gone underground. It is often available only through underworld sources like the *Black Market* and independent entrepreneurs. In fact, the Black Market dominates the bionics and cybernetics markets, so there are seldom any industry standards for quality. The buyer gets whatever service and quality is available to him at the time. Horror stories abound about bionic *Body-Chop-Shops* that are more like butcher shops, and give the *Cyber-Doc* profession a bad reputation.

In the broadest sense of the word, a Cyber-Doc is any doctor, surgeon, or scientist who specializes in cybernetics and/or bionics. However, the term "Cyber-Doc" has come to refer to the notorious underworld figure found in the Downside, 'Burbs and underworld of most cities and mercenary outposts. A character who is, all too often, a self-serving illegal doctor who works outside the law for his own profit.

The Cyber-Doc is a cybernetics specialist who offers his illegal services on the Black Market, not unlike the old abortion clinics of 1950s and 60s America. The Doc can be well-trained, well-meaning, and professional, or he can be an opportunist and/or a butcher. Since the operations are illegal, the patient has little say about the success or failure of the surgery. Medical treatment and *authorized bionics* is generally reserved for the military, political leaders, and the wealthy. Comparable cybernetics and bionics for the underprivileged are available at Black Market clinics and are always seem to be in unbelievably high demand. This demand is what has spawned the cut-rate, Black Market clinics known as "Body-Chop-Shops." Filthy, crude facilities operated by the most nefarious underworld malefactors one can find.

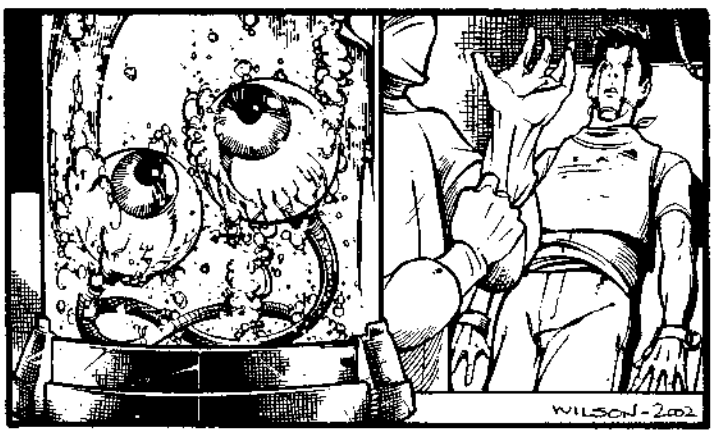
The proprietors of these "Chop-Shops" pay fair prices (20% to 40% of list) for cybernetics and bionic "parts" and components – no questions asked. This has led to the creation of gruesome criminals known as **Cyber-Snatchers**. Fiends who attack, and steal bionics and cybernetics, pulling and chopping the artificial limbs or implants out of their victim for resale at a Body-Chop-Shop. Perhaps needless to say, the victim is usually maimed or killed in the process.

On the flip side, not all Cyber-Docs are evil or butchers. True professionals are experts in cybernetics and surgical wizards able to blend flesh and machine into something amazing. The Cyber-Doc player character is, presumably, one of the good guys. A healer who uses his unique gifts and knowledge to help the less fortunate and to empower freedom fighters, mercenaries or adventurers with muscles of steel. The Cyber-Doc is versed in all aspects of cybernetics, skin grafting, organ transplant, artificial organ replacement, robot prosthetics, cybernetic implants, and bionics, as well as internal medicine, neurology, and cybernetic theory and mechanics. The focus on cybernetics is surgery and grafting, so the Cyber-Doc is an expert surgeon, but not so good as a general practitioner or in recognizing and treating more mundane disease, illnesses and minor injury (no O.C.C. bonus to Medical

Doctor skill). But ask him to replace a lost limb with a bionic one, or a heart or eye, and he can do it in record time with no complications. His expertise in cybernetics means he can also remove and install all forms of cybernetic and bionic devices, as well as work on the machine parts, to service, clean, repair and even build them from scratch, provided he has the right parts and access to the proper facility and equipment; even a Body-Chop-Shop or mechanic's garage will do.

A Cyber-Doc is part mechanic, part surgeon and part medical doctor. Someone who can help the crippled to walk, the blind to see and maimed to feel whole again. Cyber-Docs who treat D-Bees are blacklisted and marked for death as "traitors to humanity" by the Coalition States, just like the Body Fixer. Since he's already a wanted man, many Cyber-Docs deal in stolen Coalition bionics and encourage raids on CS facilities. However, more often than not, the bionics are secondhand (don't ask), acquired from a merc, bandit or adventurer, or as a deal at a Black Market Body-Chop-Shop. Reputable Cyber-Docs often offer their services to the Black Market in exchange for bionics and cybernetics at wholesale prices (50% below list price).

A Cyber-Doc may be an independent operative or hooked up with a medical team, mercenary outfit, adventure group, or freelance for a town or army. Like the Body-Fixer, the Cyber-Doc is usually considered a rogue, malcontent and outlaw by the CS. However, to those in the wastelands, the Cyber-Doc (or any man of medicine) is a miracle worker and a godsend. **Note:** In the aftermath of Tolkeen's fall, Cyber-Docs are in high demand to give the maimed and injured a new lease on life via cybernetic medicine. The Coalition Army knows this, and has made a point to track down rebel field hospitals and gun down all "criminals and rebels consorting with the enemy" along with the D-Bee enemy.



Special O.C.C. Abilities & Bonuses:

1. Install Bionics. A Cyber-Doc can install and remove cybernetic implants and bionics, but requires at least a makeshift operating room. Cybernetic implants are fast and easy (no skill penalty), but bionics are very complicated and demanding on the character's time and skill. Penalties: -5% to Cyber-Doc skill to remove bionics or any prosthetic, -5% if working in poor conditions, another -5% if working with inadequate tools, -10% if the bionics are more advanced or a different but comparable technology than what he is familiar with, -20% when dealing with extremely alien physiology and/or alien cybernetics. All penalties are accumulative. A consummate pro, *if* there is any penalty for working under pressure or on a time limit, it should be reduced by half. Taking the M.D. in Cybernetics skill twice eliminates (or reduces by half) most penalties.

2. Find Bionics and Cybernetics Contraband. +20% to Find Contraband related to medicine, cybernetics and bionics. This bonus is added to his normal *Find Contraband* skill whenever cybernetics or bionics are involved. Gets bionics, cybernetics and Bio-Systems at *wholesale* – 35% discount as professional courtesy at *most* Body-Chop-Shops and clinics, 50% discount if he trades at least 12 hours of his time to work at the Shop or clinic for *free*. Every 12 hours he puts in, he can get up to 100,000 credits worth of cyber-gear for half-off (that's 50,000 credits, his cost). 60% discount if the character is the owner or a partner in a Body-Chop-Shop or medical clinic in the Cyber-Doc's own home town/place of residence.

3. Recognize Quality of Bionics & Cybernetics. An exclusive skill that enables the Cyber-Doc to tell if an item is new or used, defective, low or high quality, and a fair price. He will automatically know the capability (damage, range, payload, etc.) of bionic weapons and prosthetics (M.D.C., P.S., Speed, etc.) and whether it's exactly what he needs or not. **Base Skill:** 60% +3% per level of experience.

4. Repair and Soup-Up Bionics. Repairs for Cheap: Can completely repair bionics and cybernetics at a cost of 25% of its original list price (plus his time if he's charging for it; typically another 25%). Requires the right parts and 1D6+2 hours to work on each item (hand, arm, shoulder, one forearm weapon, then another, etc.).

Replace M.D.C. on a bionic appendage, main body, and cyber-armor at a cost of 1000 credits per every one M.D.C. point restored. Cannot exceed the original M.D.C. amount.

Maximize Bionics (not cybernetics). Can tweak bionic systems to get a little more out of them. Can increase Spd 20%, P.S. 10%, increase range 10% (of weapons, transmissions, sensors, etc.), reduce size and weight of a specific item by 10%, and add ONE extra weapon or feature per each body area (head, hand, forearm, shoulder, foot, leg, chest, back).

5. O.C.C. Bonuses: +1 to M.E. and +2 to P.P. attributes, +4 to save vs Horror Factor, +2 to save vs pain (interrogation involving torture is performed at a -10% penalty on the Doc), and +1 to save vs poison, drugs and disease.

Cyber-Doc O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 11 or higher and a P.P. 12 or higher. A high M.E. is also helpful but not mandatory.

Racial Requirements: None; about 30% are D-Bees.

O.C.C. Skills:

Literacy in Native Language (+40%).
Language: Native Tongue at 96%.
Language: Other: One of choice (+20%).
Advanced Mathematics (+10%)
Basic Mathematics (+30%)
Basic Mechanics (+20%)
Basic Electronics (+15%)
Biology (+20%)
Chemistry (+10%)
Computer Operation (+5%)
Find Contraband (+10%)
Medical Doctor
M.D. in Cybernetics (+10%)
Pathology (+10%)
W.P. Knife (Special bonus of +1 to strike).
Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection or Expert as two.

O.C.C. Related Skills: Select 9 other skills, but at least two must be selected from Technical, +1 additional skill at levels 2, 4, 6, 8, 10, 12, and 14. All new skills start at level one proficiency.

Communications: Any, except Cryptography and Performance.
Cowboy: None.
Domestic: Any.
Electrical: Any (+5%).
Espionage: None.

Horsemanship: General only.

Mechanical: Any (+5%; but +15% to Bioware Mechanics).

Medical: Any (+10%).

Military: None.

Physical: Any, excluding Acrobatics and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any (+10%).

Rogue: Streetwise and Palming only.

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Hunting and Skin Animals only (+5%).

Secondary Skills: Four Secondary Skills at first level selected from the Secondary Skills list in the *Skill Section*, +1 additional Secondary Skill at levels 3, 6, 9, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Light or medium M.D.C. body armor with good flexibility, two surgical gowns, a dozen pair of disposable surgical gloves, one pair of reusable surgical gloves, surgical kit (includes scalpels, clamps, suture, needles, etc.), medical kit (first-aid kit, bandages, antiseptics, protein healing salve, aspirin, painkiller, antibiotics, hypodermic gun, stethoscope, pen flashlight, hand-held blood pressure machine (computerized), thermometer, six unbreakable vials, and other basic items), IRMSS/robot micro-surgeon kit, portable compu-drug dispenser, pocket computer, portable laboratory, backpack, large satchel, one weapon for each W.P. and two E-Clips for each, one Vibro-Knife (1D6 M.D.), a set of six scalpels (1D4 S.D.C. damage each), pocket note pad, two pens, and some personal items.

Money: A city doctor starts with 4D6x1000 in credit, the *wandering Cyber-Doc* will have 6D6x100 in credits and 2D6x1000 in Black Market saleable items (probably cybernetic and bionic parts). This money can be used to purchase specific weapons and equipment when the character is created or later, if the opportunity arises.

Cybernetics: The Cyber-Doc, unlike the Body Fixer, sees cybernetics and augmentation of the human body as a good and wondrous thing, and is likely to have cybernetic implants and even bionics. Whether the character has cybernetic implants/body parts is left up to the player. If the decision is yes, the Cyber-Doc can select 1D4+2 cybernetic mechanisms (Accessories and Optics & Sensors as described under the Combat 'Borg O.C.C.).

Related O.C.C.s: See the Body Fixer presented in this book and the Cyber-Snatcher in the **Rifts® Bionic Sourcebook**.

Operator O.C.C.

"What can I say, I like taking things apart to see how they tick. Nothin' like fixing or building something with your own hands."

The Operator is a super-mechanic and repairman. A mechanical and electrical whiz-kid who can fix just about anything that has gears and wires. As such, they are always a welcome sight in any community and are treated with respect and admiration. An Operator rarely has to pay for his own meals or a bed to lay on. Of course, the proprietor or town council may have some little repair job that they'd like him to do for a reasonable fee. There are no set fees for a particular job, so the fee and currency changes from place to place. Repairing an irrigation system at a wealthy town may mean 30,000 in credits, at a poor town payment may be a hot meal, a broken-down horse, and some basic supplies.

Remember, while pre-Rifts machines and technology are in use, there are few individuals who fully understand how they work. Consequently, they cannot successfully maintain and repair them. The Coalition charges highly for their services. Often the price includes an oath of fealty to a Coalition State, binding the community to it financially and obligating the town to perform certain services, or provide goods, or to support the CS. This is how the Coalition increases its power base and territory, slowly absorbing the smaller communities around them. The next step is official union with a Coalition State, usually in exchange for military protection, economic support, even better technical aid, and forgiving one's previous debt. Of course, once this happens, the Coalition sends in its advisors and makes the town conform to its standards, rooting out magic users, seizing all books and historical documents, and eliminating dangerous dissidents. Consequently, the Operator represents the only means for many small communities to maintain their independence. They are also the only people outlaws and undesirables, like adventurers and men at arms, can consult to get their gear, 'bots and vehicles repaired, modified or improved.

Although the Operators have no formal organization or guild, they are an unofficial class within the civilized human societies of the Americas, similar to the Freemasons of old. They have no leader, no gathering place, nor doctrine to which all Operators adhere. Instead, they are a loose knit group of like-minded men and women who share a love and knowledge of machines and forgotten science. How Operators came to be is not exactly known. Most will tell you that some of those who survived the Coming of the Rifts also saved many of the old secrets. These secrets were handed down from father to son, generation to generation, until today. Indeed, if there is any common thread among Operators, it is secrecy. They will not share their knowledge with anybody except a fellow Operator, relative, or an apprentice.

As a rule, an Operator tends to disguise the extent of his knowledge with false modesty and cryptic talk about the Time of Man or Time Before the Rifts, and ancient secrets. In reality, the character is as knowl-

edgeable about modern, high-tech engineering as any Coalition engineer. Furthermore, their love of mechanics keeps them looking and learning more. These characters love their work and take fanatical pride in their craft. They are hard workers, inventive, and resourceful.

Special O.C.C. Abilities & Bonuses

Note: None of these abilities apply to bionics or cybernetics (can't do it), and there is a -20% skill penalty when working on robots and power armor (unless the character also has the Robot Mechanics and Electronics skills).

1. Jury-Rig Repairs. The Operator can slap together solid temporary repairs in half the time that last twice as long. See the Jury-Rig skill for details.

2. Find Parts and Components. +20% to Find Contraband related to vehicular M.D. weapons, M.D.C. materials, power supplies, communications systems, electronics, generators, fuel, mechanical parts and components. This bonus is added to his normal *Find Contraband* skill whenever such items are involved. Gets these items at a *discount* – 30% off as a professional courtesy from *most* other Operators and the Black Market, 50% discount from junkyards and salvage companies, and a 65% discount if he trades at least 12 hours of his time to work at a garage, machine shop, or factory for *free*. Every 12 hours he puts in, he can get up to 100,000 credits worth of parts or materials at the discount (that's 35,000 credits, his cost).

3. Recognize Machine Quality. An exclusive skill that enables the Operator to tell if an item is new or used, defective, rebuilt, low or high quality, a fair price, and whether it's exactly what he needs or not. Skill applies to all most vehicles, machines, parts, tools, and electronics. **Base Skill:** 58% +3% per level of experience.

4. Repair and Soup-Up Machines & Vehicles. Repairs for Cheap: Can completely repair most parts, machines and vehicles at a cost of 25% of its original list price (plus his time if he's charging for it; typically another 30% to 50%). Requires the right parts and time to make the repair.

Replace M.D.C. on the main body and key sections at a cost of 1200 credits per every one M.D.C. point restored. Cannot exceed the original M.D.C. amount.

Add M.D.C. to brand new vehicles and body armor. The percentage increase depends on the Operator's level of skill and experience; +5% at levels 2, 4, 6, 8, 10, 12, and 14.

Maximize Performance. Can tweak a vehicle or most any machine to perform better. Can increase Spd 20%, range (of weapons, radio signals, sensors, etc.) by 10%, reduce weight by 10%, and add one extra weapon or feature per each body area of a vehicle or standing fortification (front/nose, mid-section, rear section, top/roof, bottom/undercarriage, and wing).

5. O.C.C. Bonuses: +1 to I.Q., +2 to P.S. and +1 to P.P. attributes, +2 on Perception Rolls, +2 to save vs fatigue and disease, and +2D6+6 to S.D.C.

6. Optional: Psi-Operator (special): It has recently come to light that *some* Operators have developed a degree of psychic power that helps them in their work. Approximately 15% to 20% are psychic. The focus of their psychic abilities is mechanics. Note that all Psi-Operators are considered to be *Major* psychics. Pick three abilities from the following, plus one additional at levels 4, 8, and 12. **Note:** Reduce the number of available O.C.C. Related Skills by half.

Electrokinesis (Super, varies; counts as 2 selections).

Machine Ghost (12)

Object Read (6; limited to the history and operation of the device).

Resist Fatigue (4)

Sense Magic (3)

Sense Time (2)

Speed Reading (2)

Total Recall (2)

Telemechanics (Super, 10)

Telemechanic Mental Operation (Super, 12; counts as 2 selections).

Telemechanic Paralysis (Super, 20; counts as 2 selections).

Operator O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 9 or higher, a high P.P. and P.S. are handy but not mandatory.

Racial Requirements: None. At least 35% are D-Bees.

O.C.C. Skills:

Language: Native Tongue at 92%.

Language: Other: One of choice (+20%).

Basic Math (+20%)

Computer Operation (+10%)

Computer Repair (+10%)

Electrical Engineer (+20%)

Find Contraband (+15%)

Jury-Rig (+20%)

Mechanical Engineer (+20%)

Pilot: Three of choice (+15%)

Radio: Basic (+15%)

Sensory Equipment (+20%)

Weapons Engineer (+15%)

W.P. Blunt

W.P. Modern: One of choice.

Hand to Hand: Basic; can be changed to Hand to Hand: Expert at the cost of one "O.C.C. Related Skill," or Martial Arts (or Assassin, if an evil alignment) for the cost of two.

O.C.C. Related Skills: Select eight other skills, but at least two must be selected from Mechanical, +2 additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+15%).

Cowboy: None.

Domestic: Any.

Electrical: Any (+10%).

Espionage: None.

Horsemanship: None.

Mechanical: Any (+10%).

Medical: First Aid only.

Military: Any (+5%; +10% to Field Armorer and Military Fortification).

Physical: Any, except Acrobatics, Gymnastics, or Wrestling (+10% to SCUBA).

Pilot: Any (+10%).

Pilot Related: Any (+10%).

Rogue: Computer Hacking, Lock Picking, and Roadwise only (+15%).

Science: Math: Advanced, Chemistry, and Chemistry: Analytical only (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Boat Building and Carpentry (+5%) only.

Secondary Skills: Select four Secondary Skills at first level from the Secondary Skills list in the Skill Section, +1 Secondary Skill at levels 4, 8, 12 and 14. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base level skill.

Standard Equipment: Select one weapon for each W.P. (plus W.P. Blunt includes a large wrench and a hammer; both do 2D6 S.D.C. damage), a suit of light or medium M.D.C. body armor (with 10% more M.D.C. provided by an Operator buddy), a portable tool kit with an electric screwdriver and additional interchangeable heads, wrenches, etc., large tool kit, soldering iron, laser torch (for welding), a roll of duct tape, two rolls of electrical tape, pen flashlight, large flashlight, a dozen flares, 200 feet (60 m) of super lightweight rope (total weight 10 lbs/4.5 kg), a couple knives, notebook, portable disc recorder, portable language translator, protective goggles, work gloves, 1D4 pairs of thin doctor's gloves, backpack, satchel, large sack, canteen, two commercial vehicles (as per Pilot skill), set of work clothes, overalls, utility belt, a pair of goggles, canteen, air filter, a pocket note pad and two pens, and some personal items. More expensive diagnostic equipment, computers, optical enhancements, and sensory equipment may be purchased later.

Money: An Operator will have little available cash, with most of his money and trade items going into tools, equipment, fuel, and vehicles. The city Operator starts with 4D4x1000 credits. The wandering Operator will have 5D6x100 in credits and 3D4x1000 in Black Market saleable items.

Cybernetics: None to start. However, many Operators do acquire cybernetic optics, sensors and tools to help them in their work. The majority prefer to *use* machines in their work, not to become a machine themselves.

Related O.C.C.s: None, although the Techno-Wizard is also a mechanic in his own way.

Rogue Scholar O.C.C.

"I will not be silenced. I will not submit. I will find the truth and shout it to the world."

The Rogue Scholar may not be quite what you expect. Like the Body Fixer and Rogue Scientist, he or she is frequently a rugged, physically fit explorer and keeper of knowledge. He too is an enemy of the Coalition States and a "traitor to humanity," but is ranked at the top of the list. Also known as truth seekers, Rogue Scholars dig through facts and information to find and reveal the truth on all subject matters. This makes them outspoken opponents of the Coalition States ("rebels" according the CS). Far worse, and making them far more dangerous than other men of science, Rogue Scholars teach the illiterate masses and D-Bees the truths they know as well as mathematics, reading and writing. Rogue Scholars love ideas and try to instill in everyone they encounter such virtues as keeping an open mind, being curious, asking questions, freedom of speech and expression, tolerance to new ideas and cultures, and seeking wisdom and truth. These things make the Scholar the most dangerous of the Rogues. Science is confusing and intimidating to most people, medicine and cybernetics a rare talent and beyond the average person's grasp, but the Rogue Scholar is just an ordinary person armed with words and ideas anyone can understand. They connect with people on a visceral level and are identified with as one of their own. To give their words even greater impact and validity, Rogue Scholars frequently possess forbidden artifacts from the past. Terrible objects such as books, photographs, artwork, recordings, film, and other things that reflect the ideology and goals from the vaunted "Golden Age of Man." And *Erin Tarn* stands as the figurehead of all that is good about this profession and their quest for truth (making her CS Public Enemy Number One).

Simply instilling uneducated people with curiosity and teaching them how to read for themselves undermines the Coalition's carefully executed plan to keep its citizens and backwoods people illiterate, uneducated, and complacent. A curious mind will always ask questions and ultimately challenge the authority before it when those questions are not satisfactorily answered. Something the powers-that-be dislike.

Though they would never admit it, the Coalition leaders respect the scholars and scientists who dare to pursue and teach knowledge and truth, knowing full well that it may cost them their lives. The Coalition also recognizes that these men and women may have uncovered knowledge that could be vital to the CS. Remember, while the Coalition States promotes ignorance among its citizens, its political network, military elite, and own scientists are extremely well educated. As a rule, rogues are captured and interrogated. A cooperative individual who comes to sincerely realize that he was "misguided" and his actions potentially detrimental to (the Coalition's) human civilization *may* be released or asked to join the CS as one of their operatives (though probably never a full citizen). Those too independent to accept such an offer or too stubborn to share anything with the CS will be imprisoned for 1D6x10 years. The most notorious and defiant rogues will have their knowledge painfully extracted during a period of imprisonment that could be a matter of weeks or years, before being executed as terrorists.

Rogue Scholars tend to be charismatic, socially adept, clever, resourceful, and given to thinking before they act. This can make for the beginnings of a good strategist, tactician, and diplomat as well as motivational speaker and teacher. Notorious collectors, Rogue Scholars adore books, artwork, film, television, and mementoes from the past. Consequently, they often accumulate large collections of new, reprinted and pre-Rifts books, video discs, art, statues, nicknacks, and artifacts from bottle caps and silverware to pop culture and technology. True pre-Rifts artifacts may be worth hundreds to thousands of credits on the Black Market, and a death sentence if apprehended by Coalition forces. The problem is that the scholar can seldom bear to sell the precious items and his hideout will be filled with them. Ah, the price of knowledge and art.

Special O.C.C. Abilities & Bonuses

1. Storyteller & Teacher. Rogue Scholars are natural born storytellers and educators with a flair for making dry subjects like history, science and math sound exciting and fun. A passion that enables them to teach others over a period of time (equal to a Secondary Skill after 1D6+8 weeks of lessons; with at least 12 hours a week devoted to the teaching and another 10 hours of study by the student). Also see O.C.C. Bonuses.

2. Find Books and Historical Artifacts. +20% to Find Contraband related to books, art, film and pre-Rifts artifacts in general. This bonus is added to the character's normal *Find Contraband* skill whenever such items are sought. Gets these items at a *discount* – 40% off list price as a professional courtesy from *most* other Rogue Scholars and Scientists and others who value knowledge and history. A 50% discount from the Black Market if he trades at least 24 hours of his time to work for them doing bookkeeping, translating text/books, transcribing passages, authenticating inventory acquired from adventurers and other sources, teaching, and other work applicable to the brainy character. Every 24 hours he puts in, he can get up to 30,000 credits worth of books, supplies (paper, notebook, writing or drawing implements, computer, recorder, camera, etc.) or relics and artifacts from the past for half (that's 15,000 credits, his cost).

3. Recognize Authenticity. An exclusive skill that enables the Rogue Scholar to tell if an item is a true pre-Rifts artifact, an original edition, a recent facsimile copy (which may be just as good from an information point of view), new or used, defective or incomplete or censored, a forgery, professionally restored, low or high quality, and a fair price. **Base Skill:** 58% +3% per level of experience.

4. Professional Restoration. An exclusive skill that enables the Rogue Scholar to patch, repair and touch up books, binding, all paper products, and works of art (excluding 3D items), to improve their appearance and quality and value by 8% per level of experience, provided he makes his skill roll. A failed skill roll means no improvement, wait a

week and try again. A second failure means it is beyond his ability to restore. **Base Skill:** 58% +3% per level of experience. Bonuses to Related Skills: +10% to Art, Calligraphy, Forgery, and Photography.

5. O.C.C. Bonuses: +1 to I.Q. and +2 to M.A. attributes, +5 on Perception Rolls, and +2D6 to S.D.C.

Rogue Scholar O.C.C. Stats

Alignment: Any, but tends to be good or Unprincipled.

Attribute Requirements: I.Q. 10 and M.A. 10 or higher; a high M.E. is helpful but not mandatory.

Racial Requirements: None; at least 40% are D-Bees.

O.C.C. Skills:

Literacy: Native Language (+50%).

Literacy: Other: Three of choice (+30%).

Language: Speaks Native Language at 98%.

Language: Other: Two of choice (+25%).

Appraise Goods (+20%)

Basic Math (+25%)

Computer Operation (+20%)

Computer Programming (+15%)

Creative Writing (+15%)

Find Contraband (+15%)

History: Pre-Rifts (+22%)

History: Post-Apocalypse (+20%)

Public Speaking (+20%)

Research (+30%)

Pilot: Automobile or Hover Vehicle (+10%)

W.P. Ancient: One of choice.

W.P. Energy Pistol or Rifle

Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection, Expert as two, or Martial Arts as four.

O.C.C. Related Skills: Select 11 other skills, but at least four must be selected from Technical. Plus select two additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic Electronics and Computer Repair only (+5%).

Espionage: Forgery and Intelligence only.

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive Mechanics only (+5%).

Medical: First Aid only (+10%).

Military: Naval History, NBC Warfare and Recognize Weapon Quality only.

Physical: Any, except Acrobatics, Gymnastics, Kick Boxing and Wrestling.

Pilot: Any (+5%); excluding military, power armor and 'bots.

Pilot Related: Any (+10%).

Rogue: Any (+10% to Computer Hacking only).

Science: Any (+10%).

Technical: Any (+15%).

W.P.: Any, excluding Military and Heavy Energy Weapons.

Wilderness: Any (+5%).

Secondary Skills: Select three Secondary Skills from the Secondary Skills List in the Skill Section at first level, +1 at levels 2, 5 8, 12, and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: A suit of light M.D.C. body armor (never uses heavy), one weapon for each W.P. (if any), set of traveling and a set of dress clothes, portable compact disc recorder/player (CD that plays three and one inch audio discs) and headphones, video disc player (also plays one and three inch audio and video discs), digital camera (100 still photos and up to 30 minutes of video per video disc, triple the number of still photos if no video is used), portable language translator, two pocket notebooks, sketch pad or blank paper, a dozen pencils and markers, old-fashions dip pen and ink, magnifying glass, normal binoculars, hat, survival knife, bedroll, knapsack, backpack, carrying case for artifacts, extra pack or sack for books, a long-range radio, some personal items and a commercial vehicle that fits the character's Piloting skill; non-military type. Often a hover truck, or conventional, rough terrain pickup truck or jeep.

Money: Starts with 2D6x100 in credits and an additional 3D6x1000 in Black Market saleable artifacts.

Cybernetics: Starts with none. May or may not be opposed to having cybernetics.

Related O.C.C.s: See the others in this section.

Rogue Scientist O.C.C.

"The world is too amazing to ignore it out of fear."

The rogue scientist is not the stereotypical bookworm or lab rat of the 21st Century, but a tough, self-reliant explorer of a harsh and unforgiving world. They are usually versed in survival skills and proficient in a wide range of science, technical, mechanical and electrical skills. In many cases, they look more like your average Headhunter than a scientist. These men and women suffer from an insatiable lust for knowledge that drives them into the wastelands and wilderness, digging through ruins to unearth pre-Rifts artifacts and technology and trying to explain magic, the Rifts, time, dimensional travel, and rediscovering humankind's past. They explore the ruins of toppled cities and study the habits and physiology of creatures from the Rifts.

Far from the Coalition States, they are highly regarded as men of science and learning. They are a welcome and, sometimes, desperately needed addition to most adventurer groups, mercenary companies, and wilderness towns. Yet these rugged explorers of our future Earth are frequently feared by superstitious wilderness folk and by the average people of the CS. Coalition propaganda has painted these Rogues as *mad scientists* who care about science and knowledge above the safety of people. Reckless fools who toy with alien technology and flirt with disaster. Rumor has it that Rogue Scientists and Rogue Scholars cavort with all manner of alien beings, monsters, and worse. They also dare to enter forbidden places and hell-spawned dimensions where no god-fearing man would set foot. All propaganda from the Coalition States that fuels the flames of fear and superstition. The illiterate are constantly bombarded by talk, radio and video telecasts about insane or rebellious *rogues* who threatened the sanctity of the city or who support alien life over human. Reports frequently offer an inflammatory statement like, "Only the demented mind of a Rogue Scientist (or Scholar) could have conceived of anything so diabolical." Or "Several books were found among the assailant's possessions, obviously the source of his delusions." Or warnings like, "Remember, these self-proclaimed men of science are liars and pawns of alien forces. Report any suspicious activity to the authorities at once! The life you save may be your own!"

The Coalition intentionally paints a scary picture of the Rogue Scientist, because its leaders fear their knowledge. The Coalition knows all too well the power of pre-Rifts and alien technology, and a curious mind. They are concerned that if left unhampered, these scientists may disrupt CS society and affect the status quo. To the CS, these characters are indeed *rogues* who question everything they see and seek answers and truths the CS would rather not have revealed. Independent and strong in body and mind, these independent crusaders are not the sheep that typifies the average CS citizen. They are wolves among the sheep. Wolves who, by their words and actions, may show the sheep how to step out of their roles and question their masters. And that is not an acceptable contingency. Thus, they are vilified, discredited and branded dangerous enemies of the States.

An inventive and resourceful scavenger, the Rogue Scientist combines all levels of knowledge and technology to his area of expertise. Some are practically Operators with expertise in mechanics and technology, others study genetics, physiology and zoology, some are naturalists and explorers, and still others study a little bit of everything.

Special O.C.C. Abilities and Bonuses

1. Analyze: A skill-like ability that enables a character to break patterns, solve strange equations, and otherwise gain insight and analysis to a situation, event or character. It also applies to strategy, finance, or just "working all the angles." Adds a bonus of +10% to skills such as Anthropology, Chemistry: Analytical, Computer Hacking, Cryptography, Entomological Medicine, Jury-Rig, Sensory Equipment, Trap/Mine Detection, Zoology and Xenology, and +1 on Perception Rolls when the scientist is focused on analyzing/figuring something out.

2. Hypothesize: A skill-like ability that enables a character to brainstorm out an answer to an impossible question. Given all of the information at hand, the character can make a quantum leap in logic to arrive at a new, and possibly radical solution to a problem that no one else has made, or is likely to understand. The catch is the odds of being able to duplicate it again. Adds a +20% bonus to Jury-Rig and Brewing. **G.M. Note:** Use this as a sudden flash of insight or realization and a quick fix (temporary) in which the character knows what to do about some critical problem. This ability does *NOT* apply to finding a cure for cancer or figuring out how to use, build or improve everything, but it does reduce all penalties for extremely alien physiology or alien technology by half.

3. Find the Exotic. +20% bonus to Find Contraband related to scientific equipment, medicinal drugs, rare herbs and chemicals, exotic specimens (plant, herb, insect, animal, etc.) as ingredients and component parts, or as live subjects for study or testing. May also include rare parts and pre-Rifts science related books and artifacts. Only +10% bonus to find electrical, mechanical, scholastic, or bionic contraband. These bonuses are added to the character's normal *Find Contraband* skill whenever such items are being sought. Gets science and medical equipment, medicinal drugs, and exotic specimens at a *discount* – 30% off as a professional courtesy from *most* other Scientists, doctors, medical suppliers and the Black Market, 50% discount from the Black Market, labs and clinics if he trades at least 12 hours of his time to work at one of their facilities, like a Body-Chop-Shop, underground lab or illegal clinic. Every 12 hours he puts in, he can get up to 100,000 credits worth of equipment or specimens at the discount (that's 50,000 credits, his cost).

4. Recognize Scientific Authenticity and Quality. An exclusive skill that enables the Rogue Scientist to tell if scientific equipment is new or used, defective, low or high quality, and if a chemical, drug, specimen or sample is genuine, a fair price and if it is exactly what he needs or not. Reduce this skill by half when dealing with unknown

alien items, bionics, electronics and mechanical items. Not applicable to magic items. **Base Skill:** 57% +3% per level of experience.

5. O.C.C. Bonuses: +2 to I.Q. attribute, +4 on Perception Rolls, +2 to save vs insanity and disease, and +1D6+6 to S.D.C.

Rogue Scientist O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 12 or higher, a high M.E. and P.E. are helpful but not mandatory.

Racial Requirements: None, at least 35% are D-Bees.

O.C.C. Skills:

Literacy in two Languages of choice (+35%).

Language: Native Tongue at 96%.

Language: Other: Three of choice (+20%).

Astronomy & Navigation (+20%)

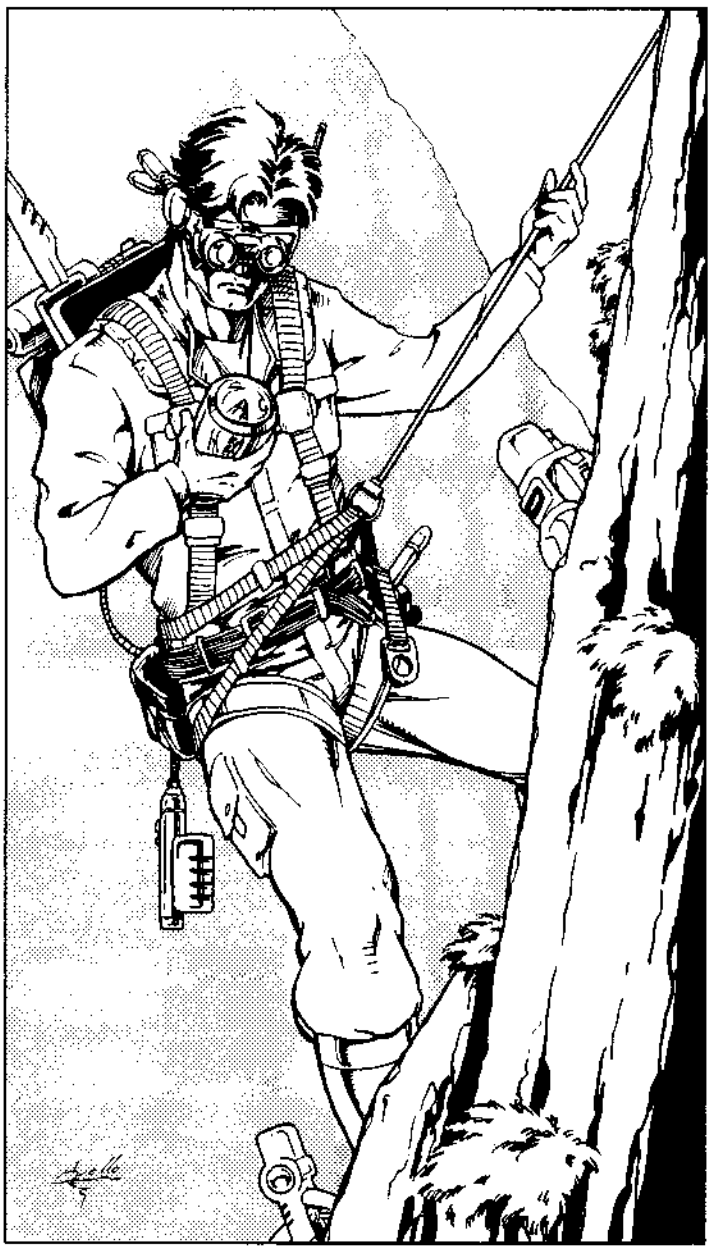
Basic and Advanced Math (both +30%)

Basic Electronics (+20%)

Computer Operation (+20%)

Find Contraband (+10%)

Pilot: Automobile (+10%)



Radio: Basic (+10%)

Recycle (+20%)

Salvage (+20%)

W.P. Energy Pistol or Energy Rifle.

Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection, Expert as two, Martial Arts three, or Assassin (if evil) as four selections.

O.C.C. Related Skills: Select three Science skills, two Medical skills, and two Technical skills, and eight other skills (including others from the previous categories if so desired), +2 additional skills at levels 3, 6, 9, 12, and 15. All new skills start at level one proficiency.

Communications: Any (+5%; but +15% to Cryptography, Laser Communications and Optic Systems).

Cowboy: None.

Domestic: Any (+5%).

Electrical: Any (+10%).

Espionage: Wilderness Survival only (+10%).

Horsemanship: General only.

Mechanical: Any (+5%).

Medical: Any (+10%).

Military: Trap/Mine Detection (+5%) only.

Physical: Any, excluding Acrobatics, Gymnastics and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any (+10%).

Rogue: Any.

Science: Any (+20%).

Technical: Any (+15%).

W.P.: Any, excluding Heavy Weapons of any kind.

Wilderness: Any (+10%).

Secondary Skills: Select four skills from the Secondary Skills List in the Skill Section, +1 at levels 2, 4, 7, 10 and 13. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: One suit of light M.D.C. body armor, one weapon for each W.P. and two E-Clips, one laser scalpel or Vibro-Knife, a P.D.D. pocket audio digital disc recorder & player (plays one inch discs, two hours per disc, powered by a tiny one year battery) and a dozen blank discs, note pad, variety of markers, mechanical pencil, portable hand-held computer with micro-printer, pocket laser distance finder, conventional tape measure, digital camera (100 still photos and up to 30 minutes of video per video disc, triple the number of still photos if no video is used) and a dozen video discs, multi-optics band, pen flashlight, large flashlight, hand pick (1D4 damage), survival knife (1D6 damage), backpack, knapsack, utility belt, ammo-belt, canteen, sunglasses and goggles, walkie-talkie radio, air filter, gas mask, 100 feet (30 m) of lightweight rope, and tool kit. If applicable, the character may also have a half dozen specimen cases, a dozen specimen dishes, six test tubes, 1D4 specimen jars, two dozen microscope slides, portable microscope, scalpel, pins, and tweezers. Weapons, armor, and equipment can be upgraded over time.

Money: Starts with 1D6x1000 in credits and an additional 3D6x1000 in Black Market saleable artifacts.

Cybernetics: Starts with none. May or may not be opposed to cybernetics and bionics.

Related O.C.C.s: See the others in this section.

Vagabond O.C.C.

"Unskilled? Are you kidding? I'm a student of the world. I know a little bit about everything. Well . . . at least the things that interest me most."

Not everybody who gets involved in adventure is a specialist in combat or some other area of training. Some are just ordinary people who get swept up in the flow of events or decide that it is time they make a change in their lives. Others are individuals who possess some natural power (psionics or racial ability), but do not have great training or education other than in the use of their powers. These folks tend to take low-end jobs or drift from place to place, and job to job. Vagabonds are the ultimate Bohemians of this group. They actually like the freedom of not being tied down and drifting along from one adventure to the next. They put their trust in fate and make the best of every situation. Vagabonds are laid-back, easygoing and friendly. They like to travel, like meeting new people, like trying new things (even if it's baling hay or chopping wood), and like not having to worry about supporting a family or answering to anybody but themselves. For a Vagabond, each new face is a welcomed encounter, each new place an opportunity for adventure, even if it's on a small, personal scale. "See, I didn't know that," and "oh, how interesting," are words anyone traveling with a Vagabond is likely to hear over and over again.

Those who choose the life of a Vagabond are usually spirited individuals full of life and curiosity, but rarely very educated in any formal sense, nor literate, and seldom seek higher education. They tend to live by the seat of their pants and rely on their wits, luck, and the kindness of strangers. Many nomads, wilderness folk, peasants, farmers, Major psychics and mutants are Vagabonds.

Special O.C.C. Abilities

1. Eyeball a Fella. The character knows people so well that he can usually size up a person just by observing him or her for a few minutes. Can discern the following about the person: Educated or not, rich or poor, works hard or works at a desk for a living, from what part of the country the person originates, artist or skilled laborer or management, currently flush with money or operating on a budget, if the person is being honest and genuine or lying or putting on airs, happy or discontented, being genuinely friendly or looking to get something outta the exchange (e.g. looking for information, a good deal, a particular person, food, etc.). **Base Skill:** 56% +3% per level of experience. Bonuses: Adds a bonus of +10% to the skills Barter, Cardsharp, Gambling, I.D. Undercover Agent, Research (by talking to people), and Seduction.

2. O.C.C. Bonuses: +1D4 to M.A., +1 to P.S., and +2 to P.E. attributes, +4 on Perception Rolls, +2D6+10 to S.D.C., +1 to save vs possession and psionic attacks, and +2 to save vs Horror Factor.

Vagabond O.C.C. Stats

Alignment: Any, but 70% seem to be Unprincipled or Anarchist.

Attribute Requirements: None.

Racial Requirements: None.

O.C.C. Skills:

Language: Native Tongue at 88%.

Language: Other: Two of choice (+15%).

Barter (+16%)

Begging (10%)

Cook (+15%)

Domestic: Two skills of choice (+15%) on a professional level.

I.D. Undercover Agent (+10%)

Pilot: Automobile (+10%) or Motorcycle (+12%)

General Repair (+10%) or Horsemanship: General (+5%)

Radio: Basic (+5%)

Streetwise (+10%)

W.P. Ancient: One of choice.

W.P. Energy Pistol or Energy Rifle.

Hand to Hand: Basic, but can be changed to Hand to Hand: Expert at the cost of one "O.C.C. Related Skill," or Martial Arts (or Assassin, if an evil alignment) for the cost of two.

O.C.C. Related Skills (general): Select five skills at level one, +1 at levels 3, 6, 9, and 12. All new skills start at level one proficiency. These selections get the benefit of any bonuses that may be noted below.

Communications: Any, except Cryptography, Laser Communication, Optic Systems, and Surveillance.

Cowboy: Branding, Breaking Horses, or Herding Cattle only.

Domestic: Any (+10%).

Electrical: Basic Electronics (+5%) only.

Espionage: None.

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive only (+5%).

Medical: First Aid only (+5%).

Military: None.

Physical: Any, except Acrobatics, Gymnastics and Wrestling.

Pilot: Any (+5%), except Jets, Ships, Power Armor, Robots and Military vehicles.

Pilot Related: Any.

Rogue: Any (+4%).

Science: Astronomy & Navigation, and Mathematics only (+5%).

Technical: Any (+5%).

W.P.: Any, except any Military or Heavy Weapons.

Wilderness: Any.

Secondary Skills: Eight Secondary Skills at first level, +1 additional Secondary Skill at levels 3, 5, 7, 9, 11 and 13. Selections are made from the list of Secondary Skills in the Skill Section. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Suit of light or medium M.D.C. body armor (looks beaten and battered), the clothes on his back and an extra set, baseball cap, jacket or coat, knife, gun with one extra clip of ammo, flashlight, backpack, sleeping bag, small duffle bag, wallet with I.D., a couple bandages, pack of aspirin, comb, toothbrush and paste, a bar of soap, several pieces of candy, a sturdy plastic bag for extra stuff, canteen, a pair of sunglasses, and an old, rusty junker of a car or motorcycle or a basic horse.

Money: 2D6x100 in credits and 2D6x100 in Black Market saleable goods.

Cybernetics: None to start. May purchase implants later, if desired.

Related O.C.C.s: See other characters in this section and the Gambler, Saddle Tramp, Saloon Bum and Bar Maid in **Rifts® World Book 14: New West™.**

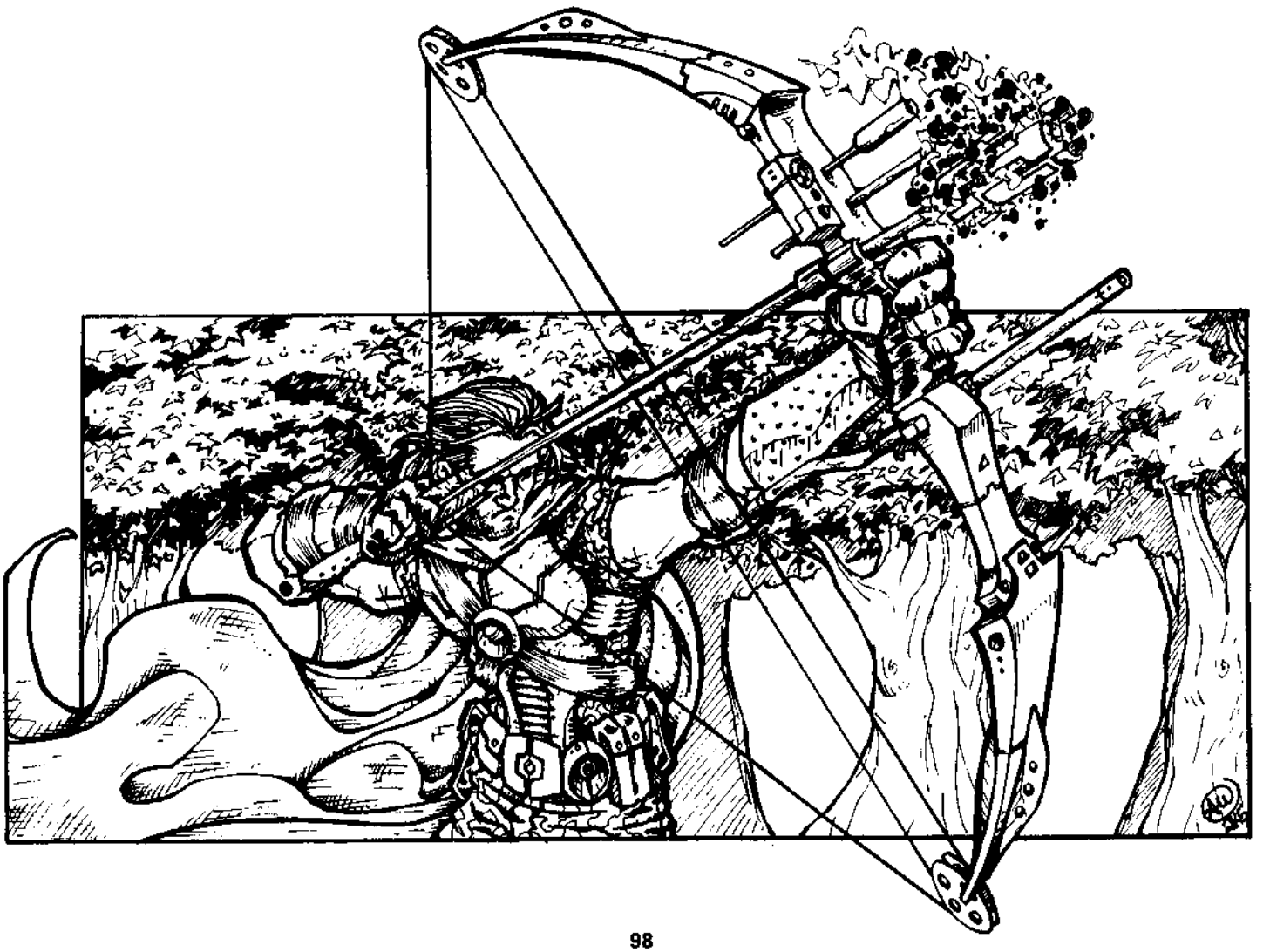
Wilderness Scout O.C.C.

"Some folks is afeared of the woods, but to me, they's home sweet home. It's the city thet makes me feel a might uncomfortable."

A lot of city-folk look down on Wilderness Scouts as uneducated rabble, but in the savage wilderness, they are the lords and ladies of the forest. A Scout knows his way around the forest like the back of his hand. They consider themselves to be one of the woodland predators and are stealthy, cunning, resourceful and self-reliant.

A Wilderness Scout can be a native raised in the wilderness or a city slicker who has come to learn the ways of the wild. Regardless of their origin, the character is a walking encyclopedia about hunting, trapping, wildlife, and the land, but most are complete illiterates, unable to read or write a word. On the other hand, many are captivating storytellers who love to weave tales about the things they have seen and done. Most are also experts in Demon, Monster and Faerie Lore. The Wilderness Scout knows many of nature's secrets and can live off the land with ease and traverse the wilderness without leaving a leaving a trace that he was there.

Generally, a Wilderness Scout is a rough and tumble fellow who enjoys tests of skill, strength, and cunning, and who enjoys life to its fullest (and purest). The years of life in the outdoors means the individual is powerfully built, conditioned to harsh climates and environments, and tough as nails. Their weathered skin makes them look ten years older than they really are. Although a Wilderness Scout may be sorely lacking in social graces, he is no stranger to technology and uses high-



tech M.D.C. body armor and Mega-Damage energy weapons, and pilots a hovercraft with the same skill as his horse. Still, the typical Scout, no matter how acquainted he is with technology, will be uncomfortable in the confines of a city. His place is the wide open spaces of the wilderness. That is his home and his choice.

Special O.C.C. Abilities and Bonuses

1. Trail Blazing. The ability to cut and mark trails through the wilderness for others to follow. Base Skill: 20% +5% per level of experience. A failed skill roll means the trail cannot be followed by others as intended.

2. Cross-Country Pacing: Wilderness Scouts are known for pacing themselves for cross-country travel. This not only includes pacing their physical exertion and speed, but also pacing their food and water intake, enabling them to cover great distances on foot, horseback or by mountain bicycle for maximum speed at a pace that can be maintained for days. This skill combined with Land Navigation also enables them to accurately predict how long a trip will take (for them alone or with others in tow - the latter always taking twice as long) within 2D6x10 minutes, 6D6 hours if unfamiliar with the area.

This makes the Wilderness Scout an excellent messenger between parties, able to cut across country avoiding roads and other well trafficked areas, in favor of little known back roads, hunting trails, waterways and short cuts, often ensuring secrecy and safety for the travel. (**Note:** A Scout never reveals his most secret and favorite routes to clients or strangers accompanying him unless it is an absolute emergency.) These guys come and go without anyone knowing how, when or where they've been. Once a Scout travels out of sight, he seems to simply vanish into the wilderness.

On a bicycle, this skill enables the Wilderness Scout to achieve three times his running speed on level ground, and travel cross-country at twice normal running speed. They can maintain this maximum bike speed for a time equal to their P.E.x10 in minutes without overexerting themselves. On foot, this skill enables the character to move at full running speed cross-country for a time equal to his P.E.x5 in minutes without overexerting himself. **Base Skill:** 35% +5% per level of experience.

3. Cartography: The specialized art of mapmaking, Cartography is one of the most important skills that a Wilderness Scout learns. Characters with this skill can produce highly accurate maps with a wide variety of tools, including pen and paper, computer plotting and even advanced holographic displays. (Computer mapping requires a character to have the Computer Operation skill.)

The Cartography skill also includes the rudiments of mathematics. A character with the Cartography skill has the equivalent of the Basic Math skill at a fixed base of 50%, plus any applicable bonus for an exceptional I.Q. attribute, or provides a bonus of +5% to Math: Basic if it is also selected as an O.C.C. Related Skill. **Base Skill:** 40% +5% per level of experience. A successful roll means the map is not only accurate and easy to use, but elegant and aesthetically pleasing. A failed roll indicates that some details are wrong, other details have been left out, and the scale and specified locations are off by 1D10 miles.

4. O.C.C. Bonuses: +3D6+10 to physical S.D.C., +1D4 to P.S. and P.E. attributes, +1 on initiative, +3 on Perception Rolls, +2 to roll with impact, +2 to save vs poison and disease, +10% to save vs Coma & Death, and +1 to save vs Horror Factor at levels 2, 4, 6, 9, 12 and 15.

Wilderness Scout O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 8 and P.E. 12 or higher, a high P.S. and M.E. are helpful but not mandatory.

Racial Requirements: None.

O.C.C. Skills:

Language: Native Tongue 94%.

Language: Other: Two of choice (+15%).

Athletics (General)

Cooking (+15%)

Climbing (+20%)

Fishing (+15%)

Horsemanship: General (+20%)

Identify Fruits and Plants (+20%)

Hunting

Land Navigation (+20%)

Pilot: Motorcycle (+14%) or Hovercycle (+10%) or Horsemanship (General); pick one.

Prowl (+15%)

Radio: Basic (+10%)

Track Animals (+20%)

Wilderness Survival (+20%)

W.P. Knife

W.P. Ancient and/or Modern: Three of choice.

Hand to Hand: Basic, but it can be changed to Hand to Hand: Expert at the cost of one "O.C.C. Related Skill," or Martial Arts (or Assassin, if an evil alignment) for the cost of two.

O.C.C. Related Skills: Select two Physical skills, one Wilderness skill and six other skills, +1 at levels 2, 5, 8, 11, and 14. All new skills start at level one proficiency.

Communications: Barter, Language (any; +10%), Literacy (any), Performance, and Public Speaking only.

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: Any (+10%), except Forgery and Pick Locks.

Horsemanship: Exotic Animals (+5%) only.

Mechanical: Automotive only.

Medical: First Aid (+10%) or Holistic Medicine (+20%), but the latter counts as two skill selections.

Military: None.

Physical: Any, except Acrobatics (+10% when applicable).

Pilot: Any, except robots, power armor, military or large, noisy vehicles.

Pilot Related: Any.

Rogue: Gambling, Imitate Voices & Sounds, and Tailing only (+5%).

Science: Math: Basic, Anthropology, Biology, and Botany only.

Technical: Any (+5% to most, a +15% bonus applies only to Breed Dogs, Lore (any) and Rope Works).

W.P.: Any.

Wilderness: Any (+20%).

Secondary Skills: Select four Secondary Skills at first level from the Secondary Skills List in the Skill Section, +1 additional at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Suit of light M.D.C. body armor, one weapon for each W.P. +1D4 E-Clips for each, survival knife and hand axe (both do 1D6 S.D.C. damage), Vibro-Knife or Saber, and a set of wilderness clothing; this can be anything from camouflage fatigues to buckskin. Extra pair of boots, hat or helmet, sunglasses or tinted visor, air filter, first-aid kit, knapsack, backpack, utility/ammo belt, a couple sacks, several short pieces of cord for tying things, 100 feet (30 m) of lightweight rope, 6 iron spikes, 6 wooden spikes (as much for vampires as anything else), wooden cross (8 inches/20 cm), a hammer and a mallet, hand axe, utility knife, animal skinning knife, fishing line and hooks (pole optional), animal snares, two canteens, six flares, infrared binoculars with digital distancing readout, a pair

of passive nightvision goggles, and a telescopic sight for a gun. Also starts with an old or shabby looking, but reliable vehicle (missing 1D4x10% of its original M.D.C.) that matches Piloting skill.

Money: Starts with 3D6x100 in credits, and another 3D4x1000 in Black Market items or animal pelts and furs. There's just not much need for money in the wilderness. Usually trades animal furs and services for supplies and needs.

Cybernetics: Most avoid "unnatural" cybernetic augmentation except when needed as a prosthetic.

Related O.C.C.s: Rifts® World Book 24: Dinosaur Swamp™ has several unique variants of the Wilderness Scout, including the Legacy Scout, Swamp Stomper and Pathfinder.

Practitioners of Magic

Elemental Fusionist O.C.C.

Created by Trent Ward
Additional text & ideas, Kevin Siembieda

(**Game Designer's Note:** From the small screen to the pages of the **Rifts® RPG** is the Elemental Fusionist. A character created specifically for the Nokia videogame, **Rifts® Promise of Power™**, in stores October 2005, for the **N-Gage** gaming platform. I liked the character so much that when Shane Neville, Game Producer at Nokia, suggested putting the character in a Rifts® supplement, I said, "how about the new edition of the main book?" I thought he and Trent were going to faint. You see, Shane, Trent and many of the guys and gals working on the videogame at *Backbone Entertainment* are **Rifts®** fans. So we're geeked (or geeks) all around: Shane and Trent are thrilled to see one of their creations become part of **Rifts®** canon, and I'm thrilled to see **Rifts®** translated into such a cool videogame. **Rifts® Promise of Power** *is* **Rifts®** brought to life in color and movement for the N-Gage. The design team, under the guidance of Rifts® uber-fan, Shane Neville, Nokia Producer, and Rifts® guru Trent Ward, Creative Director at Backbone, has captured the look, feel and sense of epic wonder found in the **Rifts®** series. The Elemental Fusionist is just one small glimpse of what they have in store for you in the videogame. Enjoy. – Kevin Siembieda)

As the power of the ley lines arced across Rifts Earth, the magical energies awakened the forces of nature that had lain dormant for centuries. Over the years, visitors from other dimensions used their magic abilities to harness these magical forces to great effect. Further strengthened by the unleashing of Warlock spells, the elemental forces of nature began to take root once more in the wild places of the world.

In the last century, those who have been closest to the wilds have started to exhibit abilities that come from their close association with these forces. Unlike the Warlock, who harnesses the elemental forces of nature and can actually call upon Elemental beings, and the Druid, who worships nature, this small band of rugged individuals gain their powers from the *latent elemental energy* of the world around them and somehow channel it through their veins on a primordial and instinctive level. In short, the energy is *part* of them rather than an outside force to command.

One of the great mysteries behind these batteries of natural energy is the fact that Elemental Fusionists always combine within them two *conflicting forces* of nature – Fire and Water or Earth and Air. It is this conflict that makes the Fusionist what they are, giving them personalities that often seem schizophrenic, their reactions and attitudes bouncing back and forth between the two radically different elemental aspects of their personality. While some Elemental Fusionists will lean toward one side of their nature more than the other, the majority see the need for *balance*, as gathering too much of their power in one sphere causes emotional imbalance towards the elemental force in question. Those heavy in fire, for example, will grow impatient and violent. Those too heavy in water will grow depressed and melancholy. If too heavy in air, one will grow talkative and forgetful, and while those too rooted in Earth will grow slow and quiet. Only by maintaining a balance between the two energies within is the Fusionist able to maintain a balance in himself.

Without exception, Elemental Fusionists are born in areas that are far *away* from any sort of civilization. The forces that are born within them will not manifest in an area that is filled with the pollution and noise of a humanoid settlement. Further evidence that the Elemental Fusionist grows from nature and is somehow an extension of, or a vessel for nature unbound and unshackled by the constraints of men. As such, Fusionists are hardy, lumberjack or woodsmen types with a wide variety of different outdoorsman skills. Creatures of nature and instinct, they shy away from any skills that are associated with civilization – Piloting, Mechanical and Electrical skills are strictly off limits. While most know how to use modern firearms or devices, and have knowledge of machines and technology, they simply refuse to use them (except, perhaps, in an emergency). It should also be noted that the phenomenon that creates Elemental Fusionists is a natural force native to Rifts Earth and will only affect *humans*, eschewing D-Bees and others who are not native to the planet.

As children of the outdoors, Elemental Fusionists feel restricted by most body armors and their powers will not be as effective when wearing anything greater than a suit of light body armor. While most of the wandering Fusionists will enter cities from time to time, they are not comfortable there and will never settle down in any encampment for very long. That said, they are fond of travel and adventure to a fault and often make very good party members as long as those around them are willing to stay on the move and put up with their frequent mood swings.

Elemental Fusionist O.C.C. Abilities

1. Elemental Resistance: The Fusionist is, in part, made up of two conflicting elements. As a result, they are less likely to suffer ill effects from those elements. Elemental Fusionists start with a 25% resistance to any damage that falls under their area of influence (Air/Earth, Fire/Water). The resistance increases to 50% at level 4, to 75% at level 8 and becomes full immunity at level 12. Reduce damage and penalties accordingly.

2. Elemental Force: The mystical forces within an Elemental Fusionist give them increased strength and endurance, and their time out of doors gives them a certain rugged attractiveness.

Bonuses (in addition to the usual attributes & skills): +1D6 to P.S., +1D4 to P.E., +2 to P.B., +1D6 to Spd., +2 to save vs disease and poison, +10% to save vs coma and death. In the wild the character gets +3 on Perception Rolls, but his Perception is diminished in an urban environment: -2 in settled villages and small towns, -4 in large towns, and -6 in cities or places shut away from nature and the elements such as the fortified cities of the CS or the sprawling cities of Atlantis.

3. Elemental Spell Magic: In addition to the character's fusion of power, they intuitively know a handful of Elemental Magic spells. Select one from the following list at first level and one for each subsequent level.

Earth/Air Elemental Fusionist Spell List: Breathe Without Air (3), Chameleon (5), Change Wind Direction (6), Create Light (2), Create Mild Wind (4), Dig (8), Distant Voice (5), Electric Arc (4), Dust Storm (5), Identify Minerals (3), Identify Plants (3), Mend Stone (15), Sand Storm (15), Stop Wind (5), Thunder Clap (2), Throwing Stones (4), Travel Through Walls (20), and Walk the Wind (10).

Fire/Water Elemental Fusionist Spell List: Blinding Flash (1), Breathe Underwater (6), Cloud of Ash (5), Cloud of Steam (10), Dowsing (2), Float on Water (4), Fog of Fear (7), Frostblade (7), Extinguish Fire (8), Fiery Touch (5), Fire Bolt (4), Globe of Daylight (2), Impervious to Fire (5), Nightvision (4), Resist Cold (5), Sense Direction Underwater (4), Spontaneous Combustion (5), and Walk the Waves (5).

Spells Note: Regrettably, space limitations did not allow for the inclusion of Elemental spells. They and a range of different types of magic, magic items, rune weapons, Techno-Wizard items, herbs, and other magic related info can be found in the 352 page, **Rifts® Book of Magic**. Please note that the Elemental Fusionist can be played *without* these bonus spells, but they are nice to have. We hate requiring our players to buy another book to play any characters, but the Rifts® Megaverse® is so expansive that sometimes it is unavoidable. Don't frown too much, the **Rifts® Book of Magic** is a wonderful supplement well worth having.

4. Speak Elemental: Elemental Fusionists can converse with any Elemental that represents either of the two forces that they hold within. The ability is similar to the Warlock's but the Elemental considers the Elemental Fusionist as a fellow force of nature. They may converse as equals, and the Elemental *may* be convinced to leave or go to a particular place or do the Fusionist a favor, but cannot be commanded by him or forced to obey or follow his orders, nor can the character summon an Elemental. Level of understanding is 60% +2% per level of experience for the Fusionist.

5. Sense Elementals: Elemental Fusionists are able to detect the types of Elementals from their own power class (Earth/Air, Fire/Water) within a 100 foot (30.5 m) radius.

6. Increased Healing: Heals at twice the normal rate when in a remote area of the wilderness, triple when up in the mountains.

7. P.P.E.: Like all practitioners of magic, the Elemental Fusionist is a living battery of mystic energy. However, because they operate on an innate, instinctual level, the amount is lower than some practitioners of magic. P.P.E. is used to cast spells and to call upon their fusion of elemental power. **Permanent Base P.P.E.:** 2D4x10+20 added to the character's P.E. attribute number to start. Plus an additional 1D4+4 P.P.E. per each additional level of experience starting at level two.

Supplemental P.P.E.: Unlike the Ley Line Walker and others, the Elemental Fusionist can NOT draw on extra P.P.E. from ley lines or other living beings, but can draw P.P.E. from a willing Elemental of his particular orientation (Fire/Water or Earth/Air); up to 30 P.P.E. per melee round if the creature is willing to share its energy (they usually are).

P.P.E. Recovery: Spent P.P.E. recovers at a rate of five points per hour of sleep or rest. Meditation restores P.P.E. at 10 per hour of meditation and is equal to two hours of sleep for the Fusionist when it comes to recovery from fatigue and physical rest.

Fusion of Elemental Energy

By Kevin Siembieda & Friends

The true power of the Elemental Fusionist is in his ability to unleash the elemental forces contained within his body. And though they can cast a handful of traditional Elemental Magic spells much like the Warlock, their real power comes from the *fusion* of their two elements. The following *powers* can be performed at will, although each uses up a small portion of the character's P.P.E. and may take away from his spell casting abilities. However, the Elemental Fusionist is not a practitioner of magic, but a *force of nature*. Even the character's spell casting abilities are intuitive and, as far as the Elemental Fusionists are concerned, just another elemental power.

The following powers are natural abilities for these strange humans. They help the Elemental Fusionists survive in the wild and defend against Mega-Damage foes.

Fire/Water Elemental Fusionist Powers

Initial Powers: Is resistant to fire and water attacks (see #1 Elemental Resistance above), and +20% to Swimming skill (swim without fatigue for one hour per level of experience), and *pick five* of the following at level one. Pick two additional powers at levels 3, 6, 9 and 12.

City P.P.E. Penalties: All these powers cost triple the P.P.E. in a city environment or inside a building.

- **Flame Drench or Flame Coat:** The Fire/Water Elemental Fusionist can dowse himself with water and set it, or his own sweat on fire. This will set his entire body ablaze but rather than burn him, it creates a protective energy field that provides fiery M.D.C. Protection: 25 M.D.C. per level of experience. Plus the heat from the liquid fire holds most people and animals at bay. Hitting the flame engulfed character will inflict 1D4 M.D. to the attacker. **Note:** The character usually strips down to his shorts first, because anything else he's wearing or carrying when this power is engaged is burnt to a crisp. **Range:** Self. **Duration:** Five minutes per level of experience. **Damage:** While engulfed in flame the Elemental Fusionist's punches and kicks inflict 1D6 M.D. or 5D6 S.D.C. (he can regulate the damage to be S.D.C. or M.D.). However, he does *not* set the surrounding area on fire. **Saving Throw:** N/A. **P.P.E.:** 8.
- **Fire Flood:** The Fire/Water Elemental Fusionist can make fire travel like water, rolling and flowing as if water; washing under the crack of a

door, pooling and spilling to cover a wide surface. Every combustible item it touches catches on fire. Can also unleash a flood of real water and catch the surface on fire to create a rolling fire. **Range:** 15 feet (4.6 m) per level of experience. The water must be moving. Once it stops, the fire extinguishes within 30 seconds. **Damage:** Catches S.D.C. combustibles on fire and burns anything on the surface of the water. Inflicts 4D6 M.D. per melee round. **Duration:** Two melee rounds (30 seconds) per level of experience. **Saving Throw:** Dodge or dive under the surface fire. **P.P.E.:** 8.

• **Firestorm:** A weird effect reminiscent to Call Lightning, one bolt of fire per level of experience rains down from the sky to deliver Mega-Damage to one particular target. The target must be within the character's line of vision. **Range:** 300 feet (91.5 m); line of sight. **Damage:** 1D6 M.D. per level of experience. **Duration:** Instant. **Saving Throw:** None, not even a dodge. **P.P.E.:** 6.

• **Fire & Water Lungs:** The Fusionist can breathe in fire and smoke as if it were air, as well as breathe water like a fish. Can also see clearly through smoke and murky water. **Range:** Self. **Duration:** Five minutes per level of experience. **Saving Throw:** N/A. **P.P.E.:** One.

• **Fire Water:** Can turn water or alcohol into a magical elixir in which a half a cup/four ounces will warm the insides and keep the person warm and safe from exposure and freezing temperatures for one hour per level of the Fusionist. **P.P.E.:** 2 per quarter gallon (16 ounces).

• **Fire/Water Protective Field:** Elemental Fusionists seldom wear body armor and when they do, it will be made from the hide or bone of Mega-Damage monsters or Dinosaurs. However, the Fire/Water Fusionist can instantly create a barely perceptible energy field around himself for protection. Also keeps the character dry. **M.D.C.:** 10 per level of experience starting at level one. This is a natural, instinctive defense mechanism that clicks on at the first instance of potential danger. **Range:** Self only. **Duration:** 10 minutes per level of experience. **Saving Throw:** N/A. **P.P.E.:** 3.

• **Hot Ice:** Turns an ordinary hunk of ice into the equivalent of a hot coal. Used to generate heat or inflict S.D.C. damage. **Range:** Touch. **Limitation:** 10 lbs (4.5 kg) of ice (one hunk or 10 smaller fragments) per level of experience. **Damage:** A one pound (0.45 kg) lump of Hot Ice does 2D6 S.D.C. damage when thrown or touched. **Duration:** Remains hot for 10 minutes per level of the Fusionist. **Saving Throw:** Dodge at -1 when thrown. **P.P.E.:** 2. **Note:** The ice does not melt; returns to normal at the end of the enchantment.

• **Liquid Fire:** The Fire/Water Elemental Fusionist can set the surface of ordinary water on fire to create a line, wall or circle of flame. Simply spill the water in a continuous line where you want it and set it on fire. Can also set the surface of a glass, pot or barrel of water on fire, a puddle, etc. **Range:** Line of sight up to 5 feet (1.5 m) per level of experience or by touch. Affects up to a 20 foot (6.1 m) diameter per level of the Fusionist. **Damage:** 1D6 M.D. to anybody running through the flames. Flames are only 3-4 feet (0.9 to 1.2 m) tall, half that in a small container. **Duration:** One melee round (15 seconds) per level of the Fusionist. **Note:** Only the water burns. **Saving Throw:** N/A. **P.P.E.:** 4.

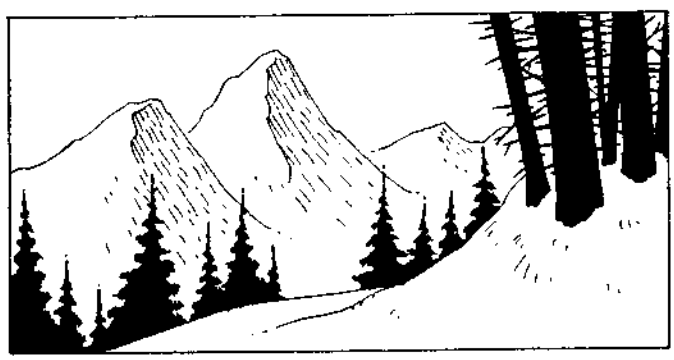
• **Spit Fire:** The Elemental Fusionist can spit small gobs of fire! **Range:** 3 feet (0.9 m) per level of experience. **Damage:** 1D4 M.D. or 2D4 S.D.C.; can regulate whether it inflicts M.D. or S.D.C. damage. **Duration:** One melee round with each little fire bolt spit forth counting as one of the character's attacks per melee round. **Saving Throw:** Parry with a shield or dodge. **P.P.E.** One.

• **Steam Bath:** Creates a comfortable cloud of warm steam that feels soothing and cleans everything that passes through it (e.g., the character and anything he's wearing). Does not clean items packed in a backpack or sealed inside a container, only the surface items, like the exterior of the backpack but not what's inside it. **Range:** Touch, step into the cloud and stay for one melee round (15 seconds) to get clean. **Size:** Steam cloud covers a six foot (1.8 m) diameter. **Duration:** One melee round (15 seconds) per level of the Fusionist's experience. **Saving Throw:** Standard save vs magic (12 or higher saves). **P.P.E.:** One.

• **Steam Blast:** Fires as a blast of steam from his hands. **Range:** 6 feet (1.8 m) per level of experience. **Damage:** 2D6 S.D.C./Hit Points. **Duration:** One melee round, each blast counting as one of the character's attacks/actions per melee. **Saving Throw:** Opponents can try to dodge with a -2 penalty. **P.P.E.:** One.

• **Steam Bolt:** The character makes a throwing motion to unleash a blast of steam that does Mega-Damage and has superior range. **Range:** 20 feet (6.1 m) per level of experience. **Damage:** 3D6 M.D. per superheated Steam Bolt; half damage to M.D.C. armor, including 'bots and vehicles. Double damage to creatures vulnerable to water. **Duration:** Instant; each blast counts as one attack and requires additional P.P.E. **Saving Throw:** Dodge with a -3 penalty. **P.P.E.:** 3 per each blast.

• **Superheat Water:** With a glance or a touch, the Elemental Fusionist can set water to boil in five seconds (counts as two of his melee attacks for that round). Applies only to water in a container, not the water inside living beings. **Range:** Six feet (1.8 m). **Duration:** Instant; cools down in about 10 minutes. **Limitation:** Up to 12 gallons (45.4 liters) per level of experience. **Saving Throw:** Not applicable. **P.P.E.:** One.



Earth/Air Elemental Fusionist Powers

Initial Powers: Is resistant to earth and air attacks (see #1 Elemental Resistance, above), starts with *Iron Hide* and *Alter Earth* (below), plus *pick four* of the following at level one. Pick two additional powers at levels 3, 6, 9 and 12.

City P.P.E. Penalties: All these powers cost triple the P.P.E. in a city environment or inside a building.

• **Alter Earth:** The ability to change the consistency of the earth with imperceptible air vibrations and currents running through it. Can turn hard, packed earth into loose/soft ground for easy digging or burrowing, or soft earth into hard, packed earth, making digging difficult. **Range:** Touch. **Area of Effect:** One ton per level of experience. **Duration:** Instant results, lasts for one hour or as long as the Fusionist concentrates to keep it so. Afterward, the soil returns to its original state. **Saving Throw:** N/A. **P.P.E.:** 3.

• **Air-Hammer:** Unleashes a hammering blast of air that can be used to blast and shape earth and stone to cut a path in a mountain or create a drainage ditch, clear a path (fallen tree, boulder, rockslide, etc.), dig a pit, carve a tunnel or cave in stone, and similar uses. It is equally effective against Mega-Damage opponents, robots and vehicles. Point or make a hammering gesture with the fist and the Mega-Damage air blast is unleashed. **Range:** Five feet (1.5 m) per level of experience. **Damage:** 2D6 M.D. +1D6 additional at levels 2, 5, 8, 11, 13 and 15. May

also be reduced to a light S.D.C. blast that inflicts 5D6 S.D.C. When used for digging, each attack displaces a 3x3x3 foot (1 m) volume per level of experience. **Duration:** One melee round with each Air-Hammer blast counting as one melee attack/action. **Saving Throw:** Not applicable (N/A.). **P.P.E.:** 4.

• **Clattering Tree:** A great wind seems to be caught in the grasp of an entire tree, as if the tree struggles to contain a great invisible beast. The tree creaks, cracks, shakes and bends as if large limbs should be falling to the ground at any moment. The action of movement is violent and frightening and the noise of branches beating, cracking and clattering, along with the shaking leaves creates a Horror Factor of 15. Anyone who fails to save vs H.F. must flee, and run at least 1D4x100 feet (30.5 to 122 m) away. Those who muster the courage to stay under or near (within 50 feet/15.2 m) the Clattering Trees must shout to be heard over the noise and the distraction makes them all -1 on initiative, -3 on Perception Rolls, -15% on skill performance, and anybody Prowling, hiding or using Chameleon to sneak past them enjoys a +20% bonus to do so. **Range:** Touch or up to 200 feet (61 m) away; line of sight. **Duration:** 30 seconds per level of experience or as long as the Elemental Fusionist stays focused on maintaining the ruckus. **Saving Throw:** H.F. 15. **P.P.E.:** 2. **Note:** Despite all the noise, the tree is completely unharmed and other than a few leaves and TWigs, nothing breaks off of it

• **Floating Earth:** The Earth/Air Elemental Fusionist can make a chunk of ground or a slab of rock or debris (a broken hunk of concrete, sidewalk, brick wall, etc.; but not wood) rise up from the ground, slide under his feet and rise into the air to function as a flying platform! The size of the Floating Earth will be large enough for the Fusionist to stand comfortably (say the size of a coffee table or desk top) but can also be expanded to double that size to accommodate a few passengers. **Maximum Speed: 30** (20 mph/32 km). **Limits:** One earth platform, maximum altitude is 50 feet (15.2 m) per level of experience. **Duration:** Remains floating for 10 minutes per level of experience or for as long as he concentrates to keep it aloft, however, he cannot do anything else, except talk, while using his force of will to keep the platform going after the normal duration has expired. **Saving Throw:** N/A. **P.P.E.:** 4.

• **Earth Feed:** The Elemental Fusionist can draw nutrients from the earth and air to feed himself. This ability can also be used to feed another person or to restore a malnourished plant or animal to health by touch. **Range:** Self. **Duration:** Instant results. **Saving Throw:** N/A. **P.P.E.:** 3.

• **Earth Lungs:** The character can be buried alive or burrow through loose soil like a mole and continue to breathe unimpaired. **Range:** Self. **Duration:** Unlimited; as necessary. **Saving Throw:** N/A. **P.P.E.:** One.

• **Column of Air and Debris:** The Fusionist must touch the ground or a boulder with one hand, connecting him to the ground from which he draws chunks of earth and rock that appear in a swirling column of air emanating from his other hand. The column of swirling debris is sent hammering into an opponent by the character simply pointing at his target. **Range:** 10 feet (3 m) per level of experience. **Damage:** 1D6 points per level of experience. The Fusionist can regulate whether the damage is S.D.C. or Mega-Damage. **Duration:** One melee round; each blast counts as one of the character's melee attacks. **Saving Throw:** Victims can attempt to dodge but do so with a penalty of -3. **P.P.E.:** 4 per melee round. **Note:** Each column of air and debris draws actual material from the ground, reducing a boulder in size or creating a depression in the ground where the Elemental Fusionist is touching it or kneeling.

• **Dust Blast:** The character can cause a small burst of wind that carries grit into an opponent's face and both eyes. **Range:** 5 feet (1.5 m) per level of experience. **Damage:** Unshielded eyes will be blind for one melee round (15 seconds) until the eyes water enough to wash out the grit. -10 to strike, parry, dodge, disarm, or entangle while blinded. **Duration:** Instant, counts as one of the Fusionist's melee attacks. **Saving Throw:** Dodge or Parry (to cover the eyes), but only if the attack is expected and even then the defender is -4 to succeed. **P.P.E.:** One. **Note:** Not effective against opponents wearing a protective face covering, goggles or glasses.

• **Hurl Earth Objects:** The Elemental Fusionist can launch any object made of natural earthen materials (wood, stone, clay, gemstones, etc.) such as an arrow, spear, stone, brick, wrench, iron spike, etc., from his hand with tremendous force. He must make a pitching action to throw the item, only upon its release it rockets from his hand like a bullet thus able to do Mega-Damage. **Range:** 100 feet (30.5 m) per level of experience. **Damage:** 1D4 damage +1 point per level of experience. The character can regulate damage to make it all S.D.C. or Mega-Damage. **Duration:** One melee round, with each thrown object counting as one of the character's melee attacks. **Saving Throw:** Opponents can try to dodge with a penalty of -6. **P.P.E.:** One for S.D.C. attacks or 2 for M.D. per melee round.

• **Hurl Tree Limb.** This strange fusion of Earth and Air enables the Elemental Fusionist to cause a blast of wind to sheer off a large limb of a tree (10-20 feet/3 to 6.1 m) and send it hurling a long distance like a missile. In the wild, this attack is used against Mega-Damage monsters, but it is just as effective against power armor, light armored vehicles and 'bots. **Range:** 400 feet (122 m) per level of experience. **Damage:** 3D6 M.D., plus there is a 01-50% chance of the impact knocking down large two- and four-legged targets (01-70% against human-sized), causing the victim to lose initiative and two melee attacks. **Duration:** Each hurled tree limb counts as one attack and uses up two P.P.E. **Saving Throw:** Dodge only. **P.P.E.:** 5. **Note:** Even if most of the branches are sheered off a tree, it is not severely damaged and will regrow. As a rule, the Fusionist will try to *prune* the tree, taking large limbs that should be trimmed to help the tree grow and survive storms.

• **Iron Hide:** The Elemental Fusionist can turn his skin into a hide as tough as Mega-Damage iron. **Range:** Self only. **M.D.C. Protection:** P.E. attribute number +15 M.D.C. per level of experience; impervious to S.D.C. weapons and fire. Still vulnerable to poison, psionics, magic, fatigue, disease and M.D. fire and attacks, but damage comes off his Iron Hide. **Duration:** 10 minutes per level of experience. **Saving Throw:** N/A. **P.P.E.:** 3.

• **Rock Wind:** An impressive ability in which the Elemental Fusionist can cause rocks as heavy as 100 lbs (45 kg) to lift up from the ground and hurl at one target or as many as four different targets. Can have the wind lift and hurl one 100 lb (45 kg) rock (includes Mega-Damage concrete) per level of experience. **Range:** 100 feet (30.5 m) per level of experience. **Damage:** Each 100 lb (45 kg) rock or cluster of smaller rocks inflicts 1D8 M.D. **Duration:** Instant and counts as one melee attack. **Saving Throw:** An opponent may dodge one wind-carried rock or rock cluster without penalty, but is -1 for each 100 lb (45 kg) rock (or cluster) in a *volley* with each rock aimed at the same target, him! (Penalties are accumulative, if four rocks, -4 to dodge.) Roll once for the entire volley and either they *all* hit or they all miss. A divided attack sending each rock at a different target has no dodge penalty. **P.P.E.:** 6.

• **Shifting Ground:** The Elemental Fusionist must touch the ground with one hand and point with his other, looking at the desired area to affect. Then, with a focus of his will (counts as two melee attacks/actions), the ground begins to move and shift. It keeps shifting, moving around with puffs of dirt and dust popping up as if there were an undulating cushion of air beneath the surface. **Damage & Penalties:** Makes the ground soft and unsteady as if standing on low, rolling ocean waves. Impairs the movement and steady aim of everyone standing on the ground of the affected area. Reduce Speed and balance by half, -4 to strike, parry, and dodge, and Called Shots and careful aim are impossible! Ground vehicles get stuck for a moment, as if caught or hung up on a rock, then lurch forward a couple of feet (0.3 to 0.6 m) then get caught again every melee round. **Range:** 100 feet (30.5 m) +50 feet (15.2 m) per level of experience; line of sight required (must see his target area). **Area of Effect:** 12 foot (3.6 m) diameter per level of experience. **Duration:** Two melee rounds (30 seconds) per level of experience when put in place and left to run its course, or as long as the Fusionist remains touching the ground and focused on maintaining the effect. He cannot engage in any other action while keeping the Shifting Ground in place beyond the normal duration. **Saving Throw:** None. **P.P.E.:** 6.

• **Wind Lift (and Throw):** A powerful, controlled wind helps the Elemental Fusionist lift a great weight (boulder, tree trunk, etc.) above his head and toss it aside out of his way, or throw it. Used to clear paths and clobber enemies. **Range:** 100 feet (30.5 m). **Damage:** 1D6 M.D. for every 500 lbs (225 kg). Can lift 500 lbs per level of experience! **Duration:** One melee round, with each lift and toss counting as two melee attacks (roll to strike for each toss). **Saving Throw:** Intended targets can try to dodge; the Fusionist must roll to strike as usual on a D20. High roll wins. **P.P.E.:** 2.

Elemental Fusionist O.C.C. Stats

Attribute Requirements: M.E. 12, P.E. 12, and an I.Q. and P.S. of 10 or higher are recommended but not required.

Race Restriction: Human only!

O.C.C. Skills of the Elemental Fusionist:

Language: Native Tongue at 88%.

Language: Other: Two of Choice (+15%).

Climbing (+15%)

Horsemanship: General

Lore: Demons & Monsters (+10%)

Lore: Faerie Folk (+10%)

Intelligence (+10%)

Outdoorsmanship

Physical: Two of choice (+5% where applicable).

Track Animals (+20%)

Tracking (humanoids; +10%)

Land Navigation (+20%)

Swimming (+5%).

Wilderness Survival (+20%)

W.P. Axe

W.P. Ancient: One of choice.

W.P. Modern: One non-Energy W.P. of choice.

Hand to Hand: Basic; can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill selection.

O.C.C. Related Skills: Select five other skills at level one and one additional at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Barter, Creative Writing and Language: Other only.

Cowboy: Roping only.

Domestic: Any.

Electrical: None.

Espionage: Detect Ambush and Detect Concealment only.

Horsemanship: Exotic Animals (+5%) only.

Mechanical: Basic only.

Medical: First Aid and Holistic Medicine only (the latter counts as two skill selections).

Military: Camouflage and Trap/Mine Detection only.

Physical: Athletics (General), Aerobic Athletics, Acrobatics, Body Building & Weight Lifting, Juggling, Physical Labor, Prowl (+5%), Running, and Wrestling Only.

Piloting: Paddle/Kayaking only (+5%).

Pilot Related: None.

Rogue: Concealment only.

Science: Math skills (+5%), Biology (+5%) and Botany (+5%) only.

Technical: Art, Breed Dogs, Calligraphy, Excavation, Firefighting, Gemology (+5%), General Repair and Maintenance (+10%), Literacy, Lore: Cattle & Animals, Masonry, Mythology, Prospecting (+5%), Philosophy, Rope Works, and Whittling & Sculpting only.

Weapon Proficiencies: Any Ancient or any non-Energy Modern W.P. only.

Wilderness: Any (+10%).

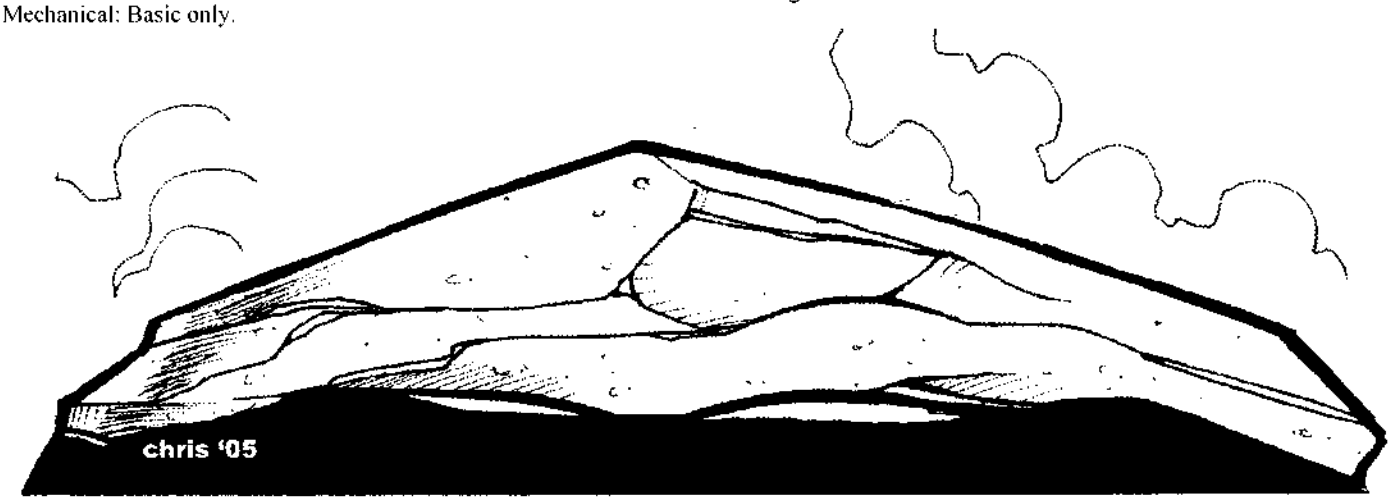
Secondary Skills: Four skills from the Secondary Skill List in the Skills Section, +1 additional at levels 3, 7, 10 and 13. These are additional areas of knowledge that do not get the advantage of any bonuses, with the possible exception of an I.Q. bonus. All Secondary Skills start at the base skill level.

Standard Equipment: Begins with a set of sturdy (outdoors) clothes made of animal skin/buckskin and fur, one set of cold weather clothing, pair of soft deerskin gloves, boots, utility belt, two canteens, backpack, three weeks of food rations, 50 feet (15.2 m) of rope, 1D6+1 wooden stakes, a wooden cross (6 inches 15.2 cm), a hunting knife (1D6+1 S.D.C. damage), one weapon for each W.P. and 1D4 extra ammo clips (where applicable), a large axe, a hand axe, a small mallet, and one firearm that matches the character's chosen proficiency. No vehicle.

Money: The Elemental Fusionist has grown up far away from settlements and civilization, but isn't a savage. They understand the use of money and often barter to be able to buy man-made items that they need for their travels (knives, guns and flashlights for example) and start the game with 2D4x100 credits plus another 1D6x100 credits worth of sellable items (pelts, minerals, etc.).

Cybernetics: Will *never* under any circumstances get cybernetics (even to replace a limb). Should they ever receive a Bio-System implant (by coercion or other means), they will instantly lose all of their elemental abilities (this includes resistance abilities) as a result of the change in their body chemistry.

Related O.C.C.s: The Warlock is described in **Rifts® Conversion Book One, Revised**, Elementals are found in **Rifts® Dark Conversions**, Elemental Magic in the **Rifts® Book of Magic**, and Druids and Star Children, which have strong ties to nature are in **Rifts® England**.



A pair of full conversion "Borgs" stalk among the ruins of an ancient city.

Subjects undergoing Juicer conversion
Illustration by Francis Tsai

A Power Armor Pilot in NG-X9 Samson PA
Illustration by Joachim Gmoser

D-Bee Headhunters
Illustration by Dan Scott

Rare D-Bee Juicers
Illustration by David Martin

A Combat Cyborg
Illustration by Chris Anreson

A Cyber Knight fighting a Coalition Juicer
Illustration by Dave Dorman

A Robot Pilot in a Triax X-2500 Black Knight fighting Gargoyles
Illustration by Scott Johnson

A Glitter Boy
Illustration by Scott Johnson

Mercenary Soldiers
Illustration by Freddie Williams II

A Cyber-Snatcher
Illustration by Scott Johnson

A Body Fixer
Illustration by Mark Evans

An Operator performing battlefield repairs
Illustration by Scott Johnson

A Rogue Scholar
Illustration by Tobias Brenner

An evil Cyber-Doc
Illustration by Kevin Long

A Mind Melter
Illustration by Matt Thompson

A psychic using Telekinesis
Illustration by Mark Evans

A "Feral" Dog Boy
Illustration by Chris Arneson

A Coalition Psi-Stalker
Illustration by Scott Johnson

A Ley Line Walker
Illustration by Dan Scott

A Ley Line Rifter
Illustration by William Teo

A Mystic with magical protection
Illustration by Mark Evans

A Shifter communing with a dark god
Illustration by Mark Evans

A Shifter making a pact with a demon
Illustration by Britt Martin

Dragons
Illustration by Dave Dorman

A Techno-Wizard wearing enchanted armor
Illustration by Steve Roberts

A Fire/Water Elemental Fusionist
Illustration by Ran Ackels

Battle Magi from the Federation of Magic
Illustration by Chris Arneson

A Ley Line Walker fighting Free Quebec soldiers
Illustration by Mark Evans

A typical Ley Line walker, a practitioner of magic.

Ley Line Walker O.C.C.

The Ley Line Walker is a spell casting wizard but he is anything but traditional. The mage is so attuned to ley lines that he can see magic energy emanating from even weak ley lines, normally invisible to the human eye, and see invisible magic energy (P.P.E.) radiating from living beings, enchanted/magic objects, Techno-Wizard devices, and supernatural creatures. This is not a see aura, but an ability to actually see mystic energy waves. Furthermore, the Ley Line Walker can feel the presence of ley lines, pinpoint nexus areas, and tell when a Rift has opened nearby.

The pursuit of magic is a means to utilize natural energy and direct it with one's own force of will. The Ley Line Walker spends years learning to focus his thoughts and build his will in order to direct and mold mystic energy. He also spends years learning how to let the ley line energy flow into and through him, building his tolerance for magic energy and making the Line Walker a sort of living relay station and energy transformer, as well as a P.P.E. battery. At these moments, the Line Walker becomes part of the energy he is directing and it gives him much greater control and range of magic abilities.

Ley Line Walkers are inquisitive and open to new ideas, people, and philosophies. Many are literate, study areas of science and have no aversion to using high-tech weapons, vehicles, and equipment. Lightweight weapons and armor are generally preferred because they are less cumbersome and do not interfere with the flow of magic energy (full body armor and bionics block and disrupt magic energy).

The traditional garb of the Ley Line Walker comes from the beginning of the Dark Age and always includes some kind of headgear and tunic to cover the head and part of the face, a hooded cloak or cape (very big into cloaks and capes), loose fitting robes, loincloth (worn over pants or robes) and/or ornate belt with inscribed strips of cloth or ornate jewelry dangling from the waist, walking boots, and a gas mask or air filter to cover the mouth. Goggles, horns, and other face wrappings and coverings may also be part of the ensemble.

Ley Line Walker Concealed Body Armor

Although it is not usually visible, light to medium body armor is worn under the robes. The chest, shoulders, thighs and back of the head are always protected. Two thirds of the time the M.D.C. plating also covers the arms as vambraces and armored gauntlets, and the rest of the legs as well. Again, it is either concealed under the robes or loose, baggy clothing, or so stylish it looks like ornamental arm bracelets or vambraces rather than armor. The materials are often made from *natural* M.D.C. materials like the plates from a Fury Beetle or hide of a dinosaur, and interlaced with M.D. ceramic plates, padding and miracle fibers. M.D.C. metal alloys may be used but are kept to a minimum because they interfere with the flow of P.P.E. and interferes with the ability to cast spells. Remember, the mage also has magic spells, such as Armor of Ithan, Impervious to Fire, etc., he can cast to provide additional protection for himself.

Stats for Concealed Ley Line Walker Armor: Light Armor Protection: 2D6+32 M.D.C. main body. Medium Armor: 3D6+50 M.D.C. main body; arms typically have 11-18 M.D.C., legs have 22-28 M.D.C.; -5% to Prowl, Climb, Swimming and other physical skills. Both are very common. Seldom wears heavy body armor. Heavy and full body armor are available in a variety of styles, but are seldom worn (maybe 10% wear them). For one, it's too bulky and uncomfortable, and for another, it's expensive, and lastly, unless it is made predominantly with natural materials, conventional environmental armor prevents spell casting. Techno-Wizard armor is one alternative for superior protection as well as a few non-magical alternatives, but *Mage Armor* always requires special consideration and construction to allow spell casting and the use of special abilities.

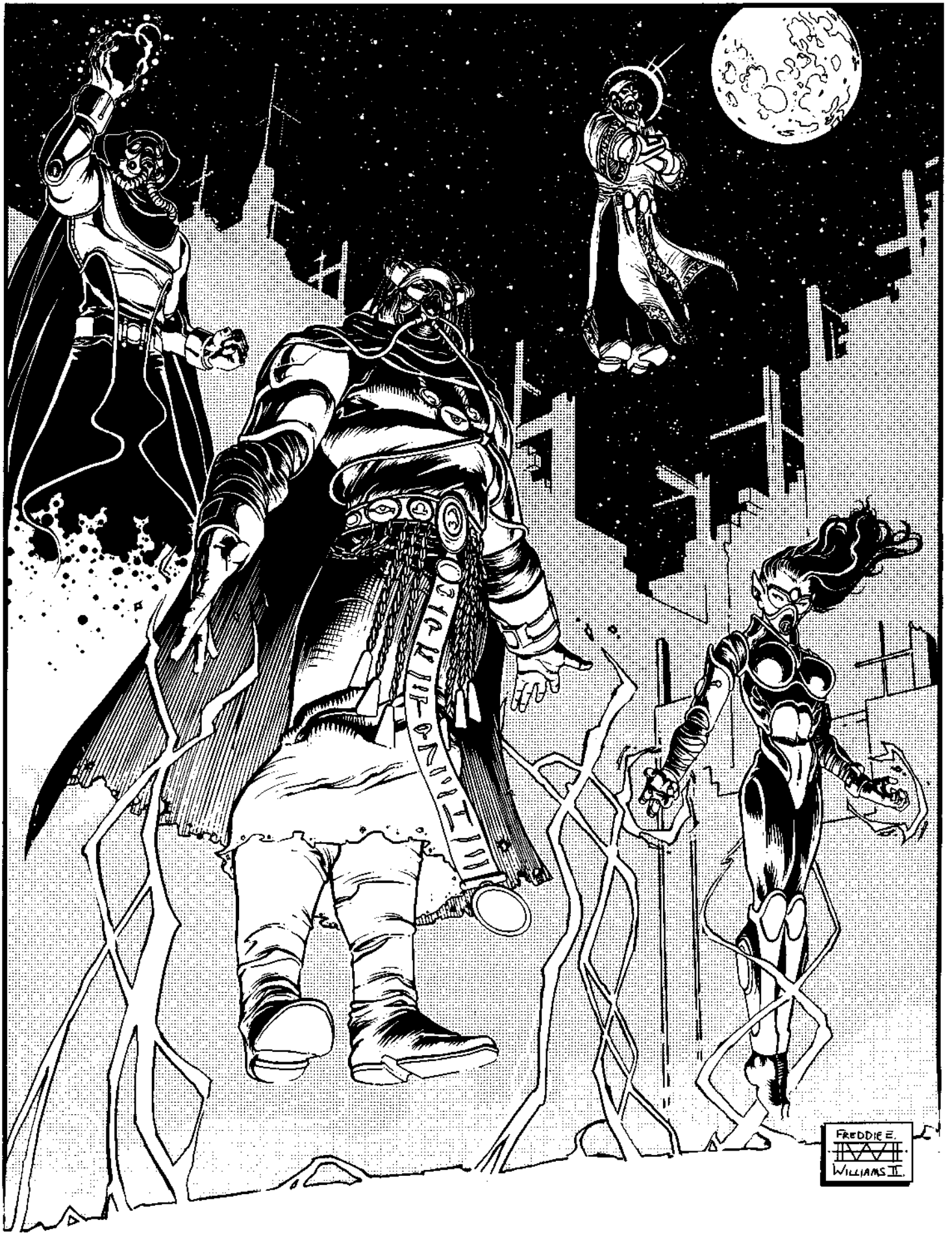
Ley Line Walker O.C.C. Abilities

1. Sense Ley Line and Magic Energy. The Ley Line Walker can see and *feel* the presence of magic, providing *all* of the following sensing abilities as automatic powers which do not require the expenditure of P.P.E.

- Sense Ley Line: The Ley Line Walker is able to feel whether there is a ley line within the area of his sensing abilities, 10 miles (16 km) per level of experience. He can tell whether it is near or far and follow the feeling to the location of the ley line. Base Skill: 30% +5% per each additional level of experience.
- Sense Ley Line Nexus: Once the ley line has been found, the walker can follow the ley line to as many nexus points as it may may have. A nexus point is where two or more ley lines cross/intersect. Base Skill: 40% +5% per each additional level of experience.
- Sense a Rift: The mage will automatically feel the sensation of a Rift opening or closing anywhere within 50 miles (80 km) of him. Increase the sensing range 10 miles (16 km) per each additional level of experience starting with level two. Although he cannot tell exactly where this Rift is, the mage knows if it is near or far and whether it is big or small. **Note:** When actually on a ley line, the Line Walker will know exactly where the Rift is located and he can sense one wherever it is, as long as it is on the ley line or a connecting line.
- Sense Magic in Use: The expenditure of magic in the form of a spell, Rifting, or Techno-Wizardry can be felt, if not seen, up to 100 feet (30.5 m) away per every level of the Line Walker's experience. The Ley Line Walker will not know the location nor be able to trace it, but he will feel its energy and know that magic is being used in the area of his sensing range. **Note:** This does not include the use of psionic powers.
- See Magic Energy: The mage sees magic energy/P.P.E. radiating from people, creatures, objects, and areas, as a faint aura whenever more than 20 P.P.E. points are present. The sensing ability is so acute that the Ley Line Walker can see things made invisible by magic and invisible things that are magical, including invisible dragons and other creatures of magic. This special sight occurs only when the mage desires to use it and focuses on seeing the magically invisible. However, the effort uses up one melee attack/action per round (15 seconds) that this special sight is willed in place. **Note:** Does not work on the spell, *Invisibility Superior*. **Range:** Line of sight, about 1000 feet (305 m).

2. Read Ley Lines. This power instills the mage with instant information about the ley line in a matter of moments. The Ley Line Walker will know the following: What directions the ley line runs (and therefore, his location on it; north, south, east, west, etc.), how long the line runs, whether there are any nexus points and where, and whether there are any Rifts presently open along the line. The character also knows about any major natural disasters currently happening along the line, such as a forest fire, flooding, hurricane, or earthquake. War and magic are not natural disasters. The power is automatic and does not require the expenditure of personal P.P.E.

3. Ley Line Transmission. A Ley Line Walker can send a verbal and/or visual message directly along a ley line to another person so long as that person is located somewhere on the line. The best messages are brief ones of under a hundred words to avoid overwhelming the recipient. Unfortunately, the message is a one way transmission unless the other person is also a Line Walker or other mage with the Transmission spell. Range is limited only by the length of the ley line and the people's position on the line. The time lapse between sending and receiving a ley line transmission is only a matter of seconds. The message can be sent to one specific person or several people (one person per level of the sender's experience), or several people at different locations on the line.


FREDDIE E.
WILLIAMS II.

The only danger is that a telepathic individual (psionic or magic) may be able to listen in on the message. There is a 01-20% chance that any psionic or magic character with Telepathy will sense a Ley Line Transmission coming through, and eavesdrop (01-31% chance that they too can receive the message). There is no way for the sender to know if others have eavesdropped on his message. Nor is there any way to scramble the message. This power is an automatic ability for the Ley Line Walker and does not require the expenditure of personal P.P.E.

4. Ley Line Phasing (teleportaton). A Ley Line Walker also has the power to instantly *teleport* from one place to another, *FLAWLESSLY* anywhere on the same ley line. By the way, that can be anywhere in any direction (ley lines can be a quarter/0.4 km to one full mile/1.6 km wide!), including up into the air (ley lines are typically a half mile/0.8 km to two miles/3.2 km tall) and hang there because Line Walkers can *walk* a ley line, as in walk floating above the ground. If he teleports up into the air he can stay there suspended (+20% to Prowl/hide, because us ground dwelling humans don't usually look up). To do a Ley Line Teleport the mage must concentrate, opening himself to the ley line energy and focusing all of his thoughts to the task of teleporting to the new location. Engaging in conversation or combat, even self-defense, will break the concentration, forcing the mage to start over. The process requires 1D4 melees (15 to 60 seconds) of concentration every time before the teleportation happens, so he can't just pop out in a heartbeat, but it's still very, very handy. The teleport is always on target, because the Ley Line Walker is *one* with the ley line. Of course, unless he can see his destination, he can't know who or what might also be present in that area and he could appear in the middle of an armed camp (but not inside one of them or a tree, etc., as is the danger with the Teleportation spell).

Note; Ley Line Phasing is an automatic ability common to all Ley Line Walkers at NO P.P.E. cost, but it does take its toll on the body. The maximum number of phasings/teleports possible is *four per hour*. The per 24 hour period is 4 +2 per each level of experience (6 at level one, 8 at level two, 10 at level three, etc). More than this is just impossible. The only other limitations are: **1)** He can only teleport himself and his possessions, nobody else. **2)** The location must be along the same ley line as if traveling on a mystic railway. To switch to a different ley line, the character must travel or teleport to the nexus point intersection where two or more different ley lines cross paths to follow one of the other lines.

5. Ley Line Walking or Line Drifting. A Ley Line Walker can open himself to the ley line energies and walk or float through the air along the length of the ley line. The speed factor is a mere Speed of 10, but is relaxing and requires absolutely no exertion or even physical movement of the feet or body if drifting afloat. NO P.P.E. is necessary for Ley Line Walker to do this, because he's drawing on the ambient energy of the line and his attunement to ley line energy make him practically a living part of the line itself. **Note:** He can even meditate while drifting down a ley line. Height is typically 1-5 feet (0.3 to 1.5 m) above the ground, but if he concentrates he can reach a height as great as the line itself. This is dangerous, however, as it leaves him out in the open easy to see from a great distance. Just below or just above treetop level is common among those who like to be high above the ground.

6. Ley Line Rejuvenation. The character can absorb ley line energy to *double* the rate of natural healing. To do this, the mage must concentrate and relax on a ley line, letting the mystic energy fill him and heal him over a period of days. The mage can also perform an instant rejuvenation on a ley line as often as *once every 24 hours*, in which after about ten minutes of concentration, he is completely rested, alert, and healed of 20 Hit Points and 20 S.D.C. +1D6 additional Hit Points and 2D6 S.D.C. (or 4D6 M.D.C. if a Mega-Damage being) per level of experience! Again at no P.P.E. cost, but only possible *on* a ley line. **Note:** No P.P.E. or I.S.P. can be restored this way, only Hit Points and S.D.C.

7. Ley Line Observation Ball. A globe of light, about the size of a soccer ball, can be conjured out of thin air and linked to the Ley Line Walker like a third eye. The sphere of blue or white light can be directed by its creator to zoom ahead or behind him like a remote control spy device or familiar. Everything that the ball sees and hears is instantly transmitted to its maker. The sphere will remain in existence as long as the Ley Line Walker stays within the ley line, or until he dispels it, or until it is destroyed.

Stats for a typical Observation Ball: **M.D.C.:** One point per level of its creator. **Range:** Up to 500 feet (152 m) away from its creator per level of its creator, so a fifth level Ley Line Walker could send his Observation Ball 2500 feet away and a tenth level mage almost one mile (1.6 km). **Speed:** Up to Spd 44 (30 mph/48 km). **Bonuses:** +3 to dodge. It has no offensive capabilities other than to buzz onlookers and possibly startle them (not likely). Actions of that sort, however, require the Ley Line Walker to have line of sight on the ball for him to direct it mentally, each attack/action of the ball counting as one of his own melee actions/attacks.

8. Affinity with Rift & Ley Line Magic. The Spell Invocations known as *Rift & Ley Line Magic* are most commonly known by the *Ley Line Walker O.C.C.* These spells common to the Ley Line Walker and although these spells can be important to the profession, the Ley Line Walker does *not* start with any at level one (unless a Ley Line *Rifter* O.C.C.). They are usually acquired over time.

The Rift & Ley Line Magic spells are: Dimensional Portal (1000), Ley Line Fade (20), Ley Line Ghost (80 or 240), Ley Line Phantom (40), Ley Line Restoration (800+), Ley Line Resurrection (2000+), Ley Line Shutdown (3000), Ley Line Storm Defense (180), Ley Line Tendril Bolts (26), Ley Line Time Capsule (15), Ley Line Time Flux (80), Ley Line Transmission (30), Rift to Limbo (160), Rift Teleportation (200), Rift Triangular Defense System (840), Summon Ley Line Storm (500), Swallowing Rift (300). **Learning them:** These spells can be learned by being taught by an elder mage or by communing with the ley line. This can occur upon reaching a *new mystic plateau* (new level of experience), in which the character goes off onto a ley line allow and goes into a meditative trance that last 48 hours. At the end of the trance he knows one of these spells (pick one).

There are two schools of thoughts about Rift & Ley Line Magic. One is the typical Line Walker who feel Ley Line Magic is useful, but no more important or significant than any other spell invocation. And the smaller camp who feel Ley Line Magic is of significant and overriding value. This second camp tends to be a silent minority, for they consider themselves to be elitists with unique and keen insights and whose focus make them special. These mages are **Ley Line Rifters** who focus on learning *all* the spells above and similar energy and dimension types of Invocations (described immediately after the Ley Line Walker O.C.C.). This focus on ley lines and dimension magic makes them, in effect, *specialists* in Rift and Ley Line Magic. A mastery of magic and knowledge that these mages see as a strength and that most Ley Line Walkers and other practitioners of magic regard as short-sighted and limiting.

9. Ley Line Force Field. The Ley Line Walker can also put in place an energy field reminiscent of the Armor of Ithan around himself whenever he's on a ley line. This extra bit of protection provides 20 M.D.C. +2 M.D.C. per level of its creator's experience. It costs the mage 10 P.P.E. to create/summon it initially, but once it is in place it remains up for the entire time he remains on the ley line or until he dispels it. If the Ley Line Force Field is destroyed, it will regenerate at full strength at the start of the next melee round! **Note:** Having the force field up and in place draws upon half the ambient P.P.E. of the ley line normally available (20 P.P.E.) to the Ley Line Walker per melee round. Energy the mage often draws upon to supplement his own spell casting. This could be a problem in a combat situation and require the character to drop his protective field to tap more energy.

10. Initial Spell Knowledge. In addition to the ley line powers, the Ley Line Walker is *a master of spell magic* (tends to avoid ritual magic, but can perform rituals if so needed). At level one experience, players may select any three spells from each magic Level 1-4, for a to-

tal of 12 spells (three from each). Each additional level of experience, the character will be able to figure out/select one new spell equal to his own level of achievement/experience. So a 4th level Ley Line Walker can select *one* new spell from level four, or from levels one, two or three (not one from each).

11. Learning New Spells. Additional spells and rituals of any magic level can be learned and or purchased at any time regardless of the character's experience level. *See the Pursuit of Magic* prior to the Spell Descriptions at the end of this Magic O.C.C. section.

Spell Invocation Note: A nice selection of spell invocation are presented in this book, however for a much larger range of spells as well as a large variety of different types of magic, magic items, rune weapons, Techno-Wizard items, herbs, and other magic related info, acquire a copy of the 352 page, **Rifts® Book of Magic**.

12. P.P.E.: Like all practitioners of magic, the Ley Line Walker is a living battery of mystic energy. He draws upon that energy reserve to cast his spells and use magic. The Line Walker has the greatest amount of permanent P.P.E. of all mortal practitioners of magic. **Permanent Base P.P.E.:** 3D6x10+20 added to the character's P.E. attribute number to start. Plus an additional 3D6 P.P.E. per each additional level of experience starting at level two.

Supplemental P.P.E.: The Ley Line Walker can also draw an extra 20 P.P.E. per melee round when on a ley line and 40 when at a ley lines nexus point! P.P.E. can also be stolen from living creatures and people by killing them (hence rituals involving human sacrifices) because their P.P.E. is doubled at the moment of death! However, a character of good or Unprincipled alignment would never do such a thing (except possibly under the most extreme circumstance). People can also willingly give up a portion of their P.P.E. but that's an unusual situation. It's all explained in the section entitled **The Principles of Magic**, page 185.

P.P.E. Recovery: For the Ley Line Walker, spent P.P.E. recovers at a rate of seven points per hour of sleep or rest. Meditation restores P.P.E. at 15 per hour of meditation and is equal to one hour of sleep for this character when it comes to recovery from fatigue and physical rest.

13. O.C.C. Bonuses. +1D4 on any one Mental attribute (I.Q., M.E. or M.A.), +4 to save vs Horror Factor, +2 to save vs possession and mind control, +3 to save vs curses, +1 to save vs magic at levels three, six, nine, eleven and fourteen, +1 to spell strength (the number others must save against when you cast a spell) at levels 3, 7, 10, and 13, +1 on Perception Rolls at levels 2, 5, 7, 10, and 13; *double* when on a ley line.

Ley Line Walker O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 10, P.E. 12 or higher. A high M.E. is also suggested but not mandatory.

Racial Requirement: None. At least 30% are D-Bees.

O.C.C. Skills:

Language: Native Tongue at 98%.

Language: Other: Two of choice (+20%).

Climbing (+5%)

Math: Basic (+10%)

Land Navigation (+4%)

Wilderness Survival (+10%)

Pilot: (One of choice at +5%).

Lore: Demon & Monster (+15%)

Lore: Four of choice (any, +10%).

Hand to Hand: Basic; can be changed to Hand to Hand: Expert at the cost of one "O.C.C. Related Skill," or Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select seven other skills, but two must be selected from the science category and one from technical. Plus select two additional skills at level three, one at level six, one at level nine, and one at level Twelve. All new skills start at level one proficiency.

Communications: Radio: Basic only.

Cowboy: None.

Domestic: Any (+10%).

Electrical: None.

Espionage: Intelligence only (+5%).

Horsemanship: General and Exotic Animals only.

Mechanical: None.

Medical: First Aid or Paramedic (latter counts as two skills, +5%).

Military: None.

Physical: Any, except Gymnastics and Wrestling.

Pilot: Any (+2%).

Pilot Related: Any (+2%).

Rogue: Any.

Science: Any (+10%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: The character also gets to select six Secondary Skills from the Secondary Skills list, plus one additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Robe or cape, set of clothing, set of traveling clothes, light M.D.C. body armor (seldom wear heavy armor, because it reduces their speed and mobility by half), knapsack, backpack, 1D4 small sacks, one large sack, six wooden stakes and mallet (for vampires and other practical applications), canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, 100 feet (30.5 m) of lightweight cord and grappling hook, pen or pencils and note or sketch pad. Ley Line Walkers like Techno-Wizard items and can use them well.

Weapons will include a survival knife, hand axe, automatic pistol or submachine-gun (player's choice), energy pistol or rifle, and several extra clips of ammunition.

The vehicle of choice is usually a Techno-Wizardry device or hover vehicle or motorcycle or jet pack. They tend toward inexpensive and easy to replace items (or items they can carry, like a Wing Board), because they often have to leave their vehicle behind when traveling along ley lines (phasing).

Money: Starts with 1D4x1000 in credits and 3D4x1000 in Black Market items.

Cybernetics: Starts with none and will avoid getting any cybernetic or other forms of physical augmentation because it interferes with magic. However, Bio-System prosthetics will be considered if necessary.

Related O.C.C.s: Although there are no direct variants of the Ley Line Walker beyond what is presented here, **Rifts® World Book 16: Federation of Magic™** does feature several new types of mages.

Ley Line Rifter O.C.C.

A subset of the Ley Line Walker

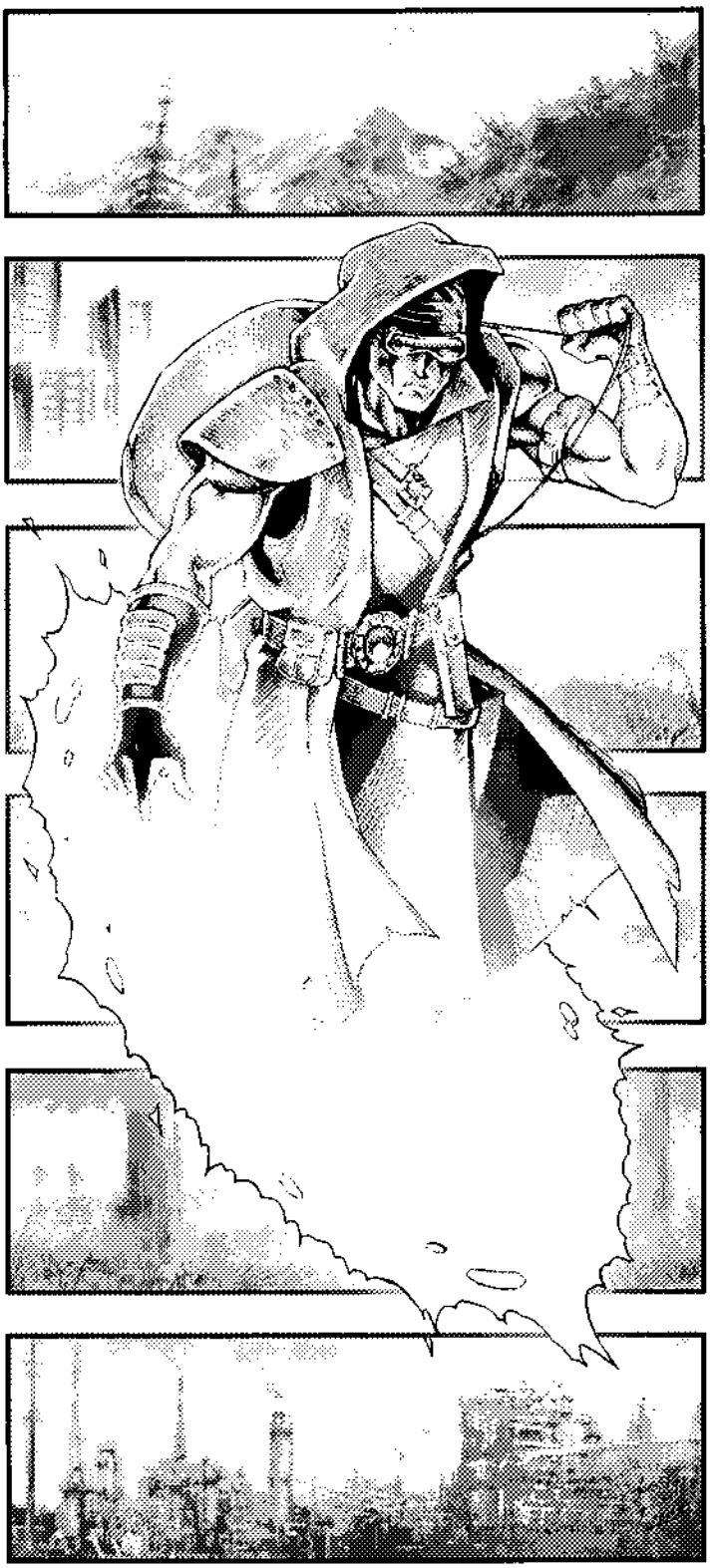
A Ley Line Rifter is a Ley Line Walker who *specializes* in Rift and Ley Line Magic. He is identical to the Line Walker in almost every way, except for this focus on a specific subset of dimensional spell magic and his ability to hitch a ride on other teleporters and dimensional travelers.

As noted under the Ley Line Walker description, **Rifters** believe *Rift and Ley Line Magic* is of significant and overriding value and should be studied and mastered above all others. They consider themselves to be the elite with unique and superior insight about ley lines and Rifting. Although they focus on learning a range of spells, they are the undisputed masters of Rift and Ley Line Magic.

Ley Liner Rifter O.C.C. Abilities

1-8. Same as Ley Line Walker. See previous O.C.C.

9. Teleportational Hitchhiking (*instead of* Ley Line Force Field). The Ley Line Rifter is able to hitch a ride on any form of Teleportation, Rift, Dimensional Teleport/travel spell/ability or similar magic/effect, includes spells like Mystic Portal, Dimensional Portal, Swap Places, Teleport, etc., as well as a dragon's or demon's natural teleport ability, and so on. The Rifter will end up with the teleporter wherever he reappears. The only limitation is that the teleport must begin within range and line of sight of the Ley Line Rifter and that it costs 20 P.P.E. to hitch a ride with the teleporter. Note that the Rifter may be visible to the teleporter or hidden in some way. All that matters is that the Rifter has a clear visual contact with the teleporter, the person teleporting doesn't have to see him. **Range:** 100 feet (30.5 m); +20 feet (6.1 m) per level of experience. **P.P.E. Cost:** 20 points.



10. Initial Spell Knowledge (Rifter). Select three spells from (Invocation) spell level one and three from level two. Then select four from List A and two from List B, below. **Note:** As Rift and ley line *specialists*, Rifters cast spells from lists A and B at *half* the usual P.P.E. cost! That reduced P.P.E. is listed in parentheses for both lists A and B. Additional spells *not* on the lists cost their usual P.P.E. amount.

List A: Rift & Ley Line Magic: Dimensional Portal (1000), Ley Line Fade (10), Ley Line Ghost (40 or 120), Ley Line Phantom (20), Ley Line Restoration (400+), Ley Line Resurrection (1000+); Ley Line Shutdown (1500), Ley Line Storm Defense (90), Ley Line Tendril Bolts (13), Ley Line Time Capsule (8), Ley Line Time Flux (40), Ley Line Transmission (15), Rift to Limbo (80), Rift Teleportation (100), Rift Triangular Defense System (420), Summon Ley Line Storm (250), Swallowing Rift (150).

List B: Astral Projection (5), Calling (4), Call Lightning (5), Chameleon (3), Close Rift (100+), Concealment (3), Detect Concealment (3), Dispel Magic Barriers (8), Energy Disruption (6), Escape (4), Locate (10), Mystic Portal (20), Negate Magic (10), Plane Skip (33), Reality Flux (38), Second Sight (10), Shadow Meld (5), Teleport: Lesser (5), Teleport: Superior (150), Time Hole (105) and Time Slip (10).

11. Learning New Spells: A new spell from List A and B can be learned by communing with the ley line. This can occur upon reaching a *new mystic plateau* (new level of experience), in which the character goes off onto a ley line and goes into a meditative trance that lasts 48 hours. At the end of the trance he knows one spell (pick one) from each list.

Additional spells and rituals of any magic level can be learned and or purchased at any time regardless of the character's experience level. *See the Pursuit of Magic* prior to the Spell Descriptions at the end of this Magic O.C.C. section.

12. Ley Line Rifter O.C.C. Bonuses. +2 on any one Physical attribute (P.S., P.P., P.E., P.B. or Spd.), +5 to save vs Horror Factor, +3 to save vs possession, +2 to save vs mind control, +2 to save vs curses, +1 to save vs magic at levels 3, 6, 9, 11, and 14, +1 to Spell Strength (the number others must save against when you cast a spell) at levels 3, 7, 10, and 13. +2 on Perception Rolls.

13. P.P.E.: Like all practitioners of magic, the Ley Line Rifter is a living battery of mystic energy. He draws upon that energy reserve to cast his spells and use magic. The Line Walker/Rifter has the greatest amount of permanent P.P.E. of all mortal practitioners of magic. **Permanent Base P.P.E.:** 3D6x10+20 added to the character's P.E. attribute number to start. Plus an additional 3D6 P.P.E. per each additional level of experience starting at level two.

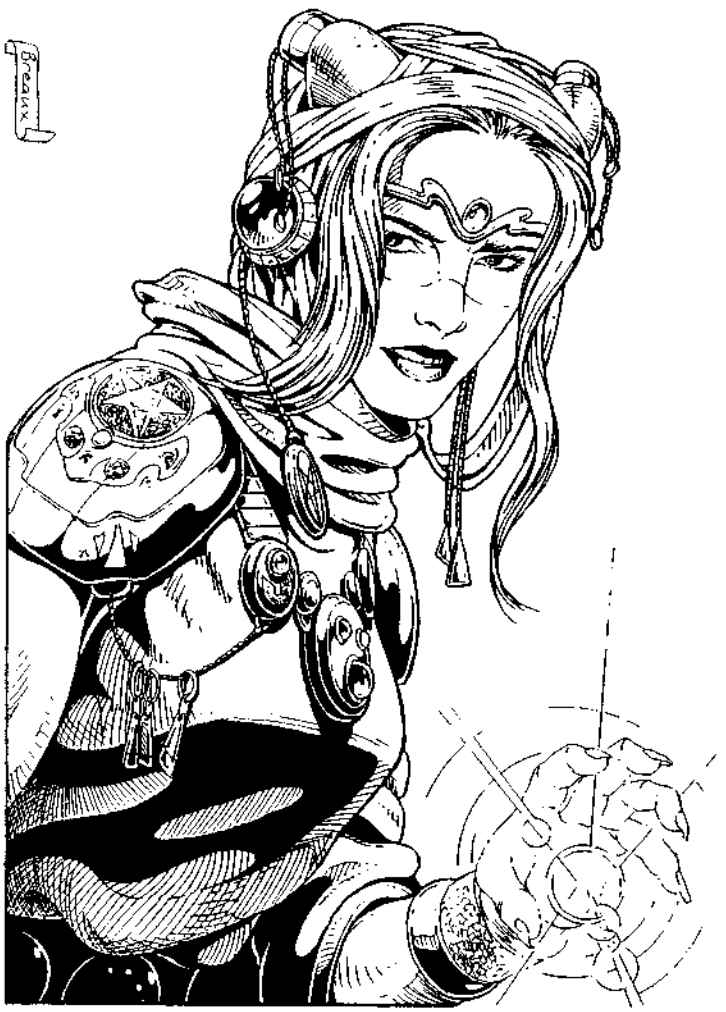
Supplemental P.P.E.: Same as the Ley Line Walker.

P.P.E. Recovery: Same as the Ley Line Walker.

Ley Line Rifter Stats. Same as the Ley Line Walker.

Note: The focus on the dimensional aspect of ley lines gives the Ley Line Rifter the insight to realize that the magic knowledge that comes with communing with a ley line at a new mystic plateau comes from beyond the Rift. That they are tapping into the mind or memory of some long-deceased mage, creature of magic, Demon Lord, Dark God or Alien Intelligence whose memories have been psychically imprinted onto the ley line (just as their own memories and anyone who taps the ley lines are) – or – who is linked to the trans-dimensional energy of

the nexus point and reaching out to them. This makes Rifters worry that some powerful creature *may* have access to their minds while entranced. Indeed, there are numerous reports, especially among Rifters, of incidents in which a dark being or Alien Intelligence is able to reach out and communicate with them while they are entranced. As a rule, the conversation is brief and, oddly enough, philosophical. Depending on how the discussion turns, however, it can lead to proposals or suggestions for quests (usually to acquire magic or a magic item that will allegedly give the mage great power, no strings attached – right). Furthermore, Ley Line Rifters and Ley Line Walkers both report having odd dreams, nightmares and, occasionally, visions of an omen or a possible future while entranced. Could these occurrences also be the handiwork of some unseen force connected to the ley line from beyond the grave or beyond our dimension? **Insanity for Rifters.** These are questions and fears that trouble the Ley Line Rifter, not that it stops them from ley line communion to learn new magic. But it does give them a Phobia or Obsession (player's choice of which) at levels 4, 8 and 12. (Random roll suggested. See the Insanity Tables in the Rules Section.)



Mystic O.C.C.

A Mystic wields both magic and psionics, powers that both seem to be handed over by fate rather than serious study. They can sense different aspects and happenings on the physical and metaphysical levels of life, often making them acclaimed advisors and prophets who can glimpse the future and the supernatural. The intuitive nature of the Mystic's power means he simply accepts sudden flashes of insight and knowledge. All have learned to trust their feelings and hunches and to never completely dismiss any possibility. This also means most disregard formal education in favor of following their *cosmic path.* The typical Mystic believes that too much education creates walls that block one from the psychic emanations and deadens them to the true world around them. Likewise, most believe that too much reliance on technology will have the same deadening effect. Consequently, a Mystic will avoid cybernetics, bionics, and all other forms of human augmentation, but will use modern tools, energy weapons, and body armor, at least to some degree. With this attitude, it is little wonder that many Mystics are renowned philosophers and love philosophical and metaphysical debates.

It is said that an individual can be taught by an elder Mystic in the ways of mysticism after years of philosophical debate, meditation, and mental exercises to open one's mind and body to the larger, metaphysical world. However, most Mystics claim that a person is never really taught to be a Mystic, but is born with *the gift.* Thus, those who come seeking tutelage in mysticism are already chosen by fate and possess the gift, they just don't realize it completely yet, and need to figure out how to tap and unleash their inner power.

A Mystic's abilities are a combination psychic and magic. Psychic powers are limited to the categories of *Sensitive* and *Healing*. Magic is limited to the more simple and sensory oriented spells.

Mystic O.C.C. Psionic Powers

1. Sense Supernatural Evil. The Psychic Sensitive is keenly aware of the world around him, thus, he or she feels or senses any major disturbances nearby. One such disturbance is the presence of supernatural evil. All supernatural beings radiate their alignment, most are evil. The Mystic can feel that evil like an icy chill cutting through him and tastes their vile thoughts like vomit. The sensation is unmistakable, costs no I.S.P., and is automatic, meaning the character does not have to open himself, nor be actively trying to sense anything. The evil washes over the Mystic, warning him like an alarm that supernatural evil is present. Range: Senses any supernatural evil within a 300 foot (91.5 m) radius, +20 feet (6.1 m) per additional level of experience starting with level two. However, the sensation is very general. The location and nature of the evil is unknown. To identify the cause and pinpoint its source, the psychic must *open* himself and use the "Sense Evil" psi-power. Along these same lines, the Mystic can sense when a person is possessed by a supernatural force, and can recognize magic enchantment. **Base Ability:** 50% +5% per each additional level of experience.

2. Opening Oneself to the Supernatural. The Mystic can open himself to the supernatural, with dramatic effects. The mage can become a medium through which Entities and other forces can temporarily communicate by speaking through him. The Mystic temporarily (1D6+1 minutes) becomes their vessel and cannot think or speak on his own, but others present can ask questions and the spirit may answer (truthfully or not). The Mystic barely remembers the incident when it's all done.

The Mystic is also receptive to all forms of telepathic and empathic communication, including +10% to receive a Ley Line Transmission when in the "opened" state.

An open state trance requires that the Mystic focus *all* of his thoughts and essence on becoming one with the supernatural energies. In this state, the mystic cannot speak or take any action. He simply sits motionless, like a statue. While in the trance, the character becomes completely invisible to all psionic probes (sort of a cosmic mind blank) and even becomes physically invisible to those around him as he seems to melt into the environment. One might think of this as a psychic Prowl or magic Chameleon, only the Mystic does not move. Success ratio for invisibility (unseen by all) is 50% +5% per each additional level of experience and is only seen if the person is actively *looking* for him. Even if detected, the character is +8 to save vs psionic attack and +4 to save versus magic attacks while in the trance state.

In an *open state*, the character can continue to Sense Supernatural Evil as described previously, but now he can get a picture of what it is (lesser, greater, demonic lord, dark god, etc.) and approximately where it is (near, far, and general direction). The Mystic can also "feel" large fluxes of energy, magic power, P.P.E. (20 P.P.E. or more), the opening of dimensional portals, the arrival of Ancient Evil, the flow of ley line energy, a Ley Line Storm brewing, the presence of Entities and what types, and similar. If so desired, the Mystic who is open to supernatural evil can follow the energy and sensations of the evil and trace them to the creature's exact location, provided it is within range. However, the creature will also sense *him* and know where he is located! Range: 600 foot radius (183 m), +100 feet (30.5 m) per additional level of experience starting with level two. No I.S.P. cost. Note: The character loses any chance for initiative and forfeits one attack/action per melee when in sensing mode. However, he is +8 to save vs psionic attack and possession, +4 to save vs magic, and +3 on Perception Rolls involving the supernatural while in the trance state.

3. Psionic Powers of the Mystic: Starts with Clairvoyance (4), Commune with Spirits (6), Exorcism (10), Sixth Sense (2) and Suppress Fear (8).

4. Additional Psychic Abilities Include: Select three additional psychic abilities from the Sensitive category and another two from the Healer category. At levels four and eight the Mystic can select one additional ability from the Super category.

5. I.S.P. Base: Roll 1D4x10+10 plus the character's M.E. number to determine the base Inner Strength Points. The Mystic is considered a Major psychic so he receives another 1D6+1 I.S.P. per each additional level of experience.

6. Saving Throw Versus Psionic Attack: As a Major psychic, the character needs a *12 or higher* to save vs psionic attacks. However, the Mystic also receives a bonus of +1 to save vs psionics, mind control and possession at experience levels 2, 4, 8 & 12.

Mystic O.C.C. Magic Powers

1. Initial Spell Knowledge. The mystic's spell knowledge, like everything else, comes from within the character himself, on an intuitive level. The character spends years pondering about life, his place in it, and how magic might help him find that place in the world. Then, when he is ready to find or make his place in the world, the Mystic enters into six days of meditation.

At the end of the sixth day, he somehow knows how to cast eight specific spells. The nature of the spell magic will, generally, reflect the Mystic's current view of life and the world. If that view is happy and optimistic, the spells are likely to be of a helpful and defensive nature. If his life view/goal is power, wealth, and/or prestige, the spells are likely to be of a more aggressive and offensive nature and certainly lean toward the flamboyant. A dark view of the world may result in spells that are defensive and revealing, as well as a few offensive ones. If the Mystic is arrogant or mild mannered, the spells are likely to reflect that too.

At first level select a total of eight spells from the magic spell levels of one and two. These are part of the Mystic's permanent spell casting capabilities. Once selected, they cannot be changed.

2. Learning New Spells. The Mystic will intuitively sense when he has reached a *new metaphysical plateau* (new level of experience). At each new junction in life (experience level), the character will find the time to meditate on life, his goals, and magic.

At second level of experience the Mystic can select a total of *four* additional, new, magic spells from levels one, two, and three. Upon reaching *third level* of experience, the Mystic can select three, new, spells from magic levels one through four. *At fourth level* and each additional level of experience, the Mystic can select two additional, new, spells from any of the levels, up to his corresponding experience level. Thus a sixth level Mystic can select two new spells from any of the levels 1-6. An eighth level Mystic can select two new magic spells from levels 1-8, and so on. Unlike the other magic O.C.C.s, the Mystic *cannot be taught* nor purchase additional spell knowledge. In fact, the character never even tries to learn additional spells, he simply does not have the mastery of magic to go beyond this point. The Mystic accepts this without question or regret as he does most things. **Note:** A Mystic may use Techno-Wizard devices and, if literate, the occasional rare, magic scroll.

3. P.P.E.: Like all men of magic, the Mystic is a living battery of mystic energy. He draws on that energy reserve to cast spells. **Permanent Base P.P.E.:** 1D6x10+20 plus P.E. attribute number.

Supplemental P.P.E.: Add 2D6 P.P.E. per additional level of experience. The Mystic can also draw P.P.E. from ley lines (10 points per melee round), nexus points (20 points per melee round), and other people through blood sacrifice and when freely given. It's all explained in the section entitled **The Pursuit of Magic**.

P.P.E. Recovery: For the Mystic, spent P.P.E. recovers at a rate of five points per hour of sleep or rest. Meditation restores P.P.E. at 10 per hour of meditation and is equal to two hours of sleep when it comes to recovery from fatigue and physical rest.

4. O.C.C. Magic Related Bonuses: +4 to save vs Horror Factor, +2 to save vs possession, +1 to save vs magic at levels 1, 3, 6, 9, and 12, +1 to Spell Strength (the number others must save against when you cast a spell) at levels 2, 4, 8 and 12, +1 on Perception Rolls at levels 1, 3, 6, 8, 10, 12 and 14; *double* when on a ley line.

Mystic O.C.C. Stats

Alignment: Any, but tends toward good: Principled, Scrupulous or Unprincipled.

Attribute Requirements: I.Q. 9, M.E. 9, and M.A. 9 or higher.

Racial Requirements: None.

O.C.C. Skills:

Language: Native Tongue at 97%.

Language: Other: Three of choice (+15%).

Dance (+15%)

Horsemanship: General (+10%)

Land Navigation (+10%)

Lore: Magic (+15%)

Lore: Three of choice (+15%).

Philosophy (+20%)

Play Musical Instrument: Two of choice (+10%).

Wilderness Survival (+15%)

Hand to Hand Combat can be selected as an O.C.C. Related Skill as follows: Basic counts as one skill selection, Expert as two, Martial Arts three, or Assassin (if Anarchist or evil) counts as four.

O.C.C. Related Skills: Select seven other skills at level one, +1 additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%), except Laser Communications, Optic Systems, Sensory Equipment, Surveillance, and TV/Video.

Cowboy: None.

Domestic: Any (+10%).

Electrical: None.

Espionage: Escape Artist and Disguise only (+5%).

Horsemanship: Exotic Animals only.

Mechanical: None.

Medical: Brewing (+10%), First Aid (+15%) and Holistic Medicine only (+10%; but the latter counts as two skill choices).

Military: None.

Physical: Any except Acrobatics, Boxing and Wrestling.

Pilot: Any except aircraft, power armor, robots or military.

Pilot Related: Any.

Rogue: Any (+5%), except Computer Hacking, Gambling (Dirty Tricks) and Safe-Cracking.

Science: Any.

Technical: Any (+5%), except Computer skills, Cybernetics, Jury-Rig, Mining, and Prospecting.

W.P.: Any, except Heavy Weapons (any).

Wilderness: Any (+5%).

Secondary Skills: Select five skills from the Secondary Skills List in the Skills Section, +1 additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All secondary skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C. body armor (seldom wear heavy armor, because it reduces their speed and mobility by half), knapsack, backpack, 1D4 small sacks, one large sack, six wooden stakes and mallet (for vampires and other practical applications), small silver cross, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, at least one musical instrument, two hooded cloaks and some personal items. One weapon for each W.P. (if any), plus 1D4 ammo/E-Clips. No vehicle to start, but tends to prefer a living animal (horse, Fury Beetle, etc.). Mystics also seem attracted to motorcycles, dune buggies, and ground hover vehicles.

Money: The importance and amount of money coveted by a Mystic will depend on his life orientation. Some will acquire great wealth, while others will squander or give away their wealth. The Mystic starts with 2D4x1000 in credits and 2D6x1000 in Black Market items.

Cybernetics: Starts with none and will avoid getting any cybernetic or other forms of physical augmentation like the plague.

Related O.C.C.s: Rifts® World Book 16: Federation of Magic™ does have the Mystic Knight and Grey Seers, both of which are very specialized variations of the Mystic O.C.C.

Shifter O.C.C.

Shifters are students of magic whose emphasis is mastery over the Rifts, at least in regard to opening dimensional portals and summoning creatures from beyond this earthly veil. These mages have a reputation for being irrational and evil. However, it is an undeserved reputation, for there are as many good, kind and well intentioned Shifters as there are evil ones. The difference is that Shifters obviously deal with supernatural beings (good, selfish and evil) that are strange and terrifying to people. Additionally, selfish and evil Shifters tend to be cruel and ruthless, willing to make a "deal with the devil," as they say, to get what they desire. Selfish and Evil Shifters also tend to enslave the beings they summon, have little or no regard for their well being, and unleash them against fellow mortals to terrorize, rob and kill. Thus, it is the black-hearted Shifters who give the entire profession a bad reputation.

Sadly, the art of Shifting is one of the most dangerous and corrupting of the mystic arts. For one thing, you have a mere mortal able to summon and command supernatural beings - Demons, Deevils, Elementals, Spirits of Light, Faerie Folk, Entities, ghosts, spirits and a host of others. It is a heady feeling to command even lesser supernatural beings, for even the lowliest is ten times more powerful than the average human and calls upon magic and dark forces beyond the veil. To be able to bend such beings to one's will often leads to delusions of grandeur and exaggerated self-importance.

For another, associating and communicating with these dark and ugly souls often leads to a distorted and dark view of the world. After all, these vile creature are governed by base emotions and thrive on sorrow, pain and murder. Consequently, they encourage ruthlessness, cruelty, revenge and hatred. They are only too glad to act on the Shifter's behalf to inflict terrible vengeance, pain, destruction and death in his name. Most supernatural beings, especially demonic ones, loathe being summoned and enslaved by a mere mortal, but they happily capitulate by turning the tables and manipulating events to create pain and misery for other mortals. And in the process, they hope to corrupt the Shifter or do things in such a way as to cause him guilt, sorrow, pain or destruction. In fact, depending on the creature summoned, many a demon delights in effectively turning the Shifter to wickedness and making him one of their own! Such are the innate dangers of Shifting and Summoning magicks, and why they are feared, discouraged and often persecuted.

The Shifter's focus of mystic study is understanding how ley lines and nexus points work, including how to use them for trans-dimensional travel and the summoning of supernatural beings. Unlike the Ley Line Walker and most students of magic, the Shifter is not so much a vessel for magic energy himself, but rather a conduit and stimulus that agitates, activates, controls and directs the energy around him. For example, he can ignite a ley line nexus point to surge and open a Rift, but he does not expend the energy from inside himself, but rather causes the energy around him to react - boil, if you will - to create a reaction. Likewise, a Shifter draws upon the P.P.E. of those around him, channeling it to create magical effects. This "drawing" of energy can be done by willing cooperation from henchmen or supernatural beings he has called forth from a Rift (and one of the reasons he calls upon *supernatural beings*), or involve *blood sacrifices* in which an evil Shifter draws upon the doubled P.P.E. energy released at the moment of death to work his magic. This use of taking and using ambient and stolen energy contributes to the sorcerer's title of "Shifter," for he *shifts* magic energy from one source to himself or to another, and uses it to alter or shift reality. Likewise, when a dimensional portal is opened, it shifts reality, causing it to open a door to a conflicting or alien existence, turning or shifting the veil of reality to meet his needs and desires.

While Temporal Raiders and Temporal Wizards are (see **Rifts® England**), arguably, the masters of dimensional travel and time magic, Shifters are the true masters of the Rifts. They are one of the few unique classes that actually embrace the idea of dimensional travel, but they also exert influence over dimensional beings/travelers, and supernatural creatures who wander the Megaverse using dimensional portals and bridges. This expands the range of power and influence of the Shifter beyond that of others through the addition of inhuman minions and servants who make their range of knowledge and experience available to their Shifter master (assuming they are loyal and can be trusted). No group of dimensional travelers should be without at least one Shifter, because they can read and control the very Rifts to take them to specific worlds and places unknown. Shifters are so in tune with dimensional portals and alien dimensions that if they meditate and open themselves up to the dimension they are visiting, they get a wealth of knowledge, from the type of the dimension to its various quirks. A Shifter's knowledge is also unsurpassed when it comes to dimension lore and knowledge of dimensional travelers, monsters and anomalies.

Shifter Magic Powers:

1. Initial Spell Knowledge: The Shifter's focus of mystic knowledge is on spells to summon and control supernatural creatures from the Rifts, as well as control over the Rifts. Thus a Shifter starts with the following spells: Calling (8), Call Lightning (15), Compulsion (20), Constrain Being (20), Dimensional Portal (1000), Energy Bolt (5), Energy Field (10), Exorcism (30), Repel Animals (7), Re-Open Gateway (180), Sense Evil (2), Sense Magic (4), Trance (10), Shadow Meld (10), Summon and Control Canines (50), Summon and Control Rodents (70), Sustain (12), Time Slip (20), Turn Dead (6), and Tongues (10).

2. Learning New Spells: The Shifter's focus is on dimensional travel, the energies that create Rifts and the creatures who travel from

one dimension to another. As a result, the Shifter's spell knowledge leans towards spells that summon, control and influence others, deal with channeling and controlling energy, and dimensional travel.

Starting at level two, the Shifter can choose one spell from the following list plus one Protection or Summoning spell also in this list: Banishment (65), Charm (12), Close Rift (200), Commune with Spirits (25), Compulsion (20), Control and Enslave Entity (80), D-Step (50), Dessicate the Supernatural (50), Dimensional Teleport (800), Dispel Magic Barriers (20), Distant Voice (10), Domination (10), Energy Disruption (12), Energy Sphere (120), Expel Demons (35), Forcebonds (25), Influence the Beast (12), Ley Line Transmission (30), Locate (30), Magic Pigeon (20), Mystic Portal (60), Phantom Mount (45), Plane Skip (65), Power Bolt (20), Protection Circle: Simple (45), Protection Circle: Superior (300), Reality Flux (75), Rift to Limbo (160), Rift Teleportation (200), Sheltering Force (20), Tame Beast (30), Teleport: Lesser (15), Teleport: Superior (600), Time Hole (210), and any *Summoning spell* that may be desired, excluding weather summoning.

In addition, the Shifter can select one non-dimension related or control based spell, but they are limited to spells equal to or less than the Shifter's current level of experience. For example, at third level the Shifter is limited to spell invocations from levels 1-3.

Of course the Shifter can still purchase and learn spells in the same manner as other magic users, though they rarely do, and tend to spend their spare time studying dimensions and monsters.

3. Dimension Sense: Shifters are innately attuned to dimensions and dimensional energies. After only a few minutes of concentration (typically 1D6+2 minutes), a Shifter is able to tell the type of dimension (whether it's an Infinite, Parallel, or a Pocket Dimension), how dense the dimensional fabric is (weak, permeable, strong or impenetrable), if the dimension or world can support human life, whether it is rich or poor in magic, artificially created (like a Pocket Dimension of a dragon or god), and any type of unusual characteristics of the dimension that might be evident, all just by "reading" a connecting Rift/dimensional portal linked to that dimension or by meditating shortly after arriving to a new world. **Base Skill:** 35% +5% per level of experience. If the Shifter is not initially successful on either type of reading, he can try again 24 hours later or after he sets foot in the place.

Furthermore, when reading a dimensional portal, the Shifter will get a sense if the Rift will soon close, if it was opened deliberately or is a random occurrence, and if random, how frequently it opens to this particular world (often, seldom, rarely). He can also sense any dimensional anomalies that may be attached to the portal and if any dimension spanning monsters or demons are presently in or near the Rift. This information, however, is rolled separately under this Dimension Sense skill, and the player must indicate that his character is doing this aspect of the reading. The Shifter's success ratio is -10% from the base skill percentage.

Combat Note: Shifters can also use their Dimension Sense to detect when dimension type spells are cast. This can be a big edge in combat especially when confronting another Shifter. First, a *Dimension Sense* must be rolled at the Shifter's normal skill level during combat. This uses up one melee attack as the mage momentarily opens himself up to the dimensional energies. A successful roll under the current Base Skill level means the Shifter will detect any dimension based magic (including Teleports, opening of portals, etc.) that occurs during that melee round, and if he sacrifices one melee attack per round, he can detect such magic in subsequent melee rounds for up to one minute per level of the Shifter.

If dimension magic is detected, the Shifter who senses it can try to alter the course of the spell. For example: If another Shifter is trying to escape by creating a Dimensional Portal or Re-Open Gateway spell, the Shifter senses it and can try to redirect the magic by overriding it him-

self. This requires both mages to roll 1D20, high roll wins, defender wins ties. If the Shifter's roll is greater in this magical duel, he wins, and can alter it to close or lead *someplace else*, or to remain open so he too can go through it. But to do any of that, he must also spend the same amount of P.P.E. to override the dimensional magic and for the spell to do as *he* commands. In the case of a Teleport spell, he can have the person or object appear right in front of him, or at some other specific location (inside a vehicle, a prison cell, etc.), but not into solid matter or anything that could kill the other mage. **Note:** The Shifter can *never* stop or cancel the dimensional magic, only *change/redirect* it. Each use of magical redirection is the equivalent of casting a spell and uses up two melee attacks (and P.P.E.). If the Shifter rolls low and fails to override the dimension magic, he spends half the P.P.E. required to cast that spell and fails to change the outcome. Once the spell has been altered, it cannot be changed back. Remember, this overriding and control of magic spells only works on dimension based spells - *spells that alter warp space and/or time*, or which *open dimensional portals/provide dimensional travel* - not any other types of spells or magic.

4. Dimensional Travel: The Shifter's most powerful ability is to open a dimensional gateway. For a base cost of *125 P.P.E.*, a Shifter can create a *one-way dimensional portal* permitting only himself and his familiar to pass through it. Each additional person he allows to go through costs him an additional *25 P.P.E.* The portal will remain open for one minute (four melee rounds) at most, and the P.P.E. cost must be paid up front. As many as five people can pass through the Rift every melee round, so long as they don't waste time dawdling. This, however, can become very expensive for the Shifter: 20 people = 125 P.P.E. + 20 people in one minute (at a cost of 25 P.P.E. each) = 600 P.P.E.! The Shifter can*not* designate specific people to go through, so an enterprising stowaway can jump through the portal and thus deny another person passage. This cannot be done to the Shifter unless he is physically restrained and prevented from stepping through the Rift. The Dimensional Travel ability can target the Shifter's home dimension, a random dimension, or a dimension visited by the Shifter at some time in the past.

When targeting a random dimension, the Rift can open anywhere within the resulting dimension. However, portals are drawn to high P.P.E. places like planets rich in P.P.E., so it is exceedingly rare that a random portal will appear in the depths of space or on a completely lifeless planet. However, it could lead to a place like **Rifts® Wormwood™** which is inhospitable and dangerous to humans.

Targeting one's home dimension will create a Rift on a world the Shifter has visited previously, but the portal will open at a random but viable location on that planet. A human Shifter targeting Rifts Earth will not end up in the ocean, but on a landmass, and not in the middle of a desert either. Mid- to high-level Shifters (levels 5-9), can target a specific country or continent, and the highest level Shifters (level 10 and above) can arrive within 50 miles (80 km) of their desired destination. Targeting a world previously visited in another dimension means the Shifter (and any passengers) will arrive at a reasonably hospitable, but random location on the desired planet.

For greater accuracy and for two-way travel, *Dimensional Portal (1000 P.P.E.)* or *Re-Open Gateway* (180 P.P.E., but can only re-open a portal to wherever the Rift went to last) are recommended. The Shifter's sensitivity to dimensional energies is such that the character can perform these two magic spells at *half* the usual P.P.E. cost via a special ritual of meditation known only to Shifters. The ritual takes 1D6x10+15 minutes to perform, but also means a Shifter can open a dimensional portal almost anywhere provided he has sufficient P.P.E. In addition, the ritual enables the Shifter to hold the Rift open for one minute per level of his experience, close it in a heartbeat at will, and manipulate the size of the portal to whatever he wants, from that of a man-sized doorway to 10 feet (3 m) tall and 10 feet (3 m) wide per level of experience.

5. Communication Rift: A Shifter can open a *micro-Rift*, just small enough to send a message or a small animal familiar through. This is typically how a Shifter contacts an Alien Intelligence. The Rift is pretty stable and unless opened on a nexus point, it is no larger than a grapefruit. On a nexus the Shifter is gambling that, **1)** an Alien Intelligence will not gain control and open the Rift further, and, **2)** that natural events such as the ebb and flow of the ley lines do not force the micro-Rift to turn into a full-blown dimensional gateway between the two locations. **P.P.E. Cost:** On or within a half mile (0.8 km) of a nexus point the cost is only 50 P.P.E. On or within a half mile (0.8 km) of a ley line costs the Shifter 100 P.P.E., and anywhere else *away from ley lines* costs 200 P.P.E. **Duration:** One minute (4 melee rounds/60 seconds) per level of the Shifter's experience, and only he can close the connection, though people at the other end can walk away. **Success Ratio:** 20% +5% per level of experience for opening the Rift at the exact location desired. If done as a ritual (which takes 1D6x10+15 minutes longer) a +20% bonus is added to the success ratio. The time to open a Communication Rift without a ritual is 1D4 melee rounds of meditation and concentration. **Note:** If the Communication Rift is a *complete success* (rolls percentile under the success ratio), the Rift transcends space and time to open an unlimited number of miles away to a specific location on the same world, a different world, or another dimension. The Shifter can speak into the opening at his end and be heard at the other as if he were standing there. Likewise, people on the other end can respond with the same clarity and be heard by the Shifter in two-way conversation. Failure, but a roll that is within 20% of the ratio for success, means the Shifter has connected to the right continent, world or dimension, but not the right person, and must dispatch his familiar or a magic message (Magic Pigeon or Distant Voice) through the Rift to deliver his message. Of course, the familiar must return before the micro-Rift closes or it will become trapped in some other place or time. If that happens the Shifter must get a new Communication Rift or true dimensional portal open to connect with the familiar's location. This must be done within 48 hours or that familiar is lost to him and the Shifter suffers the usual consequences for losing a familiar.

6. Dimensional Teleport Home: The Shifter is so attuned to the dimensional nuances that he can *always* find his way home from another dimension, and at the cost of a paltry 75 P.P.E. Unfortunately, his ability to Dimensional Teleport back home only applies to himself, his familiar and whatever gear he can carry. Sorry, no passengers (a full Rift/Dimensional Portal is necessary to take others with him). If the P.P.E. is available, the Shifter can activate this ability and be home in one melee action (about 4 seconds)! The ability to Rift home means the Shifter is often tempted to explore new worlds by stepping through a Rift to god only knows where, because he can almost always get back.

Rifting on the Same World: Although we keep talking about travel from one world or dimensions to a completely different one, the Shifter can open a Rift of any kind to anywhere on the same planet, and for half the usual P.P.E. cost of jumping dimensions. Thus, he can open a Rift in a Chi-Town 'Burb, step through it, and be in Rifts Russia, or Atlantis or anywhere. The only limitation is he must have visited the location in the past, or be linked to the location via a *Communication Rift* before he opens the portal. Typically one appears on a *ley line nexus* near the desired location. Ley line nexus points serve as a sort of cosmic bus stop, only the Shifter (and others with Rifting abilities and magic) can teleport from one nexus "bus stop" to the next. A stone pyramid (see **Rifts® World Book 2: Atlantis**) works the same way and functions as a man-made dimensional bus stop. On a smaller scale, a Shifter can Rift from one location on a ley line to another or any connecting ley lines without ever having been to the exact location. All he has to do is spend the P.P.E., think about going to the middle of the line or the other end, or the next line, and boom, a portal opens and all he has to do is step through.

7. Sense Rifts: Similar to the Ley Line Walker's ability, the Shifter can feel the surge of energy whenever a Rift is within 50 miles (80 km) +20 miles (32 km) per additional level of experience. He can also tell when a new Rift appears along a ley line he is standing on regardless of the distance. When this happens, a Shifter instantly knows the general

direction the Rift is located and whether it is big or small. The Shifter is also able to sense other types of dimensional disturbances such as Teleports and dimensional anomalies that occur within his sensing range. The latter is limited to one half the Shifter's usual range. **Note:** This sensing ability specifically relates to dimensional portals/Rifts and not nexus points and ley lines.

8. Familiar Link: The Shifter can mentally and physically link with an animal native to his own world, or a creature from a Rift/alien animal. Usually, the animal of choice is a small, inconspicuous creature like a weasel, squirrel, bat, bird, cat, dog, wolf, etc., so that it can be used for scouting, spying and reconnaissance. However, larger animals like tigers, lions, and bears can also be used. Insects, intelligent mutant animals, and supernatural creatures can *NOT* be familiars.

Once the link is established the animal obeys every command of the Shifter no matter how wild it once was. The two have now become one, and the familiar is an extension of the Shifter's own senses. What the animal sees, hears and senses, so does the Shifter, and vice versa. Consequently, the familiar makes a great spy, listening to conversations and prowling into areas not easily accessible to its master. This is a very tight-knit relationship that makes the familiar a great friend and ally. **Note:** Although the animal understands and obeys its master, it cannot actually speak to him. They communicate via an empathic and telepathic link in which each feels and understands the other on an emotional level. The Shifter can also pause and focus his thoughts to see through the familiar's eyes, but cannot take any other action while doing so, not even talk to others.

Special Endurance: Both the Shifter and the familiar gain an additional six Hit Points as a result of their mystic connection, and both man and animal are +1 to save vs poison and +1 to save vs mind control and possession. However, if the familiar is hurt, the Shifter feels its pain as if it were his own, and vice versa. If the animal is killed, the Shifter *permanently loses 10 Hit Points* (the six from the link and four additional). There is also a 01-50% chance that the Shifter will suffer shock from the ordeal and lapse into a coma for 1D6 hours. The character cannot link to another familiar for at least one year after losing his original animal.

9. Summoning: Arguably, the Shifter's real power lays in his ability to communicate with and manipulate inhuman creatures, most notably demons, Deevils, Daemonix, Gargoyles, Brodkil, undead and other supernatural beings. The summoning mage will find it easiest if he shares a similar evil or Anarchist alignment, because he and the malignant creature he calls forth will have a better understanding of one another and share a certain moral kinship. This commonality should help them accept each other and work together.

It is second nature for a Shifter to call forth a demon or monster from a Rift and have it do his bidding. This is where having an understanding of such creatures, how they think, what they desire, what they enjoy, their special skills, and so on, is of great importance. This knowledge lets the Shifter summon creatures that should enjoy the mission he has in mind for them, and demons are always more cooperative if the job appeals to their evil nature. These supernatural "agents" may be called upon for one-shot missions on an as needed basis, *or* the Shifter may develop a relationship with certain ones he keeps on staff - his retinue of evil minions and demonic henchmen. The more wicked and ruthless the Shifter, the more his supernatural minions are likely to be loyal to him, especially if he allows them to engage in their own evil acts and vent their dark emotions. This is why the most evil and maniacal Shifters give all Shifters a frightful and loathsome reputation.

A battle of wills. This summoning is accomplished through the use of the Communication Rift in which the Shifter probes dimensions until he makes contact with a *lesser* supernatural being.

Round One: Once contact is made, the Shifter can attempt to initiate a battle of the wills. To save versus submission, the summoned being must roll above the Shifter's M.A. attribute (Mental Affinity) three out of five tries. Rolls are made on a 20-sided die (1D20) and M.E. attribute bonuses and bonuses to save vs mind control are added to the creature's roll to save. The higher the Shifter's M.A., the more difficult it is to save. Shifters with an M.A. of 20 or higher will usually have an easy time winning the battle of wills when the supernatural being is initially summoned. However, there are additional tests of dominance in which an extremely high M.A. may not help. **Note:** A natural, unmodified roll of 20 is *always a winning roll* even if the Shifter has an M.A. of 20 or higher. If it fails to save, the creature will be totally subservient to the Shifter, obeying all commands except to reveal its true name or to commit suicide.

If the creature saves vs submission it does not become subservient and is agitated and hostile, and, thanks to the Communication Rift, able to use the tiny portal to Dimensional Teleport to the Shifter's location, even if the creature does not normally possess dimension spanning abilities. The only way to stop this from happening is to close the Rift before the creature uses it as a one way portal to the Shifter. As a rule, the foul being will indicate its anger first, tipping off the Shifter to end the conversation and close the Rift before the creature realizes it. If the creature makes its move first, it appears right in front of him. If both decide to act at about the same time, both roll *initiative*; high roll wins. If that's the demon, then the creature appears a split second before the Rift is closed.

What happens next will depend on the creature and the Shifter. Most other-dimensional beings are glad to be in the "world of man" and will make a dash for the first door or window, especially if they think the Shifter could be a dangerous opponent. In this case, the goal is to get away and have fun in the world outside.

Round Two: If the creature thinks it is stronger than the Shifter it is likely to attack. Aggression and violence may be born from anger toward the Shifter for trying to enslave it, or because it wants to take what belongs to the Shifter (money, magic, etc.) before moving on. Or the creature may not want a witness to its arrival (typically true of the more deceitful, cunning and powerful beings, especially if a greater supernatural being is accidentally contacted). And sometimes it attacks just because it is hungry. Again, if the Shifter proves to be too tough for it, the monster is will give up its attack and flee into the world. However, a physical battle offers another chance to seize control of the creature.

If the Shifter overpowers the monster, beating it in combat with magic, cunning, trickery or physical superiority, the mage is in a position to bargain - offering to spare its life if it agrees to serve as his servant/henchman for a period of time. The time period can be days, weeks, months, years, or until a particular task is accomplished or even until some event happens. These last two are the best options for two reasons: **1)** This doesn't sound like a long time to the alien being (10 weeks or 5 years, that's a long time; "until the Sword of Eternity is delivered to me," is what ... an afternoon, a week, no problem). **2)** Most supernatural beings are cocky and assume they can accomplish whatever the task or condition is quickly, only to find themselves stuck in servitude for years, even decades. Similarly, the Shifter may request a difficult or deadly favor of the monster in exchange for its own life. Demons and most supernatural beings are used to being bullied, so the Shifter demanding a quick answer or else he'll deliver the death blow by the count of three, is pretty much what these violent creatures are used to, and so the monster will make a quick decision. As you might guess, life is preferable to death, so the demon or monster usually agrees to the Shifter's terms. To seal the deal requires a simple pact, which requires the supernatural being to sign its mark in its own blood. A simple "X" or "yes" drawn in its blood will suffice, and it can be written on paper, on the floor, a wall, tabletop, or the Shifter's own skin. Once the deal is "signed" the mark can be kept, washed away or destroyed, but the creature is still obligated to satisfy the conditions of the deal.

Note: Many Shifters deliberately let a supernatural being or lesser creature of magic come through the Rift and then pretend to be afraid or weak so that it does attack him - the creature must be the attacker for

the *simple pact*, above, to apply, otherwise it is a victim of a big, bad sorcerer and any deal it makes as a "victim" doesn't count. As the aggressor, the creature is the one in the wrong and if defeated and given a choice of life or death, a simple pact can be made. Also note that this applies only to the circumstances as described here. Besting a demon or monster under different conditions and offering a deal is not a binding pact. A duel or challenge of combat and the implication that the demon fears a mere human will also have the same effect, provided the Shifter lets the demon strike first and, ideally, draw first blood before he turns the tables and defeats it.

Limitations & Conditions of Simple Pacts of Servitude:

A) The shorter the time the monster must serve the Shifter, the better; under a year, under six months is even better. This way the creature doesn't have time to get bored or, worse, learn to despise its Shifter "master." On the other hand, a Shifter who caters to his monster's base desires and instincts might make a lasting friendship, especially if the two have the same alignment. When it is time to let the creature go, it may choose to stay at his side as a willing henchman, second-in-command, or a partner.

B) One lesser supernatural being or demon can be controlled by the Shifter's Battle of Wills at level 1, plus one additional at levels 3, 5, 7, 9, 11, 13, and 15. Two sub-demons or imp-like minor creatures, Poltergeists or Haunting Entities count as one lesser being, while one Greater Demon or undead counts as two lesser beings. The Shifter can summon and attempt to control more demons via a Battle of Wills, but they have a good chance of defying his influence. Of course, even more creatures can be controlled by getting them to sign a pact with the Shifter. If it defies his influence the creature may do one of the following:

01-25% Return to its home dimension.

26-50% Run off into the world to do as it pleases.

51-75% Pretend to be under the Shifter's thrall, but secretly plan to betray, sabotage and harm him.

76-00% Attack and try to kill him on the spot.

Note: There is a chance (G.M.'s option) that the creature retains its independent will, but likes what the Shifter has in mind and agrees to go along with the plan of its own free will. In many cases, the creature does not let on to the Shifter that it is a *willing* participant and can quit or strike at any time. If the supernatural fiend enjoys the Shifter's machinations and is treated with respect or given missions it loves to do (like killing), it may stay on indefinitely. If there is a problem with this, it is that the demonic thing might refuse to leave when the Shifter tells it to, and may demand that the Shifter continue to provide it with fun and games.

C) Keep the number of demonic minions under five (including those gained through the signing of a pact), two or three is better still. Demons and most supernatural beings are vindictive, aggressive and competitive by nature. Furthermore, they are used to a hierarchy that is maintained by brute force and intimidation. If there are more than one there will be friction between them. This can be minimized by giving them titles or ranks, and specific jobs. For example, Gronk is designated as the Shifter's "right-hand man" or "servant number one," and the others are told they are to obey him or else. Shem is told he is the team's scout and enforcer who is to seek out the Shifter's enemies and slay them, as well as defend him and the hideout at all costs. The importance and prestige of this job is impressed upon the demon. Likewise, all the others are given similar prestigious positions and told how important they are to the Shifter. As good as this may sound, over time, favoritism and jealousy will develop and discontent may lead one or more of the underlings to betray or cheat their Shifter master. They may also attack or flee at the first sign of weakness on his part. Powerful and arrogant (and foolish) Shifters frequently press their luck by keeping 6-12 monsters. Then when something goes wrong, they seem surprised. Only lucky and fast thinking Shifters can survive this kind of mistake.

D) The new guy should always be at the *bottom* of the hierarchy, otherwise the others will feel slighted and betrayed, which can only lead to trouble and violence.

E) Never mix natural enemies or rivals like Demons and Deevils, it can only lead to constant strife and bloodshed.

F) Other creatures like the Black Faerie, Witchlings, Brodkil, and many others may be enticed to work for or serve a Shifter for the promise of revenge, power, wealth or a coveted magic item. They are also vulnerable to blackmail, intimidation, trickery, flattery and power, any of which should convince them to serve or partner up with a Shifter. Most, after all, are impressed by power. However, unlike supernatural beings bound by a simple pact, they can break their promise at any time, for any reason, and may also be a disruptive force among those bound by a pact.

G) Never show weakness. NEVER!

10. Magic Bonuses: +4 to save vs Horror Factor at level one and +1 to H.F. at levels 2, 5, 9, 11 and 15. +1 to save vs magic at levels 3, 7, 10 and 13. +1 to Spell Strength (the number others must save against when you cast a spell) at levels 4, 7, 10, and 13. +3 to save vs possession and mind control at level one and an additional +1 to save at levels 5, 10, and 15.

11. P.P.E.: The Shifter is a living battery of mystic energy. **Permanent Base P.P.E.:** 2D6x10+10 plus P.E. attribute number. Add 2D6 P.P.E. per additional level of experience.

Supplemental P.P.E.: Of course the Shifter can draw additional P.P.E. from ley lines, nexus points, his demons, blood sacrifices and other willing participants. Also see #12, Link to the Supernatural.

P.P.E. Recovery: For the Shifter, spent P.P.E. recovers at a rate of five points per hour of sleep or rest. Meditation restores P.P.E. at 10 per hour of meditation and is equal to one hour of sleep for this character when it comes to recovery from fatigue and physical rest.

12. Link to the Supernatural (*optional*): Shifters seeking the fast path to power may link themselves to a supernatural force to get it. This is especially true of Anarchist and evil Shifters. The supernatural being is usually a Demon Lord, god or Alien Intelligence seeking to establish a foothold in the reality where the Shifter exists. They can gain that foothold by joining a fraction of their own life essence to that of the Shifter. To make this happen, the Shifter opens a small Rift and seeks out a supernatural ally. After a period of negotiation, the Shifter makes a deal and opens himself to the being to establish the link.

Most times the Shifter must perform one or two tasks for his newfound patron to cement the deal. This can be anything from sacrificing a life to recruiting new members for the being to establish additional links and stronger ties to the world. Most Shifters are impatient and rush to find such an inhuman ally, blindly accepting the first or second one they find. More often than not, it's an evil force with designs for power that brings chaos and mayhem to the world. If the character is lucky, he will contact a benevolent being who is not bent on world domination or destruction. These creatures of goodness and light seek to help humanity and see the Shifter as an ally rather than a pawn. Below is a list of beings, both good and evil, and the benefits they provide from a link with the supernatural. Though this union of mortal and immortal is similar to that of the Witch, the powers bestowed are not as great nor the link as strong as those born through the dark magic of *Witchery*. (See **Rifts® Dark Conversions** for information on Witchery and Witches.)

Demons: Only Demon Lords or their equivalent can create a link with a Shifter. They always have evil designs and try to convince the Shifter to actually make a pact, rather than just a simple link. However, most demons will accept a link, knowing over the course of time they can influence the Shifter to execute their own diabolical plans. **Note:** See **Rifts® Chaos Earth™ Sourcebook: Creatures of Chaos™** for a host of additional demons suitable for **Rifts®.**

Only an Anarchist or evil character will knowingly accept a link with a Demon Lord. Some Demon Lords, however, disguise themselves and only reveal their true identity *after* the link is established and

it's too late. Demons always demand some type of blood sacrifice from the Shifter to prove himself. The agenda of most Demon Lords is to create chaos and discord in the Shifter's world, but may also include thwarting a (good) rival or establishing worshipers.

Bonuses & Minion: +1D6x10 to P.P.E., +1D4x10 S.D.C., +3 to save vs Horror Factor, +1 to Spell Strength, and +1 to save vs magic.

Once per 24 hours the Shifter can also summon a Lesser Demon. The demon will obey the commands of the Shifter and stay by his side for one hour per level of the sorcerer's experience. An alternative is the demon can be sent on a simple mission lasting no longer than one day per level of the Shifter's experience. During this time the Shifter can summon no other demons until the initial one returns or is reported dead by the Demon Lord (which is not a good thing). If the Lesser Demon is slain while in the service of the Shifter, the Demon Lord will complain (even though he or she could care less), and forbid any new Lesser Demons from assisting the Shifter for at least 1D6 weeks. The only exception is if the Shifter's escapades further the Demon Lord's own, or the Demon Lord finds the Shifter's scheme to be amusing or bringing him into the demon's fold of pawns and minions.

Penalty: Once the link has been established for a year, the Demon Lord gains sufficient power over the Shifter, and it can punish him/her at will once a week as per the Agony spell. This is used sparingly and only when the Shifter tries to openly defy the will of his supernatural benefactor.

Gods of Darkness: Shifters choosing to form a link with a god of darkness will be expected to cease any close association with angels and supernatural beings of light and goodness unless it is to trick, deceive, enslave and destroy them. The evil god expects the Shifter to engage in acts of selfishness, evil and chaos. If the Shifter complies and proves to be morally ambiguous or outright evil (read as Anarchist and any evil alignments), he will be rewarded.

Bonuses: +1D4x10 S.D.C., +1D6x10+20 P.P.E., the ability to Animate and Control Dead as per the spell, three times per day, +2 to save vs magic and Horror Factor. These apply at level one.

Once the Shifter has proven himself to be a suitable agent of evil or chaos (usually by level three), he is granted the following: +6 to P.S. or P.P. (if P.S. is selected, it becomes *Supernatural*), +2 to all saving throws, and most importantly, the Shifter is given one demonic or monstrous minion/slave to serve him for the rest of his life! This servant may be one of the dark god's personal minions or a Lesser Demon or other evil supernatural being or monster. Whatever it is, it will always be the equivalent of a Lesser Demon in power and stature, never a Greater Demon and never one of the undead. (See **Rifts® Conversion Book Three: Dark Conversions** for a host of different supernatural and evil creatures, also see **Rifts® Chaos Earth™ Sourcebook: Creatures of Chaos™** for a range of new demons suitable for use in **Rifts®**, as well as **Rifts® Atlantis**, **China One** and **Mystic Russia.**)

Penalties & Negatives: Evil Gods of Darkness will want to send "their" Shifter on errands that serve their own agendas. This may be something as simple as delivering a message or an item, to retrieving an ancient artifact and delivering it to one of their other henchmen, as well as killing or undermining rivals and enemies, but many are content if the Shifter is just a bad guy and gives the dark god(s) who have helped empower and inspire him their due (i.e., talks about them in a positive and appreciative light).

Warrior God: Includes the Aztec, Norse, Celtic, Greek, and Roman pantheons, among others. These gods usually only link to Shifters who are in good physical condition, aggressive, combative and have a warrior's spirit. Warrior pantheons may test the Shifter in combat to see if he is worthy, looking to see if the character displays endurance, courage, honor, and cunning. The Shifter does not necessarily have to win or succeed at the test, just display these traits. Of course it also depends on the god, some just might want to see cunning and trickery.

Bonuses: +1D6x10+30 S.D.C., +5D6+6 P.P.E., +2 on all saving throws and 1D4+1 new spells selected from levels 2-5. The Shifter also instinctively knows one additional ancient W.P. skill, and will find he has the Hand to Hand: Martial Arts skill (may improve an existing skill).

Penalties: Warrior Gods expect the Shifter to be bold and aggressive, frequently challenging himself in contests against other opponents, be they mortal or monsters. In the alternative, he can be a conqueror in business, magic or something else, or someone who champions causes. If he is not this, the Warrior God will revoke all bonuses.

Gods of Magic: These are deities and pantheons that focus on magic, learning, logic and intellect, including the Egyptian and Babylonian gods, among others. Some may pose riddles, or complex problems for a Shifter to overcome before agreeing to a link and bestowing him with power. It all depends on the god in question. Most elect to test the Shifter in some way or hold back until he proves himself worthy.

Bonuses: +2D6 S.D.C., +1D6x10+40 to P.P.E., +1 to save vs magic, +3 to save vs possession, and the choice of eight spells selected from levels 3-13, or at the Game Master's discretion it can be eight spells from a less common branch of magic, such as Bone Magic, or Temporal Magic, Nature Magic, Ocean Magic, etc. If the Shifter proves worthy, at levels four and eight he will be granted a +1 to Spell Strength in addition to his own O.C.C. bonuses.

Penalty: The enemies of these gods will view the Shifter as one of their minions, even if the character has said or done nothing on their behalf, and may send their own henchmen and trouble to torment them.

Nature Spirits/Deities: Many cultures, from Native Americans to Druids and the Chinese, worship or acknowledge Nature Spirits or gods of nature. These are deities who hold sway over animal life or various aspects of nature and the elements. Some are good, others Anarchist, and some are evil. Ones who link with a Shifter may expect him to further their agenda or do favors, or let the Shifter live as he will, provided the Shifter always honors and respects wildlife and nature, and never engages in the destruction of either for sport or pleasure (killing for food is another story, and quite acceptable).

Bonuses: +4D6+6 to P.P.E., his choice of a total of 1D4+1 new spells selected from levels one through four, and the ability to transform into an animal. Animal types are limited to one of the following: wolf, coyote, mountain lion/puma, deer/antelope, or horse. He can transform four times per day for as long as one hour per level of experience. The Shifter retains his knowledge, memories and ability to speak when in animal form, as well as possessing all of the animal's natural abilities. Plus he gets a bonus of +6D6+12 to S.D.C., +1 on initiative, +1 to strike, +2 to dodge, and +4 to save vs mind control and possession, but only while in animal form.

Bonus Skills in Human and Animal Form: Dowsing, Identify Fruits & Plants, Land Navigation, Swimming and Track Animals, all at 75%.

Penalty: Cannot cast spells in animal form. Over time, the character develops an appreciation for animals and the outdoors, and grows to prefer it to city life. May develop a slight aversion to technology, preferring magic and natural things over bionics, machines, guns and synthetics.

Shifter O.C.C. Stats

Alignment: Typically Shifters start out as Unprincipled or Anarchist, but can be any alignment. Shifters who link with the supernatural will find that over time, however, their alignments slip to evil, sometimes becoming evil very rapidly.

Attribute Requirements: I.Q. and M.E. of 12 or higher.

Racial Requirement: None.

O.C.C. Skills:

Language: Native Tongue at 98%.

Language: Other: Two of choice (+15%).

Literacy: Native Language (+30%)

Literacy: Other: One of choice (+20%).

Astronomy (+20%)

Mathematics: Basic (+15%)

Lore: Demons & Monsters (+20%)

Lore: Dimensions (+20%; Special): The study of various dimensions. Those knowledgeable in this skill will have studied several different dimensions and will know such things as Hades is the home to demons and what demons live there, Wormwood is referred to as the Living Planet, and Phase World resides in the Three Galaxies where the Naruni and Splugorth are known to trade, among other odd tidbits as they relate to various dimensions. Extremely alien dimensions may impose anywhere from a -15% to -50% skill penalty, while places the character has personally visited on three or more occasions provide a +15% skill bonus. **Base Skill:** 15% +5% per level of experience.

Lore: Faerie (+15%)

Lore: Magic (+15%)

Land Navigation (+10%)

Wilderness Survival (+5%)

Hand to Hand: Basic: can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill, or Martial Arts or Assassin (if Anarchist or evil alignment) for the cost of two skills.

O.C.C. Related Skills: Select six other skills at level one, +2 additional at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%, and +10% on Languages and Public Speaking), except Laser Communications, Optic Systems, Sensory Equipment, Surveillance, and TV/Video.

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic only.

Espionage: Intelligence only (+5%).

Horsemanship: General and Exotic Animals only.

Mechanical: None.

Medical: First Aid, Holistic Medicine, or Paramedic only (+5%).

Military: None.

Physical: Any, except Acrobatics, Boxing, Gymnastics, or Wrestling.

Pilot: Any except aircraft, robots, power armor or military.

Pilot Related: Any.

Rogue: Any (+2%).

Science: Any (+5%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Two from the Secondary Skills List in the Skill Section at levels 1, 3, 6, 9, and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C. body armor (seldom wears heavy armor, because it reduces one's speed and mobility by half), knapsack, backpack, 1D4 small sacks, one large sack, pocket mirror, small silver cross, large wood cross, 2D4 cloves of garlic, six wooden stakes and a mallet (for vampires and other practical applications), salt, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, pocket laser distancer, pocket digital disc recorder/player for recording his observations, and a hand-held computer if proficient with computer operation. Often wears hooded robes and dark clothing.

Weapons include a survival knife (1D4 S.D.C.), hand axe (2D4 S.D.C.), submachine-gun (loaded with silver bullets or other special rounds), energy rifle, and 1D4+2 extra clips of ammunition/E-Clips. Plus, a javelin-like iron rod sharpened at on end. The rod generally measures about three feet (0.9 m) long for easy carrying and is used to dispel certain magic illusions and monsters.

The vehicle of choice is often a motorcycle, hovercycle or horse. The vehicle is often small, inexpensive and easily replaced in case it is destroyed by a creature from a Rift or left behind when exploring a Rift/Rifting home.

Money: Starts with 1D6x1000 in credits and 2D6x1000 in Black Market items. Clever Shifters can make considerably more money quickly, especially if they are clever about using the abilities of their inhuman servants.

Cybernetics: Starts with none and will avoid getting them like the plague. With the exception of Bio-Systems, cybernetics and bionics interfere with magic, and in the case of the Shifter, make him appear weak to his demonic henchmen, most of whom insist the machines of men are for weaklings.

Note: Shifting is generally considered one of the *dark magicks* and is outlawed in some places, and feared and shunned but accepted at many others. The Coalition States feels that Shifters (as well as Necromancers and Witches) are horrific monsters to be feared and destroyed on sight.

Related O.C.C.s: Old and outdated "revised" versions of the Shifter can be found in **Rifts® Dark Conversions™** and **Rifts® Dimension Book 7: Megaverse® Builder™.** However, the *Megaverse® Builder* offers a large selection of unusual alien familiars for the Shifter as well as in-depth info on dimensional travel, creating dimensions, and additional supernatural forces a Shifter can link to.

Techno-Wizard O.C.C.

By Kevin Siembieda & Carmen Bellaire

The Techno-Wizard (TW) is the most unconventional of the magic Occupational Character Classes. They are men of magic who have learned to combine magic with technology. Although the Techno-Wizard can cast spells and read scrolls, the focus of their magic is the creation of magic devices. The mage has learned to direct his potential psychic energies into machines, enabling those devices to do strange and magical things that seem to defy known science.

Many of these devices seem to only emulate existing magic and psionic abilities, however, they offer several advantages. One advantage is that unlike a spell that can only be spun by a person knowledgeable in magic, or a psionic power that can only be utilized by the psychic who possesses it, many devices created and empowered by Techno-Wizardry can be used by anyone who has sufficient psychic or magic energy (P.P.E. or I.S.P.). This means a fellow practitioner of magic or a psychic can use a Techno-Wizard's machine.

Another advantage is that people who are not psychic or mystically oriented can *NOT* operate the device at all. Sort of a built-in safety feature that keeps the item out of the hands of ordinary people. **For Example:** Somebody who is not a mage or psychic cannot fly a Wing Board or operate a TK-Machine-Gun. In fact, to a normal person, the devices seem like worthless junk without any apparent power source or functioning internal workings. They do not realize that the operator of the device himself is the power source! Techno-Wizards have taken the concept of a practitioner of magic being a *living battery* of Potential Psychic Energy (P.P.E.) to its logical conclusion (or so it seems to them). Thus, they create devices that are powered by the individual user's own energy and directed by the person's thoughts and willpower. The need for other energy sources is greatly reduced (not quite completely eliminated).

A third advantage to using P.P.E. as a means to power devices is that they are non-polluting, non-toxic, odorless (except to Psi-Stalkers, Dog Boys, and supernatural creatures), and have no known ill effects on human life.

A fourth advantage is that the devices are usually easy to conceal and do not often appear to be magical. Whenever the device is not in

JUBISCH

use, it does not radiate magic, because it is not currently empowered by magic. It probably also appears to be nothing more than a construct of machine parts, gems, wires and chewing gum.

Techno-Wizard O.C.C. Psionic Powers

1. The Techno-Wizard Has the Following Psionic Powers: Machine Ghost (12), Mind Block (4), Object Read (6), Speed Reading (2), Telemechanics (10), and Total Recall (2).

2. I.S.P. Base: Roll 4D6 plus the character's M.E. number to determine the base Inner Strength Points. The Techno-Wizard is considered a Minor Psychic so he or she receives another 1D4+1 I.S.P. per each additional level of experience.

3. Saving Throw Versus Psionic Attack: As a Minor Psychic, the character needs a 12 or higher to save vs psionics.

Techno-Wizard O.C.C. Magic Powers

1. Initial Spell Knowledge & Spell Casting: In addition to his Techno-Wizardry powers, the character has a solid understanding of spell magic and how to tap into ley lines and nexus points for additional P.P.E. Starts with the following spells: Armor of Ithan (10), Blinding Flash (1), Breathe Without Air (5), Call Lightning (15), Cloak of Darkness (6), Deflect (10), Electric Arc (8), Energy Bolt (5), Energy Field (10), Fire Ball (10), Fire Bolt (7), Fuel Flame (5), Fly (15), Forcebonds (25), Globe of Daylight (2), Ignite Fire (6), Impervious to Energy (20), Impervious to Fire (5), Magic Net (7), Magic Shield (6), See the Invisible (4), Sense Magic (4), Shadow Meld (10), Superhuman Strength (10) and Telekinesis (8).

Note: Other spells can be used to create other devices. For Example: Invisibility: Superior can be used to create a vehicle or suit of armor that can turn invisible.

Spell Casting. The Techno-Wizard is *not* the master of spell magic the Ley Line Walker and Shifter are, but is still pretty capable. It is not a lack of understanding in magic that limits the Techno-Wizard's spell casting abilities, but his orientation. That orientation is magic used in conjunction with machines. Consequently, his spell casting abilities are not the same as other spell casters. Instead of spell casting with a mere word and a gesture, the Techno-Wizard needs an appropriate mechanical device through which to concentrate his thoughts and focus his spell. For Example: If a Ley Line Walker needs to cast a simple *Fire Bolt* spell, all that is required is speaking a few words and pointing at his target. For the machine oriented Techno-Wizard, he needs a device as his *delivery system*. That device could be a C-18 Laser Pistol or an ordinary revolver, or one of his own, weird devices. He points his pistol at the target, whispers a few words and his Fire Bolt spell erupts from the pistol. Later he could use the same pistol to fire its normal laser beam (or bullet or whatever) again. Using a *piece of technology* as his spell focus does not harm the object in any way, it simply becomes the temporary conduit through which he channels his focus and energy. Once the spell has ended, the device is as non-magical as it was before casting the spell. Only full Techno-Wizardry conversion permanently adds magical capabilities to a device. *See Techno-Wizardry Construction.* **Note:** The Techno-Wizard cannot fire the pistol (laser or bullet) *and* a magic spell at the same time, it has to be one or the other.

What the device is, and how it functions, also makes a difference. To fire the Fire Bolt he needed a mechanism like a gun because it was a logical energy (or bullet) firing machine to begin with. It shoots, so it can fire his magic spell. Get the idea? So if the Techno-Wizard wanted to cast *See the Invisible*, he could NOT use a gun, because it doesn't make sense. He would need some type of binoculars, goggles, glasses or optic system to focus his spell through for him to See the Invisible with the item.

All Techno-Wizard spells must be cast in this manner, failure to do so means suffering the spell casting penalty for not having an appropriate focus. **Spell Casting Penalty:** All spell ranges, durations, M.D.C./S.D.C. and damage are *reduced by half* when cast through traditional words and gestures, rather than refocused through a mechanical device.

2. Learning New Spells: A Techno-Wizard is primarily interested in energy spells needed to create and power mystic devices. The mage spends much of his time building and tinkering with new devices rather than seeking out new spells. Additional spells and rituals of any magic level can be learned and or purchased at any time regardless of the Techno-Wizard's experience level (See the *Pursuit of Magic* in the Spell Section). After energy spells, interest will be in *physical manipulation* that can be applied to devices, such as Invisibility: Simple, Invincible Armor, Teleport: Lesser, Mystic Portal and related spells. The character is not usually interested in other areas of magic and *never* acquires summoning or circle magic.

3. P.P.E.: Like all men of magic, the Techno-Wizard is a living battery of mystic energy and draws on his inner power to create magic. **Permanent Base P.P.E.:** 3D4x10, in addition to the P.E. attribute number. Add 2D6 P.P.E. per each additional level of experience. Of course, the mage can also draw P.P.E. from ley lines, nexus points, and other people whenever available. **P.P.E. Recovery:** For the Techno-Wizards, spent P.P.E. recovers at a rate of four points per hour of sleep or rest. Meditation restores P.P.E. at 8 per hour of meditation and is equal to one hour of sleep for this character when it comes to recovery from fatigue and physical rest.

4. Ley Line Piloting: Techno-Wizards enjoy a sort of intuitive skill knowledge and ability to pilot any TW vehicle designed to go along ley lines with astounding skill, even if they normally have no piloting skill whatsoever. For Example: A Techno-Wizard without a Pilot Airplane skill can pilot a TK-Flyer or Wing Board like a pro, but he wouldn't even consider flying an ordinary airplane. This natural aptitude with "ley line vehicles" (TW vehicles designed to fly along ley lines) comes from the Techno-Wizard's link to TW devices and magic energy. **Techno-Wizard Base Piloting Skill:** Applies to all ley line guided vehicles: 74% +2% per level of experience. All other mages, Ley Line Walkers and psychics must have the appropriate piloting skill for that type of vehicle or they can *NOT* operate the TW version (e.g., needs Pilot Airplane to fly a plane-like TW vehicle, Pilot Automobile to drive a TW car, etc.). Wing Boards are the only exception, anybody can fly one with a little practice (74% +2% per level of experience). Only the Ley Line Walker with his affinity with ley lines gets a +10% bonus to pilot a TW ley line vehicle.

5. Magic Bonuses: +2 to save vs Horror Factor, +2 to save vs possession and mind control, +1 to save vs magic at levels 3, 7, 10 and 13, +1 to Spell Strength (the number others must save against when you cast a spell) at levels 4, 8, and 12. +3 on Perception Rolls that involve magic or machines or their combination.

Techno-Wizard O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 12, M.E. 12 or higher. A high P.E. and P.P. are also suggested but are not mandatory.

Racial Requirement: None, although only about 20% are D-Bees. This is due in part to the fact that Techno-Wizardry is a new mystic art that originates in North America and was first developed by humans.

O.C.C. Skills:

Literacy in Native Language (+10%).

Language: Native Tongue at 98%.

Language: Other: Two of choice (+15%).

Radio: Basic (+10%)

Computer Operation (+5%)

Computer Programming (+5%)

Computer Repair (+10%)

Basic Electronics (+15%)

Mechanical Engineer (+20%)

Techno-Wizardry Construction (+10%; *Special*): This is the in-depth knowledge of how to combine magic with machines in order to construct Techno-Wizard devices. While the character can always cast spells, getting those spells to integrate properly into a new TW device is another thing altogether. This skill can also be used to analyze a TW device created by another mage and to duplicate its plans for reconstruction. **Note:** Truly alien machines and magic devices will incur a -40% penalty to analyze, repair or rebuild. **Base Skill:** 70% +2% per level of experience.

Sensory Equipment (+10%)

Math: Basic (+20%)

Land Navigation (+5%)

Pilot: Two of choice (+5%).

W.P. Knife or Sword (pick one)

W.P. Energy Pistol or Energy Rifle (pick one)

Hand to Hand combat can be selected as an *O.C.C. Related Skill* as follows: Basic counts as one skill selection, Expert as two, Martial Arts three, or Assassin (if evil) four.

O.C.C. Related Skills: Select two Electrical or Mechanical skills and five other skills. Plus select two additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%; +10% to radio and sensor based skills).

Cowboy: None.

Domestic: Any.

Electrical: Any (+10%).

Espionage: None.

Horsemanship: General only.

Mechanical: Any (+10%).

Medical: First Aid only.

Military: Any.

Physical: Any, except Acrobatics, Boxing and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any (+5%).

Rogue: Any (+5% to Computer Hacking only).

Science: Any (+10%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Five skills from the Secondary Skills List in the Skills Section, plus one additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Work overalls, set of nice clothes, pilot style jumpsuit, tinted goggles, sunglasses, multi-optics band, magnifying glass, pocket flashlight, large flashlight, six signal flares, mini-tool kit, knapsack, backpack, 1D4 small sacks, one large sack, pocket mirror, silver cross, six wooden stakes and mallet (for vampires and other practical applications), canteen, binoculars, air filter and gas mask, pocket laser distancer, pocket digital disc recorder/player for recording his observations, and a hand-held computer. **Note:** Favorite clothing is Pre-Rifts aviator uniforms, flight jackets, jumpsuits, headgear, goggles, boots, etc. Currently considered to be high fashion among Techno-Wizards.

Light M.D.C. body armor (35 M.D.C. main body) with two special magic features of player's choice, excluding Invisibility and Impervious to Energy. Weapons will include a survival knife, Swiss Army pocket knife (with small blade [1D4 S.D.C. damage], file, screwdriver, can opener, and pick), magic energy converted energy rifle and energy pistol plus 1D4 conventional E-Clips.

Starts with the following TW vehicles: One Wing Board or Tree Trimmer. One magic energy converted ground vehicle of choice with one additional magic feature, excluding Invisibility and Impervious to Energy. Favorite types of vehicle tend to be souped-up motorcycles, dune buggies, and hover vehicles.

Money: The Techno-Wizard starts with 1D6x100 in credits, 1D6x1000 in Black Market items and 2D4x1000 in quartz crystals and gems; everything has been spent on equipment.

Cybernetics: Starts with none and will avoid getting cybernetics except for medical reasons.

Related O.C.C.s: Ninja Techno-Wizard can be found in **Rifts® World Book 8: Japan,** but additional TW items can be found in many Rifts titles, some of the most notable include **Rifts® World Book 1: Vampire Kingdoms™, Rifts® World Book 14: New West™, Rifts® World Book 16: Federation of Magic™, Rifts® Book of Magic, Rifts® Coalition Wars: Siege on Tolkeen 1: Chapter One,** and **Rifts® Merc Ops.** HOWEVER, the **Rifts® Book of Magic** contains the TW weapons (and a whole lot more) from ALL World Books numbers 1-23 and Sourcebooks 1-4.

Techno-Wizardry Construction Rules

Construction rules by Carmen Bellaire and Shawn Therrien

– Based on and inspired by the original concepts, character and TW devices by *Kevin Siembieda.*

The true power of Techno-Wizardry is taking the *twin sciences of magic and technology* and fusing them into something different and unique. Magic and science working together, symbiotically, each supporting and improving upon the other to create something that defies convention.

Any number of modifications to technology can be made, especially because magic can circumvent physics. You might use the spell *Impervious to Fire* to prevent overheating, or an *Energy Bolt* spell to power a laptop computer, or *Carpet of Adhesion* to give you more traction than tires could possibly afford. A Techno-Wizard might build an engine based on conventional concepts, but add in spells like *Superhuman Strength* to grant a 4-cylinder engine the power of an 8-cylinder engine when activated, or *Superhuman Speed* to increase the vehicle's overall speed and performance.

It's called *Techno-Wizardry* for a reason. And that reason is the blending of magic and tech – that means the "Wizard" needs engineering and mechanical skills to build and make his devices work. Having the appropriate skills gives the Techno-Wizard a working knowledge of how things should work, why they work the way they do, and why they won't work if you move things around haphazardly. It is then the Techno-Wizard's job to figure out how to augment aspects of technology without throwing the technology completely out of whack.

Also remember that Techno-Wizardry is powered by P.P.E. (or I.S.P.), not electricity or normal energy. To have Techno-Wizard functions always active, you'll need to keep feeding that function energy, or have a P.P.E. Battery onboard. One common tactic is to minimize the Techno-Wizard effects, but leave an option to increase their effects if needed. Say you have an automobile with *Carpet of Adhesion* on the tires. If you were 5th level, this would last 50 melee rounds, or 12.5 minutes. Unfortunately, at full power, it's enough to act as a braking system! So the Game Master may allow you to tone it down to 1/10th normal strength, and increase the duration by 10 times, giving it effectively sticky tires and incredible traction, but with a total duration of over two hours - 125 minutes!

Building Techno-Wizard Devices

The guidelines provide insight into the process of linking spells and technology through Techno-Wizardry. This is by no means the end-all or be-all of Techno-Wizardry, though this does cover more than 95% of the TW devices you may want to build. These rules have been tested and should produce well-balanced Techno-Wizard devices without the guesswork, and reverse engineer Techno-Wizard devices already found in various sourcebooks that lack creation stats. As always, these are only guidelines, and there are many steps that do still require a judgment call on the part of the player or Game Master.

The **Lexicon of Techno-Wizardry** provides additional explanations, information and details about specific terms and processes.

Game Designer's Note: Personally, I think I would have tried to come up with something a little simpler. However, based on the multitude of fan comments, suggestions, pleas and requests sent to Palladium, it seems many fans want rules like those in the pages to follow. With my time being limited and our deadline so tight, I decided to bring in one of the most passionate cheerleaders for putting TW rules into **Rifts® Ultimate Edition**, Carmen Bellaire, to work on them. Wayne Smith mentioned a nice article on optional *TW Creation Rules* that appeared in **The Rifter #21** by *Shawn Therrien*. Carmen liked them too and used Shawn's ideas, terms and text as a jumping off point, elaborated on them and voila – here they are. I hope you enjoy what Carmen (through Shawn) whipped up for you.

The TW Creation Rules are provided for those players and Game Masters who enjoy rules and the technical aspects of game play. For those of you who just want to concoct a weapon and run with it, without all the rigamarole, plenty of Techno-Wizard weapons, vehicles and devices are presented in the many of the different Rifts supplements. For your easy reference, *all* the items from World Books 1-23, Sourcebooks 1-4, and Coalition Wars 1-6 can be found in the massive **Rifts® Book of Magic**. We don't mean to keep hyping the Book of Magic, but if you are looking for an (almost) all-in-one reference, this chunky beauty is what you want. – Kevin Siembieda.

Creation Guidelines

Note: Also see the *Lexicon of Techno-Wizardry*.

1. Determine the Form of the Device. The player should determine what his character's new TW item is going to be made from. Is it going to be a TW pistol, a magical flight pack, a TW converted sports car, etc. It is important to choose a *Form* that matches what Functions you plan to use it for; while you could build a TW energy cannon out of a washing machine, it would be incredibly difficult. Most of the washing machine components would have to be thrown out and replaced to make it work. It is better to try to pick a *Form* and components that complement the Functions that it is expected to perform.

There will always be some sort of addition to the device that symbolizes the added mystic power.

For Example: A suit of armor that has the *Breathe Without Air* ability is likely to have an air tank and/or oxygen mask or helmet built into it. If that item is removed or destroyed, that Techno-Wizard power is lost. *Impervious to Fire* may mean the armor is red in color and has some additional gadget attached to it. And so on.

The size of the Techno-Wizard device is dependent on the complexity of the design, the Form, and the skill of its creator/designer. The weight is reflective of its size, and is also cumulative when adding to existing technology and other Techno-Wizard devices. Obviously, if you're making a gun or vehicle, or building the device into armor or any existing shell, you'll have to add that weight into it. Again, this is the weight for the Techno-Wizard device by itself, and combining it with other devices, technology or anything else is cumulative. Simply use common sense when assigning a weight to your TW device.

2. Determine the Functions of the Device. For standard devices, determine the desired *Functions*. Lay out the basic effects the device will employ. Each specific effect will be a *Spell Chain* in itself.

Single Use Devices are handled a little differently, but use this same set of directions. Single Use Devices are limited to a single spell, the level of which can *NOT* exceed the creator's level. The advantage is that a Single Use Device requires half the amount of time to create, has half the construction cost, has no Activation Cost, has only one tenth the P.P.E. Construction Cost and only one quarter the gems of a normal Techno-Wizard device, due to being much less complex.

Note: Players do *not* choose the exact final effects of a TW device; they only tell a Game Master what they wish the device to do. It is always the Game Master's call as to *exactly* how something turns out. It may be more or less powerful than the player originally thought it should be, but the player and G.M. can work together to improve the design. The G.M. (and player) can add additional limitations and/or advantages to get the TW device closer to the player's intended design (or not, depending on the G.M.'s decisions). A general limitation that should be maintained is that body armor, power armor, robots and vehicles should have *NO* more than four Functions. This should be done to maintain game balance, although the G.M. may disregard this limitation if he feels the combination of Functions is acceptable.

Note that when the Game Master is determining the TW device's range, duration, area of effect, damage, etc., the spells incorporated into the Spell Chains should be used as a basis for assigning these values. This will not be possible for all TW devices, but by referring back to the spells, when possible, the TW device should remain fairly balanced.

For Example: The TW Flaming Sword does 4D6 M.D. for its damage because its primary spell is Fire Bolt, which does 4D6 M.D. Its duration is 10 minutes because the Secondary Spell Circle of Flame has a duration of 2 minutes per level, and the device shown is level five. The

duration of the Primary Spell would have been used, but in this case Fire Bolt is an instant spell, so Circle of Flame's duration was used instead. The remaining spell in the chain, Impervious to Fire, is only used so that the wielder of the weapon is not scorched by it.

3. Determine How Many Spell Chains Will Be Necessary. For each *Function* that the player desires in the device, the G.M. will provide the necessary *Primary Spell* and *Secondary Spells*, which will form the *Spell Chain* for each individual Function.

At this point any player or Game Master can voice his opinion on what they feel the effects of each spell should provide, and which spells should be needed. The Techno-Wizard will describe the device's desired outcome, but the *final call* is up to the Game Master on what the device function actually does. This information should be kept in the Game Master's notes on the device, and may be discovered by the player upon testing the device.

Many a Techno-Wizard has had to work bugs and kinks out of an invention, or perhaps even created something great by accident. Sometimes the Techno-Wizard just doesn't have the proper materials for what he envisions, and will learn that he needs to accumulate more arcane knowledge, spells, experience, components or even aid. This can be a fun role-playing aspect of the creation process, but Game Masters, be fair.

4. Determine the Required Gems. Consult the *Gem TW Reference List* for which gems will be required, based on the spells in the Spell Chain. A good rule of thumb is that the Primary Spell will require up to the Device Level (the level at which the device creates a spell effect, no higher than the creator's experience level), in half carats, of that particular type of gem, either as one large gem or several small gems used together for the single Primary Spell.

Note: One can reduce or increase the carats of the *Primary Spell Gem* by half carat increments, but this will alter the Base P.P.E. Construction Cost (see below). The Primary Gem type must still have a minimum of one carat in weight.

Each Secondary Spell requires a gem of one carat per spell (regardless of the Device Level), although low level spells (level six or lower) can share a gem, provided they all require the same type of gem. This does *not* include any possible P.P.E. Storage Gems. You will need additional gems if you want to store P.P.E. in your TW device.

5. Determine the Base P.P.E. Construction Cost. To do this, add together all the P.P.E. costs of the spells involved within this Spell Chain, and multiply the total by the *Device Level* x10, and finally divide that total by the *number of carats* in the Primary Spell's required gem. By using a better gem than required for the Primary Spell, the P.P.E. Construction Cost can be *decreased*. Likewise, a gem with fewer carats than normally required is acceptable, but will *increase* the P.P.E. Construction Cost for that Spell Chain. **Note:** *Do not* add in carats of the Secondary Spell Gems when calculating this amount.

6. Determine the Activation Cost. TW devices are powered by magic and therefore need a certain amount of P.P.E. to activate/start/fire the device. This Activation Cost is always listed in P.P.E., but a psychic can also activate the TW device by expending twice that amount as I.S.P. (If a TW gun needs six P.P.E. to fire, a psychic can fire the gun by pumping in 12 I.S.P.; double the P.P.E. number.)

The Activation Cost is a standard property of Techno-Wizardry, and must be intentionally left out if it's not wanted, like when creating a Ley Line Device or a Single Use Device. If the device is not a Ley Line Device and it does not have an activation cost, the G.M. should assign some other penalties or limitations to the item in order to reflect its unique nature. The Activation Cost is figured by dividing the final P.P.E. Construction Cost by 20. Note that Ley Line devices do not need an Activation Cost.

Activation Cost = P.P.E. Construction Cost/20.

Ley Line Magic Devices: Instead of an Activation Cost, the device is designed to be powered directly from a ley line. Multiply its P.P.E. Construction Cost by x1.5 for each Function. These devices require no additional P.P.E. to activate or use while on a ley line. If the device will work both on and off the ley line, then multiply its P.P.E. Construction Cost by x2 for each Function that can be used on or off the ley line. But these latter devices will need an Activation Cost for when the device is not on the ley line, which should be determined as normal.

7. Calculate the Construction Time. The time needed to create the Techno-Wizard device, in hours, is equal to the *P.P.E. Construction Cost*, divided by 10, multiplied by the *Device Level*.

Device Construction Time = P.P.E. Construction Cost / 10 x Device Level.

For Example: If the P.P.E. Construction Cost is 100 for a 1st level device, it would take 10 hours to complete (100 / 10 x 1 = 10).

If the Techno-Wizard is adding to existing technology - vehicle, armor, weapon - the time needed to complete the work is equal to the P.P.E. Construction Cost multiplied by the Device Level (if the Techno-Wizard has the appropriate Mechanical skill(s) himself, the time needed is cut in half).

8. Construction Cost of the Device. The Techno-Wizard Device's Construction Costs are physical requirements of the device, the nuts and bolts - literally. Depending on design, you could use copper wire, fiber optics, lasers, plastic, metal or a myriad of other parts. The key here is to be logical and creative. Generally, the Construction Cost for the physical components will be equal to your total *P.P.E. Construction Cost* times 10, then multiplied by the *Device Level*, plus the *cost of all gems* used by the Spell Chain for that Function. This price isn't absolute, and is subject to availability and parts on hand.

Construction Cost = P.P.E. Construction Cost x 10 x Device Level + the Cost of All Required Gems.

The Construction Cost of a TW device is the average price for purchasing such a magical item on the Black Barket! Remember, these items are fairly uncommon and can only be used by men of magic and psychics. Magic items are illegal in all Coalition States. Possession of magic in CS territory is a serious offense, punishable by 10 years imprisonment for each item found in one's possession. Magic dealers are usually subjected to a humiliating public trial and executed!

9. Repeat Steps 4 to 8 for Each Spell Chain Involved in the Device. When finished with the various Spell Chains, add up the P.P.E. Construction Costs, Gem requirements and Construction Costs. These new totals are the totals for the entire Techno-Wizardry device as a whole.

Additionally, when calculating the final Construction Cost of the device, add in the cost of the Techno-Wizard device's basic Form (the gun, vehicle, armor, toaster, etc.) as given by the G.M., in credits.

10. P.P.E. Storage. A Techno-Wizard device can store extra P.P.E. for future Activation Costs if it has an Activation Charge. P.P.E. Storage inflicts a penalty of -1% to the Device Construction Modifier, per point of P.P.E. the device can store, due to the extra complexity involved, and each P.P.E. point the Techno-Wizard wishes to store adds 1% to the P.P.E. Construction Cost.

Moreover, if the device itself is able to store its own P.P.E., the device can be made to function even for a non-psychic/non-mage, if the Techno-Wizard wants it to, at no additional cost.

If you wish to incorporate P.P.E. Storage, most likely it will be P.P.E. Storage for all the Functions of the device to draw upon. As an option, you may wish to create P.P.E. Storage usable only by one or a few of a device's Functions. In this case, just add up the P.P.E. Construction Costs for those Functions when determining the cost.

P.P.E. is stored for the purpose of powering the device, not for the practitioner of magic's personal use, although this P.P.E. can be siphoned back out at a rate of 10 P.P.E. per attack/action (twice as fast for a Techno-Wizard). A Techno-Wizard device built specifically for the purpose of P.P.E. storage, using the Talisman or Energy Sphere spells, would be more appropriate for a practitioner of magic's P.P.E. battery. **Note:** An Emerald can hold up to 10 P.P.E. per carat, while a Diamond can hold up to 20 P.P.E. per carat. See the Gem TW Refer-

ence List for more information on the gems (diamonds and emeralds) required to store P.P.E.

11. Apply Any Modifications. Apply any modifiers for *Techno-Wizard Assistant* and/or *Non-Techno-Wizard Assistants*, and any *Penalties & Bonuses* chosen by the Game Master from the list below (see *TW Creation Bonuses & Penalties*).

Techno-Wizard Assistant. There may be one Techno-Wizard Assistant, who must work with the primary Techno-Wizard for the project's duration. The assistant's skill may not exceed the primary Techno-Wizard's level at the project start, otherwise, for the purposes of these creation rules, the main character would be assisting the more experienced Techno-Wizard. The bonus granted by the assistant is equal to 1/10th of his Techno-Wizard Construction skill success rate, rounded down (e.g., if the assistant's skill is 76%, he provides a bonus of +7%).

Non-Techno-Wizard Assistants. Mechanics and Operators can assist the Techno-Wizard in limited ways by following his schematics for the more mundane bits of construction. Each of these assistants (must have appropriate skills; at least Basic Mechanics or Electronics, Weapons Engineer if working on weapons, etc.) will reduce the Construction Time by 5%, up to a maximum of 35%. The rest of the work must be performed by a qualified Techno-Wizard. You may have up to one assistant for every two levels of the main Techno-Wizard (e.g. a sixth level TW could have three non-TW assistants).

12. Building the TW Device. Once the device with all of its Functions is finished, the Game Master should go over and compare the Form and the Functions and determine which skill rolls are required to complete the device.

For Example: If the Techno-Wizard is building a souped-up dune buggy, the first skill roll required will be for *Automotive Mechanics* (or Mechanical Engineer). The next would be a *Basic Electronics* skill roll, to make sure that the vehicle's electrical system still works. Finally, the player must roll on his character's Techno-Wizardry Construction skill to add in the various Functions desired in the TW dune buggy.

Note: Additional technological features added to the vehicle (like weapons, radar, etc.) will require additional skill rolls. Likewise, adding additional TW features will require additional Techno-Wizardry Construction skill rolls.

Prototypes and Mistakes

Prototypes. Just like any normal art of construction and experimentation, inventing is hardly an exact science. Often devices must undergo multiple phases of testing and debugging, many times producing unexpected results.

The first few attempts made at creating a device should always provide quirks, but there are times that one is gifted or lucky enough to create an accurately working model on the first try. Depending on the Construction roll, these quirks could be beneficial, neutral or detrimental. The bigger the margin of success for the Techno-Wizard's Construction roll, the more the chance of having fewer negative quirks, or even an unexpected positive effect.

This is the Game Master's territory here, and you'd better make it interesting! A player is likely to get annoyed when they succeed on their first Techno-Wizard device and it is still riddled with problems. One option is making the Techno-Wizard device unstable, producing fluctuating levels of effectiveness each time it's activated to show how unpredictable it is. Another possibility is that the composition of the Secondary Spells keeps changing, and randomly affecting the Primary Spell in different ways. If a player *fails* on a Prototype roll, it just won't function. (See *Techno-Wizard Device Salvage* in the Lexicon below for information on recovering components from Techno-Wizard devices.) Three successful rolls in a row are required before the schematic is no longer considered a Prototype.

Mistakes. Mistakes happen, but this shouldn't get in the way of a good time. If a player fails the roll by a few percentage points, give him the device *with a twist*. A failure of up to 5% should have a noticeable, but not necessarily negative effect, just a quirk. Failure by 6-15% should carry some unexpected quirk that makes the device functional, but not quite right. Maybe it costs more P.P.E. to power the effect, or the P.P.E. Storage is leaking energy at a rate of 1 point per hour. Failure by 16-20% should be something drastic. Maybe the device is meant to work on others, but affects the caster instead. Or, somehow one of the Secondary Spells got swapped with a Primary Spell and entirely changes the device's function. This is all up to the Game Master, and a player should be lucky it works at all with a failing roll.

Have fun with mistakes. Sure, they should carry a penalty, but with the trouble some of these wizards go through to gain components, it's not fair to just deny them after months of in-game work.

Lexicon of Techno-Wizardry

Gems. All Techno-Wizard devices require gems to contain and focus the mystic energy. See the *Gem TW Reference List* following the Lexicon.

I.S.P. Alternative to P.P.E. This is not a design feature but a simple truth: I.S.P. (a psychic's *Inner Strength Points*) can power Techno-Wizard devices, but at double the P.P.E. number in I.S.P. So if a device costs 10 P.P.E. to fire or activate, a psychic can do so but at a cost of *20 I.S.P.* Consider psychic energy to be a less efficient energy source for TW devices. That's why it costs *twice as much I.S.P.* as it would P.P.E. It's expensive for the psychic, but he can still use the TW item. Actually, anybody with sufficient P.P.E. or I.S.P. can use a TW device. This is an inherent aspect of *all* Techno-Wizard machines, and is *always* the case unless a *Trigger Lock* is used (requiring the proper spell to be cast).

Ley Line Magic Devices. Ley line devices are mechanisms that can be used by men of magic and psychics, but *only* on a ley line, often because they need that extra energy. These creations will take into consideration basic scientific principles and designs, like aerodynamics, but otherwise they can be little more than a plank of wood, a few wires, and a power crystal. Away from a ley line, the device is *worthless*, it can *NOT* be used at all, but on a ley line, the mechanism may have a multitude of impressive applications.

Ley line devices that *can* be used *on and off* a ley line (but function at reduced or no P.P.E. cost and/or higher performance while they draw power from the ley line) require *double the P.P.E. Construction Cost*, while devices that are limited to the ley line increase the cost by x1.5 times.

Primary Spell. Each Spell Chain is going to have a single Primary Spell, which is the primary effect of the Spell Chain and is augmented by any possible Secondary Spells.

Secondary Spells. Secondary Spells are those that augment, supplement or otherwise affect the Primary Spell of a Spell Chain. Secondary Spells are optional, and any number may be included.

Spell Chain. The Spell Chain is a grouping of spells which provide a single effect. Each Spell Chain is made up of at least one Primary Spell and any possible combinations of Secondary Spells. Exactly which spells are required is a judgment call for the Game Master, and the G.M. may increase or decrease the requirements as he sees fit. A device with 5 effects would have 5 Spell Chains, each of which must be worked out separately.

Techno-Wizard Device Level. This is the level at which the device functions, which by default is the level of the Techno-Wizard creator. This may be lowered to make the device faster and easier to build, but may not be increased beyond the level of the Techno-Wizard.

Techno-Wizard Device Limitations. This part has little to do with the actual mechanics involved, but more with game balance and the uniqueness of Techno-Wizardry. Generally speaking, the more spells added to the device to provide a specific effect, the more limited the device should be. Either limited in scope, or having one or multiple

quirks/side effects. For example, if you add a few Necromantic spells to a Fire Bolt launcher, maybe the undead may be immune or attracted to the device while it's active, or it just gives off the stench of decay and attracts scavengers.

As a rule of thumb, any side effects or limitations shouldn't overshadow the use of the device. It's probably out of line for a simple low level/power device to attract the attention of every Psi-Stalker within a mile radius, but that may be a fitting "quirk" for a huge, vehicle mounted device that spits out augmented Annihilate spheres that randomly cause dimensional disturbances.

Note: A general limitation that should be maintained is that body armor, power armor, robots and vehicles should have no more than four Functions. This should be done to maintain game balance, although the G.M. may disregard this limitation if he feels the combination of Functions is acceptable.

Techno-Wizard Device Salvage. At some point, a Techno-Wizard is going to fail when making a device. Or, maybe they want to improve an existing device or salvage parts from other Techno-Wizard devices. One might think this would be as simple as pulling the parts back out, but it's not.

The amount of components a Techno-Wizard can usually salvage from any working TW device is equal to his experience level x5%, plus 1D6x10%, up to a maximum of 100%. If the device isn't in working order, only half as much can be salvaged.

For gems it's even trickier. A Techno-Wizard has a 10% +4% per level of experience chance of salvaging a gem in working order. The reason for this difficulty is that the gem is already fused into a TW device. This means that the gem has already been imprinted with a particular spell, which may make things unpredictable if the Techno-Wizard wishes to use these gems in a future project. Some mages know how to purify gems and stones by way of ritual, spell or ability, but this is a rarity.

Techno-Wizard Device Schematics. Techno-Wizard Device Schematics cover a lot of character downtime. Usually this is measured by the player devoting so many hours a night while on watch, before bed, or using other free time contemplating devices of grandeur, doodling with notes, etc. It's the Game Master's determination as to how much downtime in this fashion is required to draw up device schematics.

A good rule of thumb is 3 hours per spell will be spent scheming and drawing up blueprints.

Unknown Spells (getting another mage to help). Techno-Wizards may include spells unknown to themselves into a device, with the aid of another spell caster who knows the spell, though this is far from easy. Working with an unknown Primary Spell is very difficult, and unknown Secondary Spells can add to the Techno-Wizard device's difficulty as well. The Techno-Wizard will require the help of assisting mages during the design period for the schematics, as well as throughout the entire length of the Techno-Wizard device's creation.

Spells which are unknown to the Techno-Wizard, but which fall within the range of *common Invocations*, count as one and a half times (x1.5) as much P.P.E. for figuring the P.P.E. Construction Cost.

Other spells, including but not restricted to Elemental Magic, Temporal Magic, Necromancy, Biomancy, and any other closed grouping of magic, count as twice as much (x2) P.P.E. for the purposes of figuring the P.P.E. Construction Cost.

Note: Also see Penalties, below, for further difficulties.

Gem TW Reference List

Gems are critical to the construction of Techno-Wizardry, so their use has been refined over the years. A good rule of thumb is that the Primary Spell will require up to the Device Level, in half carats, of a particular type of gem. This requirement could be fulfilled by one large gem or by several small ones, adding up to the carat total. Each type of gem has its own use, as represented by the spells that it can be used to store, and the proper gem must be used for each spell to be added to the TW device.

Agate (red-orange): Greater Healing (30), Heal Self (20), Heal Wounds (10), Ley Line Restoration (800), Light Healing (6), Purge Other (100), Purge Self (70), Restoration (750), Restore Life (275), Restore Limb (80), Resurrection (650), Super-Healing (70). **Cost:** 60 credits per carat.

Agate (fire): Eyes of Thoth (8), Instill Knowledge (15), Memory Bank (12), Oracle (30), Second Sight (20), Sense Evil (2), Sense Magic (4), Tongues (12), Words of Truth (15). **Cost:** 80 credits per carat.

Amber: Create Wood (10-20), Detect Concealment (6), Ironwood (50+), Mend the Broken (10+), Sustain (12). **Cost:** 600 credits per carat.

Alexandrite: Eyes of the Wolf (25), Influence the Beast (12), Metamorphosis: Animal (25), Metamorphosis: Human (40), Metamorphosis: Insect (60), Metamorphosis: Mist (250), Metamorphosis: Superior (100), Tame Beast (60). **Cost:** 3,000 credits per carat.

Amethyst: Carpet of Adhesion (10), Havoc (70), Magic Net (7), Magic Shield (6), Mute (50), Paralysis: Lesser (5). **Cost:** 400 credits per carat.

Andnodite: Curse of the World Bizarre (100), Curse: Phobia (40), Death Curse (Special), Luck Curse (40), Minor Curse (35), Repel Animals (7), Sickness (50), Sleep (10), Spoil (Food/Water) (30), Transformation (2000). **Cost:** 500 credits per carat.

Aquamarine: Create Water (15), Swim as the Fish (6), Swim as the Fish: Superior (12), Summon & Control Sea Serpents (350), Water to Wine (40). **Cost:** 2000 credits per carat.

Chrysophase (quartz): Ley Line Transmission (30), Summon Greater Familiar (80), Summon Lesser Being (425), Summon Ley Line Storm (500), Summon Shadow Beast (140). **Cost:** 450 credits per carat.

Citrine: Astral Hole (120), Astral Projection (10), Commune with Spirits (25), Summon & Control Animals (125), Summon & Control Canines (50), Summon & Control Entity (250), Summon & Control Rodents (70). **Cost:** 4,000 credits per carat.

Diamond: Armor of Ithan (10), Crushing Fist (12), Fly (15), Fly as the Eagle (25), Impenetrable Wall of Force (600), Invincible Armor (30), Invulnerability (25), Wall of Defense (55), Wards (90). Can also be used to store P.P.E. **Cost:** 15,000 credits per carat.

Emerald (green): Aura of Power (4), Invisibility: Simple (6), Invisibility: Superior (20), Ley Line Fade (20), Ley Line Ghost (80), Ley Line Phantom (40), Wall of Not (70). Can also be used to store P.P.E. **Cost:** 16,000 credits per carat.

Garnet (black): Create Golem (700 or 1000), Create Magic Scroll (1000), Create Steel (68), Enchant Weapon (400 to 1000+), Magic Pigeon (20), Winged Flight (35). **Cost:** 2,500 credits per carat.

Garnet (all other colors): Distant Voice (10), Frostblade (15), Globe of Silence (20), Ice (15), Orb of Cold (6), Shockwave (45), Sonic Blast (25), Thunderclap (4), Wave of Frost (6). **Cost:** 1,000 credits per carat.

Jade: Climb (3), Escape (8), Familiar Link (55), Life Blast (15), Lifeward (40), Life Source (2+Special), Wall of the Weird (180). **Cost:** 1,000 credits per carat.

Ivory: Animate/Control Dead (20), Aura of Death (12), Aura of Doom (40), Create Mummy (160), Create Zombie (250), Exorcism (30), Life Drain (25), Turn Dead (6). **Cost:** 20 credits per carat.

Lapis Lazuli: Annihilate (600), Anti-Magic Cloud (140), Dispel Magic Barriers (20), Negate Magic (30), Sanctum (390), Teleport: Lesser (15), Teleport: Superior (600), Void (700). **Cost:** 5,000 credits per carat.

Malachite: Amulet (290+), Collapse (70-400), Featherlight (10), Mystic Alarm (5), Mystic Fulcrum (5), Reflection (7), Seal (7), Talisman (500). **Cost:** 2,500 credits per carat.

Opal (black): Disharmonize (150), Enemy Mind (100), Id Alter Ego (130), Id Barrier (600), Trance (10), Transferal (50). **Cost:** 600 credits per carat.

Opal (fire): Banishment (65), Desiccate the Supernatural (50), Expel Demons (35), Forcebonds (25), Reality Flux (75), Watchguard (10). **Cost:** 700 credits per carat.

Opal (all other colors): Armorbane (100), Barrage (15), Deflect (10), Manipulate Objects (2+), Negate Mechanics (20), Ricochet Strike (12), Spinning Blades (20), Targeted Deflection (15), Telekinesis (8), Throwing Stones (5). **Cost:** 500 credits per carat.

Onyx: Circle of Travel (600), Close Rift (200+), Dimensional Portal (1000), Dimensional Teleport (800), Ley Line Time Capsule (15), Ley Line Time Flux (80), Meteor (75), Mystic Portal (60), Plane Skip (65), Re-Open Gateway (180), Rift to Limbo (160), Rift Teleportation (200), Rift Triangular Defense System (840), Swallowing Rift (300), Swap Places (300), Time Hole (210), Time Slip (20), Warped Space (90). **Cost:** 1,000 credits per carat.

Pearls (black): Giant (80), Levitation (5), Magical-Adrenal Rush (45), Reduce Self (20), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10). **Cost:** 6,000 credits per carat.

Pearls (white): Cleanse (6), Fist of Fury (10 or 50), Locate (30), Magic Warrior (60), Phantom Mount (45), Realm of Chaos (70), Swords to Snakes (50). **Cost:** 5,000 credits per carat.

Quartz (clear): Blinding Flash (1), Globe of Daylight (2), Chromatic Protection (10), Lantern Light (1), Light Target (6), Lightblade (20) **Cost:** 60 credits per carat.

Quartz (rose): Cure Illness (15), Cure Minor Disorders (10), Fortify Against Disease (15), Remove Curse (140), Stone to Flesh (30). **Cost:** 150 credits per carat.

Quartz (ruby): Energy Disruption (12), Energy Field (10), Energy Sphere (120), Ignite Fire (6), Shatter (5), Sheltering Force (20). **Cost:** 300 credits per carat.

Quartz (smoky): Cloud of Smoke (2), Impervious to Fire (5), Firequake (160), Fire Blossom (20), Fire Globe (40), Fuel Flame (5), Resist Fire (6). **Cost:** 150 credits per carat.

Ruby (deep red): Ballistic Fire (25), Circle of Flame (10), Dragon Fire (40), Fireblast (8), Fire Ball (10), Fire Bolt (7), Fire Gout (20). **Cost:** 19,000 credits per carat.

Ruby (blue): Befuddle (6), Charm (12), Compulsion (20), Domination (10), Fear (5), Wisps of Confusion (40). **Cost:** 18,000 credits per carat.

Sapphire (black): Cloak of Darkness (6), Null Sphere (220), Shadow Meld (10), Shadow Wall (400). **Cost:** 20,000 credits per carat.

Star Sapphire: Agony (20), Constrain Being (20), Control/Enslave Entity (80), Deathword (70), Ensorcel (400), Soultwist (170), Speed of the Snail (50). **Cost:** 20,000 credits per carat.

Sapphire (all other colors): Beat Insurmountable Odds (70), Calling (8), Charismatic Aura (10), Hallucination (30), Horror (10), Protection Circle: Simple (45), Protection Circle: Superior (300), Summon Ally (600), Weight of Duty (10). **Cost:** 16,000 credits per carat.

Tiger Eye: Blind (6), Mental Blast (15), Mental Shock (30), Mindshatter (130), See Aura (6), See in Magic Darkness (125), See the Invisible (4), See Wards (20). **Cost:** 3,000 credits per carat.

Topaz (yellow or brown): House of Glass (12), Impervious to Poison (5), Negate Poison/Toxin (5), Purification (Food/Water) (20). **Cost:** 200 credits per carat.

Tourmaline (black): Bottomless Pit (100), D-Step (50), Frequency Jamming (15), Implosion Neutralizer (12), Ley Line Shutdown (3000), Ley Line Storm Defense (180). **Cost:** 120 credits per carat.

Turquoise: Chameleon (6), Concealment (6), Death Trance (1), Power Bolt (20), Power Weapon (35), Speed Weapon (100). **Cost:** 240 credits per carat.

Zircon (clear): Breathe without Air (5), Fingers of the Wind (5), Float in Air (5), Heavy Air (200), Wall of Wind (40), Wind Rush (20). **Cost:** 3,500 credits per carat.

Zircon (blue): Calm Storms (200), Summon & Control Rain (200), Summon & Control Storm (300), Summon Fog (140). **Cost:** 1,500 credits per carat.

Zircon (red): Call Lightning (15), Electric Arc (8), Energize Spell (12+), Energy Bolt (5), Impervious to Energy (20), Lightning Arc (30), Sorcerous Fury (70), Sub-Particle Acceleration (20). **Cost:** 2,000 credits per carat.

Zircon (yellow, brown or gold): Apparition (20), Armor Bizarre (15), Fool's Gold (10), Horrific Illusion (10), Illusion Booster (15), Illusion Manipulation (25-60), Illusory Forest (45-90), Illusory Terrain (55-120), Illusory Wall (15 or 30), Mask of Deceit (15), Multiple Image (7), World Bizarre (40). **Cost:** 300 credits per carat.

Gems Required for Non-Invocation Spell Magic:

From time to time, the Techno-Wizard will have to work with some other type of practitioner of magic in order to produce a special purpose TW device. Each of these types of magic has its own relation with gem stones, and as such, they have their own unique gem requirements when one of their spells is placed into a Techno-Wizard device.

Biomancy spells: Amber or Opal.

Cloud Magic spells: Diamond or Sapphire.

Elemental Air spells: Diamond or Sapphire.

Elemental Earth spells: Garnet or Onyx.

Elemental Fire spells: Ruby or Topaz.

Elemental Water spells: Emerald or Pearl.

Living Fire Magic spells: Ruby or Topaz.

Nature Magic spells: Garnet or Onyx.

Necromancy spells: Jade or Ivory.

Ocean Magic spells: Emerald or Pearl.

Spoiling Magic spells: Jade or Ivory.

Temporal Magic spells: Quartz or Tourmaline.

About precious stones. Precious gemstones tend to cost much more in the world of Rifts than in our modern Earth, because they are far less accessible. Gems are typically found only in certain places in the world and may be very difficult to acquire. Rubies and sapphires of all kinds are especially rare in North and South America and Europe. The are found primarily in Burma, Thailand and Sri Lanka (they are typically 40% less expensive at those geographic locations). Emeralds are found mainly in Colombia (South America), Egypt, and South Africa, Aquamarine is found in Brazil, Colombia, Siberia, and the Urals (Russia). Diamonds are most abundant in South Africa, Brazil, Venezuela, and found to a lesser degree in all of Africa and parts of Colombia, Mongolia, Siberia and the Urals (Russia). **Note:** Synthetic diamonds and synthetic zircon (man-made) do not work in Techno-Wizardry.

Seeking out jewelry stores buried in the ruins of pre-Rifts cities is one way to try to find the gems required. Another is to find dealers and jewelers with connections to get gems. (Certainly places like Atlantis have anything one might want, and cities like Lazlo, MercTown and other trading centers should have a good if not a complete selection.) Otherwise, getting the proper gem component may be an adventure in and of itself, requiring the player group to travel or Rift to another part of the world or require them to do a favor or job for a dragon, the Federation of Magic, or some other villain or quest in exchange for the gems their Techno-Wizard needs.

TW Creation Bonuses & Penalties

Modifiers to the Techno-Wizard's TW Construction skill rolls.

Penalties:

-20% Prototype Schematics. Rough plans and notes for a work in progress. Untested and unproven new version or concept. Once a working device with the bugs worked out is successfully created from the schematics, this penalty is voided.

-10% Working from Another Techno-Wizard's Schematics. This penalty may be avoided if great care is taken to study and examine the schematics.

-50% Bad Schematics. Something isn't adding up. You've probably made a mistake somewhere in the design, though not necessarily a fatal error.

-30% Sketchy, Unclear Schematics. Handwritten notes without clear step-by-step instructions, or some minor aspects of creation missing.

-10% Total Recall in Place of Schematics. This applies to schematics the character has created or studied, and can remember using psychic Total Recall, but is working without the hard copy.

-80% No Schematics. Planning? Who needs planning . . . why do I have these gems left over? Or a new, uncertain design concept.

-20% Miniaturization. This is cumulative for each 10% reduction from the base size, so a 30% reduction means a -60% penalty.

-20% Adding Techno-Wizardry to Technology Without the Appropriate Skills. This penalty is cumulative for each skill required, but not known

-25% Rush Job. Work is completed in two thirds the normal amount of time.

-50% Extremely Rushed. Work is completed in one third of the usual amount of time. At best it will be functional, but it's not pretty. Cannot be taken with any other Construction Time modifying penalty or bonus.

-15% Low Magic Environment. Working on the device in a low magic environment for the majority (two thirds) of the Construction Time. Cannot be taken with any other Construction Time modifying penalty or bonus.

-40% Working on Alien TW Devices. Repairing, rebuilding or modifying alien technology as a TW device.

-20% Unknown Common Primary Spell. This applies when the Primary Spell is Common (Invocation) Magic and unknown to the Techno-Wizard.

-30% Unknown Specialist Primary Spell. In this case, the Primary Spell is Specialty Magic (Necromancy, Temporal Magic, etc.) and unknown to the Techno-Wizard.

-15% Unknown Common Secondary Spell. This applies for every Common Secondary Spell unknown to the Techno-Wizard.

-20% Unknown Specialist Secondary Spell. This applies for every Specialist Secondary Spell unknown to the Techno-Wizard.

-1% *Per Point* of P.P.E. that the Techno-Wizard device is capable of storing.

Bonuses:

+15% Schematic of a Proven, Working Techno-Wizard Device (his own or someone else's). The Techno-Wizard's design is a copy of a proven, working model.

+10% Disassembling a Working Techno-Wizard Device. The Techno-Wizard disassembles and studies a working device to copy.

+5% Disassembling a Similar Techno-Wizard Device. The character disassembles and examines a similar TW device on which to base his own ideas and new creation.

+5% Working Prototype Model. The Techno-Wizard has already built a working prototype or similar device and this new item is an upgrade and improvement, or based on similar principles.

+20% Working Under an Experienced TW Master, Proven Design. The character is working under the direct supervision, instruction or tutelage of a master Techno-Wizard (or design team) to build a proven device.

+10% Working Under an Experienced TW Master, Unproven Design. The character is working under the direct supervision, instruction or tutelage of a master Techno-Wizard (or design team) who is helping to create a new type of TW device.

+15% Taking Time. Add an extra one third to the Construction Time. This cannot be taken with any other Construction Time modifying penalty or bonus.

+30% At Your Leisure. Double the Construction Time for lots of extra care, double checks and craftsmanship. Cannot be taken with any other Construction Time modifying penalty or bonus.

+1% for Every 10% of Assisting Techno-Wizard's TW Construction Skill. Round fractions down.

+5% for Each Device Level Reduced. The Device Level cannot be reduced below level one.

Some Examples of Techno-Wizardry Devices

The following items are just a small handful of some common Techno-Wizard items regularly mass-produced and sold throughout North America. All are hand-made and either sold by an independent Techno-Wizard, a TW guild, or a business or the Black Market who bought the item(s) for resale (i.e., magic shop, weapons dealer, etc.). These items can also be used as examples for creating your own TW devices, weapons and vehicles.

The term, **Device Level**, is the level that the example device was created at. The term, **P.P.E. Construction Cost**, refers to the initial cost for the Techno-Wizard to build the TW device. This is a one-time creation cost. The term, **Spell Chain Needed**, refers to the spell knowledge required to create/empower the machine. Usually more than one spell is required. The **Physical Requirements** are the components and cash necessary to build the device. **Duration of Charge** will indicate how long the charge will last or how many shots a weapon can fire before needing a recharge. **To Recharge** is the method by which the device is recharged. **Construction Time** indicates how long it takes to build the device.

Black Market Cost is the average cost of the TW item (not the actual Construction Cost). Note that the Techno-Wizard cannot sell the item to the Black Market at the average retail price, but at about 25% to 35% of the retail price. Thus, a TW weapon that retails for 40,000 credits will only net the wizard 10,000 to 14,000 credits, making selling to the Black Market a losing proposition. Then again, selling it oneself has its own problems (setting up shop, finding buyers, overhead, employee costs, etc.). **Note:** Magic items are usually fairly uncommon, especially in Coalition territory. Possession of magic in the Coalition States and its territories is a serious offense punishable by 10 years imprisonment for each item found in the person's possession. *Magic dealers, smugglers,* and *practitioners of magic* as well as known *rebels, enemies of the State* and *D-Bees in the possession of magic* are usually shot on the spot or captured, their magic abilities negated through a variety of means, and subjected to a humiliating public execution (after a grueling interrogation).

Communications Band: A headband with several little metal or plastic boxes and/or a small circuit panel from a transistor radio or computer. The Communications Band will instantly translate any spoken language heard, human or alien, but the headband does not allow the wearer to respond back in an alien language. Device Level: Six. P.P.E. Construction Cost: 280. Spell Chain Needed: Primary Spell: Tongues (12), Secondary Spell: Globe of Daylight (2). Physical Requirements: A fire agate and a clear quartz crystal worth 300 credits total, plus a headband and some transistor parts. Duration of Charge: 90 minutes. To Recharge: 14 P.P.E. or 28 I.S.P. will charge the band. Construction Time: 7 days to build. Black Market Cost: 18,000 credits.

Energy Field Generator: The apparatus resembles two small field generators about 10 feet (3 m) apart. In the center is the mage and his belongings. When activated on a ley line, the generators create an en-

ergy field around the mage and the generators. The generator devices keep the force field in place indefinitely or until the field is destroyed. The force bubble generator devices create a force bubble that protects the wizard from the elements and from attack. The strength of the force field is 120 M.D.C. at places of ley line energy. Remember, the energy field generator only works at ley lines. Device Level: Five. P.P.E. Construction Cost: 450, only works on a ley line. Spell Chain Needed: Primary Spell: Energy Field (10), Secondary Spell: Energy Bolt (5). Physical Requirements: Red zircon worth 2,000 credits, ruby quartz crystal worth 750 credits and two small field generators. Duration of Charge: Energy field and generators will work indefinitely when on a ley line or until the field is turned off. The field must be turned off to enter/exit unless one can teleport. To Recharge: Since they draw power from the ley line, the generators can be activated with a simple force of will (or even by flipping a switch on some models); the field appears within five seconds. It only works on a ley line. M.D.C. damage to the energy field will be restored to full every time 23 P.P.E. or 46 I.S.P. is directed into the generators. Note: Each generator has four points of M.D.C. Construction Time: 225 hours! Black Market Cost: 40,000 credits.

Magic Optic System: A pair of goggles that give a person mystic optical enhancement. Abilities include: Eyes of the Wolf, See Aura, See the Invisible, and Detect Concealment; all same as their spells. Device Level: Three. P.P.E. Construction Cost: 460. Spell Chain Needed: Primary Spell: Eyes of the Wolf (25), Secondary Spells: See Aura (6), See the Invisible (4), Detect Concealment (6) and Energy Bolt (5). Physical Requirements: Alexandrite worth 9,000 credits, tiger eye worth 3,000 credits and a piece of amber worth 600 credits, plus a pair of goggles. Duration of Charge: 15 minutes. To Recharge: 23 P.P.E. or 46 I.S.P. will charge the goggles for another 15 minutes. Construction Time: 5 days and 18 hours to build. Black Market Cost: 30,000 credits.

Mystic Portable Generator: A basic portable electricity generator that is powered by magical energy of a ley line to create power for electrical devices. Device Level: Five. P.P.E. Construction Cost: 500. Spell Chain Needed: Primary Spell: Call Lightning (15), Secondary Spells: Energy Bolt (5), Energy Field (10), and Impervious to Energy (20). Physical Requirements: Red zircons worth 12,000 credits total and a ruby quartz worth 300 credits, as well as another 5,000 credits worth of equipment and parts. Duration of Charge: The mystic generator will provide continuous power, depending on energy consumption, provided the device remains on a ley line. To Recharge: Not applicable. Construction Time: 250 hours! Black Market Cost: 45,000 credits.

Psionic Mind Shield: (*For Psionic Characters Only!*) An odd looking helmet encrusted with gems. The helmet makes a person completely impervious to psionic attacks and probes of all kinds! Device Level: Six. P.P.E. Construction Cost: 355. Spell Chain Needed: Primary Spell: Invulnerability (25), Secondary Spells: Befuddle (6), Energy Bolt (5), Globe of Silence (20) and Mind Blast (15). Physical Requirements: Several diamonds, a blue ruby, a red zircon, a yellow garnet and a tiger eye, worth 204,000 credits total, and a suitable M.D.C. helmet. Duration of Charge: One and a half minutes (6 melees). To Recharge: Costs 18 I.S.P. to activate for 6 melee rounds. Construction Time: 213 hours to build! Black Market Cost: 250,000 credits. Note: There is also a model on the market that can be used by non-psionics (add the Life Drain (25) spell during the initial creation, but this will make the entire helmet more costly in P.P.E., time and credits), but the helmet drains one's life force at a rate of 10 Hit Points per 6 melees, and can kill the individual wearing it. Hit Points are restored at the normal rate for physical damage.

Sky Boats: These are just what they sound like, sailboats in the sky. These vessels can be large or small depending on the needs of the maker or purchaser. Thus, the vessel could be a little two person sailboat, or a full size frigate. The boats move by means of wind, telekinesis, and ley line energy (they only work on a ley line). Telekinesis or Levitate will be needed to land the vessel. Device Level: Ten. P.P.E. Construction Cost: 1140. Spell Chain Needed: Primary Spell: Float in Air (5), Secondary Spells: Energy Bolt (5), Telekinesis (8) and Wind Rush (20). Physical Requirements: Several clear zircons, a red zircon and an opal worth 23,500 credits total, and an appropriate boat or ship. Duration of Charge: Not applicable. Remember, the sky boat will only float along ley lines. Whether it is a seaworthy vessel depends on its construction (add 30% to cost). To Recharge: Telekinesis (8 P.P.E. for the magic spell, or 8 I.S.P. for the psionic power; the other magic makes it incredibly light) or Levitation (5 P.P.E. for the magic spell, or 6 I.S.P. for the psionic power) to initiate take-off; costs double for ships. Also need Telekinesis (8 P.P.E. or 8 I.S.P.) or Levitation (5 P.P.E. or 6 I.S.P.) to land the vessel on the ground. Otherwise, the boat will slowly drift away (speed of 3) at about 100 feet (30.5 m) above the ground. There is no additional P.P.E. or I.S.P. cost just to float along the ley line. Construction Time: 48 days to modify a small boat (2-8 man) into a Sky Boat, 72 days for a medium-sized boat, or 96 days for a large ship. To build it from scratch will quadruple the time for a quick, low quality boat (ten times that if the boat is very finished and/or seaworthy). Building a ship from scratch is not possible for the average wizard. Maximum Speed: Small and medium boats: 100 mph (160 km), large ships: 150 mph (240 km). Maximum Altitude: 1000 feet (305 m). Minimum Altitude: (without actually landing) 200 feet (61 m). Black Market Cost: 15,000 for a small (2-8 man) boat, 30,000 to 60,000 for medium (yacht/fishing boat size, 10-14 people), 250,000 and up for a large ship (25 to 50 people or more).

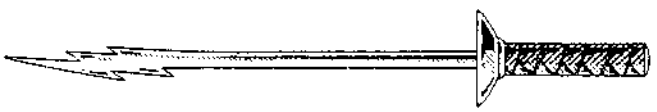
TK-Flyer: The Techno-Wizard's magic is not normally sufficient to power aircraft, but with the additional energy of the ley line, they can utilize flying devices. The vehicle can be virtually any design of small flying aircraft, from propeller biplanes, to gliders, single and twin engine airplanes, two or three person hover vehicles, helicopters, gyro-planes, and jet packs. The TW must replace the engine with a telekinetic engine and off one goes. The TK-engine is powered by telekinetic energy pumped into it either by psychic I.S.P. or a mage's P.P.E. Device Level: Five. P.P.E. Construction Cost: 862. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Energy Bolt (5) and Energy Field (10). Physical Requirements: Red zircon worth 2000 credits, ruby quartz worth 300 credits, and highly polished opal worth 2500 credits, plus another 2D4x1000 credits in parts and a suitable aircraft for conversion. Duration of Charge: Once aloft, the aircraft will stay in flight for the length of the ley line and can switch directions wherever there is an intersection of ley lines (nexus point). In some instances one can fly for hundreds of miles powered by a single burst of mystic energy, and the flow of P.P.E. along the line maintains the flight. To Recharge: To initiate takeoff requires 44 P.P.E. or 88 I.S.P. and once airborne no additional energy is needed. Construction Time: 18 days. Maximum Speed: 220 mph (352 km). Maximum Altitude: 5000 feet (1524 m). Black Market Cost: 60,000 credits. Dual Engine Option: TK-Flyer capabilities can be built into an aircraft by adding the telekinetic engine and maintaining the conventional engine. The system is set up in such a way that the conventional engine can be engaged when there is no ley line energy available, and turned off when a ley line is there to follow. Costs, time, spells and requirements are all the same, the only differences are that passenger space is reduced by half to make room for the TK-engine, and maximum speed when not on ley line power is just 180 mph (288 km).

Tree Trimmers: A strange, low flying, one or two person hover vehicle for ley line cruising. The Tree Trimmer is basically a bicycle that has two paddles in the front and back instead of wheels. The person pedals, the paddles spin, and the flying bicycle goes. Can be designed for one or two riders (and one passenger on handlebars or rear). It is called a Tree Trimmer, because the maximum altitude is about treetop level. Device Level: Three. P.P.E. Creation Cost: 180. Spell Chain Needed: Primary Spell: Float in Air (5), Secondary Spells: Energy Bolt (5) and Telekinesis (8). Physical Requirement: An opal worth 500 credits, a red zircon worth 2000 credits and a clear zircon worth 10,500 credits, plus an old bicycle and some paddles. Duration of Charge: 30 minutes, but one can remain aloft longer by providing another 9 P.P.E.

or 18 I.S.P. To Recharge: 9 P.P.E. or 18 I.S.P. to initiate takeoff. Construction Time: 54 hours. Maximum Speed: 120 mph (192 km). Maximum Altitude: 200 feet (61 m). Black Market Cost: 20,000 credits.

Wing Boards or TK-Gliders: A popular and amazing one person glider that works on a similar principle as the TK-Flyers, only it doesn't have an engine. A Wing Board might best be thought of as a flying surfboard that rides the wind and ley line energy. To launch a Wing Board, the character sits or lays on his board and must either use Levitation or Telekinesis to raise himself and board into the sky (at least 60 feet/18 meters, a hundred feet is better) and release himself on the next gust of wind (even a tiny wind gust). Or the person can hurl himself from a tower, building, tree, or cliff as long as it is on a ley line. The Wing Board does not need any special ignition or spell to fly along a ley line. Just remember, no ley line energy,no flight!

To land, one simply directs the board down like a glider; there are maneuvering controls. Base Skill proficiency is equal to the Jet Pack skill. Device Level: One. P.P.E. Construction Cost: 525. Spell Chain Needed: Primary Spell: Fly as the Eagle (25), Secondary Spells: Energy Bolt (5) and Float in Air (5). Physical Requirements: Diamond worth 15,000 credits, a red zircon worth 2000 credits, a clear zircon worth 3,500 credits and an aerodynamic board with steering mechanism. Duration of Charge: The Wing Board will stay in flight for the length of the ley line and can switch directions wherever there is an intersection of ley lines (nexus point). In some instances one can fly for hundreds of miles powered by the flow of P.P.E. along the ley line. To Recharge: None, this ley line device requires no P.P.E./I.S.P. on behalf of its operator, as such,the device can be used by *anyone* as long as they remain on the ley line. Construction Time: 2 days and 5 hours for a nice board, up to a week for a fancy board. Maximum Speed: 150 mph (240 km). Maximum Height: 1000 feet (305 m). Black Market Cost: 26,000 credits



TW Weapons

Flaming Sword: A simple sword hilt made of wood or metal and no blade. At the top of the hilt is a thin slot where one might expect a sword blade to be inserted. Inside the handle is a large ruby, mounted on a copper bracket with three wires running down the handle and connected to a second ruby at the base of the handle. Effective Range: Handheld, melee weapon. Mega-Damage: 4D6 Mega-Damage! Device Level: Five. P.P.E. Construction Cost: 275. Spell Chain Needed: Primary Spell: Fire Bolt (7), Secondary Spells: Impervious to Fire (5) and Circle of Flame (10). Physical Requirement: Two red rubies worth 76,000 credits and a smoky quartz crystal worth 150 credits. Duration of Charge: 10 minutes (40 melee rounds) per activation. To Recharge: To activate the Flaming Sword, 14 P.P.E. or 28 I.S.P. must be pumped into the handle. An instant later, a crackling, red, orange, or yellow flame appears and can be used as a magic sword. Construction Time: 5 days and 18 hours. Black Market Cost: 90,000 credits.

Iceblast Shotgun: This simple weapon resembles an old-style double-barreled shotgun, but instead of shotgun shells, the weapon fires magically created balls of ice that strike their target with a numbing cold. Like a normal shotgun, either one or both barrels can be fired at a time. Device Level: Four. P.P.E. Construction Cost: 320. Spell Chain Needed: Primary Spell: Orb of Cold (6), Secondary Spells: Power Bolt (20) and Wave of Frost (6). Physical Requirements: 5,000 credits worth of garnets, a turquoise gem worth 240 credits and a double-barreled shotgun. Duration of Charge: Once charged, the weapon will hold its two iceballs ready to fire indefinitely. Mega-Damage: 3D6 M.D., or 6D6 M.D. for a double-barreled blast. Those struck must make a save vs magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one melee attack/action, is -4 on initiative, -2 to strike, parry, and dodge, and speed is reduced by 20%. These penalties are not cumulative, and last for only 1D4 minutes. Effective Range: 2,000 feet (610 m). To Recharge: 16 P.P.E. or 32 I.S.P. will charge both barrels of the Iceblast Shotgun. Bonuses: +1 to strike on an aimed shot. Construction Time: 5 days and 8 hours to build. Black Market Cost: 19,000 credits.

Lightblade: The Lightblade was created by Techno-Wizards near the Vampire Kingdoms as a personal defense weapon against the undead, although it's rather effective against just about anyone. Because the blade was meant to be used by anyone, it includes a Life Source spell that draws off the user's own Hit Points/S.D.C. to fuel the weapon. The Lightblade can not use P.P.E./I.S.P., even if the wielder is a mage or psychic and wishes to do so; it is always fueled off the wielder's Hit Points/S.D.C.

The Lightblade is a simple sword hilt made of a high-tech looking combination of metal and plastic, with no blade. At the top of the hilt is a thin slot where one might expect a sword blade to be inserted. Inside the slot is a focusing lens (like the ones found in a laser pistol) mounted on a copper bracket with a series of wires running down the handle and connecting to a group of buttons in the handle. Device Level: Five. P.P.E. Construction Cost: 300. Spell Chain Needed: Primary Spell: Lightblade (20), Secondary Spells: Blinding Flash (1), Energy Bolt (5), Globe of Daylight (2) and Life Source (2). Physical Requirements: Several clear quartz crystals, a red zircon and a piece of jade worth 3,210 credits total. A metal and/or plastic tube, a few lithium flashlight batteries and some wiring. Mega-Damage: 1D4x10 M.D. Against vampires, Shadow Beasts, and other demons vulnerable to light, the Lightblade inflicts double its normal damage (double Hit Point damage to vampires). Duration of Charge: 5 minutes. To Recharge: By willingly sacrificing 30 S.D.C. points (counts as S.D.C. damage) or 15 Hit Points, the sword can be used for 5 minutes. The sword's wielder can accidentally *kill* himself by burning up all of his Hit Points (down to zero). If Hit Points reach zero (even if S.D.C. points are still available), the character falls into a coma and is -20 to save vs coma and death! Note: This self-inflicted damage resists both psionic and magical healing, but is not permanent, and will heal at the normal rate. Bonuses: +1 to strike and parry with the Lightblade. Construction Time: 150 hours to build. Black Market Cost: 20,000 credits.

Lightning Rod: The Lightning Rod is a 2-3 foot (0.6 to 0.9 m) long rod of metal, usually plated in gold or copper (costs about 150 credits), that resembles the old-fashioned lightning rods with an insect, half moon, or other design at the tip, and a heavy, insulated rubber handle on the other end. The rod has two functions. **1)** Shoots four small lightning bolts per melee. Just point, aim, and fire (by thought). Effective Range: Shoots lightning bolts up to 1200 feet (366 m). Mega-Damage: 1D6 M.D. per bolt; +2 to strike. Targets can attempt a dodge. Four bolts per melee. **2)** The person using the weapon is impervious to energy, including electricity, fire, heat, plasma, lasers, and so on. However, he is still vulnerable to magic energy attacks, other forms of magic, psionics, rail guns, explosives, and even normal kinetic attacks like punches. Device Level: Four. P.P.E. Construction Cost: 280. Spell Chains Needed: Function **1)** Primary Spell: Call Lightning (15), no Secondary spells needed. Function **2)** Primary Spell: Impervious to Energy (20), Secondary Spell: Energy Bolt (5). Physical Requirements: Red zircons worth 22,000 credits, iron rod, and gold or copper plating. Duration of Charge: Effects last for one minute (4 melee rounds). To Recharge: To activate the Lightning Rod costs 14 P.P.E. or 28 I.S.P. Construction Time: 112 hours. Black Market Cost: 40,000 credits.

TK-Machine-Gun (an average example): An intimidating, but portable telekinetic machine-gun that can be used as a squad support weapon. The weapon amplifies and directs telekinetic energy to fire bullet hard bolts of force. The basic principle is not unlike a rail gun except instead of firing metal at high speeds, TK-weapons fire high speed bolts of force. Note: The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone. Mega-Damage: 2D4 M.D. per single shot, 4D4 M.D. per short burst (5

rounds), 4D6 M.D. per long burst (10 rounds) and 1D6x10+10 M.D. per full melee burst of 20 rounds. Effective Range: 2000 feet (610 m), double at ley lines. Bonus to Strike: No bonus. Device Level: Five. P.P.E. Construction Cost: 240. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Barrage (15), Energy Bolt (5) and Power Bolt (20). Physical Requirements: Eleven opals worth a total of 5500 credits, a red zircon worth 2000 credits, turquoise worth 240 credits and a conventional S.D.C. machinegun. Duration of Charge: Holds 60 TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes 2 P.P.E. or 4 I.S.P. to recharge six TK-bolts, or 20 P.P.E. or 40 I.S.P. to completely recharge the weapon. Maximum TK Capacity: 60 TK-bolts. Construction Time: 5 days. Black Market Cost: 75,000 credits.

TK-Revolver: The revolver is one of the earliest and simplest of TK-weapons, first created sometime during the Dark Ages, but which remains popular in the New West. Mega-Damage: 2D6 M.D. per TK-bolt, only fires single shots (no bursts or sprays). Effective Range: 150 feet (45.7 m), double at ley lines. Bonus to Strike: +1 to strike due to its revolver configuration. Device Level: Three. P.P.E. Construction Cost: 65. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spell: Energy Bolt (5). Physical Requirements: Six opals worth a total of 3000 credits, a red zircon worth 2000 credits and a conventional S.D.C. six-shot revolver. Duration of Charge: Holds six TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes 3 P.P.E. or 6 I.S.P. to recharge a single TK-bolt. Maximum TK Capacity: Six TK-bolts. Construction Time: 19.5 hours. Black Market Cost: 10,000 credits.

TK-Sniper Rifle: This TW rifle is designed for long-range sniping, using the force of the Power Bolt spell to enhance its range and a magical enhancement to provide its built-in scope with passive nightvision capabilities. Mega-Damage: 4D6 M.D. per heavy TK-bolt, only fires single shots (no bursts or sprays). Effective Range: 2000 feet (610 m), double at ley lines. Bonus to Strike: +3 to strike, due to its enchanted scope. Device Level: Five. P.P.E. Construction Cost: 650. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Detect Concealment (6), Energy Bolt (5) and Power Bolt (20). Physical Requirements: An opal, amber, red zircon and turquoise worth a total of 4340 credits and a conventional S.D.C. hunting rifle with a scope. Duration of Charge: Holds five heavy TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes 32 P.P.E. or 64 I.S.P. to recharge all 5 heavy TK-bolts. Maximum TK Capacity: Five TK-bolts. Construction Time: 13.5 days. Black Market Cost: 50,000 credits.

TK-Submachine-Gun: These submachine-gun style weapons are quite bulky and menacing looking, capable of firing bursts of light TK-bolts at very high rates. This allows the TK-SMG to shred its target without leaving any telltale bullet fragments behind, making it a great assassin's weapon. Mega-Damage: 1D4 M.D. per single shot, 2D4 M.D. per short burst (5 rounds; counts as one melee attack), 3D6 M.D. per long burst (10 rounds counts as two melee attacks) and 6D6 M.D. per full melee burst of 20 rounds (counts as five melee attacks). Effective Range: 200 feet (61 m), double at ley lines. Bonus to Strike: No bonus. Device Level: Five. P.P.E. Construction Cost: 350. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Barrage (15) and Energy Bolt (5). Physical Requirements: Five opals worth a total of 2500 credits, a red zircon worth 2000 credits and a conventional S.D.C. submachine-gun. Duration of Charge: Holds 40 TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes one P.P.E. or 2 I.S.P. to recharge two TK-bolts, or 20 P.P.E. or 40 I.S.P. to completely recharge the weapon. Maximum TK Capacity: 40 TK-bolts. Construction Time: 175 hours! Black Market Cost: 50,000 credits.

Note: Many more TW weapons, vehicles and devices are in the pages of the **Rifts® Book of Magic**, along with rune weapons, spells and a ton of other magic related data.

Psychic Characters

Many of the life forms on Rifts Earth, both human and nonhuman, possess psionic abilities. Psionics are psychic powers that remain paranormal phenomena not fully explained by science. The powers seem to come from the individual rather than being drawn from a foreign energy source such as magic. However, there is some sort of connection or similarity between psychic energy and magic. This is evident in numerous ways. Psychics can instantly and intuitively operate devices created through Techno-Wizardry, while others cannot. They can also sense the supernatural and magic, just as supernatural beings can sense (and are drawn to) magic. Also, like the men of magic, the psychic's powers are enhanced when near a ley line nexus point.

On Rifts Earth, many people and creatures possess some *small* degree of psionic power, they are considered to be Minor Psychics and are of little consequence. Major Psychics are, generally, those who possess 6-10 psi-abilities. In the section that follows, however, we examine some *Master Psychics*, characters with truly exceptional psionic powers. (**Note:** A character of any O.C.C. *may* have Minor or Major Psionic abilities. See the random roll determination in the *Character Creation* section of the rules; *Step 4: How to Determine Psionics*, for a random determination of psychic ability.)

Generally speaking, people tend to look at psychics as special and with a little bit of fear. After all, most are indistinguishable from ordinary people. The paranoia is that a psychic could be sitting among you and you would never know it. Further paranoia and loathing arises from the notion that the psychic could be reading someone's mind, or mentally manipulate others, or could destroy a person's mind, etc. Mutants like the Psi-Stalker and people such as the Mind Melter and Burster only add to the sense that these are superhuman men and women. Unlike the practitioners of magic, who must weave a spell or take some noticeable action before they strike, the psychic does not have to make any indication of his true nature to attack. He can be sitting down drinking a cup of coffee and kill somebody without so much as blinking, and nobody will be able to tell who was responsible or where the attack came from. Or so the theory goes. In actuality, few psychics have the power to kill so easily, but those few are enough to fuel the flames of fear, suspicion and hate. On the other hand, there are many places that value psychics and treat them the same as anyone else. The Coalition States is not one of them.

Psychics in the Coalition States

The CS preys upon people's differences as well as their fears. The Coalition government has capitalized on those fears, convincing normal humans that all psychics are not true humans, but a mutation and a potential danger to ordinary, god fearing people. After a masterful propaganda campaign, the citizens overwhelmingly (88%) approved the institution of the **Psychic Registration Program (PRP)** and the creation of the Psi-Stalker Enforcement Officers who lead the now famous and beloved **Dog Packs**.

The PRP requires all citizens to register if they exhibit even the slightest paranormal abilities. Those who register are thoroughly examined, over 2D4 days, to determine the extent of their powers, and placed on the PRP file. *Minor Psychics* are simply recorded on a computer log. However, *Major and Master Psychics* are required to submit to **Identification Coding (IC)**. A process in which a special, scannable bar code, the size of two inches (5 cm) square, is tattooed into the skin on the back of the neck and a tiny scanable implant is placed under the skin in the chest or neck. Both the tattoo and the implant (a double failsafe system) will activate Psi-Scanners to alert security that a psy-

chic is present. Psi-Scanner mechanisms are located at all government facilities, at most industrial complexes, and even at many businesses, stores, restaurants, and private homes. When a *Registered Psychic* passes by the scanner (usually placed in or near a doorway) an alarm, silent or audible, sounds to alert the owner, or security, to the presence of a psychic and identifies the psychic by code numbers and a photograph. This can be an embarrassing situation as many CS establishments will not allow psychics on the premises. Coalition government facilities require that a psychic be escorted by a pair of Psi-Stalkers or Dog Boys, especially in restricted areas, even if the authorities have authorized their access to the area.

To refuse identification coding means being branded as a dissident and expulsion from the city. A known dissident is never allowed into any Coalition city. Likewise, the removal of the bar code and/or implant is a crime. If the offending party has not committed any other crimes, the individual will be required to resubmit to IC, is placed on a suspected dissident list, must periodically report to an IC center for inspection, and pays a fine of 10,000 credits. If the psychic was involved in a criminal activity, he will serve the normal sentence for that crime, plus an additional two years for removing the IC code and implant, and is automatically re-encoded. Upon release, the convict is placed on a *suspected dissident list* and monitored. The penalty for a second offense (removal of the IC and/or other crime) is time served for the crimes (plus four years this time for removing the IC) and permanent expulsion from the city and revocation of CS citizenship. A serious crime may mean life imprisonment or execution. Criminal cases involving psychics are always highly publicized.

Psychic visitors to a Coalition city must also report their psychic nature and are given an identification card that must be carried on their person at all times. Failure to report one's psionic nature, or failure to carry the ID card, will result in an arrest and quick trial. If no ill intent is perceived, the character will be fined 2000 credits and issued a new card. If the psychic is even suspected of foul intentions, he will be fined, belongings gathered, and escorted outside the city. From that day forward he is persona non grata and will not be allowed entry into a CS city for a period of six months. Even one additional incident will lead to permanent blacklisting, and possibly imprisonment or execution as a spy. If the ID card is lost or stolen, the psychic must immediately report to the nearest IC center to get a new card issued. A fine of 100 credits is charged as a reprocessing fee. The ID card functions exactly like the permanent IC implants, registering on all Psi-Scanners and alerting personnel to the presence of a psychic. Chi-Town and the other fortress cities have recently instituted an IC "Tag" program in which a tiny identification chip is implanted under the skin of visitors when they arrive and removed when they leave. That is, ALL visitors, with psychics getting one kind of chip and ordinary people another. The implantation and removal process is no more painful than getting stung by a rubber band. There was initially an outpouring of protest, but the Coalition's position was simple, submit to the implant or don't enter the city. End of story. Most people have relented to the take it or leave it approach, but still wonder if the CS can't use this system to tag suspected rebels or implant a permanent tracking device or even steal their DNA for genetic research and experimentation. Of course the Coalition government denies such spurious suspicions, but none of them seem out of character or out of reach for the CS.

Note: Psi-Stalkers and Dog Packs always guard the entrances to the Coalition cities to check out "visitors" much like pre-Rifts customs officers and trained dogs used to check luggage for explosives or drugs. The Psi-Stalkers are fairly thorough, but there is always a chance of slipping by undetected; roll percentile dice, 1-20% means a psychic has not been recognized and can slip into the city as an ordinary human. Increase the chance to 1-40% if there is a serious commotion happening nearby. Dog Packs, police (NTSET) and internal security (ISS) also patrol the city checking IDs and sniffing out unregistered psychics, magic, shape changers, monsters and trouble. (See *Rifts® World Book 11: Coalition War Campaign* for details.)

Burster O.C.C.

A Burster is a Master Psychic with dramatic psychic powers that manifest themselves in *physical* ways, most significant of which is a highly developed *Pyrokinesis*, the creation and manipulation of fire. These psychics can create fire out of thin air, cause things to simply burst into flames, and use fire as a weapon. This rather spectacular display of psychic power has made the Burster one of the most feared of all the psychic characters, second only to the Mind Melter. Although other powerful psychics may possess the Super-Psionic power of Pyrokinesis, the abilities of the Burster far outstrip those of the fundamental ability possessed by others. In addition to being able to create fire with a thought, the psychic can actually "burst" into flame. Flames that provide a warm and protective covering and which give the character a frightening visage and enhanced power.

Bursters are extremely passionate about ... well, everything. They feel their emotions and beliefs deeply and are not shy about showing them. The more intense emotions, joy, love, hate and anger, burn the hottest within Bursters and are the most likely to elicit an intense reaction. Few Bursters are wishy-washy about anything. They are steadfast and outspoken in their beliefs and quick to action. While some are quite literally "hot heads" with short tempers and explosive anger, most tend to be warm, sincere people who generally exhibit a fair amount of self-control. It's just that they are deeply committed to whatever beliefs, feelings and/or people they care about and are not afraid to take a stand or fight those who threaten them or their loved ones.

Many observers have noted that Bursters are a study of duality and extremes. Most Bursters are either Principled and Scrupulous or Miscreant and Diabolic – extreme good or extreme evil – rarely anything in between. They are notorious for their hot emotions, terrible anger and powers of destruction, yet they are just as likely to be generous and kind to strangers in need, and amazingly loyal to friends and loved ones. A symbol of destruction and fiery violence, the Burster often seeks peace and order, and looks to build and nurture (a belief, place, people, ideal, etc.) rather than destroy. Good or evil, idealistic or sardonic, the Burster will be passionate about his position, purpose and goals, and enjoys what he does.

Part of this comes from the very nature of fire, one of the four ancient, mystical elements. Fire itself plays important dual roles in human life. It can be used to provide light, warmth, protection from animals, the power (through heat and chemical reaction) to change and shape other elements (rock, metal, water) into useful building materials, or serve as a source of energy. In this capacity, fire nurtures, protects, helps and builds, but then there is the other side of fire, the destroyer. Fire can rage uncontrolled and destroy everything it touches. In this capacity, it becomes a wild thing that leaps from place to place and burns down that which it helped to build. It kills without mercy and without conscience. It is a destructive force to be feared. Paradoxically, the Burster tends to be the living embodiment of fire - a builder and destroyer, a warm and noble spirit who, if hurt or provoked, can transform into a cold-hearted destroyer with a fiery wrath.

As hot and extreme personalities, Bursters who choose an evil course are wicked in the extreme (Miscreant or Diabolic) and relish causing pain and suffering. They destroy that which offends or annoys them and, often, that which they cannot understand. On the other hand, a good Burster can be astonishingly virtuous and compassionate. They fight for those who cannot do so for themselves and take up worthy causes. They fight with passion and conviction that is hard to find, and can be as honorable and heroic as the best Cyber-Knight. Of course, there are those who don't quite fit either mold. An Aberrant aligned Burster, for example, will never waver from his (twisted) code of ethics. Anarchist individuals are likely to be selfish in the extreme or uncharacteristic in their lack of conviction or purpose. An Unprincipled Burster will be all too aware of his dual nature and constantly at odds with himself, always struggling to do the right thing despite emotions to the contrary.

Special Burster O.C.C. Pyrokinetic Powers

Note: The following powers are different or more powerful than the common Pyrokinetic Super-Psionic Power, and are exclusive to the Burster O.C.C.

1. Impervious to Fire and Heat: A psionic aura radiates around the Burster, making him and what he is wearing, completely impervious to fire and heat. Even Mega-Damage plasma, napalm, a dragon's fire breath, and magic fires do nothing but minor cosmetic damage (singe clothing or armor, damage a delicate item, etc.). Even the most intense Mega-Damage blaze does no damage whatsoever. This also means the character can pick up and hold hot coals, burning timbers, eat fire (for show, not nourishment), and walk or stand in fire without discomfort or catching on fire; it feels natural and invigorating.

This natural ability also means the Burster is unaffected by smoke. He can breathe unimpaired in the thickest billowing clouds of smoke. Vision is only slightly obscured, roughly half the usual distance and clarity of sight, speed is reduced by a meager 10%, and combat penalties are only -1 to strike, parry, and dodge; most humans and D-Bees are blinded by smoke (-10 on all combat rolls, -25% on skills and -50% on Spd) and choke on the noxious fumes (roughly the same as *tear gas*) and a normal person will choke to death from smoke inhalation in a matter of 1D6+4 minutes.

This protective aura even helps protect against electricity (M.D. attacks inflict *half damage*, S.D.C. attacks just tingle), and this character never sweats.

2. Extinguish Fires: The Burster can instantly put out flames without need of chemicals or water. The fire just disappears because the character can psionically channel and control the energy to make it stop spreading and quickly go out. **Range:** 100 feet (30.5 m) +10 feet (3 m) per level of experience. **Radius of Effect:** The psychic can extinguish a 200 foot (61 m) radius per level of experience. His/her level of control is such that the Burster can either go for the maximum (usually in an effort to save lives and/or property) or narrowly focus it to affect a comparatively small area. **Duration:** Permanent; until the fire is reignited. **I.S.P. Cost:** 4.

3. Flame Burst (Self): The psychic can seemingly cause himself to burst into flames and become completely engulfed in fire. In reality, this is a fiery aura *around* him. Nothing on the Burster's person is actually on fire, so nothing is damaged. Furthermore, the character can move around without difficulty. However, the fire will ignite anything he touches, such as carpeting, drapes, furniture, paper, wood, etc. **Range:** Self. **Duration:** Two minutes per level of experience. **S.D.C. Damage:** 6D6 S.D.C. damage per strike to anyone or thing that he touches. Damage is accumulative. Plus, all combustible articles such as clothing will catch on fire, doing an additional 6D6 S.D.C. damage per melee round until extinguished. The flames are not powerful enough to damage M.D.C. items/armor unless within a mile (1.6 km) of a ley line nexus point, then the damage can be increased to 1D4 M.D. (and 2D4 directly at a nexus), but costs two extra Inner Strength Points. **Mega-Damage:** 1D6 M.D. (or 1D6x100 S.D.C.) can be inflicted (2D6 M.D. at ley lines and 3D6 M.D. at a nexus) if the Burster concentrates intensely to inflict maximum damage. This 1D6 M.D. can be added to damage from the Burster's punches, kicks, or simply by being touched! **Note:** Additional cost of 8 I.S.P. for the M.D. attacks, lasts only one melee round per level of experience and each M.D. fire attack (punch, kick, head butt, grapple, etc.) counts as two melee actions/attacks. **I.S.P. Cost:** 4.

Flame Burst Body Protection (Special): The aura of fire from the Flame Burst also provides a limited M.D.C. field of protection equal to 30 M.D.C. +6 per level of experience, and which renews itself at a rate of 3D6 M.D.C. per melee round (never more than the normal maxi-

mum). **Note:** There is no extra I.S.P. cost for this aura of protection; it comes with the Flame Burst.

4. Fire Bolt: A fiery energy bolt can be hurled or fired from the forehead or hands (even if the latter is an artificial appendage). **Range:** 200 feet (61 m) +20 feet (6 m) per level of experience. **Duration:** Instant; counts as one melee action/attack. **Bonus to Strike:** +4; line of sight. **Damage:** Mini-bolt 2D6 S.D.C./Hit Points, medium bolt 4D6 S.D.C., heavy bolt 6D6 S.D.C., or Mega-Damage plasma bolt: 2D6 M.D. **I.S.P. Cost:** Two, regardless of the size and damage for an S.D.C. blast, and four points to create an M.D. blast.

5. Fire Eruption: The pyrokinetic can cause a fire to erupt in front of somebody or an area (never directly on a living creature) instantly and without the need of combustible material. The size of the flame can be controlled to be only a few inches tall and cover only an inch or two area, or several yards/meters tall and across. The flame will burn as long as its creator wills it to (costs one additional I.S.P. per 10 minutes) and cannot be extinguished by normal means because it is fueled by psychic energy. If the Burster is rendered unconscious, blinded or distracted, the flame disappears.

If the Fire Eruption is created in an area where other combustible items are located (carpet, wood, flooring, walls, ceiling, paper, fuel depot, etc.), they will catch fire within 1D4 melee rounds (i.e. one minute or less). The burning of these materials is a separate, regular fire that can be extinguished normally, but will spread and may cause immense damage just as any fire would. **Range:** 100 feet (30 m) +20 feet (6 m) per level of experience. A specific target must be visible, while a target area does not have to be visible, but its precise location must be known to the Burster, i.e. causing a fire to erupt in the adjoining room or the room directly above him, etc. **Note:** -25% to accurately hit a target he cannot see if it is smaller than 20 feet (6 m) in diameter. **Duration:** The flame eruption will stay ignited for 10 minutes or until the Burster cancels the effect, which can be done at will. The psychic can keep the fire burning by expending an additional one I.S.P. every 10 minutes, but must stay within range and concentrate on maintaining the fire. **Penalties:** Melee actions are reduced by half and fighting is impossible unless the Burster breaks his concentration, causing the fire to disappear. However, any combustible items set ablaze by it will continue to burn and the fire spreads until extinguished, even after the psionic fire is gone. **Bonus to Strike:** This is a little different than the usual strike attack. The Burster must learn to judge distances and focus his thoughts in order to create the eruption exactly where he wants it. So instead of an attack bonus, there is a **Base Skill:** 48% +4% per additional level of experience (roll percentile dice). A failed roll means the eruption happens 2D6 yards/meters off target. The Burster is -25% to accurately hit a target he cannot see if it is smaller than 20 feet (6.1 m) in diameter. Huge targets are easier to hit, but even then the blinded Burster is -5% to strike. **S.D.C. Damage:** Tiny flame 1D4 S.D.C., 1-2 yards/meters fire 4D6 S.D.C., a towering pillar or wall (6 feet/1.8 m tall or bigger) 1D4x10 S.D.C., filling a room or 20 square foot (6 m) area or larger causes 2D4x10 S.D.C. damage (or one M.D. point) per melee round or whenever somebody attempts to run through it. **Mega-Damage:** The fire can be increased to Mega-Damage destruction by expending *twice as many I.S.P.*; applicable only to the larger fires, walls, pillars, and areas. An M.D. fire wall or pillar inflicts 2D6 M.D., 20 foot (6 m) area does 4D6 M.D. and 40 feet (12.2 m) or bigger does 6D6 M.D. per melee round or whenever somebody tries to run through it. Combustible items burn hotter and the fire spreads four times faster than a normal S.D.C. fire. **I.S.P. Cost:** 10 for S.D.C. fires regardless of size. 20 I.S.P. to create a Mega-Damage fire. **Maximum Size Limitations:** 20 foot area (6.1 m) +5 feet (1.5 m) per level of experience.

6. Sense Fire: This psionic ability enables the character to sense if there is a fire as small as a burning candle nearby. To sense the fire, the Burster must stop and concentrate for a moment (15 seconds/one melee round). A moment later, he receives psychic impressions that indicate the approximate size (big, medium, small, tiny) and the approximate distance (near or far), the general direction (north, south, east, west, and, if in a building, up or down). He can also tell whether it is contained, spreading slowly, or raging out of control, as well as whether it is a natural/accidental fire or an intentional/man-made or magical fire (arson), and how long it has been burning (minutes, hours, days).

The psychic can also examine burnt objects or ashes and effectively "object read" them to get an impression of how long ago the fire last burned and whether it was natural or man-made. This affinity with fire also enables the Burster to recognize Fire Elementals and sense the presence of supernatural creatures of fire, including Fire Elementals of all kinds, fire-based demons, Fire Demon Automatons (see **Rifts® Federation of Magic™**) and Fire/Water Elemental Fusionists, but not Fire Dragons or other Bursters, unless the latter has burst into flames or is controlling a psionic induced Fire Eruption. **Note:** This psychic power does *not* disclose who made the fire, nor how many people may have been involved, nor are exact locations revealed, although it can be used to track down a fire in a search. Also note that the Sense Fire ability applies to fires, not machines or engines that radiate heat. **Range:** Sensing for a burning fire will cover an 800 foot (244 m) radius +100 feet (30.5 m) per level of experience. Examining ashes or burnt debris requires touching it. **Duration:** Requires 15 seconds of preparatory concentration, but the psychic impressions and being in tune to the fire(s) lasts for four minutes, thus the character can use this ability to track down fires, i.e. "we're getting close" ... "oh no, it's spreading" ... "it's behind that door," and so on. **Damage:** None. **I.S.P. Cost:** Two. **Note:** If a Burster uses the power of Telepathy, Empathy or See Aura, he can also sense if the target of his psychic probe is a fire bug/arsonist.

7. Super Fuel Flame: The character can feed a fire with psychic energy, increasing its size by as little as twofold or as much as 10 times. **Range:** 100 feet (30.5 m) per level of experience. **Area Effect:** 20 foot (6 m) area per level of experience. **Damage:** Increased proportional to the size of the fire; G.M. discretion. **I.S.P. Cost:** 8.

8. Select Three Minor Psionic Powers from the following list at level one, and one additional at levels 3, 6, 9, and 12.

Bio-Regenerate (self; 6)

Deaden Pain (4)	Resist Hunger (2)
Deaden Senses (4)	Resist Thirst (6)
Death Trance (1)	See Aura (6)
Empathy (4)	Sense Time (2)
Levitation (varies)	Suppress Fear (8)
Mind Block (4)	Telekinesis (varies)
Resist Fatigue (4)	Telepathy (4)

Psychic Body Field (Super - 30; counts as two selections).

Radiate Horror Factor (Super - 8; counts as two selections).

9. I.S.P. Base: Roll 3D4x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 10 I.S.P. for each additional level of experience. The Burster is considered a Master Psychic. **I.S.P. Recovery** – spent I.S.P. is regained at the rate of 2 points per hour of activity, or 12 per hour of meditation or sleep.

10. Saving Throw Versus Psionic Attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

11. P.P.E. Base: Most of the Burster's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D6.

12. R.C.C. Bonuses: +2 on initiative, +1 on Perception Rolls, +1 to strike, +2 to pull punch, +2 to roll with impact or fall, +3 to save vs Horror Factor and loves hot, spicy foods; can eat 'em without any adverse effect.

The influence of ley line energy: The duration and range of the Burster's pyrokinetic and other psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of his powers are *doubled* when at or near (one mile/1.6 km) a ley line nexus point!

Burster Psychic O.C.C. Stats

Player Note: Like most Master Psychics, the Burster has minimal education, having spent much of the time learning and mastering his or her pyrokinetic powers. The individual has come to rely on those powers, wits, and experience. The typical Burster is a cocky, self-confident adventurer who prefers to use his or her powers and courage rather than skills or machines.

Alignment: Any, but tends to lean toward strong good (Principled and Scrupulous) or very evil (Miscreant or Diabolic).

Attribute Requirements: None. A high M.E. and at least an I.Q. 8 are suggested, but not required.

Race Restrictions: Most common among humans (87%), Elves (5%), Ogres (5%) and 3% others, typically human-like races. Both males and females can become Bursters.

O.C.C. Skills:

Language: Native Tongue at 98%.

Language: Other: One of choice (+30%).

Athletics (General)

Land Navigation (+10%)

Math: Basic (+15%)

Pilot: Two of choice (+10%; any except Military Vehicles).

Streetwise (+10%)

W.P. Ancient: Two of choice (any).

W.P. Modern: One of choice (any except Heavy Weapons).

Hand to Hand: Expert, can be changed to Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select six skills at level one, +1 additional skill at levels 4, 9, and 12.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic only.

Espionage: None.

Horsemanship: General and Exotic Animals only.

Mechanical: Basic and Automotive only.

Medical: First Aid, Animal Husbandry, Brewing only.

Military: None.

Physical: Any, except Acrobatics and Wrestling.

Piloting: Any (+10%), except 'bots, power armor or military.

Pilot Related: Any (+5%).

Rogue: Any, except Seduction.

Science: Math only.

Technical: Any (+10%).

W.P.: Any, except heavy weapons.

Wilderness: Any.

Secondary Skills: Select six Secondary Skills from the Secondary Skills List in the Skills Section, +2 additional Secondary Skills at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level

Standard Equipment: A couple sets of clothing, light M.D.C. body armor, sleeping bag, backpack, utility/ammo-belt, two canteens, sunglasses or tinted goggles, air filter, food rations for a week, and some personal items. One weapon for each W.P. +1D4 E-Clips for each. Starts with a commercial vehicle such as a hover vehicle, or a souped-up motorcycle or car.

Money: Starts with 4D6x100 in credits and 4D4x1000 in salable Black Market items.

Cybernetics: Starts with none. Tends to avoid implants in favor of natural powers.

Related R.C.C.s: For several other types of psychics see **Rifts® World Book 12: Psyscape™**, also see the Fire/Water Elemental Fusionist in the previous Magic O.C.C. section of this book.

Dog Boy O.C.C.

Also known as "Dog Pack" and "Psi-Hound"

The so-called "Dog Boy" is the Coalition States genetic engineering laboratories' most successful creation. All Dog Boys have their origin with the CS, although an increasing number (perhaps as many as 5%) are "free born" (or what the CS calls "feral"), the natural born offspring of lab created Dog Boys who have gone AWOL from the Coalition Army. The number of free born Dog Boys is small even though Dog Packs have been part of the Coalition Army and police force and city defense force for nearly 40 years, because most of the canines are ferociously loyal to their human creators. **Coalition Dog Boys** and **psychics** have come to play an increasingly important role in the CS defenses and military operations against hostile forces because they can literally "sniff out," sense and (sometimes) see users of magic and the supernatural even when they are invisible or disguised. By comparison, the predominantly human troops must trust their own judgement, gut feelings, hunches and experience, and hope they can react fast enough to survive a surprise magic attack. Consequently, one or two Dog Boys are assigned to most every squad of soldiers operating outside of CS held territory and at least one third of the ones in CS territory. In addition, the bond of friendship and camaraderie between the human troops and the mutant Dog Boys is almost akin to that of a boy and his dog. Closeness between CS soldiers and Psi-Stalkers, and psychics in general, is also stronger than ever before as they prove their loyalty and worth in confrontations with demons, sorcerers and evil psychics. Nowhere was their loyalty, bravery and value more evident than in the Tolkeen Campaign.

The feeling is mutual, with Dog Boys enjoying the close camaraderie of human troops. Like real, domesticated canines, Dog Boys love the company of humans and instinctively regard them as both part of their "pack" and their superiors. Consequently, with rare exception, Dog Boys do not question, defy or challenge orders, and are incredibly loyal, helpful and obedient. Most don't see any inequity between how they are treated and the rights and privileges enjoyed by humans. They accept that humans are superior and more important, so the loyal canines cheerfully live and die to serve them. Most Dog Boys will not hesitate to help a comrade or to leap in front of a human to take a laser blast for him. This loyalty and self-sacrifice have made Dog Boys beloved by the troops and civilians alike.

Surprisingly, Dog Boys are rarely abused or mistreated by their human masters, especially by the soldiers who have come to rely on them so heavily. In fact, the submissive, loyal and trusting disposition of Dog Boys is immediately evident to anyone who works closely with them. The Dog Boys' courage and willingness to face creatures of magic as well as their willingness to sacrifice themselves to protect their human allies win over even the most hard-nosed human supremacist at the front. This has a lot to do with the fact that the mutants represent the unit's edge against magic and the supernatural, but that same level of security and confidence is not seen with groups where Psi-Stalkers or human psychics replace Dog Boys entirely. There is just something about the mutant canines and their selflessness and loyalty that has a tremendously positive and unifying influence on the rest of the troops. On the Tolkeen Front, Dog Boys have become the glue that binds the CS army.

The bonding between human soldiers and canine mutants is an unexpected, but understandable (and helpful) turn of events, but the Coalition Military High Command is not particularly thrilled with it. Despite the benefits this camaraderie creates, they do not want humans

CHUCK WALTON 05

to become emotionally attached or close to any *nonhuman*, not even Dog Boys or human mutants like the Psi-Stalkers. However, circumstance has dictated otherwise, and Dog Boys and Psi-Stalkers are part of every squad, platoon, company and division at the Tolkeen Front and many other locations.

A standard CS reconnaissance or patrol squad at Tolkeen or the Magic Zone consists of four human soldiers, a Dog Pack (four Dog Boys) and one Psi-Stalker, plus a squad leader who can be human, a human psychic or a Psi-Stalker.

The Origins of the Dog Boys

Before the Time of the Rifts, the quest for human augmentation naturally led to genetic manipulation. North America, France and a few other countries were by far the leaders in the area of genetic research. They had enjoyed some spectacular results working on laboratory animals. However, genetic manipulation of human beings proved to be much more unpredictable and deadlier than the alteration of animal genes. Ultimately, this led to more extensive animal experimentation. Only the Chinese continued experimentation on human subjects. Eventually, American geneticists could endow animals with human (or at least humanoid) intelligence, speech, and physiology.

The great controversy that arose from the creation of intelligent mutant animals was the fear that humans were establishing a new precedent for slavery. The outcry against slavery was well taken, because the American government had high hopes for, literally, creating super-soldiers from animal mutants. Soldiers with the predatory instincts, animal abilities, strength, and endurance, complemented by the intelligence of a human. Social outrage stopped the creation of a race of mutant soldiers and laborers before it had begun. Still, the US government continued secret research in this area for decades, funneling trillions of dollars into a top secret, military genetic engineering complex in Texas. A facility rumored to include a vast factory-like complex capable of creating hundreds of mutant animals a month. As fate would have it, the Coalition States would discover the *Tex-Am Complex*, or what they call the *Lone Star Complex*, and find the secrets of creating the genetically engineered canines known as Dog Boys.

While society may have had the presence of mind to stop the reestablishment of slavery in the 21st Century, the world of Rifts is much more cruel and savage. The Coalition States has been creating mutant canines for labor and soldiering, as well as conducting secret genetic experimentation at the Lone Star Complex for years. It is at Lone Star that the majority of the Dog Boys (and other secret, experimental mutations) are created and trained. Somehow, the Tex-Am Complex, survived the Great Cataclysm unscathed. A sprawling 20 mile (32 km) military research and manufacturing complex that is practically a city within its own rights. The Lone Star Compound is completely self-sufficient, with both fusion and fossil fuel energy capabilities, state of the art science and genetics laboratories dating to pre-Rifts Earth, and high-tech manufacturing plants of all kinds.

Coalition Dog Pack

The Coalition's obsession with maintaining the purity of the "true" human race is the motivation for both the creation and enslavement of mutant animals. It is also the one thing that curbs them from even greater exploitation of genetically engineered creations. This purist mentality also means that the genetic manipulation of human beings is *strictly forbidden*. (Not that it has stopped the man in charge of Lone Star operations, Doctor Desmond Bradford. See **World Book 13: Lone Star** for complete details on the Lone Star Complex, Dog Boys, Feral Dog Boys, and other genetic mutants.) Genetic manipulation of animals is regarded as something completely different and acceptable. They are, after all, *animals*, not people. And as *animals* they are expendable. Initially they were dispatched to areas where the threat to human life was deemed the greatest risk. The logic being, why endanger human life when an "animal" can pave the way? From the Coalition Army's point of view, Dog Boys save human lives by replacing human troops as well as fighting along side of them. Although this attitude has softened considerably over the years, Dog Boys are still used as advance scouts and front-line infantry troops. Indeed, tens of thousands have died in combat in the recent military operation at the Tolkeen Front.

Of all the animal genetic experiments, the dog has proven to be the most desirable and reliable of all animals for several reasons.

First, canines have a long history of cohabitation with human beings. Whether there is any real scientific reason for this special relationship between man and canine is doubtful. However, psychologically, humans quickly accept, trust, and like dogs, even two-legged mutants. This leads to an immediate bonding or friendship between man and beast. Not a surprise, really, when you consider that dogs have been "man's best friend" for eons. This acceptance and warm response by humans only serves to make the mutant animals feel loved, cherished, needed, and dedicated to the protection of their masters.

Second, dogs are instinctive pack animals, and Dog Boys see themselves as part of the "human pack," so they accept their social position as subservient members within the pack society without question or anxiety about it. Consequently, they are submissive and loyal to humans, whom they perceive as the pack leaders or dominant pack members.

Third, the animals generally love to work with, and be around humans. This social cooperativeness, combined with the canines' loyalty to the pack and desire to please, makes their training and indoctrination very easy and thorough. Unlike humans, Dog Boys don't question their orders or balk at danger, the mutant canines leap into the jaws of death with little hesitation, especially to save a human or fellow pack member.

Fourth, as a soldier, the dog offers several advantages. Besides the obvious superiority in physical strength and endurance, Dog Boys possess several additional abilities. In general, the dog's sense of smell is a million times more sensitive than a human's and they possess a much more sensitive range of hearing. This makes them much more alert and ideal for tracking.

Fifth, dogs are natural hunters who instinctively chase anything that moves, making them more observant than humans. An ideal trait for a man-hunter, monster fighter and guard against magic and supernatural enemies.

Last, and in some ways, most important to the Coalition, dogs are among the few creatures who are sensitive to the supernatural. The mutant Dog Boys are similar to Psi-Stalkers in that regard, and automatically sense the presence of magic and the supernatural. An ability the geneticists have been able to maintain and enhance in the intelligent mutant canines.

Coalition Dog Packs are a formal part of the CS Armed Forces and receive the same basic training as the Coalition Grunt. However, the Dog Pack also receive special training in honing their tracking abilities and psychic powers. Their purpose: Special Forces operatives and watchdogs against assaults by psychics, practitioners of magic, the supernatural and creatures of magic, like dragons and other shape shifters. A pack of four or more Dog Boys is always led by a Civilized Psi-Stalker; a typical squad or "Dog Pack" being 6-10 Dog Boys of various breeds and their Psi-Stalker team leader/handler. The Pack patrols CS cities, the 'Burbs and military bases, makes perimeter patrols and engages in all sorts of reconnaissance, rescue and wilderness operations.

The original and official name for these canine soldiers was *Psi-Hounds*, but the nickname "Dog Boy" quickly cropped up and has stuck no matter what the military leadership tries to do about it. For one thing, "Dog Boy" goes nicely with the "Dead Boy" moniker of the regular army soldiers. ("Oh look, there goes a squad of Dead Boys and a couple of Dog Boys.")

The Dog Pack is also used to track criminals, especially demonic, sorcerous and psionic criminals, city intruders, spies and supernatural

menaces, as well as being used as a general police force. Most CS city dwellers are *comforted* by the presence of the loyal and courteous Dog Boys, and cooperate with them to the fullest. To rebuke the inquiries of a Dog Boy will mean a full Dog Pack, led by a Psi-Stalker (or worse, an ISS Investigator/CS special police) arriving moments later to enforce a full and unpleasant investigation. A Dog Pack and Psi-Stalker have the authority to enter any civilian establishment or home if they have reasonable cause, and for a Dog Boy that's smelling of sensing the presence of magic or the paranormal. Dog Boys partnered up with CS police, soldiers, or as a pack roam the streets of the 'Burbs, the city and military bases with an eye out for trouble, and may investigate any suspicious activity, individual or home.

In the wilderness, troops of Dog Boys (as well as experimental mutant animals) may be dispatched into areas of conflict. Like the US Marines of old, the Dog Pack is often the first to be sent into a trouble zone for reconnaissance, surgical strike or initial assault. They are also sent out on regular reconnaissance, intelligence, and seek-and-destroy missions. In the 'Burbs and certain wilderness missions, Dog Boys are sent to sniff out "traitors to humanity" (Rogue Scholars, Body Fixers, and Rogue Scientists), enemies of the States (practitioners of magic and D-Bees) and supernatural terrors (demons and other monsters, including dragons). Contraband (ancient books, films, artwork, and artifacts, as well as banned books) and those who traffic in contraband are secondary targets.

Dog Boys may be members of a completely mutant animal squad, completely canine squad (Dog Pack), a member of a human team, or operate as a partner, pair or an individual on a solo assignment. Individual Dog Boys are frequently sent into the wilderness to pretend to be feral runaways or mercenaries. This subterfuge enables them to observe the activities of real mercs, adventurers and D-Bees, firsthand. This may be to gather intelligence or to get in good with a group to use and misdirect them or set them up for a military raid. Of course, some Dog Boys really do forsake the Coalition when they discover the freedom that other societies and groups offer, or are simply enticed to wander the world and enjoy its marvels. This too, is anticipated by the Coalition and is part of an exercise to see how many Dog Pack soldiers remain loyal when placed under varying conditions of freedom, stress, or danger (about 89% to 95% remain loyal).

Generally, Dog Pack mutants are treated well and with kindness. They are especially loved by their Psi-Stalker Dog Pack leaders, CS police and CS Grunts. However, the Coalition and most people in the CS see the mutant animals not as intelligent life forms, and never as equals, but as trained animals. They love and care for the mutants just as they might a favorite pet dog. As such, the Dog Boys are treated like simple-minded children and those who don't work with them on a regular basis often refer to them in the third person or talk about them as if they are not present. In reality, Dog Boys are very smart, intuitive and perceptive.

Since Dog Boys are trained animals specially bred and prepared for duty as guard "animals," they are generally looked upon by the military brass as an expendable commodity. The mutant soldiers are just big doggies that walk on two legs, sport arms and hands, and talk instead of bark. A human might feel a bit of a loss over the death of a favorite hunting dog killed by a wild animal, but one simply discards the dead body and goes out to purchase a new dog. This is the attitude of the Coalition military High Command and other military leaders who don't work directly with the canine soldiers. If a job is too dangerous for a human, a Dog Boy is sent in to do it. If it dies, a new one can always be purchased or bred to replace it. An attitude that is not shared by the Psi-Stalkers or police partnered with Dog Boys or who lead Dog Packs. In fact, the Coalition's heartless abuse of their animal creations is the one element that might, someday, turn the Psi-Stalkers away from them. As noted earlier, however, most Dog Boys don't see anything wrong with how they are treated and tend to concur that they are expendable, rather than jeopardize a valuable human life. This also means that they rarely feel cheated or abused, and are happy just to be part of the human pack for however long that may be.

Special Dog Boy O.C.C. Abilities

Note: The following are typical of the *average* Dog Boy. Some things will vary according to the breed of the dog and there are a couple of sub-divisions of mutant dogs with special abilities and/or heightened senses. Only the typical Dog Boy is presented in these pages. For more details and different types of Dog Boys and other mutants, see **Rifts® World Book 13: Lone Star**.

1. Sense Psychic and Magic Energy: Basically identical to the Psi-Stalker, although not quite as developed. Like a bloodhound smelling a familiar scent, the Psi-Hound can detect the presence of psychic energy; specifically fellow psychics (I.S.P.) and magic energy (P.P.E. used in spell casting, in magic devices and the large energy reserves in practitioners and creatures of magic; 80 or more points). The ability is constant and automatic, just like the ability to see and smell.

Dog Boys can sense whenever a psionic ability is used within the range of sensitivity. If the energy is being continually expended, like a series of magic or psionic attacks, or is of a duration/effect longer than one melee round (15 seconds), the Dog Boy can trace it to the source (i.e. the character or creature using the psionics or magic) with relative ease. Several psionic or magic characters using their powers in the same general area will also lead the canine to that location, but he will not be able to discern and remember (recognize) any of their psychic scents at a later time. Several psionic or magic characters using their powers over a large, scattered area of the Dog Boy's sensing range will confuse the senses. The mutant canine will be able to tell that there are several emanations and have a fair idea of which direction most are located, but will only be able to accurately follow the most powerful emanations of psychic energy. **Base Skill:** 40% +5% per level of experience (roll once every melee round). Reduce by half when multiple sources are scattered throughout the sensing range. **Range:** Sensitivity to psionic and magic *powers in use* is 400 feet (122 m) +50 feet (15 m) per level of experience. Roll percentile dice every 1000 feet (305 m) to see if the hunter is still on the trail. A failed roll means the scent is lost. *Sensitivity to a fellow psychic or magic practitioner* not using his powers is 50 feet (15.2 m) +5 feet (1.5 m) per level of experience. **I.S.P.:** None, automatic ability.

2. Recognize Psychic Scent: A psychic scent is the particular signature that emanates from a specific psychic, mage or monster every time he/it uses one of its psionic powers or casts magic. The emanation from *each individual* is unique and distinct, like a psychic fingerprint. Unfortunately, the Dog Boy's ability to sense and recognize these psychic signatures is less developed than the Psi-Stalker's. Still, the mutant canines may recognize the general type of creature (human, Burster, Simvan, Psi-Stalker, etc.), and even the psi-scent of specific individuals that the Dog Boy has encountered on numerous occasions and knows well. **Base Skill:** *10% +4%* per level of experience to recognize the *general psychic scent* of a particular race or species of mortal monster, animal (familiar) or D-Bee. (Also see #3, Sense Supernatural Beings, below.) *8% +2%* per level of experience to recognize *a specific individual;* +10% bonus if the mutant has a bit of hair, skin, blood, or an article of recently worn clothing (4 hours or less) and +10% if it is somebody or something the Dog Boy has encountered in the past and knows well. Bonuses are accumulative. **Range:** 50 feet (15.2 m) +5 feet (1.5 m) per level of experience. **Duration:** Automatic and constant. **I.S.P.:** None, an automatic ability like our own sense of smell.

3. Sense Supernatural Beings: Identical in basic function and principle to the ability *Sense Psychic and Magic Energy*, described in number one, above, except the mutant dog is much more sensitive to the very distinctive psychic scent of the supernatural. **Base Skill:** 62% +2% per level of experience to identify the *specific type/race* of supernatural beings, such as alien intelligences, gods, demigods, demons, and vampires, as well as creatures of magic such as Faeries and dragons. Dog Boys can feel – almost taste – magic in the air. This means they can recognize practitioners and creatures of magic by the large amount of P.P.E. they possess, regardless of how the enemy may dis-

guise himself. Likewise, they can sense the magical power supply or energy reserve in many magic items, including amulets, talismans and Techno-Wizard items. Dog Boys can also sense the location of *invisible* wizards or creatures of magic, as well as tell if they are approaching a ley line. This ability can also detect whether a mortal is possessed by a supernatural being. **Base Skill at Tracking by Scent:** 35% +5% per level of experience when the creature is not using magic or psionic powers or the creature has little or no magic powers or psionics like a Brodkil or Gargoyle and most sub-demons. A whopping *70% +3%* per level of experience when a supernatural being is *using* psionic powers or magic, and when the being is a Demon Lord, Alien Intelligence, god or dragon, because they possess so much magic energy (hundreds or thousands of P.P.E. points) that the Dog Boy can track them with ease even when they are not casting magic. **Range:** 100 feet (30.5 m) per level of experience; increase to 1000 feet (305 m) +100 feet per level of experience to track when magic is in use/being cast. The range is a tremendous 1000 feet (305 m) per level of experience to sense and track Demon Lords, gods and other inhuman beings powerful with magic and/or psionics whether they are using magic or not. **Duration:** Automatic and constant. **I.S.P.:** None, automatic. **Note:** Close proximity to ley lines (within a mile/1.6 km) *disrupts and blurs* the psychic senses (reduce range and skill performance by half) and completely obliterates them when on/within a ley line.

4. Other Psionic Powers: Dog Bogs automatically get the Psychic Sensitive powers of *Sense Evil (2), Sense Magic (3), Sixth Sense (2),* and *Empathy (4:* receiver only, not transmission), plus the choice of *one additional* Sensitive power.

5. Psionic Bonuses: Dog Boys are considered Master Psychics with special psionic sensitivity as described above and below. This means they roll a *10 or higher to save vs psionic attack*, +5 on Perception Rolls, +2 to save vs psionic attack and all forms of mind control, +2 to save vs illusions, and +2 to save vs possession and curses. **I.S.P. Base:** 1D6x10 +M.E. attribute number, +10 I.S.P. for each additional level of experience. **I.S.P. Recovery:** Two I.S.P. per hour of activity or 12 per hour of meditation or sleep!

6. Physical Bonuses (regardless of breed): +1D4 to P.E., +1D4 to P.S., and +2D6 to Spd attributes; **+4D6** to S.D.C., +2 on initiative roll, +1 to strike, parry, and dodge, +2 to disarm or pull punch, and +2 to save vs disease. Some different breeds may get *additional bonuses*, add all bonuses together.

The physical endurance of the Dog Boys is twice that of the average human when it comes to resisting fatigue and lifting weight. Mutant canines with a P.S. under 17 can carry 20 times their P.S. in pounds. Those with a P.S. of 17 or higher can carry 40 times their P.S. in pounds. In all cases, characters can lift twice as much as they can carry. The typical Dog Boy can work or play at an intense but even pace for two hours before he even starts to feel the serious effects of fatigue (humans tire in an hour). Extremely exhausting tasks such as running full tilt without pause or fierce hand to hand combat can be done for a full 40 minutes before the mutant canine becomes tired and needs to rest or suffer from exhaustion. Exhaustion penalties are the same as humans (-2 on Spd, -2 on initiative, -2 to damage and -1 to strike, parry and dodge; double the penalties for each additional 15 minutes without appropriate rest). However, Dog Boys and most mutant animals recover in about 15 minutes of rest or light work (half the time a human needs).

7. Superior Sense of Smell: The olfactory ability of mutant dogs is superior to humans - roughly one million times better than a normal human. The Dog Boy can follow a scent trail that is four days old (provided it hasn't been washed away) and recognize an odor from smelling only a few molecules! This is possible because the canine olfactory center is constructed differently from humans and is 40 times larger and more sensitive. For example, a human has roughly five million sensory cells in the olfactory membrane, while a Dachshund has 125 million, most Terriers around 150 million and a German Shepherd 220 million! The average Dog Boy can smell odors (that aren't sealed in airtight containers) up to 12 inches (0.3 m) underground and up to two feet (0.6 m) under snow. Those bred from "hounds," especially bloodhounds, are particularly expert in recognizing and following scent trails.

A trained tracker can identify and follow the "scent image" of specific individuals from their sweat (every individual human and most D-Bees sweat, and everybody's sweat is unique to him). The canine's olfactory senses are so great and they have become so expert in tracking by scent that the canine mutant (and ordinary hounds) can deduce from the evaporation of the sweat and various other ingredients of the smell which scents are freshest, what direction they are leading, and even let the Dog Boy guess which way the person may have gone when the trail breaks or runs cold. The wet nose actually helps in smelling by dissolving molecules floating in the air, bringing them into contact with the olfactory membrane and cleaning old smells away.

Common and strong scents: Recognize and accurately identify general/common/known smells, including gases, food, animals, and the path used by a group of humans, mutant animals, D-Bees or monsters, as well as other strong and/or distinctive odors. **Base Skill:** 70% +3% per level of experience. **Range:** 100 feet (30.5 m) per level of experience.

Identify specific odors: Including the scent of specific individuals (specific characters), poisons or drugs mixed into food or drink, unique and unusual scents. The Dog Boy must be familiar with the target subject and/or have a piece of clothing, hair, blood, etc., that the tracker can use as a reference. **Base Skill:** 54% +2% per level of experience. **Range:** 25 feet (7.6 m) per level of experience.

Track by smell alone! This means the mutant canine relies entirely on his sense of smell (if blinded, he cannot follow physical tracks/footprints or any other visible trail, but can follow a scent). This also means that a Dog Boy can sniff his way through total darkness if there is a scent (like fresh air, the trail in, etc.) that can be followed, and the character suffers only half (that would -5 to strike, parry, and dodge) the normal penalties when blinded or in total darkness (normal penalty is -10). When combined with the Dog Boy's superior sense of hearing and ability to sense magic and psychic energy and the supernatural, this formidable hunter/tracker can usually put together an incredibly accurate picture of who or what he is tracking and just how near or far it may be. **Base Skill: 40% +4%** per level of experience.

A few notes about tracking by scent: In most cases, the Dog Boy character should roll once for every 1000 feet (305 m) to see if he or she stays on the trial (half that distance if the scent is unusually light or if the trail is covered in light rain or snow). A failed roll means the trail has been temporarily lost. Two successful rolls out of three tries means the trail has been rediscovered. Two failures means the trail is lost. Cannot track through water or in the rain, cannot smell Astral Beings, Ghosts or energy beings, although he can probably "sense" their presence and general locale, if nearby. Also, despite what many people may think, a dog can NOT see any better in the dark than humans. However, their exceptional sense of smell and keen hearing helps compensate for their lack of nightvision.

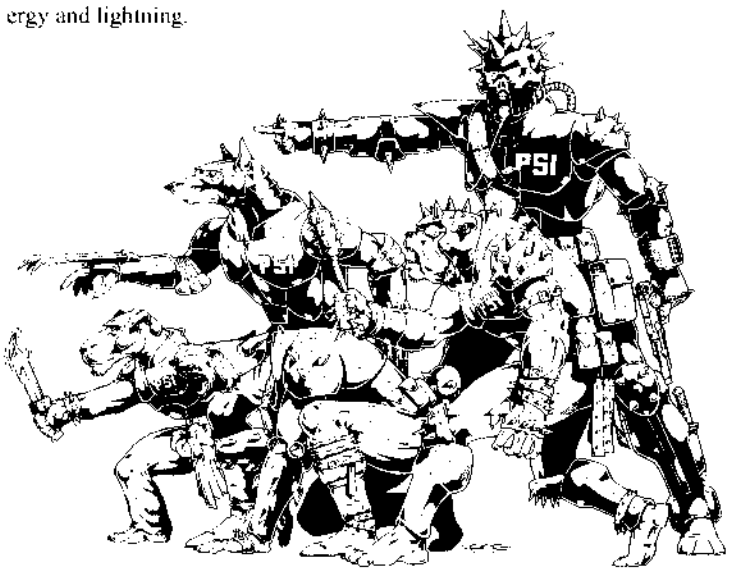
8. Keen Sense of Hearing: Dogs and Dog Boys alike, have exceptional hearing compared to humans and even cats and many other animals. The mutant canines can hear into a higher range of sound and can register sounds of 35,000 vibrations per second compared to 20,000 in humans and 25,000 in cats. Their large ears work like external sound receivers that can prick up and swivel to focus in on the sound of the noise (thanks to 17 ear muscles). They can also shut off their inner ear to filter the general din of noise to zero-in on the sound they want to concentrate on.

9. Good Sight: The field of vision in short-nosed canines (like boxers and terriers) is 200 degrees, in long-nosed breeds (like the German Shepherd and hounds) 270 degrees; compared to the human's 100 degrees. Dog Boys see color in a similar range as humans, but the colors are a bit dulled. Farsightedness and other eye problems common to humans are a rarity in Dog Boys.

10. Sense of Taste and Biting: Dog Boys have only a fair to good sense of taste. This is probably a blessing of evolution for true dogs because they are both carnivores who eat what they catch (usually on the run) and scavengers who eat old and decaying food of all kinds.

The bite of a Dog Boy will vary with the breed (see specific bonuses in the section about various breeds). A typical nipping or warning bite from most breeds (including German Shepherds and most setters and pointers) typically inflicts 1D6 S.D.C. damage, while a full strength bite does 2D6 S.D.C. damage - more from some of the larger or more powerful breeds, including wolf, coyote, Wolfhound, Rottweiler and Pit Bulls. **Note:** Dog Boys are discouraged from using biting attacks because the CS is nervous about encouraging such savage and primal action, and because such attacks open the mutant warriors to serious injury to the mouth, throat and head.

11. Sensitivity to Ley Line Energy: Ley lines are a problem for Dog Packs because the steady stream of magic energy *completely obliterates* their abilities to sense magic, psionics and the supernatural. Thus, any psychic, demon, or practitioner or creature of magic on a ley line is completely undetectable by the mutants. When on a ley line, Dog Boys must rely on their wits and conventional senses of sight, sound and smell. A Dog Boy's physical senses, especially smell, however, are not affected. Still, the mutant canines are leery around *places of magic* and often show uncharacteristic signs of being nervous and on edge. They are afraid (some are terrified) during Ley Line Storms which actually cause physical discomfort to Dog Boys - headaches, crackling sounds in the ears, and static electrical build-up/shocks, plus they are two times more likely than others to be struck by ley line energy and lightning.



Dog Boy O.C.C. Stats

Alignments: Any, but most lean toward good, Unprincipled or Aberrant; tend to be very loyal to humans. Characters who are Anarchist, Miscreant, or Diabolic, tend to be loners, mean, and do not work well in a group unless they can be the leader.

Racial Requirements: A mutant canine genetically created, cloned and mass produced by the CS for Coalition military duty. All substandard creations (physically or mentally) never reach full maturity; they are destroyed. Player characters who are not CS agents (spy, infiltrator, on reconnaissance, etc.) must either be "feral" deserters or the "freeborn" offspring of runaway Dog Boys. Obviously, the term Dog "Boy" does not make the distinction between males and females. Although 80% of the lab grown mutant canines are *males*.

Average Attribute Range (Standard Dog Boy): I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 3D6 running - 1D6 digging.

Hit Points: Standard: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 20 plus those gained from Physical skills; some breeds may get S.D.C. bonuses.

Average Weight: Varies according to the breed. Average weight is around 140 to 180 lbs (63 to 81 kg).

Average Height: Varies with the breed, with an average height of around 5-6 feet (1.5 to 1.8 m); the smallest is four feet (1.2 m), the largest seven (2.1 m); these two extremes tend to be unusual (less than 15%).

General Physical Appearance: Human Looks: none, other than being bipedal and having two arms and legs. 85% have human legs while 15% have canine-like legs; the latter being part of genetic experiments in variations of physiology. The head/face is that of a canine, the body is fur covered, and there is a tail. Hands: Fully articulated, fur covered hands with human-like opposable thumbs, although most have long canine fingernails. Bipedal stance that enables the mutant canines to stand erect and walk and run the same as humans, although some are partial to running on all fours, in a loping movement. Human Speech: Partial to full. Speech is a bit guttural and the character still has a tendency to growl, whimper, and howl when excited.

Average Life Span: 32-45 years; add 10 years to females.

Natural Abilities: See Special Abilities, above.

Magic: None. Even most "feral" and "free born" Dog Boys tend to distrust and avoid magic and magic items, including weapons.

Average P.P.E.: Most of the individual's P.P.E. has been expended in the development of psychic abilities. The remaining Permanent P.P.E. Base is 3D6.

Psionics: See Special Abilities, above.

Military O.C.C. Skills of a Coalition Dog Boy: With rare exception, all mutant canines, even mercs and nomads, began life as a Coalition Dog Boy, created, conditioned, and trained as a Coalition soldier.

Language: Native Tongue (American) at 88%.

Language: Other: One of choice (+5%).

Climbing (+10%)

Intelligence (+6%)

Land Navigation (+10%)

Pilot: Hovercraft (+10%)

Radio: Basic (+10%)

Read Sensory Equipment (+10%)

Running

Wilderness Survival (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Knife or Sword (pick one).

Hand to Hand: Expert, can be changed to Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Five other skills at level one, +1 skill at levels 3, 6, 9 and 12. **Note:** Dog Boys in the service of the CS are never taught to read, not even officers.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive only (+5%).

Medical: First Aid only (+5%).

Military: Any (+10%).

Physical: Any, except Acrobatics.

Pilot: Motorcycle, Hovercycle, Jet Pack, Truck & Motorboat only (+5%).

Pilot Related: None.

Rogue: None.

Science: None.

Technical: Any (+5%), except Computer Operation & Programming.

W.P.: Any.

Wilderness: Any (+5%).

Secondary Skills: Six skills from the Secondary Skills List in the Skills Section. +2 additional Secondary Skills at levels 2, 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment for CS Dog Boys: A suit of light (30 M.D.C.) or heavy (50 M.D.C.: standard) Dog Pack DPM Riot armor (**Note:** Full environmental armor is generally reserved for officers, Dog Boy Special Forces and special assignments.), uniform, dress uniform, tinted goggles or non-environmental helmet with or without visor, PDD pocket audio recorder, pocket laser distancer, flashlight, pocket mirror, cigarette lighter, 100 feet (30.5 m) of lightweight rope, small hammer, four spikes, 1D6 animal snares, infrared distancing binoculars, portable language translator, survival knife, a pair of Vibro-Knives or Vibro-Claws (many also have a Vibro-Saber or Neuro-Mace), C-18 laser pistol, a choice of a C-10 or C-12 laser assault rifle, both with telescopic sight and nightvision scope, four additional E-Clips for the weapon, plus knapsack, backpack, utility belt, air filter, gas mask, and canteen.

Equipment Available Upon Assignment: Hand grenades, smoke grenades, 1D4 signal flares, other types of explosives, heavy weapons, optical enhancements, camera equipment, light vehicle, food rations and non-regulation weapons and armor (mainly for the purpose of disguise and infiltration into enemy territory). The new full environmental DPM-Dead Boy armor (old style) may also be made available to Dog Boy officers and for special assignments.

Money: The Dog Pack soldier gets a roof over his head, access to military facilities, food, clothing, medical treatment, basic supplies and equipment, and all other basic needs provided in exchange for his or her loyalty and lifetime of service to the CS. The Dog Boy's quarters is a nice dormitory arrangement shared by eight mutants, divided into pairs. Each pair of roommates get a bedroom/study complete with CD stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed. *A modest monthly salary* of 200-300 credits is also provided to Dog Pack soldiers and 700 a month to officers. Player characters start with two months pay.

Cybernetics: None to start and most mutant canines would prefer to avoid them.

Identification Coding (IC): All official Dog Boys and animal experiments are "tagged" with a dual identification system similar to the one used to ID psychics living in the Coalition States. A postage stamp sized bar-code is tattooed behind the ear or at the base of the jaw. In addition, a scannable IC chip is implanted under the skin, usually at the base of the skull. The implant provides scannable information and also serves as a tracking device (one mile/1.6 km range). Both the bar code and the implant show the creature's place of creation, class, date of birth, and similar basic data. Additional bar codes and implants may be placed on the animal to indicate its history, offenses, problems, and experiments to which it has been subjected. All "officially" sanctioned genetic creations/experiments must be recorded, tagged and documented. Each and every Dog Boy ever *made* by the CS is registered and has a detailed data file that follows the mutants wherever they go (unless they "go feral"/AWOL). Illegal mutants do NOT have these identification and tracking features so they can't be traced back to Lone Star. **Note:** A Dog Boy who has gone AWOL and is not hunted down and terminated within a week, is generally left alone unless he or she takes direct action against the CS. Those who act or conspire against the Coalition States (including openly associating with nonhumans, learning to read, teaching others, speaking against the CS even if it's a true or historical fact denied by the CS, and so on) are considered hostile renegades and are hunted down and destroyed without hesitation or regret! Loyal Dog Boys view deserters as traitors to the human race and as such, are low-life-scum, never to be trusted nor treated with respect.

Related O.C.C.s & R.C.C.s: For in-depth and complete coverage on these unique mutants and many other Coalition mutants, see **Rifts® World Book 13: Lone Star™**, particularly pages 22-55 (powers & ablities on pages 22-36). The Sea Dog R.C.C. can be found in **Rifts® Sourcebook 4: Coalition Navy™**. Other mutant animals that are *not* part of the Coalition Army can be found in **Rifts® World Book 6: South America** and **Rifts® World Book 9: South America 2.** For in-depth and complete coverage on these unique mutants, see **Rifts® World Book 13: Lone Star**, particularly pages 22-53 (powers and abilities on pages 33-36).

Designer's Note: We were a bit sloppy in the early days being consistent as to which characters were O.C.C.s and which were R.C.C.s. The Dog Boy was originally classified as an R.C.C. (so were psychics), but sticking with the definition of an R.C.C. (a character that is so defined by its genetic make-up that it cannot select other occupation, it is what it is), a Dog Boy would be an O.C.C. No, the Dog Boy is not human, but if given the opportunity, the mutant canines could learn other occupations. That puts them on par with D-Bees; a nonhuman capable of a wide range of skills and jobs. By the way, Dog Boys are one of my personal favorite characters and I still love the Dog Boy illustration by Kevin Long. – Kevin Siembieda

Optional Character Tables

The following are optional rules one can use to determine the specific size, breed, and any special bonuses or abilities of their Dog Boy. Either select one from each category or randomly roll using percentile dice.

Dog Boy's Height

01-10% Four feet (1.2 m).

11-30% Five feet (1.5 m).

31-50% Five feet, six inches (1.7 m).

51-65% Five feet, 10 inches (1.78 m).

66-80% Six feet (1.8 m).

81-90% Six feet, four inches (1.9 m).

91-00% Six feet, eight inches (2 m).

Type/Breed of Dog

Below are some of the most common and interesting breeds of dog used by the CS for the creation of Dog Boys.

01-05% Irish Water Spaniel. Good tracker, excellent swimmer (base skill 90%), +1 to Perception Rolls; has a coat of fur that's almost totally waterproof.

06-10% Wolfhound. Tracks by sight, not scent; -40% to track by smell, but add 30 to S.D.C., +1D4 to P.E. and P.S. attributes, +3D6 to Spd attribute, +1 to Perception Rolls, and +2 on initiative. Bite does +2D6 damage.

11-15% Irish or English Setters. Good tracker, add 2D6 S.D.C. and +1 to P.E. attribute, +1 to Perception Rolls, and fair swimmer (55%).

16-20% Coonhound. Originally bred to hunt raccoons; a superior sniffer, +5% to track by smell, and +3 on Perception Rolls.

21-25% Golden Retriever. Good tracker, hardy, add +3D6 S.D.C., add +1 to P.S. and P.E. attributes, and +2 on Perception Rolls; natural swimmer; base skill 80%.

26-30% Cocker Spaniel. Excellent tracker: +4% to track by smell, hardy, and +1 on Perception Rolls, +2D6 S.D.C., and an excellent swimmer: base skill 80%.

31-35% Airedale Terrier. Very good tracker, +2% to track by smell, excellent hunter, alert and aggressive, +2 on Perception Rolls; +1 on initiative, +10 to S.D.C., fair swimmer: base skill 40%.

36-40% Beagle or Foxhound. Excellent trackers: +6% to all tracking by smell skills and +3 on Perception Rolls, but reduce average size by 10% (never taller than 4 feet/1.2 m), and its bite does 1D4 on a nip and 2D4 on a full strength bite.

41-50% German Shepherd (a.k.a.: Alsatian). Good tracker, alert, highly intelligent and loyal: +1D6 to I.Q., P.E., and Spd attributes, plus add 15 to S.D.C., +2 on Perception Rolls and +1 on initiative. Good swimmer (60%). **Note:** Loves to help/work with humans and has a friendly disposition. Extremely loyal.

51-55% Bloodhound. The super-scent tracker; +12% to all scent abilities, +1D6 to S.D.C., and +2 on Perception Rolls, fair swimmer: base skill 45%.

56-60% Boxer. A very good tracker: +4% to all track by smell skills; stocky but powerful, with a strong neck and powerful leg and back muscles, capable of jumping great distances. Mutant Boxers can leap 15 feet (4.6 m) high or long after a short running start. Add +1 to I.Q. attribute, +1D4 to P.E. and P.S. attributes, +1 on Perception Rolls, and +20 to S.D.C. The dog's bite is also more powerful than most, inflicting 2D4 on a nip and 3D6 S.D.C. damage on a full strength bite.

61-65% Bull Terrier/Pit Bull. Reduce size by 10% (never taller than 5 feet/1.5 m), but +2D6 to P.E. attribute, +2D4 to P.S. and +40 to S.D.C.! Bite inflicts 2D6 S.D.C. damage from a nip and 4D6 from a full strength bite, -30% to track by smell; only a fair tracker.

66-70% American Water Spaniel or Setter. Very good tracker: +2 to track by smell, +2 on Perception Rolls, very good swimmer (70%); and +1D6 S.D.C. to the Spaniel and +2D6 S.D.C. to the Setter; good natured and loyal, but tend to show an independent spirit.

71-75% Elkhound or Malamute. Good tracker, also big and powerful: +20 to S.D.C., +1D4 to P.S. and P.E. attributes, +3D6 to Spd, +2 on initiative, +1 on Perception Rolls, and +1D6 to bite damage. Elkhounds are typically 1D6+1 inches above six feet (1.8+ m).

76-80% Lakeland Terrier. Reduce size by 10% (rarely taller than 4 feet/1.2 m), but tough and aggressive, +2 on initiative, +2 on Perception Rolls, +1 to strike, and +2D6 to S.D.C., fair swimmer (40%).

81-85% Greyhound. Tracks by sight, not scent (equal to the human sight Tracking skill of 74%), +1D4 to P.E. and +1D4x10 to Spd attribute, +1D4 on initiative, +2 on Perception Rolls; -40% track by smell penalty.

86-90% Bulldog and Bullmastiff. Poor trackers, -30% track by smell penalty, but tough and powerfully built: +20 S.D.C., +1D6 to P.S. and P.E. attributes. Reduce Spd attribute by 1D4 points, but +1D6 damage to the bite damage of the Bullmastiff.

91-95% Rottweiler or Doberman. A fair tracker by smell (-5%), but powerfully built and ideal for outdoors work and as a guard dog. Add +1 to I.Q., +1D6 to P.S. and P.E. attributes, +2D6 to Spd, +20 to S.D.C., and +1 on Perception Rolls. Works well with humans and is very clever and loyal.

96-00% Wolf. A good tracker and powerfully built; +30 S.D.C., +1D6 to P.S., +2D4 to P.E., and 3D6 to Spd attribute, +2 on initiative and +3 on Perception Rolls. Bite does 2D6 S.D.C. damage from a nip and 5D6 from a full strength bite.

Note: Mutant wolves and wild canines are not a regular part of the Dog Boy forces, except for a tiny handful of *experimental* mutant wolves, coyotes, foxes, and breeds of domestic dogs mixed with wolves. Pure breeds are sometimes used in other experiments but they are just too aggressive, dominant, unpredictable and will challenge authority, human or otherwise. Wolves and most wild canines do not show humans or any other race the same reverence and loyalty Dog Boys exhibit, and will challenge a weak or injured leader (often forcing the character to leave the group or die) in order to seize the dominant position.

Mutation Abnormality

01-15% Unusually small. Three feet, four inches tall (one meter), about 45 lbs (20 kg); add bonus of +5% to Prowl and Climbing skills if applicable.

16-30% Unusually large. Seven feet, three inches tall (2.2 meters), 400 lbs (180 kg); add a bonus of 2D6+10 to physical S.D.C. and +2 to P.S. attribute.

31-35% Nearly a full human appearance, large pug nose, minimal to no body hair, excellent color vision, and full human speech. Reduce track by scent skill by -25%.

36-40% Exceptional sense of direction and balance; +20% to Land Navigation skill, +10% to Wilderness Survival, +5% to Gymnastic skills and +1 on Perception Rolls.

41-45% Heightened (even for a canine) sense of smell with a unique focus on disease. +10% to track by scent and recognize scent, plus can smell (and sense?) chemical changes in the body of humans and fellow canines (not D-Bees) to identify and locate cancer cells and malignant tumors, as well as the diseases of epilepsy, diabetes and brain damage (birth defects and physical trauma). Also has the psionic ability to perform Psychic Diagnosis. May be recruited to the Dog Boy "Sniffer" Special Forces.

46-50% Ambidextrous: Can use both the right and left hand with equal skill and dexterity; Paired Weapons skill is automatic. Add one additional attack per melee, +10% to Climbing skill, +5% to Pick Locks, Pick Pockets, Palming, and Concealment skills.

51-60% Tough, thick or scaly skin, adds 30 to S.D.C.

61-65% Keen 20/20, color vision, alert and observant; +1 on initiative.

66-70% Rat catcher, +10% to Tracking and Prowling skills, +2 on initiative and +4 to damage when hunting rats and rodent-like creatures, including rodent-like D-Bees.

71-75% Super-predator! Built like a rock: +3D6 to Hit Points, +16 to S.D.C., plus one additional attack per melee round, +1D6 S.D.C. damage to punches, kicks and bites, and +6 to save vs Horror Factor, but mean tempered, quick to brawl (loves combat), and is incredibly aggressive, strong willed, defiant and independent.

76-80% Long, thick fur with unusual hair color; stark white, light green, bright red, grayish blue, metallic silver, etc. (pick one color); water resistant and provides exceptional insulation that keeps the mutant canine warm up to 30 degrees below zero (without additional clothing or armor), but hot and uncomfortable when exposed to temperatures above 72 degrees Fahrenheit.

81-85% Supernatural endurance; can lift and carry 100 times their P.S. attribute number and rarely fatigues (can be active for six hours without tiring) and is +3 to save vs poison, drugs and disease.

86-90% Additional psionics, choose one more Psychic Sensitive power, add 2D6 to I.S.P., and +2 to save vs possession.

91-95% Great psionic power, choose three additional Psychic Sensitive powers and add 2D6+6 to I.S.P.

96-00% Recessive gene fluke; instead of Psychic Sensitive powers, the mutant has no sensitive powers (including Sense Supernatural, Sense Magic and Sense/Track by psychic scent)! The character may select seven Physical Psionic powers or one Super Psionic power and three Physical.

Mind Melter O.C.C.

Most people agree that the Mind Melter is the most powerful and versatile of all psychics, at least among humans. Their vast range of powers also makes them one of the most feared. They are one of the few characters who select psychic powers from *all* the psychic power categories, including *Super*!

The Mind Melter relies almost entirely on his incredible psychic powers, a sharp mind and cunning, more than education, weapons or anything else. The most arrogant Mind Melters may even refrain from using more than a handful of modern weapons and devices as a sign of just how powerful they are (or believe they are). This is more than raw arrogance, for the Mind Melter is no man's fool, and they are truly powerful beings. The *Telekinetic Force Field* is equal to any man-made or magic body armor and can be invisibly erected with a thought. The *Psi-Sword* is a Mega-Damage weapon that can be created out of thin air, just as the Mind Melter can create fire and water or searing pain. Even more terrifying is the Mind Melter's ability to influence and *control the minds of others*. It is these powers of mental manipulation from which the name, Mind Melter, is derived.

This powerful Master Psychic doesn't need a machine or outside energy source to fuel his powers, nor does he need to rely on years of magical study and training. No. His powers come from within. They come from his mind, are created at the speed of thought, and are fueled by his willpower and desires. It is from this that springs forth the Mind Melter's arrogance - for he is a power unto himself. Unfortunately, this sense of power and the ability to manipulate others, all too often makes selfish and evil psychics cruel tyrants and despots. The worst lose touch with their humanity and consider all (or most) other life forms as beneath them. Lesser creatures to be used and manipulated for the Mind Melter's benefit and amusement. Such foul-hearted villains give the Mind Melter his frightening reputation, but that does not mean all men and women of this profession are evil. There are just as many Mind Melters who have been great champions, fearsome heroes and defenders of the weak and downtrodden.

Mind Melters are forbidden entry to all Coalition cities and unwanted in the 'Burbs or any CS territory or holding. Their strong psychic essence is easily detected by Psi-Stalkers and Dog Boys, and they are always pursued by them. Thus, they are driven from the 'Burbs and always considered "armed and extremely dangerous" whenever and wherever they are encountered. Many CS troops don't trust a Mind Melter under any circumstances and many kill them at the first opportunity, ideally from behind or while they are asleep or injured!

Special Mind Melter O.C.C. Powers

1. Master of Psionics: *At first level*, the character automatically has the following psionic powers: *Alter Aura (self; 4), Mind Block (4), See Aura (6)*, and *Sixth Sense (2)*, – plus select *three additional powers* from *each* of the four psionic power categories: Healing, Physical, Sensitive, and Super. In regard to the Super category, the following can NOT be selected at first level: Mind Wipe, Psi-Sword, and Mentally Possess Others. These three are not available until *third level*.

Second level, the Mind Melter can select a total of *three powers* from the Sensitive, Physical, and/or Healing categories, and one from the Super category (except Mind Wipe, Psi-Sword, and Mentally Possess Others).

At third level, the psychic can select a total of three powers from the Sensitive, Physical, and/or Healing categories, and one from the Super category (*including* Mind Wipe, Psi-Sword, and Mentally Possess Others).

At fourth level, the Mind Melter can select two powers from the Super category only.

From fifth level on, the character can select a total of two psychic powers from *any* of the four psychic categories. A this point, Super-Psionic abilities are the most coveted.

2. I.S.P. Base: 3D6x10 +M.E. attribute number. +10 I.S.P. for each additional level of experience.

3. Saving Throw Versus Psionic Attack: As a Master Psychic, the character needs a *10 or higher to save* vs psionic attacks.

4. P.P.E. Base: Most of the psychic's P.P.E. has been expended in the development of his psychic abilities. The remaining permanent P.P.E. base is only 2D4

5. O.C.C. Bonuses: +3 on initiative, +3 on Perception Rolls, +1 to strike, +2 to pull punch, +2 to disarm, +4 to save vs possession, +2 to save vs all forms of mind control, and +3 to save vs magic illusions. +1 to save vs Horror Factor at levels 1, 2, 4, 5, 7, 8, 9, 11, 13, and 15.

The influence of ley line energy: The duration and range of the Mind Melter's psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of his powers are doubled when at or near (one mile/1.6 km) a ley line nexus point! The strength/M.D.C. of any Telekinetic Force Field is also doubled.

Mind Melter Psychic O.C.C. Stats

Player Note: More than any other psychic, the Mind Melter has minimal education, having spent much of his time learning and mastering the complexity of psionic powers. The individual has come to rely on those powers, wits, and experience.

Alignment: Any.

Attribute Requirements: None, however a high I.Q. and M.E. of 10 or higher are strongly suggested.

Race Restrictions: Most common among humans (84%). Males and females can become Mind Melters.

O.C.C. Skills:

Language: Native Tongue at 98%.

Language: Other: Two of choice (+30%).

Math: Basic (+20%)

Athletics (General)

Streetwise (+15%)

Land Navigation (+10%)

Pilot: Two of choice (+10%; any except Robots and Military Vehicles).

W.P.: One of choice.

Hand to Hand: Basic, can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill, or Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: At first level the character can select six skills from the list below, plus one additional at levels 4, 9, and 12.

Communications: Any.

Cowboy: None.

Domestic: Any.

Electrical: Basic only.

Espionage: Any (+5%).

Horsemanship: General and Exotic Animals only.

Mechanical: Basic and Automotive only.

Medical: First Aid, Animal Husbandry, and Brewing only.

Military: Any.

Physical: Any, except Acrobatics and Wrestling.

Piloting: Any (+5%).

Pilot Related: Any.

Rogue: Any (+2%; +10% to Seduction and Streetwise).

Science: Advanced Math only (+15%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Six Secondary Skills from the Secondary Skills List in the Skill Section, +2 additional Secondary Skills at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: A couple sets of traveling clothes and a wardrobe of expensive and fashionable clothing. Light Mega-Damage body armor only, sleeping bag, backpack, utility/ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, knife, food rations for a week, and personal items. Weapons: One energy and one non-energy rifle or other weapon of the player's choice. Mind Melters find Techno-Wizard items fascinating and may adopt one or two as a favorite weapon and or vehicle. They also may adopt one favorite magic item, but prefer not to use magic items in deference to their own psi-powers and ingenuity. **Note:** Mind Melters are not likely to have more than 2-4 weapons, however, they will frequently find one or two particularly stylish or personally exciting and adopt them as a favorite used above all others.

Vehicles: Pick one to start: Hover vehicle, hovercycle, robot horse, jet pack, motorcycle, car, or a Techno-Wizard vehicle. The great psychic powers of the Mind Melter enable the character to easily understand and operate most Techno-Wizard devices, however, remember that the Melter's reliance on his own powers means that he/she will not use many such devices, no matter how powerful; such is their arrogance. Almost never pilot robots or power armor.

Money: Starts out with 4D6x100 in credits and 2D4x1000 in salable Black Market items. Has spent the rest on pleasure, clothing (so players, make this guy's wardrobe expensive and attractive) and a vehicle.

Cybernetics: Starts with none. Frowns on cybernetics and bionics as the pitiful devices needed by lesser beings to make themselves better. Will use cybernetics only for medical reasons.

Related O.C.C.s: For several other types of Master Psychics, see **Rifts® World Book 12: Psyscape™.**

Psi-Stalker O.C.C.

Like the Dog Boys, the human mutants known as *Psi-Stalkers* have also won the growing respect and friendship of the human troops they work with. Humans tend to regard Psi-Stalkers as savages and primitives compared to the "civilized" people of Chi-Town and the Coalition States. Consequently, they are often looked down upon and treated as second-class citizens. However, on the Tolkeen Front they have proven themselves to be cunning, wily and courageous warriors who look into the face of the enemy with a smile or snarl. Recognized as skilled Wilderness Scouts and fearless warriors, Psi-Stalkers have been elevated to the ranks of fellow soldier and equal (or close to it), at least when it comes to fighting. However, Psi-Stalkers are not nearly as appreciated nor loved as the Dog Boys.

Psi-Stalkers are clearly hairless, human-looking mutants who often paint or tattoo patterns and insignias on their face and body, sometimes file their teeth to points, and who possess an innate supernatural ability similar to the Dog Pack, only with them, somehow it seems "spooky." This spookiness or uneasiness probably arises from the fact that Psi-Stalkers were once human, but over the centuries have mutated and evolved into humans with unusual powers that have helped them survive in the wilderness and battle supernatural forces. In addition, they are at home in the wilderness in ways that ordinary humans can never be. Psi-Stalkers also exhibit a primordial glee in combat and a sort of natural instinct to oppose and battle all things magical and supernatural. This forever removes them, if only by a step or two, from being "truly human," at least to the Coalition's way of thinking. Thus, while they are respected, admired and trusted, Psi-Stalkers can never truly be considered one of them.

Psi-Stalkers are humans transformed by the magic and dimensional energies from the ley lines. Their mutation took place during the early decades of the Two Hundred Years Dark Age. They instinctively sense magic and the supernatural and regard it as a potential threat. In fact, they have survived the last few hundred years by attacking beings with high levels of P.P.E., and feeding on their life-giving energies. Psi-Stalkers are *P.P.E. vampires* who sustain themselves on magic energy rather than solid foods. As members of the invading Coalition Army, Psi-Stalkers can cut loose, kill and gorge themselves on the P.P.E. of their magical and monstrous opponents. (**Note:** For in-depth information on these unique mutants, including some notable tribes in the Minnesota and Manitoba area (Xiticix Territory), see **Rifts® World Book 23: Xiticix Invasion**, pages 100-113.) Fallen to barbarism, most Psi-Stalkers have survived for over two centuries as hunters of supernatural monsters and practitioners of magic. Unlike normal humans, the Psi-Stalker is a *natural predator* who can follow the distinctive energy trail of P.P.E. like a bloodhound. Even though all creatures have a certain level of Potential Psychic Energy (P.P.E.), the Psi-Stalker can tell the subtle differences between normal energies and psychic and magic energies. Some innate instinct draws the Psi-Stalker to those creatures who are psionic or magical. This same instinct makes the mutant want to *kill* his prey and *drink its P.P.E.*, which, for a brief instant, doubles when the victim dies. Fortunately, Psi-Stalkers can resist their bloodlust and train themselves not to kill. However, even these "restrained" and "civilized" Psi-Stalkers love the thrill of the hunt and would prefer to kill when they feed. If nothing else, it makes life easier to kill the prey, and the amount of P.P.E. released at the moment of death is a bigger rush and much more satisfying.

The Coalition States have trained a number of these *mutant humans* to become an elite military police force, specializing in hunting down psychic and magic criminals, supernatural beings, and paranormal interlopers. In addition to the Psi-Stalkers' natural abilities, the warriors are trained in basic military procedure and combat skills. They are also trained to control their urge to kill. The Coalition Psi-Stalkers will not kill unless the soldier is given authorization to use deadly force, which is *automatic* when stalking a demon or other supernatural monster, and frequently when tracking any D-Bee or dangerous fugitive.

The Coalition's prejudice against nonhumans means that although Psi-Stalkers are accepted in human society as soldiers and enforcers, they can never achieve the same rank as true humans or find acceptance in polite society. That's okay by most Psi-Stalkers as they are natural hunters who don't seek any other position in society. They can be distinguished from other Coalition soldiers by their spiked helmets and the letters "PSI" emblazoned on the chest of their armor and uniforms. ALL Coalition Psi-Stalkers are registered psychics with the IC and bear the IC bar code and implant. Psi-Stalkers generally lead Dog Packs, or are part of Special Forces teams and other special operations, namely those involving practitioners of magic, psychics, monsters and the supernatural. A full 15% of the Coalition Army is composed of Psi-Stalkers. Although most are obedient and loyal to the CS, many are bolder, more unruly and disrespectful of officers they don't like. This is due, in part, to their "Second-Class Citizen" stature within Coalition society (many normal citizens fear them) and their more aggressive, predatory nature.

Psi-Stalkers *are* different from true humans. In addition to their famous psychic powers and the fact that they live on psychic energy rather than solid food, they are strikingly different in physically appearance. Average height is more consistent at 6 feet to 6 feet, 5 inches (1.8 to 2 m) tall, half are ambidextrous, neither male or female has any body hair (not on their heads, arms, legs, or anywhere), and their skin is a pale, powder white with faint hints of pink around their lips and eyes. Their eyes are typically a piercing blue or a smoldering gray. Most Psi-Stalkers suffer from a certain amount of hypertension and like to be physically active. *Wild Psi-Stalkers* (and some CS) often adorn their bodies with tattoos and/or war paint to make themselves look even more menacing.

Psi-Stalker O.C.C. Powers & Abilities:

Note: The following powers are different or more powerful than some of the common psionic powers which these abilities may resemble, and are exclusive to the Psi-Stalker O.C.C. All Psi-Stalkers, CS, civilized or wild, have the same natural abilities, only their level of self-control, availability of skills and equipment vary.

1. Sense Psychic and Magic Energy: Like a bloodhound smelling a familiar scent, the Psi-Stalker can detect the presence of psychic energy; specifically fellow psionics (I.S.P.) and magic and the supernatural (both with high P.P.E.). This is a natural ability, like a human's sense of smell. The moment a psychic "scent" is within the character's range, he recognizes it and responds accordingly. For example: If a human psychic (Minor, Major, or Master) enters the room, the Psi-Stalker will instantly sense it, as well as be able to trace it to the specific individual.

Furthermore, the Stalker has a chance of recognizing that specific person's psychic scent again. This ability also enables him to stalk/track a specific psychic scent. **Base Skill:** 20% +5% per additional level of experience. If the Psi-Stalker has a bit of hair, skin, blood, or an article of clothing recently worn by the subject (4 hours or less), the ability to follow the trail enjoys a bonus of +20%.

If psionic powers or magic are being used within the Psi-Stalker's range of sensitivity, he will sense that too. The psychic impression will indicate whether the energy source is far or near, up or down, and whether it is a small or great amount of energy. If the energy is being continually expended, like a series of magic spells or psionic attacks, or a long duration effect, the Psi-Stalker can track it to the source with ease. **Base Skill:** 60% +5% per level of experience (roll once every melee). It is also likely that the character will recognize the scent again if encountered at some other time: 20% +5% per level of experience.

The presence of other P.P.E. sources may confuse the scent and inflicts a -10% skill penalty (-20% if numerous sources). Close proximity to a ley line (2 miles/3.2 km) will reduce the ability to track a *specific* psychic scent by half. Close proximity to a nexus point (4 miles/6.4 km) will completely obliterate the scent, making it impossible to find or pick up later. This is one reason why Psi-Stalkers are rarely found near a ley line unless a large number of prey inhabit the area. Of course, this also means that a Psi-Stalker can sense ley lines or a nexus point from up to 10 miles (16 km) away, plus one mile (1.6 km) per level of experience. **Ranges:** Sensitivity to a psychic or magic practitioner *not using* his powers is 50 feet (15 m) +20 feet (6 m) per each additional level of experience. Sensitivity to psionic and magic powers *being used* is 600 feet (182 m) +100 feet (30.5 m) per level of experience. When tracking a psychic scent, roll percentile dice every 1000 feet (305 m) to see if the hunter is still on the trail. **Duration:** Automatic and constant. **I.S.P.:** None.

2. Sense Supernatural Beings: Identical in function to the previous ability, except the Psi-Stalker is attuned to the distinctive psychic scent of the supernatural (demons, Elementals, Godlings, etc.). **Base Skill:** 40% +5% per level of experience, and includes demons, vampires, and Entities. Tracking by psychic scent alone is a **Base Skill:** 30% +5% per level of experience when in disguise and not using its abilities, 70% +3% per level of experience if the supernatural being is expending psionic or magic energy or if it is a Greater Demon, god, Alien Intelligence, or similar powerful being with hundreds or thousands of P.P.E. points. **Ranges:** Sensitivity to the presence of a supernatural being *not using* its powers is 50 feet (15 m) per level of experience. Sensitivity to powerful supernatural beings or magic or psionic powers being expended through spell weaving or psi-attacks, is 1000 feet (305 m) +100 feet (30.5 m) per additional level of experience. **Duration:** Automatic and constant. **I.S.P.:** None, automatic. **Note:** Close proximity to ley lines and nexus points always has the exact same adverse effects.

3. Psi-Bonuses: Psi-Stalkers only need a roll of *6 or higher* to save vs psionic attack! +4 on Perception Rolls, +5 to save vs mind control and mind altering drugs, +3 to save vs possession, and +6 to save vs Horror Factor.

4. Magic Bonuses: Natural magic resistance provides a bonus of +1D4 to save versus magic attacks of *any* kind.

5. Physical Attributes & Bonuses: +1D6+1 to Hit Points, +10 to physical S.D.C., +1 attack per melee round, ambidextrous, and Paired Weapons. Can leap six feet (1.8 m) high or 10 feet (3 m) long (add 20% to length with running start), and has excellent balance (80% +2% per level of experience). Remember, needs little solid food and water to live, subsists on P.P.E.

6. Nourishment: The Psi-Stalker must feed on a minimum of 50 P.P.E. or I.S.P. a week, preferably 80 to 100. To feed without killing, the predator must hunt down a psychic, practitioner of magic, creature of magic or supernatural monster and physically capture the prey, cut it, and drain all its available P.P.E. points. Other than the cut (1D6 S.D.C. or 1D4 M.D.), minor magic beings and mages temporarily lose *all* P.P.E. as the Psi-Stalker gorges himself on as much as 300 P.P.E. in a single sitting. Against *creatures of great magic* (hundreds or thousands of P.P.E.) the Psi-Stalker feasts on 300 points and causes another 1D4x100 to dispel into the surrounding area where it can be fed upon by other Psi-Stalkers (it's completely gone in 2D6 seconds, and instantly gone on a ley line). Losing P.P.E. is a potentially dangerous situation for any magic user, but hardly life threatening. *Psychics* temporarily lose *half* their I.S.P. from a Psi-Stalker energy drain and *all* their P.P.E. Once the Psi-Stalker begins to feed, he cannot stop until all the P.P.E. has been absorbed. The absorption process is instantaneous (about 5 seconds). P.P.E. and I.S.P. will recover naturally, but temporarily disrupts the victim's psychic essence and mages are left with no personal P.P.E. to draw upon to cast magic.

Note: The Psi-Stalker can *not* feed on the P.P.E. of beings who are not practitioners of magic, creatures of magic, psychic or supernatural in nature. They can absorb mystic ley line energy in an emergency to stay alive, but it tastes bad, like sour milk, makes the Psi-Stalker feel nauseous (-1 on all combat bonuses for 1D6x10 minutes), and the ley line disrupts the character's senses.

The preferred form of nourishment, even among Civilized Psi-Stalkers, is to hunt and *kill* one's victim. The victim can be a psychic, practitioner of magic, creature of magic (Faerie Folk, dragon, etc.) or supernatural being. At the moment of death, *ALL* the victim's P.P.E. is doubled and expelled. Other Psi-Stalkers (young, elderly, injured) can absorb the extra energy of the kill from as far as 300 yards/meters away.

No need for normal food or water! As P.P.E. energy vampires, Psi-Stalkers have little need to consume solid food or water. The mutant does not require more than one pound (0.45 kg) of meat and eight ounces (0.23 liters) of water a week to remain healthy and strong. Furthermore, the character can go without solid food or water for up to three weeks without the slightest ill effect. However, being deprived of the proper P.P.E. energy will inflict physical damage and the character will die of starvation within a few weeks.

P.P.E. Base: 2D6; needs to consume a minimum of 50 P.P.E. per week to function without fatigue, weakness or penalty. For every week with less than 50 P.P.E., the Psi-Stalker suffers 6D6 points of damage to both Hit Points and S.D.C. until down to a minimum of two points each, and reduce all bonuses and attacks per melee by half. After three weeks of starvation the character will be so weak that unless P.P.E. becomes available he will die within 1D6 days.

7. Other Psionic Powers: Choose six psi-powers from the Sensitive category only. **I.S.P. Base:** M.E. attribute number +1D6x10 plus an additional 10 I.S.P. for each level of experience. Considered a Master Psychic. I.S.P. is regained at the rate of two points per hour of activity or 12 per hour of meditation or sleep.

8. Psionic Empathy with Animals. Psi-Stalkers automatically have an affinity with animals of all kinds. Domesticated animals will always take an immediate liking to them and will do their best to please them. This Empathy automatically gives the mutant the ability to ride any horse (wild or tame) or any other non-predatory animal at a +15% bonus to ride them and/or work with any domestic animals.

Wild animals, with the exception of felines and mutant or alien predators, will react to the Psi-Stalker as if he was a fellow woodland creature and allow him to walk among them without fear. This ability enables Psi-Stalkers to operate in the wild without causing animals to react to their presence: birds do not fly away, animals do not run, and therefore, do not indicate the approach of an intruder. Even watchdogs will not sound a bark of alarm at their presence, and Dog Boys and mutant bears usually get along with them famously. Note: The affinity with animals means that the character will hunt and eat meat only for food, never for pleasure, and feels sadness whenever he sees an animal in distress.

Most feline, mutant and alien predators seem to see the Psi-Stalker as a fellow hunter and rival. Wild cats and mutant felines will frequently select a Psi-Stalker as their first target in battle, and will not respond to the character in a positive manner regardless of how nice the Psi-Stalker may be. Psi-Stalkers are the only creatures that the Xiticix Killer will attack, other than the Xiticix.

9. Mega-Damage Combat. Even Wild Psi-Stalkers wear M.D.C. armor, but what has been a closely guarded secret (even the CS is only now starting to suspect) is that whenever a Psi-Stalker locks horns with an M.D.C. supernatural being or creature of magic, his Hit Points turn into M.D.C., temporarily making the mutant a minor Mega-Damage creature. This also occurs when on a ley line, giving the Psi-Stalker 50% more M.D.C. and his M.D.C. is doubled at a nexus point. However, Psi-Stalkers still hate being on ley lines because of the disruption to the senses they rely upon so heavily. **Note:** Although their H.P. becomes M.D.C. they still inflict S.D.C. damage with their bare hands.

Civilized Psi-Stalker O.C.C. Stats

CS Soldiers, Mercenaries & Adventurers

Alignment: Any, but lean toward good and selfish.

Attribute Requirements: None.

Attributes (Psi-Stalker): I.Q. 3D6, M.E. 3D6+5, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd. 4D6+6 running - 1D6 digging.

Racial Requirement: Psi-Stalkers are mutant humans only.

O.C.C. Skills: The Civilized Stalker has undergone some formal education and basic military training. Also see natural abilities, above.

Language: Native Tongue (American) at 96%.

Language: Other: One of choice (+20%).

Body Building

Climbing (+5%)

Pilot: Hovercraft (+10%)

Pilot: Tanks & APCs (+10%) or Hovercycles (+15%)

Prowl (+10%)

Sensory Equipment (+10%)

Radio: Basic (+10%)

Running

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Ancient: Two of choice.

Hand to Hand: Expert, can be changed to Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select four other skills at level one, +1 additional skill at levels 2, 5, 9 and 13. **Note:** Even "civilized" Psi-Stalkers rarely care much about learning to read or higher education.

Communications: Any (+5%).

Cowboy: Any (+5%).

Domestic: Any (+5%).

Electrical: Basic only (+5%).

Espionage: Tracking and Wilderness Survival only.

Horsemanship: General (+10%) and Exotic Animals (+10%) only.

Mechanical: Basic and Automotive only.

Medical: First Aid only (+5%).

Military: Any (+5%).

Physical: Any, except Acrobatics.

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Any (+5%), except Computer Hacking.

Science: Basic and Advanced Math only.

Technical: Any (+5%), except all Computer skills.

W.P.: Any.

Wilderness: Any (+10%).

Secondary Skills: Select eight skills from the Secondary Skills List, plus two additional Secondary Skills at levels 3, 5 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Coalition Psi-Stalker: Coalition "Dead Boy" armor, weapons, equipment, money, and cybernetics are all the same as the Coalition Grunt. Plus a few of the Dog Pack special hand to hand weapons such as the Neuro-Mace, Vibro-Knife, and fist spikes.

Standard Equipment: Civilized Mercenary: Coalition "Dead Boy" armor if an ex-soldier, otherwise light or medium M.D.C. armor (probably the latter), signal mirror, a couple sets of clothing, sleep-

ing bag, backpack, extra sack or pack for stowing equipment, utility/ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, and personal items. One weapon for every W.P. plus 1D6+1 E-Clips, a Vibro-Knife or Sword, a wooden cross, a wood or bone knife (1D6 S.D.C. damage). No vehicle to start; tend to like small, fast vehicles, horses and exotic animals as mounts.

Money: Mercs and independent Civilized Psi-Stalkers start out with 6D6x100 in credits and 4D4x1000 in sellable Black Market items. Note that Psi-Stalkers can often make big dollars as *exterminators* in areas plagued by supernatural beings, magic, or psychics.

Coalition Psi-Stalkers get the same benefits and pay as the Coalition Grunt, plus special hazardous duty pay and bonuses for jobs well done. Those assigned to the ISS (special police) make the same as an ISS Inspectors and CS Psi-Officers who lead a Dog Pack are treated and paid the same as a low ranking CS Military Specialist.

Cybernetics: Starts with none. Tend to avoid implants in favor of natural powers.

Related O.C.C.s: For more information on Psi-Stalkers, see **Rifts® World Book 13: Lone Star™** and especially **Rifts® World Books 23: Xiticix Invasion™**. For data on Psi-Stalkers working with the ISS police, see **Rifts® World Book 11: Coalition War Campaign™**

Wild Psi-Stalker O.C.C.

Wild Psi-Stalkers are the nomadic tribal people of the wilderness. When civilization crashed after the Great Cataclysm, the ancestors of the Psi-Stalkers fell to barbarism. Over the centuries, they've advanced, but remain very much like Native American Indian tribes of the past, only a bit more wild and savage. Fifty percent are cannibals who eat part of their victims or tear them to shreds. The act of cannibalism, or unnecessary violence, is a manifestation of the predatory killing instinct and aggression, because Psi-Stalkers have minimal need for flesh and blood nourishment. The Coalition scientists hypothesize that the Psi-Stalker is an evolutionary answer to the proliferation of psychic and magic creatures on Earth. No one really knows how these humans became something more (or less, depending on how one looks at things) than human in such a short stretch of time. Most likely it is the magical influence of the ley lines.

With rare exceptions, they never hunt or kill a fellow Psi-Stalker, but they do engage in friendly and not so friendly competitions, feuds and vendettas with rival tribes and clans. Furthermore, most Wild Psi-Stalkers consider their Coalition counterparts and any "civilized" Psi-Stalkers to be weaklings and sissies, even cowards. Wild ones love to chide and insult CS Stalkers whenever they encounter them, and consider the Civilized Psi-Stalkers to be an unlikable rival tribe, but not outright enemies. Part of this reaction is jealousy, because the CS Psi-Stalkers have an easier life and fun toys like environmental body armor, Vibro-Blades and guns without having to steal or barter for them. Likewise, "Civilized" Psi-Stalkers tend to treat their wild kin as barbarians and troublesome riffraff beneath their notice. Whether socialized or wild, Psi-Stalkers tend to be very primal beings who are aggressive, strong-willed, emotional and combat oriented. Consequently, encounters between Wild and Civilized Psi-Stalkers almost always result in contests of one-upmanship, threats, steely-eyed stares, brawls, firefights and even bloodshed.

Wild Psi-Stalkers have less formal education than most "Civilized" ones, having spent nearly all of their time surviving in a hostile wilderness and learning to hunt humanoids and supernatural prey. The typical Wild Psi-Stalker is cunning, sneaky, selfish, and silent; often a solitary hunter (loner) who uses his powers and fighting abilities rather than skills and machines, other than weapons. The clans in the Pecos Empire are among the most savage and murderous on the continent, possibly a response to the high level of competition from bandits and other intelligent life forms (in the Psi-Stalkers' minds, they have stepped up to the challenge), not to mention the presence of large monsters, mutants, the CS and other dangers.

Psi-Stalkers are least common in the American Southwest (one tenth as many), but their numbers begin to increase dramatically in the Northwest, particularly in and around the old Canadian Province of Calgary (lots of Rift activity and supernatural beings to stalk), and are found throughout the Magic Zone and the East in general. Furthermore, Psi-Stalkers frequently join bandits and adventurer groups, especially if the group is predominantly human. They are also fascinated with Cyber-Knights and often join or assist them on their crusades, although most Psi-Stalkers are too undisciplined to become one. Total numbers could be as high as 2-6 million scattered across the US and Canada.

Wild Psi-Stalker O.C.C. Stats

Special O.C.C. Abilities & Bonuses: Same as the Civilized Psi-Stalkers, except for a +5 bonus on Perception Rolls (instead of +4).

Alignment: Any.

Attribute Requirements: None.

Attributes (Psi-Stalker): I.Q. 3D6, M.E. 3D6+5, M.A. 3D6, P.S. 3D6+2, P.P. 3D6+2, P.E. 4D6, P.B. 3D6, Spd. 4D6+6 running - 1D6 digging.

Racial Requirement: Psi-Stalkers are mutant humans only.

O.C.C. Skills of Wild Psi-Stalkers: Also see natural abilities.

Language: Native Tongue (American) at 90%.

Language: Other: One of choice (+25%).

Detect Ambush (+5%)

Escape Artist (+5%)

Prowl (+10%)

Climbing (+5%)

Horsemanship: Cowboy (+10%)

Horsemanship: Exotic Animals (+15%)

Land Navigation (+10%)

Tracking (Humanoids, not Animals, +10%)

Wilderness Survival (+30%)

W.P. Ancient: Three of choice.

W.P. Modern: Two of choice.

Hand to Hand: Expert, can be changed to Martial Arts (or Assassin, if an evil alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: At first level the character can select four "other" skills, plus one new skill at levels 5 and 10. **Note:** Most Wild Psi-Stalkers care nothing about learning to read or higher education.

Communications: Barter, Language Other, Performance, Sign Language, and Radio: Basic only (+5%).

Cowboy: None.

Domestic: Any (+5%).

Electrical: None.

Espionage: Detect Ambush and Detect Concealment only.

Horsemanship: None, other than O.C.C. skills, above.

Mechanical: None.

Medical: First Aid and Holistic Medicine only (+5%).

Military: None.

Physical: Any (+5% where applicable).

Pilot: Any (+5%), except power armor, robots and military vehicles.

Pilot Related: None.

Rogue: Any (+5%), except Computer Hacking.

Science: Astronomy & Navigation and Basic Math only.

Technical: Any (+5%), except all Computer skills.

W.P.: Any.

Wilderness: Any (+10%).

Secondary Skills: Select eight Secondary Skills from the Secondary Skills List in the Skills Section. +2 additional Secondary Skills at levels 3, 5 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: May or may not wear clothing, usually wears M.D.C. body armor, and has a backpack, a couple of sacks, utility/ammo-belt, gun holster, canteen, sunglasses or tinted goggles, air filter or gas mask, and personal items. One weapon for each W.P. plus 1D4+1 E-Clips/ammo clips, a couple of (S.D.C.) knives and/or Vibro-Blades, a wooden cross, a wooden spear, and a wood or bone or stone knife. They love Vibro-Blades and magic weapons, but don't start with anything magical. Starts with a good quality horse or other riding animal mount (has an affinity with all non-predatory animals, including alien animals), or non-military vehicle or a souped-up hovercycle or motorcycle. May use a Techno-Wizard vehicle too, but not to start with.

Money: Starts with no credits and 4D6x1000 in sellable Black Market items

Cybernetics: Starts with none. Tend to avoid implants in favor of natural powers. If cybernetics are used, they are usually sensory or optical enhancements.

Related O.C.C.s: For more information on Psi-Stalkers, see **Rifts® World Book 13: Lone Star™** and **World Book 23: Xiticix Invasion™.**

Dragon Hatchling

Racial Character Class (R.C.C.)

What is the power of a dragon? Where do they come from? Why are they here? What great and terrible things will they accomplish?

The answers, for some, start here, on Rifts Earth.

Attracted by the massive amounts of magic energy, the comfort of the vast wilderness and the many remote places to make a lair or nest, dragons have returned to Earth. Returned to flex their muscles, explore new places, discover new magicks, and to traverse the Megaverse. For them, Rifts Earth is a land of opportunity and adventure, not just on our own little planet, but as a gateway to a thousand worlds and dimensions. For many adult and ancient dragons, Rifts Earth is just a way station to other more challenging and interesting places. Of course, some linger for a little while, a couple hundred years, before moving on. (And what's a couple hundred years to creatures that live for 6,000 to 9,000?) Leaving Earth's embrace when they get bored or they remember their original plan.

For *Dragon Hatchlings*, Rifts Earth is a wondrous paradise of new sensations and experiences. It may even be the place of their birth. Here in the chaotic freedom of the savage wilderness and rival civilizations, the Hatchling can find every experience he might imagine. Countless alien races (D-Bees), the courageous and contradictory humans, magic, technology, combat, science, demons and angels, mountains and oceans, forests and deserts, and portals to anywhere and everywhere. It's a great place for beings such as they to spend 500-1000 years growing up.

Dragons are very strange and enigmatic creatures. Cosmic beings who embody magic and knowledge as well as primal power and deep emotions. In many ways, they are rather like humans, which could explain the affinity – the love, hate relationship – dragon and man, man and dragon, both share for each other. Dragons are not believed to be indigenous to Earth or any human realm, but are thought to herald from a very old, unknown dimension. Whatever their true origins may be, they have left that place behind to become citizens of the Megaverse. Trans-dimensional explorers and wanderers who travel the cosmos

looking for adventure, knowledge, power and wealth. As creatures of magic and dimensional travelers, Rifts Earth offers a plethora of opportunity, attractions and adventure. It is the dragons who speak of Rifts Earth being a rare jewel in the infinite tapestry of the Megaverse. One of the few places overflowing with unparalleled levels of magic energy. So they have come. Come to explore and open portals to a thousand worlds. Come to learn and test new magicks. Come to mate, nest and bear offspring.

Some Facts about Dragons

Even dragons don't seem know (or care) about their ancient origins. To these grand and powerful beings it is of little importance. They are what they are, and go where they please. The ability to traverse different dimensions makes them creatures of the Megaverse and not any one world. To avoid unnecessary conflict with local life forms (most dragons grow weary of combat and war after to or three thousand years), they metamorph into the most convenient form of that place and time. Metamorphosis enables them to take the appearance of any living creature and blend in with them unnoticed and unmolested by those who misunderstand, fear or hate dragons.

Dragons have no society of their own. Nor any deep rooted feelings of kinship to their own species. They act with complete autonomy from one another, with no laws, ethics, or codes of conduct shared by any particular group or society. Each does as he pleases, independent of the others. There is seldom any camaraderie or even pleasantries exchanged between dragons and, except for mated pairs, mature adults and ancient dragons tend to shun the company of fellow dragons. Even their offspring are left to fend for themselves a few days after hatching.

Dragons abandoned society countless eons ago. Why? Simple, they didn't need it. Dragons are unimaginably powerful, especially on worlds like Rifts Earth where magic energy is in abundance. They are nearly indestructible (Mega-Damage creatures), they can heal and regenerate within hours, live for thousands of years, breathe fire, possess monstrous strength, can change their physical forms at will, instinctively know how to channel and use mystic energy, and can shift from one dimension to another. Other than their fellow dragons, these powerful beings have no natural enemies. Even dark gods and terrible Alien Intelligences like the Splugorth respect and appreciate dragons. The creatures' longevity provides them with plenty of time to accumulate incredible knowledge, vast fortunes (often won and lost many times over) and power that humans only dream about.

Though dragons are creatures of magic said to be the embodiment of immense power, they should not be viewed as gods, for they are far too much like human beings. Dragons feel emotions deeply and share all of humanity's virtues, vices, dreams and fears. They are the center of their own little universe and often wallow in self-gratification. Unlike humans, dragons are also creatures of instinct and immense physical and magical power. Most are fiercely competitive, aggressive and territorial, quick to anger and given to violent displays of temper that can rock the mountains. Like humans, dragons seem to have an equal capacity for good and evil, and it is a duality that makes them capable of almost anything. Thus, some dragons become truly evil monsters, while other become saint-like spiritual leaders and champions of light. The rest fall somewhere in between. Given their long lives, many swing from one end of the pendulum to the other.

It's hard to believe these fabled creatures start out as babies, but they do. And since the Coming of the Rifts, many start their life on Rifts Earth.

Dragon Instincts

Baby dragons, or Hatchlings, emerge from their eggs after an incubation period of several years. Like most animals, the little 8-20 foot (2.4 to 6.1 m) long serpents are not physically mature, but they are much more developed, capable and aware than human infants. A dragon only minutes old is guided by instinct to know how to fly, use its breath weapon, use its psychic powers, and how to teleport and metamorphosis. Even more amazing, the baby behemoth is able to speak (at 98% proficiency), read and write Dragonese/Elven, and understand Basic Math (at the Base Skill level). The Dragon Hatchling also knows and understands the principles of magic and quickly picks up on spell casting. Scientists believe that the psionic nature of the dragon enables the mother to impart a comprehensive amount of information to her offspring before it ever hatches.

Baby Steps

Without a society or people of their own, and left to hatch alone in the wilderness, Dragon Hatchlings gravitate to other species to develop their sense of ethics, loves, likes and dislikes. It is from their associations with other, non-dragon races, that will shape the way the Dragon Hatchling's view of the world as well as the creature's personality, alignment and ideals. Dragons on Rifts Earth are typically most influenced by humans. They walk among us disguised by metamorphosis and learn through observation and interaction. Instinct leads the Dragon Hatchling to find human communities or traveling companions.

Like human children, the giant serpents are born a blank slate. Their alignment, typically Anarchist to start. Where they go from there, good or evil, will depend on their experiences with human and other intelligent life forms. It is from humans that the Hatchling learns right from wrong. Friendly or malignant, gentle or rough, these serpents exhibit decidedly human characteristics, emotions, morals, and quirks. How a Dragon Hatchling starts his life may have little bearing on how the dragon turns out. A peaceful and good Dragon Hatchling may view the world around him with wonder and compassion, but as the centuries pass, and his human companions and life experiences change, so may the dragon's outlook. A long life means bearing witness to all manner of cruelty, wickedness and injustice that might turn a good dragon into a ruthless, disillusioned cynic, jaded by the passage of time. Such a beast may become a devouring monster so removed from their human roots or so bitter and hate-filled, that they view all creatures as lesser animals and playthings to occupy their time. Dragons can grow to become unbelievably sadistic and unspeakably evil. Others become self-obsessed schemers or power-mongers, while still others become the embodiment of wisdom, justice, and kindness. Like humans, dragons are creatures of yin and yang, good and evil, darkness and light, hope and despair, greatness and depraved indifference.

For players who elect to *play a dragon* in **Rifts®**, your life is just starting. You are a Hatchling Dragon only a few days or months old. To you, the world is a marvel, and you want to learn everything and see all there is to see. Like a fearless teenager with the heart and knowledge of a toddler, you rush out into the world, blind about the prejudices and dangers that await you. With luck the group of adventurers you have hooked up with will be a good influence.

Instincts and Other Aspects of Dragons

- A dragon reaches *full physical maturity* at approximately 600 years of age. Until this point, most young are much more tolerant and accepting of other dragons and alien life forms, and are attracted to humans. Emotionally, the young dragon still has much to learn, and though most are loath to admit it, they tend to be naive about people, friendship, life and most everything for centuries.
- Dragons are, by nature, aggressive predators. They love to stalk and toy with their prey, both physically and psychologically.
- Dragons instinctively dislike other dragons. They tend to be very intolerant and petty when dealing with others of their ilk. This is especially true among adult dragons (600 years and older), and mature dragons will often attempt to kill younger dragons whenever encountered.
- Adult dragons tend to be solitary creatures, and even those who associate with other intelligent beings prefer to be by themselves for long periods of time. Many try to avoid working with other dragons although they don't mind other races and can be the epitome of understanding and patience with non-dragons. However, some of the more self-disciplined and civilized dragons can develop a friendship with fellow dragons, especially of a different species.
- When forced to live around other dragons, the great serpents will compete fiercely on every level. Each will try to prove himself better than the others until an unofficial pecking order is established with one as the accepted pack leader. One or more dragons are likely to die in the process.
- Dragons tolerate each other when courting a prospective mate and will stay a mated pair for life.
- A mated pair will establish a nesting cave and stay in that region for 2D4 decades before an egg is conceived and fertilized. The parents will guard and protect the egg with their lives; however, the two will abandon the Hatchling and the nest forever, a few days before or after their offspring hatches.
- Dragons instantly recognize their parents and siblings, even if they have never met before (again, the implication of a psychic bond between parent and offspring). Males will generally take an instant dislike to each other as they would any other male dragon of the same species. Fathers and sons are notorious for their immediate hatred of each other, especially if one or both is an evil alignment, and have been known to duel to the death over a nasty look. However, the mother will at least temporarily receive her child, male or female, with warmth and happiness. However, she too will soon become cold then hostile, mirroring the response of her mate.
- Dragons are extremely territorial. They may travel the Megaverse, but the place they choose as their home for the moment is all important. The beasts will not tolerate any intrusion of their lair/home by any creature. Even a friendly dragon's knee-jerk reaction is to strike to kill when his dwelling place is intruded upon. Fortunately, this reaction can be controlled.
- The 50 mile (80 km) surrounding area around the dragon's lair is considered his backyard, but the giant serpent is much more placid and tolerant about what goes on there. He will become agitated only if his territory is disturbed or defiled, and if that which he considers to *belong to* him (which can include the flora, fauna, and people living there) is invaded, threatened, damaged, or destroyed. However, the dragon will not tolerate the presence of another dragon within his backyard territory

(sometimes within 100 miles/160 km of his territory). The dragon whose turf has been invaded will emerge from his lair to confront the intruder, and unless the intruder backs down and leaves, a titanic battle will ensue. The fight is over only after one has fled or is slain.

- A dragon may forgive, but never forgets a wrong or injustice done to it. They are famous for patiently waiting decades, even generations, before extracting their revenge.

Player Notes

Alignments. If the player has a definite idea of the alignment he or she desires for the Hatchling character, it can be selected now. Otherwise, the Hatchling will start off as having the *Unprincipled* or *Anarchist* alignment (pick one) and behaves like a child; self-serving, self-obsessed, self-indulgent (me, me, me) and, perhaps, a little snotty. He or she will tend to be helpful and cooperative only when it suits or interests him, and the Hatchling may wander off and desert the group (without realizing the trouble that may cause) when they need him most. Or the Hatchling may (innocently) bring trouble to them. The Dragon Hatchling, like any little kid (4-7 year old), may whine and complain when things don't go his way or are boring. There will also be times when the Hatchling gets over-exuberant, displays his naivety and/or lack of social graces, and cause the group more trouble. With luck, this will change quickly, but like any young child (4-7 year old), the Hatchling must *learn* that he is not the center of the universe, and what it means to have friends, trust, love, loyalty, compassion for others, etc.

At level three of experience, the player must select a *definitive alignment* for his character (if he hasn't already). The dragon can be of any alignment, good, selfish, or evil.

Size: The power of metamorphosis allows most dragons to adjust their physical size, up or down, by 50%. However, the true size of the typical Dragon Hatchling, from snout to tail tip, is 30 feet (9.1 m), and 4-8 tons!

R.C.C. (Racial Character Class). Although dragons can learn magic, skills and technology, they tend to be creatures of instinct and rely on their impressive range of natural abilities, including magic and psionics.

Natural Abilities. All dragons possess a range of natural abilities inherent to that species and typically including some kind of breath attack weapon, claws, slashing tail, enhanced vision, Supernatural Strength, and bio-regeneration. See the individual dragon descriptions.

Magic Knowledge. All Dragon Hatchlings have a full understanding of magic, but they know no spells at first level. However, they can intuitively use all types of Techno-Wizard devices without instruction, recognize and use other types of magic weapons, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). Can also sense ley lines and nexus points (Range: 20 miles/32 km) as well as other dragons, even when they are using metamorphosis to disguise their true nature (Range: Visual Contact up to 4000 feet/1219 m away). Note that the former sensing ability can not pinpoint specific locations, only sense the nearness and general direction.

Spells can be learned by the usual means beginning at second level. By third level the Hatchling Dragon will have learned 2D4+2 spells from levels 1-3, and another 2D4+2 by level five from levels 3-8. The Hatchling can learn 3 new spells per level of experience thereafter, up to its own level of experience. Two spells can be cast per melee round and the young dragon gains a +1 to Spell Strength at level nine.

Psionics. Most dragons possess some range of psychic ability.

Skills. Dragons are an R.C.C. (Racial Character Class) which means their occupation is . . . well, being a dragon. However, dragons do pick up *some* skills along the way.

At level one select two Secondary Skills from the Secondary Skills List found in the Skill Section. Select another two Secondary Skills at levels 2, 4, 8, 10, 15 and 20. Only the dragon's I.Q. bonus applies to these skills. All new skills start at the base skill level.

Special Areas of Interest & Expertise: Select one "special interest" skill, in which dragons exhibit a natural aptitude, at levels 1, 3, 6, 9, 12, 15 and 20. These skill areas all get a +15% skill bonus, plus any I.Q. bonuses. Language: Other (any or all; dragons love language), Literacy: Other (any), Lore (all), and Research. **Note:** These are in addition to the dragon's "instinctive" skills (Basic Math, Language & Literacy: Dragonese/Elven, fundamentals of magic, etc.)

Weapons & Equipment. A Hatchling can use any type of weapon, may or may not wear much by way of clothing (or Mega-Damage body armor) except as a disguise when in humanoid form, and tends to rely on its own natural, magical and psionic powers.

Money. Unlike adults, very young Dragon Hatchlings (under the age of 100) aren't usually interested much in wealth or power, though always attracted to magic items. They are more interested in seeing and learning about the world, people, magic and themselves.

Cybernetics: Starts with none, and the dragon's natural bio-regenerative powers prevent them from ever getting bionics. Their body rejects them and pushes them out as it heals on an amazing level.

Related R.C.C.s. Other species of Dragon Hatchlings can be found in the **Palladium Fantasy RPG™ Sourcebook: Dragons & Gods™,** but use this Dragon R.C.C. for skills and level advancement. It's also important to remember that only the adult dragons have the natural dimensional powers and instinctive dimensional magic listed in that book. More species of dragons can be found in **Rifts® World Book 8: Japan, Rifts® World Book 12: Psyscape** and **Rifts® World Book 25: China 3: Masters of Magic.**

Species of Dragon

By Carmen Bellaire
Dragon names by Robyn Bellaire

The Hatchling Dragon Player Character

Players can select a Dragon Hatchling as their character. The Hatchling is quite powerful by human standards, but only a fraction as powerful as a young adult, let alone a mature adult or ancient dragon. The Hatchling is roughly comparable to augmented humans (Juicer, Crazy, or Combat Cyborg) in raw physical power plus basic magic abilities and some psionics.

Adults: Adults will see mental attributes increased 1D4+2 points each, +1D6+4 to P.S. and P.P., +1D6+10 to Spd, M.D.C. is increased by 10x, double all bonuses, increase physical size 20%, double I.S.P., and P.P.E. is increased by 10x (sometimes as much as 20x) depending on the breed.

Age of the Hatchling. Roll percentile dice to determine the age of the character. At this stage in the dragon's young life, he or she is fairly innocent and naive. The attitudes and values that the dragon will adopt in later years may be influenced now by the creature's current companions, encounters, and experiences (adventures).

01-10% 6D6 hours old.

11-20% 1D6 days old.

21-40% 2D6 days old.

41-60% 3D6 days old.

61-80% 5D6 days old.

81-00% 8D6 days old.

Note: A dragon is considered to be a *Hatchling* until the serpent reaches physical maturity, which is approximately 600 years of age,

when it begins life as a young adult. A mature adult is 2,000-6,000 years old, and an ancient dragon is 6,000 years and up. The average life span of most dragons is 6,000 to 8,000 years, but some live for as long as 12,000 years.

Alignment of Hatchlings. May start out as anything, but most Hatchlings begin life as Unprincipled or Anarchist. (Ultimately, the player's choice.)

Hatchling's Size. A Dragon Hatchling reaches 80% of its full size within 3D4 weeks after it hatches. So depending on how old the Hatchling was when the group first met him, the group could be witness to a rather dramatic growth period. The Hatchling is born one-third its mature size and does not reach full maturity until it is 600 years old. **Note:** Dragons do not need to eat or drink for nourishment and only do so for the pleasure and tasty sensation eating and drinking (especially alcoholic beverages, sweets and spices) provide. As creatures of magic, they actually absorb and are sustained by magic energy.

Species of Dragons. There are several different species of dragon. The one constant is that they all resemble giant lizards or winged dinosaurs. Only a handful are presented here.

Cat's-Eye Dragon Hatchling

The Cat's-Eye Dragon has definite feline overtones, while remaining a dragon in every way, with massive wings and powerful limbs. Yet the dragon has retractable claws and golden, almond-shaped eyes like those of a cat, even the muzzle of the dragon is more blunt and feline in shape with enormous canine teeth, as opposed to the more traditional reptilian dragon jaws. Its scales come in tones of tan, gold, tawny yellow, muted orange with red flecks, to deep crimson and blood red. Tufts of darker fur/hair crown the end of the dragon's prehensile tail, and a mane of matching fur often surrounds its head and neck.

The Cat's-Eye Dragon also behaves much like an enormous house cat, napping often during the day and full of vim and vigor at night. They are known for their games of cat and mouse with opponents (including humans) and for their independent and snobbish attitude in regard to other life forms.

Attributes: I.Q. 3D6+5, M.E. 3D6+4, M.A. 3D6+6, P.S. 3D6+12 (Supernatural), P.P. 3D6+5, P.E. 3D6+9, P.B. 3D6+6, Spd. 3D6+12 running, but 1D6x10+55 flying. These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically.

P.P.E.: 2D6x10, +2D6 per level of experience.

Horror Factor: 12

M.D.C. Points: 1D4x100+50 M.D.C. +10 M.D.C. per level of experience. On Rifts Earth the Hatchling's skin is an M.D.C. substance that is impervious to normal weapons. (*Hit Points:* 1D4x100+50 on most S.D.C. worlds, *S.D.C.:* 5D6x10 S.D.C. +3D6 S.D.C. per level of experience. *Armor Rating:* 11, but is a Mega-Damage creature on Rifts Earth.)

Note: Magic, psionics, and Mega-Damage weapons all have full effect.

Natural Abilities: Incredible cat-like (its eyes glow in reflected light) nightvision 6,000 feet (1830 m), see the invisible, turn invisible at will, resistant to fire and cold (does half damage, including M.D. fire and magic cold), prehensile tail and can bio-regenerate 1D10 per melee round (1D4x10 M.D.C. per minute).

Metamorphosis: A natural ability common to most dragons enabling the character to completely alter his physical shape, transforming himself to look like any living animal, from human being to cat. There are some limitations. The dragon cannot metamorphosize into inanimate objects or insects. The minimum size is about the size of a cat and the maximum size cannot exceed the dragon's own. The transformation can last two hours per level of experience. If on or near a ley line or nexus point (within two miles/3.2 km), the time is tripled. **Note:** Regardless of his shape, a dragon is a dragon, with all its natural powers and abilities. So a Hatchling metamorphed to look like a bunny rabbit can still talk, cast spells, and kick with the strength of a dragon. The metamorphosis does not instill any of the abilities of the animal, only its appearance.

Teleport: 28% +2% per level of experience. Teleportation is a special power common to most dragons. The character can teleport, at will, up to five miles (8 km) away. At the Hatchling stage, he can only teleport himself. The percentage number indicates the likelihood of being able to activate the teleportation. A failed roll means the teleport did not happen. The Hatchling can attempt a teleport once every other melee round. Only a mature dragon can perform a *dimensional teleport* without using a ley line nexus. Hatchlings can attempt a dimensional teleport at a ley line or nexus at half its usual percentage number.

Cat Eye Gaze: Those caught in the transfixing gaze of the Cat's-Eye Dragon are likely to fall under the beast's mystic charm. A charm that allows the dragon to influence, command and control his enthralled victim(s). The victim must look directly in the eye, or eyes of the dragon for this power to take effect. This power does not affect characters piloting robot vehicles and seeing through the eyes of a video monitor. However, most types of power armor and all body armor offer no protection at all; gaze into the dragon's eyes and you may be under his control if that is what the dragon desires. The victim may make a save vs mind control (needing 14 or higher) to resist the dragon's influence.

The Cat's-Eye's Gaze enables the dragon to control any individual as long as the command is not morally out of character or repugnant. The Cat's-Eye may issue any commands he feels appropriate to his charmed victim and instinctively knows the charm's limits and its best applications. For example: The dragon might control an opponent and tell him to, "Close your eyes and stand in a corner," or "You are very tired, go to sleep," or, "Those people need your help, go to them and help them", or "That building's on fire, you must go and rescue anybody trapped inside." The closer the command is to the nature and alignment of the victim, the more likely the charmed person is to comply without hesitation.

A command like, "Prevent your friends from entering this room," can also be effective, especially if a statement like, "Great danger lies beyond this room, don't let anybody enter," is added to it. The command is an effective one, because it is not abhorrent, nor morally wrong. In fact, it may save lives. The charmed character has not been told to hurt anybody, only to try to prevent them from entering the room. The individual can use whatever methods or degree of force that would be natural for his alignment and based on his relationship with the character he's restraining. On the other hand, a command to "kill" a friend, family member or teammate would instantly break the mind control.

Finally, the limit to the number of people the Cat's-Eye Dragon can control is three per level of experience (x10 when an adult). Note that it is difficult (if not impossible) to charm someone in the middle of combat or any intense activity, because the person is too preoccupied and busy fighting and distracted to look the dragon in the eye. The best use of this ability is for subterfuge and covert influence of others. The other limitation is that the charm's effects wear off in just two minutes (8 melee rounds) per level of experience, or when the victim leaves the dragon's range of influence. **Range:** Eye contact to make the initial mind control (50 feet/15.2 m) and then the range of influence is 1000 feet (305 m, triple for an adult).

Fire Breath: 3D6 M.D. to a six foot wide (1.8 m) area. The width of the blast enables the dragon to strike several opponents (2-6) simultaneously, if they are huddled closely together. **Range:** 60 feet (18 m). The fire breath may be used as often as three times per melee round (15 seconds), but each blast counts as one of the dragon's melee attacks.

Bonuses (in addition to attribute bonuses): +1 attack/action per melee round, +3 on initiative, +2 on Perception Rolls, +2 to strike, +1 to parry and dodge, +2 to pull punch, +1 to roll with impact, +4 to save vs Horror Factor, +2 to save vs psionics, mind control and possession, and +1 on all other saving throws.

Damage: Varies with Supernatural P.S., but their retractable claws inflict an additional +2D6 M.D. The Cat's-Eye Hatchling's bite does 2D6 M.D. (no bonus for Supernatural P.S.). The prehensile tail can be used to strike at its enemies like a whip. The tail does the same Mega-Damage as a punch +1D6 additional M.D. Or the dragon may use its fire breath, magic, psionics or a handheld weapon.

Magic: None to start. See *Player Notes*, above.

Psionics: *Minor Psychic:* Select a total of six psychic powers from one of the following categories: Sensitive, Physical, or Healing. Super Psionic powers are not available. Select an additional two at fifth level and another two at tenth level. **I.S.P.:** 2D4x10, +2D4 per level of experience.

Flame Wind Dragon Hatchling

Flame Wind Dragons can appear in various shades of red, from scarlet to alizarin, and have long, slinky bodies, thin but powerful limbs and massive wings. Their name is derived from their innate ability to cause their own scales to burst into flames. The spectacle created when the dragon flames on while soaring through the air is amazing, and has caused many opponents (and spectators) to flee at such a display of power. They can be found living anywhere, but prefer warm climates, jungles and mountain valleys. It should also be noted that the Flame Wind Dragon loves the taste of burnt flesh and evil Flame Winds have been known to burn down entire towns just to feast on the burnt flesh and ash of the dead. This has led many to believe that all Flame Winds are wicked killers, which is just not true.

Attributes: I.Q. 3D6+5, M.E. 3D6+5, M.A. 3D6+5, P.S. 3D6+5 (Supernatural), P.P. 3D6+10, P.E. 3D6+10, P.B. 3D6+5, Spd. 3D6+10 running, but 3D6x10 flying. These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically.

P.P.E.: 2D4x10+10, +3D6 per level of experience.

Horror Factor: 12 (14 when the Hatchling bursts into flame).

M.D.C. Points: 1D4x100 M.D.C. +10 M.D.C. per level of experience, on Rifts Earth. (**Hit Points:** 1D4x100 on most S.D.C. worlds, **S.D.C.:** 3D6x10 S.D.C. +3D6 S.D.C. per level of experience, **Armor Rating:** 11, but a Mega-Damage creature on Rifts Earth.)

Note: Magic, psionics, and Mega-Damage weapons all have full effect.

Natural Abilities: Nightvision 100 feet (30.5 m), thermal vision (allowing it to see the heat within an object and gauge the object's temperature: 45% +5% per level of experience) 300 feet (91.5 m), turn invisible at will, impervious to fire (not even Mega-Damage hurts it), prehensile tail and can bio-regenerate 1D10 M.D.C. per melee round (1D4x10 M.D.C. per minute).

Metamorphosis: May transform for one hour per level of experience. Same as the Cat's-Eye Dragon.

Teleport: 22% +2% per level of experience. Same as the Cat's-Eye Dragon.

Flaming Scales: The Flame Wind Dragon can seemingly cause himself to burst into flames in a manner similar to the psychic Burster or Elemental Fusionist. Unlike them, the Dragon Hatchling's own scales are actually burning, even though this does *no* damage to the Flame Wind (this is just a natural part of the dragon's metabolism). Because the Flame Wind *is* actually on fire, anything he is carrying is damaged by his own raging flames and he will ignite anything he touches, such as carpeting, drapes, paper, wood, dry grass, etc. In combat, the dragon's fiery punch or tail swipe does an extra 2D6 M.D. per strike plus its usual P.S. damage. Leaping on its back or trying to wrestle or entangle the flaming dragon will inflict 4D6 M.D. every 4 seconds (or 2D4x10+10 M.D. per melee round). The flames can be maintained for one minute (4 melee rounds) per level of experience, before the dragon Hatchling must rest for at least ten minutes to regenerate his flaming scales (duration is 10x longer for adults).

Fire Breath: 4D6 M.D. (increases to 6D6 M.D. as an adult) to a six foot wide (1.8 m) area. The width of the blast enables the dragon to strike several opponents (2-6) simultaneously, if they are huddled closely together. **Range:** 100 feet (30.5 m). The Flame Wind Dragon may also fire small gouts of fire from its mouth reminiscent of a flamethrower, with each doing 2D6 M.D. a range of 300 feet (91.5 m). The fire breath may be used as often as desired but each blast counts as one melee attack/action.

Bonuses (in addition to attribute bonuses): +1 attack/action per melee round, +2 on initiative, +2 to strike, +2 to parry and dodge, +4 to pull punch, +2 to roll with impact, +4 to save vs Horror Factor, +2 to save vs magic and illusions, and +1 on all other saving throws.

Damage: Varies with Supernatural P.S., but their claws inflict +8 M.D. in addition to their usual Supernatural P.S. damage. The Flame Wind's bite does 2D4 M.D. (no bonus for Supernatural P.S.). The prehensile tail can be used to strike at its enemies like a whip. The tail does the same Mega-Damage as a punch, +1D6 additional M.D. Or the dragon may use its fire breath, magic, psionics or a weapon.

Magic: None to start. See *Player Notes*, above.

Psionics: Minor Psychic; player can select a total of six psychic powers from one of the following categories: Sensitive or Healing. Super Psionic powers are not available. Select one additional power at levels 5, 10, 15 and 20. **I.S.P.:** 1D6x10, +1D8 per level of experience.

Forest Runner Dragon Hatchling

The Forest Runner is among the smallest of the true dragons, standing just half as tall as the other Hatchlings and only one quarter their weight, with attractive frilled wings. The wings are perfect for gliding on the wind and fluttering around like a giant butterfly, but not for great speed. This has led the Forest Runner to take to the forest, woods and jungles of the world for shelter and safety. When the dragon needs speed, it folds its wings close to its body and runs. As a species they have even developed a chameleon skin/scales that shift color, pattern and texture to allow them to better blend into their forest home, making hiding from other creatures far easier. Still they are preyed upon by other larger dragons both for their meat and P.P.E., and slavers such as the Horune Pirates and Minions of Splugorth who find they can get a good price for an attractive dragon at such a manageable size.

Attributes: I.Q. 3D6+11, M.E. 3D6+9, M.A. 3D6+7, P.S. 3D6+6 (Supernatural), P.P. 3D6+6, P.E. 3D6+6, P.B. 3D6+11, Spd. 2D6x10+33 running, but only 4D6+12 flying. These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically.

P.P.E.: 2D4x10, +2D6 per level of experience.

Horror Factor: 10

M.D.C. Points: 1D4x100 M.D.C. +10 M.D.C. per level of experience, on Rifts Earth. (**Hit Points:** 1D4x100 on most S.D.C. worlds, **S.D.C.:** 4D6x10 S.D.C. +2D6 S.D.C. per level of experience. **Armor Rating:** 12, but on Rifts Earth the Hatchling's skin is M.D.C.)

Note: Magic, psionics, and Mega-Damage weapons all have full effect.

Natural Abilities: Nightvision 600 feet (183 m), hawk-like vision (can see a rabbit clearly or read a sign at up to two miles/3.2 km away), see the invisible, able to hear a whisper at up to 300 feet (91.5 m) away, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), can bio-regenerate 3D6 M.D.C. per melee round (1D6x10+10 per minute), and are rather weak fliers.

Metamorphosis: May transform for three hours per level of experience. Same as the Cat's-Eye Dragon.

Teleport: 26% +2% per level of experience. Same as the Cat's-Eye Dragon.

Chameleon Scales: The color, pattern and texture of the skin/scales can be changed to adapt to any situation, so that the Hatchling's skin can look like rippling water, moving or stationary leaves, green grass and scrub, sand, dirt and rocks, brick wall/concrete, tree bark, and similar "natural earth" colors, shading, and environments with exactly the right shades and reflections. This ability is so lightning fast that the dragon's skin can take on the appearance of a brick wall, and the lines of the bricks will move across the body as fast as the character can run (01-80% chance of remaining unseen!). The fact that the dragon's texture also changes means that those casually bumping into him while the dragon remains motionless are likely not to notice. Unfortunately, the dragon cannot do bright colors (red, pink, bright blue, iridescent, or neon), only earth colors. **Note:** Any clothing or jewelry that is worn remains unchanged and stands out on the otherwise concealed dragon, as do any weapons or gear that may be carried by the dragon. Thus, most Forest Runners do not wear any type of ornamentation and use little if any equipment or weapons.

Poison Breath: The Forest Runner can emit a gaseous vapor from his mouth that has toxic properties. Unless the intended victim(s) is using an independent oxygen supply and goggles, or a gas mask, or wearing environmental armor and complete eye protection, the vapor will function like tear gas, causing the victim to choke and experience temporary blindness for 1D4+1 minutes unless they make a successful save vs non-lethal poison (16 or higher). A successful save means no effect. All who are blind are -10 to strike, parry, dodge, etc. **Range:** 40 feet (12.2 m); affects a 10 foot (3 m) area, vapors dissipate within five seconds. The poison breath may be used as often as two times per melee round (15 seconds).

Bonuses (in addition to attribute bonuses): +2 attacks/actions per melee round, +4 on initiative, +3 on Perception Rolls, +1 to strike, +2 to parry and dodge, +5 to dodge while running, +4 to pull punch, +2 to roll with impact, +5 to save vs Horror Factor and +2 on all other saving throws.

Damage: Varies with Supernatural P.S., but their claws inflict an additional +1D6 M.D. (designed for running, not fighting). The Forest Runner's large bite does 3D6 M.D. (no bonus for Supernatural P.S.). Or the dragon may use its poison breath, magic, psionics or a weapon.

Magic: None to start. See *Player Notes*, above.

Psionics: *Major Psychic*; player can select a total of 10 psychic powers from any of these categories: Sensitive, Physical, or Healing. Super Psionic powers are not available. Select an additional two powers at levels 3, 6, 9, 12, 15 and 18. **I.S.P.:** 2D4x10, +1D6+3 per level of experience.

Royal Frilled Dragon Hatchling

The Royal Frilled Dragon is among the most feared and powerful of all dragons, blessed with Master level psychic powers even at the Hatchling stage. Its coloration varies widely, from light blue or green to golden orange and red. Around the head/neck of the dragon and along the sides of the body and limbs are frills that can be extended when the dragon is angry or wishes to intimidate someone. The frills are gener-

ally royal blue, violet or purple in color, hence the name "Royal" Frilled Dragon. Its claws are also impressively large and hooked, able to slash and gut even other dragons with ease.

They enjoy the company of humans and humanoids and commonly walk among them in human guise through metamorphosis, manipulating them with their psychic powers. To facilitate such behavior, the Frilled Dragon is able to maintain its metamorphosis for twice as long as most other dragons, even at the Hatchling stage. They also are known for their prolific study and use of the mystical arts.

Attributes: I.Q. 3D6+6, M.E. 3D6+5, M.A. 3D6+12, P.S. 4D6+10 (Supernatural), P.P. 3D6+6, P.E. 3D6+10, P.B. 3D6+16, Spd. 2D6+10 running, but 2D6x10 flying. These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically.

P.P.E.: 2D6x10+10, +3D6 per level of experience.

Horror Factor: 11 (13 when the Hatchling displays his frills in a threatening manner).

M.D.C. Points: 1D6x100 M.D.C. +10 M.D.C. per level of experience, on Rifts Earth. (**Hit Points:** 1D6x100 on most S.D.C. worlds, **S.D.C.:** 6D6x10 S.D.C. +2D6 S.D.C. per level of experience, **Armor Rating:** 13, but on Rifts Earth the Hatchling is a Mega-Damage creature.)

Note: Magic, psionics, and mega-damage weapons all have full effect.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, Shadow Meld at will (as per the spell and for 20 minutes at a time), resistant to fire and cold (even M.D. fire and plasma do half damage), impervious to all forms of paralysis and can bio-regenerate 1D10 M.D.C. per melee round (1D4x10 per minute).

Metamorphosis: May transform for four hours per level of experience. Same basics as the Cat's-Eye Dragon.

Teleport: 34% +2% per level of experience. Same description as the Cat's-Eye Dragon.

Poison Breath: The Royal Frilled Dragon can breathe out a purple mist that lingers and causes paralysis in all who breathe it in. Unless the intended victim(s) have an independent oxygen supply (air filters are not good enough), the vapor will paralyze them for 1D4+1 minutes unless they makes a successful save versus non-lethal poison (16 or higher). A successful save means *no* effect and once a character has saved, he is immune to the vapors for the next 24 hours. **Range:** 60 feet (18 m); affects a 12 foot (3.6 m) area, vapors dissipate within eight seconds. The poison breath may be used as often as once per melee round (15 seconds).

Bonuses (in addition to attribute bonuses): +1 attack/action per melee round, +2 on initiative, +1 on Perception Rolls, +2 to strike, +3 to parry and dodge, +4 to pull punch, +3 to roll with impact, +6 to save vs Horror Factor, +3 to save vs psionics and mind control, and +1 on all other saving throws.

Damage: Varies with Supernatural P.S., but their large claws inflict an additional +3D6 Mega-Damage. The Royal Frilled Dragon Hatchling's bite does 2D6 Mega-Damage (no bonus for Supernatural P.S.). Or the dragon may use its poison breath, magic, psionics or a weapon.

Magic: See *Player Notes*, above, except the Royal Frilled Dragon starts with three spells of choice selected from levels 1 and 2 (six total) – in addition to the spells acquired by all Dragon Hatchlings.

Psionics: *Master Psychic*; player can select a total of 12 psychic powers from any of the following categories: Sensitive, Physical, and/or Healing. Also select two Super Psionic Powers at level one. Select an additional Super Psi-Power at levels 5, 9, 14, 18 and 22. Select an additional two psychic powers from any of the three previous categories, Sensitive, Physical and/or Healing, at levels 3, 6, 9, 12, 15, 18 and 21. **I.S.P.:** 2D6x10, +1D6+10 per level of experience.

Snow Lizard Dragon Hatchling

In the deep snows of the far north is a new type of wingless dragon, the Snow Lizard. The dragon appears to be made for the chilly climate; totally immune to cold, this great serpent stalks the ice flows and snowy wilds of Canada and Alaska. The Snow Lizard delights in its winter wonderland, a creature in its own element. Snow Lizards are nearly always pure white in coloration, with a small percentage (12%) being light grey, icy blue or snowy white with black highlights. The dragon's powers and instincts complement its chosen surroundings perfectly, as does the serpent's size, endurance and ability to move over snow and ice unimpeded. Snow Lizards dislike warm climates and avoid deserts like the plague.

Attributes: I.Q. 3D6+10, M.E. 3D6+10, M.A. 3D6+6, P.S. 3D6+8 (Supernatural), P.P. 3D6+6, P.E. 3D6+12, P.B. 3D6+12, Spd. 1D6x10+26 running, but cannot fly. These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically. **Note:** Even the deepest snow or slippery or thinnest ice will not slow down or hinder the Snow Lizard in any way.

P.P.E.: 2D4x10, +2D6 per level of experience.

Horror Factor: 10

M.D.C. Points: 1D4x100+100 M.D.C. +10 M.D.C. per level of experience, on Rifts Earth. (**Hit Points:** 1D4x100+100 on most S.D.C. worlds, **S.D.C.:** 6D6x10 S.D.C. +3D6 S.D.C. per level of experience. **Armor Rating:** 11, but is a Mega-Damage creature on Rifts Earth.)

Note: Magic, psionics, and Mega-Damage weapons all have full effect.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, impervious to cold (even M.D. and magic cold does no damage), and can bio-regenerate 1D10 M.D.C. per melee round (1D4x10 per minute). Does not have wings and cannot fly.

Metamorphosis: May transform for two hours per level of experience. Same as the Cat's-Eye Dragon.

Teleport: 20% +2% per level of experience. Same as the Cat's-Eye Dragon.

Snowstorm Transformation: In times of danger the Snow Lizard has the ability to transform into a blizzard of blowing snow. In this form, no physical or energy attack can harm him; with the exception of fire, which does *double damage*. No locked door can bar his way and the dragon can slip through the tiniest crack or keyhole. Although the Snow Lizard Hatchling cannot physically attack, communicate, cast magic, manipulate anything around him or even use his psychic powers as a snowstorm, the dragon can hear and see events around him as if he was still in his normal form. Of course, the dragon can reform with a thought (each transformation requires only one melee action). As the blowing snow, the Hatchling moves at a maximum speed of just 20 mph (32 km) and the sound of the blowing snow makes prowling impossible unless out in a real storm. Using the Snowstorm as an attack, everyone caught in the storm (roughly a 20 foot/6.1 m radius) feel cold and visibility is reduced by half and the victims in the mini-storm are -1 on initiative, -2 on Perception Rolls and have to shout to be hear. The storm also reduces radio transmission by half its normal range. Damage is only 1D4 S.D.C. per melee round.

Frost Breath: 3D6 M.D. (5D6 M.D. as an adult) to a four foot wide (1.2 m) area. The width of the blast enables the dragon to strike a few opponents (2-3) simultaneously, if they are huddled closely together. **Range:** 100 feet (30.5 m), each blast of frost breath counts as one of the dragon's melee attacks.

Bonuses (in addition to attribute bonuses): +1 attack/action per melee round, +2 on initiative, +2 on Perception Rolls, +1 to strike, +1 to parry and dodge, +3 to pull punch, +3 to roll with impact, +3 to save vs Horror Factor, +4 to save vs mind control and possession, and +2 on all other saving throws.

Damage: Varies with Supernatural P.S., but their claws inflict an additional +2D6 Mega-Damage. The Snow Lizard's bite does 3D6 M.D. (*no* bonus for Supernatural P.S.). Or the dragon may use its frost breath, magic, psionics or a weapon.

Magic: None to start. See *Player Notes*, above.

Psionics: *Minor Psychic*; select a total of six psychic powers from any these of categories: Sensitive, Physical, and/or Healing. Super Psionic powers are not available. Select an additional two at levels 5, 10, 15 and 20. **I.S.P.:** 1D6x10, +1D6 per level of experience.

Whip-Tailed Dragon Hatchling

The Whip-Tailed Dragon resembles an enormous sea snake in its general appearance, but with three sets of small legs running down its length and fins running down its dorsal crest and along all six of its legs. The mouth of the Whip-Tail has only a set of large fangs for biting and the serpent has a formidable set of claws. The dragon Hatchling's tail is something to behold, measuring over twice the length of the rest of the serpent's body. The tail is equipped with a huge, wicked, slashing saber blade on the tip of the tail for combat and a rudder of fins for swimming with. The scales of the Whip Tail can vary in color from aquamarine to light green, emerald, sea blue or a dark green-blue which is almost black in color.

This unusual dragon is at home in just about any environment and can be found living in the deepest seas, shallow swamps, open grasslands, highest peaks, etc., provided there is a body of water (river, lake, sea, ocean) that is more than a stream, within 200 miles (320 km), where it sleeps and hides from humanoids.

Attributes: I.Q. 3D6+6, M.E. 3D6+4, M.A. 3D6+11, P.S. 3D6+6 (Supernatural), P.P. 3D6+8, P.E. 3D6+6, P.B. 2D6+12, Spd. 3D6+16 running, 2D6x10 swimming, 1D4x10+40 flying. These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically.

P.P.E.: 3D4x10+10, +3D6 per level of experience.

Horror Factor: 11

M.D.C. Points: 1D4x100 M.D.C. +1D6+4 M.D.C. per level of experience, on Rifts Earth. (**Hit Points:** 1D4x100 on most S.D.C. worlds, **S.D.C.:** 4D6x10 S.D.C. +2D6 S.D.C. per level of experience, **Armor Rating:** 10, but a Mega-Damage creature on Rifts Earth.)

Note: Magic, psionics, and Mega-Damage weapons all have full effect.

Natural Abilities: Nightvision 500 feet (152 m), hawk-like vision (can see a rabbit clearly at up to two miles (3.2 km) away and can see in murky or dark water), see the invisible, turn invisible underwater or in the rain at will, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), prehensile tail, can bio-regenerate 1D10 M.D.C. per melee round (1D4x10 per minute) and can regenerate severed limbs (tail, fins, arms, etc.) in 1D4 hours. Does not have wings, but can still fly through magical means.

Natural born swimmers (98%; swims like an eel) able to breathe both air and water, and can live underwater or on dry land indefinitely. Maximum depth tolerance is 2 miles (3.2 km). Knows the time of day and direction by scanning the heavens and tides at 50% +3% per level of experience. Sense the direction and speed of water currents and tides, changes in the currents and tides, weather patterns and dramatic underwater disturbances within 10 miles (16 km) at 50% +3% per level.

Metamorphosis: May transform for two hours per level of experience. Same as the Cat's-Eye Dragon.

Teleport: 24% +2% per level of experience. Same as the Cat's-Eye Dragon.

Fire Breath: 2D6 M.D. to a three foot wide (0.9 m) area, but can only hit one opponent at a time. Fire breath even works underwater but at half the range and comes out as a jet of boiling water. **Range:** 100 feet (30.5 m). Each fire blast counts as one of the dragon's attacks per melee.

Bonuses (in addition to attribute bonuses): +2 attack/actions per melee round (one is always with its prehensile tail), +3 on initiative, +1 on Perception Rolls, +2 to strike, +4 to strike with the saber tail, +2 to parry and dodge, +2 to pull punch, +2 to roll with impact, +3 to save vs Horror Factor and +1 on all other saving throws.

Damage: Varies with Supernatural P.S., but their claws inflict an additional +6 M.D. The Hatchling's bite does 2D4 M.D. (no bonus for Supernatural P.S.). The prehensile tail can be used to strike at its enemies like a whip, but the Whip-Tailed Dragon's tail is armed with a huge, wicked, slashing saber blade. The saber tail does the same Mega-Damage as a punch +2D6 additional M.D. for the tail blade. Or the dragon may use its fire breath, magic, psionics or a weapon.

Magic: None to start. See *Player Notes*, above.

Psionics: *Major Psychic*; player can select a total of 10 psionic powers from any of these categories: Sensitive or Physical. Super Psionic powers are not available. Select an additional psionic power at levels 3, 6, 9, 12, 15, and 18. **I.S.P.:** 2D4x10 +1D6+4 per level of experience.

Psionic Powers

Beyond technology and magic, there is the power of the mind. Often tapped, rarely understood, psionics have become a major factor on Rifts Earth. Those who master more than a handful of psychic abilities can rise to the same level of power as any sorcerer or warrior.

This section presents the descriptions of the major psionic categories of *Healing*, *Physical*, *Sensitive*, and *Super Psionics*. The Psionic checklist is a handy reference listing the number of I.S.P. needed to use the ability in parentheses, and helpful for picking powers during character creation. (**Rifts® World Book 12: Psyscape** presents a dozen additional, unique and challenging psychic characters along with special powers, additional world information, menaces and monsters.)

Healing

Bio-Regenerate (self) (6)
Deaden Pain (4)
Detect Psionics (6)
Exorcism (10)
Healing Touch (6)
Increased Healing (10)
Induce Sleep (4)
Meditation (0)
Psychic Diagnosis (4)
Psychic Purification (8)
Psychic Surgery (14)
Resist Fatigue (4)
Restore P.P.E (4+)
Stop Bleeding (4)
Suppress Fear (8)

Physical

Alter Aura (2)
Deaden Senses (4)
Death Trance (1)
Ectoplasm (6 or 12)
Ectoplasmic Disguise (12)
Impervious to Cold (2)
Impervious to Fire (4)
Impervious to Poison (4)
Levitation (varies)
Meditation (0)
Mind Block (4)
Nightvision (4)
Resist Fatigue (4)
Resist Hunger (2)
Resist Thirst (6)
Summon Inner Strength (4)
Telekinesis (varies)
Telekinetic Leap (8)
Telekinetic Lift (6)
Telekinetic Punch (6)
Telekinetic Push (4)

Sensitive

Astral Projection (8)
Clairvoyance (4)
Commune with Spirits (6)
Empathy (4)
Intuitive Combat (10)
Machine Ghost (12)
Mask I.S.P. & Psionics (7)
Mask P.P.E. (4)
Meditation (0)
Mind Block (4)
Object Read (6)
Presence Sense (4)
Read Dimensional Portal (6)
Remote Viewing (10)
See Aura (6)
See the Invisible (4)
Sense Dimensional Anomaly (4)
Sense Evil (2)
Sense Magic (3)
Sense Time (2)
Sixth Sense (2)
Speed Reading (2)
Telepathy (4)
Total Recall (2)

Super-Psionics

Bio-Manipulation (10)
Bio-Regeneration (Super) (20)
Electrokinesis (varies)
Empathic Transmission (6)
Group Mind Block (22)
Group Trance (15)
Hydrokinesis (Varies)
Hypnotic Suggestion (6)
Mentally Possess Others (30)
Mind Block Auto-Defense (special)
Mind Bolt (varies)
Mind Bond (10)
Mind Wipe (special)
P.P.E. Shield (10)
Psi-Shield (30)
Psi-Sword (30)
Psionic Invisibility (10)
Psychic Body Field (30)
Psychic Omni-Sight (15)
Psychosomatic Disease (30)
Pyrokinesis (varies)
Radiate Horror Factor (8)
Telekinesis (Super) (10+)
Telekinetic Acceleration Attack (10 or 20)
Telekinetic Force Field (30)
Telemechanics (10)
Telemechanic Mental Operation (12)
Telemechanic Paralysis (20)
Telemechanic Possession (50)

Healing Psionics

Bio-Regeneration

Range: Self.
Duration: Permanent.
I.S.P.: 6
Saving Throw: None.

The ability to will *oneself* free of disease or poison and back to health, and heal physical damage and injury. Unfortunately, this ability cannot be used to heal others. The process requires one full minute of concentration, which means the character cannot use any other psionic power during that time. Bio-Regeneration does not restore missing limbs, but it does restore 2D6 Hit Points *or* 3D6 physical S.D.C. points per melee round. In addition, when cuts and scrapes are healed through Bio-Regeneration there is *no* scarring. This power can be used as often as once every *two* minutes (every eight melee rounds). **Note:** Recovering more than half of one's Hit Points or S.D.C. this way in less than an hour takes a toll on the character, causing some weakness for 1D4+2 hours: reduce the P.S., P.E. and Spd attributes by 30%. Adjust attribute bonuses accordingly.

Deaden Pain

Range: Immediate proximity, touch or within 3 feet (0.9 m).

Duration: One hour per level of experience.

Length of Trance: Two minutes (8 melee rounds).

I.S.P.: 4

The ability to deaden pain can be used as a painkiller which temporarily negates existing pain or as an anesthetic to be used for surgery.

Detect Psionics

Range: Self. Sensing range is 30 feet (9 m) per level of experience.

Duration: One minute per level of experience.

I.S.P.: 6

This is a mental probe that will indicate the presence of psionic energy within the immediate area. The probe cannot be used to pinpoint the exact location of psychic energy, nor the level of power other than a vague sense of weak, medium, or powerful.

Detect Psionics will indicate whether an individual is psychic when the probe is directed at a specific individual. However, while it will indicate the character possesses psychic ability, it does not reveal the type or strength of the character's powers other than low, medium, or high. It will also indicate whether a Group Mind Block is in effect and if a person is *psionically possessed.*

Exorcism

Range: Immediate area, touch or within 8 feet (2.4 m).

Duration: Instant, if successful.

Length of Trance: 30 minutes of preparation and 6D6 minutes with the possessed person or animal. **Note:** Can only exorcize the living.

I.S.P.: 10

The healer can perform a Rite of Exorcism that uses psychic energy to expel the loathsome being from its mortal, host body. A completely successful exorcism will free the victim of the supernatural force that controls him and send it back to its own non-earthly realm. A partially successful exorcism will drive the evil force out of the possessed person or animal, but does not send the damnable thing back to its own dimension. Thus, it can *try* to possess the psychic healer or flee to wander the Earth in search of a new victim. An exorcism can only be used on living people and animals whose bodies are inhabited by a supernatural entity or other type of invasive spirit, not symbiotes or psychic possession.

Roll to determine success for an exorcism at the end of the time period. First, roll to see if the being has been expelled from its victim's body. Success Ratio: 28% +7% per each additional level of experience.

Second, roll to see if the thing is forced back into its own dimension. Success Ratio: 21% +7% per each additional level of the psychic's experience. A failed roll means the creature remains in our dimension, but it must leave the area and cannot possess the same individual for at least six months. **Note:** The chance of a successful exorcism on a Nega-Psychic is reduced by half, as is the success ratio for sending the being back to its own dimension. The same is true of some of the more powerful supernatural beings capable of possession. (See **Rifts® World Book 12: Psyscape™** for info on the Nega-Psychic and other psychic player characters.)

During the exorcism the possessing force can use whatever powers it may have, as well as physical attacks or any special psychic abilities of its *host body*. Fortunately, the Rite of Exorcism weakens the creature, reducing its number of attacks per melee by half. It is wise to always have one or more assistants to help defend against the being's attacks and actions. Sedating the physical host body will immobilize it, but will not prevent psychic attacks or the creature's use of its own natural powers (if any). Too many assistants or spectators can be a liability, for the creature may attempt to flee by possessing one of them. An exorcism can be attempted on the same individual as often as the healer desires.

Healing Touch

Range: Touch.

Duration: Instant, with lasting effects.

Length of Trance: Two minutes (8 melee rounds).

I.S.P.: 6

The Healing Touch is a remarkable healing ability that can instantly heal cuts, burns, bruises and similar physical wounds. The touch restores 2D4 Hit Points *or* 2D6 S.D.C. The Healing Touch can only be used on *other* living creatures, never on the psychic himself.

Increased Healing

Range: Touch or within 3 feet (0.9 m).

Duration: 2D4 days.

Length of Trance: 1D6 hours.

I.S.P.: 10

The healer is able to stimulate another person's healing energies, dramatically increasing one's recuperative powers. Hit Points and S.D.C. recovery are double the normal professional treatment rate. That's recovery of 4 Hit Points a day for the first two days and 8 H.P. for each subsequent day until restored to full strength or the psionic energy fadea, whichever comes first. S.D.C. is healed at a whopping 12 points per day from the very beginning.

Induce Sleep

Range: Touch or within 6 feet (1.8 m).

Duration: One hour per level of experience (or until awakened).

Length of Trance: Two minute preparatory meditation.

I.S.P.: 4

Saving Throw: Standard; unwilling victims are +5 to save vs psychic attack.

This is not an offensive ability, but is intended to be a recuperative power to induce sleep on those who are ill, exhausted, or an insomniac. The person will fall into a normal, restful sleep from which he can be easily roused. Unwilling victims of the Induce Sleep psi-power get a +5 bonus to save. A character must want rest (can *not* be involved in combat or some other activity and be forced to fall asleep).

Meditation

Range: Self.

Duration: As needed; at least one hour of meditation is required.

I.S.P.: None, zero.

Meditation is a trance state of consciousness in which the individual can calm his emotions and focus on relaxation of mind and body. In a meditative state, the psychic finds peace and harmony between mind, body and spirit, and it is in this state of being that he can regenerate his Inner Strength (I.S.P.). **Recovers Base I.S.P.** at a rate as indicated under each psychic O.C.C., otherwise six I.S.P. per hour of meditation.

Psychic Diagnosis

Range: Touch or within 3 feet (0.9 m).

Duration: Immediate knowledge.

Length of Trance: 2D4 melees of meditation/focus.

I.S.P.: 4

Saving Throw: None.

The psychic healer can sense physical pain and damage, external and internal injury, disease and possession with absolute clarity. This pinpoint accuracy enables the character to suggest treatment or to conduct psychic surgery.

Psychic Purification

Range: Touch.

Duration: Immediate.

Length of Trance: 6D6 minutes of meditation.

I.S.P.: 8

Saving Throw: None.

The healer can use his abilities to slow a person's metabolism and destroy chemicals, drugs, poisons, and toxins in the body. The effects of the drugs/impurities are immediately halted at the beginning of the meditation, and completely destroyed/negated by its end. Damage sustained prior to the psychic's intervention still remains.

Psychic Surgery

Range: Touch.

Duration: Varies with injury.

Length of Trance: 2D6 minutes of preparatory meditation, plus the duration of the surgery (which is half the time of conventional modern medicine).

I.S.P.: 14

Psychic Surgery is used to repair broken bones, and internal injuries, and for the removal of foreign objects (bullets, arrows, etc.) using only one's bare hands; no tools or instruments. Can also be used to heal a character who has suffered so much damage that he or she has lapsed into a coma (zero Hit Points or less). Psychic Surgery is the equivalent of "professional hospital" treatment. The recovery from a coma (near death) is equal to treatment from a hospital, 1-66%. Note that there is minimal bleeding and pain, and absolutely no scarring from Psychic Surgery (*no pain* if the Deaden Pain ability is used). **Note:** A Psychic Diagnosis must be made before surgery is possible.

Resist Fatigue

Range: Self.

Duration: One hour plus 20 minutes per level of experience.

Length of Trance: 1D6 melees of preparatory meditation.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. However, fatigue is only temporarily suspended, so the psychic feels extremely tired and may even collapse when the duration of this power elapses.

Restore P.P.E.

Range: Touch.

Duration: Permanent.

I.S.P.: 4 plus the amount of P.P.E. transferred.

This power allows the psychic to convert some of his I.S.P. into P.P.E. energy and transfer that energy to another person. Two I.S.P. counts as one P.P.E. point. In addition, the conversion and transfer costs four I.S.P. to initiate. For example, 10 I.S.P. converts into five P.P.E. and costs an additional four points to make the transferal and conversion. Total cost is 14 I.S.P. A Mind Block will prevent this energy transfer. **Note:** P.P.E. can *not* be turned into I.S.P.

Stop Bleeding

Range: Self or other by touch.

Duration: Indefinitely, as long as the healer keeps his hand on or near the injury and concentrates on stopping the bleeding. Four minutes per experience level of the psi-healer if the character uses this temporary tourniquet and leaves his patient to do other things.

I.S.P.: 2 for self, 4 for others.

Another type of bio-feedback, mind over matter power, in which the psychic stops bleeding from wounds and internal injury using the power of his mind. This means stopping additional damage from blood loss and being able to function relatively unimpaired. As impressive and potentially lifesaving as this ability may be, it is only a stopgap measure. The injury is NOT being healed and the character still needs medical attention or he will, eventually, die from his injuries. If rendered unconscious, the bleeding and blood loss damage immediately begins. **Note:** Stops the bleeding from all sources, however, additional/new Hit Point damage suffered after the Stop Bleeding requires additional concentration and another two I.S.P. to stop the bleeding from the new wound(s).

Penalties: Furthermore, the psychic must continue to concentrate on stopping the bleeding, which means his number of attacks per melee round and all combat bonuses are reduced by half, but skill performance and other abilities function at normal capacity (he can run, leap, climb, swim, drive, operate machinery, etc. at full tilt, for example).

Suppress Fear

Range: Self or others by touch.

Duration: One minute per level of experience.

I.S.P.: 8

This power temporarily suppresses the chemical and psychological components of fear in the recipient. As a result, the character is unable to feel fear or is barely frightened even if intellectually he realizes he is in grave danger, or is facing a terrifying monster or situation. This enables the character to think rationally and take calm, calculated action, rather than respond with the typical "fight or flight" reactions of those who are scared. While this power is activated, the character automatically succeeds on any roll to resist *Horror Factor*, even if magically induced. This power can be used on the psychic himself or on one or two others.

Physical Psionics

Alter Aura

Range: Self.

Duration: One hour per each level of experience.

I.S.P.: 2

Saving Throw: None.

According to psychics who can see such things, all living beings possess an aura – a colorful energy field that is invisible to the naked eye and most conventional forms of photography and sensors. This psychic ability does not allow the psychic to see auras, but to alter his *own*. The psychic can manipulate his physical energy field to *appear* different (stronger, weaker, sickly, lacking psionics, evil rather than

good, etc.). The altered aura sends the wrong message to those humanoids and supernatural beings who can see auras and use the information they glean from them to assess an opponent or find a kindred (evil or psychic) spirit.

Alterations include:

- The general level of experience can be made to seem lower (level 1 or 2) or much higher (1D4+3 levels higher) than it really is.
- Conceal one's true alignment and cover it with a false one (any).
- Conceal the presence of psychic ability (the aura appears to be normal for that race) or shows I.S.P. levels to be much lower than they really are (but not higher).
- Conceal the amount of base P.P.E.; seems to be only 1-2 points.
- Conceal the presence of magic.
- Conceal true physical attributes, making them appear to be half of what they really are, or 30% higher.
- Alter Aura to appear weak and fatigued or sickly.
- Alter Aura to appear emotionally or mentally agitated or unstable, or depressed (not aggressive or alert).
- And for triple the usual I.S.P. (6 points) the psychic can adjust the aura to appear as if he is possessed or terminally ill.

Deaden Senses

Range: 160 feet (48.8 m); line of sight.

Duration: 2D6 minutes; roll for random determination of duration.

I.S.P.: 4

Saving Throw: -1 to save.

A form of bio-manipulation that is so subtle that its victims seldom realize they have fallen under the influence of this psionic attack. The psychic is able to induce a physical influence on a single character to make him or her momentarily less alert and attentive to the things around him. Small sounds, odors, movements, and details go unnoticed (+10% to the psychic on the following skills when used against this *befuddled* character: Camouflage, Prowl, Concealment, Palming, Pick Pockets, Cardsharp, Forgery, Seduction, Disguise and Impersonation). And the deadened character is also slow to react; reduce Spd by 10%, -1 on initiative, and -5% on skill performance. This power is typically used on guards, sentries, and investigators to make them miss something in a search, not notice the psychic, etc.

Death Trance

Range: Self.

Duration: As long as the psychic senses he must feign death, up to a maximum of four days.

I.S.P.: 1, because physical psychics find it easy to control their bodies.

A state of mind over matter that slows the metabolism to such a degree that it creates a temporary state of suspended animation, simulating death. Without hospital facilities, even a medical doctor is likely to believe the character is dead (1-89% likelihood). The effects of drugs, toxins and chemicals are slowed to a crawl, doing minimal damage or effect, but will take full effect the instant the death trance is stopped (unless treatment is administered first). While in the death-like state, the psychic can not be roused or respond to any type of stimulation, including psychic probes. This means he is incapable of attacking or defending himself in any way until the trance is broken.

Ectoplasm

Range: 40 feet +5 feet (12.2 +1.5 m) per level of experience.

Duration: 4 minutes (16 melees) per level of experience.

I.S.P. (Vapor): 6 **I.S.P. (Solid):** 12

This mystifying ability enables the psychic to create a slightly luminous, vapor-like substance that is exuded from the pores. Ectoplasm has two forms: an invisible vapor and a luminous, solid state.

The vapor is a sort of floating, probing finger that can snuff out candles, open doors, knock over or pick up small objects (weighing under 9 ounces/255 grams), tap somebody on the shoulder, rustle leaves and knock on a door. The Ectoplasmic vapor can be seen only by its creator, psychics and supernatural beings who can *see the invisible*, or with infrared optic systems (including infrared camera lenses, infrared gun sights, binoculars, etc.). Ectoplasm, although an invisible vapor, has physical properties, which means it can *not* go through walls or solid objects. Thus, a person walking into an ectoplasm stream may feel a slight sensation, like walking into a spider's web or brushing against a cotton ball. Often a person will unwittingly walk into and snag the stream of floating ectoplasm, pulling or stretching it along without being aware of it. In such cases, the psychic must maneuver the snagged portion to loop around the human obstruction. The creator of the vapor can control the full length of the vaporous stream like a floating tentacle. Although the vapor can not go through solid objects it can slip through keyholes, cracks under doors or loose seals around a window. If a breeze can blow through, so can ectoplasm. The only drawback is that the psychic must be able to see the ectoplasm to maneuver it.

The solid state of ectoplasm can be a startling sight. In this form the ectoplasm can be shaped into an extra limb, such as an arm and hand, or just a hand or tentacle, or even a foot attached to a long stream spooling out of the psychic. The Ectoplasmic limb appears as a white, slightly luminous appendage connected to a trail of ectoplasm stretching back to its creator like a life-line of silly putty. The appendage and its connecting line can hover, float, levitate and fly (at a speed of 18). The solid ectoplasmic limb has much greater strength and is able to carry, lift or hold up to 40 lbs (18 kg), but cannot squeeze through the tiny openings that the vapor can. An opening must be at least the size of a quarter for solid ectoplasm to fit, and then the limb must be turned into a thin tentacle and reformed on the other side of the opening. Ectoplasm can also be used to create a face or even a full figure, although detailed features are impossible. Ectoplasmically created images may explain apparitions reported during some seances.

Ecto-Combat: The ectoplasm vapor and solid form both have an automatic dodge against all attacks directed at any of its length. That means an attempt to hack the middle of the ectoplasmic stream will see that portion of the ectoplasm suddenly swerve, loop or bend with a life of its own to avoid the attack. The dodge by the mid-section (or anywhere else) does not count as a melee action by the ecto-appendage. Moreover, the ectoplasm's creator can direct the appendage to hit back or pick up and use a weapon. The solid ectoplasm appendage is not a great tool for combat, however. It limits its creator's attacks/actions per melee and has minimal strength; equal to about a P.S. attribute of 4. A punch or kick does a mere one point of Hit Point/S.D.C. damage. Damage can be increased by the appendage using any type of hand-held weapon weighing under 40 lbs (18 kg) and less than five feet (1.5 m) long. Small modern weapons, such as an energy pistol or revolver, can be used, but are -10 to strike. Meanwhile, the vapor can not use any weapons weighing more than 9 ounces and can inflict no damage of its own.

A vapor or solid appendage must be controlled by its creator at all times (except the automatic dodge); thus, it has a number of attacks/actions equal to its creator. So, if the psychic has four attacks per melee, the ectoplasm appendage also has four attacks. However, each attack/action by the ectoplasm counts as one of its creator's actions for that melee round.

Ecto-Combat Statistics:

- Vapor and solid get an automatic dodge against all attacks, including multiple or simultaneous attacks.
- +5 to dodge; applies to vapor and solid.

- +1 to parry; applies to vapor and solid.
- +1 to strike; applies to vapor and solid.
- Vapor inflicts no physical damage, but can touch, tap or pick up and carry objects weighing 9 ounces or less.
- Solid ectoplasm inflicts one point of damage in combat or by weapon.
- Attacks or actions per melee are equal to its creator's. A pair of ectoplasmic limbs will divide the attack between the two equally.
- Astral S.D.C. is 40 plus one Hit Point. Applies to vapor and solid. If the ectoplasm is destroyed the creator takes one Hit Point and 10 S.D.C. points of physical damage.
- Sunlight or bright artificial light (250 watts) reduces the range to half.
- Maximum range possible for vapor and solid is 40 feet plus 5 feet per level of experience (12.2 m +1.5 m per level).
- One full melee (15 seconds) is required to create an ectoplasm vapor or solid appendage. Half a melee (7 seconds) is needed to withdraw/return ectoplasm into its creator.

Ectoplasmic Disguise

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 12

This is an enhanced control over ectoplasm that gives the psychic the ability to cover and disguise his physical features. Ectoplasm is created as normal, with the mysterious pseudo-substance rising from the pores of the skin. Instead of forming wispy tentacles, the ectoplasm covers the face. As it solidifies, it becomes a sort of putty-like material that can be mentally shaped and molded by the psychic. Once the desired shapes and features are achieved, the psychic can make the ectoplasm look like real flesh. The best way to create an Ectoplasmic Disguise is for the psychic to look at a photograph or a frozen video image and concentrate on that image while the ectoplasm automatically molds into that shape/image, including skin color. Not only can the psychic create a mask to hide his facial features, but he can also change the shape and bulk of his body with ectoplasm, adding a pot belly, muscles, a tail or extra eye, etc.

Level of Proficiency: 50% +3% per level of experience (add +16% if the character has the Disguise skill). This percentage applies primarily when trying to accurately imitate a specific person's identity. In most other cases, the disguise is successful in that it obscures the psychic's true identity.

Problems & Limitations: An Ectoplasmic Disguise is especially effective from a distance, but does not hold up under close scrutiny. The ectoplasm always has a bit of a "dull" and "pasty" appearance, regardless of skin color. If punched, cut, scraped, etc., the ectoplasmic covering will tear away and, in a matter of seconds, noticeably reform to cover the tear/damage.

The psychic must also concentrate on maintaining his disguise, which means his attention is divided and concentration hampered. While the disguise is maintained, the psychic suffers the following penalties: -4 on initiative and reduce all combat bonuses, attacks per melee, running speed and skill performance by half. To perform better, the character must relinquish some his control over the disguise, with notable results, like features obviously shifting, drooping or even melting. If the character is seriously injured, knocked unconscious or slain, the ectoplasm melts away, turns into floating globs and disappears into him in a matter of seconds.

Impervious to Cold

Range: Self.

Duration: 20 minutes per level of experience.

Length of Trance: 1D4 melees for preparatory meditation.

I.S.P.: 2

A mind over matter discipline which enables the character to suffer absolutely no ill effects or discomfort from exposure to even extreme sub-zero freezing conditions.

Impervious to Fire

Range: Self.

Duration: 3 minutes per level of experience.

Length of Trance: 2D4 melees for preparatory meditation.

I.S.P.: 4

Another mind over matter discipline enabling the psychic to endure intense heat, fire, boiling water, hot coals, and so on, without suffering pain, damage, injury or scarring. Magic fires inflict half damage.

Impervious to Poison/Toxin

Range: Self.

Duration: 2 minutes (8 melees).

I.S.P.: 4

The character can negate the full effects of poisons and toxic chemicals which he has ingested (eaten or drank) or introduced into the bloodstream, as long as he has advance knowledge of its deadly properties. A poison, toxin, or drug which has been unknowingly inflicted (and starting to take effect) can be negated too, but will do half damage or effect before it can be completely negated. **Bonuses:** Identify poisons: 30% +4% per level of experience; +2 to save vs poisons and drugs whenever this power is in place.

Levitation

Range: Up to 60 feet (18.3 m) away.

Duration: 2 minutes per level of experience.

I.S.P.: Small: 2, medium: 6, large: 6 plus 1 per every 10 lbs (4.5 kg) over 20 lbs (9 kg).

Saving Throw: None.

Levitation is a limited form of Telekinesis that can raise an object or a person straight up into the air and suspend it there, hovering in the air. Sideways movement is NOT possible.

Small objects weighing two pounds (0.9 kg) or less are the easiest to levitate. Maximum height is 8 feet (2.4 m) plus one foot (0.3 m) per each level of experience. Medium-sized objects weighing 3 to 20 pounds (1.4 to 9 kg) are more difficult, requiring greater concentration. Maximum height is 6 feet (1.8 m) plus one foot (0.3 m) per level of experience. Large objects or people weighing over 20 lbs (9 kg) cost 6 I.S.P. plus one I.S.P. for every 10 lbs (4.5 kg) beyond 20 (9 kg). Thus, a 125 pound (56.2 kg) weight would require 17 I.S.P. to raise it into the air. Maximum height is 4 feet (1.2 m) plus one foot (0.3 m) per level of experience. Or the psychic can levitate himself 10 feet (3 m) +2 feet (0.6 m) per level of his experience.

Meditation

See description under Healing Psionics.

Mind Block

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period).

This is the ability to completely close or block oneself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces the character can not sense anything, can not use psychic abilities, nor be influenced by others. A Mind Block will prevent penetration of Telepathy, Empathy, Hypnotic Suggestion, and Empathic Transmission. It can be an invaluable protective mask when dealing with malevolent psychic forces. Adds a bonus of +1 to save vs all psychic and mental attacks.

Nightvision

Range: Self, visual range about 600 feet (183 m).

Duration: 10 minutes per level of experience.

I.S.P.: 4

The psionic can adjust his visual capabilities through a form of biomanipulation. The eyes are made to become much more light sensitive and basically work on the same principles of mechanical light amplification. The eyes simply amplify existing light, such as candlelight or star and moonlight, to see clearly. There must be some source of light to see (can not see in total darkness).

Note: If suddenly exposed to light brighter than a single candle, the psychic will be temporarily blinded for 3D4 melee rounds. The Nightvision power can also be used to change one's vision to *polarized sight*, reducing glare as would a pair of polarized sunglasses.

Resist Fatigue

Range: Self.

Duration: One hour + 20 minutes per level of experience.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. Although fatigue is temporarily suspended, the psychic will feel extremely tired and may even collapse when the psi-power wears off.

Resist Hunger

Range: Self.

Duration: 6 hours.

I.S.P.: 2

Another mind over matter discipline that subdues any feeling of hunger, allowing the character to function at full effectiveness without nourishment. It is important to point out that while the psi-power maintains full operations, the body is still suffering from malnutrition and starvation. Loses 3 lbs (1.35 kg) of weight per day. **Note:** A psychic can survive up to 60 days, functioning as normal, without any food by continually using Resist Hunger. On day 61 the character will lapse into a coma. Under this extreme condition, 60 days of food deprivation while still fully active physically, the character is -20% to save vs coma death.

Resist Thirst

Range: Self.

Duration: 6 hours.

I.S.P.: 6

This ability is identical to the Resist Hunger psi-power except it applies to the consumption of water. It does not negate the long-range damage from dehydration.

Summon Inner Strength

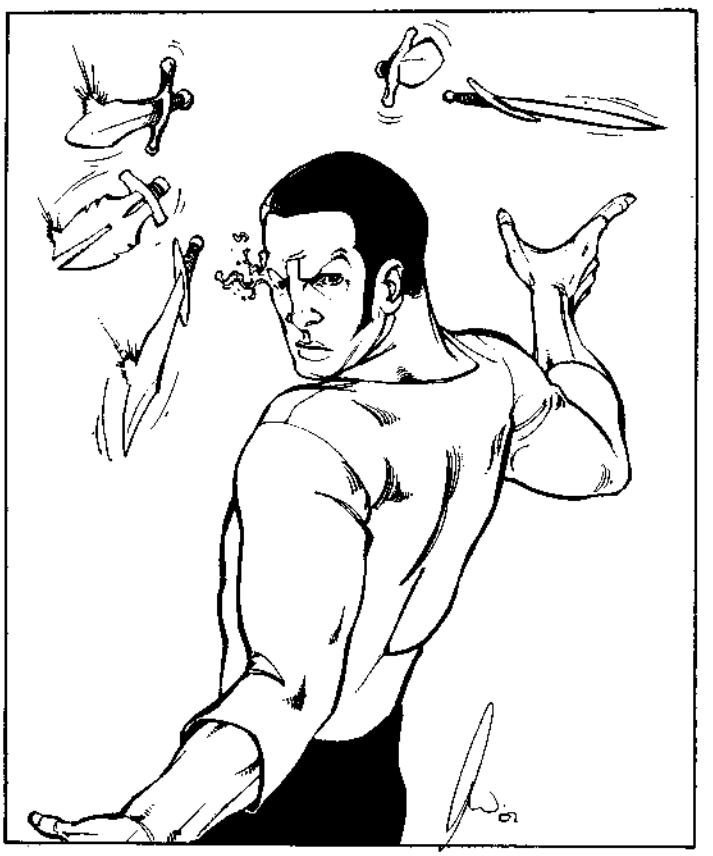
Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 4

This psi-power enables the character to draw on his inner reserves of strength to ward off pain and fatigue. Every time the psychic calls upon his Inner Strength the following bonuses apply:

- Add +10 S.D.C.
- Add +2 to save vs poison or toxins.
- Add +5% to save vs coma/death.
- Fatigue is temporarily forgotten and the character can function as if he was fully rested for the full duration of the Summon Inner Strength power.



Telekinesis

Range: Up to 60 feet (18.3 m) away.

Duration: 2 minutes per level of experience.

I.S.P.: Small: 3, medium: 8, large (over 20 lbs/9 kg): 8 +1 per every 10 lbs (4.5 kg) of weight.

Telekinesis is the ability to move objects without any other means than directed psychic energy. The character can make an object hop, fall, roll, rise into the air, suspend it there (hover) or make it fly across the room.

In order to move an object by Telekinesis, the item must be clearly visible, within the psychic's range (60 feet/18.3 m) and the point of focus. As usual, the psychic must concentrate on what he is doing; thus, each telekinetic feat counts as one of the character's physical attacks. The total number of telekinetic attacks is equal to the character's number of physical attacks per melee; usually 4 or 5. One can attack with Telekinesis by hurling an object as if thrown or causing it to buzz about a room, swinging and hitting like a club controlled by an invisible hand. Several objects can be telekinetically thrown around within the

same melee round, but not simultaneously. The psychic can only concentrate on one item at a time. For example: A physical psychic with four, normal, hand to hand attacks per melee can perform four attacks with Telekinesis. First, he makes a flower vase fly from the table, aiming it at his opponent's head. Second, he makes the lamp hurl at the guard at the door. Third, the table is suddenly flipped up on end and, fourth, the doorknob is turned and the door flung open. Four attacks or actions using Telekinesis.

As we can see in the example, Telekinesis can be used to do more than making objects fly around. The Telekinetic power can be used to open doors, flick switches, press buttons, turn knobs and dials, open windows, make a rocking chair rock and so on. The range of possibilities is extensive when you stop and think about it. Remember, each action counts as one of the character's physical actions/attacks per melee.

It is easiest to move or hurl small objects weighing *two pounds* (0.9 kg or less). Maximum height or distance is 60 feet (18.3 m). Medium-sized objects weighing 3 to 20 pounds (1.35 to 9 kg) are more difficult to manipulate. Maximum height or distance is reduced by half: 30 feet (9.1 m). Large or heavy objects weighing over 20 lbs (9 kg) are the most difficult to maneuver, reducing maximum height and distance to 15 feet (4.6 m). I.S.P. cost for large, heavy objects is 8 I.S.P. for the first 20 lbs (9 kg) plus one I.S.P. for each additional 10 lbs (4.5 kg) of weight. This means it would cost 19 I.S.P. to move a 125 lb (56.2 kg) weight (8 I.S.P. for the first 20 lbs (9 kg) +11 I.S.P. for the remaining 105 lbs). Remember, the height and distance of effect is limited to 15 feet (4.6 m) for such a heavy object.

Telekinesis Combat Bonuses:

- +3 to strike with Telekinesis; physical/skill bonuses to strike do not apply when Telekinesis is used.
- +4 to parry with Telekinesis by using a controlled object to parry or sheer telekinetic force to block an attack. Counts as a medium heavy object; costs 8 I.S.P. **Note:** Only these two bonuses apply to TK combat.
- *S.D.C. Damage from Hurled Objects:* Very Small: 6 ounces to 1 pound (0.23 to 0.45 kg): 1D4. Small: 1.5 to 2 lbs (0.6 to 0.9 kg): 1D6. Medium Small: 2-4 lbs (0.9 to 1.8 kg): 2D4. Medium: 5 to 10 lbs (2.25 to 4.5 kg): 3D4. Medium Large: 11 to 25 lbs (4.95 to 11.2 kg): 3D6. Large: 26 to 40 lbs (11.7 to 18 kg): 4D6. Add 1D6 damage for each additional 20 lbs (9 kg).

Note: This form of Telekinesis is not a force field, thus, while it can be used to parry/block a punch, kick, club, knife or even sword, it cannot stop bullets, arrows, gas, flying tackles, and similar attacks. Furthermore, a failed roll to make a telekinetic parry means the psychic did not parry and is struck by his opponent.

Telekinesis moves, lifts and throws physical objects with the power of the mind, so it may be used to hurl a victim into something as a slam attack but NOT as a crushing or thrusting attack in and of itself. Objects thrown would be equivalent to objects thrown by a physical hand. Telekinesis does not allow psychics to levitate themselves or fly, due to the weight limitation (see Super Telekinesis).

Telekinetic Leap

Range: Self.

Duration: One melee attack/action; in this case, a leap.

I.S.P.: 8

This telekinetic application boosts the person's leaping ability, propelling the psychic an additional two feet (0.6 m) when leaping upwards, and three feet (0.9 m) when leaping across or lengthwise, per level of experience. This power can be used in conjunction with a Leap Kick attack (damage: 6D6+6 plus P.S. bonuses), but the character will take 2D6 S.D.C. points of damage himself from the hard impact. A die roll with impact may be needed to land safely after one of these leaps.

Telekinetic Lift

Range: Self or Touch.

Duration: 2 melees per level of experience.

I.S.P.: 6

Rather than moving objects solely with the power of the mind, this use of telekinesis increases the character's ability to lift and carry heavy weights. The psychic creates a telekinetic field around the object and lifts both physically and mentally (via telekinesis). This enables the psychic to lift and carry weights 20% heavier than his P.S. normally allows. This use of telekinetics is limited exclusively to lifting and carrying heavy weights and cannot be used to hurl boulders and heavy objects as weapons, nor can it be used to augment the damage inflicted by a punch, kick or other physical attacks.

Telekinetic Punch

Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant.

I.S.P.: 6

Saving Throw: Dodge or parry as usual.

This telekinetic power enables the psychic to deliver a powerful punch or kick-like force through telekinetic energy. The character must actually make a physical punch or kick, but a successful strike delivers a telekinetically enhanced blow. A Telekinetic Punch will inflict 3D6 S.D.C./Hit Point damage plus P.S. bonus (if any), and a kick will do 4D6 S.D.C. plus P.S. bonus. The I.S.P. is spent whether or not the punch or kick actually hits the target (roll to strike as normal). The power is used in conjunction with a normal, physical attack that can be parried or dodged by the enemy. Every time the power is used, the psychic must make a save of 14 or higher or he will take 1D6 points of damage himself as a result of wrenched muscles or a dislocated joint from the extra strain on his body.

Telekinetic Push

Range: By touch or one foot (0.3 m) per level of experience.

Duration: Instant.

I.S.P.: 4

Saving Throw: None.

The psychic can effectively create a telekinetic force that pushes away an attacker or anything within range (a door, chair, cart, statue, etc.). The pushing force has the rough equivalent of a P.S. 16 +1 per level of the psychic. The Telekinetic Push is roughly equal to a body block and does 1D4 S.D.C. or Hit Point damage, will knock most ordinary humans back two yards/meters and has a 01-60% chance of knocking the person off his feet (if so, that character loses initiative and one melee action). Characters weighing more than 200 pounds (90 kg) or who possess Robotic P.S. or Supernatural P.S. are only shoved a foot or two and there is only a 01-12% chance of being knocked off their feet. Inanimate objects weighing under 50 pounds (22.5 kg) are "pushed" or slid across the ground twice as far, roughly four yards/meters (12 feet/3.6 m).

Sensitive Psionics

Astral Projection

Range: Self.

Duration: 5 minutes per level of experience.

I.S.P.: 8

Through intense concentration/meditation (4D4 minutes of preparation) the psychic can free his mind, or inner self, from his physical body. This psychic inner self is the Astral Body, a whitish, transparent, ghostly image of the character's physical form. A long silver thread or cord connects the Astral Body with its physical self. If the cord is severed the character is likely to die of sudden shock as body and soul are torn asunder. There is only a 30% chance the Astral Self can locate its physical body without the silver umbilical cord (roll best 2 out of 3).

The physical body lapses into a coma-like trance when the Astral Self has left it. In this state the body is completely helpless. It cannot walk, move or think; completely catatonic.

The hazards are threefold. First, if the physical body is killed, the Astral Body is forever lost and will die, fade away, within six hours. Second, if the Astral Body gets lost or captured while in the Astral Plane, the body will begin to waste away and die. (**Note:** One minute of our time is equal to one week in the Astral Plane.) Third, the Astral Body is vulnerable to psychic attacks and attacks from ghosts, entities and creatures of the Astral Plane.

There are two levels of Astral Projection, coexistence (physical body and spirit form) in the material world and/or the Astral Plane (another dimension). Astral Projection from the physical body into the material world creates a ghostly specter of the Astral Self which can be seen only by other psychics, young children under 13 years old, animals and most supernatural creatures. While in Astral Form the character automatically gains the ability to float, fly (mach one/670 mph/1072 km maximum), see the invisible, pass through solid objects (including M.D.C. walls), impervious to physical harm (including cold, heat and energy), are invisible to sensor systems and cameras, and see and hear as usual. The Astral Body can not communicate with the physical world except through Telepathy or Empathy, nor speak to, smell or touch anything on the Material Plane. The Astral Self is little more than a mute, ghostly observer. Of course, this is a great way to locate invisible supernatural entities, as well as spy on other humans on the Material Plane (although limited by short sprints. See duration). A character traveling the Material Plane via Astral Projection may use any psionic powers that do NOT require physical contact. They can generally only affect the physical world (or themselves be affected from physical beings) by Sensitive psionic powers such as Telepathy, Clairvoyance, Empathy, etc.; Astral travelers communicate using Telepathy.

Traveling in Astral Form has its own very special dangers. While the character can see the invisible and other Astral Travelers, they can also see him. This makes him susceptible to their psychic and Astral Form attacks, for two Astral Travelers can lock into hand to hand combat as well. The most vulnerable target is the silver cord which is the Astral Traveler's lifeline to the physical world. Fortunately, the cord has an Astral S.D.C. which is two times that of the person's physical Hit Points and S.D.C. combined. The thread-like silver cord is a difficult target to hit; attackers are -6 to strike. The Astral Body also has an S.D.C. of two times the Hit Points and S.D.C. of the physical body combined. This means if the character has 18 Hit Points and 28 S.D.C. both the Astral Body and its silver cord have 92 Astral S.D.C. each (18 + 28 = 46 x 2 = 92 each). Remember, magic and psychic influence have full effect on the Astral Body. This includes exorcism, which will force the Astral Traveler to leave the immediate area (400 foot/122 m radius) and not return for 24 hours. The Astral Traveler has the same number of attacks per melee, bonuses, hand to hand, skills, knowledge and psychic powers that he or she has in the Material Plane.

Entering the Astral Plane is like entering the Twilight Zone. After a minute of concentration the Astral Gateway appears as a bright patch of shimmering, white light. Once the Astral Traveler passes through it, he will find himself in an endless expanse of white light, and rolling, white clouds. There is no up or down, no bottom or top; no north or south, no land or air or sea, just endless, slowly swirling white. Time, too, is a different or altered state, for what would seem to be a week in the Astral Plane is barely one minute in the physical world. That means a 2nd level Mind Melter could spend the equivalent of ten weeks in the Astral Plane and, when he returned to his physical body, he would find that only ten minutes of real time had elapsed. Although time may flow differently between the Astral Plane and the real world, the Astral Traveler is still subject to the laws of the real world when he returns. If he was low on I.S.P. when he entered the Astral Plane, even if he was there for several weeks of Astral Time, he would still be low on I.S.P. when he returns to the real world. Time and space twisted and distorted, the Astral Traveler can travel from one end of our planet to the other, in the blink of an eye, by hopping through the Astral Plane. However, if he does not know where he is going, he could end up hopelessly lost in the Astral Plane somewhere. Furthermore, the Astral Plane has its dangers as well, from Astral Beings and monsters to becoming endlessly lost. Even if all goes well, the distortion of place and time makes it extremely difficult to find the material world and one's dormant, physical body. Even trying to follow the silver cord can lead to nowhere.

To return from the Astral Plane to the physical body, roll on the following table: Each roll will determine the Astral Traveler's state of mind and sense of direction. The percentile dice can be rolled up to three times per melee (15 seconds). The player must roll "definitely certain" to successfully return. The player may keep trying until he succeeds or time elapses.

Location of the Physical Body

Roll Percentile Dice to Return from the Astral Plane:

01%-30%: Hopelessly Lost (roll again).

31%-50%: Uncertain, Confused (roll again).

51%-76%: Fairly certain of location; on the right track (roll again).

77%-00%: Definitely certain of location. (Whew! Made it Back).

Astral travel with a partner is a much safer way to travel, because if one can find his body, he can lead the other one out with him.

Note: Traveling on the Material Plane in Astral Form is infinitely easier than the Astral Plane. To find the physical body the character need only return to where he left it. If it has been moved or hidden the Astral Self can sense its location with a 60% efficiency (roll once per melee).

The other danger lies in being attacked by other beings in the Astral Plane. Entities and elemental creatures of magic live in the Astral Plane or travel through it. These beings are usually hostile, evil forces. While the Astral Body can not touch or communicate with the material world, the Astral Body is quite solid to other inhabitants of the Astral Plane. The Astral Body is also vulnerable to magic and psychic powers, as well as physical assault by Astral Entities.

The energy which composes the Astral Plane is responsive to thoughts and desires. The strongest Astral Beings can mentally or magically control what a small area might look like. This means that the Astral Plane is made up of hundreds or perhaps thousands or even millions of tiny Astral "Kingdoms" adrift within the vast whiteness. Exactly what these kingdoms look like is up to the entity that creates it. Some may look like a modern city, others like castles or forests, while still others, a frightening landscape. Perhaps this is where legends of visitations to Heaven and Hell originate? It is always wise to avoid an Astral Kingdom, because only the most powerful Entities and Astral Beings can create and maintain them.

Clairvoyance

Range: Self (although the image could pertain to people or places thousands of miles away.

Duration: 6D6 melees.

I.S.P.: 4

Base Skill: 58% +2% per level of experience.

This allows the psychic to see or feel glimpses of the possible future. This is achieved through meditation or intense concentration in which the clairvoyant thinks about a particular person, event or place. Add +5% to the base skill if the person involved is a friend or loved one.

Clairvoyance is unpredictable and can not be turned on and off like a lightbulb. Sometimes it works (if the roll is under the base skill) and sometimes it does not (when the roll is above the base skill). A failed roll means the psychic received no insight to the future.

A clairvoyant trance can be attempted as often as twice every day. The message can be a sudden feeling that somebody is in need ("...something's wrong. It's...it's...Janet! I've got to see her!") or, more often, a sudden flash of insight, a sudden image that races through the mind. The image is like a brief snippet of film from a movie or a dream. Often all the details are not clear, but the potential danger is. For example, "The psychic character is in a trance or meditation, thinking about his/her friend Janet. Suddenly, the mind is flooded with an image of Janet rushing down a crowded street. It's dusky, like morning, twilight or evening. She seems very upset. The traffic light changes to amber. Janet races into the street, ignoring the light. It turns red. There's a car, squeal of tires, Janet screams. The image ends." Is Janet hurt? Killed? Unknown, but the danger is clear. There are also other hints of information: the time of day, Janet seeming upset, rushing, etc. The glimpse into the future could be twenty minutes, eight hours, 24 hours, or a week. The psychic has no way of knowing. Of course, he has the advantage of recognizing the potential danger as it begins to unfold and may be able to avoid it, stop it or change the outcome. The image may last a few minutes or be a sudden flash lasting but a few seconds. The flash could be a peculiar noise, a face, or a specific image, like a particular door or object.

It is important to note that sometimes a clairvoyant image will occur unintentionally, without the psychic trying to do so. These most often manifest themselves as dreams or nightmares during sleep. The clairvoyant dream is exactly like the image from a meditative trance described previously. The precognitive flash of the future may also occur un-beckoned while awake, but this is extremely rare. These brief glimpses of the possible future happen because the clairvoyant is acutely attuned to his world. Anything that might hurt or change that world (including people and places) will often be foretold in a flash of insight.

Game Masters: Be careful of revealing too much. Use the examples provided as a guide. Remember, these are brief glimpses of the possible future, not a motion picture. The psychic can NOT engage in any actions, combat or otherwise, during a moment of clairvoyance or the image will instantly stop. It usually requires 2D4 melees of concentration or meditation before the image occurs. Remember, a failed base skill roll means absolutely nothing happens, but still burns up the 4 I.S.P. and time.

Commune with Spirits

Range: Self.

Duration: Two minutes per level of experience.

I.S.P.: 6

Saving Throw: Standard.

Using this power, a psychic can "feel" (not see) the presence of spirits. The term "spirit" includes Entities (including ghosts and possessing ones), invisible Astral Travelers/Astral Beings the splintered life essence of a god or Alien Intelligence, the mysterious Indian Spirits, a spirit or demon (or god) possessing a Familiar or Witch, and imprisoned souls and life essences in rune weapons and similar magical prisons.

The psychic can ask the spirit questions by speaking aloud, although the creature often understands the question on an empathic or intuitive level. Only the psychic hears the answer (unless he's using a group trance) and the answer can be in words or powerful emotions (he suddenly feels its hate, fear, anger, sorrow, etc., instead of a verbal response). It is important to note that the spirit is under no obligation to answer truthfully or to answer at all. An angry and uncooperative spirit may lie, pretend to be somebody else, lash out at the psychic with its own psi-abilities or cause mischief. Likewise, the psychic cannot "feel" or sense the creature's alignment, or magic energy, nor can he use any of his other psionic powers while he is in communion with the spirit. Furthermore, the spirit may break off communication at any time, although the psychic can still "feel" if it is within the immediate area (30 feet/9 m radius). The psychic can also break contact at any time, but when he does so, he can no longer tell if the spirit is still hanging about.

Empathy

Range: 100 foot (30.5 m) area.

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 4

Saving Throw: Standard; a save vs Empathy means the psychic can not get a clear sense of the emotions of that particular person. To save vs Empathy the person must roll to save once each melee that the psychic is using Empathy. Mind Block will prevent any empathic emanations from the blocked person.

Empathy is a psi-ability that makes the psychic aware of, or feel, the emotions of other people, animals and supernatural creatures. The strongest emotions are easiest to sense: hate, anger, terror, love. Feeling for emotions can often be used to establish that somebody or something is nearby, but can NOT be used to pinpoint an invisible or hiding person/ creature. Empathy can be especially helpful in recognizing and communicating with ghosts and other supernatural creatures.

Questioning a person/being while using Empathy can be very handy in establishing how they are reacting to you. In a limited sense, Empathy can be used like a lie detector to see if the emotions match the verbal response. For Example: "Did you know the deceased?" The verbal answer is no, but there is a sudden flare of nervousness and fear (or hate). This doesn't mean the guy is the killer, but it might mean he is lying about knowing the dead man. Further questions might pull out a strong emotion such as anger or hate (or happiness), which may confirm the psychic's suspicions that this man might be involved in the murder. However, remember that this is, at best, *circumstantial evidence* and definitely inadmissible in court. Physical proof must be found, but the empathic readings may put characters on the right track. Also, remember that the empathic psychic is feeling the person's real emotions, but interpreting their significance. A very nervous person may always radiate fear or anxiety, while a cold-blooded, pathological killer may feel nothing at all and stay calm and cool as he lies through his teeth. The feeling of hate may mean that the person did know the murder victim, or knew of him, and hated him for any number of reasons. That does not mean he killed him. As you can see, interpreting emotions can be a tricky thing.

Haunting Ghosts and Entities rarely mask their emotions. Thus, the psychic can easily tell if one or more is nearby (within 100 feet/30.5 m) and what it is feeling. "I sense great sorrow." or "Do as it says! It is angry, almost crazed. I think it will carry out its threat if you try to stop it."

Intuitive Combat

Range: Self.

Duration: Two melee rounds per level of experience.

I.S.P.: 10

This is a form of telepathy geared to give the psychic an advantage in melee combat. To put this ability in place, the psychic must concentrate for one melee round (15 seconds), putting himself in a Zen-like state of awareness. For the next two melee rounds, the Intuitive Combat sense makes the character one with his body and weapon, reacting quickly and efficiently with amazing reflex action, balance and grace. **Note:** The psychic is unable to use any other psionic power, including Mind Block, while this power is in use. He can cancel it with a thought.

Bonuses: +3 on initiative, +1 to strike, +1 to parry, +4 to dodge, +4 to pull punch, +2 to roll with punch, fall or impact, and +2 to disarm.

- Cannot be caught by surprise, even by attacks from behind or from long-range, which means he can *try* to parry or dodge all attacks leveled at him.
- +10% to abilities (balance, etc.) provided by the Acrobatics and/or Gymnastic skills, as well as +10% to Climb and Swim skills.

Machine Ghost

Range: Self; computer by touch.

Duration: Three minutes per level of experience.

I.S.P.: 12

Saving Throw: Not applicable.

The psychic goes into a trance as he focuses his concentration on entering a computer or most any type of artificial intelligence (not applicable to sentient, self-aware machines like Archie-3). This power is limited to the acquisition or reading of information only. The psychic cannot input, program, or delete data on the machine. He can also access information *stored* by most electronic means, including computer disks, video and audio disks, film or audio tape, and hard drives. Reading electronically encoded disks and tapes is similar to Object Read, except in this case, he hears and sees the data as if he were playing it on a computer or disk player, only he perceives the information 10 times faster. Thus, the character can read (never input) information from disks or broken computers without a physical "jack" connection or an actual display device, i.e. computer and monitor, CD player, etc.

As an actual *Machine Ghost*, the psychic mentally enters and travels the neural network of an active computer. He is actually inside the device. In many ways, this experience is similar to Astral Projection except the psychic is "projecting" into the machine rather than into the Astral Plane. It also has the same pitfalls as Astral Projection, as in the character enters a strange, very seemingly real world that he must learn to navigate. Like Astral Projection, the electronic world of computers takes on a virtual world landscape. This means in the computer virtual world, its programs, viruses and defense mechanisms will take on virtual manifestations that can interact, confront, impede, or attack the Machine Ghost.

A password or special access code may appear as a metal door or iron gate, or locked filing cabinet that needs to be (seemingly) broken open to gain access to what is held inside. The more difficult the code, the bigger, stronger and more difficult the door and lock(s). Data is likely to appear as books, paper files, diagrams, film, holograms, and other common means of communication and documentation. The more sophisticated defense measures are likely to appear as one or more *guards* who must be defeated before the information is accessible. They can appear as sorcerers, Coalition troops, known enemies or exotic aliens. Viruses and defenses designed to attack an intruder typically appear as demons or monsters.

Combat in the virtual world seems real and is conducted the same as it would happen in the real world. Combat and damage are measured by the character's perception of his real body armor, weapons and natural powers. When the psychic has lost more than 70% of his armor, or S.D.C./M.D.C., he will feel the urge to flee the virtual world. If he flees, a computer defender will not follow, however a virus will pursue and continue to fight. Although all such damage is only in the mind of the psychic (no physical damage occurs in the real world), if he dies in the virtual world, he can *die* in the real world as well! The shock to his psyche and body will momentarily stop his heart, and he slumps over dead! The character must roll to save vs coma and death. In this case, physical treatment is not necessary and the recovery process, if success-

ful, takes less than a minute. The psychic must roll three times, and the best two out of three rolls determines life or death. Rolling between 01-75%, two out of three times, means the heart starts and the character is shaken but fine; feels woozy for 2D4 minutes (reduce Spd 25% and all combat bonuses by half). Failure to recover from the heart attack means immediate CPR medical treatment is required – Paramedic skill will suffice, provided any protective body armor can be removed so that treatment can be given; rescuers have 10 minutes. Roll to save vs coma and death again; must roll twice under 80% out of three rolls.

The downside in the usage of this power is the psychic loses all sense of time and reality outside the data he is accessing. This means he is oblivious to what is happening around him, and unless protected by a companion, is vulnerable to attack without any means of defense. Pain or being struck or shaken will alert the psychic to trouble, but he has the choice of breaking contact and responding, or ignoring it and continuing to retrieve data. Only Telepathy can reach the character while in this state (can't hear spoken words or sounds outside the computer), and is a means of two-way communication.

A character accessing a file on a disk can break contact at any time with a thought, although he will be disoriented for one melee round; reduce his number of attacks and combat bonuses by half. Breaking free of a computer virtual world is not so easy.

Unfortunately, leaving the virtual world of a computer is fundamentally the same as the Astral Plane. The psychic can vaguely sense the way he came and must follow it back to the virtual access point. To do so, the player must roll on the following table and must roll "definitely certain" to have his character successfully escape. The player must keep trying until he succeeds or time elapses. If the character cannot escape virtual space before the duration of this ability elapses, he is flung out with the same effect as "virtual death"; roll to save vs coma and death as described above. **Note:** The psychic will instinctively know when he's down to the last three minutes of the duration and when trying to exit, can fly toward the way out (typically appears as a door or a dimensional Rift).

01%-30%: Hopelessly lost (roll again).

31%-45%: Uncertain (roll again).

46%-65%: Fairly certain on the right track (roll again).

66%-00%: Definitely certain! Whew! Made it back.

Mask I.S.P. & Psionics

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 7

This is a psionic power that enables the character to completely mask all spiritual aspects of his psionic energy and powers. Even the aura is temporarily altered. As a result, other psychics, Dog Boys, Psi-Stalkers, and creatures who can Detect Psionics or See Aura will not sense psionics in a character who is masked. However, the masked psychic must "block" himself from the world, which means he cannot use any of his psionic senses or abilities, nor receive Empathic or Telepathic impressions until he lets the mask go.

Mask P.P.E.

Range: Self.

Duration: Ten minutes per level of experience.

I.S.P.: 4

A psionic power that enables the character to completely mask all but 1D4 P.P.E. of his personal P.P.E. base. Characters who can sense magic energy or see aura will regard this character as having an insignificant amount of P.P.E. This power is especially good as protection against Psi-Stalkers and other P.P.E. vampires. Mystics can easily hide their magical powers through this psionic concealment.

Meditation

See description under Healing Psiioncs.

Mind Block

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period).

This is the ability to completely close or block oneself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces the character can not sense anything, can not use psychic abilities, nor be influenced by others. A Mind Block will prevent penetration of Telepathy, Empathy, Hypnotic Suggestion, Day Dream and Empathic Transmission. It can be an invaluable protective mask when dealing with malevolent psychic forces. Adds a bonus of +1 to save vs all psychic and mental attacks. **Note:** Mind Block only blocks psionic attacks that affect the psychic's mind or emotional state (i.e. Telepathy, Empathy, Hypnotic Suggestion, etc.). It offers not protection from magic.

Object Read

Range: Touch.

Duration: Varies; usually about 2D6 minutes.

I.S.P.: 6

Saving Throw: None.

Base Skill: Impressions: 56% +2% per level of experience. Images: 48% +2% per level. Present: 38% +2% per level of experience.

Also known as *Psychometry*, this uncanny ability enables the psychic sensitive to receive impressions and images from an object regarding its use, history and last owner. This is done by holding the object and concentrating on a specific line of thought or opening up to general impressions (the latter is always more vague and random). Just as a psychic must open himself to sense evil or magic, he must open himself to the object. If successful, he will receive impressions and/or images revealing bits of information.

Impressions include: General alignment of its last owner (good, selfish, evil), general emotional state of mind (angry, happy, sad, hate filled, confused, etc.), the object's general purpose (what it is used for), whether or not the last owner is living or dead, and whether the item has been used with/by magic or supernatural forces. Object Read will also conclusively indicate whether the item is currently enchanted or contains a supernatural force/entity (as well as its alignment and emotions). If the item is possessed, an Object Read makes the reader totally vulnerable to psychic attack (no bonuses to save).

Images: The psychic can also see images of isolated events which have happened in the past. This will provide brief snippets of images and events that will offer glances of the previous owner and others close to him. Traumatic and emotion filled events/images are the easiest to see. Impressions will accompany the images, adding to the story as it unfolds. Information includes: approximate age, height, weight, build, race, sex, sometimes occupation, hair color and length; special facial or body features such as a scar or tattoo or beard (very often the exact facial features are out of focus, blurred or obscured); the object's use/purpose; and some special event, usually very traumatic, important or happy. Often the event image will be fragmented as if it was a piece of movie film edited by a crazy man. The event will always be one in which the object was involved in some way.

The success or failure of an Object Read: Roll percentile dice once for impressions and once for images. The roll must fall under the character's base skill ability to succeed. A roll higher than the base skill means a failure and the psychic feels and/or sees nothing. Impressions and images are two different things, so roll for each. The psychic may

get no impressions, but see images or vice versa. The present can not be seen unless the psychic was successful on at least one of the previous read impressions or images rolls. Once an object has been read it can not be read again by the same psychic, even if he did not see or feel a thing. Of course, the psychic can attempt to Object Read other items, but each attempt will cost 6 I.S.P.

The present can also be glimpsed, but costs an additional 4 I.S.P., with no guarantee of success. Sometimes the psychic can focus in to see and feel the last owner as he or she is at that very moment. This will provide an idea of what is his current state of mind/emotion, appearance, dress, general location (that is to say, a bedroom, office, street, outdoors, etc.; no address or sense of close or far is provided), general features (shaved his beard, dyed hair, etc.) and so on. The psychic may be able to identify a place or person by feature if he has seen it before or runs into him in the near future.

Presence Sense

Range: 120 feet (36.6 m) area.

Duration: 2 minutes (8 melees) per level of experience.

I.S.P.: 4

Saving Throw: None.

Presence Sense is a psionic probe and awareness that alerts the psychic to the presence of supernatural beings, creatures of magic and other monstrous life forms. The ability cannot pinpoint the location of the presence, but will give the psychic the impression of whether it is near (within 50 feet/15.2 m) or far (beyond 90 feet/27.4 m). It will also give the character a vague idea of how many presences there are; one or two, a few (3 to 6), several (7 to 15), many (20-70) or an army or a swarm (100 or more). The psychic can also tell if one or more of the supernatural presences is small (something not too powerful), medium (Lesser Demon and most Supernatural Predators), big (Greater Demon and nasty monsters) or huge (Demon Lords, Dark Gods, Ancient Evil or Alien Intelligence).

The psychic can also sense human/D-Bee presences, but with much less accuracy. It is more of a feeling of "We are not alone." The person's distance is undeterminable and the number of people is limited to a sense of one or two or many, and that is only right half of the time. The only exception is if a place has been deserted, cleared out of human and animal life, then, the psychic can sense that one or more humans are above, below, north, south, etc.

Read Dimensional Portal

Range: Touch or one foot (0.3 m) per level of experience.

Duration: One melee round per level of experience.

I.S.P.: 6

Saving Throw: Not applicable.

Limitations: Applicable only to active (open) dimensional portals and devices that can create a dimensional portal.

This power allows the psychic to get impressions from the portal or dimension spanning device, which instills the character with the following information:

Destination is relatively dangerous/hostile or safe to the psychic. This includes whether or not the environment can support human life.

- Whether there is a strong (or numerous) presence of the supernatural (i.e. Alien Intelligence, gods, demons, etc.) and whether that presence is evil.
- A psychic flash – a brief vision of who was the last person or persons to use the portal, if any (may be none if it is a random Rift that hasn't been used by any living force).
- Intuitively sense whether the portal or machine leads to any of the following dimensions: The Astral Plane, Xiticix home world, the Dreamstream, or to another location on Rifts Earth.
- If a mechanical gateway or device capable of dimensional travel/opening a dimensional portal, whether it is a creation of magic or science, the psychic will get a basic idea of how to operate it in order to open or close a dimensional portal (similar to Object Read).

Remote Viewing

Range: Self.

Duration: 2D6+6 second flash of insight or vision of current events.

I.S.P.: 10

Saving Throw: Special. Other psychics can feel or sense when somebody is trying to observe them and can try to resist it by concentrating (uses up one I.S.P.); standard save vs psionic attack (in this case, psionic intrusion). Failure means the psychic is seen via Remote Viewing. Success means the psychic trying to view is blocked, and he knows that the target has deliberately done so. Otherwise, the target of this power gets no impression from being viewed remotely and has no idea why he is being watched or by whom.

To use this power, the psychic needs a photo or video image to focus on, even if he knows the person or place intimately. When focused on a particular person, the psychic can see in his mind what the person is doing at that moment for 2D6+6 seconds. The image appears as if the character were looking down through a skylight. He sees only a glimpse of things and may not remember all details. Likewise, he may not see other people outside his line of vision, because the focus is a particular person, not the entire room. If the target is moving, walking, or driving, the remote viewer will know this and follow along for a few seconds, although he may not have a clear idea of his surroundings, but enough of an impression to recognize it if he sees it personally.

The character may also Remote View a specific place such as a small to medium room, a corner in a playground or field, a specific entrance to a building, a particular section of an alley, etc., but not an entire house, office building, stadium, street, etc. As before, he must have a photograph, video or frame of film to focus upon. For 2D6+6 seconds, the psychic will see whatever occurs in that small area of that particular place.

In the alternative, the psychic can use Remote Viewing to catch glimpses/images that tell something about the subject of the viewing. In this instance, he must have 2-4 specific questions, such as, "is so and so alive ..." Then the image of the character smiling as he walks through the area appears, or flashes of a brutal attack, blood, and a falling body (indicating death), and so on, appear for an instant in answer to his query. In either case, the psychic cannot look at the same person or place via Remote Viewing again for another 24 hours.

See Aura

Range: 60 feet (18.3 m) and must be visible.

Duration: 2 melees (30 seconds).

I.S.P.: 6

Saving Throw: None, but a Mind Block will hide the presence of psychic abilities, the level of P.P.E., and possession by a supernatural force.

All things, organic and inorganic, have an aura. The aura has many distinctions and indicates things to the psychic normally invisible to the ordinary eye.

Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what type or the power level).
- The presence of psychic abilities (again though, not the type or power level).

- High or low base P.P.E.
- The presence of a Possessing Entity.
- The presence of an unusual human aberration and/or indicates a serious illness, insanity, or that the individual is not-human, could be mutant or supernatural, but does not specify which.

  Note: A psychic can not tell one's alignment by using this power.

See the Invisible

Range: 120 feet (36.6 m); double on a ley line.

Duration: 1 minute per each level of experience.

I.S.P.: 4

Saving Throw: None.

The character can see entities, beings, forces, objects and creatures which can turn invisible or are naturally invisible. Even if the creature has no form per se, the psychic will be able to discern the vaporous image or energy sphere which is the being. This includes ghosts, Entities, Elementals and Astral Beings.

Sense Dimensional Anomaly

Range: 100 feet (30.5 m) radius per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: None.

This power detects the presence of a dimensional anomaly like an open/active dimensional portal or Rift, the random opening and closing of a Rift, Ley Line Storms, and dimensional triangles (e.g. the Devil's Sea/Bermuda Triangle), as well as any disturbances caused by teleportation, the use of Temporal or Ley Line Magic or other powers that disrupt the fabric of reality. The psychic knows when it happens, when it ends/closes, the general direction, and whether it is far or near, but no exact knowledge of its location or what is happening because of it.

Sense Evil

Range: 140 feet (42.7 m) area.

Duration: 2 minutes (8 melees) per level of experience.

I.S.P.: 2

Saving Throw: None.

This psi-power is a much more refined ability to feel the presence of evil. All supernatural creatures radiate their alignment, good or evil. A psychic sensitive will automatically feel supernatural evil without spending a single I.S.P. point. However, to get a clearer picture of the evil force(s) the character must open himself and use the Sense Evil ability.

Sense Evil will indicate the general number of supernatural evil: one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object, character, and distance; i.e. very near (within 15 feet/4.5 m), near (within 50 feet/15.2 m), or far (60 to 140 feet/18.2 to 42.7 m). The character can track the source of supernatural evil, like a bloodhound, by sensing how close it is to him.

Evil emanations from human beings are much less distinct and can not be felt unless the source-person has an immediate evil intention and has psychic powers or is psychotic. The former can mask his evil intentions with a Mind Block.

Sense Magic

Range: 120 feet (36.6 m) area.

Duration: 2 minutes per level of experience.

I.S.P.: 3

Saving Throw: None.

The ability to sense magic enables the psychic to feel magic energy, tell whether it is near (within 20 feet/6.1 m) or far (up to 120 feet/36.6 m away) and follow the emanations to pinpoint their source as a particular place, room, person or object. **Note:** Invisible, magical or supernatural creatures or objects can only be traced to a general area, like a specific room or area. The psychic will also be able to sense whether or not an object has magic powers, if a person or item is enchanted/under a magic spell (this does not include psionic influences), when magic is being used within the area (120 feet/36.6 m) and when a person is casting a spell (human users of magic do not radiate magic energies until they call upon them).

Sense Time

Range: Self.

Duration: 15 minutes per level of experience.

I.S.P.: 2

The psychic is able to accurately measure the passage of time, down to within 1D4 seconds. This can be useful when in an environment where the passage of time can be lost, and especially when the character must meet with or do something at a precise moment in time, like gauging exactly when a bomb will detonate, when a switch must be turned on or off, and so on.

Sixth Sense

Range: 90 feet (27.4 m).

Duration: Until the danger passes or happens. Bonuses apply only to

the first melee round of the attack from the source of the sensed danger.

I.S.P.: 2

Saving Throw: None.

The Sixth Sense is a power that gives the psychic a precognitive flash of imminent danger to himself or somebody near him (within 90 feet/27.4 m). The character will not know what the danger is or where it will come from, nor who it will be directed at when in a group. All he knows is that something life threatening will happen within the next 60 seconds (4 melees)! The Sixth Sense is triggered automatically, without the consent of the psychic, whenever his life is in great peril or the life of somebody he greatly cares about (friend, partner, loved one, etc.). The Sixth Sense is only triggered by an unexpected, life threatening event (a trap or ambush is within 90 feet/27.4 m or a flash flood is rushing his way) which is already set into motion and will happen any second. The power can not be called upon at will to sense for traps or ambush. Instead, it works like an automatic reflex. If the character has used all his I.S.P. the Sixth Sense is temporarily rendered inoperative.

Bonuses: The sudden flash of insight provides the following bonuses. All bonuses apply only to the first, *initial* melee (15 seconds) when the attack/danger occurs. Bonuses are lost in subsequent melee rounds after the danger is revealed. +6 on initiative roll, +2 to parry, +3 to dodge and the character can not be surprised by a sneak attack from behind.

Speed Reading

Range: Self.

Duration: 3 minutes per level of experience.

I.S.P.: 2

This is the ability to read and comprehend the written word extremely quickly. Speed of reading is 30 pages per minute (4 melee rounds). The psychic will retain the information as he would normally. Highly technical texts will reduce the speed reading by half (15 pages per minute) and may require two readings to remember in detail.

Telepathy

Range: Read surface thoughts up to 60 feet (18.3 m) away or two-way telepathic communication up to 140 feet (42.7 m) +40 feet (12.2 m) per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: Conditional. When a character suspects he is being telepathically probed he can resist, getting the standard saving throw. Mind Blocks will completely prevent telepathic probes or communications as long as the block is up.

The power of Telepathy allows the psychic to eavesdrop on what another person is thinking at a particular moment. This is done by focusing on that one individual and picking up on his or her surface thoughts. Surface thoughts are those thoughts and musings uppermost in a target's mind. A deep probe into memory is not possible. Although the psychic can read the thoughts of several people, he can only do so by focusing on one person at a time. Simultaneous, multiple mind reading is impossible for the character.

Limited telepathic communication is also possible. The telepath can send a directed thought message to one person at a time. The message must be as brief and clear as possible. Like, "John, I need you immediately. Hurry!" or "Stop! Don't do that." "Come here," "Look out" or "Press the green button." However, two-way telepathic communication is not possible except between two characters both with telepathic abilities.

Total Recall

Range: Self.

Duration: Permanent.

I.S.P.: 2

The character remembers every word he *reads*. Specific blocks of written and visual information can be recalled in perfect detail at will. Each block of information costs 3 I.S.P. to recall in absolute detail. If all I.S.P. have been expended the memory is a little fuzzy, so that exact quotes and details may be impossible to recall. Roll percentile to see how much is retained:

01%-50%: Remembered in full detail, word for word.

51%-80%: Details are forgotten, but the full essence of the ideas are clear.

81%-00%: Can only recall the most basic concepts; no details nor strong comprehension.

Note: Does apply to the spoken word, although psychics with this ability usually have very good memories.

Super-Psionics

Bio-Manipulation

Range: 160 feet (48.8 m).

Duration: 4-16 minutes (roll 4D4).

I.S.P.: 10

Saving Throw: Standard; if a character successfully saves against the attack he is *not* affected at all. This applies to all seven bio-manipulative attacks.

The psychic is able to induce physical trauma to the nervous system of others by sheer force of will and conveyance of psychic energy. This psi-power is also known as the *Evil Eye*, especially in rural areas where magic and folklore rule the day.

There are seven types of Bio-Manipulation effects, *all* of which are available to those with this power. Each affects only one person per attack and can be used in any combination. Intended victims must be within line of vision or their exact location known to the psychic. Each costs 10 I.S.P. to inflict.

This psychic power enables the psychic to temporarily manipulate specific biological functions or conditions in human and animal life forms. The duration can be extended 4-16 (4D4) minutes per additional 6 I.S.P.

Blind: Temporarily knocks out the victim's optic nerves, rendering that person quite helpless. Victims are -10 to strike, parry and dodge.

Deafness: Can be caused by manipulating the eardrum. Victims can not hear anything, and are -6 to parry or dodge attacks from behind. In addition, the shock of suddenly becoming deaf makes them -3 to strike, parry or dodge any other attacks, and they automatically lose the initiative on all attacks while deaf.

Mute: Impairs the victim's vocal cords, making speech impossible. Victims are likely to be shocked and panic, making them -2 to strike, parry and dodge for the first melee ONLY.

Pain: By manipulating the nerve centers the psionic can induce terrible pain, shooting throughout the body. Victims are -6 to strike, parry, and dodge, and take one point of damage off their Hit Points (not S.D.C.) per each minute affected.

Paralysis: Immobilizes the motor part of the brain, causing legs and arms to stop functioning. Victims are completely incapacitated for the duration. **Note:** A paralyzed character can still use psionics but only if

he has line of sight on his intended target. Spell casters need to speak, so they cannot cast spells while paralyzed.

Stun: This attack disorients and confuses its victims. Victims forfeit one attack per melee, speed is cut by half, and the character is -4 to strike, parry, dodge, disarm, and all combat moves.

Tissue Manipulation: Affects the tissue's connecting nerve fibers which can cause a variety of effects. By irritating the nerve fibers, a victim will suddenly feel itchy, as if breaking out in a severe rash. Through endothermic manipulation the victim can also be made to suddenly feel cold or hot while everyone around him feels fine. ALL three conditions are more annoying or frightening than physically impairing. In each case the victims are -1 to strike, parry and dodge.

Note: Bio-Manipulation will affect an opponent inside M.D.C. environmental body armor and light power armor (under 220 M.D.C.), but not heavy power armor, giant robots or armored, military vehicles.

Bio-Regeneration (Super)

Range: Self.

Duration: Permanent.

I.S.P.: 20

Another bio-manipulation power that enables the psionic to direct his psychic energies to immediate self-healing. The character must concentrate for one full minute while his body instantly heals itself. 4D6 Hit Points and 4D6 S.D.C. points are simultaneously restored at the end of 60 seconds! As usual, there is no scarring.

Electrokinesis

Range: Varies.

Duration: Varies.

I.S.P.: Varies.

Electrokinesis is a psychic power that allows the psychic to exert amazing physical control over electricity.

1. Electrical Resistance. The psychic can manipulate his body so to become resistant to electricity. Up to 60,000 volts will inflict no damage or ill effect. Currents greater than 60,000 volts, including lightning and magic electricity, do half damage. Range: Self. Duration: 3 minutes per level of experience. I.S.P.: 4.

2. Electrical Discharge. The character can cause static electricity within a six foot (1.8 m) area, as well as emit an electrical discharge by touch. The discharge can be a little jolt or inflict up to 1D6 S.D.C. damage as often as once per melee. Range: Touch or 2 feet (0.6 m) distance. Duration: Instant. I.S.P.: 2 per each discharge.

3. Electrical M.D. Attack. The psychic can fire a light M.D. electrical blast. Range: Touch or 10 feet (0.3 m) per level of experience. Mega-Damage: 1D6 M.D. to 3D6 M.D. Duration: Instant. I.S.P.: 6 I.S.P. to inflict 1D6 M.D., 12 I.S.P. to inflict a 2D6 M.D. blast, 18 I.S.P. to do a 3D6 M.D. blast.

4. Manipulate Electrical Devices. Through focused thought the psychic can enforce a limited control over electrical devices, such as turn off and on light switches, computers, televisions, radios, blenders, microwave ovens, flashlights, toys (battery and plug types), windshield wipers, and all types of electrically operated appliances, toys and devices. He can also manipulate the controls of the device, such as volume, channel selection, tuners, speakers, change speed, dim lights, and so on. A dozen different electrical functions can be manipulated each melee. This can mean flicking the light off and on six times (12 functions/6 off, 6 on) or turn on the T.V., turn its volume up to the max. and turn on 10 other appliances (12 functions in all). Range: 45 feet (13.7 m) +5 feet (1.5 m) per level of experience. Duration: 2 minutes per level of experience. I.S.P.: 4. **Note:** The character does not need to see the devices to manipulate them. He can feel their presence.

5. Sense Electricity. The psychic can sense or feel electricity and pinpoint its exact location with fair expertise. Range: 45 feet (13.7 m) +5 feet (1.5 m) per level of experience. Duration: 2 minutes of extreme sensitivity when he can pinpoint every source of electricity in the area. I.S.P.: 2 per every two minutes. Base Skill: 55% +5% per each additional level of experience. A failed roll means only 1D6x10% of all the electrical devices/sources of electricity could be sensed.

Empathic Transmission

Range: 60 feet (18.3 m).

Duration: 2D6 minutes.

I.S.P.: 6

Attacks Per Melee: Equal to the individual's psychic abilities.

Saving Throw: Standard.

This incredible ability enables the psychic to instill a powerful emotion into another living creature; person, animal or supernatural being. Each psychic attack/transmission can only affect one creature at a time. Several supernatural creatures have this ability or some aspect of it.

Despair or Sorrow: Invokes great emotional upheaval, deep sorrow and a sense of loss. There is a 50% chance of the victim surrendering or leaving without a battle; furthermore, victims are -2 to parry and dodge.

Confusion: Disorients the person so badly that he has no sense of direction, time, or of what is exactly going on. Victims are -3 to strike, parry and dodge, and lose initiative in any combat.

Fear: Invokes unreasoning terror in all those affected. Victims are -3 to strike, parry and dodge, plus there is a 66% chance that those affected will turn and run.

Hate or Anger: Will prompt those affected to act rashly, charge, attack, argue violently, etc. Victims are likely (60% chance) to attack, kill, harm, or betray those they dislike; +1 (yes, that's plus) to strike, -1 to parry and dodge.

Love or Peacefulness: Will induce a deep feeling of serenity, dispelling anger, hatred, sorrow, and so on. Hostile opponents are likely (60% chance) to reconsider their actions, deciding not to attack, show mercy, leave without being overtly cruel or destructive, halt a rampage, and so on. It does NOT make its victims docile sheep, but curbs hostility.

Trust: Will make its victims believe everything the psionic tells them, but only while under the empathic influence. Life-threatening suggestions that go against deep-seated fears, morals or ideals provide an additional saving throw against the suggested action; with a bonus of +3 to save.

Group Mind Block

Range: 120 feet (36.6 m).

Duration: 10 minutes per level of experience.

I.S.P.: 22

The Master Psionic can instantly erect a mental barrier or Mind Block to protect himself and those around him, with in a 120 foot (36.6 m) area. The Group Mind Block works just like the individual Mind Block power. It can be a means of protecting those around the psychic from psionic probes and mind attacks, but it can also be used to prevent outside forces (good or evil) from communicating via Telepathy or Empathy. Thus, a villainous psychic can use the Group Mind Block for his own evil purposes. Everyone within the 120 foot (36.6 m) area of affect will be automatically blocked, but the effect is not detectable so they are not likely to know that they are being Mind Blocked (a Detect Psionics will indicate a Group Mind Block)!

Group Trance

Range: All willing subjects within 20 feet (6 m) of the psychic, +10 feet (3 m) per level of experience.

Duration: Two minutes per level of experience or until the trance is broken, whichever comes first.

I.S.P.: 15

Saving Throw: None for willing participants. Those unwilling to participate cannot be entranced.

There are a couple of different applications for this power. The non-combat use is a sort of shared communication. Everybody entranced can share in the psionic experiences of the group leader, the character who is using the Group Trance power. First, the entire group of willing participants enters into a trance state. While entranced, the group is subtly linked to the character using the power. That psychic can then perform one or two other psychic communication abilities per melee round. These abilities are limited to a few forms of psionic communication (not Healing, Physical or Super-Psionic powers), including Clairvoyance, Empathy, Telepathy, Object Read, Presence Sense, Commune with Spirits, Remote Viewing, and Sixth Sense. The thoughts, visions/images, communications received by the lead psychic are simultaneously transmitted via the trance-link to all participants. They see, know or feel everything he does.

The other use of this ability is to willingly pool the I.S.P. of the trance group to make it available to the lead psychic (the one who is using the Group Trance ability). Once every melee round, the psychic to whom they are linked can draw upon three I.S.P. points from each psychic in the trance group. I.S.P. cannot be drawn from characters who don't have any. These I.S.P. can be used by the lead psychic any way he desires. The others linked to him see, feel and experience whatever he does, including his rationale, motives and emotions.

In both instances, only the psychic group leader has any melee actions, and he is limited to two psionic actions/attacks while entranced. All those in the group are simply passive observers and secondary participants. All participants react calmly toward the events, emotions, and visions they experience while entranced. The moment the trance ends, they are back to normal and can respond as is appropriate. Only the lead psychic or the genuine fear of death can break the trance. All snap out of it even if only one person breaks the trance.

Hydrokinesis

Range: Varies.

Duration: Varies.

I.S.P.: Varies.

This ability enables the character to use psychic energy to sense and influence water.

1. Sense Chemical Impurities. The psychic can sense whether or not water is polluted or contains other substances. The exact nature of the additive or pollutant may be unknown, but he will know that it is not completely natural. When sensing water, first roll to determine: 1) Pure or Drinkable (nonhazardous/tap water) 70% +5% per each additional level of experience. 2) Roll for general nature of the pollutant; this identifies whether it is a chemical/drug (not deadly, but will cause a reaction if drunk) or poison/toxin (deadly or harmful if swallowed). Success ratio in identifying the general nature of the pollutant is 35% +5% per each additional level of experience. Range: Self/six inches (0.15 m). Duration: One minute (4 melees). I.S.P.: 2 per minute.

2. Boil Water. The psychic can increase the temperature of water, raising it to boiling level within one minute (four melees). Up to one gallon (3.8 liters) can be affected. Once set a boiling, it will take the usual amount of time to cool. This power can not be made to boil the water or blood in a living creature. Range: 8 feet (2.4 m) +2 feet (0.6 m) per level of experience. Duration: One minute (4 melees). I.S.P.: 3 per gallon of water.

3. Water Spout. An ability that enables the psychic to control and hurl water. The effect can be used to make water bubble (but not heated), shoot straight up like a geyser or a water blast hurling across a room like a short, powerful spray from a garden hose. Up to one gallon of water per level of experience can be manipulated and hurled up to a distance of 20 feet (6 m). **Note:** The fluid must be 75% water to be controlled, such as punch, hot coffee, chicken soup, tea, lemonade, etc. Forget about hurling ice (frozen does not count), paint, gasoline, or cake batter.

Making water leap with a life of its own can be startling to others and can make a great distraction if handled right. Hurling normal water or a cool drink into somebody's face/eyes will momentarily blind and surprise the individual, causing him/her to lose initiative and one attack that melee. Hurling hot or boiling water on the body (especially the crotch) will have the same results. Hurling boiling water in the face is horribly painful, causing 2D4 damage, loss of initiative, loss of all attacks for 1D6 melees and temporary blindness for 3D6 melees (-10 to strike, parry and dodge). Characters of a good alignment will not hurl boiling water in the face unless under an absolutely life and death circumstance

Hurling Range: 20 feet (0.6 m). Duration: Instant. I.S.P.: 5. Bonus: +1 to strike. Making water bubble or rise up like a fountain can be maintained for up to 30 seconds (2 melees). **Note:** The psychic can influence up to one gallon (3.8 liters) of water per level of experience up to 20 feet (6 m) away, whether he can see it or only feel its presence.

4. Sense Water. The character can sense the presence of any water exposed to the open air automatically at no cost of I.S.P. Range: 20 feet (6 m). Duration: Permanent. I.S.P.: None. **Note:** Underground rivers, airtight containers, etc. cannot be sensed.

Hypnotic Suggestion

Range: 12 feet (3.6 m), with eye contact.

Duration: Varies with each circumstance and subject; rarely more than a few hours maximum.

I.S.P.: 6 per idea or attempt to implant an idea.

Saving Throw: Standard.

The power of suggestion is a psychically boosted form of simple hypnosis. The power is limited to relaxing/calming somebody down, putting a person or animal in a light sleep, helping a person to relax and focus on a particular thought (good for helping someone to remember things) and implanting subtle ideas. The implanting or "suggestion" of an idea must be subtly worked into a verbal comment. The suggestion must be kept simple and clear, such as "You know you can trust me." or "You feel like you have a fever." or "You don't want to go there." The power of suggestion can also be used to make the victim imagine sounds and images. "Did you hear that? Listen! Footsteps. You hear the footsteps . . . yes, you do!" Or, "At midnight the specter appears. Everybody who is ever present sees the specter at midnight." The poor individual who fails his saving throw will indeed imagine he sees something at midnight or hears footsteps.

Mentally Possess Others

Range: Touch.

Duration: 5 minutes per level of experience.

Saving Throw: Standard. Note that a body without its life essence/soul has NO defenses against any type of possession, and the takeover is automatic (no save applicable). That is why the empty body must be protected and/or hidden during Astral Projection.

I.S.P.: 30

The psychic can completely take over and controls another person. The psychic essence of the controlling mind is transferred into the body of another individual. While in the victim's body/mind, the psionic re-

tains all his own knowledge and identity. He can not read the mind of the person he now possesses, nor access any knowledge from the victim's memory. Only the physical body can be controlled, like a living robot.

During the period that the victim is possessed, the individual goes into a trance state and remembers nothing about the things that happen while he is possessed. Meanwhile, the psychic's natural body falls into a coma-like state and is vulnerable to attack unless protected by others.

The possessing character can return to his own body at any time regardless of distance. When his essence leaves the body of the possessed, the victim suddenly becomes conscious again, as if suddenly being woken up.

Mind Block Auto-Defense

Range: Self.

Duration: Special.

I.S.P.: Special.

The moment the psychic is mind probed, a personal Mind Block automatically snaps into place. It also alerts the character to the fact that he or she is being probed or attacked by Empathy or Telepathy. The character must consciously and willingly lower the mind shield and open himself to the psi-probes in order to receive them. Otherwise, the automatic defense Mind Block will stay in effect until the probe/attack is over. Engages automatically.

The I.S.P. cost is different in that the character must permanently give up 14 I.S.P. when this power is selected. However, the Mind Block will automatically take place whenever under Telepathic and Empathic probes or mind control attacks at no additional I.S.P. cost.

Mind Bolt

Range: 100 feet (30.5 m) per level of experience.

Duration: Instant.

I.S.P.: Varies.

The psionic can focus his psionic energy into a powerful bolt of mental force and hurl it at a visible target with amazing accuracy. The amount of damage the bolt inflicts depends on the amount of energy expended.

6 I.S.P.: 1D6 S.D.C. damage.

12 I.S.P.: 3D6 S.D.C. damage.

20 I.S.P.: 6D6 S.D.C. damage.

40 I.S.P.: 2D4 Mega-Damage!

Note: All Mind Bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8 to strike. Remember, ley lines and nexus points increase the range and damage. This is a *physical attack* that inflicts physical damage. It does not effect the mind of its victim and will strike the armor of anybody wearing body armor.

Mind Bond

Range: Touch.

Duration: Special.

I.S.P.: 10

Saving Throw: Standard.

This creates an instant mind link between the psionic and the victim. When this happens, *each* will learn *EVERYTHING* there is to know about the other. This includes all skills, secret identities, phobias, etc. In both cases, the memory is complete for only 3-12 hours (roll 3D4). After that, the characters must roll under 15% to recall any particular item. A month later, all memories completely disappear. Players should bear in mind that only the psionic knows the memories are not permanent, thus the other person would have no reason to make notes or act quickly before the memories fade.

Note: Skills and skill bonuses are also temporarily absorbed, meaning that the psychic possesses all of his victim's skills and skill bonuses (and vice versa). Physical attributes, such as S.D.C. and attribute bonuses gained through physical training, are NOT acquired.

Alien or extremely mentally and/or emotionally disturbed minds can permanently impair the psionic's own mind as a result of the bond. If bonded with an alien or extremely disturbed person, roll on the following table for a permanent insanity:

01%-40%: No Insanity.

41%-80%: Phobia.

81%-90%: Affective Disorder.

91%-00%: Neurosis.

Mind Wipe

Range: Touch.

Duration: Special.

I.S.P.: Special.

Saving Throw: Standard; a successful save means the person is unaffected and still retains his memory.

To Mind Wipe an intelligent creature, the psionic must make physical contact, touching his victim's temples to erase whatever he desires. This is done by verbal suggestion and can erase any past event, knowledge, skill, and so on. The process takes about three minutes to complete.

The loss of memory is temporary, lasting 1D4 days for every 10 I.S.P. expended. The memory can be permanently erased if the psychic exerts 50 I.S.P. at once. A psychic can also permanently wipe a mind completely blank by expending 50 I.S.P. and four Mental Endurance (M.E.) points. This is an extremely grueling process for the psychic, and the loss of the four M.E. points is permanent, even if the opponent successfully saves against the wipe and is not affected.

P.P.E. Shield

Range: Self.

Duration: 6 minutes per level of experience.

I.S.P.: 10

A psionic defense that can be used to prevent P.P.E. vampires, Psi-Stalkers, and mages from siphoning off one's psychic energy. The shield works similarly to a Mind Block, only it prevents others from draining one's P.P.E.

Psi-Shield

Range: Self.

Duration: 5 minutes per level of experience.

I.S.P.: 30

A companion power to the Psi-Sword, in which the psionic can create a Mega-Damage shield out of thin air. The shield can be used to parry all hand to hand combat attacks, including attacks from robots, power armor, and magic. The shield can not be use to parry energy blasts or projectiles. Shield M.D.C. is 80.

Psi-Sword

Range: Self.

Duration: 5 minutes per level of experience.

I.S.P.: 30

A Psi-Sword is a Mega-Damage energy weapon that the psychic can mentally will into existence! The sword appears out of thin air, as a shimmering blade of energy that resembles a glowing sword. The sword's actual appearance will generally reflect its creator. A character who is impressed by strength and power will create a huge Claymore sword-like weapon. A character who prides himself on speed and agility is likely to create a rapier or saber type blade, while a hero who enjoys cunning and subterfuge may create a short sword. Each is equally powerful regardless of its form and size.

The creation of the Psi-Sword is a very personal thing and requires years of mastery and great psionic power. Like the Cyber-Knight, the Mind Melter can change the shape and even the color of the sword to fit his current mood, but unlike the Knight, he can do so from day one.

The Mind Melter can create the Psi-Sword after only a few moments of concentration (about 15 seconds/one melee) and maintain it for five minutes per level of experience. This means a fifth level Mind Melter can create and maintain a Psi-Sword for 25 minutes at the cost of 30 I.S.P., while a third level character must expend the same 30 I.S.P. but can maintain the weapon for 15 minutes. If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought.

Psi-Sword damage: 4D6 M.D. at level three (one can not select this power until level three). Add 2D6 at levels four, seven, nine, twelve, and fifteen.

The Psi-Sword of the Mind Melter is incredibly powerful, but can be adjusted to inflict a minimum of 2D6 Mega-Damage (M.D.) or increased by increments of 1D6 up to the character's current maximum. For Example: A fourth level Mind Melter can inflict a maximum of 6D6 M.D., but the character decides, for whatever reason, to decrease the power to the minimum of 2D6 M.D.; he can, at will, increase the damage capability of the sword by increments of 1D6 M.D. up to the maximum of 6D6 M.D. (3D6, 4D6, 5D6, and 6D6).

Psionic Invisibility

Range: Line of sight or 100 foot (30.5 m) radius.

Duration: One minute per level of experience.

I.S.P.: 10

Saving Throw: Potential victims are -2 to save; area effect.

Psionic Invisibility is the ability to remain undetected when in plain sight. This is accomplished via a telepathic impulse that convinces bystanders that the psychic is not a threat and insignificant – beneath their notice. Those affected by the impulse are unable to see the character, and subconsciously avoid colliding with him; they don't see him on a conscious level. **Note:** This invisibility works only if the character is "passing through" or hiding, and honestly has no intention of attacking or hurting anybody in the area. The slightest ill intent or act toward perpetrating violence instantly cancels the psionic influence.

Individuals watching through video monitors and other sensory equipment can be similarly tricked into ignoring the psychic, but only if within his radius of influence. Those out of range will react appropriately, and once the psychic has been seen, that person is immune to his ability to seem invisible. Likewise, while a watch guard may not see or react to the psychic, he will be captured and recorded on film and by sensors. Video cameras, computers and similar devices are never fooled by this power; they are able to notice and record the character as normal (some may sound an alarm too).

Psychic Body Field

Range: Self.

Duration: Two minutes per level of experience.

I.S.P.: 30

With a thought, the psychic instantly surrounds himself with a telekinetic force field that conforms to the shape of his body and enables him to physically move and fight. It is a Mega-Damage structure with 10 M.D.C. per level of experience. The field takes the shape of a dim, white, transparent aura that completely surrounds and encloses the body of the psychic. Items held in his hands, hung from his back, or worn on top of his head are not protected.

On the downside, the field does not protect against disease, radiation, or toxic fumes, nor magic or psionic attacks other than physical ones (energy blasts, fire, etc.). Worse, the TK-force field means the psychic loses his sense of touch, because the field is between him and all objects/materials outside the force field. This lack of touch sensation means the character cannot feel much of anything he picks up or touches after the field has been erected. This makes the use of skills that require a sense of touch and manual dexterity -30%, and delicate items may be accidentally dropped or crushed.

Psychic Omni-Sight

Range: 500 foot (152 m) radius.

Duration: 5 minutes per level of experience.

I.S.P.: 15

An advanced form of extrasensory perception that allows the psychic to have a sort of controlled out of body experience. The psychic must spend one minute (four melee rounds) in meditation and enter into a trance state. While entranced, his spirit or essence seems to rise 10-20 feet (3-6 m) above his physical body (this is not visible to anybody but other psychic sensitives and those who can see the invisible, auras or spirits).

From this vantage point, combined with heightened awareness, the psychic sees through his mind's eye, without having to use his normal vision or senses. Psychic Omni-Sight is incredible, enabling the psychic to see in all directions at once, to see radiation, thermal patterns, the invisible, and to literally see any movement, even of the wind! This power enables the psychic to guard or survey a campsite for signs of wayward group members or approaching dangers (maximum range 500 feet/152 m; this psionic vision *is* stopped/contained by walls and other obstacles). It can also be used to survey an area for things that might otherwise escape normal sight or take much longer to locate and identify.

Special Bonuses & Abilities:

- Pinpoints the locations of electrical outlets, electronic "bugs" (spy and surveillance devices), electronic devices and other energy and heat sources, as well as bionic body parts and cybernetic implants close to the surface of the skin (not Bio-Systems or artificial internal organs). Such concealed or obscured items can be identified by their shape and heat pattern. Success Ratio: 40% +5% per level of experience.
- This ability can also help the psychic to locate secret compartments and trap doors. Success Ratio: 25% +5% per level of experience.
- See the infrared and ultraviolet spectrums of light.
- See heat signatures: can tell if an engine has been recently used or a weapon recently fired (within the last 15 minutes), follow recent footprints or vapor trails (within the last five minutes), see heat signature in darkness and so on.
- Hyper-sensitive to movement. The psychic can not be surprised by movement or attacks within the 500 foot (152 m) radius or confines of the area under psionic scrutiny (may be substantially smaller indoors; closed off by walls and doors).

Limitations: Although keenly aware and alert while using Psychic Omni-Sight, the psychic cannot take physical action, not even to speak, nor use most psionic powers unless he cancels/ends the ability. He can awaken the instant the psi-ability ends and leap into action.

While entranced by Omni-Sight, the character can only use the following psionic powers: Empathy, Telepathy, See Aura, Empathic Transmission and Telekinesis. The number of psionic attacks/actions per melee round are half those normally available when not entranced.

Psychosomatic Disease

Range: 10 feet (3 m) and verbal suggestion.

Duration: 1D4 days per level of the psychic.

I.S.P.: 30

Saving Throw: Standard.

This power employs the principle of mind-over-matter and mind control by inducing the victim to believe he suffers from a particular disease, although no actual physical cause can be found. It is all in the victim's mind.

This is done in a similar way as Hypnotic Suggestion, requiring the psychic to "suggest" that the character looks ill or that a particular disease is in the area, as well as mention the name of a specific disease along with the most notable (and debilitating or frightening) symptoms. Within 2D6 minutes, the intended victim will begin to come down with those symptoms. He will suffer from the affliction with all its pain and penalties, until one of the following occurs: The psychic who caused the affliction removes it, the character is healed by a psychic healer, a successful magical or priestly Remove Curse spell or ritual is performed, or the Psychosomatic Disease runs its course (see duration above).

In the meantime, the character will suffer from physical trauma and symptoms (fever, vomiting, coughing, convulsions, skin rashes, hives, etc.) associated with that disease, as well as emotional anguish. In most cases, the disease is debilitating for days, but sometimes it can be deadly, causing the victim to die from dehydration, starvation, injury, etc., brought on by the symptoms and/or fear of the psionic illness.

Pyrokinesis

Range: Varies.

Duration: Varies.

I.S.P.: Varies.

Pyrokinesis is a psychic power that gives a character the power to manipulate fire.

1. Fire Resistant: The psychic can endure great heat and fire with minimal ill effect. Damage is reduced by half. Magic fires do full damage. Range: Self. Duration: 5 minutes per level of experience. I.S.P.: 2.

2. Spontaneous Combustion: The ability to create a spark that will ignite combustible material, such as paper, old rags, dry grass, gasoline, etc. **Note:** Human hair should not be considered a combustible material. This is a slow fire, starting with a tiny spark and growing. Initially, it is not a roaring blaze. Range: Can be ignited up to 30 feet away (9 m). Duration: Instant; fire will last and spread until it is put out or there is nothing to burn. I.S.P.: 2.

3. Fuel Flame: The character can feed the fire with psychic energy, doubling it in size. Affects a 10 foot (3 m) area. Range: Up to 30 feet (9 m) +5 feet (1.5 m) for each additional level of experience. Duration: Instant. I.S.P.: 4.

4. Extinguish Flames: The power to instantly put out an area of fire. Affects a 15 foot (4.5 m) radius of fire. Range: Up to 30 feet (9 m) away +5 feet (1.5 m) per each additional level of experience. Duration: Permanent until set on fire again. I.S.P.: 4.

5. Create Flame: The incredible ability to create fire out of thin air. Can be an 8 foot (2.4 m) pillar of fire affecting a 4 foot (1.2 m) diameter or a 6 foot (1.8 m) high wall of fire stretching six feet (1.8 m) long +1 foot (0.3 m) per each additional level of experience. Damage: 4D6 M.D. from the pillar, 6D6 M.D. from the wall, plus both have a 72% likelihood of setting any combustibles they touch ablaze (including cloth, rugs, curtains, furniture, etc.). Range: Cast up to 30 feet (9 m) +2 feet (0.6 m) per additional level of experience. Duration: 2 minutes per level of experience; longer if it sets other things on fire. I.S.P.: 20.

6. Fire Ball: Another fire creation ability is the hurling of a fire ball. Damage: 1D6x10 S.D.C. or 6D6 M.D., Range: 30 feet (9 m) +2 feet (0.6 m) per each additional level of experience. Duration: Instant. Bonus: +2 to strike. I.S.P.: 25.

7. Sense Fire: The psychic can sense or feel the presence of fire and pinpoint its exact location. Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience. Duration: 2 minutes of extreme sensitivity when he/she can pinpoint the exact location of every fire in the area. Base Skill: 90% success ratio. A failed roll means only 2D4x10% of the fires can be located by sensing. I.S.P.: 2 per every two minutes.

Radiate Horror Factor

Range: Self; affects all who come within 100 feet (30.5 m) of the psychic.

Duration: 5 minutes per level of experience.

I.S.P.: 8

Saving Throw: -1 to save vs Horror Factor.

The psychic can channel his psionic powers, alignment and emotions to radiate as an aura of power that is frightening. This aura is equal to a Horror Factor and perceived on a subconscious level by all who see the psychic or come within range. The usual H.F. reaction and penalties apply. See the combat section of this book for details on Horror Factor.

The level of horror varies as follows:

- Horror Factor 10 if the character is of a *good or Unprincipled alignment.*
- Horror Factor 10 +1 per every three levels of experience if the character is *Anarchist.*
- Horror Factor 12 +1 per every three levels of experience if the character is of an *evil alignment.*
- Add one Horror Factor point to any of the above if the character is *also insane or enraged beyond reason.*

Telekinesis (Super)

Range: 100 feet (30.5 m) per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 10 to lift/move/hurl an object that weighs 100 lbs (45 kg), +10 I.S.P. per each additional 100 lbs (45 kg).

Damage: 1D4x10 S.D.C. per 100 lbs (45 kg) of weight. **Note:** 100 S.D.C. points equals one (1) M.D. point.

The power is basically the same as the ability described in the Physical category of psionic powers, but greatly enhanced. Differences are increased range, and dramatically increased weight and damage. The character can use Super Telekinesis to manipulate as many as one object per level of his experience, as long as the combined weight does not exceed his total weight capacity.

- +3 to strike with Telekinesis; physical/skill bonuses to strike do *not* apply when Telekinesis is used.
- +4 to parry with Telekinesis by using a controlled object to parry or sheer telekinetic force to block an attack. Counts as a medium heavy object; costs 8 I.S.P.
- *S.D.C. Damage from Hurled Objects:* Very Small: 6 ounces to 1 pound (0.2 to 0.45 kg): 1D4. Small: 1.5 to 2 lbs (0.6 to 0.9 kg): 1D6 S.D.C. Medium Small: 2-4 lbs (0.9 to 1.8 kg): 2D4 S.D.C. Medium: 5 to 10 lbs (2.25 to 4.5 kg): 3D4 S.D.C. Medium Large: 11 to 25 lbs (4.95 to 11.2 kg): 3D6 S.D.C. Large: 26 to 40 lbs (11.7 to 18 kg):

4D6 S.D.C. and add 1D6 damage for each additional 20 lbs (9 kg) up to 200 lbs (90 kg).

- *Mega-Damage from Huge Hurled Objects:* M.D. is only possible with Super Telekinesis and only when the hurled object is 100 lbs (45 kg) or heavier and is a hard material like wood, stone or metal (not people). Does 1D4 M.D. per 100 pounds (45 kg).

Telekinetic Acceleration Attack

Range: 50 feet (15 m) +10 (3 m) per level of experience; line of sight.

Duration: Instant.

I.S.P.: 10 for S.D.C. damage. 20 for Mega-Damage.

This power works on the same principle as the rail gun but uses telekinetic power rather than electromagnetic force. Rather than use Telekinesis to lift and move one or more objects, this Super-Psionic power causes a half dozen to a dozen small objects (coins, pencils, small stones, arrows, unloaded bullets, etc.) to hurl at an incredibly high velocity in a powerful (if short-range) burst of telekinetic energy. All items strike one target at tornado wind velocity. Damage: If 10 I.S.P. are expended the damage inflicted is 2D4x10 S.D.C. If 20 I.S.P. are expended, the damage is *3D6+4 Mega-Damage*! The psychic must roll to strike at +1 to do so (no other bonuses apply except any O.C.C./R.C.C. psi-power bonus) and the target must be clearly visible. The psionic attack counts as one of the character's melee attacks.

Telekinetic Force Field

Range: Self or 40 feet (12.2 m) per level of experience within line of vision.

Duration: 10 minutes per level of experience.

Saving Throw: Dodge at -6.

I.S.P.: 30

The psychic can instantly erect a force field around himself or others in the blink of an eye. If the creation of the force field is to parry an attack, the psionic must roll a successful parry to see if he was able to create the field before the attack strikes. A successful parry means the force field beat the attacker's strike and it absorbs the damage. TK Force Fields parry incoming attacks (both energy and projectiles) simply by being created *before* the attack arrives. Any parries with the Force Field are done with straight rolls (normal parry bonuses do not apply). Once created, they have neither bonuses or penalties, they simply absorb the incoming damage.

The TK Force Field can be made so that it only encircles its creator, or as large an area as a 10 foot (3 m) diameter per level of experience, and can be created yards/meters away, but always within the *line of vision*. The smallest force field possible covers about a three foot area (0.9 m). The field is a Mega-Damage structure with 25 M.D.C. per level of experience.

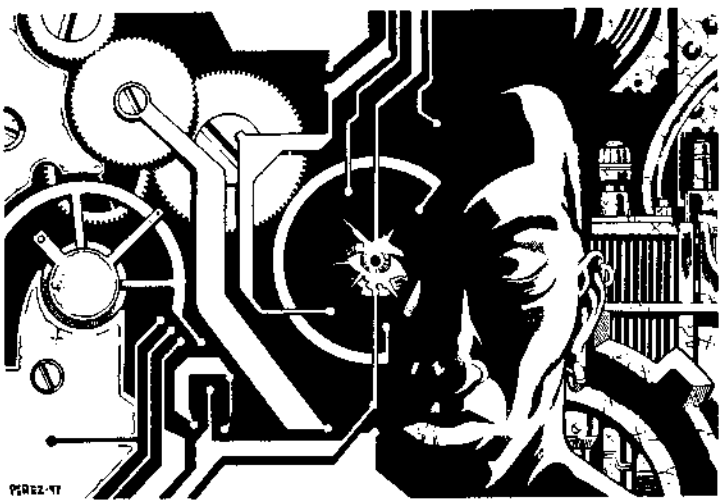
Once one field is created, the psychic can create as many others as his I.S.P. will allow. All must be in the character's line of vision. The TK Force Field(s) will remain in place until all its M.D.C. is destroyed or its creator dispels it. If the psychic is rendered unconscious or killed, the force fields instantly vanish. However, the psychic can choose to leave the area with his force fields still in place. They will remain until the duration time limit expires. People may be able to move around inside a force field, but the force field itself cannot be moved once it is in place. The TK Force Field is actually a force bubble and is airtight, with enough air inside for the duration of the field.

If attempting to cast a Force Field around an unwilling target, they would get the chance to dodge out before the force field made it completely around them, *but only if* they knew in advance that the entrapment attack was coming, and even then they'd be -6 to dodge.

For an attacker to get inside a force field he must destroy all of its M.D.C. and in so doing, destroy the field itself. Any weapon blasts, explosions and magical energy attacks, such as Call Lightning, Fire Ball, etc., will hit the Force Field, they cannot be made to appear inside the field. It will also stop area effect magic. For instance, a Carpet of Adhesion will adhere to the force field instead of the people inside, and a magic cloud may cover the sphere of force but it does not penetrate the protective field. However, Teleportation can be used to pop inside because the mage can *see* his destination inside. Likewise, intangible spirits and Astral Beings can pass through force fields. Psionic mental attacks, Empathic Transmission and Bio-Manipulation can still be made to affect the minds of those inside the force field, provided the attacker has line of sight. Likewise, any psychic can use his psionic powers on those outside while he is inside the walls of the force field; line of sight.

Characters inside the force field suffer from the same limitations and cannot fire weapons or energy magic from within the force field without hitting and damaging their protective bubble, and anyone caught inside a force field bubble is trapped inside until they blast their way out (destroying its M.D.C.) or the duration time elapses.

Note: A TK Force Field can NOT be used to suffocate someone by putting an airtight bubble around their head. Force Field requires some form of support (even though it is composed of energy) and must be created on solid ground. Once created, it can *NOT* be moved. A Dispel Magic Barriers will not affect a psionic force field (it's not magical).



Telemechanics

Range: By touch or up to 5 feet (1.5 m) away.

Duration: 10 minutes plus 2 minutes per level of psionic.

I.S.P.: 10

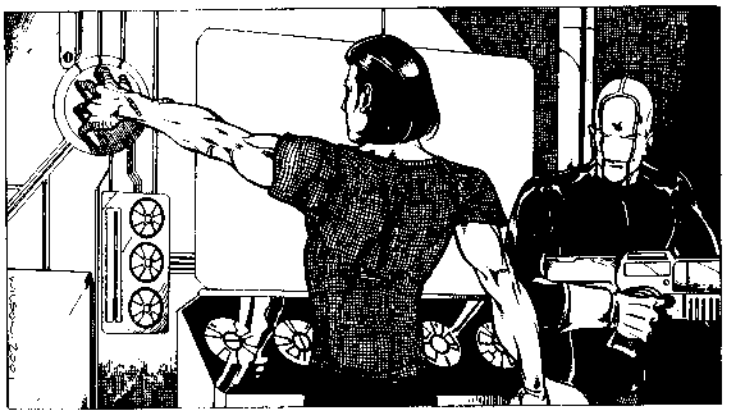
Saving Throw: None.

This ability allows the psychic to mentally communicate and understand machines. This psi-power is a bizarre combination of Object Read and Telepathy, except that it applies to mechanical devices only.

By touching any non-artificially intelligent machine, whether it be a bicycle, gun, car or airplane, the psionic will instantly have a complete (although temporary) knowledge of exactly how the machine operates. I must stress that the psychic knows *everything* about the machine; the complete schematic diagram and operation knowledge are clearly seen in his mind's eye. The level of skill expertise is equal to 80%.

When touching an artificially intelligent machine, i.e., computers, the psionic not only understands everything about its operation, repair, access codes, etc., but can actually communicate with it telepathically. This means he can tap into a computer's memory bank without using a terminal because the information would be sent directly into the psychic's mind. Remember, the telepathic link and memory are temporary abilities (although a Total Recall would be able to call up small bits of info). The psychic's skill knowledge is equal to an 88% skill profi-

ciency and applies to all aspects of the machine, its operation, repair, special codes, programing, etc.



Telemechanic Mental Operation

Prerequisite: Psychic must also have the Telemechanics power.

Range: 20 feet (6.1 m) +5 feet (1.5 m) per level of experience.

Duration: 2 melee rounds per level of the psychic.

I.S.P.: 12

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic Operation. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This power is a step beyond the mere understanding of machines granted by Telemechanics, it allows the psychic to telepathically operate machines with his mind! As long as the machine functions, he knows how to use it, and it is turned "on," the psychic can manipulate it with his mind as if his fingers were on the controls! This means he can operate computers, key pads, set/program an alarm clock, change the radio station, operate a VCR or television, drive a hover car (even if there is already a driver, but at -30% when usurping the pilot), cook something in a microwave, turn off (or on) a surveillance video camera, and so on.

The Telemechanic Mental Operation power will only work on machines that have an electronic or other power source. This power does not work on artificially intelligent machines (i.e. intelligent computers, robots, etc.), nor on cybernetics, bionics, Techno-Wizard devices, rune weapons or magic items. **Note:** Also see *Machine Ghost* and *Telemechanic Possession*.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep control of the machine. During this period he is -1 melee attack/action and -5% on skill performance. He must also stay within range. If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Paralysis

Prerequisite: Psychic must also have the Telemechanics power.

Range: Touch or 40 feet (12.2 m).

Duration: One minute per level of experience.

I.S.P.: 20

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic Paralysis. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This is a form of techno-manipulation whereby the psychic is able to psychically bond with the machine and momentarily prevent it from functioning. The psychic blocks the transmission of signals along the machine's "nervous system," effectively incapacitating it. This means the power is only effective against machines that require an energy source. Simple devices like wind-up toys, scissors, old revolvers and pistols, swords, knives, crossbows, and similar items cannot be affected. The paralyzed machine freezes in place and does not respond to any of its controls until the psionic influence comes to an end.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep the machine inactive. During this period, he is -1 melee attack/action and -5% on skill performance. He must also stay within range (40 feet/12.2 m). If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Possession

Prerequisite: Psychic must be a master psionic and also have the powers of Object Read and Telemechanics.

Range: Touch or 10 feet (3 m) per level of experience.

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 50

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic Possession. Artificial intelligences (robots like Skelebots) need a 15 or higher to save and sentient machines (like Archie-3) require a 12 or better to save. Artificial intelligences and sentient machines also get to save when being forced to do something that is contrary to their programing. Cybernetic and bionic devices attached to living tissue can NOT be possessed. Neither can magic items, including Rune Weapons and Techno-Wizard devices.

This ability is identical to the psionic power, Mentally Possess Others, in every way, except that the psychic possesses a machine rather than another person. The character overrides the programming/controls of the machine, even in the case of sentient machines, and controls it like a living robot. Essentially, the possessing psychic is an immaterial pilot who controls the machine as he desires; computers, factory equipment, vehicles, robots, empty power armor, a toaster, etc.

While the psychic possesses the machine, it responds to the character's thoughts and does whatever he desires. Of course, physical, mechanical limitations still apply. The machine needs a power source and cannot do anything it is not normally capable of doing. For example, the psychic may be able to take possession of an energy rifle and make it shoot (or not) seemingly of its own volition, but he cannot make the rifle aim, move or hop around. Likewise, if the device is unplugged, or runs out of fuel, the machine is deactivated with no ill effect to the psychic, except his possession comes to a premature end. Likewise, if it needs wheels to move, destroying the wheels will cripple it, etc.

If the machine he possesses is destroyed while the psychic's essence is still inside it, the character loses one third of his Hit Points (or one third of his M.D.C. if a Mega-Damage creature) from the shock and pain from the destruction of his surrogate machine body. Furthermore, he is stunned for 1D4 minutes (reduce attacks per melee, speed, combat bonuses, and skill performance by half while stunned).

During the period that the machine is possessed, the psychic's natural body falls into a coma-like state and is vulnerable to attack unless protected by others.

While in mental possession of a simple machine, the psychic has only a vague awareness of his surroundings and can see, hear and feel things around him but as if in a cloud or haze. However, if the machine has optics and/or sensors, he is able to use them like his own natural eyes and senses. The machine, regardless of its capabilities and programming, has attacks and actions equal to those of the character possessing it.

Magic

Magic is a natural force that has existed since the dawn of time. It is an invisible energy that is found in living beings and coursing through lines that run along the surface of the Earth. The Geomancers of China called these lines of magic energy, "Dragon Tracks" and "Dragon Lines," the Druids of England called them "ley lines" and others simply "places of power." Ancient people marked the lines and the nexus points with earth mounds, standing stone megaliths, and other markers.

Where two or more ley lines cross, energy is at its greatest. These junctions are called nexus points. They are also places where those who know how to do so can open a Rift in space and time.

Before the Great Cataclysm, mystic energy on Earth had ebbed and flowed and finally faded to almost nothing. During our modern age magic was virtually nonexistent, dismissed as a fairy tale. The lines of mystic energy were like dried-up rivers with barely perceptible trickles of energy still running through them. The magical creatures of myth and legend were long gone, all moved on to greener pastures (other worlds where mystic energy was strong), and that's the way it was for millennia on Earth. Then wild circumstances and chance made the ley lines erupt with surging energy. The overflow of magic energy caused the Great Cataclysm and Rifts tore open out of control to unleash a new Age of Chaos to wash away the Age of Humankind.

Like magnetism or radio waves, the forces of magic are usually invisible, however, the amount of energy coursing through the ley lines since the Great Cataclysm makes them visible to the naked eye. Even three hundred years later, the ley lines surge with unparalleled levels of mystic power. That's why you can see them radiating light blue energy at night (the color of magic) and even see them faintly from a distance during the day. Parapsychologists of the 20th Century (as fictionally recounted in the **Beyond the Supernatural™ RPG**) called this energy *Potential Psychic Energy (P.P.E.)* because it is also responsible, they believe, for psychic phenomena and the exceptional talents that manifest in some people.

Regardless of what pre-Rifts people thought about magic, the people of Rifts Earth know it is real and many tap into the ley lines and learn to build their own inner reserve to cast spells and open Rifts. Practitioners who have rediscovered the *art of magic.*

The Principles of Magic

The mastery of magic really is more of an art than a science, because it is controlled, focused and manifested by the mind. Although the methods of casting magic have basic methodologies and principles behind them with results that can be replicated time and again, each sorcerer puts his own little touch on the magic. Thus, while a Fire Ball is a Fire Ball, not all Fire Balls are equal nor look identical. Each is shaped and tuned, if ever so slightly (and in some cases, not so slightly), by the person creating it.

The reason? All magic, at least in part, is a physical representation of the practitioner's own mind, spirit and force of will. That's also what makes magic and spell casting so easy for some people (natural born wizards?) and impossible (unable to focus their will) for others.

The basic concepts behind magic are simple.

Step 1: Belief

The first step is believing that magic is real and that one can master the knowledge and will to control it. The character must see magic as an innate energy, a resource and a tool to be tapped and used, not to be feared. He must also accept this energy can only be captured, held and shaped by the mind. There is no machine or device that can mine it like oil or natural gas, the depths of magic can only be plumbed by the mind. That's why it remained unknown and incomprehensible to pre-Rifts men of science. After the Coming of the Rifts, with the ley lines aglow and dragons and demons calling upon its energy, even the narrow mind of humans was forced to believe magic was real.

Step 2: Conviction

Belief is not enough. Everyone on Rifts Earth knows magic is real. Even Emperor Prosek believes that, but he can't cast magic spells.

The next step is belief in yourself. Belief that you are mentally strong enough and able to focus your will to grab the elusive energy by the tail and force it (no, massage and shape it like a sculptor working clay) to do what you want it to do. This must be 100% conviction. Any nuance of doubt will destroy any chance of learning magic.

Theoretically, anybody can learn magic; however, it is an extremely difficult process that proves to be impossible for most people. The young student of magic must learn to focus his thoughts and imagination to command the energy all around and within him. More than that, being a practitioner of magic is a way of life, and the student must embrace that life with every fiber of his being.

Step 3: Choose a Mystic Art

Finding one's focus means to pick a mystical craft that fits the way his mind thinks. The magic disciplines presented in this book are the spell casting *Ley Line Walker,* the Rift manipulating *Ley Line Rifter,* the natural *Mystic,* the instinctual *Elemental Fusionist,* the summoning and dominating *Shifter,* and the tinkering inventor/builder, *the Techno-Wizard.* Other forms of magic like Necromancy, Temporal Magic, Cloud Magic, Ocean Magic, and others, exist, but these are the most popular, powerful and practiced around the world, but especially in North America.

Step 4: Building P.P.E.

Magic is an energy that can be controlled and manipulated by the humanoid mind and force of will. It is a fabulous power that can calm a storm, call lightning, heal the injured, turn people invisible, open doors to other worlds and much, much more. It seems to be an inexhaustible energy source that continually renews itself and can grow inside you. A force of nature that can be harnessed by a single individual.

Individual P.P.E. Reserve

Every person has some amount of Potential Psychic Energy (P.P.E.). Most humans and D-Bees have very little, because they have unwittingly spent their P.P.E. on occupational skills, hobbies and other interests.

Permanent P.P.E. Base. The practitioner of magic learns to nurture and hold P.P.E. inside of him, becoming a living battery or receptacle of magic energy. The typical mage will have 10 to 50 times more P.P.E. energy than the average person. This energy can be drawn upon at will, much like the psychic who draws upon their inner strength (I.S.P.), only instead of bringing a psychic ability into play, the mage uses the energy to work his magic. **Note:** Each specific Magic O.C.C. will indicate how much P.P.E. the character starts with as his permanent P.P.E. Base, and how much is added to that base with each new level of advancement. Each amount as per O.C.C. indicates the level of study, mastery and focus for that O.C.C.

Each magic spell invocation or ritual requires a certain amount of P.P.E. to perform it. Each spell description indicates how many P.P.E. points are needed to create that particular magic effect.

P.P.E. spell costs range from as little as one point to as much as 2000. The most expensive spells tend to have the most spectacular effects, but it is actually the less expensive spells that are the most practical and helpful in everyday life, staying alive and combat. The practitioner of magic should be able to summon forth his own impressive amount of P.P.E. to cast most spells.

Recovery of P.P.E. Like psionic I.S.P., the loss of P.P.E. points is *temporary* and they will replenish themselves naturally at the rate of about five points for every hour of rest or sleep (or as indicated under the specific O.C.C.).

Meditation is a skill known and practiced by all practitioners of magic. It is used to focus one's concentration and to relax and open oneself to mystic forces. A meditative state will restore expended P.P.E. at a rate of 10 per hour (or as indicated by the specific O.C.C.) and every hour of meditation is equal to one hour of relaxing, restorative sleep. Note that meditation cannot give the mage more P.P.E. than the character normally possesses. That's his *Permanent P.P.E. Base*.

Other Sources of P.P.E.

Most practitioners of magic can also draw P.P.E. from sources other than themselves. The ley lines are the obvious one, but also from magic artifacts and other living beings.

Drawing P.P.E. from magic artifacts. There are some magic artifacts that act as a portable P.P.E. battery from which a mage can draw additional magic energy. These items are uncommon, but immediately recognized by practitioners of magic who can usually sense (and in the case of the Ley Line Walker, see) the magic energy contained within them.

Drawing P.P.E. from other living beings. Every living creature has P.P.E., even if it is only a few points. A practitioner of magic can tap that energy in a variety of ways.

1. Freely Given P.P.E. The P.P.E. is offered with the character's knowledge and consent, enabling the mage to absorb 70% of the P.P.E. offered by each person within a 20 foot (6.1 m) radius. The donated P.P.E. may be used all at once, or parceled out to a number of different spell. There is no limit to the number of people who can join in an offer of their energy, and if they are all focused via a ritual, the mage can draw on them all instead of those within only a 20 foot (6.1 m) radius of him. This is the basic purpose behind cults, covens and ritual magic, to get everyone focused on the same goal and willing their P.P.E. to the master of ceremonies.

Note: *Drawing P P E. from an unwilling subject is difficult.* The unwilling participant must first be made aware of the mage's intentions, then the unwilling character gets to make a saving throw vs magic with a bonus of +4 to save. If he saves, none of his P.P.E. can be collected; if he fails to save, only 1% can be drained because he's fighting the process every step of the way. It doesn't matter why the character resists, only that he does.

It is impossible to draw P.P.E. from an unwilling practitioner of magic. These men and women of magic are too attuned to, and in control of, their magic energies for it to be plundered by others. Of course, they can willingly give their P.P.E. away or have it taken in a blood sacrifice.

2. Blood Sacrifice. The most terrible method of extracting P.P.E. from a living creature is by killing it. This is where animal and human sacrifices come into play. For reasons unknown, a living being's P.P.E. doubles at the moment of death. An evil mage takes advantage of this by murdering his subject and absorbing *all* the victim's doubled P.P.E. at the moment of death. He must use this extra energy within the next six minutes per level of the mage, because after that time, the stolen P.P.E. rapidly leaks away at a rate of 1D10x10 per minute. Only animals of a certain size have enough P.P.E. to make their sacrifice worthwhile. Cat to small-dog sized: 2D6 P.P.E., medium to large dogs: 3D6 P.P.E., cattle (cow, ox, sheep, goat, etc.): 4D6 P.P.E., and certain animals like horses and apes have 5D6 P.P.E. Tiny animals, smaller than a cat, have so little P.P.E. that it does not even register as more than a fraction of a single point, making them useless.

Most characters of Principled and Scrupulous alignments will *NEVER* even consider animal sacrifices. **Note:** Only characters of an evil alignment will consider the sacrifice of a human or any intelligent life form as a viable means of acquiring extra P.P.E. However, selfish characters may consider animal sacrifices and any alignment may be able to justify a blood sacrifice for the greater good of others (i.e., sacrifices a volunteer to work some great good or to save the lives of many, or justify killing an enemy and using his P.P.E. to work some beneficial magic, etc.).

Ley Lines & Nexus Points. Ley lines are energy conduits tied to Earth energy. A matrix of natural Potential Psychic Energy that runs in *straight lines* at locations across the globe. The source of the energy is unknown and apparently inexhaustible. At places where two or more ley lines cross – nexus points – the energy is at its greatest. These P.P.E. intersections are where Rifts can be opened.

In the world of Rifts Earth the ley line energy is at an all-time high and offers a seemingly endless source of mystic power for the taking. Practitioners of magic, supernatural creatures, and demons can stand on or near a ley line and freely feed on its energy to cast magic as well as *enhance* their magic.

Available P.P.E. at Ley Lines: Most magic O.C.C.s can draw 10 P.P.E. once every melee round from a ley line and 20 P.P.E. from a nexus point (a Ley Line Walker and Ley Line Rifter can draw double: 20 from a ley line, 40 from a Nexus). **Note:** To access the energy the character must be standing in the ley line or at the nexus point. Remember, even the thinnest ley line will be at least a few hundred yards/meters wide; most are a mile (1.6 km) wide.

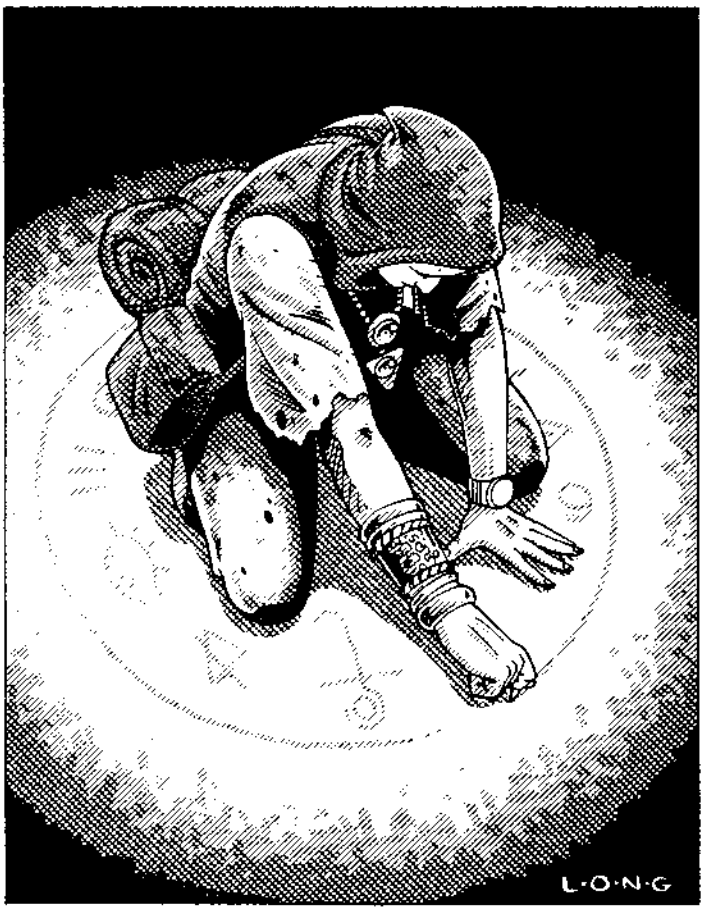
The following increased levels of P.P.E. are available at a ley line *nexus* at special times.

- Double the available P.P.E. for the first 1D4 minutes at *dawn* (as the sun peeks over the horizon), *midday* (noon) and *midnight*.
- Triple the available P.P.E. during the daylight hours of the *Vernal (Spring) Equinox* and the night hours of the *Autumnal Equinox*.
- *Summer Solstice* (June 21st) and *Winter Solstice* (December 21st) multiple the normally available amount of P.P.E. by x10 from dawn till dusk.
- *Lunar Eclipse* x12. A lunar eclipse happens about once a year. Extra P.P.E. is available for 90 minutes. WARNING: There is a 01-77% likelihood that a random Rift will appear.
- *Partial Solar Eclipse* x30! A partial solar eclipse happens about once every 10 years. P.P.E. is available for only 2D4 minutes. WARNING: There is a 01-88% likelihood that a random Rift will appear.
- *Minor Planetary Alignment*. Three or four planets, x10, same as the Solstice, and the P.P.E. is available for 15 minutes starting from the point they all first line up. This occurs about once every 8 years.
- *Major Planetary Alignment*. Five or more, x30, same as the Partial Solar Eclipse, and the P.P.E. is available for 8 minutes starting from the point they all first line up. This occurs about once every 22 years.

Step 5: Understanding Magic

There are four major categories of magic: Spells (spoken), rituals (performed), summoning (either), and special O.C.C. powers (exclusive abilities).

Spell magic requires spoken incantations and hand gestures that serve as a focus to cast magic. **The Base Saving Throw** against spell magic is 12. As a mage increases in experience levels he receives bonuses that increase his Spell Strength. For example: The spell of a second level Mystic has a +1 added to his Spell Strength. This means his magic is now more potent and victims of his mystic assault must roll a 13 or higher, instead of the base 12, to save.



Ritual or ceremonial magic usually applies to the higher level spell invocations (seventh level and higher). The more powerful the magic, the more it costs in P.P.E. The value of a ritual is that it enables the mage to willingly draw P.P.E. from the ritual participants and/or end the ceremony with a ritual killing and use the combined P.P.E. (amount given freely plus doubled P.P.E. of the sacrifice) as well as his own P.P.E. (or not) to perform powerful (costly) magic. If more P.P.E. is needed then the ritual may be performed at a ley line nexus or at a point when the nexus surges with energy.

Rituals frequently require props, components, and the drawing of a circle, triangle or pentagram. Any spell incantation from level seven and higher can be cast as a *ritual*. Spells from levels 1-6 are seldom made into rituals. Spells level 7-10 require ten minutes of ritualizing to cast, invocations levels 11-15 level take 1D4x10 +15 minutes to complete as a ritual, but in *all* cases ritual magic is much more potent, requiring the victims or targets of the magic attack to roll 16 or higher to save vs magic. (Rare Spells of Legend require 1D6x10+30 minutes to perform as a ritual.)

Summoning Magic. Summoning magic can be spell or ritual, but often requires a formal ceremony to summon something or to create a supernatural force such as a Zombie, Mummy, Golem, etc. Invocations involving controlling or dominating other intelligent beings *always* provide the victims a saving throw (save vs magic) – 12 to 14 against most spell casters such as the Ley Line Walker and Mystic, 16 to save vs ritual magic.

The Shifter is a summoning specialist, but any mage with the right knowledge can perform a summoning. The physical act of *summoning/making contact* in a summoning spell is always successful. It is controlling the creature and making it do one's bidding that is the tricky part. Summoning magic is used by predominately evil and Anarchist practitioners of magic.

O.C.C. Powers. Each Magic O.C.C. has a handful of Special O.C.C. Abilities & Bonuses. These are special areas of knowledge and ability that arise out of that practitioner's occupational specialty and are usually exclusive to that O.C.C. only. Only the *Ley Line Walker* (and the variant *Ley Line Rifter*) can teleport along a ley line without expending P.P.E.

Magic Terms

Area Effect Magic. Incantations that affect everyone in a given area or radius of effect. A spell with a 15 foot (4.6 m) radius affects *everyone* within the circle of its power and that usually includes anyone who enters the area *after* the magic has been cast. Step into the area, and wham, you're under its spell. Manage to make your way out of its radius of effect and you are free of the enchantment. Those just outside the area are not affected unless they step into it. In most cases, once the spell is cast and the area of effect is established it can NOT be moved.

Duration: How long the spell lasts. Some are instant, like Call Lightning; others, like Charm, or Fly Like the Eagle, or Armor of Ithan, last for a period of time.

Level of Experience/Spell Caster. This term refers to the experience level of the person who is casting the magic. This is a very important distinction, particularly in a combat situation, because the higher the experience level of the spell caster, the more powerful the spell. Many invocations will indicate something like "Duration: 5 melees per level of experience." or "1D6 M.D. per level of the spell caster." and so on. **This means** that a *third level mage* with a spell duration of 4 melees *per level* of experience can maintain the spell's effects for a maximum duration of *12 melee rounds* (15 seconds per melee round, for 180 seconds or about three minutes).

Line of Sight. This means the spell caster must be able to *see* the person or target area he hopes to affect with his magic. The target/victim must be within his line of vision. If the target is not seen, is totally obscured by obstacles, darkness, invisibility, or just not visible (around the corner, out of visual range, etc.), the spell caster cannot cast his spell on him. Only an area effect spell can be cast to blanket an area and affect everyone within that area whether they are seen or not. Of course, potential victims of magic usually get to make a *saving throw*. A successful *save* mean no effect or a reduced effect from the magic.

Range. Indicates the maximum distance the magic can be cast; X number of feet, touch, or radius (area of spell effect). "Range: Self" means the magic works only on the spell caster.

Touch. Means the magic's effects can only be transmitted through physical contact; flesh to flesh or flesh or through gloves and fabric, but not through sealed, environmental M.D.C. body armor or armored vehicles (unless the magic is meant to effect the armor).

Spell Strength. The base strength/attack for spell magic is 12. This is the number the victim of magic needs to roll on a D20 to save against magic. This number is higher when a spell is cast by a more powerful practitioner of magic; typical range is 13-15. Each Magic O.C.C. will indicate at what levels of experience a mage may increase his Spell Strength.

Base Save vs Ritual Magic is 16. No Spell Strength bonuses usually apply to rituals, a potential victim of ritual magic always needs to roll a 16 or higher to escape its enchantment.

Saving Throw vs Magic

In many cases, when magic is used to attack or influence somebody, that character (or any living creature, including animals) automatically gets a *saving throw*. (Animals are -4 to save.)

A saving throw is like a mental or magical *parry* to fight off/block the influence of magic.

A successful saving throw against magic means the magic has no (or a reduced) effect on that character.

A failed roll to "save vs magic" means the magic has full effect on the victim.

Physical magic assaults, such as Cloud of Smoke, Energy Bolt, Fire Bolt, objects hurled by Telekinesis, and similar attacks in which a visible, real, physical force is being used, can NOT be avoided by rolling a saving throw, but the character can (usually, not always) attempt to dodge out of the way. The spell description will indicate if a character can roll to save, dodge, or is automatically struck with no chance to do either (a rarity, but there are a few, like Call Lightning). Of course, *non-living objects* do not get saving throws. **Animals** are -4 to save.

To save against a magic attack, the player rolls a 20-sided die and must match or better the magic attack. Defenders always win ties. Against spells, that save will range between 12-15 depending on the level of the attacker, with 12, 13, and 14 being the most common number to save against. To save against a magic ritual, a 16 or higher is necessary.

Canceling Magic

The spell caster/creator of the magic can cancel/stop its effect or influence instantly at any time. Likewise, the magic-weaver does not have to create the magic for its full duration, but can impose any amount of time, as long as it does not exceed the maximum possible duration. The same is true of damage. The spell caster may intentionally reduce the amount of damage a spell inflicts, but the player must announce this intention, otherwise it is assumed the FULL damage (or duration) is used.

Interrupting a spell caster, preventing him from completing the spell, will force the mage to stop and start again, from the beginning. No Potential Psychic Energy is lost, so the spell caster can stop reciting a spell in mid-incantation without expending P.P.E. or causing any side effect.

Ritual/ceremonial magic, although more powerful, is also more fragile. An interruption of the ritual that lasts for more than 30 seconds (preventing the ritual from continuing) will ruin the ceremony, as well as cause 30% of the total available P.P.E. that may have already been collected to leak away unused. *Incapacitating the leader* for more than 30 seconds will have the same effect. *Incapacitating the other participating members/cultists* (rendering them unconscious, pulling them away, etc.) will only reduce the amount of available Potential Psychic Energy (basically they aren't present to give their P.P.E. to the mage conducting the ritual). If the amount of available P.P.E. is reduced to below the invocation's requirement, the ritual can NOT be finished.

The Negate Magic spell or ritual can also be used to cancel/stop the effects of long lasting magic.

Technological Effects on Magic

It is important to point out that unlike the CS who completely rejects magic in all its forms, few practitioners of magic dismiss technology out of hand. While it is true most rely heavily on their magic powers and natural abilities, most human and D-Bee sorcerers also use technology. Energy weapons, Vibro-Blades, portable computers, recorders, cameras, robot medical systems, language translators, radio communicators, optic systems (binoculars, etc.), partial M.D.C. body armor, light vehicles, air filters, and goggles are all commonly part of the magic characters' gear and equipment.

Bionics, with the exception of select *Bio-Systems* in case of serious injury, cybernetic implants, and the wearing of environmental body armor (except for disguise) are avoided like the plague, but only because they interfere with spell casting and the use of magic.

Bionics and cybernetic implants will reduce the character's P.P.E. by half and prevent his ability to draw on P.P.E. from other sources, including blood sacrifices and ley lines! Likewise, all forms of magical healing are reduced by half. Furthermore, magical *regeneration* will heal the body and reject the bionics, expelling them from the body, unless it is a bio-system made of flesh and blood. Beings with natural bio-regenerative powers, which include most creatures of magic, spirits, demons and gods, can not use bionics or implants at all. Such foreign objects are immediately attacked and expelled from their bodies. In most cases, they can not even be implanted to begin with because their bodies heal so quickly.

Wearing Body armor, from a full suit of medieval chain or plate armor to modern day environmental armor, blocks and interferes with the use of magic. A sorcerer can not wear more than partial armor, ideally covering no more than a third of his body, never more than half. Covering oneself in metal or man-made materials, including plastic and ceramic plates, has the strange effect of hampering the *channeling* of magic energy. If more than 50% of the body is covered in artificial material the mage must spend 20% more P.P.E. to cast a spell, and the player must roll once on the following table to see if this interference has an impact on the spell.

01-20 Reduce spell damage or effects by 1D4x10%.

21-40 Reduce spell duration by 1D4x10%.

41-60 Reduce the spell's range by 1D4x10%.

61-80 Reduce both the range and duration of the spell by 20%.

81-00 Lucked out, no additional problems.

Armor made of *natural materials,* such as leather or M.D.C. animal hides, can be worn without interfering with magic. However, bulk and weight can become a serious problem as most practitioners of magic are not physically conditioned and strong enough to wear heavy and even medium body armor, nor are mages used to wearing armor (an additional -5% penalty is applied to the usual encumbrance modifier from wearing full body armor). Thus, practitioners of magic are generally restricted to light body armor. Full armor is typically worn only for the purpose of disguise. **Note:** The same considerations and penalties apply to power armor, which practitioners of magic won't know how to operate/pilot.

Trying to cast magic from inside a vehicle or giant robot is impossible, causing the magical effect/damage to strike those inside the vehicle (can not penetrate the walls of the vehicle; even novice students of magic are taught this). As a result, the spell caster must at least open a window or hatch, and stick his head and upper body out (a nice target for snipers) to weave his magic. Many spells also require *line of sight* to strike a specific target; the spell caster must be able to see his quarry.

The exception to the welcomed use of technology comes from supernatural beings (demons and gods) and creatures of magic like Faerie Folk, dragons, the sphinx, and similar. These beings possess such immense natural and magical abilities that the majority rely on them entirely, and reject technology as "man's machines" or "toys." However, even many dragons, especially Hatchlings, and the occasional demon and even god, will at least consider using bits and pieces of technology – for back-up or a surprise attack if nothing else. There are exceptions here too. The lowliest of the demon races, known as *sub-demons,* such as the Brodkil, Daemonix and Gargoyles, are comparatively powerless in the area of magic, so those exposed to it welcome technology. **Brodkil** absolutely love Vibro-Blades, heavy energy weapons and partial bionic augmentation, effectively making them Demon Headhunters. Daemonix clamor for Techno-Wizard devices attached right to their bodies like bionics. **Gargoyles** and the wingless Gurgoyles avoid bionic augmentation (their bio-regenerative powers reject them), but enjoy using Vibro-Blades (especially Vibro-Claws and swords), energy weapons of all kinds, optic systems (scopes, binoculars, optic bands, etc.) and other bits of technology. However, Brodkil or Gargoyles seldom use vehicles, unless specifically made for them and designed to accommodate their large size. The Gargoyles in Europe have a small armory of high-tech weaponry, including M.D.C. body armor and weapons designed specifically for their race.

Step 6: Casting Spells

Once the discipline is mastered and the character has enough P.P.E. built up and stored away inside his internal P.P.E. battery, he is ready to use magic.

Casting spells is easy.

1. The character must know the spell. Players, it's your responsibility to take note of the spells you get to start, any spell selections, and the future acquisition of new spells as the character advances in experience and knowledge, and/or *acquires* additional spell invocations (see *The Pursuit of Magic* elsewhere in this section). A mage can *NOT* cast any spell he does not know. The only exception is a spell scroll (very, very rare on Rifts Earth) in which the scroll is read aloud to cast the spell, but once it is read the words magically vanish or turn into gibberish or a powerless mystic symbol.

2. To cast a spell requires verbalization – the speaking of the spell invocation. The mantra of the spell must be spoken aloud and with authority. Hand gestures are also usually part of the spell casting process that helps focus and direct the mystic energy.

3. Time it takes to cast a spell. The speaking/casting of a spell is very quick. Spell invocations levels 1-5 count as *one melee* attack/action (about 3 seconds). Levels 6-10 count as *two melee* attacks/actions (about 6-7 seconds). Levels 11-15 and Spells of Legend use up *three* of the character's melee attacks/actions (9-10 seconds).

4. Keeping track of spent P.P.E. The trickiest part of playing a practitioner of magic may be the strategic use of your spell energy, P.P.E. Unless a practitioner of magic is on a ley line or nexus, he or she has a finite (*limited*) amount of P.P.E. When it is used up it is gone for a period of time. (Recovers 5 P.P.E. for every hour of *rest* or *sleep*, or 10 P.P.E. per hour of *meditation*. The exact amount may vary some as indicated under the specific O.C.C.). The character's *Permanent P.P.E. Base* ALWAYS regenerates, the question becomes, will enough be available when the mage needs it most? That requires careful and strategic use of the character's P.P.E., meditation, and other considerations. **Note:** It is usually the *player's* responsibility to keep track of how much P.P.E. a spell costs, how many P.P.E. his character has spent, what is left and when he runs out. The G.M. may elect to keep track, but most use the honor system and trust the player will be honest and not cheat.

Step 7: Magic Combat

Every character has his strengths and weaknesses. The strength of any *Practitioner of Magic O.C.C.* is the power of magic itself. The character wields amazing power and can make things happen and appear using his mind, knowledge, internal energy (P.P.E.) and force of will. The range of spells available to him will depend on what spells he, the character, studies (and the player selects).

The weakness of spell casting is that even offensive spells have their limitations in range, damage, etc., and the unspoken limitation that the spell caster is not the best at one on one combat action. He usually lacks initiative and is the last to attack/respond in melee combat rotation.

However, the restructuring of the amount of time it takes to cast low level spells (one melee attack/action to cast any spell levels 1-5) gives the character a chance to respond quickly and get off his spell as fast or faster than his opponent may get off a gunshot. This also makes logical sense, because it is the low level spells that cost the least P.P.E. and are the most likely to be fired off in a combat or panic situation. The more powerful mid- and high-level spells require more time, concentration and focus, but the low level spells are so familiar to the character (because they're used so often) that they are like second nature to cast.

When firing off a Level 1-5 invocation, roll initiative on a D20 as usual. The high roll wins, meaning whoever has the initiative gets to fire or attack first. If it is the spell caster, he gets his spell off before his attackers shoot or swing with fists, clubs, blades, flying leap kicks or chomping teeth or slashing claws. The low level spell counts as *ONE* of the character's melee attacks.

The mid- and high-level spells count as two or three of the mage's melee attacks and will require the character to take a step back from the action to use his magic to the best strategic purpose. While this may remove him from the immediate action of combat, his spell may have a profound effect on the battle, that's the trade-off.

Vulnerable to a pressed attack. With the arguable exception of the Shifter, practitioners of magic are not experts in hand to hand combat. Most can handle themselves in a fight, but they aren't warriors, they just aren't. Furthermore, magic has the disadvantage of requiring concentration and speaking, two things you can't do while under attack! So unless the spell being cast is a Level 1-5 invocation that can be popped off in three or four seconds, the action of parrying, dodging or striking back will break the spell invocation and prevent the mage from casting his spell (he'll need a "breather" of 7-10 seconds to cast a higher level spell). Likewise, getting popped in the mouth or stomach, or getting knocked down or blinded, or anything that breaks the spell caster's concentration and makes him stop in the middle of his verbalization of the spell prevents him from finishing it.

When a spell is interrupted, the mage must start all over again. He doesn't lose the P.P.E. (that's not spent until the spell is completed and cast), but he does lose precious time. (A good rule of thumb is if the

mage is hit, it breaks his spell casting, especially if he or his armor takes any damage from the attack.)

Can't cast magic when under direct attack. This also means if the mage is being hammered by a full press attack (i.e., his attacker keeps striking at him at every opportunity), even if the sorcerer is successfully parrying each attack, he is focused on protecting and defending himself and cannot get a *higher level spell* off. The same is true if he is doing the physical attacking, or running or performing any physical action. To cast a spell the practitioner of magic will need to stop, catch his breath (that should count as one or two of his melee actions/attacks) and then cast his spell (another one or more of his melee actions depending on the spell level).

That's just how magic works, and a player has to be *smart* about how he uses the magic to take full advantage of the strengths and avoid to the pitfall of the weaknesses. For example, a spell caster who is hidden can make a devastating sniper. A mage who is away from the action at a strategic position, but can see the battlefield and is defended by a warrior or two, can effectively be a human howitzer firing off Call Lightning or illusions, or Firequakes, or god only knows what! He may also be able to instantly heal the injured, or summon a fog or storm or monster to cover a retreat, or magically hide or disguise himself (and others), and the list goes on and on. That versatility and range of power is the strength of the spell caster. Focus on those strengths and wish for good luck and a helping hand when the mage gets into a jam.

Step 8: The Pursuit of Magic

Learning Spells. Practitioners of magic, except for the Mystic, can learn and cast spells far above their actual experience level. This means a second level Ley Line Walker could cast a tenth level spell, providing he had sufficient magic energy. The Line Walker and Shifter are both proficient enough that they can even figure out a new spell incantation every time they reach a new level of experience. However, there are still a multitude of incantations one can learn. The trick is learning them.

It is far easier to learn an already existing incantation than it is to create one from scratch. This is due, in part, to the knowledge that the existing spell is proven to work. It simply adds to the level of conviction and therefore insures the success of the spell. Remember that spells are designed to focus one's concentration and will so strongly that the mage can create a magic effect. This is more difficult than one might imagine.

Purchasing Magic

Practitioners of magic can sometimes purchase spell magic from magic shops, adult or ancient dragons, and elder masters of magic (9th level or higher). Places like Lazlo, the Mystic Quarter at MercTown and some of the cities in the Magic Zone may also have a college or guild that sells magic knowledge. In *ALL* cases, the seller is a practitioner of magic who guards his secrets well and only sells to those whom he *knows* are brother spell casters.

The prices are usually quite steep, 5000 credits per each spell invocation for Level One spells, 10,000 credits per each Level Two spell, 20,000 credits per each Level Three spell, 30,000 credits for each Level Four, 40,000 credits for each Level Five spell, 70,000 credits for each Level Six spell, 90,000 credits for each Level Seven spell, 120,000 for each Level Eight spell, 180,000 for each Level Nine spell, and 500,000 to one million credits for Tenth Level spells and higher (they are rarely available for sale; 01-10% chance). Spells of Legend are never available for cash purchase. **Note:** Add a 10% premium charge for offensive spells and add 20% for metamorphosis and summoning spells. Most magic shops and even colleges do NOT offer the full range of spells (Levels 1-4 are most common) and many shops will not be able to teach spells at all! Just because a shop sells magic items and TW devices does not mean its proprietors can teach magic. And prices will change from establishment to establishment, some charging 10% less, others 50% to 200% higher. Remember, the practice of magic frightens many normal people, so it is the rare community outside of the Magic Zone that even has a magic shop of any kind; most wilderness towns do *not*. On the other hand, there is likely to be 1D4 magic shops of some kind (perhaps mobile; and probably only a couple dozen spells from Levels 1-4) in one or two of the CS 'Burbs. Of course, if caught doing business at one or it is really a CS "sting operation," the character will be attacked or if taken in for questioning and (if a mage or D-Bee) executed. Many citizens of the 'Burbs also fear magic and will call the police if they get suspicious about a person or place. Beware.

Trade for Magic. Much more common than purchasing invocations for credits is trading one's service (or the service of the group) in exchange for a couple of mid- or high-level spells (Levels 5-9). The more powerful the spell, the more dangerous the work. The employer? Probably a magic guild, cult, agent of the Federation of Magic, demon or a dragon. The job/quest probably involves retrieval of a person, magic object, or, really, almost anything. It may also involve murder, sabotage, framing someone, blackmail, bodyguard work, information, and a host of other things.

Demons and other supernatural fiends will sometimes teach magic for money or more often, for trade. They may want a magic relic, weapon or information, or other service (spying, murder, etc.). However, it is always dangerous dealing with demons for obvious reasons.

Boons and Grants. Spell invocations are sometimes granted as a reward by some communities, kingdoms, magic guilds, priests and gods in trade for the character (or group of characters) performing some quest or service as noted previously.

Magic Guilds & Brotherhoods

A mage can learn new spells through several different means. One way is to join a magic guild or brotherhood. The brotherhood is usually willing to teach new invocations to its members, but there are a number of catches. For one, the guild usually demands total allegiance, meaning that the member will donate at least 10% to 20% of his annual income to the brotherhood/guild and do other things to support (clean, build, maintenance, teach) and protect it from enemies. This codicil may lead to being sent on quests, research or archaeological expeditions, reconnaissance, and even spying and combat assignments. This could also lead to one's services being rented out to outside forces, such as a local kingdom who needs the talents of a mage for whatever reason and is willing to pay the guild or brotherhood handsomely for the service. Rivalry between magic guilds and individuals or other guilds/brotherhoods can also lead to gang wars and acts of vengeance.

Initiates to a guild are usually given a speech about the benefits of membership (there are some real benefits too, such as low room and board, sanctuary from outside forces, access to mystic knowledge and books, and communication with fellow mages, etc.). After the new member has offered a reasonable donation, 5,000-10,000 credits is common, he will be officially accepted and have full benefits of membership. However, spell knowledge is likely to be withheld for a few months until the newbie has proven to be loyal and worthy. Acts of heroics, dedication, and generosity (big donations) are likely to increase one's acceptability and status in the organization and earn the character the right to be taught a couple new spells (from invocation Levels 1-4, possibly 1-6).

Spell knowledge is power, thus it is guarded jealously by most mages. Even in friendly and open magic societies like Lazlo, New Lazlo, and (the former) Tolkeen, there are some spells that are guarded secrets, rarely taught. These generally include most spells above level 10. The easiest spells to find are levels 1-4, followed by levels 5-7. Beyond this, the secrets of magic are just that, *secret*.

Generally, any action that significantly helps the guild will earn the mage the right to be taught 1D4 new spells of his choice (assuming the spells are known by its membership). Spell level is usually kept to

magic levels 1-5. An incredible act of heroics or self sacrifice will earn the character 1D4+2 spells selected from levels 1-6, or any one spell from any level beyond six. Nonmembers who save or protect the guild at great risk to their own lives are offered guild membership and a reward of two spells from levels 1-5 (non-mages will be healed, fed, given free room for a week, and 2D6x100 in silver or credits).

Magic Scrolls

Magic scrolls are extremely uncommon on Rifts Earth. One reason is that most people, including many practitioners of magic, are illiterate (about 70%). Another is that few are either skilled enough or willing to write a spell invocation down for fear other mages will learn the spell from the scroll.

Scroll magic is slightly different because it has a certain amount of magic built right into it. However, a literate mage has a chance of learning spells by translating scrolls. **Base Skill:** 10% +2% per level of experience. Note that the spell is instantly activated the moment it is read aloud and the words then disappear or turn into gibberish or a magic symbol.

Ley Lines & Rifts

The following is information on ley lines and Rifts. Most of it is put into Random Tables for quick, easy use.

Normally, ley lines are not visible, but the energy is so great on Rifts Earth that the lines glow day and night. During the day, the light blue glow of the ley lines is barely noticeable. Travelers from a distance might see the blue haze of a line in the distance, especially on an overcast day, but they are nearly invisible on a sunny day or when actually on the line in the daylight. (Just like you can't see the smog when you are actually in LA, but you can't miss it as you approach from an airplane or riding along the coastal highway.) A night, the ley lines shine like a lit up highway and can be seen for miles.

When a Rift opens up, it usually happens at a ley line nexus, so a single doesn't often have a Rift appear. The only exceptions are a Rift opening during a Ley Line Storm or other heavenly event when ley line energy peaks (solstice, equinox, eclipse, planetary alignment). The size of a Rift may vary from pinhole to as tall as a skyscraper. Most start as a thin line or ripple of energy that appears in the air and begins to grow vertically. Then it begins to ripple with more energy and the line splits into two, with both halves moving apart at the center as if someone were pulling them apart. The Rift opening is usually near or at ground level (see cover illustration), but sometimes appears high up in the air (see interior, color illustration, on page 40, of the insect-like Xiticix streaming out of a massive Rift). However, most "man-made" dimensional portals created by magic are typically 7-25 feet (2.1 to 7.6 m) tall and 4-12 feet (1.2 to 3.6 m) wide. Most Rifts don't stay open for more than a few minutes (1D6) unless they are controlled by a higher power or part of an unusual dimensional phenomenon.

During the Great Cataclysm and Two Hundred Years Dark Age, Rifts commonly remained open for hours, days and weeks. Even on Rifts Earth today, there are at least a dozen Rifts that are permanently locked open. (Permanently opened Rifts in North America: St Louis Rift/Devil's Portal – Calgary Rift/Monster's Gate. The Detroit and Windsor ley lines had Rifts at their nexus points locked opened for decades during the early part of the Two Hundred Years Dark Age, but closed about 130 years BPA – Before the Post Apocalyptic calendar began. Today, Random Rift activity in which Rifts open to various demonic realms and alien worlds remains high, but they are not locked open and seldom remain open for more than an hour or two (3D4x10 minutes).

Random Rifts are shadows from the Age of Chaos and seem to open and close for no reason, and may open for a few minutes or several hours, or longer. Random Rifts that flare and open on their own, without human intervention, seem to have genuinely opened to other times and parallel Earths as well as alien worlds and realities. It is believed that the dinosaurs arrived from Random Rifts during the Dark Age.

Time Rifting. Travel forward or backwards in time is believed to be possible through Rifts, but with the exception of beings like the Temporal Raider (see Rifts® World Book 3: England) and possibly Alien Intelligences and certain gods, no mortal sorcerer has been *known* to have mastered time travel. There are tales of mages accidentally opening a portal to another place and time and managing to return, but never on a consistent basis. Opening a Rift in space and to a *specific time* by the most talented and experienced Shifters, Rifters or Ley Line Walkers is a success perhaps once in a thousand tries. Even recognized incidents involving Rifting through time are a matter of debate among practitioners of magic. Conjecture is whether the person actually traveled through time or visited a *parallel dimension* that resembled a past or future time period.

Random Ley Line Table

Ley lines represent a natural resource rooted to a narrow strip of land (a small one being a half mile to about one mile/0.8 to 1.6 km wide and 2-10 miles/3.2 to 16 km long) and run in a straight line. The only way humans know the lines of energy are present is from the glow of blue energy they emit. Although ley lines have been called "rivers of magic energy," they do not physically *cut through* the land like a river of water, but radiate up from it and flow over it. Ley lines, in and of themselves, are not intrusive, flowing across and over the regional terrain like a transparent mist or the air itself.

The size and length of a ley line can vary from as little as a mile or two to several hundred miles. The following table will help Game Masters quickly determine the length of a randomly encountered ley line. Most ley lines are about 1D4x1000 feet (305 to 1219.2 m) wide. Only the largest may be wider, and none are known to be more than two miles (3.2 km) wide (rare). **Note:** One mile is 1.6 kilometers.

01-10% 3D4 miles long.	51-60% 4D6 miles long.
11-20% 3D6 miles long.	61-70% 2D4x10 miles long.
21-30% 1D6 miles long.	71-80% 1D6x10 miles long.
31-40% 2D6 miles long.	81-90% 3D6x10 miles long.
41-50% 6D6 miles long.	91-00% 5D6x10 miles long.

Surface Ley Line Storms

Although Ley Line Storms are compared to conventional rainstorms, there is seldom rain during them, and they are anything but conventional. The sky turns a dark green-grey color, with dark grey to black clouds rolling along the ley line, wind gusts at around 35 mph (56 km), and the air turns cold. Bluish white bolts of electrical energy shoot down from the sky and everything in the area of the storm crackles with a halo of magic energy.

Mystic scholars speculate that the storms recycle ley line energy and help to maintain an even flow of P.P.E. up and down the line. When there is an overload or surge of energy, a storm occurs, redirecting the excess energy and distributing it elsewhere. Ley Line Storms often precede the opening of a dimensional Rift, particularly Random Rifts.

A Ley Line Storm can occur at any time along any ley line, on land or at sea. They occur more often at *magic sea triangles* than anywhere else because the fluctuation of mystic energy is generally more powerful and less stable than ley lines on dry land.

A natural Ley Line Storm will typically last 3D6x10 minutes, while the worst storms occur at the nexus points and at Ley Line Triangles and last twice as long. The storm always has a strange and often terrible effect on practitioners of magic, creatures of magic and spell casting.

Constant occurrences during a Ley Line Storm:

1. The effect of magic within the storm area is distorted. Roll percentile each time magic is used or a spell cast (this includes the use of Techno-Wizard devices and magic weapons).

01-20% Magic powers are increased! Double range and damage (duration is not increased). The spell caster cannot regulate damage or range. The magic is more powerful but less controllable.

21-40% Magic powers are decreased! Reduce range and damage by half (duration is not decreased).

41-60% Magic powers are completely negated!! The P.P.E. is expended but completely absorbed by the storm! NOTHING magical works (a temporary predicament).

61-80% Magic powers are completely wrong! The G.M. can switch spells at will (anything goes). It is wise not to use magic under these circumstances. Otherwise, the range, damage, effects, and duration of the spell are normal.

81-00% Magic discharge. Every time a spell is cast or a magic weapon is used, there is the sound of thunder and the magic user is knocked off his feet from a sudden explosion in his face! Loses initiative and one melee attack and suffers 2D6 S.D.C. damage (2D6 M.D. if a Mega-Damage creature).

2. The extra P.P.E. available at ley lines and nexus points cannot be tapped during a storm (it is being burned up by the storm).

3. *Bolts of ley line energy* are attracted to anything magic in the area, including practitioners of magic, creatures of magic, (like dragons, Elemental Fusionists and Tattooed Men), magic talismans, amulets, Techno-Wizard devices, and magic weapons. The energy bolt looks like a blue-white bolt of lightning. Humans and D-Bees struck by the bolt suffer the following consequences: 1D4 S.D.C. damage, lose initiative and one melee attack, lose 1D6 P.P.E. points, and is teleported 2D6x10 yards/meters down the ley line (instant and disorienting). **True creatures of magic**, like the dragon, Sphinx, Faerie Folk, Elementals, many demons/Godlings, Alien Intelligences, etc., lose initiative and two melee attacks, suffer 4D6 M.D. and lose 6D6 P.P.E. as the storm temporarily drains them of energy.

4. Creatures who are disguised by metamorphosis or magic suddenly appear to grow or shrink and their features become distorted. Getting hit by a ley line bolt may (01-44% chance) transform them into their true shape.

Psi-Stalkers, Dog Boys, all psionic characters and similar creatures suffer from headaches (-3 on initiative, -1 to strike, parry and dodge) and their psionic/sensing powers are scrambled; reduce by half.

5. Magic illusions disappear.

6. Existing dimensional portals close.

7. All forms of ley line communication during a storm are impossible.

8. Ley line teleportation is possible, but risky. Costs twice the normal amount of energy, but there is only a 50% chance that the teleport will send one to the desired location. Roll percentile dice: 01-50% means arrived at the right location, 51-75% means the teleport ended halfway, 76-00% means the person appeared 2D4x10 miles (32 to 128 km) off course and away from the ley line!

9. Plus random occurrences as listed below.

Tech-Note: These magical maelstroms also play havoc with electronic equipment, inflicting a -20% penalty to accurately read radar and other sensory equipment. It also reduces the range of such sensor systems and radio communications by half. Likewise, bonuses to strike from targeting and computer systems are reduced by half; this includes power armor, robots, and vehicles.

Random events that can happen during a Ley Line Storm:

Roll once for every 30 minutes of the storm when along a ley line or magic triangle. Once every 15 minutes at a nexus. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-15% Air Lift. Everybody (vehicles too) crackles with energy and rises 10 feet (3 m) above the ground. They are pushed by the wind along the ley line for 2D6 minutes before dropping to the ground. The power of magic flight will not work under this circumstance. Characters in power armor or vehicles with jet propulsion can fly away and out of the storm area.

16-30% Rolling Thunder! A huge black cloud races low to the ground along the entire width of the ley line. Speed is about 60 mph (96 km). Everybody hit by the thunder cloud is drenched with water, temporarily deafened by the sound of the rumbling thunder, loses all attacks/actions for one full melee (15 seconds), and is swept off their feet with the same consequences as a *Wind Rush* spell.

31-55% Euphoria. Everybody feels good, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 Hit Points restored (2D6 M.D.C. if a Mega-Damage creature), and minor illness will disappear. On the downside, the characters feel no fear or hostility toward anything, including known enemies. They will not attack unless attacked first, at which point all combat bonuses are half and they lose one melee action/attack. Euphoria typically lasts 2D4 minutes.

56-64% Alien, slimy things accompany a light rain. Squishy, icky, slimy, foul smelling, alien ... things rain from the sky. They could be worms, or larvae, or slugs ... god knows what! They are about the size of a man's hand and most are still alive and squiggling around. The slimy things do no physical damage but make the characters stink for 2D6 days.

There is only a 1-20% chance that the things are edible. Eating non-edible "things" will cause the eater to endure 4D6 Hit Point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days. Penalties from eating "things": Reduces speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

65-72% Dimensional Flux! One minute the characters are on Earth, the next moment they're in limbo. Everything is white and wispy as if inside a cloud. An occasional distant flash of light can be seen in the sky, but there is no sign of a storm. After what seems to be only 1D4 minutes (that's all the fuel that will have been used), they appear back in the exact same spot where they had been when the flux occurred. The storm is over and 2D6 hours have passed. **Note:** May be substituted with a Time Flux (01-33% time slows, 34-66%, time seems to speed up, 67-00% teleported 2D6 hours into the future).

73-80% Massive ley line energy bolt! Humans and D-Bees struck by the bolt suffer the following consequences: 2D6 S.D.C. damage, lose initiative and three melee attacks, lose 4D6 P.P.E. points, and are teleported 4D6x10 yards/meters down the ley line (instant and disorienting).

True creatures of magic, like dragons, Faerie Folk, Elementals, and Alien Intelligences, lose initiative and all attacks for one full melee (15 seconds), suffer 1D4x10 Mega-Damage and lose 1D6x10 P.P.E. as the storm temporarily drains them of energy.

81-00% A dimensional Rift opens! I leave it to the Game Master as to whether anything bad, troublesome or annoying comes slithering out of the Rift. Don't be too rough on the characters. This can be played for humor as well as drama.

Note: See **Rifts® Underseas** for information on Underwater Ley Lines and Underwater Ley Line Storms.

Understanding Dimensional Rifts

Dimensional portals, that is

By Erick Wujcik with Kevin Siembieda

On Rifts Earth, the state of each dimensional Rift is a lot more important than the latest weather forecast. Below are tables for figuring

out the type, duration and condition of each dimensional Rift or portal, as well as what worlds are likely to be linked and reached by the Rift.

The odds of a dimensional portal opening up and tearing a "Rift" in space and time to another world or dimension has to do with a vast number of influences, chance and the cosmic balance. Magic and ley lines can be manipulated and used to open a Rift. Other times the Rift opens at a ley line nexus or ley line triangle unbidden, a random occurrence, a hiccup in the cosmic energies that connect the Megaverse. A flux of nature on a cosmic scale that tears a hole in the fabric of reality. Thinking big, Rifts Earth has become a Megaversal Nexus point. A place in the universe where magic energy seethes with power on a scale that is seldom seen, causing its many ley lines and nexus points to warp space and time and connect other worlds, or times, and other realities to its own.

While magic can partially tame a ley line and try to control a nexus, there are still times when the energies surge with power and Rifts happen whether they are wanted or not. Times when those who have some mastery of magic *may* bridge realities more easily and open their own Rift. A typical Rift, whether random or deliberate, usually remains open for *minutes*, but there are times, places and circumstances where a Rift may remain open for hours. A few, like the Calgary and St. Louis Rifts, are open constantly.

Odds of Dimensional Rifts Occurring

Vernal Equinox

On Ley Line: Every hour of daylight there is a 01-20% chance that a Rift will appear. Roll on the Random Rift Table for type and duration.

At Nexus Point: Every hour of daylight there is a 01-30% chance that a Rift will appear. Roll on the Random Rift Table for type and duration

At Super Nexus Point (where three or more ley lines intersect): Every hour of daylight there is a 01-50% chance that a Rift will appear. Roll on Periodic Rift Table for type and duration.

Autumnal Equinox

On Ley Line: Every hour of the night there is a 01-20% chance that a Rift will appear. Roll on the Random Rift Table for type and duration.

At Nexus Point: Every hour of the night there is a 01-30% chance that a Rift will appear. Roll on the Random Rift Table for type and duration

At Super Nexus Point: Every hour of the night there is a 01-50% chance that a Rift will appear. Roll on Periodic Rift Table for type and duration.

Summer and Winter Solstice

On Ley Line: Every hour for twenty-four hours there is a 01-30% chance that a Rift will appear plus, exactly at sunset, there is an increased 01-50% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration.

At Nexus Point: Every hour for twenty-four hours there is a 01-50% chance that a Rift will appear plus, exactly at sunset, there is an increased 01-85% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration. If a Rift is in existence at exactly sunset, then roll on the *Periodic Rift Table* instead of the Random Rift Table.

At Super Nexus Point: Every hour for twenty-four hours there is a 01-70% chance that a Rift will appear. Roll on *Periodic Rift Table* for type and duration.

Lunar Eclipse

On Ley Line: During the 90 minute period of the lunar eclipse there is a 01-15% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration.

At Nexus Point: During the 90 minute period of the lunar eclipse there is a 01-77% chance that a Rift will appear. Roll on the Random Rift Table for type and duration.

At Super Nexus Point: During the 90 minute period of the lunar eclipse there is a 01-95% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration. If a Rift is in existence halfway through the lunar eclipse, when the moon is completely dark, then roll on the *Periodic Rift Table* instead of the Random Rift Table.

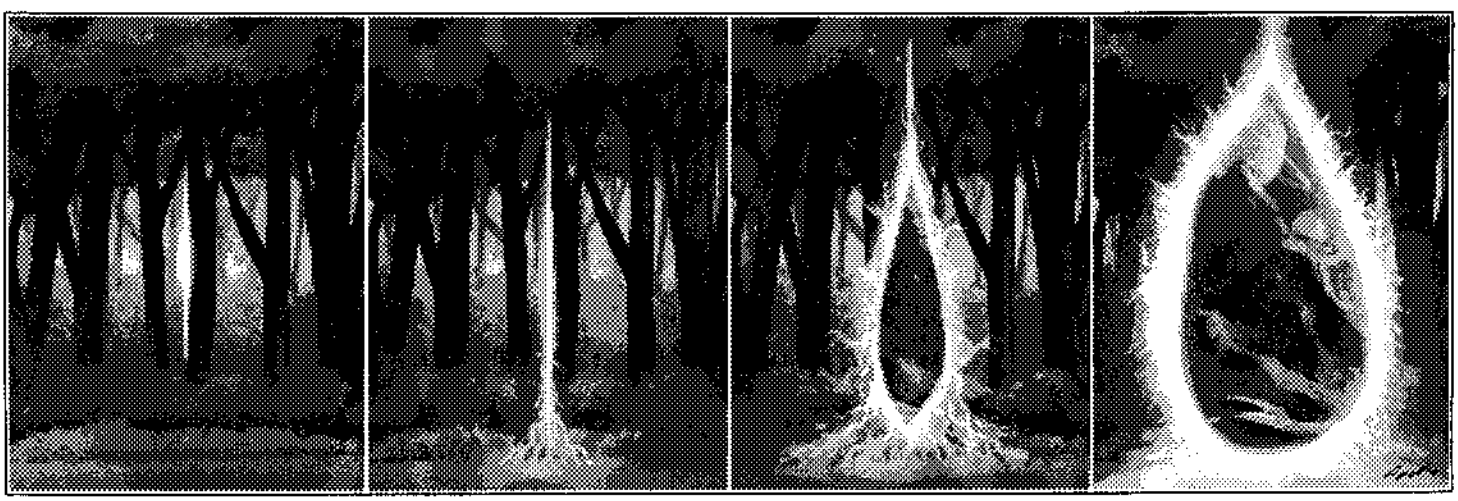
Partial Solar Eclipse

Anywhere: During any partial solar eclipse there is a 01-21% chance that a gigantic Rift will appear in the sky, at an altitude of from 1,000 to 18,000 meters (roll 3D6 times 1,000). This is roughly equal to 3,000 to 50,000 feet. **Note:** If the Sky Rift appears, it will sap the P.P.E. of all the nearby ley lines and nexus points, preventing other Rifts from appearing. Roll on the *Random Rift Table* for type and duration.

On Ley Line: Assuming there is no Sky Rift, there is a 01-25% chance that a Rift will appear on the ley line. Roll on the *Random Rift Table* for type and duration.

At Nexus Point: Assuming there is no Sky Rift, there is a 01-50% chance that a Rift will appear at the nexus point. Roll on the *Random Rift Table* for type and duration.

At Super Nexus Point: No need to roll, since a Rift will *definitely appear* from the very outset of the eclipse. Roll on the *Constant Rift Table* for the conditions of the Rift during the *few minutes* of the eclipse. At the end of the eclipse, as soon as no part of the moon covers the sun, roll on the *Periodic Rift Table* for type and duration of a second Rift that appears at that moment.



Rift Duration & Conditions

There are three kinds of Rifts. In a few special places in the world there are Rifts that are permanent, *constant* and cannot be removed. Next are Rifts that appear often enough to be *periodic*; while they aren't predictable, you can count on them appearing over and over again. Finally, there's the most common type of Rift, the *transient Rift* that appears for a few minutes, likely never to return. Transient Rifts are completely random. A magically conjured Rift might be considered a fourth type and is usually a specific place and time desired by the spell casters, but in a way is transient because it is created at the whim of the mage and are sometimes random.

Rift Duration: In the case of constant Rifts, the description indicates how long it will be before the Rift changes to another state. For temporary transient Rifts, the description indicates how long the Rift has before *disappearing*, or what the chances are that it will dissolve.

World Links: Describes the current connection that the Rift has with another world.

Dimensional Link Stability: Some Rifts hang on to their world connections for as long as they survive, while other Rifts fluctuate, constantly losing their connections, and then making links with other worlds altogether.

Rift Metamorphosis: This applies only to Constant Rifts and indicates the likelihood that the Rift, while constant/ever present, changes the type of Rift that it is, requiring a new roll on the Constant Rift table.

Constant Rift Table

While this table is suitable for the few permanent Rifts found on Earth, it will also work with this kind of "steady" Rift found on other worlds. In North America, the only *known* permanent Rifts are the Calgary Rift and Saint Louis Rift (right at the arch). The latter is sealed off and controlled by the Coalition State of Chi-Town. The Calgary Rift is currently under the control of a growing kingdom of monsters. Another permanent Rift is suspected to exist in the ruins of Old Detroit, but has never been confirmed. Those knowledgeable in such matters believe that *Old Detroit* and *Old Windsor* are plagued by frequently reoccurring Periodic Rifts. Other permanent dimensional Rifts are found on Atlantis but these are controlled by the Splugorth and their Stone Master minions and contained inside their fabled giant stone pyramids. One is known to exist in Africa and another one or two are suspected to exist in China, and still others might be found elsewhere, though probably no more than a dozen or two.

01-05% Becalmed Rift. The dimensional portal seems to shrink in on itself, pulsing softly with its own power. Unlike most other states, a Becalmed Rift (also known as a Dwarf Rift) is actually a source of power, leaking P.P.E. at a rate of 1D6 points every five minutes rather than being a true doorway to another world. That having been said, while one may not open or enter this Rift, they can sometimes communicate (usually via magic or telepathy and/or empathy) with powerful creatures of magic or supernatural beings (namely demon lords, gods, and Alien Intelligences). It is from such Becalmed or Dwarf Rifts that diabolic creatures may reach out to mortals and make foul Witchery Pacts and begin to establish ties and agents (worshipers, witches, etc.) in our world.

Rift Metamorphosis: None. World Links: None. Powerful supernatural beings anywhere in the Megaverse can use it is as a conduit for communication (and bestowing power through it via a Witchery pact), nothing more. Think of it as an open telephone line available for use by anybody who happens to run across it. Typically one powerful supernatural being monopolizes the open line for a while (minutes to hours to days) to make contact with mortals and either to start a conflict or to begin establishing a link in that world. This is why a cult might need to meet at a particular place, at a particular time, in order to "commune" with their evil or alien god. They have to come to the Becalmed Rift. And the specific time is arranged by their "god" so that the supernatural being can make certain it can gain access to the open line at that time. As a rule, once the evil force has accomplished its small goal of getting worshipers, creating a witch or setting the wheels in motion for turmoil or disaster (thanks to its mortal minion or pawns), it happily lets go of the open circuit, leaving it available for some other supernatural power to use. Range: The distance the supernatural being can reach out from beyond the Becalmed Rift to touch someone is usually only 1D4 miles (1.6 to 6.4 km), double during equinox and solstices, quadruple during eclipses of any kind.

06-20% Shrinking Rift. The Rift seems to be collapsing in on itself, taking part of the world around it with it as it slowly retreats, shrinking at a crawl, a few feet a day. The sense that it is taking away part of the world is not an illusion, since parts of the world are being sent through the Rift into alien worlds. Likewise, it is around a Shrinking Rift that one will find 2D6 Fade Towns and other dimensional aberrations, and along any connecting ley lines, Ley Line Storms occur two or three times more often than is normal.

Rift Metamorphosis: 01-25% chance of changing every 72 hours. World Links: There will be one primary world link through which most of the landscape is being channeled, and anyone who gets pulled into the Rift will be sent through. Only those with magic ability will have the power to return. Dimensional Link Stability: There is only a 01-08% chance per 12 hours that the link will change to another world.

21-45% Pulsing Rift. This is the condition most common to permanent Rifts, where the dimensional portal seems to exhibit something like a heartbeat, slowly "pulsing" in and out every ten minutes or so. This is also the most stable situation, and Pulsing Rifts have often maintained themselves for days, weeks and even centuries. Rift Metamorphosis: Rare; only a 1% chance of changing each sunrise. World Links: There will be one primary world link. Dimensional Link Stability: At each sunrise and sunset there is a 01-22% chance that the link will switch to a different world.

46-60% Swelling Rift. The Rift seems to be expanding, gradually eating the surrounding landscape, and moving outward at the pace of a steady walk every day, retracting at sunset. Those who don't move out of the way will be drawn in, and sent elsewhere! Rift Metamorphosis: Rare, 01-03% chance. World Links: There will be one primary world link, and the Rift will be bringing landscape from that world into the area of the swelling, replacing the native landscape. There is only a 01-15% chance of another link. Dimensional Link Stability: There is only a 01-15% chance per 12 hours that the link will change to another world. Note: Things from another world exit the Swelling Rift infrequently. Only a 01-25% chance whenever ley line energies flare (equinox, solstice, etc.). Elsewhere: Being sent "elsewhere" can be any of the following: *01-25%* 3D6x10 miles (48 to 288 km) away in any random direction. *26-50%* to the other side of the continent in any direction. *51-75%* to another continent on Rifts Earth. *76-00%* to the dimension/alien world the Rift is currently connected to. The G.M. is invited to add possibilities to this table.

61-85% Stable Cycling Rift. Making a noise like low, continuous thunder, the Rift seems to be chewing up the landscape and spewing it somewhere else, into other worlds. Rift Metamorphosis: None. World Links: 2D6 worlds will be connected to the Rift which it cycles throughout randomly, changing to a different one, every 4D6 hours after the last time. Whichever dimensional portal is open at the time is the one that beings can enter or exit. Dimensional Link Stability: Every 4D6 hours after the last change.

86-93% Violent Rift. Rippling, shaking and contorting like a wild animal, the Rift moves randomly around the landscape, appearing at random locations on the ley line within a two mile (3.2 km) radius of its last location every 2D6 hours. It alternately pulls stuff in and ejects stuff out (those within 1000 feet/305 m). Those wishing to enter the Rift must wait for one of the periods in which it is drawing things in. Those who enter the violent Rift will often catch glimpses of one night-

mare world after another, including random views of the place where they started, and it may be several minutes before they are finally released into their destination. Rift Metamorphosis: 1% chance of changing every month. World Links: Links to at least 3D6 worlds, often twice that, with no one link dominating any other. Dimensional Link Stability: Once the violent Rift starts up the links will tend to stay the same.

94-96% Morphing Rift. This bizarre dimensional portal is constantly changing form one type of Rift to another, and back again. Rift Metamorphosis: Morphing is a constant regardless of what type of Rift it momentarily becomes. That means if a Morphing Rift becomes a *Becalmed Rift* for a short while, it will explode back to something else (one of these other types) at any given time. World Links: Endless, changing with each new metamorphosis. Dimensional Link Stability: Every link imaginable is possible at some point or another.

97-100% Raging Rift. The dimensional portal will seem to be blazing, exploding with energy, and swelling across the landscape in a blossom of energy and towering 4D4x10 feet (12.2 to 48.4 m) into the air, a mile or more into the sky during surges of power (equinox, solstices, etc.). Becoming a two way portal to whatever world it is currently linked to (i.e. people from Rifts Earth can go there, and beings from there can come to Rifts Earth by stepping into the portal), beings on both sides of the divide can see a glimpse of what awaits them on the other side of the portal. Rift Metamorphosis: None. It rages on and on. World Links: Endless! Constantly changing to dozens of different worlds, although there will be 1D4x10 that it cycles through most regularly. Dimensional Link Stability: Every link imaginable is possible at some point or another, with the Rift acting like a mad channel surfer, shifting worlds every 4D6 minutes. Note: This is the type of Rift locked away in St. Louis by the Coalition States.

Periodic Rift Table

While not as powerful or as persistent as the permanent kind, periodic Rifts tend to stick around longer than their random counterparts and appear at the same location at regular intervals when ley line energies surge. Periodic Rifts are much more common than "permanent" or "constant" Rifts, and can appear wherever a ley line, nexus or stone pyramid is located; typically the latter two.

01-15% Diminishing Rift. The Rift starts to lose power and force as soon as it appears. Immediately roll on Random Rift Table.

16-30% Weak Rift. This is a dream state for practitioners of magic, since the Rift is vulnerable and easy to manipulate. With just 100 P.P.E. it's possible to open the Rift as a gateway to the world of the mage's choosing, and keep it there for just 20 P.P.E. per minute. This gateway can be the size of a man, giant or big enough to shift an army. Duration: There is a 01-05% chance that the Rift will dissolve every 10 minutes. The maximum life of this Rift is one hour. World Links: As it is created, the Rift will have a link to one world. Those who seize control of it can change that link easily. Dimensional Link Stability: There is only a 01-04% chance per hour that the link will change to another world.

31-60% Throbbing Rift. Every minute the whole Rift will seem to 'throb' with a massive influx of energy, and then relax again. Each of these beats will signify that all the world links have changed, and that the dimensional portal is now linking an entirely different set of worlds. Duration: 3D6 minutes, but every minute there is a 01-10% chance that the Rift will start to destroy itself and suddenly vanish 30 seconds later in a silent burst of light and sparks. World Links: 2D6 different worlds. Dimensional Link Stability: Every minute or two the portal changes to a different worlds.

61-70% Time Rift. Rather than open a portal to just a different world, this Rift in space and time leads to a different period of time. Duration: 2D6 minutes. World Links: 1D6 different worlds in addition to Rifts Earth, which means one could be sent back into the past or to the future of Earth or some alien world (may be a parallel Earth or some alien place during the dinosaur age, caveman era, medieval era, modern times or the future). Dimensional Link Stability: Every 1D4 minutes the portal changes to a different world and/or a different time.

71-80% Ley Line Trapped Rift. For some unknown reason, the dimensional portal of this Rift does not open to other worlds, but to other ley line *nexus points* around the world. This means the Rift can be made to open to any place on Rifts Earth where there is a ley line nexus. To get the portal to open at the desired location, the user of the Rift must think of the place (01-50% likelihood of success, +25% if he has actually been there before). A moment later it appears displayed in the Rift opening and one simply steps through it. Duration: 2D6 minutes or until it is used as a portal. The act of using it as a portal seems to short circuit the Rift, causing it to disappear within 1D6x10 seconds after the first person steps through it. World Links: Only locales at ley line nexus points on Rifts Earth. Dimensional Link Stability. Not applicable.

81-90% Blind Rift. This is typically a medium-sized dimensional portal about 50-100 feet (15.2 to 30.5 m) tall. Most dimensional portals enable the user/viewer to peer through the rippling wall of energy to see what is on the other side. However, the magical energies of the "Blind Rift" are such that one can NOT see where it opens to and those using it must do so blindly, for it could lead to almost anywhere on Earth or worlds beyond. Duration: 3D6 minutes before it vanishes. World Links: In addition to the primary world link there is a 01-33% chance of another 2D6 links. Dimensional Link Stability: Every three minutes, the Rift has a 01-40% chance of shifting to a different world.

91-94% Cascading Rift. Like an infection that rages out of control, this dimensional gateway extends itself along the strongest available ley line, and then stretches and grows along that ley line until its time runs out. The Rift portal moves along the ley line like a devouring whirlwind at a Spd. of 15, consuming everything in its path (sending them to some alien world or different part of Rifts Earth or even a dif-

ferent period of time). Duration: Every five minutes there is a 01-33% chance the Rift will run out of steam and self-destruct. If it manages to survive for an hour, it will last another 1D4 hours before vanishing. World Links: 1D6. Dimensional Link Stability: There is a 01-15% chance that all the links will change to different worlds; roll every five minutes.

95-98% Alien Controlled Rift. Some other-worldly force has control of the Rift and forces it into becoming a huge gateway. Rippling, shaking and wobbling, the dimensional portal functions as a *one-way portal* with things able to come out of it only from the alien side to enter into our world. Duration: Since it will cost the controller of the Rift at least 100 P.P.E. every minute, it depends on the resources and desires of whoever is using it; typically 3-12 minutes. World Links: Just a link to the world of whoever has the Rift under their control. Dimensional Link Stability: Under control and unchanging. To switch worlds, whoever is in control of the portal must close it and create a new one.

99-100% Supernatural Rift. A very rare phenomenon, where a periodic Rift is only linked to *supernatural realms*, like those of the various gods, spirit realms, demonic hells, Elemental Planes, the domain of Alien Intelligences and similar dimensions where only supernatural beings exist. Duration: 2D6 minutes before it vanishes. World Links: There is a primary link and a 01-45% chance of 1D4 links to other supernatural realms. Dimensional Link Stability: There is a 01-25% chance that the portal will change to a different supernatural realm every four minutes.

Random Rift Table

Caused by natural phenomena, or brought about through mystical means (spells, ritual sacrifice, etc.), these are the most ephemeral of Rifts, rarely lasting more than a few minutes.

01-18% Dying Rift. Sickly from the very first, the Rift seems insubstantial and very weak. It starts to fade as soon as it's created, pulling back on itself and retreating. Very difficult to use as a gateway since it is so weak, and because it fades out so quickly. Duration: 2D4x10 seconds. World Links: One that will stay the same until the Rift dies.

19-30% Shrunken Rift. Unlike the usual towering wall, this dimensional portal will appear only slightly taller than most humans, and will be confined to a fairly small area. While it persists, it will be stable, with at least one strong inter-world connection. Duration: 1D4 minutes. World Links: One link to another world. Dimensional Link Stability: Every minute there is a 01-20% chance that the link will shift to another world.

31-50% Pulsating Rift. The most stable of the random Rifts, it pulses with energy every few seconds (much like a human heartbeat). Duration: 2D4+1 minutes. World Links: In addition to the primary world link there is a 01-33% chance of another 1D6 links. Dimensional Link Stability: Each minute, each link has a 01-14% chance of shifting to a different world.

51-60% Swelling Rift. As soon as it comes into existence this dimensional portal seems to start swelling, growing and expanding. However, it gets no stronger as it expands outwards, and instead, just gets more and more faded and weak. Eventually, as if it just spread itself too thin, it will pop like a soap bubble. Anything, or anyone lying in its path, before it dissolves, will be sucked up into another world. Duration: 1D4 minutes of expansion. World Links: There will be just one primary world link. Dimensional Link Stability: There is only a 01-8% chance that the link will change every minute.

61-70% Misting Rift. The dimensional portal opens to reveal nothing but white mist and clouds. You guessed it, the Rift opens to the Astral Plane. Any characters who send their *Astral Self* into the realm of mist and clouds can flawlessly find their way back through the portal as long as it is open. If it should close before they return, the characters must follow their mystical umbilical cord as usual. One can also enter the Astral Plane with their physical body by walking through the portal. However, once the Rift closes, those in physical form can not find their way back to the physical plane unless they can find or create another Rift to home. Moreover, even if the character can Astral Project, it does him no good, because the silver cord leads back to the physical body which is inside the Astral Plane. Likewise, those whose physical body is inside the Astral Plane can NOT see into the physical world, for they are now an inhabitant of the Astral realm. Duration: 4D4 minutes. World Links: There will be just one primary world link. Dimensional Link Stability: Stable, it does not switch to other dimensions.

71-80% Consuming Rift. The most turbulent Rift, with energy churning around inside, making a high-pitched shrieking noise that gets continuously higher and louder until it extinguishes itself. Duration: 01-33% chance of blowing apart every 30 seconds. Once the Rift goes away, it will be at least two days (48 hours) before any P.P.E. can be harvested from the area. World Links: There are a huge number of links to many different worlds (at least 2D6x10), and virtually anything or any creature is likely to emerge. However, each creature that emerges has a 75% chance of being sucked right back in. Dimensional Link Stability: None of the links get switched off, or switched to another world. However, every minute that the Rift survives means that another 2D6 worlds will also be linked to it.

81-90% Transparent Rift. Unlike some manifestations, this Rift is calm and clear enough that observers can easily see through it into another world. It's also known that the denizens of the other world, if they are in the right place, can look through from the other side into our world. Beings from either side of the portal can step through the portal at any time. Duration: 1D6+1 minutes. World Links: A link to just one world. Dimensional Link Stability: Every minute there is a 01-25% chance that the Rift will shift to a different world.

91-100% Exploding Rift. The moment the Rift appears it will be obvious that 'she's gonna' blow!' The massive energy of the Rift seems to be completely out of control, snaking and writhing in all directions, with chunks of landscape, objects and creatures being exchanged with their counterparts in other worlds continuously. It will be obvious that it can not last (Ley Line Walkers and Shifters will be able to judge how many seconds it will be around), but while it exists it will explosively expand outward, at a Spd. of 30, overtaking and swallowing anyone in the way. Duration: 4D6 seconds. World Links: 1D4 worlds will be linked. Dimensional Link Stability: No changes in the few seconds of this Rifts' existence.

Random World Generation

Story-Driven Worlds Table (Optional)

There are a lot of ways to roll up the random worlds that appear on the other side of a Rift. This particular table is designed to help the Game Master to focus on the most important thing of all; keeping the story exciting and fun.

01-07% World of Portents. A world of ghosts and spirits, where nothing lives among the ruins and crumbling remnants of an ancient civilization. However, one of the player characters will receive a message of warning, perhaps through a psychic contact, perhaps by finding a cryptic inscription, that will warn the group of an impending ambush, trap or disaster.

08-15% World of the Lone Refuge. In a world filled with growing things and unintelligent animals, the group will discover a being that is clearly stranded. It could be anything from a lost pet to a lost explorer, but the refugee will bond to a friendly player character and become a friend and companion from that time on.

16-30% Plot-Resolution World. Something in the world can be used to solve the group's most pressing problem. It could be the weapon they need, an herbal antidote, or an electronic device, but there should be clear signs that they've come to the right place.

31-50% Player Character Heaven. For one of the player characters in the group, the new world is their idea of heaven (or close to it). Everything from the air, to the food, to the inhabitants, to the lifestyle, is absolutely perfect.

51-70% Henchmen World. The world is inhabited by beings who would make perfect followers, and who would be incredibly effective against the player characters' most difficult foes. Better yet, the player characters will show up just when the society of these people is in terrible trouble from something that only the player group can fight or fix.

71-90% Backdoor to the Enemy. The Rift opens to some unprotected part of the home world of one of the player characters' most difficult class of enemies (probably D-Bees or demons).

91-100% Gateway to New Worlds. The world is connected to a larger network of worlds or star systems, so that the player character group will be able to explore an even larger part of the campaign. Ideally, this world should make available some kind of transportation device (a magical amulet, a dimensional teleporter, a spaceship, etc.), so the players can get back and forth easily.

Magic Spells

The following list and descriptions of spell invocations are commonly known to practitioners of magic such as the *Ley Line Walker* and *Mystic*. A larger list, with many more spells, can be found in the 352 page **Rifts® Book of Magic** along with a hundreds of other types of magic spells, Elemental magic, Necromancy, mystical powers, and magic items from around Rifts Earth. The *Alphabetical Listing of Invocations* at the end of the spell descriptions lists the full range of invocations alone. The spells presented in these pages are more than enough to keep a player going forever, but the **Rifts® Book of Magic** offers a wealth of expanded spell knowledge.

Invocations by Level

Level One
Blinding Flash (1)
Cloud of Smoke (2)
Death Trance (1)
Globe of Daylight (2)
Lantern Light (1)
See Aura (6)
See the Invisible (4)
Sense Evil (2)
Sense Magic (4)
Thunderclap (4)

Level Two
Befuddle (6)
Chameleon (6)
Cleanse (6)
Climb (3)
Cloak of Darkness (6)
Concealment (6)
Detect Concealment (6)
Extinguish Fire (4)
Fear (5)
Heavy Breathing (5)
Levitation (5)
Manipulate Objects (2+)
Turn Dead (6)

Level Three
Armor of Ithan (10)
Breathe Without Air (5)
Energy Bolt (5)
Fingers of the Wind (5)
Float in Air (5)
Fuel Flame (5)
Ignite Fire (6)
Impervious to Fire (5; self)
Impervious to Poison (5)
Invisibility: Simple (6)
Life Source (2 +Special)
Light Healing (6)
Magic Shield (6)
Mystic Fulcrum (5)
Negate Poison/Toxin (5)
Paralysis: Lesser (5)
Resist Fire (6; others)

Level Four
Blind (6)
Carpet of Adhesion (10)
Charismatic Aura (10)
Cure Minor Disorders (10)
Electric Arc (8)
Energy Field (10)
Fire Bolt (7)
Fist of Fury (10 or 50)
Fool's Gold (10)
Ley Line Transmission (30)
Magic Net (7)
Multiple Image (7)
Repel Animals (7)
Shadow Meld (10)
Swim as a Fish (6)
Trance (10)

Level Five
Armor Bizarre (15)
Calling (8)
Charm (12)
Circle of Flame (10)
Distant Voice (10)
Domination (10)
Energy Disruption (12)
Escape (8)
Eyes of Thoth (8)
Featherlight (10)
Fly (15)
Heal Wounds (10)
House of Glass (12)
Lifeblast (15)
Sleep (10)
Superhuman Endurance (12)
Superhuman Strength (10)
Superhuman Speed (10)

Level Six
Call Lightning (15)
Compulsion (20)
Cure Illness (15)
Fire Ball (10)
Impervious to Energy (20)
Magic Pigeon (20)
Mask of Deceit (15)
Reduce Self (20)
Sheltering Force (20)
Teleport: Lesser (15)
Tongues (12)
Words of Truth (15)

Level Seven
Agony (20)
Animate/Control Dead (20)
Ballistic Fire (25)
Constrain Being (20)
Dispel Magic Barriers (20)
Fly as the Eagle (25)
Globe of Silence (20)
Heal Self (20)
Invisibility: Superior (20)
Life Drain (25)
Lightblade (20)
Metamorphosis: Animal (25)
Purification (Food/Water) (20)
Wind Rush (20)

Level Eight
Commune with Spirits (25)
Exorcism (30)
Expel Demons (35)
Eyes of the Wolf (25)
Forcebonds (25)
Greater Healing (30)
Ley Line Tendril Bolts (26)
Lightning Arc (30)
Locate (30)
Luck Curse (40)
Magical-Adrenal Rush (45)
Metamorphosis. Human (40)
Negate Magic (30)
Power Weapons (35)
Shockwave (45)
Sickness (50)
Spoil (Water/Food) (30)
Wisps of Confusion (40)

Level Nine
Desiccate the Supernatural (50)
Dragon Fire (40)
Familiar Link (55)
Mute (50)
Protection Circle: Simple (45)
Speed of the Snail (50)
Summon & Control Canine (50)
Wall of Defense (55)
Water to Wine (40)

Level Ten
Banishment (65)
Control/Enslave Entity (80)
Deathword (70)
Giant (80)
Metamorphosis: Superior (100)
Meteor (75)
Mystic Portal (60)
Plane Skip (65)
Speed Weapon (100)
Summon/Control Rodents (70)
Summon Shadow Beast (140)
Super-Healing (70)

Level Eleven
Anti-Magic Cloud (140)
Create Mummy (160)
Firequake (160)
Remove Curse (140)
Re-Open Gateway (180)
Rift Teleportation (200)

Level Twelve
Amulet (290+)
Calm Storms (200)
Create Zombie (250)
Ensorcel (400)
Summon & Control Entity (250)

Level Thirteen
Protection Circle: Superior (300)
Sanctum (390)

Level Fourteen
Close Rift (200+)
Restoration (750)
Resurrection (650)

Level Fifteen
Dimensional Portal (1000)
Teleport: Superior (600)

Level One (Invocations)

Blinding Flash

Range: 10 foot (3 m) radius; up to 60 feet (18.3 m) away.
Duration: Instant.
Saving Throw: Standard; -1 if 3 P.P.E. points are pumped into this spell.
P.P.E.: One

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for one to four melee rounds, and are -10 to strike, parry and dodge. The chance of falling is 01-50% every 10 feet (3 m). The magic can be cast up to 60 feet (18.3 m) away. Saving throw is standard; those who successfully save vs magic are not blinded. **Note:** Does not affect robotic, bionic or cybernetic eyes.

Cloud Of Smoke

Range: 90 feet (27.4 m).
Duration: Four melees (one minute) per level of experience.
Saving Throw: None.
P.P.E.: Two

This magic enables the mage to create a cloud of dense, black smoke (30x30x30 feet/9x9x9 meter maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond the cloud, and their impaired vision allows them to see no more than three feet (0.9 m) within the cloud, and even then that means only blurry shapes. While in the cloud, victims are -5 to strike, parry, dodge, disarm and entangle.

Death Trance

Range: Self only.
Duration: 10 melee rounds (two and a half minutes) per level of experience.
Saving Throw: None.
P.P.E.: One

A magically induced trance which makes the spell caster appear to be dead. There is no breathing, pulse, heartbeat, or any other signs of life. While in the trance, the mage is quite helpless, unable to speak, move or invoke magic. Only minor physical sensations felt by the character are recognizable, like being jostled, carried or hearing voices, but no specific identification or memories are possible. The magic can be canceled at will at any time.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.
Duration: 12 melees (3 minutes) per level of experience.
Saving Throw: None.
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to light up a 12 foot (3.6 m) area per each level of its creator's experience. Because it is *daylight*, it can ward off vampires and most other types of undead and demons who fear or are hurt by sunlight, keeping them at bay just beyond the edge of the light. The creator of the globe can mentally move it along with himself, or send it up to thirty feet (9.1 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Lantern Light

Range: 10 feet (3 m); can light up a room.
Duration: 30 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: One

The Lantern Light spell creates a small sphere of light that is less brilliant but longer lasting than the Globe of Daylight. It floats within 10 feet (3 m) of the spell caster and can be mentally moved to hover at different angles and positions as the mage desires. This magic light may be thought of as a magical floating lantern or light bulb with a dimmer switch. The intensity of the light can be mentally adjusted to the equivalent of a 50 to 300 watt light bulb, whatever suits its creator. **Note:** This is *not* sunlight, so it will not damage vampires nor keep them at bay.

See Aura

Range: 100 feet (30.5 m).

Duration: One melee.

Saving Throw: None. Only the psychic powers of *Mind Block* or *Alter Aura* will mask the presence of psychic abilities, the level of P.P.E., or possession.

P.P.E.: Six

All things, organic and inorganic, have an aura. The aura has many features and distinctions, and can be used to see or sense things invisible to the eye. Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what, or power level).
- The presence of psychic abilities. Low (Minor) or high (Major or Master).
- High or low base P.P.E.
- The presence of a possessing entity (does not indicate Psychic Possession or mind control).
- Health: Sick, injured or completely well.
- The presence of an unusual human aberration which indicates a serious illness or that the character is not human and may be a mutant, D-Bee, or demon, but does not reveal which.

Note: One can *not* use this spell to determine another character's alignment.

See the Invisible

Range: 200 feet (61 m).

Duration: One minute (4 melee rounds) per each level of experience.

Saving Throw: None.

P.P.E.: Four

The character can see Astral beings, entities, Elementals, ghosts, objects, forces and creatures that can turn invisible or are naturally invisible. Even if the creature has no form per se, the mystic will be able to discern the vaporous image or energy sphere that is the being.

Sense Evil

Range: 90 foot (27.4 m) area.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None, except a psychic Mind Block, Alter Aura or a Protection from Magic circle which will prevent the spell from working on anyone in the circle. The psychic's equivalent power of Sense Evil is not blocked by magic circles.

P.P.E.: Two

The Sense Evil invocation enables the spell caster to feel or sense the presence of evil, and especially *supernatural evil* (demons, Deevils, etc.). It will indicate *approximately* how many supernatural evil presences are within the 90 foot (27.4 m) area; one, a few (2-6), several (7-14), or many (more than 15). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object, or person, or an approximate distance (very close, near, far, etc.).

Evil emanations from human beings, D-Bees and other mortals are much less distinct and can not be sensed as easily or broadly as above. In this case, the spell caster must see a particular individual and cast the spell on that one character. The mage can then detect if the character is Diabolic or not, otherwise he can only sense any *immediate* evil intention on the part of the targeted individual.

Sense Magic

Range: 120 foot (36 m) area.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None.

P.P.E.: Four

This magic ability enables the character to sense or feel the presence of magic. Like a Geiger counter, the individual can tell if he is near (within 20 feet/6 m) or far (toward the limit of the range). The ability can also indicate whether a person or object is enchanted/under a magic spell, is in the process of invoking magic, or if magic is being used in the range area. **Note:** Men of Magic and most supernatural beings do NOT register as magic except when they are actually casting a spell/using magic. Psychic powers can not be detected with this spell.

Thunderclap

Range: Directly affects the immediate area (30 feet/9.1 m) around the magic weaver, but can be heard up to one mile (1.6 km) away.

Duration: Instant.

Saving Throw: Save vs Horror Factor.

P.P.E.: Four

The invocation produces a booming clap of thunder that is so loud that it seems to make the air vibrate. A thunderclap is an excellent means of alerting or signaling allies, as well as a means of intimidation. As an intimidation device, it will momentarily startle and distract everyone other than the spell caster. This provides the creator of the thunder with a bonus of +5 on his initiative, +1 to strike, parry and dodge, and creates a Horror Factor of 8 (all characters within 30 feet/9.1 m must roll to save vs Horror Factor, except the mage who made the thunder).

Level Two (Invocations)

Befuddle

Range: 100 feet (30.5 m).

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: Standard.

P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are - 2 to strike, parry and dodge; attacks per melee are reduced by half and all skills suffer a penalty of - 20%. Each invocation affects only one individual each time it is cast. A successful save vs magic means the intended victim suffers no impairment.

Chameleon

Range: Self or Others by touch.

Duration: Four and a half minutes (18 melees) per level of spell caster.

Saving Throw: None.

P.P.E.: Six

This spell enables the enchanted character(s) to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment and disappear from sight. Movement destroys the effectiveness of this magic. The character is 90% undetectable if unmoving. 70% undetectable if moving 2 feet (0.6 m) per melee round or slower. 20% undetectable if moving 6 feet (1.8 m) per melee round. Totally ineffective if moving any faster. This spell is effective against normal vision, see the invisible and most optic systems. A thermal-imager is likely to reveal the character, especially if he

is hiding in a cold environment. However, if the air temperature or a machine he is hiding against is around the same temperature as his body temperature (within five degrees), the character is concealed even from it. Attacking someone automatically negates the effects of a Chameleon spell.

Cleanse

Range: Self, one person and the clothes he's wearing up to 10 feet (3 m) away, or two people by touch.

Duration: Instant.

Saving Throw: None.

P.P.E.: Six

This is a simple but useful spell designed to remove dirt and grime from the body of a living being and the clothes he wears. Magic energy flows over the person and magically removes dirt, grime, stains, and just about anything that the spell caster considers "unclean." The recipient of this magic instantly becomes spotless, from head to toe. The hair and body look as if right out of the shower (only dry) and the clothes as if freshly washed and dried. The spell cannot be used on body armor, buildings, vehicles, streets, or anything else, only living creatures and clothes/fabric. One pile of clothes, weighing no more than 25 pounds (11.25 kg; no living person) can also be washed in place of a specific character's clothes. **Note:** This spell only cleans off the surface of the target and will not rid them of diseases or poison, although it will kill most surface parasites, such as ticks and fleas.

Climb

Range: Self, or others up to 40 feet away (12.2 m).

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Three

A spell that enables the enchanted individual to climb with exceptional, almost inhuman, skill, speed and agility. Skill level is 98% to climb normal, rough, climbable surfaces; speed is equal to Speed attribute. Smooth, presumably unclimbable or extremely difficult surfaces to climb normally can be scaled with a skill level of 60%. Rappelling is possible at 90%.

Cloak of Darkness

Range: Self plus a 5 foot (1.5 m) radius around the character.

Duration: Four minutes per level of experience.

Saving Throw: None.

P.P.E.: Six

This magic cloaks the spell caster in a field of darkness that follows him or her everywhere. The mage can see perfectly from within the darkness, but those outside the radius of magic cannot see in. At night, it renders the cloaked individual virtually invisible, although he can still be detected by infrared and/or heat sensors, thermo-imaging optics, motion detectors and similar sensor systems. Furthermore, the aura of darkness may noticeably obscure a particular part of the background/area around him, making it obvious to visual detection, especially in daylight or when bathed in light – the magic darkness cannot be dispelled by ordinary light. Consequently, this cloaking spell is ideal in darkness for hiding, escape and setting up an ambush.

In combat, opponents who attack a character cloaked in darkness from any distance (beyond the 5 foot/1.5 m area of magic) are -3 to strike, unless guided by thermal-optics or similar heat based optic systems, and even then are -1 to strike. Those who step into the darkness for hand to hand combat will see their quarry without difficulty; no penalty unless they step outside the 5 foot (1.5 m) radius of effect.

Concealment

Range: Small objects up to 40 feet (12.2 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: Standard.

P.P.E.: Six

This magic makes any small object sort of invisible. Actually, it affects the perception of anybody who looks at it. Unless a character makes a successful saving throw, the item can not be seen. This can be applied to an item on one's person or out in the open. Each character who looks at the place where the enchanted object is resting must roll a saving throw versus magic. A failed roll means that particular individual will not see it until the magic lapses.

Only one object is affected each time the magic is invoked. The recipient of this magic can not be living and the object must be smaller than 14 inches (35.5 cm) in length and height, six inches (15.2 cm) or less in width, and weigh 14 pounds (6.3 kg) or less. **Note:** If the object is used as a weapon or picked up by the mage or anyone who does see it, the enchantment is broken and it becomes clearly visible to all.

Detect Concealment

Range: Area affect: 30 feet (9.1 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Six

A magic invocation that will instantly negate any Concealment spell(s) and reveal any object(s) which may have been mystically concealed. Can be directed at a specific area or individual, or made to affect an entire area 30 feet (9.1 m) in diameter.

Extinguish Fire

Range: 20 foot (6.1 m) radius. The spell can be cast a distance of up to 80 feet (24.4 m) away +10 feet (3 m) per level of experience.

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: None.

P.P.E.: Four

The spell caster can instantly put out up to a 20 foot (6.1 m) radius of fire up to 80 feet (24.4 m) away. A total of 40 feet (12.2 m) can be extinguished every 15 seconds (one melee round).

Fear (Horror Factor: 16)

Range: 20 feet (6.1 m) diameter, up to 100 feet (30.5 m) away.

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: Special; save vs Horror Factor.

P.P.E.: Five

The invocation creates a sensation of fear over a particular area (20 feet/6.1 m maximum area of affect). The spell caster can place the enchantment on an area occupied with people, or an area that is not presently occupied. Anybody entering the area of enchantment must roll to save vs Horror Factor 16. A failed roll means the character is suddenly washed with terror and will be momentarily stunned, loses initiative and one melee attack/action, is the last character to attack, and can not defend against an opponent's first strike each melee the individual is in the *area of fear*. Also see the "Horror Factor" explanation in the combat section of this book.

Heavy Breathing

Range: 60 feet (18.3 m) away.

Duration: 75 seconds (5 melee rounds) per level of experience.

Saving Throw: Standard; those who save are not affected/fearful.

P.P.E.: Five

The mage is able to conjure a mysterious, frightful sound of heavy, labored breathing, as if something invisible was lurking about. The spell caster can mentally manipulate the sound, increasing or decreasing the breathing rhythm, and move the sound around up to 60 feet (18.3 m) away. The breathing can be heard in a six foot (1.8 m) radius. Those hearing the breathing will become fearful and panicky. There is a 01-60% chance that a frightened fellow will flee in terror. Those who hear the breathing, but do not run, will be -2 to strike, and -1 to parry and dodge as they shake in their boots.

Levitation

Range: Up to 60 feet (18.3 m) away.

Duration: Three minutes (12 melee rounds) per level of experience.

Saving Throw: Standard.

P.P.E.: Five

Magic levitation enables the invoker of the magic to raise himself, or other people, or an object, straight up into the air and suspend it there (hover). Movement is limited to straight up and down; no horizontal motion is possible. Weight is restricted to 200 lbs (90 kg) plus 20 lbs (9 kg) per level of experience. Unwilling victims of the magic get a saving throw; a successful save roll means the character is not affected by the levitation and remains planted firmly on the ground. Maximum height possible is 60 feet (18.3 m) plus 10 feet (3 m) per each level of experience. Targets can be affected up to 60 feet (18.3 m) away.

Manipulate Objects

Range: 50 feet (15.2 m) +10 feet (3 m) per level of experience; line of sight.

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: None for inanimate objects. Living beings are immune to this magic.

P.P.E.: Varies; two P.P.E. per five pounds (2.3 kg).

The Manipulate Objects spell was designed to help a sorcerer when he needs an extra pair of hands, but has nobody to assist him. It is used mainly to hold an item in mid-air, to bring an item from across the room without having to get up and get it, and to use magic energy to pick up, move, carry or hold one or more *small* objects.

The spell caster summons forth blue strands of magical energy that wrap around an item and bring it to him, hold it near or in place or still, or to pick up and carry it, following the mage around at waist or shoulder level. Being able to magically hold an item in mid-air until needed, or to magically carry or retrieve an item, allows the mage to keep his hands free to perform more delicate tasks. This also means the mystical movement of objects weighing less than 10 pounds (4.5 kg) is very simple and requires little concentration. When the mage is not consciously manipulating an object, the item hangs suspended 3-5 feet (0.9 to 1.5 m) above the ground, usually within arm's reach.

The P.P.E. cost varies with the combined weight of the objects, two P.P.E. points per five pounds (2.3 kg).

Inanimate objects get no save against this spell; this means that even tiny, lightweight robots get no save, although they may struggle or attack.

Limitations:

Maximum speed of moving objects that weigh 10 lbs (4.5 kg) or less is a speed factor of 10. Reduce speed by half when the total weight becomes 100 lbs (45 kg) or more.

Maximum height: Six feet (1.8 m).

Maximum number of objects: Two per level of experience.

Maximum weight: 10 pounds (4.5 kg) per level of experience. The spell caster cannot manipulate more than his maximum weight, so a first level spell caster can manipulate up to two items with a combined weight of 10 lbs (4.5 kg), while a third level mage can manipulate as many as six items weighing up to 30 lbs (13.5 kg).

The magic force has the equivalent P.S. of 8, +1 per additional level of the spell caster (9 at 2nd level, 10 at 3rd, etc.).

The magic energy is designed to hold and carry objects, so it can not be used to open a container, open a door or window, shoot a gun, pull a trigger or lever, press a button, or turn a knob, however, a small object can be "manipulated" to gently press or tap against a button or switch to turn it on or off. The spell caster must concentrate to direct the object and each action by the object counts as one of the character's melee actions.

Likewise, the slow speed of movement, relatively low P.S., and the fact that this spell is not intended for combat, means that small objects can NOT be hurled or used to stab or pound an opponent. Each object manipulated to hit/attack requires the conscious focus of the spell caster, uses up one of his attacks per melee, and is easy to dodge or parry (the magic force is -2 to strike, and no other combat bonuses apply). **Note:** This magic cannot be used to pick pockets or steal items unnoticed. Nor to grab an item, lift it in the air and drop it. The magic energy will not drop anything, because it is designed to *hold* and carry. A few seconds before the spell duration elapses, the objects are gently lowered to a tabletop or the floor.

Turn Dead

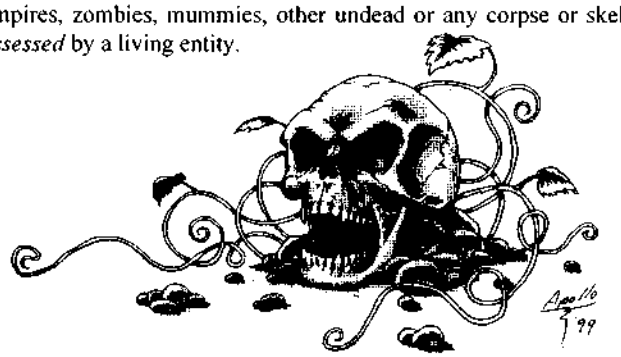
Range: Up to 60 feet (18.3 m) away.

Duration: Instant effect.

Saving Throw: Standard.

P.P.E.: Six

The utterance of this invocation will turn/repel 1D6 animated dead per level of experience. This means that those creatures affected will turn and immediately leave the area without harming the spell caster or anyone near him. The dead who are *turned* will not come back for 24 hours. This magic only affects "animated" dead and skeletons or corpses that are magically animated like marionettes, but will not affect vampires, zombies, mummies, other undead or any corpse or skeleton *possessed* by a living entity.



Level Three (Invocations)

Armor of Ithan

Range: Self or other by touch.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noiseless, full suit of mystic armor upon the spell caster. Or the magic armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient. Named after the magic armor of the Dwarven King Ithan, this mystic armor has an M.D.C. of 10 per level of the spell caster's experience. Magic fire, lightning, and cold do half damage to it.

Breathe Without Air

Range: Self or others by touch.

Duration: 12 melees (3 minutes) per level of experience.

Saving Throw: None.

P.P.E.: Five

This invocation enables the character to function normally without air, whether it be underwater or in a vacuum, or in an area with little or no oxygen. Unfortunately, the magic does not protect the character from *magic toxins* or other types of magic, but does protect against natural and man-made gases. Two characters can be given this enchantment simultaneously provided the mage is touching each at the time the spell is invoked.

Energy Bolt

Range: 150 feet (45.7 m).

Duration: Instantly.

Damage: 4D6 S.D.C.

Saving Throw: Dodge of an 18 or higher.

P.P.E.: Five

The incantation creates an energy bolt that the mage can mentally direct by simply looking at his intended target. The bolt may appear to fire from a hand or finger or the eyes, but needs no physical gesture, such as pointing. S.D.C. damage is normally four six-sided dice (4D6), but is increased to 6D6 under the influence of a ley line and 8D6 at a ley line nexus; P.P.E. cost is still only five despite the increased damage capability. One energy bolt can be fired at one target per each spell invocation.

Fingers of the Wind

Range: 90 feet (27.4 m).

Duration: Three melees per level of experience.

Saving Throw: None.

P.P.E.: Five

The spell caster can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam doors shut, or move or knock over papers, books, and small items weighing less than 10 lbs (4.5 kg).

Float in Air

Range: Self or others within 30 feet (9.1 m).

Duration: 10 melees per level of experience.

Saving Throw: None.

P.P.E.: Five

This spell creates air currents which hold a person or object aloft, hovering about one or two feet (0.3-0.6 m) above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. The floating individual suffers the following penalties: All attacks, strikes, parries and dodges are at -1; normal speed/movement is reduced by half.

Fuel Flame

Range: 120 feet (36.6 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Five

The magic feeds any existing fire, doubling it in size. It can affect a 100 foot area (30.5 m) up to 100 feet (30.5 m) away.

Ignite Fire

Range: 40 feet (12.2 m).

Duration: Instant (counts only as one attack; fire lasts until it is put out).

Saving Throw: None.

P.P.E.: Six

The spell causes spontaneous combustion, igniting any material that can burn. This means the mage could set a chair cushion, a jacket, paper, dry leaves, hair, etc., on fire. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car or a container, can NOT be ignited. Furthermore, the target to be set on fire must be clearly visible. Maximum area of affect is 3 feet (0.9 m). If somebody's clothes or hair are set on fire, they have two melee rounds (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible as all energy is used on dousing the flame. Damage from the small fire is 2D6 S.D.C. per melee round (beginning after the first 2 melees).

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Five

A magic invocation that makes the individual temporarily impervious to fire. Normal, magical and Mega-Damage fires do *no* damage to the enchanted individual or to anything he is wearing or is on his person.

Impervious to Poison

Range: Self or others by touch.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Five

This enchantment makes the person temporarily impervious to poisons, venom, deadly toxins, pollution and poison gases.

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person).

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Six

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal nor nightvision can detect invisibility; only beings who can naturally, psionically or magically "see the invisible" are able to see an invisible person. Infrared and heat detectors can also pinpoint an invisible character.

Although the invisible character is imperceptible to the eye, he still retains physical mass. This means he can not go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, including combat, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. Invisible characters are -9 to be hit. If the character is cut and blood is drawn, then the penalty is reduced to -3. If cut, only the blood is visible, and so is anything sprayed on the character. **Note:** Beings that turn invisible as a natural and/or magical ability have Simple Invisibility, not superior, and may be heard, smelled, register on motion detectors, etc. Aggressive action (including combat) will NOT terminate an Invisibility spell (either Simple or Superior). Characters who can *See the Invisible* see both Simple and Superior Invisibility.

Life Source

Range: Self.

Duration: Instant.

Saving Throw: Not applicable.

P.P.E.: Special: 2 P.P.E. plus Hit Points or S.D.C.

By using the Life Source spell, the mage is able to convert his own life energy (S.D.C. and/or Hit Points) into P.P.E. points for casting spells. Casting Life Source costs two P.P.E. points and inflicts physical pain and weakness upon the spell caster. The sacrifice of portions of his own life force in order to gain P.P.E. racks the body with sharp pain and invisible physical damage. Obviously, this is a spell of desperation.

In game terms, the willing sacrifice of two S.D.C. points (counts as S.D.C. damage) makes available one P.P.E. point. The willing sacrifice of one Hit Point makes available one P.P.E. point. Unlike the Indian Shaman power (see *Rifts® Spirit West*), the mage can accidentally kill himself by burning up all his Hit Points (down to zero). If Hit Points reach zero (even if S.D.C. points are still available), the character falls into a coma and is -20% to save vs coma and death! Furthermore, for every ten points of S.D.C. or five Hit Points of damage to the spell caster (from this spell), he becomes weak and is -2 on all rolls for bonuses, saving throws and combat (initiative, strike, etc.), while skill rolls are -10%. At some point, the character can do little more than sit or lay in a heap to mumble spells and speak – too weak and injured to move! **Note:** This damage resists both bio-regeneration and magical healing, but is not permanent, and will heal at the normal rate.

Light Healing

Range: Touch.

Duration: Instant.

Saving Throw: None.

P.P.E.: Six

The spell caster grasps the injured character with both hands, then channels magical energy into him, willing it to aid the person's body in healing. The magic speeds the healing process to clear out minor infection, minor food poisoning/upset stomach, a slight headache, tiny cuts, bumps and bruises. It restores 1D6 S.D.C. *or* 1D4 Hit Points (not both). The healing is instant and painless. The spell caster may not use this spell on himself.

Magic Shield

Range: Self or other.

Duration: Two minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: Six

This spell creates a pale white field of energy in the shape of a large, round shield with 60 M.D.C. The shield can be used by the spell caster or be given to someone else. It functions as a normal shield to parry melee attacks (sword blades, clubs, etc.), with a bonus of +1 to parry. The shield wielder can also attempt to parry energy blasts and projectiles, but the user has no bonuses and suffers a -8 penalty to parry. The shield takes one quarter damage from all attacks it parries and disappears when all M.D.C. are used up, the spell duration elapses, or if the user loses contact with the shield.

Mystic Fulcrum

Range: Self or two others by touch.

Duration: Five minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: Five

Mystic Fulcrum is another spell that defies or tweaks the laws of physics. Those enchanted by the magic can pick up and move objects that they would otherwise not have the leverage and ability to do without a lever and support. Those enchanted by Mystic Fulcrum can lift 50% more weight than usual and carry 10% more.

Negate Poison/Toxin

Range: Self or by touch.

Duration: Instant.

Saving Throw: None.

P.P.E.: Five

The spell caster can magically turn a poisonous substance inert, rendering it harmless. The magic can also be used to instantly negate poison in the bloodstream, preventing *further* damage by the foul substance. However, any damage caused by the poison before the magic is used can not be reversed.

Paralysis: Lesser

Range: 60 feet (18.3 m).

Duration: The effect lasts one minute (4 melees) per level of experience.

Saving Throw: Standard.

P.P.E.: Five

This magic attack temporarily paralyzes a part of its victim's body, immobilizing that particular limb. A paralyzed hand means that the person can not pick up or hold objects or write, or use the hand in any way. A paralyzed arm means the limb dangles uselessly at the character's side. A paralyzed leg makes standing difficult and movement almost impossible; reduce speed by 90%, -2 to parry and dodge. **Note:**

The incantation will paralyze only one limb per each invoking of the magic. Internal organs can not be affected, so the mage can not paralyze a heart or lung, etc. Paralysis can not affect people inside a vehicle, robot, power armor, or environmental M.D.C. body armor.

Resist Fire

Range: Self or others.

Duration: 20 melees per level of the spell caster.

Saving Throw: None.

P.P.E.: Six

With this spell the sorcerer can make himself, or one or two others, fire resistant. This means heat has no ill effect and fire, normal and magical, does half damage. The spell can be cast up to 60 feet (18.3). Mega-Damage plasma and fire also do half damage.

Level Four (Invocations)

Blind

Range: Touch or 10 feet (3 m) away.

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: Standard.

P.P.E.: Six

An enchantment that can blind one person or animal each time the spell is cast. The intended victim must be visible and within range. The victim will be temporarily blind; - 5 to strike, -10 to parry and dodge, and likely to stumble and fall for every 10 feet (3 m) of movement (50% chance). Does not affect people inside environmental M.D.C. body armor, power armor, robots or vehicles.

If the Blind spell is cast upon another spell caster he can not use any spells that require vision/line of sight. If the blind spell caster uses any defensive/assault spells, such as Magic Net, Call Lightning, Fire Ball, etc., there is a 01-65% chance that the spell will be misdirected upon his own comrades.

Carpet of Adhesion

Range: 30 feet (9.1 m) +10 feet (3 m) per level of the spell caster.

Duration: 10 melee rounds (two and a half minutes) per level of the spell caster.

Saving Throw: Special.

P.P.E.: Ten

The spell caster creates a sticky carpet, up to 10 feet wide by 20 feet (3x6 m) long, that will adhere firmly to anyone who touches it. The victim stays stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or actually cast upon a person. The spell caster can create this *super-flypaper* up to 90 feet (27.4 m) away and can alter the size and shape (without exceeding the stated limit of 200 square feet/18.6 sq. m).

Saving Throw: If a successful saving throw vs magic is made, that player rolls two six-sided dice to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell. Effective even against cyborgs, power armor, robots and those with Supernatural P.S. Someone who Teleports away will Teleport part of the Carpet with them (just the immediate area around them) and remains stuck when they reach their new destination.

Charismatic Aura

Range: 60 foot radius (18.3 m).

Duration: Six melee rounds per level of experience.

Saving Throw: Standard.

P.P.E.: Ten

A particularly handsome tool of deception, this magic can be cast upon the spell caster or another person. The spell instantly enhances that person's Physical Beauty by eight points, and increases his charisma to charm all who behold him. Although the focal point of the spell is the person on whom it was cast, it affects everybody in a 60 foot (18.3 m) radius (emanating from the person with the charismatic aura). Thus, everybody in that radius is allowed a saving throw vs magic. Those who successfully save will not be affected at all; those who fail to save are charmed and will respond accordingly.

The person with a charismatic aura can invoke one of three responses: friendship/trust, power/fear, and successful deception.

Friendship/Trust: The first few words spoken will set up the response. Thus, a statement of friendship, peace, or trust will inspire those sentiments in everyone affected.

Power/Fear: A statement of power, anger, strength, or vile intent, will strike awe and fear into everyone affected. (Example: "Lay down your weapons and let us pass, lest you suffer my wrath!"). Horror Factor: 13.

Successful Deception: This enables the character with Charismatic Aura to convincingly lie like a master con-man. There is an 01-80% chance that those affected will believe anything he tells them, no matter how outlandish. This response is triggered by a phrase like: "Trust me completely," or "I would never lie to you, you know that."

Cure Minor Disorders

Range: Touch or 10 feet (3 m).

Duration: Instant.

Saving Throw: Standard (if unwanted).

P.P.E.: Ten

A unique bit of curative magic that will instantly relieve minor physical disorders and illnesses such as headaches, indigestion, gas, heartburn, nausea, hiccups, muscle stiffness, low fever (under 101 degrees) and similar. This invocation will also negate simple curses that inflict Minor Disorders.

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the spell caster's hand(s) to the intended target; point and shoot; +2 to strike.

Each electrical blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round uses up two attacks to cast the spell, leaving him with two electrical attacks possible that melee round. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Energy Field

Range: Self or others up to 60 feet (18.3 m) away.

Duration: One minute (4 melees) per level of experience or until it is destroyed.

Saving Throw: None.

P.P.E.: Ten

The magic creates a protective field of energy that can be placed around the mage, others, or an object. The maximum area of protection is about 8 feet (2.4 m), which means it can protect a small room full of people (about 6 to 8 individuals). The energy field appears as a semitransparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 M.D.C., but is doubled at ley lines and tripled at a ley line nexus.

Fire Bolt

Range: 100 feet (30.5 m) plus 5 feet (1.5 m) per level of experience.

Duration: Instant.

Damage: 4D6 M.D.

Saving Throw: Dodge.

P.P.E.: Seven

The spell caster creates and directs a bolt of M.D. fire that is +4 to strike. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can pick which).

Fist of Fury

Range: Self or one person by touch.

Damage: Varies with P.S.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Ten for oneself or fifty to cast upon another.

This spell causes the spell caster's dominant hand to glow with a fierce red light. The character can then punch with Mega-Damage power as if his or her strength were *supernatural* (1D6 M.D. minimum damage). However, the mage can only do normal punches, not power punches, and does not get any additional attacks per melee round. Furthermore, the character can not parry Mega-Damage energy attacks, but can grab and parry physical Mega-Damage melee weapons such as a magical sword or Vibro-Blade. The fist is encased in magical energy and releases a shower of energy sparks on impact. **Note:** This spell cannot be placed on Automatons, robots or other non-living things, nor the supernatural.

Fool's Gold

Range: 5 feet (1.5 m).

Duration: 20 melees per level of the spell caster.

Saving Throw: Standard.

P.P.E.: Ten

This Elemental magic enables the magician to cause any object to appear to be made of gold. After the mage leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary, and upon close examination by those who can recognize precious metals it is seen not to be gold. Those who save recognize it as worthless fool's gold.

Ley Line Transmission

Range: Limited by the length of the ley line.

Duration: Instant.

Saving Throw: A psionic Mind Block will block and destroy the message.

P.P.E.: Thirty

The spell caster can send a verbal and/or audio message directly along a ley line to another person so long as that person is located somewhere on the line. The best messages are brief ones of under a hundred words to avoid overwhelming the recipient. Unfortunately, the message is a *one-way transmission* unless the other person is a Ley Line Walker or other mage with the Ley Line Transmission spell or O.C.C. power. Range is limited only by the length of the ley line and the people's position on the line. The time lapse between sending and receiving a ley line transmission is only a matter of seconds. The same message can be sent to several people (one person per level of experience) at different locations, as long as they are all on the ley line.

The only danger is that a telepath (psionic or magic) may be able to listen in on the message. There is a 01-20% chance that any psionic or magic character with the Telepathy power will sense a Ley Line Transmission coming through, and there is a 01-31% chance that they too will automatically receive the message. There is no way for the sender to know if others have eavesdropped, nor is there any way to scramble the message.

Magic Net

Range: 60 feet (18.3 m).

Duration: Two melees (30 seconds) per level of the spell caster.

Saving Throw: Dodge of 16 or higher.

P.P.E.: Seven

This spell creates a net composed of magic fibers and can snare up to 1-6 human-sized victims within a 10 foot (3 m) area. Normal weapons can not cut through the net; only Mega-Damage weapons, magic weapons, and magic can affect this net. Even then, it requires a full two melee rounds to cut or blast out (a Dispel Magic Barriers will dispel it instantly). Anyone caught in the Magic Net is helpless and unable to attack or defend. The spell caster can cancel the net at any time. **Note:** A Magic Net can trap beings larger than human-sized provided the spell does not exceed the normal area of effect. To hurt someone already caught in a Magic Net without harming the net itself requires a Called

Shot or a roll of 16 or higher to strike. Characters caught in a Magic Net can Turn to Mist or Teleport out of the net. However, this will require a successful saving throw vs magic. A character who was intangible/mist before the Net was cast is NOT caught by it.

Multiple Image

Range: Self

Duration: One minute (4 melees) per level of experience.

Saving Throw: -4 to save. Viewers may be able to see through the illusion and identify the true person, but must roll to save vs magic at -4.

P.P.E.: Seven

An illusion that creates three identical images of the mage, each of which mimics his every movement exactly. Only piercing the false image with *iron* will dispel that particular image. This is a great way to confuse, scare and distract an opponent. Provides the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Repel Animals

Range: 30 feet (9.1 m).

Duration: Immediate.

Saving Throw: Standard for animals.

P.P.E.: Seven

The character can invoke an enchantment that will make even a hostile predatory animal stop, turn, and leave the area without harming the mage or anybody near him. The animal will not return for hours. The enchantment can affect six animals simultaneously.

Shadow Meld

Range: Self.

Duration: Two minutes (8 melees) per level of experience.

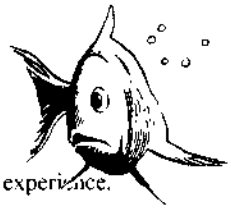
Saving Throw: None.

P.P.E.: Ten

This unique magic enables the spell caster to step into shadows, becoming totally invisible, even to a "See the Invisible" spell. The shadow must be at least five feet (1.5 m) tall or long to become an effective hiding place. The shadow serves as a superior means of hiding or moving unseen. The mage can move, walk, or run through the length of a shadow or from shadow to shadow. While in shadow/darkness, the character prowls at a 60% proficiency (or at + 15% to normal skill, whichever is higher).

Intense light will dispel the shadow, leaving the mage revealed. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than 10 torches or 300 watts, will only create more shadows.

While hidden in shadow, the character is still susceptible to magic, psionic and physical attacks, although attackers are -5 to strike him (because they can not see him). Area affect magic does not suffer any penalty. Infrared/thermal-optics are the only means that can be used to see somebody in a shadow.



Swim as a Fish (lesser)

Range: Self or others up to 10 feet (3 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Six

An incantation that provides the character with exceptional swimming abilities. Equal to Advanced Swimming and SCUBA skills combined. Base Skill is 96%, can swim a distance of 100x P.S. in yards/meters without tiring, survive depths of up to 600 feet (183 m) without special gear, and is +1 to parry and dodge while in water. Can hold breath for five minutes at a time.

Trance

Range: Touch or within 12 feet (3.6 m).

Duration: Five minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Ten

This enchantment places another character into a zombie-like state in which the entranced victim is in a hypnotic daze, unaware of his environment or happenings around him. He can not formulate thoughts, use skills, or act on his own. While entranced, the individual is only aware of the enchanter's voice and will follow extremely simple commands, such as stay, sit, follow me, get inside, lay down, give me your hand, etc. The entranced victim can NOT engage in any type of combat to any degree, nor any actions that require skill or thought, and offers no resistance. The magic is meant to incapacitate more than it is to enslave. Evil men of magic often use trance on prisoners or intended victims of a human sacrifice.

While entranced, the person can not be made to reveal secrets, betray a friend, harm himself, or act against his alignment. All physical attributes function as if they are half of what they really are; thus, a speed of 10 is 5 while entranced. The victim of a trance will remember nothing of the events that occurred while entranced. Can not affect people inside power and M.D.C. body armor, robots, or vehicles.

Level Five (Invocations)

Armor Bizarre

Range: Self or one other up to 30 feet (9 m) away.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: To save vs Horror Factor only.

P.P.E.: Fifteen

Like the Armor of Ithan spell, Armor Bizarre creates a suit of magical form-fitting force to serve as armor. However, it provides 15 M.D.C. per level of the caster and this armor appears to be composed of dozens to hundreds of writhing tentacles, pulsating slime, or crawling worms. This magical illusion provides a Horror Factor of 9 +1 for every two levels of the spell caster (10 at 2nd, 11 at 4th, 12 at 6th, etc.). Anyone fighting an opponent in Armor Bizarre is automatically distracted by the moving parts (-1 on initiative) and must make a save vs Horror Factor at the beginning of every melee round. A failed roll means the usual Horror Factor penalties.

Calling

Range: 2 miles (3.2 km) per level of experience.

Duration: Five minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Eight

The Calling is like a limited form of telepathic communication in which the mage can mentally call a specific individual. To use "the call," the mystic must know the person's whole name (first and last), must have personally met the individual (even if only briefly) and must be within range. The call sends a telepathic message to that particular character, calling him or her by full name, and leaves an impression of where the caller can be found. A typical call message will be something like "Erick Wujcik, come to me." or "Richard Burke, I need you." Pranksters might use the spell for harassment purposes: "Joseph Prosek, you are a goose-stepping noodle head," or "Erin Tarn, you are a D-Bee loving blowhard." Only the individual to whom the call is made can hear it, no one else. If a successful saving throw is made, the Call, and impression of location, is heard only once. If the saving throw is not successful the Call will repeat itself over and over again, three times per melee round, until the spell elapses or the person goes to the mage. Nothing except a Mind Block can block out the call. A failed roll means the call keeps coming and coming, compelling the individual to answer it.

Charm

Range: 15 feet (4.6 m).

Duration: Four melees (one minute) per level of the spell caster.

Saving Throw: Standard.

P.P.E.: Twelve

The charm spell can influence any intelligent creature. The spell's victim falls under the immediate influence of the spell caster. He will believe everything the mage tells him, trusts the spell caster as if he were a trustworthy friend, does his best to please/help/assist or protect him, and will answer any questions asked by the spell caster truthfully and with as much detail as requested. Note that other than perceiving the spell caster as his best and favorite friend, whom he is anxious to please, the charmed individual will not do anything that is contrary to his alignment or character.

Circle of Flame

Range: 10 feet (3 m) around self.

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: None.

P.P.E.: Ten

The spell caster can create a circle of flame around himself. No combustible material is required. The flame is five feet (1.5 m) tall and inflicts 6D6 S.D.C. damage to anybody who tries to pass through the fire.

Distant Voice

Range: 2000 feet (610 m) per level of experience; line of sight.

Duration: Five minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: Ten

Distant Voice is a spell that allows two-way communication over great distances. Magic is used to create a doorway for sound between two points within the given range. Voices can pass both ways and be heard as if the speaker were only a few feet (a meter) away. The only real limits to this spell are that the spell caster must know the person he wishes to speak with (at least in passing or by his appearance) and that individual must be partially visible, even if only a speck on the horizon. If they have never met, but the character is known to the mage by reputation and photograph, communication is still possible provided there is visual contact.

Communication without visual contact can only be done between people who know each other extremely well, but has a very limited range of 500 feet (152 m) maximum, regardless of experience, and each needs some object that once belonged to the other. Although limited, this form of magical communication can not be easily monitored or traced (no radio waves, electronics or conventional power source or means of transmission); perfect for a group in hiding. However, a hidden microphone will be sensitive enough to pick up both conversations. **Note:** The Federation of Magic uses Distant Voice as its main form of communication.

Domination

Range: Touch or within 4 feet (1.2 m).

Duration: 15 minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Ten

Domination is another trance-like enchantment that enables the spell caster to impose his will over his victim's, forcing the individual to do his bidding. The victim of Domination appears to act oddly, dazed, confused, slow and unfriendly (ignoring friends, etc.). The enchanted character has one goal, to fulfill the commands of the spell caster. Under the enchantment of Domination, the character's alignment does not apply. He will steal, lie, assist in crimes, kidnap, betray friends, reveal secrets and so on. The victim is under the (almost) complete control of the spell caster. The only things the bewitched victim will not do are commit suicide, inflict self-harm, or kill a friend or loved one. A good aligned character, Principled, Scrupulous and even Unprincipled, can not be made to kill anybody; it is too deeply against their alignment.

Note: The enchanted person is not himself and suffers the following penalties. Attacks per melee round are half, speed is half, all skills are half their usual proficiency, speech is slow, and the person seems distracted or a little dazed.

A successful saving throw versus magic means the magic has no effect. The character is 100% his normal self. The effects of the Domination magic can not be faked. Can not affect a person inside environmental M.D.C. body armor, power armor, robots, or vehicles.

Energy Disruption

Range: 60 feet (18.3 m).

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twelve

A particularly useful magic in a tech environment. The invocation will temporarily knockout, stop, or immobilize, any electrical device it is aimed at. This includes normal automobiles, computers, radios, surveillance cameras, sensors, appliances, entire fuse boxes, batteries, electric alarm systems, etc. The apparatus is not harmed in any way, it simply ceases to function. When the magic elapses, the item(s) work perfectly again, with no sign of malfunction, damage or energy loss. Can not affect M.D.C. environmental armor, power armor, robots or military vehicles.

Escape

Range: Self, touch or 5 feet (1.5 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Eight

The escape invocation enables the mage to magically escape any bonds, or open any locking mechanism that bars his way. This includes being tied with rope, handcuffs, prison cells, doors, trunks, locks, straitjackets, etc. One restraint or lock can be undone per each invocation (one per melee round is possible). Only gagging the mage will prevent the use of this magic.

Eyes of Thoth

Range: Self or others by touch.

Duration: 10 minutes per level of experience.

Saving Throw: None.

P.P.E.: Eight

Thoth is the god of knowledge and wisdom of the ancient Egyptians and said to know all languages. This invocation enables the character to read and understand ALL written languages, modern and ancient. However, spoken languages are incomprehensible unless a Tongues spell is also invoked or the character has an education in that language.

Featherlight

Range: Touch or up to 10 feet (3 m) away.

Duration: 10 minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: Ten

Featherlight allows a spell caster to reduce an object's (does not work on a living creature) weight to that of a *feather*. Due to loss of mass, that item is of no use as a weapon, because it is too light. Furthermore, even if the mage cancels the magic, the object does not return to normal until it is sheathed or put down, so there is no picking up boulders and throwing them, then canceling the magic. Yes, robots and vehicles can be made Featherlight, provided the spell caster can affect the weight of the entire object – half an object (i.e. part of a robot or hovercycle) can NOT be made Featherlight, it must be the entire thing.

Limitations: The spell is limited to 200 pounds (90 kg) per level of the spell caster and only one object is affected per use of the spell, even if the object weighs far less than the mage's weight limit.

Penalties: This spell was designed mainly to enable practitioners of magic to carry great weight easily. Used in a combat context, something made Featherlight can not inflict damage and is easily blown by the wind, like a feather. Thus, if a rifle or bow was made Featherlight, the weapon would flutter in the wind (-3 to strike) and might even blow away unless it was held tight, pocketed or tied down. This also applies to robots who may be made Featherlight, plus their speed is reduced by 80% and they must hold on to things or get blown away! Pushing a Featherlight robot with a P.S. 7 or greater will knock it off its feet and send it flying 3D4 yards/meters. A vehicle like a motorcycle or hovercycle made Featherlight will rocket at double the desired speed (10 mph/16 km is really 20 mph/32 km, and so on). The vehicle is incredibly hard to handle at speeds above 50 mph (80 km made 100 mph/160 km when made Featherlight) because the light weight causes the vehicle to spin and get buffeted by wind even at low speed; the driver is -30% to his piloting skill under 50 mph (80 km) and -60% over. **Note:** Cybernetics, bionics, M.O.M. implants and any object/machine that is connected to a living being is immune to this spell.

Fly

Range: Object by touch.

Duration: Six minutes per level of experience.

Saving Throw: None.

P.P.E.: Fifteen

The spell caster can magically bestow the power of flight to an inanimate object not made of metal or plastic. That object can then be used to fly. This spell may be the origin of the myth about the witch and her broom and of flying carpets. The object must be big enough to hold onto or, preferably, large enough to sit on. If the item is small, the mage must hold on for dear life, and if his grip should give way, he will fall to his doom. To avoid muscle strain and tragedy, it is best that the object can be comfortably sat upon. The maximum length and width of the enchanted item must not exceed six feet (1.8 m). This maximum size is enough to accommodate three additional adult passengers or six children. **Note:** The magic will not work if the object has *any* metal or plastic on it, including nails, screws or metal bands.

Maximum attitude is 1000 feet (305 m). Maximum speed is 35 mph (56 km); the object can be made to hover stationary.

Heal Wounds

Range: Touch or 3 feet (0.9 m) away.

Duration: Instant.

Saving Throw: Standard, if the person resists the magic.

P.P.E.: Ten

This powerful invocation will instantly heal minor physical wounds, such as bruises, cuts, gashes, bullet wounds, burned flesh and pulled muscles. It will not help against illness, internal damage to organs or nerves, broken bones or poisons/drugs.

In the case of bullet wounds, the bullet should be removed first. If the bullet is left inside a person it will be a constant irritant causing chronic pain; reduce the character's P.E. attribute by one and P.P. attribute by one (and attribute bonuses accordingly) due to stiffness and discomfort.

The heal wound magic restores 3D6 S.D.C. and 1D6 Hit Points.

House of Glass

Range: Up to 100 feet (30.5 m) away.

Damage: Special.

Duration: One minute per level of the spell caster.

Saving Throw: Standard; gods are immune to this spell.

P.P.E.: Twelve

"People who live in glass houses shouldn't throw stones ..."

While hackneyed, this saying sums up the spell's effect. The recipient of this magic appears to turn into living glass, but suffers no damage, only a strange, semi-transparent appearance. It is not until the victim of this magic attacks the spell caster that the enchanted individual learns the effect of this magic. The victim of this spell can not harm the spell caster without suffering *identical damage* in return! Any harm the victim inflicts on the mage is also visited upon him. Thus, an enchanted mercenary who fires a laser rifle at the spell caster and inflicts 22 M.D., will automatically suffer 22 M.D. in return. The damage is always identical, so if the mage suffered damage to his armor (magical or physical body armor), the same damage will be inflicted on his enchanted attacker. If the damage was to physical M.D./Hit Points, the attacker will suffer the same damage in the same location. Similarly, if the attacker is a fellow mage, and he casts a Speed of the Snail spell upon the other mage, he too will be affected by his own magic. Of course, the returning attack may offer greater or lesser consequences to the attacker depending on the situation and the two combatants. If the

spell caster is killed, his victim will see his own Hit Points knocked down to 1D4, fall to his knees and suffer from weakness (all attacks, speed, bonuses and skills reduced by half); a near death experience. Of course, other enemies may take advantage of his incredibly weakened state!

If the sorcerer's attacker is killed or put in a coma, the spell ends immediately.

Lifeblast

Range: Can be cast upon one character up to 30 feet (9 m) away per level of experience, or two by touch.

Damage: Varies, see description below.

Duration: Varies.

Saving Throw: Varies, typically as None; automatically hits its target.

P.P.E.: Fifteen

Used on the living (good and evil), the Lifeblast is a powerful magic energy that brings renewed hope and optimism to the character(s) it is cast upon. This renewed faith motivates those it enchants to press on, and provides the following bonuses for the first melee round a character is affected by the magic: +3 on initiative, +1 on all combat rolls, +1 melee attack action, and +1 on all saving throws!

After the first melee round and for the next half hour, the affected character continues to feel optimistic and is +1 on initiative, +5% on the performance of skills and +10% to save vs coma/death.

In the alternative, the Lifeblast can be used against creatures of death and undeath with interesting results:

Animated dead: Negates the magic that animated the corpse, and the hellish thing drops lifeless to the ground.

Drive away mummy or zombie: The blast inflicts 1D6 damage and makes the creature fear the person who wields the powerful energy of life; equal to a Horror Factor of 16. A failed roll to save vs H.F. means the creature is held at bay (will not attack, shuffles around confused and frightened) for 1D4 melee rounds. Roll for each blast.

Drive away Banshee or Grave Ghoul: Equal to a Horror Factor of 19. A failed roll means the monster will immediately flee the area. Roll percentile to see for how long: 01-33% leaves the area for 1D4 hours, 34-66% leaves the area for 1D6 days, 67-00% leaves the area permanently.

Kill vampires. The undead are too powerful and evil to be driven away easily, but each Lifeblast inflicts 1D6x10 damage to the vampire it strikes. Only a Master Vampire can roll to save vs magic. If successful, he takes half damage.

Combat Necromancer: A Lifeblast shot directly against a Necromancer will inflict 4D6 S.D.C./Hit Point damage (or 3D6 M.D. if a Mega-Damage creature) and destroys two of its additional undead appendages (if any; only affects appendages attached to the Necromancer's body). If the Death Mage was in the process of casting a spell, the blast will interrupt the incantation and burn up half the P.P.E. needed for that Necromantic spell.

Note: A Lifeblast can only be directed at one target/person at a time (or two by touch) and automatically hits.

Sleep

Range: Touch or one foot (0.3 m) away.

Duration: Becomes inert within 15 minutes; effects last 10 minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Ten

The invocation can turn any normal food or drinkable fluid into a sleep inducing potion. Immediately after two bites of enchanted food or two gulps of fluid, the character will fall into an enchanted sleep. The victim can not be awakened by any means except by the mage canceling the magic or until the magic's duration time lapses. A successful save means the enchanted food or drink has no effect whatsoever.

Superhuman Endurance

Range: Self or one person up to 10 feet (3 m) away or two by touch.

Duration: Two hours.

Saving Throw: Standard, provided the character resists its magic.

P.P.E.: Twelve

This spell enables the mage to magically enhance the stamina of living creatures (himself included) to have greater physical endurance and fortitude. Recipients of this magic can engage in any type of strenuous activity without getting tired in the least. At the end of the magical duration, the character will feel fresh, but without further magic, fatigues at his normal rate. This means a horse (or man) could run for this period, non-stop, without getting tired or losing strength. The spell does not endanger the recipient, as the magic does not force the body to work past its normal endurance, rather it changes the recipient's body in such a way as to mimic supernatural endurance with virtually no fatigue and no stress on the body. **Bonuses:** In addition, the character can lift and carry 10% more than usual, and is +2 to save vs disease, poison and toxins.

Willing recipients do not attempt to resist the enchantment and are affected automatically. If, for some reason, a character resists this helpful magic, he gets to make a standard save vs magic, and if successful, will be unaffected. Animals (such as horses) are always unwilling, and will resist as best they can. Remember, though, that animals are at -4 to save.

Superhuman Strength

Range: Self or others by touch.

Duration: 2 melee rounds (30 seconds) per level of experience.

Saving Throw: None.

P.P.E.: Ten

The incantation magically gives the character a Supernatural P.S. of 30 and a P.E. of 24, as well as adds 30 S.D.C. for the duration of the magic. Supernatural strength, endurance and bonuses last for the duration of the magic.

Superhuman Speed

Range: Self or others by touch.

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: None.

P.P.E.: Ten

The invocation bestows the character with the equivalent of a Speed attribute of 44 (equal to 30 mph/48 km) and adds a bonus of +2 to parry and +6 to dodge for the duration of the magic. All movements performed during this period are done without fatigue.

Level Six (Invocations)

Call Lightning

Range: 300 feet (91.5 m); line of sight.

Duration: Instant.

Damage: 1D6 M.D.C. per level of the spell caster.

Saving Throw: None.

P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91.5 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does one six-sided die (1D6) of M.D. per level of the spell caster.

Compulsion

Range: 60 feet (18.3 m) and within line of vision.

Duration: 24 hours.

Saving Throw: Standard.

P.P.E.: Twenty

The spell caster can implant a sudden desire or need in another character's mind. The focus of the irresistible impulse should be something reasonable and attainable, although the motive may seem quite irrational. The enchanted character will be consumed with the object or action of the implanted compulsion, whether it be something very simple, like a craving for a candy bar, or the need to visit somebody, or something more extravagant. The victim of this enchantment will be obsessed with attaining whatever it is for the full duration time of the incantation or until it is attained. A "remove curse" will instantly negate the compulsion.

Cure Illness

Range: Touch or 3 feet (0.9 m).

Duration: Instant cure.

Saving Throw: None; standard if the person resists treatment.

P.P.E.: Fifteen

A potent magic that can cure ordinary disease and illness, such as fever, flu, and other common diseases. The magic can not cure cancer, AIDS, lung disease, wounds, broken bones or internal damage to organs, only sickness caused by bacteria. Nor can it cure magically induced sicknesses or disorders.

Fire Ball

Range: 90 feet (27.4 m).

Duration: Instant.

Damage: 1D4 M.D. per level of the spell caster.

Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

P.P.E.: Ten

The spell caster creates a large Fire Ball which hurls at its target at an awesome speed, inflicting 1D4 Mega-Damage per each level of the spell caster. The Fire Ball is magically directed and seldom misses.

Impervious to Energy

Range: Self or others by ritual.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty

The spell caster can make himself impervious to all forms of energy, including fire, heat, electricity, lasers and so on. Energy attacks do no damage whatsoever. Physical attacks, guns, knives, clubs, explosives, and even punches, etc., do normal damage.

Magic Pigeon

Range: Immediate area.

Duration: Two months per level of the spell caster.

Saving Throw: None.

P.P.E.: Twenty

Through the means of a special incantation the spell caster is able to create a mystic facsimile of a pigeon. The Magic Pigeon is able to deliver a spoken (30 words or less) or written message to anyone, anyplace in this world (in the same dimension). However, the spell caster must know at least the general location of the recipient of the message and a specific person (or two) to receive the message. Upon reaching its destination, the pigeon seeks out that person and immediately delivers the message. If the recipient of the message is not at the prescribed destination it will wait until he returns or until the spell duration elapses and the pigeon fades away.

The Magic Pigeon looks exactly like a real pigeon, but needs no food or rest; thus it can fly 720 miles (1152 km) every 24 hours at a speed of 30 mph (48 km). Normal weapons can not harm or capture the pigeon, but magic spells of entrapment can capture it (Magic Net, Carpet of Adhesion, etc.). Only a Dispel Magic spell can destroy it.

Mask of Deceit

Range: Self.

Duration: 10 minutes per level of experience.

Saving Throw: Everyone who encounters the disguised character gets a save vs magic, but is -4 to succeed. A successful save means the true features are seen, not the mask. However, those who don't really pay attention or care who the character might be, are automatically fooled by the deception (no chance to save).

P.P.E.: Fifteen

A useful tool for deception, it magically creates an illusionary mask over the spell caster's own facial features. Age, gender, skin color, hair, hair length, and specific features are composed with thought. However, the magic is limited to facial features and does not apply to any other part of the body. The mage can attempt to imitate a specific person's face, but has a mere 20%+5% chance per level of experience. If the character has the Disguise skill, use that base skill instead.

Reduce Self (6 inches)

Range: Self.

Duration: 10 melees per level of spell caster.

Saving Throw: None.

P.P.E.: Twenty

This spell instantly shrinks the spell caster, his clothes and possessions to six inches tall. Note that reduced weapons do virtually no damage. Weapons that normally inflict Mega-Damage do a mere ONE point of S.D.C. damage when shrunken. All others just sting for a moment.

Sheltering Force

Range: Around self, or up to 20 feet (6.1 m) away.

Duration: One hour per level of experience.

Saving Throw: Not applicable.

P.P.E.: Twenty

The Sheltering Force is essentially a light force field that appears as a semi-opaque (can see figures, outlines and blurred colors, but not faces or details), bluish-white dome. The "shelter" can be small enough to accommodate two people or big enough to accommodate six (eight

cramped). In either case, it resembles a dome shaped tent made of semi-opaque plastic. It is dry inside and maintains a temperature that is 10 degrees Fahrenheit cooler than outside in hot weather and 10 degrees warmer in cool weather. It will hold smoke in, so any campfire must be made outside. The magical shelter keeps rain and insects out, but animals, people, 'bots and spirits can come and go as they please, much like a real tent. Furthermore, if attacked, the Sheltering Force will only stop 1D6 M.D. per each attack blast/arrow/whatever, with the remaining damage penetrating the force field and possibly hitting those inside the shelter. The semi-opaque nature of the force field means that those attacking from outside can not get a clear shot and are -3 to strike, but they can see shapes and shadows inside to shoot at.

Teleport: Lesser

Range: Five miles (8 km) per level of experience; touch.

Duration: Requires two full melees (30 seconds).

Saving Throw: None.

P.P.E.: Fifteen

The power to transmit matter from one place to another. The Teleport: Lesser invocation is limited to non-living substances. Up to 50 lbs (22 kg) can be instantly transported from the location of the spell weaver to any location miles away. The only requirements are that the mage touches the object to be teleported and that the location of where it is being sent to is known to him. **Success Ratio:** 80% +2% per level of the mage. An unsuccessful roll means that the object never arrived where it was supposed to and could be anywhere within the mage's range.

Tongues

Range: Self or others by touch.

Duration: 3 minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twelve

The magic enables the character to perfectly understand and speak all spoken languages: 98% proficiency. An understanding of written languages is not provided by this magic. See the *Eyes of Thoth*.

Words of Truth

Range: 5 feet (1.5 m).

Duration: One minute (4 melees) per level of experience.

Saving Throw: Standard. The enchanted character makes a saving throw for *each* question asked. A successful save means he does not have to answer. Questions can, however, be repeated.

P.P.E.: Fifteen

A person affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within five feet (1.5 m) and can ask two brief questions per melee round. It is wise to keep questions simple and clear to avoid confusion.

Level Seven (Invocations)

Agony

Range: 5 feet (1.5 m) per level of experience.

Duration: One minute (4 melees).

Damage: Special.

Saving Throw: Standard.

P.P.E.: Twenty

A particularly cruel and painful invocation that incapacitates its victim with pain. Under the influence of this spell, the victim has no attacks per melee, can not move, perform skills or even speak; only writhe in agony. Although there is no physical damage (no S.D.C. or Hit Points are lost), the pain is very real. It takes another minute for the victim to regain his full composure. During that second minute his number of attacks per melee are at half, speed is half, and he suffers a penalty of -1 to strike, parry and dodge. Only one person can be affected per invocation.

Animate and Control Dead

Range: 400 feet (122 m); line of vision.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty

With this incantation the practitioner of magic can animate the remains of dead bodies – human, animal or monster – and mentally control them like a puppet master would a marionette. The remains are not alive and do not have any intelligence whatsoever. It is the sorcerer who controls their actions.

Restrictions:

1. The mage can animate and control only two corpses/skeletons, plus one per level of experience.

2. The animated dead must remain in his line of vision. If it can not be seen, it can not be animated.

3. The animated dead can be a corpse or skeleton. Attacks per melee: two each, Speed: 7, Damage: 1D6 from punch, bite, claw or blunt weapon. Modern weapons, such as guns of any kind, can NOT be used by animated dead.

4. Only total destruction will stop an animated dead, or knocking out the controlling mage. S.D.C. of a small corpse/skeleton, about 3 or 4 feet (0.9-1.2 m) tall, is 50 S.D.C.; medium, 5 or 6 feet (1.5-1.8 m), is 80 S.D.C., large, 7 to 12 feet (2.1-3.6 m), is 140 S.D.C.

Vulnerabilities: Bullets do half damage, blunt and smashing attacks do full damage, fire does double normal damage. Animated dead can *not* be stunned or affected by a death blow or critical hit, nor frightened. They are S.D.C. structures and inflict S.D.C. damage unless they wield an M.D.C. weapon like a Vibro-Blade.

Ballistic Fire

Range: 1,000 feet (305 m) +10 additional feet (3 m) per level of experience.

Damage: 1D6 M.D. per fiery missile.

Duration: Instant.

Saving Throw: None. Potential victim(s) can attempt to dodge at -10 and without benefit of any other bonuses.

P.P.E.: Twenty-Five

Ballistic Fire is an anti-infantry spell designed to mow down large numbers all at once. The spell creates one fiery missile per level of the spell caster which can then be directed and fired simultaneously at

whatever multiple targets the mage desires. Actually, these mini-missiles can be directed at several different targets (as few as one target per missile), as volleys of several missiles directed at two or more targets, or all concentrated as one large volley to all hit the same target. The balls of fire are magically guided and rarely miss! Regardless of the missiles created and the way they are distributed, the attack of a Ballistic Fire takes only a single spell attack (approximately 7 seconds to cast).

Constrain Being

Range: 30 feet (9.1 m).

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: Standard.

P.P.E.: Twenty

This invocation is useful for controlling *lesser supernatural creatures*, such as most entities, sub-demons (Gargoyles and Brodkil included), lesser demons and Deevils, Minor Elementals, and similar. The enchantment forces the being to obey the spell caster to a very limited degree. Mainly, the mage can hold the *thing* at bay with an order like: "Back, stay back," "Go ... begone," "Stay there ... don't move." "No." "Stop." "Back away." No commands more elaborate than this will be obeyed. The Constrain Being incantation works in the same way as a cross holds a vampire at bay. As long as the mage and his allies stay out of the creature's reach, the magic will hold it at bay. If it can reach out and hurt somebody, it will. If it is attacked, the enchantment is broken and it is free to lash out at everybody. **Note:** Possessing Entities and greater supernatural beings are not affected by this magic, nor are non-supernatural beings such as dragons, Faerie Folk, or mortal humans, D-Bees, or aliens.

Dispel Magic Barriers

Range: 100 feet (30.5 m).

Duration: Instant.

Saving Throw: The magic spell being attacked automatically gets a standard saving throw (12) as if it were a person. If a successful save is made, the negation spell has no effect; the barrier remains.

P.P.E.: Twenty

The Dispel Magic Barriers invocation negates/dispels all magic barriers of any kind, including the Sorcerer's Seal, Carpet of Adhesion, Magic wall spells, ward spells, etc.

Fly as the Eagle

Range: Self or two others by touch or cast upon one to 100 feet (30.5 m) away.

Duration: 20 minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: Twenty-Five

The power of flight is bestowed upon the spell caster or person it is cast upon. It is especially effective outdoors, and in large, open areas. **Maximum Speed:** 50 mph (80 km). **Bonuses:** +1 to parry, +2 to dodge and +2 to damage on a diving attack. Bonuses apply only when in flight. The character enchanted by this spell can fly and land as he pleases without intense concentration, and spell casters can cast other spells while flying.

Globe of Silence

Range: Up to 90 feet (27.4 m) away.

Duration: Six melee rounds per level of the spell caster.

Saving Throw: None. There is no saving throw because it is actually the physical space within the globe that is being altered. A Negate Magic spell can be attempted to dispel/cancel the globe and its influence.

P.P.E.: Twenty

This spell immediately creates an invisible, 10 foot (3 m) radius globe which stops all sound. Voices, screams, footsteps, everything within that radius is absorbed by the globe. This means that absolutely no sound can leave or penetrate the area covered by the globe. So while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe can not hear anything. A spell caster, reliant on spoken incantations, is completely powerless inside a Globe of Silence because his words can not be heard.

The spell affects those within its radius; stepping beyond the radius frees that character from its effect. The globe itself can be fixed in a stationary area or mentally moved and manipulated by the spell caster. However, the spell caster must be inside the globe to move it, and can not cast another spell while manipulating the globe. Once *fixed* to one spot, that is where the globe remains until the spell duration time elapses or it is canceled.

Heal Self

Range: Self.

Duration: Instant.

Saving Throw: None.

P.P.E.: Twenty

This is a (comparatively) costly and mid-level spell because of all the mental, physical and magical aspects of this magic. The mage must have any external wounds/cuts bound to stop or slow bleeding, and meditate for one minute while whispering a mantra-like chant. At the minute's end, the mage is washed with mystical energy that heals cuts, bruises, internal injuries and broken (not shattered) bones, restoring 3D6 S.D.C. and 1D6 Hit Points (or 1D4 M.D. if a Mega-Damage creature).

Invisibility (Superior)

Range: Self or one other by touch.

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty

A powerful incantation that makes the spell caster invisible to all means of detection. Ordinary vision, infrared, ultraviolet and other optics, heat, motion detectors, and even an animal's sense of smell, can NOT locate the invisible person. No footprints are made, and little sound (prowls at 84%). The magic is broken only if the character makes a hostile move, or engages in combat/attacks. At that instant, he becomes completely visible. **Note:** The invisible character is not ethereal and can not walk through walls; he must still use a door. The act of forcing open a door or window, picking a lock, tapping somebody, accidentally bumping somebody, or accidentally getting shot or hurt, is *not* considered an act of aggression or combat, so invisibility is maintained.

Life Drain

Range: 30 feet (9.1 m)

Duration: Two melees (30 seconds) per level of experience.

Damage: Special: see description

Saving Throw: Standard. A successful saving throw means the magic has no affect on the character. Characters inside power armor, environmental body armor, manned robots, or military vehicles *are* affected by this spell! 'Borgs, the undead, adult dragons and greater supernatural beings are impervious; so are true robots and androids.

P.P.E.: Twenty-Five

The Life Drain is a debilitating magic that weakens an opponent. The victim will turn pale and experience weakness. Reduce S.D.C. by half, Hit Points by half, speed by half, attacks per melee by one, and skills are -10%.

Low level practitioners of magic (1-3) can only affect one individual per each spell cast, but at fourth level the mage can also cast the magic on an area 15 feet (4.6 m) in diameter, affecting everyone who enters and remains in the area of enchantment.

Once the magic's duration time has lapsed, the victim's skills and attacks per melee return to normal, S.D.C. returns at a rate of 8 per hour, and Hit Points return at a rate of 4 per hour. Reduced speed (by half) and a feeling of weakness remains for six hours.

Lightblade

Range: Self; close combat/hand to hand.

Duration: One minute (4 melee rounds) per level of experience.

Damage: 1D4x10 +1 M.D. point per level of experience.

Saving Throw: Parry or dodge.

P.P.E.: Twenty

This spell causes a sword of brilliant white light to form in the spell caster's dominant hand. The size varies with the blade's power, which is represented by the character's level of experience. Thus, a first to third level mage creates a Lightblade the size of a short sword and rapier thin, a mid-level sorcerer makes a blade resembling a bastard sword, while at 10th level or higher it is a large lightblade with the length of a two-handed sword (although it can be easily wielded one-handed) and as thick as a two-by-four. The blade is weightless, serves as an extension of the sorcerer, is +1 to strike, and can be used to attempt to parry energy attacks (no special bonus to parry, however).

Against vampires, Shadow Beasts, and other demons *vulnerable to light*, the Lightblade inflicts double its normal damage (double Hit Point damage to vampires). However, the sword inflicts no damage against those immune to light or energy, and only the spell caster can use the Lightblade he creates.

Metamorphosis: Animal

Range: Self or other by ritual.

Duration: 20 minutes per level of experience.

Saving Throw: None.

P.P.E.: Twenty-Five

The invocation can completely transform a character into a particular animal, from an alley cat or cocker spaniel to a lion, wolf, alligator or bird. As the animal, the character gets all the inherent abilities and defenses that animal form may offer, but retains his own ability to speak, memory, S.D.C. and Hit Points. The mage can return to his natural humanoid form (naked) at will.

To determine the general abilities of an animal type, use the following tables. **Note:** For an in-depth description of animals and their abilities (monsters too), you might want to take a look at **The Palladium Fantasy RPG®** sourcebook, **Monsters & Animals**.

Retractable Claws: Small Cats (lynx, bobcat): 1D6. Big Cats (lion, tiger): 2D6.

Claws: Digging (badger, wolverine): 1D8. Miscellaneous (rodent, lizard): 1D4. Birds of Prey: 1D6. Bear: 1D8.

Teeth: Bear: 2D4. Polar Bear: 2D6. Canine (generic): 1D6. Wolf: 2D6. Feline: 1D6. Tiger/Lion: 2D6. Mustelid: 1D4. Badger/Wolverine: 1D6. Herbivores (horse, goat, ape, humans): 1D4. Birds of Prey (beak): 1D4.

Antlers: Small Antlers: 1D4. Large Antlers: 2D4.

Horns: Small Horns: 1D6. Large Horns: 2D6.

Hooves: Small: 1D6 (kick).

Speeds: Wild Canine: about 35 mph (56 km) maximum for up to an hour. Small Wildcats: 15 mph (24 km) in spurts of 10 to 20 minutes. Large Wildcats: 30 mph (48 km) in spurts of 10 to 20 minutes. Cheetah: 90 mph (144 km) in 3 to 5 minute spurts. Deer/Antelope: 30 mph (48 km) maximum for up to an hour. Horse: 40 mph (64 km) maximum for up to an hour. Elephant: 25 mph (40 km) for up to an hour long. Rhinoceros: 35 mph (56 km) in 3 to 8 minute spurts. Alligator: 35 mph (56 km) in 2 minute spurts. Lizards: 10 to 20 mph (16 to 32 km) in 2 to 5 minute spurts. Typical Birds: 30 mph (48 km) for up to 1D4 hours. Birds of Prey: 40 mph (64 km) for up to 1D4+1 hours.

Animal Abilities and Bonuses: 1. Extraordinary vision approximately 10 times better than a normal human's. This means the character can clearly see an 18 inch (0.45 m) item up to two miles (3.2 km) away. **2.** Nightvision: 600 feet (183 m); can see in the dark. **3.** Extraordinary sense of smell allows the character to detect very faint scent traces. Tracking by smell is at a skill level of 35% +5% per level of experience (+10% if a predator following a blood trail). Identify person by scent is a 48% chance. **4.** Natural prowl skill is 65% +2% per level of experience, climb 35%, and swim 50%. **5.** +2 to save vs poison and disease.

Purification

Range: Touch or 3 feet (0.9 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Twenty

The mystic can purify food or water, cleansing it of disease, bacteria and poison/toxins. Up to 50 pounds (22 kg) of food or 10 gallons (38 liters) of water/fluids can be purified.

Wind Rush

Range: 120 feet (36.6 m).

Duration: One melee (15 seconds).

Saving Throw: A roll of 18, 19 or 20 saves one from losing one's balance and/or losing some item(s).

P.P.E.: Twenty

This spell creates a short, powerful wind gusting at 60 mph (96 km), which is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120 feet (6-36 m) away, or creating dust storms. The wind can be directed by the spell caster at a specific target or a general sweep can be made (maximum wind width is 20 feet/6.1 m). Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee to recover, and 1D8 melees to gather up all items blown away.

Level Eight (Invocations)

Commune with Spirits

Range: Self, or others by ritual; 200 feet (61 m) away.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Twenty-Five

The incantation enables the spell caster to see and speak with all types of "entities," including Poltergeists, Haunting Spirits, trapped entities, imprisoned entities and possessing entities, as well as most other types of ghostly spirits. The ability to see and communicate with these ghostlike beings does not mean that they will obey the character, but a dialogue can be exchanged. **Note:** "Entities" are a specific type of supernatural beings. See **Rifts® Dark Conversions** for details on Entities.

Exorcism

Range: 30 feet (9.1 m).

Duration: The spell lasts 3 minutes, results last 6 months or longer.

Saving Throw: Standard; 12 by spell or 16 by ritual.

P.P.E.: Thirty

Exorcism is a powerful magic that forces a possessing supernatural being to relinquish its control over the enslaved person, animal or object. Forced out of its host body, the evil intelligence will try to possess any other human or animal within the immediate area (30 feet/9.1 m line of vision). The horrid thing gets two attempts at possession. Fortunately, the exorcism incantation protects the person who was its original victim with a bonus of +12 to save vs possession and the mage conducting the exorcism gets a bonus of +6 to save vs possession. Anybody else in the area has no extra bonus and is in great peril. If the evil force fails in both of its attempts to take possession of a host body, roll percentile dice:

01-52%: The evil intelligence is instantly returned to its own dimension.

53-00%: The being can continue to exist in our world, but must immediately flee the area and can not return for at least six months.

Note: Ritual exorcism always has a greater chance for success but takes 20 minutes. An exorcism can be repeated by the same character on the same victim as often as needed (just be certain the sorcerer has sufficient P.P.E.).

Expel Demons

Range: 10 foot (3 m) area per level of experience.

Duration: Immediate, 1D6 hours.

Saving Throw: Special.

P.P.E.: Thirty-Five

The spell caster is able to repel all lesser demons and other lesser supernatural beings, forcing them to leave the area and not return for at least one hour (roll 1D6 hours). The spell may also expel greater demons with less efficiency. **Note:** Lesser supernatural beings must roll an 18 or higher to save vs spell magic. Greater demons and supernatural beings only have to roll 12 or higher to save, and usually have significant bonuses that apply. Demon Lords, Elementals (any), Spirit beings and gods are impervious to this spell.

Eyes of the Wolf

Range: Self or one other by touch.

Duration: Five minutes (20 melees) per level of the spell caster.

Saving Throw: None.

P.P.E.: Twenty-Five

Bestows the following abilities at the noted level of proficiency: Nightvision (60 feet/18.3 m), See the Invisible (75%), Identify Plants & Fruits (70%), Identify Tracks (85%), Track (50%; humanoids or animals), and Recognize Poison (65%).

Forcebonds

Range: Touch.

Duration: 30 minutes per level of experience.

Saving Throw: Special.

P.P.E.: Twenty-Five

The spell, Forcebonds, transforms ordinary S.D.C. materials (chains, leather strips, rope, or even strips of cloth, string, yarn or rubber bands) into magical restraints that glow with mystic force. This enchantment is made to bind and restrain captives in the same way as M.D.C. handcuffs, manacles or cord. The captive must already be subdued, or have surrendered and been tied with some ordinary material. A single captive can be bound at the wrists and/or ankles, or at the wrists with two bands around the arms and upper torso, pinning the arms tight to the body (or to a chair, pole, tree, etc.). To tie the hands, arms *and legs* requires two spells.

Forcebonds requires a combined supernatural P.S. of 45 to pull free or break the magical bonds (takes 2D4 minutes of trying to do so), or 100 M.D. to destroy them. Dispel Magic Barriers and Negate Magic can be used to make them disappear, but the Forcebonds get a +2 to save. An Anti-Magic Cloud will dispel them instantly. Characters with the Escape Artist skill will find Forcebonds extremely difficult to escape from; reduce the success rate by half, and each attempt takes three times as long. When bound by this magic, the Escape spell functions as the Escape Artist skill at a 50% maximum proficiency. An escape can be tried once every five minutes (needs a roll of 01-50% on percentile dice to succeed). Teleporting away, while bound, will take the character to a new location, but he is still bound. Metamorphosis into a mist works wonderfully. Metamorphing into any animal or insect with legs and a body is futile, as the animal will remain tied up by the magical Forcebonds.

Greater Healing

Range: One character by touch (can not be used on oneself).

Duration: Instant.

Saving Throw: None.

P.P.E.: Thirty

A powerful healing spell that can instantly heal external and internal injuries and restore up to 2D4x10 S.D.C. and 6D6 Hit Points, or 1D4 M.D. (only if the latter is a Mega-Damage creature)! The mage may not cast this spell on himself nor give (even temporarily) a character more S.D.C. or Hit Points than he had to begin with.

Ley Line Tendril Bolts

Range: 10 feet (3 m) per level of experience.

Duration: One melee round. Each four tier blast counts as one melee attack

Damage: 2D6 M.D. at level one, +1D6 M.D. per every two additional levels of experience (i.e. 2D6 at level one, 3D6 at level three, 4D6 at level five, 5D6 at level seven, and so on). The level of damage inflicted *can* be regulated by the spell caster in increments of 1D6 M.D., so as little as 1D6 M.D. to full damage (depending on the level of the mage) or anything in between can be inflicted. Each blast counts as one melee attack. The casting of the spell to create this attack uses up at least one melee attack/action to begin with.

Saving Throw: -2; a successful save means the victim suffers only half damage.

Limitation: This spell can only be cast when on a ley line.

P.P.E.: 26 (half for Ley Line Walkers and Shifters). Doubling the amount of P.P.E. (26 points for Ley Line Walkers and Shifters) adds +20 M.D. to each of the bolts.

This spell creates a sphere of energy that either encircles the hand or appears floating in the palm of the character's hand (as depicted on the cover of this book). Four bolts of mystic energy emit from the energy sphere simultaneously to strike four different targets, each suffering the same amount of damage. Each energy bolt appears to shoot out like miniature arcs of lightning to strike the four nearest enemies/opponents to the spell caster (never an ally).

When used against one opponent, only two energy tendrils strike him, each doing damage. The other two don't even appear. If there are two opponents, two energy tendrils will strike each. If there are three opponents, two energy tendrils will strike either the nearest opponent or a supernatural opponent (if present), and one will strike each of the other two antagonists.

Lightning Arc

Range: 100 feet (30.5 m) per level of experience.

Duration: One melee round per level of experience.

Damage: 4D6 +2 M.D. per level of experience.

Saving Throw: Dodge.

P.P.E.: Thirty

This is a more powerful version of the Electric Arc spell, pumping more magical energy into the jolt for greater range and damage; point and shoot. +4 to strike targets within 100 feet (30.5 m), but only +1 to strike those at greater distances.

Each lightning blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round use up two attacks to cast the spell and fire once. This leaves two more electrical attacks that melee round, but in the next three melee rounds the mage in our example can fire up to four times (once for each of his attacks per melee round). In addition, the character may vary or combine attacks. That is to say, a sorcerer with four attacks may elect to fire once, cast another spell and draw and fire a weapon or perform a skill, and so on.

Locate

Range: 15 miles (24 km) per level of experience.

Duration: Instant.

Saving Throw: None.

P.P.E.: Thirty

Locate is a magic invocation that enables the spell caster to sense the general location of his quarry. The location is limited to a general area or environment, like a specific apartment building, aircraft, house, shopping mall, church, park, or wherever.

To locate a particular person the spell caster must have either personally encountered the individual or a photograph of said individual must be available to him. The success ratio for a spell is 01-41% (+1% per level of experience). The success ratio for a ritual is 01-89%, but this also requires an object owned by the person or a lock of hair, fingernail clippings, or dried blood from that person.

Luck Curse

Range: Touch or 10 feet (3 m).

Duration: 24 hours per level of experience.

Saving Throw: Standard; 12 by spell, 16 by ritual.

P.P.E.: Forty

The incantation inflicts the victim with bad luck. The character's normal bonuses to strike, parry, dodge, initiative, and roll with punch, are all reduced to zero: no bonuses! Critical strikes do normal damage (except a Natural 20 which always does double damage); a death or knockout/stun punch does only 1D4 damage. Kick attacks have a 01-60% chance of causing the character to trip and fall down (losing initiative and one melee attack). Prowl skill turns into a *clumsy roll*, making noise every time it is tried. All skills are minus 40%, but only during critical situations. The G.M. can add other minor occurrences of bad luck.

Only a "Remove Curse" invocation can negate the effect of this enchantment.

Magical-Adrenal Rush

Range: 100 feet (30.5 m); line of sight, self or one by touch.

Duration: One melee round per level of experience.

Saving Throw: Not applicable.

P.P.E.: Forty-Five

This powerful spell produces a magical rush that puts Juicers to shame. P.S. is raised to supernatural equivalent (punches and kicks do M.D.), the character gets two additional melee actions/attacks per round, speed is increased by 50%, fatigue has no effect, and the sorcerer is impervious to drugs, mind control, possession, illusions, pain and Horror Factor, as well as able to endure triple the normal damage to his body, and is +3 on initiative, +1 to strike and dodge, and +1 on all saving throws while the enchantment lasts.

The spell does have consequences, however. Once the enhancement wear off, the once hyped-up character feels so tired and weak that he is barely able to move for 1D4 minutes. During this period reduce attacks per melee round, speed, skill performance and all combat bonuses by *half*. After this "down" time, the character returns to normal (minus the effects of normal fatigue or any damage sustained in combat).

Metamorphosis: Human

Range: Self, or other by ritual.

Duration: 20 minutes per level of experience.

Saving Throw: None.

P.P.E.: Forty

A human spell caster can shape change to alter his or her physical structure to look like somebody else. The ultimate disguise, the character can change his height, weight, age, hair color, hair length, skin color, gender, and features. A non-human D-Bee or demon can transform itself to appear completely human.

To attempt to impersonate a specific, real person, the spell caster must have the Disguise skill, even though he/she is mentally molding his/her features through magic. A good photograph will do. The success ratio for imitating/impersonating the appearance of a real person is the mage's Disguise skill +20%. The better he knows the person the more complete the disguise.

In a ritual version of this same magic, the mage can metamorph somebody else, rather than himself. Also in the ritual magic, the spell caster can metamorph someone else into an exact duplicate of himself. Likewise, a captive or anybody at the ritual ceremony can be duplicated without flaw. **Note:** The metamorphosis process only changes the *appearance* of the body. The transformed person retains his own voice, memory, skills, and attributes.

Negate Magic

Range: Touch or 60 feet (18.3 m).

Duration: Instant.

Saving Throw: Special (Ritual magic has a greater chance of success).

P.P.E.: Thirty

This incantation will instantly cancel the effects or influence of most magic. To determine whether the negation is successful or not roll a saving throw. If the roll is a successful save against the magic in place, its influence is immediately destroyed, negated, canceled. 12, 13, 14, or 15 is needed for spell magic depending on the experience level of the mage (usually 12 or 13 is needed), meanwhile 16 or higher to save vs ritual magic. A failed save means the negation attempt did not work. Try again if sufficient P.P.E. is available.

Negation will not work against possession, Exorcism, Constrain Being, Banishment, Talisman, Amulet, Enchanted objects, Symbols/Circles of protection (or magically drawn circles of any kind), wards, summoning magic, Zombies, Golems, Restoration, magical healings or cures. Negation *can* be attempted to cancel a spell curse, but only has a 01-25% possibility of succeeding. Of course, it has no effect against psychic abilities or Techno-Wizard or Bio-Wizard/rune devices.

Power Weapon

Range: One weapon by touch.

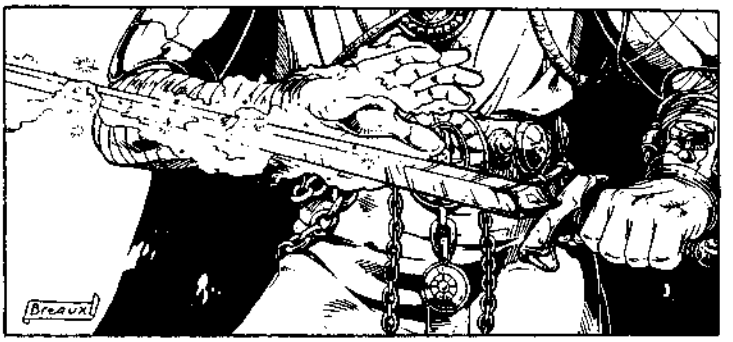
Duration: Two melee rounds (30 seconds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Thirty-Five

This spell temporarily infuses an S.D.C. melee weapon (knife, spear, sword, club, etc.) with great magical energy. For the duration of the spell, the weapon will inflict the Mega-Damage equivalent of the S.D.C. weapon; i.e. a knife that does 1D6 S.D.C. now does 1D6 M.D., or a mace that does 2D6 S.D.C. now does 2D6 M.D., and so on.

In the alternative, this spell can be used to increase the damage capability of Mega-Damage melee weapons (Vibro-Blade, etc.) or M.D. magic weapons (rune sword, TW-weapons, etc.) by 25%. So a magical flaming sword that normally does 4D6 M.D. now does 5D6, a



Vibro-Blade that does 2D6 now does 4D4 M.D., etc. **Note:** This magic does not work on long-range weapons like the bow and arrow, projectile weapons or energy guns. Casting this spell on the same weapon repeatedly has *no* cumulative effect.

Shockwave

Range: Radius around the spell caster.

Area of Affect: 10 foot (3 m) radius per level of experience.

Duration: Instant.

Damage: 1D4 M.D. per level plus knockdown.

Saving Throw: Special; roll percentile.

P.P.E.: Forty-Five

This powerful offensive spell creates a circular shockwave that emanates from the spell caster in the air in all directions. Only those touching the spell caster are not affected. The shockwave inflicts Mega-Damage. The exact amount of damage can be regulated in increments of 1D4 M.D. (i.e. a 5th level mage can create a 5D4 shockwave, but may elect to create only a 1D4 shockwave, or 2D4, and so on). S.D.C. objects are shattered as if struck by a tornado force. Likewise, the spell caster can adjust the radius of the area affected by five foot (1.5 m) increments.

In addition to the damage inflicted to everything in the radius of affect, those caught in the shockwave are likely to be knocked down (roll percentile dice).

People and animals (and objects) weighing less than 500 lbs (225 kg) are likely (01-88%) to be knocked off their feet and hurled 3D4 yards/meters. Only a percentile roll of 89-00% (defenders always win ties) sees them keep their balance without the knockdown penalty, but they suffer full damage.

Creatures and characters (supernatural beings, giants, dragons, cyborgs, robots, etc.) weighing 501-1000 lbs (225 to 450 kg) have a 01-50% chance off being knocked off their feet and knocked 1D4 yards/meters.

Creatures and characters weighing up to one ton have only a 01-20% chance of being knocked off their feet and to the ground — knocked only a few feet back.

Flying characters are hurled through the air at twice the distance, but do not get knocked to the ground, although they still suffer the penalties from the impact of the shockwave and disorientation. G.M.s can also have them slammed into walls, trees, etc., for an additional 1D4 M.D.

Knockdown penalties: Those who fail to keep their balance are hurled through the air and knocked to the ground. There is a 01-40% chance of dropping anything they are holding, plus the character loses initiative and two melee attacks/actions. Only the spell caster and those touching him are unaffected by the shockwave. **Note:** Those with *Acrobatics, Gymnastics* or other skill abilities involving "balance" are +10% to save vs knockdown. Likewise, a character who makes a successful roll with fall or impact (14 or higher) takes half damage but still suffers full penalties.

Sickness

Range: Touch or 20 feet (6 m).

Duration: 12 hours per level of experience.

Saving Throw: Standard.

P.P.E.: Fifty

Sickness is a debilitating magic which afflicts its victims with the symptoms of a specific disease. However, only the symptoms of the disease manifest themselves, not the actual disease. Consequently, a medical examination will show there to be no physical cause to the illness. At best, it will be diagnosed as psychological or unknown. No matter how ill or helpless the victim may become he can not die from the magic sickness, but the character will suffer greatly.

All sickness caused by this magic is severe, inflicting the following penalties and modifiers: Attacks per melee are reduced to one, physical endurance is reduced by 70%, -4 to strike, parry and dodge; no initiative, and skills are reduced by 40%. The person is very weak, disoriented and uncomfortable.

Spoil

Range: Touch or 3 feet (0.9 m)

Duration: Instant.

Saving Throw: None.

P.P.E.: Thirty

Basically, this magic is the opposite of the Purification (food/water) incantation. In this case, the mage can instantly transform good food into spoiled, affecting 50 lbs (22 kg) or 10 gallons (37.9 liters) of water/ fluids, making the food inedible and the water undrinkable. Anybody who forces themselves to eat or drink the horrible tasting food or drink will get sick with stomach cramps and diarrhea. Penalties: -1 on initiative, -1 to strike, parry and dodge.

Wisps of Confusion

Range: 90 feet (27.4 m)

Duration: Five melees per level of the spell caster.

Saving Throw: Standard.

P.P.E.: Forty

Wisps cause 2D4 people/creatures to become confused and disoriented. Those affected strike, dodge, and parry at -5 and attacks per melee are reduced by half.

Level Nine (Invocations)

Desiccate the Supernatural

Range: One up to 50 feet (15.2 m) away per level of experience, or two by touch.

Damage: 3D6x10 M.D. (or Hit Points, whichever is appropriate).

Duration: Instant.

Saving Throw: -1 to save.

P.P.E.: Fifty

Desiccate is a vicious spell designed for use against supernatural monsters. It will not work against any opponent in full environmental armor (body armor or power armor), or safely locked inside an armored M.D.C. vehicle or room. Likewise, it will not work against ordinary mortals, human or D-Bee. Only supernatural beings, good or evil, including spirits in physical form, sub-demons (Gargoyles, Brodkil, etc.), demons, Deevils, Elementals, Spirits of Light, demigods, godlings, gods, avatars (the life essences of Alien Intelligences, including vampires), angels, and others. It is important to note that the sphinx, dragons, unicorns, Faerie Folk and a handful of other superhuman beings possessing supernatural strength and abilities, but known as *creatures of magic*, are not supernatural creatures (they are more magical than supernatural, or at least not in the same way as demons and gods) and are immune to this magic.

The spell works by drawing moisture out of the target, killing it in a matter of 2D4 seconds, and hopefully reducing it to a withered husk. Regenerating creatures will be unable to Bio-Regenerate damage caused by this spell until they replenish their body's water supply. Creatures that do not incorporate water in their bodies (i.e. pure energy) will not be harmed by this spell. Water Elementals suffer double damage. A successful save vs magic means the creature suffers half damage.

Dragon Fire

Range: 100 feet (30.5 m).

Duration: One melee round per level of experience.

Damage: 1D4x10 M.D.

Saving Throw: None except dodge, but the victim must know the attack is coming and must roll a 16 or higher.

P.P.E.: Forty

This spell allows the caster to temporarily breathe fire just like an adult Fire Dragon. Every melee round that the spell is in effect, the mage is able to breathe as many as *two* searing blasts of fire that each inflict 1D4x10 M.D. The Dragon fire blasts are magically directed and seldom miss. For the spell to work there can be nothing covering the spell caster's mouth, no helmet, gas mask, etc.

Familiar Link

Range: Self and animal; 600 feet (183 m).

Duration: Indefinite.

Saving Throw: None.

P.P.E.: Fifty-Five

At third level, a practitioner of magic is experienced enough to mentally link with a small animal (mammal, bird or reptile). This link is permanent, producing a rather impressive symbiotic relationship. No matter how wild or mean the animal may have been, it is instantly linked to the mage, becoming docile and submissive to him and him alone. The two are now one. The spell caster is its friend and master, and in effect, an extension of the animal. The animal familiar will understand and obey any command, verbal or mental, from the sorcerer it is bound to. For the mage, the familiar is now a sensory extension enabling him to see, hear, smell, taste and feel everything the animal experiences. Thus, familiars make great spies; listening to conversations and prowling into areas not easily accessible to its master. Just as the spell caster knows what the familiar is feeling, so does the familiar know what its master is experiencing. If one is in danger the other will know it. Because of the magical nature of the union, the mage and the familiar both get an additional six Hit Points. However, if the familiar is hurt or attacked, its master also takes the *same* damage even if miles apart. If the familiar is *killed*, the sorcerer permanently loses 10 Hit Points. There is a 01-50% chance he will also suffer shock from the ordeal. If he does, the mage will lapse into a coma for 1-6 hours. Another Familiar Link can not be tried again for at least a year and a half. Although the familiar understands and obeys its master, it can *not* actually speak to him.

Other Limitations:

1. Telepathic/empathic communications: maximum range: 600 feet (183 m).

2. Familiar possesses its normal animal abilities.

3. Size: 25 pounds (11.3 kg) maximum.

4. Usual animal types used: cats, dogs, coyotes, foxes, weasels, rodents, birds, lizards, and snakes.

Mute

Range: By touch or up to 30 feet (9.1 m) away.

Duration: 20 melees per level of spell caster.

Saving Throw: Standard.

P.P.E.: Fifty

This spell temporarily affects the voice box and vocal cords, preventing any voice or sounds to be uttered.

Protection Circle: Simple

Range: Radius of the circle.

Duration: 24 hours; can be reactivated

Saving Throw: None.

P.P.E.: Forty-Five. Four P.P.E. to reactivate after the circle's initial creation.

Even as a spell, this invocation might be considered a ritual, for it requires the physical drawing of a circle and symbols while the spell incantation is recited. Chalk or charcoal, or almost any substance, can be used to draw the circle. 45 Potential Psychic Energy points are needed to initially create the circle, but a mere four P.P.E. is all that is needed to reactivate it. Anybody with sufficient P.P.E. and desire can reactivate a Protection Circle. However, if the circle is damaged (scraped, scarred, rubbed out, etc.), it will not function and a new one will have to be created.

The simple protection circle will protect everybody inside its radius by keeping lesser supernatural creatures five feet (1.5 m) away from its outer edge. The creatures can not come any closer, nor enter the circle itself. The circle also provides its occupants with a bonus of +2 to save vs magic and psychic attack.

Although lesser supernatural beings, including lesser demons, Entities, Ghouls, and Gremlins, can not come near or enter the circle, they can hurl objects, use weapons, or use magic and psychic powers against those inside the circle. Greater beings, such as vampires, Elementals and demigods, are not affected by the simple circle and can enter effortlessly. No bonuses vs magic apply against these powerful beings.

Speed of the Snail

Range: 60 feet (18.3 m).

Duration: 2 melees per level of the spell caster

Saving Throw: Standard.

P.P.E.: Fifty

This time distortion spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Thus, a character with six attacks per melee round and a speed of 10 suddenly has only two attacks and moves at only a speed of 3 (round down). Talking and spell casting are not reduced.

This spell can be cast upon 1D6 persons up to 60 feet away (18.3 m), but within the spell caster's line of vision. Also affects robots and vehicles as well as people.

Wall of Defense

Range: Can be cast up to 100 feet (30.5 m) away.

Duration: One melee (15 seconds) round per level of experience.

Saving Throw: None.

P.P.E.: Fifty-Five

By casting this spell, the mage summons into being a small, shimmering wall of magical energy (semi-opaque; only shadowy forms can be seen moving behind it). The wall is so thin as to be nearly two dimensional (the thickness of a sheet of paper), stands 10 feet (3 m) tall, and six feet (1.8 m) long, plus six feet (1.8 m) in length per level of the spell caster. The magical wall will stop all incoming "attacks," including thrown rocks, arrows, bullets, missiles, energy blasts and spells! All projectiles are stopped in their tracks, suspended in midair. When the spell ends, they fall harmlessly to the ground. Explosives (grenades, missiles, etc.) are stopped and held by the wall and will not explode until the wall vanishes and even then, most, 01-65%, will simply fall harmlessly to the ground without detonation (roll percentile dice; a roll of 66-00% means it will explode when the magic ends). Energy blasts are dispelled completely, as are magic forces meant to pass through the wall. Living beings who touch or try to pass through the magic wall will be held frozen in mid-step (leap, flight, whatever) until the magic ends. **Note:** The magical defenses work the same on both sides of the wall, so even the mage who created it can not send magic or weapons through it. He must move around the wall to launch additional attacks. Also note that airborne enemies can easily fly *above and over* the wall to attack, but this magical defense is excellent in confined areas and against ground troops.

Water to Wine

Range: 12 feet (3.6 m).

Duration: Instant/permanent.

Saving Throw: None.

P.P.E.: Forty

Another transformation spell, the spell caster is able to change ordinary fresh water into wine, affecting ten gallons (37.9 liters) per level of the spell caster's experience. The wine is of fair to average quality, with the quality increasing by 5% per each level of the sorcerer's experience.

Level Ten (Invocations)

Banishment

Range: 100 feet (30.5 m).

Duration: Two weeks per level of experience.

Saving Throw: Standard.

P.P.E.: Sixty-Five

A useful invocation for controlling supernatural beings is Banishment. The magic forces one lesser supernatural being/demon, per experience level of the spell caster, to leave the immediate area (600 feet/183 m radius). The creature(s) can not return for at least two weeks per level of the spell caster's experience. Each lesser being gets to roll to save vs the magic. A successful save means it is not banished and can stay to cause trouble. As always, a Banishment ritual has a greater chance of success (16 or higher is needed to save.)

Control & Enslave Entity

Range: 30 feet (9.1 m).

Duration: 48 hours per level of experience.

Saving Throw: Standard.

P.P.E.: Eighty

Another incantation used to control supernatural forces. This magic does not summon entities, but does enable the practitioner of magic to control them when encountered. The mage can control two entities per each of his levels of experience. All varieties of entities are susceptible

to this enchantment. Each individual entity gets to make a saving throw vs magic. A successful save means it is not controlled by the spell caster. A failed roll means it will obey the mage to the best of its ability (some are barely intelligent).

At the end of its mandatory service to the mage, the wizard can try to renew his control by invoking the Control invocation again, banish the creature (see Banishment), or just let his control slip away. The latter can be dangerous, because the evil beings may turn on the mage to extract vengeance or out of spite. On the other hand, the more intelligent types may willingly agree to work with the mage, especially an evil one, or if such service will help the diabolical being in its own schemes or to inflict pain and suffering.

Deathword

Range: 30 feet (9 m); clear sound.

Duration: Instant effect.

Damage: 2D6 +1D6 points of damage per level of the spell caster.

Saving Throw: Standard to save vs magic (takes damage, but no coma). To survive death, roll to save vs coma. Greater supernatural beings and gods are +3 to save, in addition to likely natural bonuses to save vs magic

P.P.E.: Seventy

Upon casting this spell, the mage selects one target and speaks the word of death to him; a single word. As long as the target is within range and can clearly hear the word (although none can ever seem to remember it), there is no save, and damage is inflicted regardless of magical defenses, body armor, or Immunities. If the mage can whisper the Deathword into the ear of his intended victim, the damage inflicted is doubled!

Against S.D.C. creatures, the spell damage goes direct to Hit Points. Against Mega-Damage creatures, it inflicts Mega-Damage.

In both cases, the magical nature of the attack and the shock to the body causes the character to lapse into a death-like coma for 1D4 hours unless the victim saves vs magic (a successful save means he only suffered damage; no coma). A failed roll means coma. The coma state is so "death-like" that only the most sophisticated medical equipment or a high level psychic healer can determine that the character is not actually dead! *After* the coma period elapses, the victim must successfully save vs coma or die!

Giant

Range: Self or one other by touch.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Eighty

This spell transforms the practitioner of magic or one person into a powerful giant. The character will grow an additional ten feet (3 m) tall and ripples with muscle. Any armor or clothing worn will be shredded by this transformation, but is hardly necessary. While the enchanted character gains great physical power, if a sorcerer, he or she loses the ability to draw on P.P.E. for the duration of the spell. Thus, the character must rely purely on physical power to defeat opponents. Any protective spells that create form-fitting armor or similar effects are negated at the time of transformation, but another mage could cast such a spell upon the giant *afterward*. When the spell wears off, the character is returned to his or her normal state. **Note:** Can not be used on Automatons, robots, power armor, vehicles or any inorganic construct, nor any greater supernatural beings, adult dragons, godlings or gods.

Bonuses:

- Hit Points and S.D.C. are increased x3 and become M.D.C.! If an M.D. creature to begin with, double the M.D.C. of the character.
- P.S. is increased by 50% and considered to be *Supernatural*!
- Bio-regenerates 2D6 M.D.C. per melee round!
- +1 attack per melee round.
- +1 to strike and parry.
- Add 1000 pounds (450 kg) to weight.
- Reduce speed by 20%.
- -3 to dodge.

Metamorphosis: Superior

Range: Self, or one other by use of ritual only.

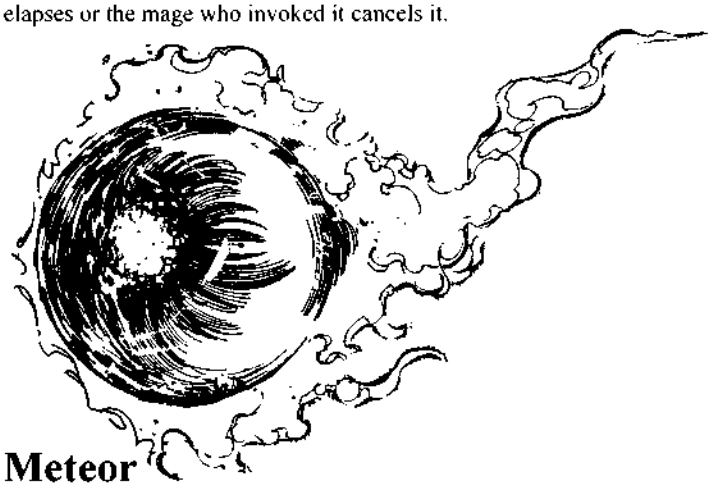
Duration: 20 minutes per level of experience.

Saving Throw: None; standard if an unwilling victim.

P.P.E.: One Hundred

This incantation enables the spell caster to transform himself into any real, living creature: animal, human, D-Bee, insect, fish or whatever. The usual limitations and abilities still apply. The mage can also transform himself to resemble a supernatural creature, but does not possess any of its powers or abilities, only his own normal, human abilities (I.Q., memory, attributes, Hit Points, S.D.C., skills, etc).

A character other than the practitioner of magic can be transformed, but a lengthy magic ritual must be performed to do so. The individual who is metamorphed will remain in that form until the spell's duration elapses or the mage who invoked it cancels it.



Meteor

Range: 200 feet (61 m) per level of experience.

Radius of Damage: 40 feet (12.2 m).

Damage: 1D6x10 M.D. to a 40 foot (12.2 m) radius, +2 M.D. per level of the spell caster's experience!

Duration: Instant.

Saving Throw: Dodge if victims see it coming.

P.P.E.: Seventy-Five

This powerful spell conjures a large, flaming meteor to come plunging from the sky above. Trailing flame, it thunders to earth and erupts on impact. The meteor is +4 to strike and inflicts 1D6x10 M.D. to everything in a 40 foot (12.2 m) radius! This attack is especially effective against large targets and troops.

Mystic Portal

Range: 20 feet (6.1 m) away.

Size: 10 feet (3 m) wide by 20 feet (6.1 m) tall portal/opening.

Duration: Four melee rounds per level of the spell caster.

Saving Throw: None.

P.P.E.: Sixty

This spell creates a dimensional Rift in the fabric of space allowing the spell caster to use it in the following ways:

Pass through solid walls. The mage has but to weave the spell targeting a particular, blocked area. The area will shimmer bright and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12 foot (3.6 m) deep passage per each level of the spell caster in any substance.

Teleportation: The portal can be a doorway to a *nearby* location known to the spell caster, flawlessly traveling hundreds of feet in an instant. The portal can be placed on a vertical wall, the floor or ceiling. Looking into it reveals what is on the other side. Stepping through it will instantly place the character in that location. Range is a meager 100 feet (30.5 m) per level of experience. The number of how many people can pass through will depend upon how quick they are moving and how long the mage keeps it open; he can close it at any time. Figure 1D6+6 can pass through per melee round.

One-way passage. Once a character steps through a Mystic Portal, the opening behind him is gone (although people on the portal side can see both the portal and the person who just stepped through it). To return, a new portal must be made on the other side by invoking another Mystic Portal spell. When the spell duration ends, the Mystic Portal vanishes. As usual, the mage who created it can make it vanish at will. A Negate Magic may also eliminate it if the spell is successful.

Note: A Mystic Portal can NOT be cast on people to use as a Teleport spell. Mystic portals must be cast on a vertical, stationary surface. An Impenetrable Wall of Force will stop a Mystic Portal.

Plane Skip

Range: Self and one other by touch.

Duration: Instant.

Saving Throw: None.

P.P.E.: Sixty-Five

This is a dangerous spell, because the mage has very limited control over the result. Whenever the sorcerer steps into a dimensional portal/Rift/gateway/circle or is caught in a dimensional disturbance that will send him to another dimension, he can cast the Plane Skip spell to escape and "skip" past the original destination to a different dimension. The problem is, the dimension is usually a random, alien place. Roll percentile on the following table:

01-20%: To a dimension known by the spell caster; back home, the Astral Plane or any other place known to the mage.

21-25%: Astral Plane, but the spell caster may be stuck in limbo for a long time unless the character can Astral Project.

26-30%: The Dimensional Market at Splynn, in Atlantis!

31-00%: Another dimension of the G.M.'s choice. Possibilities using Palladium products could include *Wormwood, Phase World* (or any of the worlds in the *Three Galaxies*), any of the worlds in *Skraypers*, the Realm of Demons or Gargoyles, the Palladium Fantasy World, Heroes Unlimited World, etc. Mega-Damage characters, spells, powers and weapons who enter an S.D.C. environment turn into S.D.C. equivalents.

Speed Weapon

Range: Touch.

Duration: One melee round per level of the spell caster.

Saving Throw: None.

P.P.E.: One Hundred

The Speed Weapon spell infuses a melee weapon (sword, ax, mace, club, etc.) with magical energy that enables the user of the weapon (the mage or anyone) to use it with amazing speed, if not agility (no additional combat bonuses). Thus, when using the enchanted weapon, the character has twice as many attacks per melee round! The additional attacks are possible only with the enchanted weapon, so if a different weapon or action is taken, it uses up the equivalent of two of the magic weapon's attacks. For example, a character with six attacks per melee round now has 12 if he uses all of his melee attacks/actions with the *enchanted Speed Weapon*. Each pair of attacks with the enchanted weapon effectively counts as one of the character's usual attacks. Thus, if he uses the Speed Weapon to strike four times, he uses up two of his usual attacks, but if he decides to use his blaster once or to dodge an incoming attack, that action uses up two of the possible attacks with the Speed Weapon (parry does not use up an attack action). **Note:** This spell can not be used on magic weapons, including Bio-Wizard, Rune, or Techno-Wizard weapons nor on Automatons, power armor, robots or vehicles.

Summon and Control Rodents (Ritual)

Range: 600 feet (183 m).

Duration: Five hours per level of experience.

Saving Throw: Standard animal.

P.P.E.: Seventy

This pentacle of summoning produces an army of mice or rats that obey the will of the sorcerer who summoned them. As long as the mage stands in the pentagram he can control any other types of rodents. **Note:** Familiars are NOT affected.

The sorcerer can summon 30 rodents per level of experience. Mouse and rat bites inflict one point of S.D.C. damage each. Mice have one attack per melee, rats have two. All are +1 to dodge and are excellent climbers (90%).

Summon Shadow Beast

Range: Immediate.

Duration: For straight out combat situations: Two minutes (8 melee rounds) per level of experience. Three hours per level of experience to do labor or stays until it has finished its mission or been destroyed (see below for details).

Saving Throw: None.

P.P.E.: One Hundred Forty

Note: Updated and expanded stats.

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow Beasts are large, vicious predators from some other, strange world. They stand 9 to 12 feet (2.7-3.6 m) tall, with sharp claws and wicked fangs. The are powered by night and darkness, but deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the Invisible spell, since they are not truly invisible, but one with the shadow. The Beast is a born predator that loves to hunt and kill, so it gladly follows orders to do so.

Abilities in Darkness or Shadows (M.D. Environments):

- Invisible and undetectable even to tech-sensors and optics.
- I.Q. 7, M.E. 7, M.A. 7, Supernatural P.S. 30, P.P. 24, P.E. 30, P.B. 3, Spd. 24
- 75 M.D.C.
- Damage: 5D6 S.D.C. for a restrained punch, 3D6 M.D. full strength punch, 4D6+2 M.D. for a slashing or stabbing "claw strike," 6D6 on a power punch (counts as two attacks) and 3D6+3 from a bite attack
- Combat: Six attacks per melee round, +2 on initiative, +3 to strike, +4 to parry, dodge and disarm, +8 to save Horror Factor.
- Impervious to cold, heat, disease, drugs and poison. Regenerates damage at a rate of 2D6 M.D. per melee round.
- Skills of note Prowl 90%, Climb 80/75%, Land Navigation 60%, Wilderness Survival 80%, Track 40%, and understands Dragonese and the language of the mage who summoned it.

Abilities in Light (M.D. Environments):

- Completely visible and detectable by sight and sensors!
- I.Q. 7, M.E. 7, M.A. 7, P.S. 18 (*not* Supernatural), P.P. 16, P.E. 15, Spd. 8
- 35 M.D.C.
- Combat: Two attacks per melee round, +1 to initiative, +1 to strike, +2 to parry, dodge and disarm, +4 to save vs Horror Factor.
- Damage: 1D6 M.D. for punch, 1D6+3 from claw attacks (On S.D.C. worlds, 3D6 damage for any attack).
- Impervious to cold, heat, disease, drugs and poison. Can NOT regenerates damage until night or in shadow.
- Skills of note Prowl: 45%, Climb 40/37%, Land Navigation 30%, Wilderness Survival 40%, Track 20%, and understands Dragonese and the language of the mage who summoned it.

Controlling the Shadow Beast. In a combat situation, the spell caster can command and control the Shadow Beast for two minutes (8 melee rounds) per level of experience. After that, the exhilaration of combat enables the creature to break free of the mage's control and either return to its home dimension or stay in ours (if it is having fun, it may even continue to fight).

In non-combat situations, the mage can send the Beast on a simple mission such as "Bring me so and so", or "Slay so and so," and the creature will remain in this dimension until the mission is completed or it is slain. Or the mage can command it to stand guard or perform labor for him for three hours per level of experience. **Note:** There is a 01-15% chance that the Shadow Beast will not return to its own dimension. Under this circumstance it is a free agent beyond the control of the spell caster who summoned it. If this happens, it will remain in the world, wreaking havoc and killing innocent people for food and pleasure. Likewise, it will kill any who try to send it back.

Super-Healing

Range: One character by touch (cannot be used on oneself).

Duration: Instant.

Saving Throw: None.

P.P.E.: Seventy

A powerful healing spell that can heal external and internal injuries/wounds of *Mega-Damage creatures* (dinosaurs, dragons, supernatural beings, etc.). Super-healing restores 4D6 M.D. to Mega-Damage creatures. Not applicable to S.D.C./Hit Point creatures.

Level Eleven (Invocations)

Anti-Magic Cloud

Range: 100 foot (30.5 m) radius per level of the spell caster.

Duration: 20 melees per level of the spell caster.

Saving Throw: Special. Only a Natural (unmodified) 18, 19 to 20 saves against the cloud, and even these lucky few will find their magic reduced to half strength.

P.P.E.: One Hundred Forty

Those who are ignorant of the great old magicks insist that this spell never existed, that it is impossible, merely another myth. They are wrong. This incredible spell creates an ominous, dark gray-brown cloud large enough to hang over an entire town. It can not be dispelled magically or by manipulating elemental/atmospheric conditions. The cloud's effect is as singular as it is spectacular; it simply negates all magic! Spell casters can not use magic of any kind, Techno-Wizard devices, potions and charms are impotent. Any object of magic (except runes and magic weapons) is rendered harmless as long as it is under the Anti-Magic Cloud. The magic returns when the cloud is canceled. Only the creator of the cloud is not affected, giving that mage a tremendous advantage over other sorcerers caught in the cloud. If outside the cloud's range the magic abilities return, but any magic that enters it falters (as above) and magic spells cast from outside into the cloud covered area are negated the instant they enter the Anti-Magic Cloud.

Note: The only bonuses a character may get to save vs an Anti-Magic Cloud are those from a high P.E. attribute. Any bonuses that they would normally receive from any magical items or enchantments are not applicable. Characters get only ONE chance to save vs an Anti-Magic Cloud once the Cloud is cast. Magical creatures who fail to save will find that their magic will not work at all. Creatures that are normally Mega-Damage due to magic will become *S.D.C. beings.* Those who make their save vs magic (at 18-20) see their M.D.C. reduced by half as long as they remain in the cloud. While under the effect of an Anti-Magic Cloud, rune and holy weapons will no longer be able to cast spells and lose their other intrinsic abilities (i.e. confer +1 to saving throws, telepathic link to wielder, etc.) however, they will retain their indestructibility and still inflict M.D.

Create Mummy (Ritual)

Range: Touch.

Duration: Exists until destroyed.

Saving Throw: None.

P.P.E.: One Hundred Sixty

The mummy invocation is a Necromantic ritual that turns a corpse into one of the undead. The ritual involves treating pure linen strips of cloth with a mystic solution and wrapping the body in the cloth. The incantation brings to life (if you can call it that) a sort of humanoid robot devoid of emotions and fearless. Like a machine, the barely intelligent "thing" follows simple orders to the best of its ability. The mummy is

incapable of understanding complex commands, or performing any skills. It is simply a lumbering corpse. Of course, this combined with its near indestructibility makes it an ideal guardian. A simple command like "Kill all who enter" (with the exception of the mage, of course) is all that it needs to know. A mummy can not speak (or read) but grunts, growls and howls.

The most devastating aspect of the damnable creature is that it is dead, and feels no pain or emotions. Bullets, knives, clubs, and even most magic, have no affect against the monster. Physical attacks simply nick or poke holes into a lifeless husk. Magic charms, sleeps, curses, illusions, illness, paralysis, and turn dead (the mummy is an undead) do nothing at all. Banishment does not work because the mummy is not actually a living supernatural creature. Negation simply does not work and Remove Curse is not applicable.

The only way to stop a mummy is to: 1) Trap or imprison it. 2) Blow it to bits. 3) Burn it up. **Note:** Protection circles will hold a mummy at bay. Fire is its one major weakness and it instinctively knows that, so a wall of fire or a torch or flamethrower may also keep it at bay. The magic is present in both the dead body and the linen wrappings. If the wrappings are destroyed, fire does double damage to the corpse, and even sunlight will inflict 3D6 points of damage per melee of exposure.

The Mummy:

- I.Q. 4, P.S. 20, Speed 7
- Three attacks per melee, 2D6 S.D.C. damage by hand/punch.
- + 5 S.D.C. to damage.
- + 1 to parry, no dodge or initiative bonus.
- Most psychic powers and magic have no effect.
- Fearless; no Horror Factors scare it. However, small fires have a Horror Factor of 7 and larger fires, man-sized or bigger, have a Horror Factor of 13.
- S.D.C. of Linen Wrappings: 50 (bullets do effectively no damage).
- S.D.C. of Corpse: 70, but only fire and explosives damage it. Sunlight hurts it only if all or most of the protective cloth wrappings have been destroyed. A typical torch will do 1D6 damage each time it is struck by one. Note: Mummies can be dressed in M.D.C. body armor and given hand-held weapons like swords and clubs. They are not capable of shooting guns or using equipment.

Firequake

Range: Up to 500 feet (152 m) away.

Radius of Affect: To a 100 foot (30.5 m) radius, enough to engulf 4-6 average houses and their backyards.

Damage: Varies, see description.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: One Hundred Sixty

This spell causes an area of the ground to rumble, tremble, and crack, as well as spew forth clouds of sulfur and gouts of fire. All beings in the area of effect find it difficult to move atop the moving earth any faster than 10% their normal speed (crawling may be better), and eyes will burn and tear from the sulfuric gas. It is difficult to breathe (roughly same as tear gas; -9 to strike, parry, and dodge, -5 on initiative, lose one melee action per round) and those caught in the erupting turmoil must dodge jets of flame shooting up from the ground (roll once per character, per melee round). A failed dodge means getting hit by the shooting flame and taking 5D6 M.D. Large vehicles and giant robots (20 feet/6 m or bigger) take triple damage. It should take most people 2D4 melee rounds to escape. When the magic is over, the area will look unscathed, as if nothing happened, except for the burnt and injured people, animals and property.

Note: Available to Earth Warlocks as an 8th level spell at half the P.P.E. (80).

Remove Curse

Range: Touch or 10 feet (3 m).

Duration: Instant removal.

Saving Throw: None.

P.P.E.: One Hundred Forty

The mage can attempt to remove any type of curse using this incantation. To determine success, a 20-sided die is rolled (plus bonuses) to save vs magic. A successful save means that the curse is instantly gone. A failed roll to save means the curse is still in effect. Try again with a new invocation and another 140 P.P.E.

The Remove Curse is a powerful magic that provides bonuses to save vs magic and to remove that curse. Those bonuses are: +5 to save when cast as a spell and +10 to save as a ritual.

Re-Open Gateway (Rift)

Range: 10 feet (3 m).

Duration: One melee round per level of experience (at most).

Saving Throw: None.

P.P.E.: One Hundred Eighty

The Re-Open Gateway spell enables the sorcerer to "re-open" an already existing and active, or permanent, dimensional portal. This includes the dimensional portals found in stone pyramids, select nexus points like the Devil's Gate in St. Louis, and The Monster's Rift in Calgary, and similar. The portal will automatically open to the *last* dimension/world location accessed from that portal. Once opened, anything, friend, foe, or monster, can pass through the gateway from either side, simply by stepping into the mass of swirling blue energy. Thus, it is not wise to open a portal for very long, especially if one does not know exactly where the gateway leads. The spell caster can close the Gateway in an instant, at will, but may need to roll initiative to see whether or not he closed it before "something(s)" nasty comes through (G.M.'s discretion). Note that due to the nature of this spell, those passing through may only go one way.

Rift Teleportation

Range: Up to 100 miles (160 km) per level of the spell caster.

Duration: Roughly 1D4+4 seconds/half a melee round.

Saving Throw: +3 to save if an unwilling participant of this magic. A successful save means the character is not teleported with the others and remains at the nexus location where the Rift was opened. **Limitation:** Requires a ley line nexus and can only teleport to another ley line nexus point within the range of the spell caster.

P.P.E. Cost: 200 (half for Shifters and Temporal Raiders/Wizards).

As many as 20 human-sized people per level of the spell caster can be teleported from one ley line nexus to another, allowing for entire platoons and companies of soldiers to be magically whisked from one location to another. In all cases, the spell caster must be familiar with the arrival point (nexus point).

A Rift appears at the departure point and closes in six seconds (roughly equal to two or three melee actions). A moment later (1D6 seconds), a Rift opens up at a different nexus location and those who entered are teleported to that point. A second later, the Rift closes as if it never existed. This is a *one-way* method of travel, requiring the spell to be cast coming and going. Teleportation is done without risk because the exact location is a known and fixed point at a junction where two or more lines of magic energy converge. The only exception is if the spell is used during a Ley Line Storm, in which case the group will be teleported to some random location 3D6x100 miles (480 to 2880 km) away. This spell can not be used to teleport to other worlds, only on the planet where the ley lines are located (in this case, Rifts Earth).

Level Twelve (Invocations)

Amulet

Range: Holder/wearer of the amulet.

Duration: Exists as long as the medallion is not destroyed.

Saving Throw: None.

P.P.E.: Two Hundred Ninety or more.

The "Amulet" is a potent invocation that instills a medallion or charm with mystic properties that will protect an individual from magic or supernatural forces. The only requirement of the invocation is that the amulet be made of one metal purified by fire or made of semiprecious stone.

The sole purpose of an amulet is to protect. Protection is provided in several different ways. Any one of the following can be created by the amulet invocation.

Charm: A general ward against magic that provides a bonus of +1 to save versus magic and psychic attacks. P.P.E. Cost: 290.

Protection Against Sickness: Amulet that specifically protects against the eighth level magic invocation "Sickness." Bonus of +6 to save. P.P.E. Cost: 290.

Protection Against Insanity: Adds a bonus of +4 to save against all magically induced insanities. P.P.E. Cost: 320.

Protection Against the Supernatural: Adds a bonus of +2 to save vs Horror Factor and +2 to save vs possession. P.P.E. Cost: 300.

See the Invisible: Enables only the wearer of the medallion to see the invisible. P.P.E. Cost: 500.

Sense the Presence of Spirits: The amulet changes color whenever an entity(s) is in the area. Range: 60 feet (18.3 m). P.P.E. Cost: 310.

Turn the Undead: A charm that will prevent any of the undead from physically touching them while they wear or hold the amulet. The amulet works much like a cross does against vampires. Effective against all undead, including mummies, zombies and vampires. P.P.E. Cost: 400.

Calm Storms

Range: Immediate area around the mage, affecting a one mile (1.6 km) area per level of experience.

Duration: One hour per level of experience.

Saving Throw: None.

P.P.E.: Two Hundred

The spell caster can calm the tumultuous tempest of nature with a simple invocation and 200 points of Potential Psychic Energy. As a spell, the mage can slow a downpour to a light rain, reduce wind speed by half, reduce waves by half and lighten the dark, stormy skies.

Using ritual magic, the mystic can turn a torrential rain into a drizzle, reduce winds to a gentle breeze, shrink ocean waves to normal, disperse a tornado in an instant and get the sun to peek through clearing skies. **Note:** Calm Storms is effective against natural and magically induced storms.

Create Zombie (Ritual)

Range: Touch.

Duration: Exists until destroyed.

Saving Throw: None.

P.P.E.: Two Hundred Fifty

The zombie invocation is a Necromantic ritual that turns a corpse into the undead. To create a zombie, the sorcerer must find a recently deceased body, no more than six hours dead, lay it on a white or silver linen, draw a circle around it and light three scented candles. The candles are then placed on the body: one on the forehead, one on the mouth and one on the chest above the heart. As the incantation reaches its climax, the mage cuts his finger and draws a pentagram on the corpse's throat with his still warm blood. Moments later, the monstrosity rises to pseudo-life, the obedient slave of his creator. The ceremony must be done secretly in a graveyard or burial place during a night of a full moon.

The zombie is more intelligent than the mummy and can speak, read simple signs and sentences, perform simple tasks and even drive a car. This means a zombie(s) can be sent to retrieve an artifact, follow somebody, kidnap a person and so on. A zombie will only obey the person who created it and individuals whom its creator may designate as authorities.

Like the mummy, a zombie is a walking corpse. It feels no pain, no fears, no goals and little emotion. Bullets, knives, clubs, and other physical attacks do NO damage. Mental assaults by psychics, magic charms, illusions, sleeps, curses, sickness, paralysis, and other similar attacks, do no damage. Turn dead does not work because the zombie is an undead. Banishment doesn't work because it is not actually a living supernatural being. Negation simply does not work and Remove Curse is not applicable. However, the zombie is more vulnerable than the mummy; the trick is knowing what to use.

A zombie is vulnerable to magical energy attacks, such as Energy Bolt, Fire Bolt, Circle of Flame, and Call Lightning, all of which do full damage. Normal electricity, lasers, particle beam weapons and similar energy weapons do half their normal damage. Normal fire inflicts full damage. Weapons made of, or covered in, silver will do full damage whether it be blade or bullet. Zombies can also be trapped/imprisoned and blown up.

Zombies will rise again, even if riddled with silver bullets or blown to bits, unless their heads are severed from their bodies and buried separately, or an exorcism is performed. Otherwise, it will regenerate all S.D.C. and body parts within 48 hours and seek out its master for new instructions. There is no limit to the number of zombies a mage can command. Horror stories in Haiti whisper of entire sugar cane plantations worked by zombie laborers.

Zombies:

- Horror Factor: 12
- I.Q. 7, P.S. 20, Speed 10.
- Two attacks per melee, 2D4 S.D.C. damage by hand/punch or by weapon. Guns can be used, but at -4 to strike.
- +2 to parry and dodge. No initiative bonus.
- Most psychic and magic powers have no effect, only energy.
- Fearless; no Horror Factor scares it. However, large fires and energy weapons/barriers will hold it at bay. A protection circle will also keep it away.
- S.D.C.: 150; will regenerate within 48 hours unless head and body are buried separately. Can wear M.D.C. body armor or power armor although it lacks the intelligence and skill to use power armor as anything other than protective armor.

Ensorcel

Range: Touch.

Duration: 20 minutes per level of the spell caster (double if 800 P.P.E. are expended).

Saving Throw: -3 to save.

P.P.E.: Four Hundred

This powerful magic is typically used by high level Shifters and other powerful beings to control and enslave minions. A character who is Ensorcelled is impervious to mind control, possession (all), and illusion and is +4 to save vs the magic of other sorcerers (all types of magic).

However, he is completely vulnerable (no save) against the magic of the spell caster who has him Ensorcelled! Furthermore, the enchanted character is afraid to raise his hand against the mage who has him Ensorcelled; Horror Factor 16 each melee round he tries to oppose his master. In this case, a failed save means the character loses one melee action and will back down from the spell caster and do nothing to hurt or oppose him for the entire melee round. **Note:** Can not be used on Automatons, Iron Juggernauts, robots or vehicles.

Summon and Control Entity (Ritual)

Range: Not applicable.

Duration: 24 hours per level of experience.

Saving Throw: None.

P.P.E.: Two Hundred Fifty

An impressive ritual, the magic invocation plucks an Entity (specific type can be designated) out of its native dimension, and magically teleports it to appear before the sorcerer. The alien being is automatically under the mage's control and will obey him without question. The Entity can be used for any purpose: manual labor, protection, assault, etc.

The mage can have the Entity return to its own world at any time before the duration of the invocation elapses. After the duration time elapses, however, the Entity slips out of the mage's control and remains in our world. If it suits the Entity, it may elect to work with the sorcerer or it can be enslaved by other magic means. An unhappy or vengeful Entity may attack the mage at the first opportunity after the spell elapses. One reason to return it before that happens.

Level Thirteen

Protection Circle: Superior

Range: Radius of the circle.

Duration: 24 hours; but can be reactivated immediately at a cost of 20 P.P.E.

Saving Throw: None.

P.P.E.: Three Hundred to create; Twenty P.P.E. to reactivate.

In principle and function, the Protection Circle: Superior is just like the simple circle, only stronger. The spell caster must recite the invocation while drawing the circle in chalk or any substance. 300 P.P.E. is needed to initially create the circle, but a mere 20 P.P.E. points will reactivate it. Anybody with sufficient P.P.E. and desire can reactivate a protection circle. The circle ceases to function only if it is seriously marred.

The superior protection circle will protect everybody inside its radius by preventing all supernatural creatures from coming any closer than 20 feet (6.1 m) from its edge. Even greater beings are held at bay. Lesser beings can not stand to be within line of sight of the circle and are forced to leave, even if it is only to the next room with the door shut. This means no attacks are possible from the lesser beings.

The circle also provides the following bonuses to all occupants: +5 to save vs all magic and psychic attacks, impervious to possession, +8 to save vs Horror Factor. Plus it provides an extra 10 P.P.E. to each mage and 10 I.S.P. to each psychic. Of course, the characters are vulnerable to conventional weapons and thrown objects and all bonuses vanish the moment the characters exit the circle.

Sanctum

Range: 30x30 feet (9.1 x 9.1 m) room; can be created up to 200 miles (320 km) away.

Duration: The lifetime of the mage or until canceled.

Saving Throw: None.

P.P.E.: Three Hundred Ninety

The mage can protect a room as big as 30x30 feet (9.1 m x 9.1 m) from mystic influence by using the Sanctum invocation. The room is instantly turned into a safe haven, or sanctum, free of mystic disturbance. While inside the room, the mage can not be found by the Calling or Locate spell, can not be seen by Second Sight or a Crystal Ball, and can not be affected by bonding magic (but only while in the room). Even more impressive is that Animated Dead and the Undead can not enter the Sanctum. Lesser monsters can not enter unless they save vs magic; greater beings and humans are not affected and enter at will.

Level Fourteen

Close Rift

Range: 100 feet (30.5 m).

Duration: Instant results.

Saving Throw: Standard.

P.P.E.: Two Hundred plus 2 P.P.E. from the character's permanent P.P.E. base!

The master of magic can close a Rift by sheer force of will. However, the monumental effort permanently drains the mage of two P.P.E. points from his permanent base, whether successful or not. The mystic nature of the dimensional gateway gives it an automatic save versus magic attack, consequently, a Close Rift Ritual will increase one's odds for success (16). The Rift will instantly vanish if successful. A failure means the Rift is not affected and the wizard has lost 2 P.P.E. forever; try again. **Note:** This incantation will not close the St. Louis Gateway Rift or any "permanently" opened Rifts. Also note the *Shifter, Temporal Raider, Temporal Wizard* and *Stone Master* do NOT lose the permanent 2 P.P.E. when they use this spell, nor do Alien Intelligences, gods or Demon Lords.

Restoration

Range: Touch or 3 feet (0.9 m) away.

Duration: Instant/permanent.

Saving Throw: None.

P.P.E.: Seven Hundred Fifty

This is a powerful healing incantation. The magic will instantly, and completely, heal wounds, cuts, bruises, burns, etc., restoring full S.D.C. and Hit Points, leaving only minimal scarring. It is so powerful a magic that it can instantly heal internal organs and mend bones. Even bullets or shrapnel will magically disappear as the wounds heal. The invocation can also restore severed limbs, such as a hand, arm, finger, foot, leg, etc., providing that the limb has not been severed from its body for more than 48 hours. Substitute limbs and organs can NOT be used for ones that are lost or vaporized. Nor can this invocation restore life or replace missing limbs or organs. Nor can it be used to repair bionic or cybernetic parts.

Resurrection

Range: Touch or six feet (1.8 m) away.

Duration: Instant and permanent.

Saving Throw: None.

P.P.E.: Six Hundred Fifty

This awesome spell will restore life into the recently deceased. The resurrected person has all Hit Points, memories, abilities, and skills that he had at the moment of his death. Missing limbs will remain missing, but healed; this is not a regeneration process but a revitalization. This spell works only on creatures that have died in the last two months.

Success factor: Regardless of the spell caster's level of experience, the chance of success is only 45% (double for gods). The spell can be attempted on the same corpse no more than three times. If still unsuccessful another magic weaver may try. Six failed attempts means the person is beyond the help of magic.

Level Fifteen

Dimensional Portal (Rift)

Range: A few feet (one meter) away.

Duration: 30 seconds (2 melee rounds) per level of the spell caster, or one minute (4 melees) per level of experience when performed as a ritual

Saving Throw: None

P.P.E.: One Thousand

The dimensional portal invocation opens a two-way door to another dimension. The mage can open a door to a specific world or random place. This is the only way a greater supernatural being can enter into our dimension. Once the dimensional portal closes, the only way back in or out is to open another portal. One of the real dangers of using this magic is that some "thing" unwanted often slips through.

Teleport: Superior

Range: Self or others; distance of 300 miles (480 km) per level of experience.

Duration: Instant.

Saving Throw: None.

P.P.E.: Six Hundred

The mage can instantly transport himself and up to 1,000 lbs (450 kg), per level of experience, hundreds of miles away. To teleport, the mage must have a mental picture of his destination. The best results can be achieved when the character is personally acquainted with the target destination, some place he has visited or knows well. However, locations seen in photographs or described in detail can also be reached, but there is always a chance of a miscalculation.

The mage can teleport himself alone, or other people and objects within 20 feet (6.1 m) of him. The total number of people and items which the mystic can teleport is limited by the amount of weight he can handle (1,000 lbs/450 kg per level of experience). The following tables indicate the chance of a success and the results of a failed teleport.

Chances of a successful teleport:

- Teleporting to a familiar location or a destination visible from one's starting point: 99%.
- A place seen only a few times before (2-6 times): 85%.
- A place seen in a photo (the photograph is being looked at during the moment of teleportation): 80%.
- A place never visited before, but described in detail: 58%.
- A place never before visited and known only by name or brief description: 20%.

Results of an Unsuccessful Teleport:

01-40%: Appear at the wrong place. No idea of present location; 3D6x100 miles off course.

41-75%: Appear at the wrong place. No idea of present location; 1D6x100 miles off course.

76-98%: Teleport several feet above the ground; everybody falls, suffering 2D6 damage.

99-00%: Teleport into an object; instant death.

A few Notes: A character cannot Teleport away and leave behind something that was implanted in him. A character can Teleport into the air, but he is still subject to the dangers of the environment and will fall to the ground unless some other magic is used to prevent or cushion the fall. A character can Teleport a vehicle he is inside, along with themself as long as the total weight (including passengers and cargo) is under 1000 lbs (450 kg). Teleporting into water is not dangerous as long as the character can either swim or has an air supply and doesn't Teleport too deep. Once a character has teleported away, he has made a clean getaway. However, if the teleporter has left behind a personal object, a psychic can use the Object Read ability to get a general idea of his location or diretion. It is possible to teleport out of a Magic Net. Attempting to Teleport (whether successful or not) takes up two melee actions. This spell can NOT be used to deliberately Teleport an enemy into a solid object.

Alphabetical List of all Invocations found in the *Rifts® Book of Magic*

-A-

Agony (20) 114
Amulet (290+) 143
Animate/Control Dead (20) 114
Annihilate (600) 150
Anti-Magic Cloud (140) 138
Apparition (20) 110
Armorbane (100) 132
Armor Bizarre (15) 104
Armor of Ithan (10) 96
Astral Hole (120) 138
Astral Projection (10) 99
Aura of Death (12) 104
Aura of Doom (40) 126
Aura of Power (4) 93

-B-

Ballistic Fire (25) 115
Banishment (65) 132
Barrage (15) 110
Barrier of Thoth (3,000) 154
Beat Insurmountable Odds (70) 126
Befuddle (6) 93
Blight of Ages (600) 154
Blind (6) 99
Blinding Flash (1) 91
Blood and Thunder (770) 155
Bottomless Pit (100) 139
Breathe Without Air (5) 96

-C-

Calling (8) 104
Call Lightning (15) 111
Calm Storms (200) 143
Carpet of Adhesion (10) 99
Chameleon (6) 93
Charismatic Aura (10) 99
Charm (12) 104
Chromatic Protection (10) 100
Circle of Flame (10) 104
Circle of Travel (600) 152
Cleanse (6) 93
Climb (3) 93
Cloak of Darkness (6) 93
Cloud of Smoke (2) 91
Close Rift (200+) 150
Collapse (70-400) 147
Commune with Spirits (25) 119
Compulsion (20) 111
Concealment (6) 93
Constrain Being (20) 115
Control/Enslave Entity (80) 132
Create Golem (700 or 1000) 147
Create Magic Scroll (100) 140
Create Mummy (160) 139
Create Steel (68) 127
Create Water (15) 111
Create Wood (10-20) 96
Create Zombie (250) 144
Crimson Wall of Lictalon (6,000) 155
Crushing Fist (12) 111
Cure Illness (15) 111
Cure Minor Disorders (10) 100
Curse: Phobia (40) 127
Curse of the World Bizarre (100) 140

-D-

D-Step (50) 127
Deathword (70) 132
Death Curse (Special) 104
Death Trance (1) 91
Deflect (10) 100
Desiccate the Supernatural (50) 127
Detect Concealment (6) 94
Dimensional Portal (1000) 152
Dimensional Teleport (800) 152
Disharmonize (150) 140
Dispel Magic Barriers (20) 115
Distant Voice (10) 105
Domination (10) 105
Doppleganger: Superior (1,000) 156
Dragon Fire (40) 128

-E-

Electric Arc (8) 100
Enchant Weapon (400 to 1000+) 152
Enemy Mind (100) 133
Energize Spell (12+) 111
Energy Bolt (5) 96
Energy Field (10) 101
Energy Disruption (12) 106
Energy Sphere (120) 140
Ensorcel (400) 144
Escape (8) 106
Exorcism (30) 119
Expel Demons (35) 120
Extinguish Fire (4) 94
Eyes of Thoth (8) 106
Eyes of the Wolf (25) 120

-F-

Familiar Link (55) 128
Fear (5) 94
Featherlight (10) 106
Fingers of the Wind (5) 96
Fireblast (8) 101
Firequake (160) 141
Fire Ball (10) 111
Fire Blossom (20) 111
Fire Bolt (7) 101
Fire Globe (40) 120
Fire Gout (20) 115
Fist of Fury (10 or 50) 101
Fly (15) 106
Fly as the Eagle (25) 115
Fool's Gold (10) 101
Forcebonds (25) 120
Fortify Against Disease (15) 112
Frequency Jamming (15) 112
Frostblade (15) 112
Fuel Flame (5) 96

-G-

Giant (80) 133
Globe of Daylight (2) 91
Globe of Silence (20) 115
Greater Healing (30) 121

-H-

Hallucination (30) 121
Havoc (70) 133
Heal Self (20) 116
Heal Wounds (10) 106
Heavy Air (200) 144
Heavy Breathing (5) 94
Hivemind (350) 156
Horrific Illusion (10) 106
Horror (10) 106
House of Glass (12) 107

-I-

Ice (15) 112
Id Alter Ego (130) 141
Id Barrier (600) 151
Ignite Fire (6) 97
Illusion Booster (15) 112
Illusion Manipulation (25-60) 128
Illusory Wall (15 or 30) 112
Illusory Forest (45-90) 133
Illusory Terrain (55-120) 141
Impenetrable Wall of Force (600) 151
Impervious to Energy (20) 113
Impervious to Fire (5) 97
Impervious to Poison (5) 97
Implosion Neutralizer (12) 107
Influence the Beast (12) 107
Instill Knowledge (15) 108
Invincible Armor (30) 121
Invisibility: Simple (6) 97
Invisibility: Superior (20) 116
Invulnerability (25) 116
Ironwood (50+) 145

-J-

Nothing magical here.

-K-

No spells here either.

-L-

Lantern Light (1) 92
Levitation (5) 94
Ley Line Fade (20) 116
Ley Line Ghost (80) 134
Ley Line Phantom (40) 129
Ley Line Resurrection (2000) 156
Ley Line Tendril Bolts (26) 121
Ley Line Time Capsule (15) 121
Ley Line Time Flux (80) 129
Ley Line Transmission (30) 101
Ley Line Restoration (800) 153
Ley Line Shutdown (3000) 153
Ley Line Storm Defense (180) 141
Life Drain (25) 117
Lifeblast (15) 108
Lifeward (40) 121
Life Drain (25) 117
Life Source (2+Special) 97
Lightblade (20) 117
Light Healing (6) 97
Light Target (6) 97
Lightning Arc (30) 122
Locate (30) 122
Luck Curse (40) 122

-M-

Magical-Adrenal Rush (45) 122
Magic Net (7) 101
Magic Pigeon (20) 113
Magic Shield (6) 97
Magic Warrior (60) 135
Manipulate Objects (2+) 94
Mask of Deceit (15) 113
Memory Bank (12) 113
Mend the Broken (10+) 108
Mental Blast (15) 109
Mental Shock (30) 117
Metamorphosis: Animal (25) 117
Metamorphosis: Human (40) 122
Metamorphosis: Insect (60) 129
Metamorphosis: Mist (250) 145
Metamorphosis: Superior (100) 135
Meteor (75) 135
Metropolis (1,600 or Special) 157
Mindshatter (130) 142
Minor Curse (35) 122
Multiple Image (7) 102
Mute (50) 130
Mystic Alarm (5) 95
Mystic Fulcrum (5) 98
Mystic Portal (60) 135
Mystic Quake (420) 157

-N-

Negate Magic (30) 123
Negate Mechanics (20) 118
Negate Poison/Toxins (5) 98
Null Sphere (220) 145

-O-

Orb of Cold (6) 98
Oracle (30) 123

-P-

Paralysis: Lesser (5) 98
Phantom Mount (45) 130
Plane Skip (65) 135
Power Bolt (20) 113
Power Weapon (35) 123
Protection Circle: Simple (45) 130
Protection Circle: Superior (300) 148
Purge Other (100) 136
Purge Self (70) 130
Purification (Food/Water) (20) 118

-Q-

Quit yer complainin', no spells here.

-R-

Reality Flux (75) 136
Realm of Chaos (70) 130
Reduce Self (20) 113
Reflection (7) 102
Remove Curse (140) 142
Re-Open Gateway (180) 142
Repel Animals (7) 102
Resist Fire (6) 98
Restoration (750) 151
Restore Life (275) 148
Restore Limb (80) 136
Resurrection (650) 151
Ricochet Strike (12) 102
Rift to Limbo (160) 142
Rift Teleportation (200) 142
Rift Triangular Defense System (840) 151

-S-

Sanctum (390) 149
Sanctuary (Legendary: 1,500) 157
Seal (7) 102
Second Sight (20) 118
See Aura (6) 92
See in Magic Darkness (125) 143
See the Invisible (4) 92
See Wards (20) 118
Sense Evil (2) 92
Sense Magic (4) 92
Shatter (5) 95
Shadow Meld (10) 103
Shadow Wall (400) 149
Sheltering Force (20) 114
Shockwave (45) 123
Sickness (50) 124
Sleep (10) 109
Sonic Blast (25) 119
Sorcerous Fury (70) 124
Soultwist (170) 145
Speed of the Snail (50) 131
Speed Weapon (100) 136
Spinning Blades (20) 119
Spoil (Water/Food) (30) 124
Steel Rain (360) 158
Stone to Flesh (30) 125
Sub-Particle Acceleration (20) 119
Summon & Control Animals (125) 143
Summon & Control Canines (50) 131
Summon & Control Entity (250) 146
Summon & Control Rain (200) 146
Summon & Control Rodents (70) 136
Summon & Control Sea Serpents (300) 151
Summon & Control Storm (300) 149
Summon Ally (600) 153
Summon Fog (140) 143
Summon Greater Familiar (80) 136
Summon Lesser Being (425) 149
Summon Ley Line Storm (500) 146
Summon Shadow Beast (140) 137
Super-Healing (70) 137
Superhuman Endurance (12) 109
Superhuman Strength (10) 109
Superhuman Speed (10) 109
Sustain (12) 109
Swallowing Rift (300) 146
Swap Places (300) 149
Swim as a Fish: Superior (12) 109
Swim as a Fish: Lesser (6) 103
Swords to Snakes (50) 131

-T-

Talisman (500) 150
Tame Beast (60) 131
Targeted Deflection (15) 114
Teleport: Lesser (15) 114
Teleport: Superior (600) 153
The Slowness (1,300) 158
Thunderclap (4) 93
Throwing Stones (5) 95
Time Hole (210) 146
Time Slip (20) 114
Tongues (12) 114
Trance (10) 103
Transferal (50) 132
Transformation (2000) 153
Turn Dead (6) 95

-U-

No spell for this letter.

-V-

Vicious Circle (350) 158
Void (700) 154

-W-

Wall of Defense (55) 132
Wall of Not (70) 137
Wall of Wind (40) 125
Wall of the Weird (180) 147
Wards (90) 138
Warped Space (90) 138
Warrior Horde (1,100) 158
Watchguard (10) 103
Water to Wine (40) 132
Wave of Frost (6) 98
Weight of Duty (10) 103
Wind Rush (20) 119
Winged Flight (35) 125
Wisps of Confusion (40) 126
Words of Truth (15) 114
World Bizarre (40) 126

X, Y, Z

Lonely letters with no spells.

The Coalition States

Chi-Town

A study in the corruption of the soul

From the diary of Erin Tarn; Circa 78 P.A.

"No culture can survive if it attempts to be exclusive"

– Mahatma Gandhi

I fear that I am a firsthand witness to the birthing of a sad, new saga of human tyranny. A despot named Karl Prosek sits as the chairman-elect of *Chi-Town*, but I can see storm clouds rushing swiftly from the horizon. He is the second of the Prosek family to hold the illustrious seat of chairman-elect. And only one in a long line of heroes and visionaries who helped to build the industrial city out of the ashes of destruction. However, unlike his forefathers, Karl Prosek is a vicious opportunist who sees the opportunity to create a family dynasty and has seized that opportunity.

Perhaps it is from my position as a historian that I can see the progression of events as something far more dangerous than others around. I see the wheels of an oppressing dictatorship turning and gathering momentum. It is classic. The control and manipulation of the media by the Chairman and his government (for the betterment of the people, of course), subtle and not so subtle indoctrination, the quiet abolishment of free speech, and the restriction of knowledge. There is talk of superiority and the inherent rights and benefits of being superior. Small, almost inconsequential acts of aggression under the guise of "security" weave an unmistakable pattern of growing military strength and imperialistic conquests. These *inconsequential* acts of self-preservation have increased the landholdings of Chi-Town by 12% and have increased manufacturing and political strength by as much as 35%. These actions are far from inconsequential. They are part of a calculated plan to expand the power base of the Chi-Town Empire.

I cannot help seeing distinct similarities between this political regime and the Hitler regime of 20th Century Germany. In fact, I can not shake the feeling that Chairman Karl Prosek is intentionally patterning himself after this insane 20th Century dictator. This is doubly terrifying for me when I realize that few people in the world today know anything about Hitler, World War II, or the deliberate extermination of millions of people. People executed because they were not among the chosen elite. Chairman Prosek's recent proclamations regarding the superiority of humans over mutants and non-humans smacks of the beginning of a political campaign to stir the people to his way of thinking.

Perhaps I am reading too much into what I see. Yet, in an obscure political essay written by Chairman Prosek as a student at Chi-Town University, he states: *"Hitler was a genius who fell to madness and greed of power. He alone inspired a nation whose people were among the most downtrodden and depressed. Within a decade he had given the people's hearts and minds wings of inspiration and dreams of power and glory that they had not dared to imagine. Powered by these dreams, he was able to build an army unlike any the world had yet known. An army created from the ashes of despair turned into hope and prosperity. An army that made the world tremble. Had he proceeded more slowly and let his people enjoy their prosperity, letting them feed and grow fat with each new triumph, he would have built an Empire that could not have been toppled. He should have fed their greed, because a people who are without want do not look far from its golden doorway. They do not question the inhumanity or plight of others, but only thank the gods that they are so fortunate. Then when somebody threatens their prosperity they are terrified and will sanction any acts necessary to preserve their way of life, especially if they are not asked to do the deeds themselves. That is the secret: control over one's ambitions and over the people one rules. Use fear and ignorance, for they are tools of incredible power. And patience. – Karl Prosek"*

The essay continues with references to Hitler's genius and his methods. I pray that the paradise of Chi-Town is not being corrupted by the insane vision of a 20th Century madman. This world knows too much pain already.

– Erin Tarn, Historian, 78 P.A.

I sometimes have people read me my own words and they ask me if I'm not a seer with a third eye trained on the future. No, I tell them. History is my crystal ball to the future. I look at the past, I try to understand human nature and I can see trends and likely progression in our world, today. An old, pre-Rifts axiom goes something like this: "Those who do not know history are doomed to repeat it." It is true, for I see the ghost of the past in the Coalition States and so many people and places.

It makes me sad and frightened to see how the Coalition States is becoming an aggressive, imperialist nation. Like so many other people, I wonder who their next target may be and whether it may be someplace I love.

Many people I have spoken with, especially in recent years during the War at Tolkeen, have called Emperor Prosek evil incarnate. I have seen the many faces of evil in my adventures and must say that I concur. It's easy to see evil in an ugly, inhuman monster, but the Emperor is neither a monster or ugly. Here is a man who is handsome and strong. A charismatic leader who speaks to our fears and promises to save us from them. A man who wraps himself in the tapestry of morality to hide the fact that he doesn't have a lick of compassion or humanity in his soul. The scariest part for me is that his dashing son, Joseph Prosek the Second, is even more subtle, ruthless and terrible. I fear his days as Emperor, when they come, will eclipse those of his father and be more terrible than anything we can imagine.

This discussion always sets my mind wandering and asking the question, what is evil?

Evil men don't look in the mirror and see themselves as evil. They can't or they couldn't sleep at night or kiss the forehead of their child and feel love in their hearts. Except for true sociopaths and demons, there is nobody who sets themselves the goal "to be evil." No. These evil men see themselves as heroes, leaders and visionaries. And so it is with Emperor Prosek.

I believe Emperor Prosek looks in the mirror and sincerely sees a proud hero. He believes he knows what's best for humanity and that he acts with the hand of righteousness and destiny at his side. He's not a murderer, he's a soldier. He's not ruthless, he's decisive and unafraid to make the hard decisions. He's not a liar or a destroyer, he's a protector of values and a nurturer of humanity; even if it comes at the expense of millions of nonhuman people. The power he wields so mercilessly, however, is no burden to this man, it is a joy. He doesn't ponder if what he does is right or wrong, good or bad, or if there is a different way. A better way. He is a zealot, and zealots never question their path or decisions, nor do they feel the weight of their handiwork. They thrive on their mission. There is no self-doubt in this man, only self-assurance that what he does is right. That he and he alone is the savior of humanity and holds the fate of all humans in his strong hands. And if he is to benefit from fame and glory, and ever increasing power, then that is the reward of being such a hero and visionary. That is the power of being Emperor of the Coalition States.

Ultimately, it is history that paints a man one color or another. We will see whether history paints Emperor Prosek as a hero or a monster. I believe it will be the latter. I only wonder, now that he has the blood of hundreds of thousands of innocent D-Bees on his hands, how many millions more are yet to die in the name of humanity's survival, before his legacy comes to an end. It is my experience that hunger for power such as Emperor Prosek's knows no limit. It can never be sated. It always hungers for more.

- Erin Tarn in a letter to a friend – Summer 109 P.A.

How to Use Coalition Characters

Game Designer's Notes: Coalition characters can be played as good guys or bad guys.

For most gamers and Game Masters, the Coalition States, Emperor Prosek and the soldiers of the CS Army have become the *villains* people love to hate. Goose-stepping monsters in human skin who persecute D-Bees and people who choose to believe and live differently than the CS. The worst of the lot are the soldiers who use their power and military might to be bullies or for their own personal gain. The power structure of the CS and its military has made the army ripe for evil and ruthless men to rise to power and do things that even the Emperor and High Command would not suggest. However, if it is leveled against D-Bees even the worst atrocities are ignored, overlooked or condoned, earning the perpetrator a slap on the wrist if any reprimand at all. This attitude only breeds more injustice and atrocity. If anything, Emperor Prosek has created an atmosphere where cruelty and evil can thrive. It makes dealing with Coalition troops a scary proposition, because one never knows what he'll get.

And this is where an important distinction must be made – not all Coalition soldiers are evil, corrupt or murderous fiends.

Many are misguided patriots who believe the CS propaganda and see D-Bees and aliens as otherworldly invaders bent on conquering the Earth for themselves. For them, it's a simple matter of kill or be killed. Fight or lose everything they hold dear. This isn't evil, it's self-preservation and heroic. To go into an uncertain world filled with magic and truly evil and malevolent *monsters* to fight for what you hold dear is courageous and commendable. These soldiers hope to make the world a better place (at least for humans). They also try to maintain some level of law, order and military protocol. They don't engage in criminal or corrupt activity, they don't take bribes and don't have crooked schemes in place on the side. They try to be good soldiers and live good lives. That means while they may reluctantly follow orders they don't personally agree with, they won't gun down innocent D-Bee women and children, or slaughter entire villages. They show some level of compassion and wonder if their leaders have not gone too far sometimes. Some might also question other elements of their society and come to see D-Bees, Rogue Scholars, Body Fixers and others who speak against the Coalition States as being people too, not just faceless enemies.

Even the zealots who don't ask questions see D-Bees and all proclaimed enemies of the States as monsters to be destroyed, and follow their orders to the letter, are not necessarily evil. At least not from the perspective of the Coalition people. People who believe all the horror stories fed to them from the government's propaganda machine. They are the saviors of the human race. Heroes of humanity and the last bastion of defense for humankind. Bold heroes ready to help their fellow humans and risk their own lives to save innocent people – *human* people. And they do. They die in droves to save human lives and won't hesitate to risk their own lives to save an innocent farmer or child from the clutches of an evil monster or wicked D-Bee. They are fastidious and relentless in their task. The problem is they won't let themselves see any goodness in nonhumans. They wear blinders and turn their hearts cold to the plight and rights of inhuman people. They refuse to make the distinction between them and true monsters, like demons and wicked men (human and nonhuman), and in so doing, create injustice and kill the innocent.

This contradiction has confused and frustrated some gamers who prefer a clear line between *good* and *evil*. I'm frequently asked, "So is the Coalition good or evil?" and I get a frown or head scratching when I say, "Yes."

Rifts® and many of Palladium's games are filled with clear cut villains. I love villains. I'm good at making them. And I too love the despicable evildoer that everyone knows is bad to the core and must be stopped at all cost. However, with the Coalition States, I wanted something different. I wanted to show how the philosophy of might makes right is not good or just. I wanted to show how one man and those who implement his dreams of power (i.e., the Emperor and the military and government leaders who carry out his agenda) can corrupt a nation. I wanted a *human* monster.

Rifts is supposed to offer limitless possibilities and cover every possibility. The CS is one of those possibilities. An adversary that is *not* black and white, but every shade of gray. A villain (and I do see the CS as villains) who can be rotten to the core or surprisingly heroic and compassionate, sometimes even to those they are supposed to hate and destroy. A villain who has the *promise of redemption* and the *potential* for true greatness. If you think about it, the CS reflects our own duality and capacity for good and evil. They reflect the worst and best humans have to offer, and the promise of greatness so often left unrealized.

How you play the CS is up to you. Personally, I play each group of soldiers as distinct from one another. Some are evil, corrupt, villains, rotten to the core. Given half the chance and enough profit they'd sell their own mother or Emperor Prosek.

Others are meanspirited bigots who enjoy and abuse the power of being in control. They torture, rape, plunder and murder D-Bees without compassion and enjoy every minute of it. They are the superior junior Nazis who give humans a bad name. They may pretend to be patriots serving in the name of justice and humanity but they are evil bullies given a license to kill.

Then there are the real patriots. Coalition soldiers trying to live right and do the right thing. Good guys put in a bad situation. Men and women who are not evil monsters, but who live by extreme and distorted perceptions. They may be stern and ruthless, but they are not heartless. They respect the enemy and, when appropriate, show the enemy compassion. They may let a worthy foe live, or turn a blind eye to D-Bee refugees who are unarmed civilians. These characters are *soldiers*. They don't slaughter civilians, they battle armed insurgents, monsters and real threats to the security of their nation.

Another CS archetype in my own games are the soldiers who have seen enough in the real world to question and bend, sometimes even defy, the edicts of their superiors. They have come to see D-Bees as people. Maybe not complete equals to humans (yet), but people who have feelings and dreams and value. These soldiers find themselves questioning what the Coalition leadership says and does. Their experiences have broadened their perspective of the world and may make *them* the hope for the Coalition's future.

I also have CS soldiers who have gone AWOL. They have deserted the Coalition Army and either search for truth or have decided to join the very people Emperor Prosek has declared monsters or enemies of the States. The slang for this is "going native." That's when a soldier forgets his own roots, identifies so much with the enemy that he turns against his own people, joins the enemy and fights for their cause.

Meanwhile, other CS deserters may be crooks, villains or opportunists who have deserted to make a fortune or rule their own petty town or kingdom (think *The Man Who Would Be King*). When things go wrong for them, they can't go back home, so they become adventurers, mercenaries, raiders or bandits.

That's my take on the CS and Coalition characters. I hope it provides some helpful perspective. For me, they are the villains I love to hate, and so much more.

– Kevin Siembieda, Storyteller

Coalition Military O.C.C.s

Coalition Grunt or Dead Boys (Infantry Soldier)
Coalition SAMAS Pilot (RPA Elite)
Coalition Military Specialist (Espionage)
Coalition Technical Officer (Specialists)

Some typical viewpoints in the Coalition Military.

Regarding nonhuman invaders. The soldier has been indoctrinated to believe that all non-human creatures are invaders and a threat to human life. Even the most open-minded character will find it difficult to trust D-Bees or those who oppose the CS (Rogue Scholars, Rogue Scientists, etc.).

The official Coalition line on the matter is: *"Do not give pause in your beliefs. Unnatural invaders have the power, both psychic and magical, to cloud your mind. To listen to their words is to open oneself to evil. Stay clean. Stay pure. Kill them without hesitation or remorse, knowing that your actions save the human race."*

On alien technology. The typical soldier perceives it as dangerous and seductive. To use anything alien (i.e., anything that is NOT Coalition Army issue or produced by an ally nation like Northern Gun) is the first step to being seduced and corrupted into accepting that which is inhuman. Thus, most avoid alien and foreign technology like the plague. Collecting it up and shipping it back to High Command or destroying it on the spot.

For them, the right way is to follow orders and accept what the CS has to offer and reject all else. There is no need for the soldier to read or write beyond the recognition of certain symbols and call numbers. There is no need to understand history or science. There is no need to understand much of anything. The government is always correct. The soldier's job is to follow instructions without hesitation and without question.

The official line is: *"The Coalition will provide you all that you need. Know that we ask you what no man should ask another, to put your brave lives in danger so that others may live. To sacrifice your own safety, and perhaps life, so that a child may grow. You are the embodiment of the human race's hopes and dreams. The army shall provide you with all you need so that you may concentrate in full on the terrible task at hand."*

On magic. All soldiers are taught that magic is dangerous and evil. That it is an unpredictable and alien energy source responsible for the destruction of human civilization and many of today's problems. Since the clash with Tolkeen, a kingdom of magic, and the thousands of stories about magic and monsters coming out of the war zone, most Coalition soldiers are more convinced of magic's evil than ever before. Magic items, like alien technology, are crated up and sent to High Command or destroyed on the spot.

The official line is: *"Magic is a thing from the Rifts. Its energies are alien and corrupting. Those who are foolish enough to use it are placing all life in danger, for the energies are unstable and unpredictable. Magic attracts the supernatural. Magic is our doom. Do not trust in it or those who use it, lest you are ready to betray all you believe in."*

On the cruelness of war. Training prepares soldiers for the horrors of war and hardens them to the grim consequences of death.

The official line is: *"Some will call you the dogs of war, others, tyrants and puppets. Know in your hearts that you are noble warriors asked to do terrible things so that one day we can know lasting peace and safety. Be ever alert, ever vigilant. Do not doubt what you know to be truth. Act quickly. Compassion is a quick end to one's enemies."*

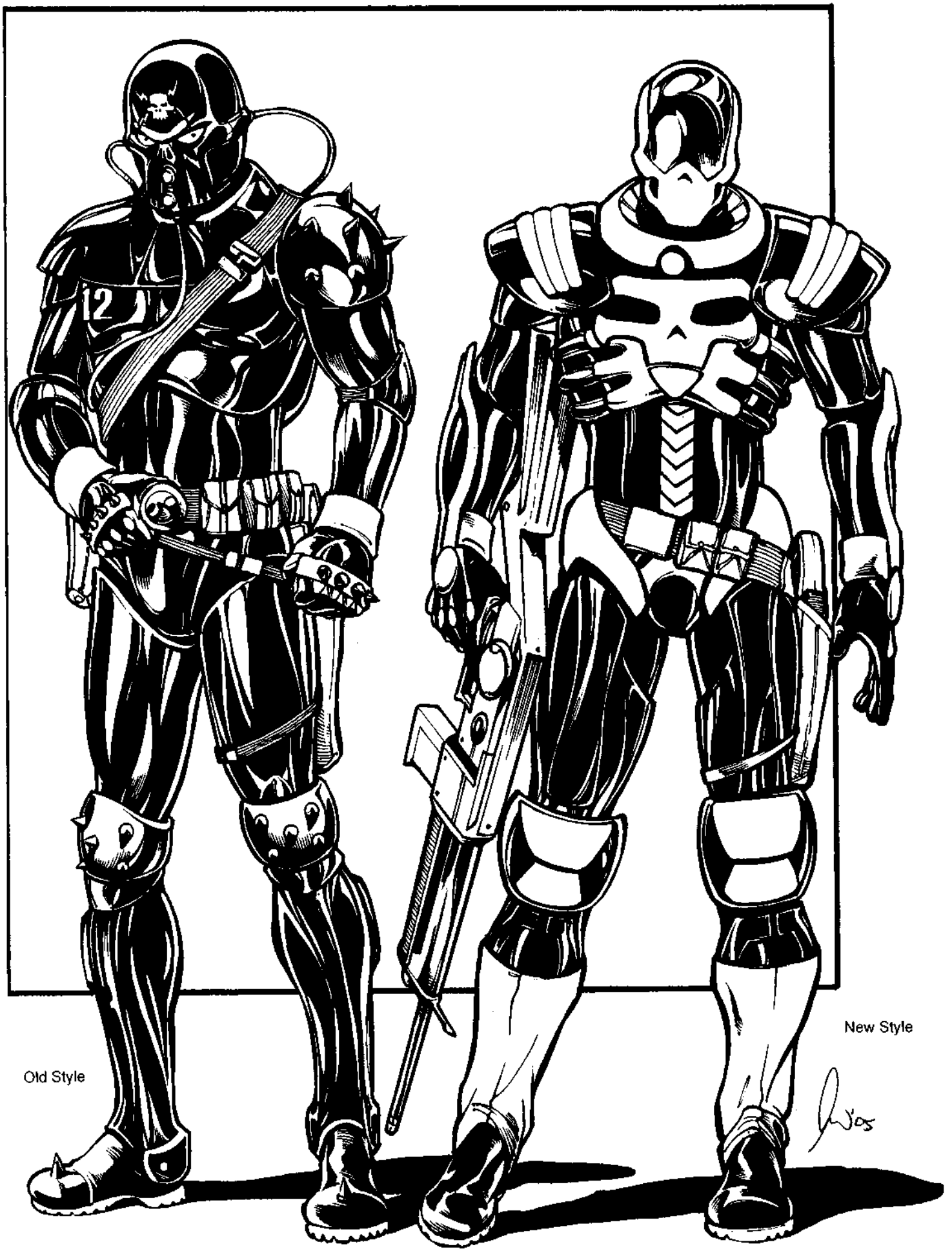
Coalition Grunt O.C.C.

Also known as "Dead Boys"

Even the everyday infantry soldier – the Grunt, the backbone of the Coalition Army – is regarded as one of the Coalition Elite and a hero of the people. From the Grunt's perspective, he is a patriot fighting on behalf of the Coalition States for the benefit and survival of humankind. Most are dedicated men and women willing to lay down their lives for what they believe is a good and noble cause. They are ruthless and merciless combatants when it comes to battling enemies who wield magic, are alien invaders (D-Bees), or monsters bent on tormenting, enslaving or destroying humankind (that's demons, dragons, and just about everyone who isn't human).

Generally, the Coalition Grunt comes from humble beginnings, possibly even from the 'Burbs, having joined the army as a way to get himself and his family moved up higher on the list of hopefuls waiting for citizenship and admission into one of the great fortress cities, like Chi-Town. Fewer than 15% can read, write or know mathematics, or have any other significant skills or education. Most are patriots who have joined the army as a way to better themselves, but ultimately, all they end up knowing is combat, and many become career soldiers. In regard to combat, they are rough and ready warriors who greet the jaws of death with a smile.

Note: The term "Dead Boys" is the common slang used by most civilians and people outside the Coalition States. The nickname arose from the soldiers' skull-like helmets, black armor and the common death's head motif of the Coalition armor. The use of the death symbology is deliberate and meant to intimidate and invoke fear and


12
Old Style
New Style

awe in CS enemies. It is a psychological edge that helps the soldiers feel powerful and their enemies overwhelmed and frightened. It has worked for decades.

Coalition Grunt O.C.C. Stats

Also known as: "Dead Boys," named after their body armor and the Death's Head motif of their armor, war machines, patches, flags and insignias.

Alignment: Any.

Attribute Requirements: A high P.S. and P.E. are suggested, but not required. Anybody with the spirit to fight for humanity and physical attributes not less than seven can be a Coalition Grunt.

Racial Restrictions: Humans and Psi-Stalkers only, the latter being a human mutant. Most Psi-Stalkers, however, apply for positions as the squad leaders and special forces of Psi-Battalion and the CS police where they are known simply as *"Civilized" Coalition Psi-Stalkers*. Only around 6% of the Grunts are Psi-Stalkers (see pages 152-155). Also see *Dog Boys* (pages 142-149), who frequently work side by side with Grunts.

O.C.C. Skills:

Language: Native Tongue (American) at 92%.

Body Building

Climbing (+5%)

Military Etiquette (+15%)

Pilot: Hovercraft (+10%)

Pilot: Tank & APCs (+14%)

Radio: Basic (+10%)

Robot Combat: Basic

Sensory Equipment (+10%)

Running

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P.: One of choice (Ancient or Modern).

Hand to Hand: Expert, can be changed to Hand to Hand: Martial Arts (or Assassin, if an evil or Anarchist alignment) at the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select seven other skills at level one, +1 additional skill at levels 2, 5, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: None.

Horsemanship: None.

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid only.

Military: Any (+15%).

Physical: Any, except Acrobatics.

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Any.

Science: Math skills and Astronomy and Navigation only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Carpentry, Hunting, and Land Navigation only.

Secondary Skills: Select five skills from the Secondary Skills List in the Skills Section of this book, +1 additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-Clips for each, two fragmentation grenades, three signal flares, survival knife, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice.

Equipment Available Upon Assignment: Any weapon types, extra ammunition, hovercraft (especially hovercycle), tank, jet pack, camera, disc recorder, optical enhancement, and food rations for weeks. Vehicle and equipment repair. **Note:** All weapons and equipment are given out on an as needed basis, with the commanding officer deciding whether or not the item(s) is really necessary. If the officer doesn't like the character(s), the availability of items may be extremely limited.

Money: Monthly salary is 1700 credits. Starts off with one month's pay. The Grunt gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to military facilities. The soldier's quarters are a nice dormitory arrangement shared by four individuals. Each gets a private bedroom/study complete with CD stereo system, television, digital video-disc recorder, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Related O.C.C.s: Many additional human Coalition military O.C.C.s can be found in **Rifts® World Book 11: Coalition War Campaign™**.

Coalition SAMAS Pilot O.C.C.

Elite Robot & Power Armor Pilot

The Robot Power Armor (RPA) Elite are specially trained pilots and experts in the use of *power armor* and *robot combat vehicles*. These are the men and women behind the terrifying visage of the SAMAS, Sky Cycles, Enforcer UAR-1s, and Spider-Skull Walkers.

The SAMAS is standard issue power armor for field operations and urban defense, and this character's chief weapon. All other power armor or robot piloting assignments are secondary, the specific 'bot or power armor made available for special assignments.

Coalition Elite RPA O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 10, P.P. 10; a high P.S. and P.E. are suggested but not required.

Racial Restrictions: Human.

O.C.C. Skills:

Language: Native Tongue (American) at 94%.

Math: Basic (+10%)

Military Etiquette (+15%)

Radio: Basic (+10%)

Pilot: Automobile (+15%)

Pilot: Hovercraft (+15%)

Pilot: Robots & Power Armor (+15%)

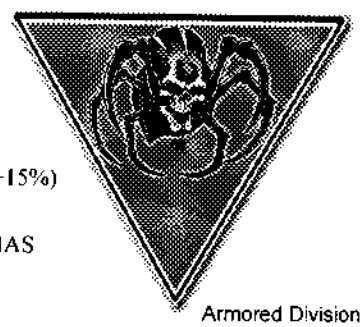
Pilot: Robot Combat Basic

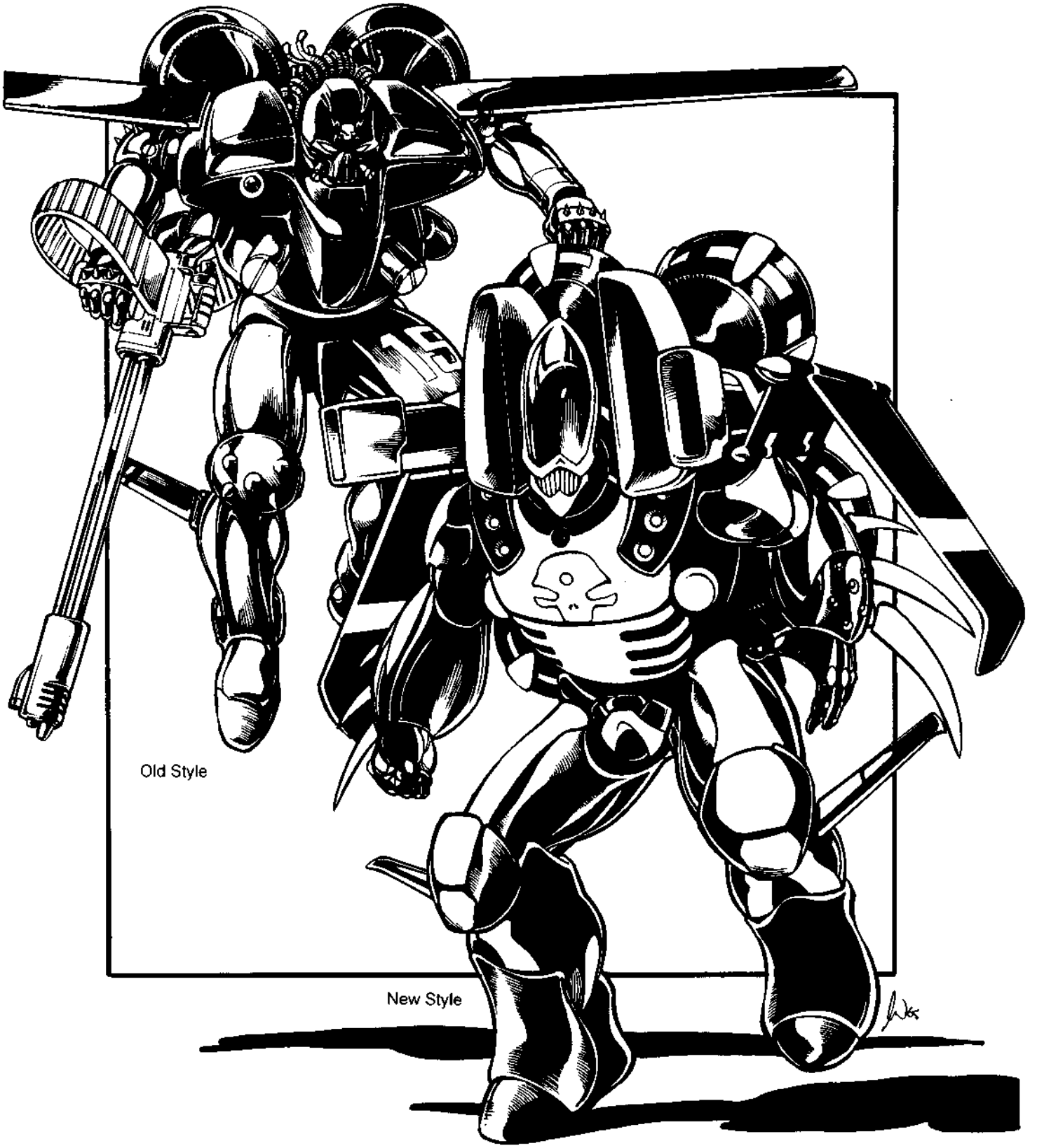
Pilot: Robot Combat Elite: SAMAS

Sensory Equipment (+15%)

Weapon Systems (+15%)

Running





W.P. Energy Pistol

W.P. Energy Rifle

W.P.: One of choice (Ancient or Modern).

Hand to Hand: Expert, can be changed to Martial Arts (or Assassin, if an evil or Anarchist alignment) for the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: Select eight other skills at level one, +2 additional at levels 3, 6, 9 and 12.

Communications: Any (+10).

Cowboy: None.

Domestic: Any (-5% penalty).

Electrical: Basic Electronics only (+5%).

Espionage: None.

Horsemanship: None.

Mechanical: Aircraft, Automotive and Basic only (+10%).

Medical: First Aid only.

Military: Any (+10%).

Physical: Any, except Acrobatics.

SAMAS Pilot

Pilot: Any (+15%).

Pilot Related: Any (+10%)

Rogue: Streetwise only.

Science: Math and Astronomy & Navigation skills only.

Technical: Any.

W.P.: Any.

Wilderness: Land Navigation, Hunting and Wilderness Survival only.

Secondary Skills: Select four skills from the Secondary Skills List in the Skills Section, +1 one additional Secondary Skill at levels 4, 8, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-Clips for each, two grenades, three signal flares, survival knife, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Choice of a conventional military vehicle (hovercycle, jeep, etc.) for daily use and a SAMAS for field use only.

Equipment Available Upon Assignment: Vehicles include SAMAS power armor, Spider-skull Walker, other robot vehicles, hovercraft, sky cycle, jet pack, tank, APC, Death's Head Transport, and aircraft. Any weapon types, extra ammunition, camera, disc recorder, optical enhancement, and food rations for weeks. Vehicle and equipment repair. **Note:** All weapons and equipment are given out on an as needed basis, with the commanding officer deciding whether or not the item(s) is really necessary. If the officer doesn't like the character(s), the availability of items may be extremely limited.

Money: Monthly salary is 2000 credits. Starts off with one month's pay. The elite pilot gets a roof over his head, food, clothing, and all other basics necessary to his service provided free as part of his pay, as well as access to military facilities. The soldier's quarters are a nice dormitory arrangement shared by four individuals. Each gets a private bedroom/study complete with CD stereo system, television and digital video-disk recorder, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Related O.C.C.s: Many additional human Coalition military O.C.C.s can be found in **Rifts® World Book 11: Coalition War Campaign™**.

CS Military Specialist O.C.C.

The arts of espionage, intelligence gathering and reconnaissance are the hallmarks of the Coalition Military Specialist. These guys are always officers who have undergone special training and cybernetic augmentation. Starting rank of Lieutenant.

Coalition Military Specialist O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 12 or higher, M.E. 12 or higher, P.E. 10.

Racial Restrictions: Human.

O.C.C. Skills:

Language: Native Tongue (American) at 98%.

Literacy: Native Language (+10%).

Computer Operation (+15%)

Electronic Countermeasures (+20%)

Intelligence (+10%)

Pilot: Automobile (+15%)

Pilot: Hovercraft (+10%)

Pilot: Robots & Power Armor (+10%)

Pilot: Robot Combat: Basic

Math: Basic (+20%)

Radio: Basic (+20%)

Running

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P.: Three of choice (Ancient or Modern).

Hand to Hand: Expert, can be changed to Martial Arts (or Assassin, if an evil or Anarchist alignment) for the cost of one O.C.C. Related Skill, or Commando for two.

O.C.C. Related Skills: Select five Espionage Skills, and five other skills at level one, +2 additional skills at levels 3, 6, 9 and 12, but one must always be Espionage or Military. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics only (+5%).

Espionage: Any (+10%).

Horsemanship: General only.

Mechanical: Automotive and Basic Mechanics only (+5%).

Medical: Paramedic only.

Military: Any (+15%).

Physical: Any, except Acrobatics.

Pilot: Any.

Pilot Related: Any.

Rogue: Any (+2%).

Science: Math skills and Chemistry only (+10%).

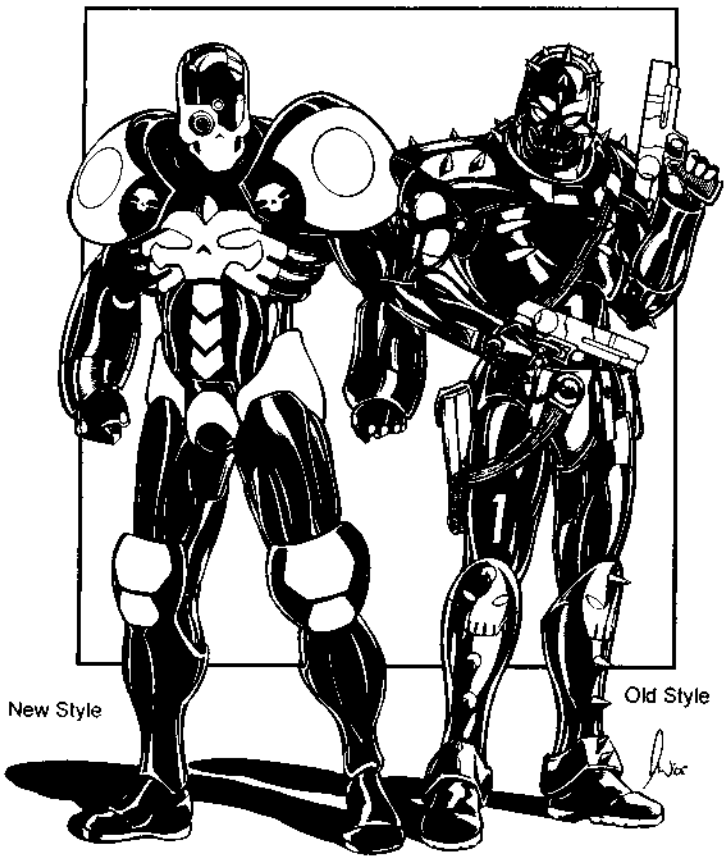
Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select four skills from the Secondary Skills List in the Skills Section, +1 additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Coalition "Dead Boy" body armor, one weapon for every W.P., plus four extra E-Clips for each, a Vibro-Knife, four high explosive grenades, two smoke grenades, three signal flares, survival knife (1D6 S.D.C.), distancing binoculars, robot medical kit, disc recorder, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use and a Spider-Skull Walker for field use only.



Equipment Available Upon Assignment: Anything he might need, including surveillance equipment, robot vehicles, conventional military vehicles, special weapon, extra ammunition, etc. Also has access to computer equipment, laboratory facilities, and vehicle and equipment repair. **Note:** All weapons and equipment are given out on an as needed basis with the commanding officer deciding whether or not the item(s) is really necessary or not. If the officer doesn't like the character, the availability of items may be extremely limited.

Money: A monthly salary of 2200 credits. Starts off with one month's pay, plus gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to military facilities. The officer's quarters is a private apartment with a private bathroom, living room, bedroom/study complete with CD stereo system, personal computer, large screen television and digital videodisk recorder, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: Select 1D4 cybernetic implants of choice to start, plus one limb (hand and arm, or leg and foot) is bionic and has two bionic weapons or sensors for that limb.

Military Specialist

CS Technical Officer O.C.C.

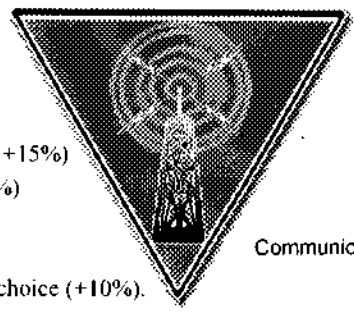
This soldier is a specialist in one particular area (see MOS) and fills the slot of technical support and some special operations within the CS military. Starts off at the rank of Corporal.

Coalition Technical Officer O.C.C.

Alignment: Any.

Attribute Requirements: I.Q. 9 or higher.

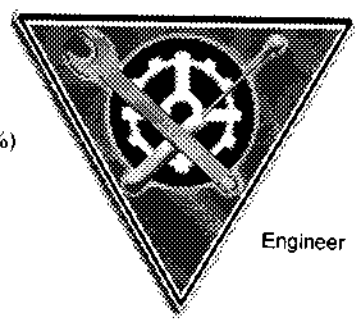
MOS: Select one of the following areas of specialty. Gains all skills under that MOS.



Communications

Communications MOS:
Basic Electronics (+10%)
Cryptography (+10%)
Electronic Countermeasures (+15%)
Laser Communications (+15%)
Radio: Basic (+25%)
T.V./Video (+10%)
One Communication skill of choice (+10%).

Electrician MOS:
Advanced Mathematics (+10%)
Basic Mechanics (+15%)
Electrical Engineer (+15%)
Computer Operation (+20%)
Computer Programming (+10%)
Computer Repair (+15%)
One Communication or Electrical skill of choice (+10%).

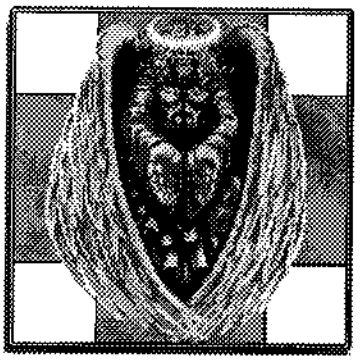


Engineer

Mechanic MOS:
Automotive Mechanics (+20%)
Basic Electronics (+15%)
Computer Operation (+10%)
Locksmith (+10%)
Mechanical Engineer (+15%)
Vehicle Armorer (+10%)
One Mechanical or Electrical skill of choice (+10%).

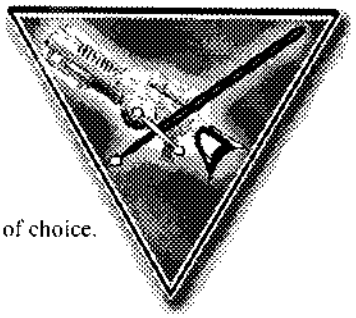
Robotics MOS:
Computer Programming (+10%)
Pilot: Robots & Power Armor (+15%)
Robot Electronics (+20%)
Robot Mechanics (+15%)
Vehicle Armorer (+5%)
Two Mechanical or Electrical skills of choice (+10%).

Technician MOS:
Basic Electronics (+10%)
General Repair & Maintenance (+15%)
Research (+10%)
Sensory Equipment (+15%)
Four Technical or Science skills of choice (+15%).



Medic

Medic MOS:
Biology (+15%)
Field Surgery (+15%)
Medical Doctor (+5%)
Paramedic (+15%)
Two Medical skills of choice (+10%).



Weapon Specialist

Weapons MOS:
Advanced Mathematics (+15%)
Demolitions (+10%)
Demolitions Disposal (+15%)
Four Modern Weapon Proficiencies of choice.

Racial Restrictions: Human.

O.C.C. Skills:

Language: Native Tongue (American) at 98%.
Literacy: Native Language (+20%)
Math: Basic (+30%)
Military Etiquette (+20%)
Computer Operation (+15%)
Pilot Hovercraft (+10%)
Radio: Basic (+10%)
Running
W.P. Energy Pistol
W.P. Energy Rifle
Hand to Hand: Basic, can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill.
Plus the MOS skills chosen previously.

O.C.C. Related Skills: Select three other skills at level one +1 additional skill at levels 3, 6, 8, 10, 12 & 15. All new skills start at level one proficiency.

Communications: Any (+5%).
Cowboy: None.
Domestic: Any.
Electrical: None, unless part of his MOS.
Espionage: None.
Horsemanship: None.
Mechanical: None, unless part of his MOS.
Medical: First Aid or Paramedic (counts as two skills) only.
Military: Any (+5%).
Physical: Any, except Acrobatics or Wrestling.
Pilot: Any.
Pilot Related: Any.
Rogue: None.
Science: None, unless part of his MOS.
Technical: Any.
W.P.: Any.
Wilderness: None.

Secondary Skills: Select three skills from the Secondary Skills List in the Skills Section +1 one additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Coalition "Dead Boy" body armor, one weapon for each W.P. and four extra E-Clips for each, two fragmentation grenades, three signal flares, survival knife (1D6 S.D.C.), pocket computer, tool kit if applicable, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use.

Equipment Available Upon Assignment: Whatever might be necessary to accomplish the mission, but at the discretion of the commanding officer. **Note:** All weapons and equipment are given out on an as needed basis by the commanding officer. Availability may be limited, especially if the commander doesn't like the player character.

Money: Monthly salary is 2000 credits. Starts off with one month's pay and gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to military facilities. The officer's quarters are the same as for the SAMAS Pilot. **Note:** Pay increased to 2200 at the rank of lieutenant and to 2500 at captain.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Related O.C.C.s: Many additional human Coalition military O.C.C.s can be found in **Rifts® World Book 11: Coalition War Campaign™**, also sample Coalition NPCs can be found in **Rifts® Coalition Wars: Siege on Tolkeen 2: Coalition Overkill™**. The Coalition Naval Forces can be found in **Rifts® Sourcebook 4: Coalition Navy™** and many Coalition mutant animals can be found in **Rifts® World Book 13: Lone Star™**.

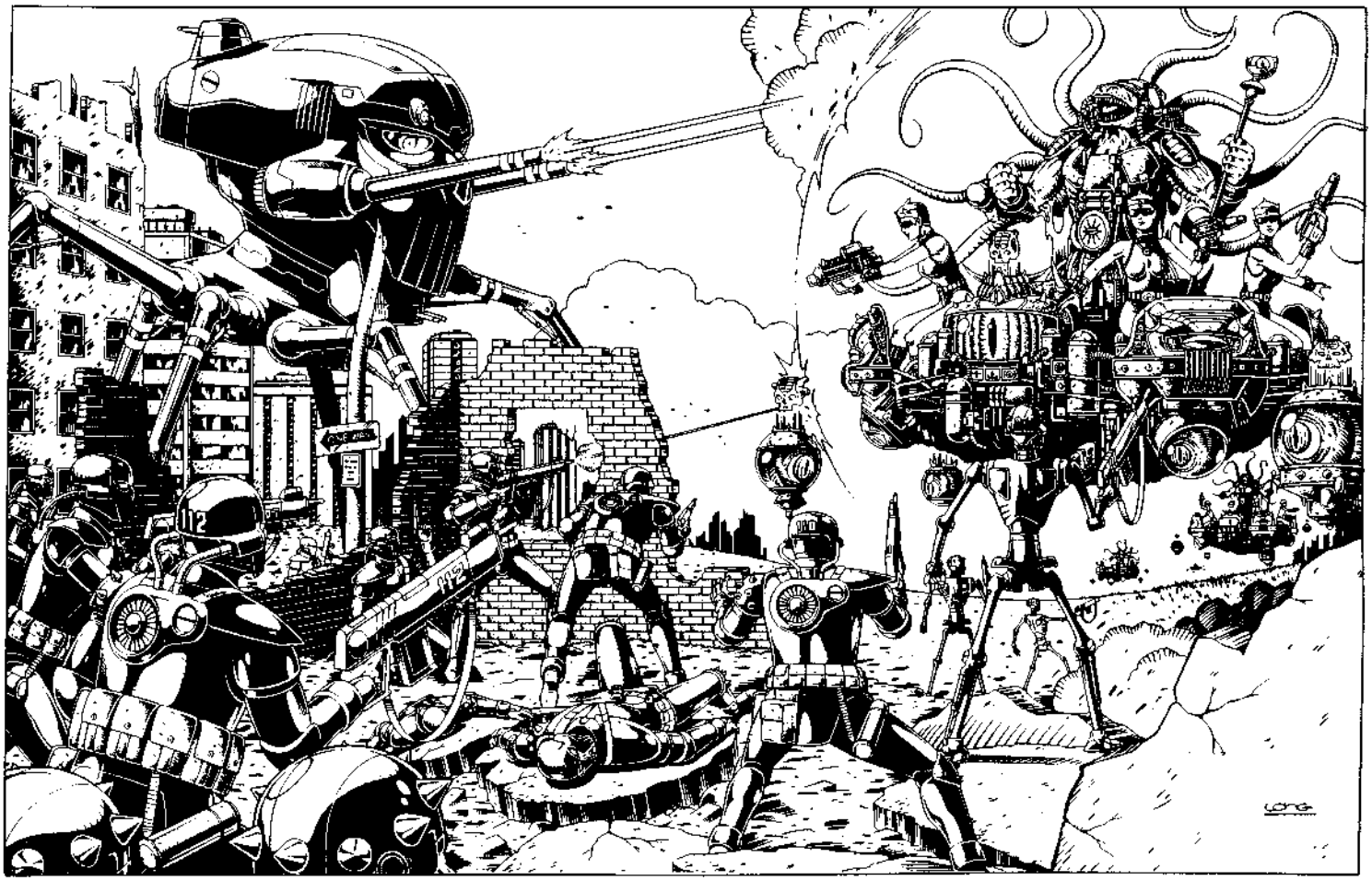
Coalition Dog Boy & Psi-Stalker O.C.C.s

The Coalition **Dog Pack O.C.C.** and **Psi-Stalker O.C.C.** are also famous Coalition military character classes and are found in the Psychic Character Class section of this book, pages 142 and 152 respectively.

Dog Pack

Psi-Stalker

(Dog Pack Leader)



Coalition War Machine

Technology & the Coalition

The technological levels of any given place will vary greatly in North America and much of Rifts Earth. For example, there may be a small community of farmers that resembles an old 18th Century village or a town out of the Old West. They have no plumbing at all, let alone indoor plumbing, and they get their water from the well or the stream (visitors must use the outhouse at the edge of town and a leaf). They have no electricity, no refrigeration, no stores, and few vehicles (ride horses or walk). Most haven't traveled more than 50 miles (80 km) from home in their life. They are a community of families living off the land the best they can, yet even here we see the disparity between tech-levels. Old Zeke down by the big oak tree (there are no streets) is the village doctor. He has an old electrical generator and lights in his study and medical office (a traveling Operator installed it), the rest of the house is lit by oil lanterns like the rest of the village. The doc is a master of Holistic Medicine, but also utilizes a laser scalpel and modern tools traded for at the big city down a piece. Meanwhile, Mr. Kramer's pride and joy is his hover truck, Bobby hunts rabbit with his M-14 carbine, and just last week Lil' Kenny gunned down a bear-monster with his ion blaster (thank goodness he had it with him).

A hundred miles (160 km) away is a factory town that has been around for a while. It makes parts for Wilk's (or the Black Market), who sends hover trucks to transport goods once a week. It looks like a cross between something out of World War II and the Jetsons. There are automobiles and hover craft, horses and power armor, giant robots and bicycles, gunpowder weapons and energy weapons, clunky factories and micro-computers. There are also stores and places for entertainment, and most homes have all the amenities of a modern house. The town may be a member of a larger community or kingdom, or completely independent. It may be a democracy or a dictatorship. It may have a champion, militia or a full army.

It is 300 miles (480 km) to the next town of any kind, other than the neighboring farmers. The rest is wilderness. To the east, another 500 miles (800), is a Rift and rumors of monsters and wizards. A thousand miles (1600 km) to the south is wasteland. In between is the occasional nomad, Psi-Stalker tribe, trapper, bandit (high and low tech), Head-hunter, D-Bee, Line Walker and demon.

Throughout the wilderness are tribes and nomads who live off the land, hunting and scavenging. They too are likely to have a mix of technology, from bow and arrow to laser rifle, from hand-woven clothes and buckskin to M.D.C. body armor and bionics.

There are thousands of tiny little villages, towns, outposts, farms and homesteads, dozens of fledgling cities. All are vulnerable to men and monsters of great power. The advent of the augmented human and high-tech soldier heralded the age of *supermen*. Thus, a handful of sorcerers, armor clad warriors with M.D. weapons or even a lone dragon or demon can enter a town and claim it as their own. Who is going to stop them? Not a bunch of farmers or workers with few Mega-Damage weapons and pitchforks. Especially not if there are a couple of full conversion 'Borgs or power armor or a combat robot or two. These invaders are equipped with Mega-Damage energy weapons, and are roughly the equivalent of Twentieth Century tanks. Four or six (worse if it's more) walking tanks come into town and say, "I like it here. Think we'll stay." Who is going to say no? Sadly, this scenario is played out every week. That's why small towns come and go so quickly. That's why other towns hire mercenaries and adventurers (like the player group) to protect them. And this is why the Coalition States is the reigning power.

(**Note:** The player characters represent the high-tech end of the scale whether combat or adventurer O.C.C.s, psychics or practitioners of

magic. Their high-tech skills, specialized combat training, and/or special powers set them apart from the norm. They are the exception rather than the rule. Consequently, many of the small communities will look at them with fear and apprehension or as heroes who will defend and protect them.)

Coalition Technology. Knowledge and technology are power in North America, and the Coalition States control and distribute the most advanced technology on the continent. As noted earlier, technology in North America ranges from medieval to modern era S.D.C. weaponry, to advanced Mega-Damage technology. The Coalition States are technologically superior to ALL other nations, kingdoms, and manufacturers in North America, and rank among the top three in the world.

This is why the CS is so crazy about and obsessed with capturing and destroying alien technology (which could be equal to or better than their own) and magic (the great equalizer). Alien tech and magic can give independent kingdoms, D-Bees, and CS enemies an equal footing. As long as the Coalition States remain technologically superior, they are the *supreme power* on the continent. The magical kingdom of Tolkeen had to fall, because they were becoming too powerful and outspoken about their equality to the CS. Their close proximity to Coalition held lands only exasperated the tension between them. This is also why the Coalition States are hellbent on routing the alien arms dealer, *Naruni Enterprises*, from the continent.

It's all about *balance of power* and keeping those scales tipped in the Coalition's favor. If the CS should ever find out that Titan Manufacturing is really a front for the sentient (and insane), pre-Rifts supercomputer, A.R.C.H.I.E. Three, the Emperor would dispatch his military elite to locate, and ideally capture the "thing" for study, pacification and integration into the Coalition's military war machine. Failing that, the CS would work to disable or destroy the computer, seize its secret operations and try to *reverse engineer* its robot and advanced technology into their own. The CS has built the foundation of its military and political power on finding, hoarding and exclusively integrating pre-Rifts technology. Consequently, the CS is very unhappy with the recent emergence of *Bandito Arms* in the West (see **Rifts® World Book 14: New West**), with their (thankfully limited) versions of the SAMAS, nor *Free Quebec's* dominance and proliferation of Glitter Boy technology. Free Quebec is, at least, a long standing ally, and one time member, of the Coalition States. (The nation's recent decision to secede from the CS still stings, but Chi-Town's political elite believe the nation will, sooner or later, return to the fold.) *Bandito Arms* on the other hand, is a rogue faction of the criminal Black Market that the CS expects to track down and eventually destroy. Meanwhile, the CS targets Bandito Arms transports for hijacking and destruction, and anyone encountered by CS authorities and patrols using any *illegal* armaments such as a SAMAS, Naruni Enterprises alien weaponry and obvious magic items, even outside CS held territories, are attacked, the technology captured or destroyed, and the user interrogated and set free with a warning. Those who resist are destroyed.

Naruni Enterprises is at the top of the Coalition's "hit list" of dangerous, criminal weapon manufacturers. Ultimately, the CS intends to wipe them and their cursed alien technology off the face of the continent.

Titan Industries is under suspicion and increasing, secret Coalition scrutiny. Even though ARCHIE has made most of its technological creations cosmetically different from the CS, their scientists have come to realize that Titan products use the *same* technology and processes as the Coalition States. That means Titan has access to a pre-Rifts factory and perhaps other pre-Rifts secrets the CS wants for itself.

Among the human weapon manufacturers, only **Northern Gun** come close to the Coalition's level of technology, at least when it comes to the overall area of weapons and machines of war, but even they are at least 20-25 years behind the CS. To insure it has some measure of control over Northern Gun and its sister nation, the Manistique Imperium, both in Upper Michigan, the Coalition cut an alliance with them. The tactic is the classic, "keep your friends close and enemies closer." Not only does the CS know everything the two manufacturing giants are doing, but they can now subtly manipulate their sales and manufacturing practices. Could these two kingdoms be future candidates for admission into the Coalition States?

Wilk's Laser Technologies has been an annoyance to the CS for decades, but the manufacturer has limited its "weapons making" exclusively to laser weapons. The rest of Wilk's operations are quietly devoted to the manufacturing and sale of *communications* and *electronic systems*. Though the latter are on par with (and in many cases, superior to) the Coalition States, the nation does not feel threatened by Wilk's and has let it survive largely unmolested – or at least that's the Coalition's official position. In truth, Wilk's has made a concerted effort to make it *impossible* for the CS to track and destroy its manufacturing empire. Part of this scheme is to be innocuous, and Wilk's has been so successful at this that virtually nobody realizes that Wilk's makes an estimated 75% of all the electronics sold in North America, including 45% of the components and items bought and sold or incorporated in Coalition goods, from military to business to household items! This makes Wilk's, arguably, the largest economic power on the continent! Yet, nobody thinks of it as such, nor do they know where its headquarters is located, who runs the corporation, or where its manufacturing facilities are located. For all intents and purposes, Wilk's is the invisible giant that nobody sees or talks about. Proving the Wilk's strategy to be positively brilliant.

Magic and Techno-Wizardry are considered rogue and alien technology that threatens both CS superiority and its way of life, thus it is rejected and marked for destruction.

The Black Market refers to the underground, criminal network that sells contraband items in Coalition Territory and throughout North America. They are unscrupulous high-tech *brokers* who buy (no questions asked, even when they know darn well the items are stolen) and sell just about anything they can get their hands on.

As an organization, the Black Market is huge. It has branches, outlets, shops, agents, and operations in every major city, town and border outpost north of the Mexican border (even the Black Market avoids the Vampire Kingdoms). The organization is said to control 80% of all illegal operations in the *CS 'Burbs*. Everything from gambling, smuggling, fencing stolen goods and racketeering to selling illegal bionics, drugs, weapons, and contraband, including pre-Rifts books and artifacts. If it's illegal and there is money to be made, the Black Market has its fingers in it. Bionics, cybernetics and weapons (including the huge secondary market of *recharging E-Clips* for 1,200 to 1,500 credits per E-Clip) are three of its largest, semi-legitimate markets. Black Market cybernetics and bionics, via their notorious Body-Chop-Shops as well as other clinics and outlets, has been the Black Market's number one moneymaker. In fact, the Black Market controls an estimated 65-75% of the cybermarket. The sale of illegal energy weapons and energy clips (E-Clips) is another sizeable part of the Black Market's underground empire.

Although availability and prices will fluctuate, virtually every weapon on the open market is available from the Black Market. However, one must be cautious, because the Black Market frequently uses bait and switch tactics and sells cheap "knock offs" – imitations of the genuine article. So that Coalition "Fire-Breather" rifle or Northern Gun blaster might be a cheap *imitation* that does 20% less M.D./damage, the range is 1D4x10% shorter and it is much less reliable (more likely to jam or have other problems in combat situations). Currently, CS Vibro-Blade weaponry, as used by the Dog Boys and Commandos, is all the rage on the streets among gangs, City Rats, mercs and adventurers. Other Coalition weapons are also available. So far, the Black Market has refrained from bootlegging imitations of Naruni Enterprises items, uncertain about what the aliens might do about it. The organization is doing fine without it.

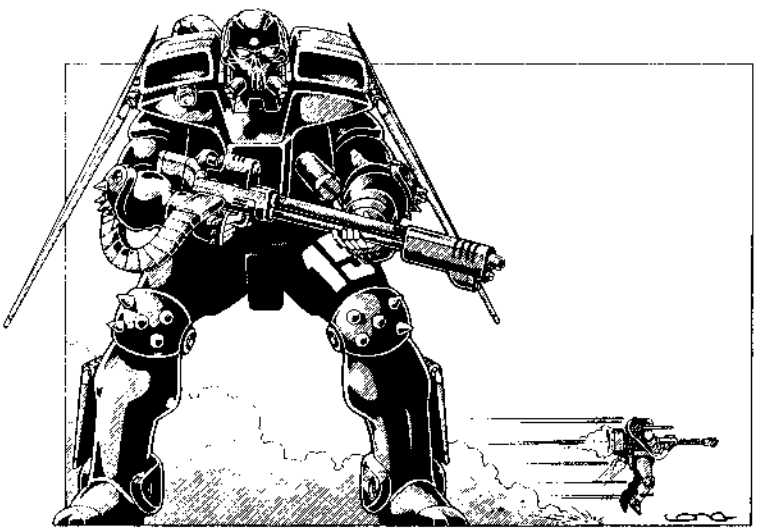
The Black Market also sells *hand grenades and explosives* of all kinds, including *rifle grenades* and *mini-missiles* (knocked off from CS and Northern Gun armaments). Body armor and basic adventuring gear are also part of the Black Market's inventory, but any power armor, gi-

ant robots or military grade vehicles are all secondhand (probably stolen, rebuilt, repaired and resold). The organization also owns an interest in one third of all mechanics' garages and repair shops, medical clinics, 50% of all pawnshops, 70% of all fences and forgers (fake identity papers, etc.), as well as controlling the lion's share of establishments involved in vice. They also buy and sell information and muscle. The prices of common items are 10% to 30% lower than list price (but may be used, sold as new or knock offs sold as genuine), while they gouge people on rare, high demand items, charging anywhere from 50% to 600% more than list, based on supply and demand.

The Black Market is a thorn in the Coalition's side because the organization sells weapons to enemies of the States (including D-Bees, mages, well, everyone), sells contraband the CS would rather not see on the streets (including Erin Tarn's books), buys and sells Coalition Military weapons and equipment (whatever it can get its hands on to sell at a 50% to 200% markup), as well as the obvious criminal and socially corrupt enterprises.

Coalition Military Gear

– Circa 100 to 104 P.A.



Coalition SAMAS Power Armor

The SAMAS is a complete environmental power armor with enhanced robotics and flight/air to ground capabilities. The SAMAS, like all power armor, is basically a robot exoskeleton with M.D.C. plating, superhuman strength, and weapon systems. The pilot fits inside the exoskeleton.

The SAMAS is a significant element of the Coalition's armored troops. The suit was designed for assault and defense, its small size making it ideal for urban and wilderness environments. This fast and maneuverable power armor quickly came to represent Coalition military supremacy in the air and on the ground. Next to the Glitter Boy it is the most famous power armor in the Americas. **Note:** In 105 P.A. the original SAMAS design was replaced by a pair of heavier, faster versions, the Smiling Jack and Super SAMAS. However, the original SAMAS is still used by CS police, Special Forces, Commandos and CS officers.

Model Type: PA-06A

Class: Strategic Armor Military Assault Suit (SAMAS).

Crew: One.

M.D.C. by Location:

Shoulder Wings (2) - 30 each

Main Rear Jets (2) - 60 each

Lower Maneuvering Jets - 25 each

Ammo Drum (rear) - 25

Rail Gun - 50

Forearm Mini-Missile Launcher (1, left) - 50

*Head - 70

**Main Body - 250

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit (shielded by exhaust tubes and weapon drum). Thus, it can only be hit when a character makes a *Called Shot* and even then the attacker is - 3 to strike.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note:** Destroying a wing will make flight impossible. However, even with no wing(s) the SAMAS can make jet powered leaps and hover stationary above the ground.

Speed:

Running: 60 mph (96 km) maximum. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the thrusters. A jet thruster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without actually attaining flight.

Flying: The rocket propulsion system enables the SAMAS to hover stationary up to 200 feet (61 m) or fly. Maximum flying speed is 300 mph (480 km), but cruising speed is considered to be 150 mph (240 km). Maximum altitude is limited to about 500 feet (152 m).

Flying Range: The nuclear power system gives the SAMAS decades of life, but the jet rockets get hot and need to cool after a maximum of ten hours of flight when traveling at speeds above cruising, and twenty hours of cruising speed, can fly indefinitely with rest stops.

Statistical Data:

Height: 8 feet (2.4 m).

Width: Wings down: 3.5 feet (1.06 m) Wings extended: 10 feet (3 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 340 lbs (153 kg) without rail gun.

Physical Strength: Robotic P.S. of 30.

Cargo: None.

Power System: Nuclear; average SAMAS energy life is 20 years.

Black Market Cost: 1.6 to 2 million credits. Rare.

Weapon Systems:

1. **C-40R SAMAS Rail Gun (1):** This is standard equipment for the SAMAS and is considered to be the most versatile, accurate, and lightweight rail gun in the world. Other heavier rail guns can be substituted in an emergency or for special missions. There is no separate power pack. The unit is hooked directly to the armor's nuclear power supply.

Primary Purpose: Assault & Defense.

Weight: Gun: 92 lbs (41.4 kg). One SAMAS Ammo-Drum: 190 lbs (85.5 kg).

Mega-Damage: A Burst is 40 rounds and inflicts 1D4x10 M.D., one round does 1D4 M.D.

Rate of Fire: Each burst counts as one melee attack.

Range: 4000 feet (1219 m).

Payload: 2000 round drum, that's 50 bursts. A second drum can be hooked to the undercarriage of the rocket jets, but must be manually removed by another SAMAS or a character with a strength of 26 or higher to replace the used drum. Reloading a drum will take about 5 minutes for those not trained, but a mere one minute by somebody trained in the use of SAMAS power armor.

Breaux

A Coalition UAR-1 Enforcer Robot under attack
Illustration by Scott Johnson

"Feral" or renegade Coalition Dog Boys
Illustration by Chris Arneson

A Coalition SAMAS Pilot and an officer
Illustration by David Martin

Coalition Dog Boys in action
Illustration by Ran Ackels

A Coalition Grunt
Illustration by Chris Arneson

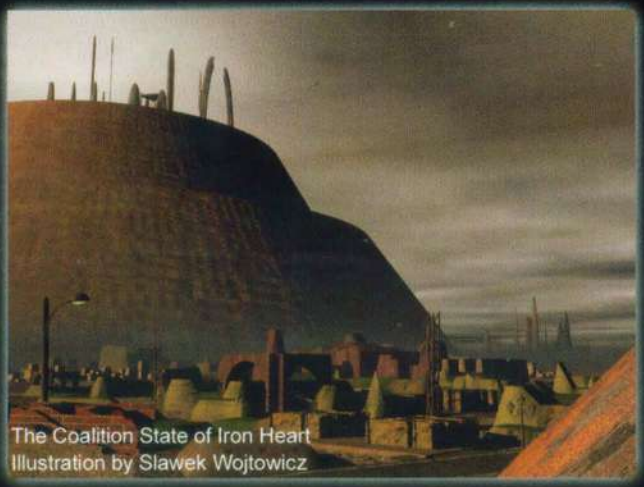
Emperor Karl Prosek
Illustration by John Zeleznik

Spider Skull Walkers facing something emerging from a Rift
Illustration by Chris Arneson

A Coalition IAR-5 Hellfire
Illustration by John Zeleznik

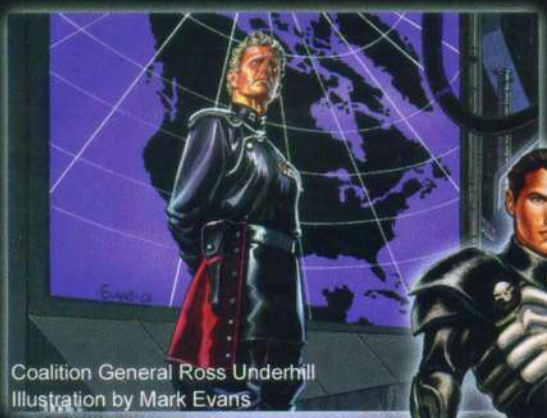
A Coalition IAR-3 Skull Smasher and two CTX-52 "Sky Sweepers"
Illustration by John Zeleznik

A Coalition "Death's Head" Transport
Illustration by Roman Kochnev



The Coalition State of Iron Heart
Illustration by Slawek Wojtowicz

The City-State of Free Quebec
Illustration by Slawek Wojtowicz



Coalition General Ross Underhill
Illustration by Mark Evans

Joseph Prosek II, Head of Propaganda
Illustration by April Lee

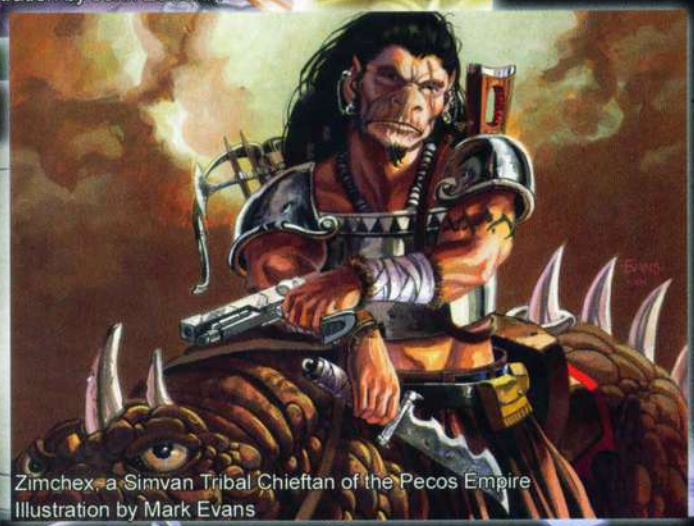
General Jericho Holmes, Hero of the Tolkeen War
Illustration by Scott Johnson

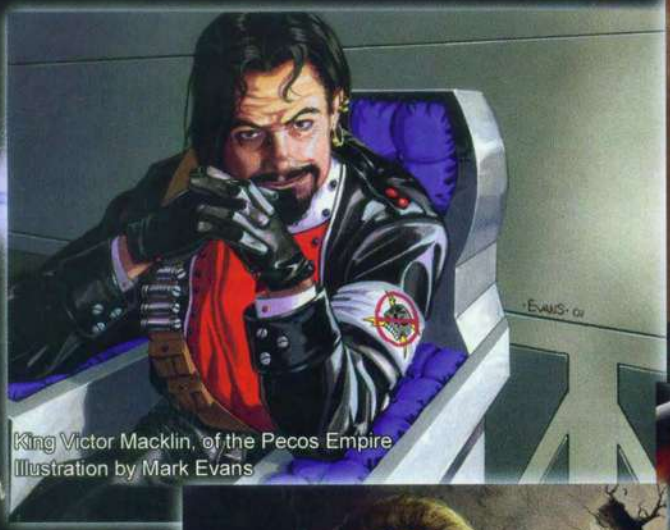
The City of Chi-Town, and the prosperous Old Town 'Burbs
Illustration by John Zeleznik

Lord Alistair Dunscon, leader of the Federation of Magic
Illustration by April Lee

Thomm, head of the Congress of Lazlo
Illustration by John Zeleznik

Arl Xzzyn, Chief of the Lazlo Police
Illustration by Chris Arneson


Zimchex, a Simvan Tribal Chieftan of the Pecos Empire
Illustration by Mark Evans


King Victor Macklin, of the Pecos Empire
Illustration by Mark Evans

Colonel Marcus Larsen, of Larsen's Brigade
Illustration by Scott Johnson

Robot minions of ARCHIE-3
Illustration by Scott Johnson

Brodkil Warriors
Illustration by Scott Johnson

A mage stomping the head of a Coalition Skelebot
Illustration by William Li

FOR THE FIRST TIME, THE RIFTS® MEGAVERSE® IS COMING TO THE VIDEO GAME WORLD, AVAILABLE ONLY ON THE N-GAGE™ GAMING PLATFORM.

ONLY ON N-GAGE

GAMESPOT E3 2005 EDITORS' CHOICE WINNER

Winner of GAMESPOT'S Best N-Gage Game

1UP.com BEST OF E3 2005

Winner of 1UP's Best Mobile Game

RIFTS®

PROMISE OF POWER™

EXPERIENCE THE NEXT LEVEL IN STRATEGY ROLE-PLAYING!

- **An original story exclusive to the game**
- **Featuring the brand new character class, Elemental Fusionist**
- **Over 40 hours of single player gameplay & endless hours of multiplayer action**
- **Play as a Glitter Boy, Juicer, Line Walker, Mind Melter, Head Hunter, Crazy & more**
- **Over 50 enemies and 100+ weapons, armors, spells & psionics**
- **Play your friends over Bluetooth wireless technology or online via N-GAGE ARENA**

www.rifts-promiseofpower.com

*"Whether you **already know Rifts** or are **discovering it for the first time** on the **N-Gage**, you are going to **love this game!**" - Kevin Siembieda, Creator of Rifts®*

RATING PENDING RP CONTENT RATED BY ESRB

N-GAGE NOKIA

Palladium Books®

BACKBONE ENTERTAINMENT

NOKIA

RIFTS: Promise of Power © 2005 Palladium Books, Inc. All rights reserved. Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation. RIFTS, Promise of Power and character likenesses are trademarks or registered trademarks owned and licensed by Palladium Books, Inc. Developed by Backbone Entertainment. Bluetooth is a registered trademark of Bluetooth SIG, Inc. Other company and product names mentioned herein may be trademarks or trade names of their respective owners.

n-gage.com

All the features of a well equipped smart phone:

- *Call, email or text message your friends, download cool applications, organize appointments and surf the web*
- *Smooth design optimized for gaming*
- *Compact size to fit perfectly in your pocket*

PHONE

GAME

Play Serious Games:

- *Top titles by leading publishers & the best developers*
- *Wireless multiplayer gaming with full colour 3D graphics*
- *Access to the worldwide N-Gage™ Arena community*
  - *Download playable demos and free games*
  - *Compete against players from around the world*
  - *Chat with friends*
  - *Enter online tournaments*
  - *Unlock exclusive in-game content*
  - *All these and more in* N-GAGE ARENA

Check out N-gage QD, the gamer's phone. Play serious games. Call, email or text your friends and download cool applications. To find out more, visit www.n-gage.com

PRODUCTS RANGE FROM RATING PENDING TO MATURE
RP-M
CONTENT RATED BY ESRB

N·GAGE
NOKIA
The gamer's phone

Nokia, N-Gage, Pathway to Glory, One, Glimmerati and Payload are trademarks or registered trademarks of Nokia Corporation. Copyright © 2005 Nokia. All rights reserved. RIFTS: Promise of Power © 2005 Palladium Books, Inc. All rights reserved. RIFTS, Promise of Power and character likenesses are trademarks or registered trademarks owned and licensed by Palladium Books, Inc. Other company and product names mentioned herein may be trademarks or trade names of their respective owners.

2. **CM-2 Rocket Launcher:** The forearm not used to operate the rail gun, usually left, is armed with a mini-missile rocket launcher.

Primary Purpose: Anti-Aircraft and Defense.

Mega-Damage: Varies with missile type, but any mini-missile can be used. Standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10).

Range: One mile (1.6 km).

Rate of Fire: One at a time or two simultaneous; either counts as one melee attack.

Payload: Two mini-missiles.

3. **Alternative Handheld Weapons:** Any weapons can be substituted in an emergency or as a back-up weapon; typically a heavy weapon when the pilot has his choice.
4. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Elite Power Armor Combat* in the Combat section.
5. **Sensor System Note:** Standard.

Coalition UAR-1 Enforcer Robot

The UAR-1 is an Urban Assault Robot, meaning that it is a ground unit specifically designed to combat ground forces in a city environment. Since 105 P.A. the Enforcer has been relegated mainly to operations in and around the 'Burbs, and lower levels of the fortress city. By 109 P.A. it has been in use for over 30 years, and is an exceptional deterrent against armed assaults, riots, and combating supernatural monsters. The 20 foot (6.1 m) giant is operated by a pilot and a co-pilot/gunner, but can be just as easily handled by the pilot alone.

Model Type: UAR-1

Class: Urban Assault Robot.

Crew: One or two.

M.D.C. by Location:

Right Shoulder Rail Gun - 100 (shielded)
Left Shoulder Medium Range Missile Launcher - 150
Shoulder Mounted Laser Turrets (2) - 50 each
Shoulder Missile Launchers (2) - 60 each
Waist Mini-Missile Turret - 50 each
Right Leg Smoke/Gas Dispenser - 25
Chest Spotlight and Video Camera - 10
Head - 90
Arms (2) - 150 each
Hands (2) - 75 each
Legs (2) - 200 each
*Sensor Turret (left shoulder) - 50
**Main Body - 350
Reinforced Pilot's Compartment - 100

* Destroying the sensor turret on the left shoulder of the Enforcer will destroy the radar and targeting system. The pilot must now rely on his own human vision and other optical enhancements of the robot. **Note:** The turret is a small and difficult target to hit. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -2 to strike.

Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless. **Note: The chest spotlight and video camera are destroyed when the main body has endured 200 or more points of damage.

Speed:

Running: 60 mph (96 km) maximum.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across. Add 10 feet (3 m) with a running start.

Statistical Data:

Height: 19 feet, 7 inches (6 m).

Width: 12 feet (3.6 m).

Length: 7 feet, 6 inches (2.3 m).

Weight: 18 tons fully loaded.

Physical Strength: Robotic P.S. of 40.

Cargo: Minimal storage space; about three feet (0.9 m) behind seats for extra clothing, weapons, and personal items.

Power System: Nuclear; average energy life is 20 years.

Black Market Cost: 28 million credits and up for a new, undamaged, fully powered Enforcer complete with rail gun and missiles. Eight to 10 million for a rebuilt or without missiles and rail gun. Rare.

Weapon Systems:

1. **C-50R Enforcer Rail Gun (1):** This is a standard weapon system for the UAR-1 and is more powerful than that of the SAMAS. The gun draws its power from the main, nuclear power supply. The rail gun is in a fixed forward position, but can move up and down in a 30 degree arc. To shoot at a target to the left, the pilot must turn the robot's entire body.

Primary Purpose: Assault & Defense.

Weight: Rail Gun: 700 lbs (315 kg).

Mega-Damage: A burst is 80 rounds and inflicts 1D6x10 M.D., one round does 1D6 M.D.

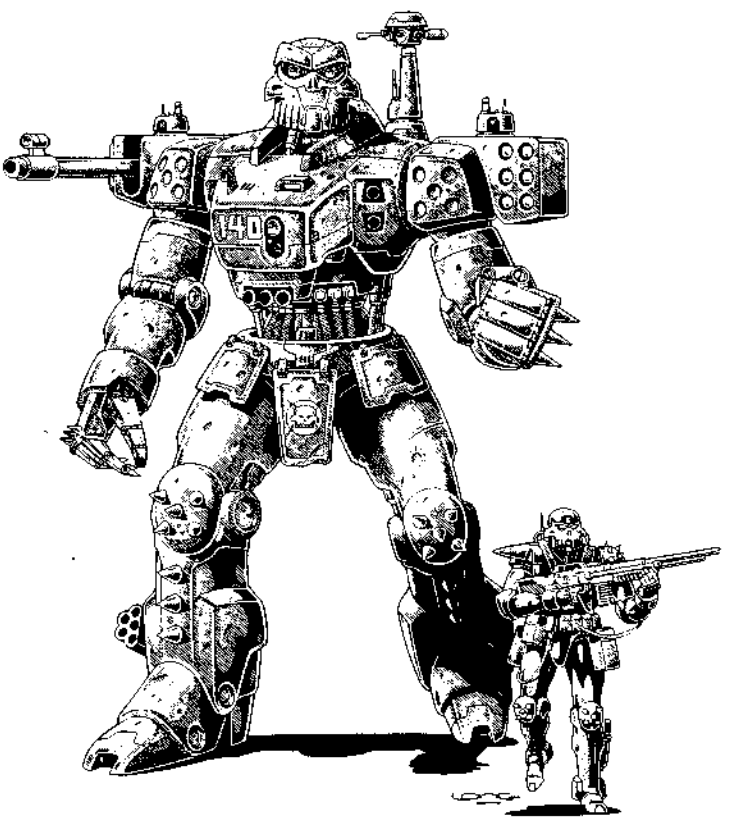
Rate of Fire: Each burst counts as one of the gunner's attacks per melee.

Maximum Effective Range: 4000 feet (1219 m).

Payload: 20,000 round drum, that's 250 bursts. Reloading an Enforcer's rail gun requires special equipment or another giant-sized robot. It will take about 15 minutes for those not trained, but a mere five minutes by somebody trained in Robot Mechanics (or an Operator).

2. **CR-6 Medium-Range Missile Launcher:** This is the more powerful missile launcher over the left shoulder.

Primary Purpose: Anti-Aircraft & Anti-Armor (and dragons).



Mega-Damage: Varies with missile type, but any *medium-range missile* can be used. Standard issue is high explosive (heavy 2D6x10 M.D.), plasma (2D6x10), or multi-warhead smart bomb (2D4x10 and +5 to strike).

Range: About 40 to 80 miles (64 to 128 km).

Rate of Fire: One at a time or in volleys of two, three, or four. Each volley counts as one melee attack.

Payload: Six.

3. **CR-10 Short-Range Missile Launchers (2):** Each of the shoulders has a short-range missile launcher.

Primary Purpose: Anti-Aircraft & Anti-Armor (and dragons).

Mega-Damage: Any short-range missile can be used, but standard issue is armor piercing (2D6x10 M.D.), high explosive medium (2D6x10 M.D.), and/or plasma (1D6x10).

Range: About five miles (8 km).

Rate of Fire: One at a time or in volleys of two, three, or four. Each volley counts as one melee attack.

Payload: Ten, five in each shoulder.

4. **CR-20 Mini-Missile Turret:** A turret mounted in the mid-section of the robot can rapid fire mini-missiles.

Primary Purpose: Anti-Personnel & Defense.

Missile Type: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 M.D.) and plasma (1D6x10).

Mega-Damage: Varies with missile type.

Maximum Effective Range: About one mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, or four. Each volley counts as one melee attack.

Payload: Twenty.

5. **CR-2T Laser Turrets (2):** A pair of laser turrets, one on each shoulder, are mounted on the top of the rail gun and the medium missile launcher. Both are capable of 360 degree rotation and a 90 degree angle of fire (up and down).

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 2D6 M.D. per single blast, or 4D6 per simultaneous blast; i.e., both lasers fire at the same target simultaneously.

Maximum Effective Range: 4000 feet (1219 m).

Rate of Fire: Each single or simultaneous double blast counts as one of the gunner's or pilot's attacks per melee round.

Payload: Effectively unlimited.

6. **Smoke Dispenser:** A smoke dispensing unit is attached to the right leg. The unit can release a dense cloud of smoke that will cover an 80 foot (24 m) area in front of it. It can also release tear gas.

Payload: Five total. The usual mix is three smoke and two tear gas.

7. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage close combat.

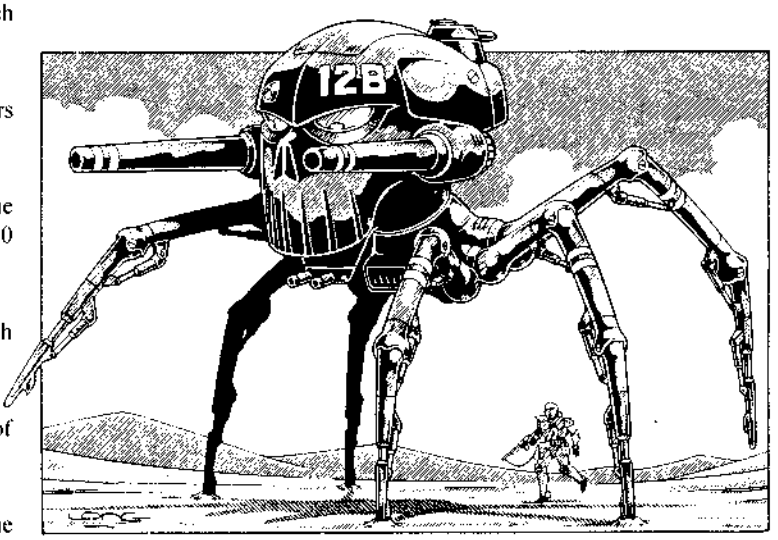
8. **Sensor System Note:** The UAR-1 Enforcer has some special optical features.

1. Thermal-Imager: A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. **Range:** 2000 feet (610 m).

2. Infrared and Ultraviolet Optics: This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. **Note:** The infrared light beam can be seen by anybody who also has infrared optics, and the beam can be traced back to its source. Smoke impairs the infrared beam, making it impossible to see.

3. Infrared Searchlights: Built into the head of the Enforcer is a pair of red eyes that are actually infrared searchlights. The lights can be used to scan an area at night using the invisible light to avoid detection. Only somebody who can also see infrared light will see the beams. **Range:** 500 feet (152 m).

Sensor Bonuses: Applicable to long-range weapon combat only, not hand to hand. +1 to strike.



Coalition Spider-Skull Walker

The Spider-Skull Walker is a frightening looking all-terrain robot vehicle that walks on six insect-like legs. (**Editor's Note:** Yes, we know spiders have eight legs.) The horrific thing towers nearly 30 feet (9.1 m) tall, is remarkably fast and can amble through debris fields, over battlefield wreckage, and climb up 40 degree inclines. The giant robots are primarily used as troop support, small squad transport/insertion and extraction, city defense, and CS border patrols, occasionally reconnaissance patrols.

Model Type: CR-003 Spider-Skull Walker Assault Armor.

Class: Multi-purpose, all-terrain assault robot.

Crew: One pilot and copilot, and can seat six additional passengers.

M.D.C. by Location:

Rail Guns (2) - 150 each
Lower Laser Turret - 80
Upper Laser Turret (rear) - 80
Legs (6) - 120 each
Eye Searchlights (2) - 30 each
*Main Body/Skull - 500
Reinforced Crew Compartment - 150

*Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless. **Note:** The robot can lose one leg on each side and not be unbalanced, though speed is reduced by 10%.

Speed:

Running: 80 mph (128 km) maximum. Leaping is not possible.

Statistical Data:

Height: 28 feet, 9 inches (8.8 m).

Width: Skull is 13 feet wide (3.9 m), the legs extend to about 20 feet wide (6 m).

Length: Skull is 15 feet (4.5 m), the rail guns extend the length to about 18 feet (5.4 m).

Weight: 28 tons fully loaded.

Physical Strength: Robotic P.S. of 50.

Cargo: Storage space of about 6x6x6 feet (1.8 m) for additional clothing, weapons, supplies, and specimens plus a weapons locker that contains six C-12 laser rifles, two C-14 Fire Breather rifles, one C-27 plasma rifle, one rocket launcher, and 24 standard E-Clips, six Long-Clips, four Canister E-Clips, and 12 fragmentation grenades.

Power System: Nuclear; average life is 15 years.

Black Market Cost: 36 million credits and up for a new, undamaged, fully powered walker complete with full missile systems. Rare.

Weapon Systems:

1. **C-100R Spider Rail Guns (2):** Two huge, cannon-like guns protrude from the side of the walker. As usual, the weapons draw their power from the main, nuclear power supply. The rail guns are in a fixed forward position. The only way to aim them in another direction is to adjust the skull-head main body. The skull-head body can rotate 360 degrees and can tilt up and down at a 90 degree angle.

Primary Purpose: Assault & Anti-Armor.

Weight: Rail Guns: 1.2 tons each.

Mega-Damage: A burst is 80 rounds and inflicts 2D4x10 M.D., one round does 2D4 M.D.

Rate of Fire: Each burst counts as one of the melee attacks of the pilot or co-pilot/gunner.

Range: 6000 feet (1828 m).

Payload: 20,000 rounds per each gun, that's 250 bursts each. Reloading a rail gun requires special equipment and takes about an hour.

2. **CR-4T Laser Turrets (2):** A pair of double-barreled, heavy laser turrets, one under the chin of the skull (front) and another mounted on the top of the skull (rear), are the gargantuan robot's other means of attack. Both are capable of 360 degree rotation and a 90 degree angle of fire (up and down).

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 6D6 M.D. per dual blast (3D6 M.D. from a single gun).

Range: 4000 feet (1219 m).

Rate of Fire: Each simultaneous double blast counts as one of the pilot's melee attacks.

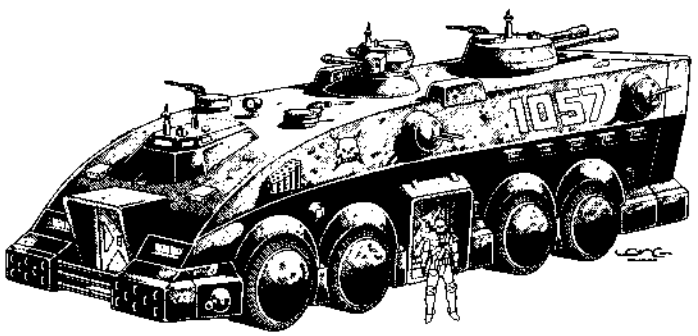
Payload: Effectively unlimited.

3. **Smoke Dispenser:** A smoke dispensing unit in the rear undercarriage can release a dense cloud of smoke that will cover an 80 foot (24 m) area in front of it. It can also release tear gas.

Payload: Eight total. The usual mix is four smoke and four tear gas.

4. **Hand to Hand Combat:** As per Robotic P.S., but is not designed for hand to hand type combat. Its only two attack modes are *Body Block/Ram*, which inflicts 1D8 M.D. for every 20 mph (32 km) of speed, and *Stomp*, which inflicts 3D6 M.D. and is effective against any object 12 feet (3.6 m) or smaller.

5. **Sensor System Note:** Standard plus the same special features as the UAR-1 Enforcer; +1 to strike with long-range guns.



Coalition Mark V Armored Personnel Carrier

The Coalition Mark V Armored Personnel Carrier (APC) is a deadly front-line combat unit of incredible power. It is heavily armored and armed to the teeth. It is designed to get in and get out of combat zones, even if it means cutting a swath through the enemy to do it. The land vehicle can transport 20 infantry troops and six SAMAS quite comfortably. A pair of SAMAS may be substituted with a pair of hover cycles or four soldiers in jet packs.

Model Type: APC

Class: Infantry Assault and Transport Vehicle.

Crew: Five: pilot, copilot, communications, and two gunners.

Troop Transport Capabilities: Standard is 20 Dead Boy Grunts, and six SAMAS, or four other power armor units and two hovercycles.

M.D.C. by Location:

Top, Rear Rail Gun Turret - 100 (shielded)
Center Laser Turret - 50
Side Laser Turrets (4) - 20 each
Forward Mini-Missile Launchers (2) - 40 each
Smoke/Gas Dispensers (2) - 15 each
Hatch Laser Guns (3) - 5 each
Forward Auto-Cannon (2) - 10 each
Forward Headlights (2) - 2 each
Wheels (8) - 50 each
*Main Body - 350
Reinforced Crew Compartment - 100

Note: The side turrets and hatch guns are small and difficult targets to hit. Thus, they can only be hit when a character makes a *Called Shot* and even then, the attacker is -3 to strike.

*Depleting the M.D.C. of the main body will shut the APC down completely, rendering it useless.

Speed: 90 mph (144 km) maximum on land. In water, speed is about 30 mph (48 km).

Statistical Data:

Height: 16 feet, 8 inches (5.1 m).

Width: 9 feet (2.7 m).

Length: 33 feet, 6 inches (10.2 m).

Weight: 18 tons fully loaded.

Cargo: Minimal storage space; about four feet (1.2 m) for extra clothing, weapons, and personal items; 12 C-14 Fire Breather Assault Rifles, 12 C-12 laser rifles, four C-27 plasma rifles, and four rocket launchers and 24 fragmentation mini-missiles are stored in locked overhead compartments.

Power System: Nuclear; average energy life is 15 years.

Black Market Cost: 21 million credits, and up, for a new, undamaged, fully powered Coalition APC complete with rail gun and missiles. Eight to 10 million for a rebuilt or without missiles and rail gun. Three million rebuilt and without any weapon systems. Seldom available.

Weapon Systems:

1. **C-40R Rail Gun (1):** The weapon can rotate a full 360 degrees and up and down in a 70 degree arc. As usual, all the weapon systems are powered from the vehicle's nuclear power supply.

Primary Purpose: Assault & Defense.

Weight: Rail Gun: 700 lbs (315 kg). Mega-Damage: A dual burst is 80 rounds and inflicts 1D6x10 M.D., one round does 1D6 M.D.

Rate of Fire: Each dual-burst counts as one of the gunner's attacks per melee round.

Range: 4000 feet (1219 m).

Payload: 20,000 round drum, that's 250 bursts. Reloading a Mark V's rail gun requires special equipment or a giant-size robot. It will take about 15 minutes for those not trained, but a mere five minutes by somebody trained in robot mechanics (or an Operator).

2. **CR-4T Laser Turrets (2):** A double-barreled, heavy laser turret is in the center of the APC and like the rail gun, can rotate 360 degrees and has a 70 degree angle of fire (up and down).

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 6D6 M.D. per dual blast (3D6 from a single blast).

Range: 4000 feet (1219 m).

Rate of Fire: Each simultaneous dual-blast counts ast one of the gunner's attacks per melee round.

Payload: Effectively unlimited.

3. **C-2T Dual Laser Turrets (4):** There are two light laser turrets on either side of the APC. These are usually operated by the second gunner against enemy troops. Each has full 360 degree rotation and a 90 degree arc of fire.

Primary Purpose: Antipersonnel & Defense.

Mega-Damage: 4D6 M.D. per dual blast (2D6 per single blast).

Range: 4000 feet (1219 m).

Rate of Fire: Each dual (or single) blast counts as one of the gunner's attacks per melee round.

Payload: Effectively unlimited

4. **CR-10 Forward Mini-Missile Launchers (2):** Located in the very front of the APC are rapid-fire mini-missile launchers. The missiles are usually fired by the pilot.

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 M.D.) and plasma (1D6x10).

Maximum Effective Range: One mile (1.6 km).

Rate of Fire: One at a time, or in volleys of two, three, five, ten, or twenty! A volley counts as one melee attack regardless of the number of mini-missiles in that volley.

Payload: 40 total; twenty per each launcher.

5. **Forward Auto-Cannons (2):** Mounted on both sides of the mini-missile launchers are auto-cannons usually operated by the pilot or copilot. Each auto-cannon can be rotated 180 degrees.

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 1D6x10 M.D. per fragmentation round; area affected is a 20 foot (6.1 m) radius.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one of the gunner's melee attacks.

Payload: 60 total, thirty per each cannon.

6. **Hatch Laser Guns (3):** A laser rifle type gun is mounted at the two forward hatches and the rail gun hatch. These can be manned by members of the crew or the troops being transported. Each has a 360 degree rotation and a 90 degree angle of fire (up and down). Damage is sacrificed for superior range.

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 2D6 M.D. per single blast.

Maximum Effective Range: 4000 feet (1219 m).

Rate of Fire: Each blast counts as one of the gunner's melee attacks.

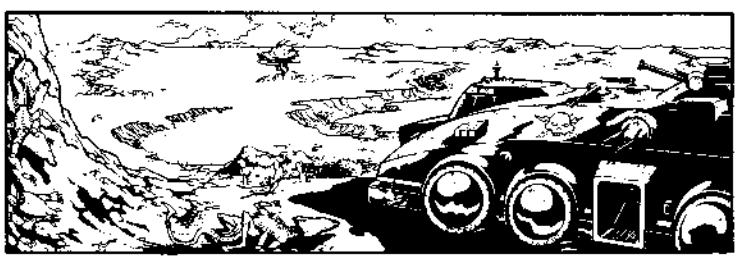
Payload: Effectively unlimited.

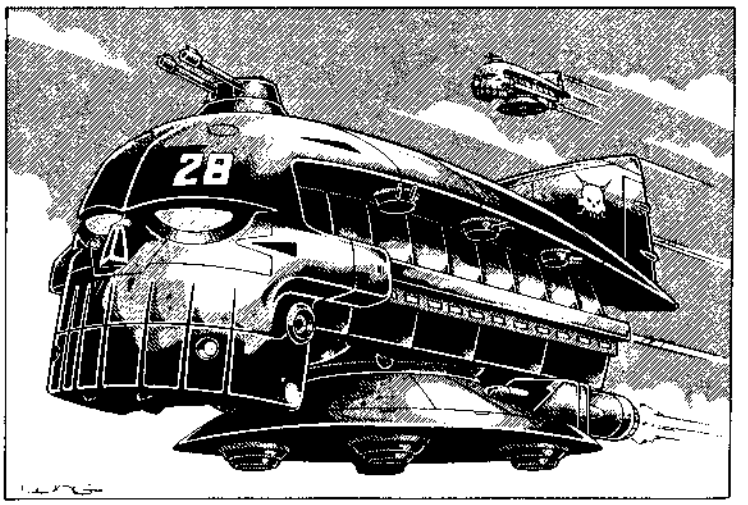
7. **Smoke Dispensers (2):** A smoke dispensing unit is attached to each side of the APC. The unit can release a dense cloud of smoke that will cover a 40 foot (12 m) area in front of it. It can also release tear gas.

Payload: Twenty total, ten each. The usual mix is half smoke and half tear gas.

8. **Hand to Hand Combat:** See combat troops being transported.

9. **Sensor System Note:** The Mark-V APC has all the basic features as the robot vehicles.





Coalition Death's Head Transport

Seeing one or more of the infamous Death's Head Transports is a terrifying sight, because it means a Coalition Strike Force is about to land and wreak havoc. The Death's Head Armored Transport is a huge vehicle, nearly 300 feet (91.5 m) long, and capable or reaching a speed of Mach One or slow to a complete stop to hover above a battlefield in midair. Although quite powerful, this flying juggernaut is seldom used as an offensive weapon itself, but as the delivery mechanism for power armor and robot troops. It is also used as a cargo transport, infantry troop transport, rescue, and mobile support unit.

The transport section of the vessel is the large, long portion that rests upon a smaller saucer shaped section. The lower flying saucer shaped section provides complete hover capabilities from a stationary hover a few feet (one meter) above the ground to maneuvering through city streets and light forest. The saucer also enables the transport to slow down and execute a full 360 degree turn in seconds, as well as Vertical Take-Offs and Landings (VTOL). If necessary, the two sections can detach. The saucer will fall to the earth or be set on automatic pilot to land at a predetermined rendezvous location, while the main body still has full speed, but its hover capabilities are greatly diminished. Vertical landings and take-offs are no longer possible (an airstrip is needed), and it can no longer make quick stops or 360 degree turns/spins.

Model Type: AFC-O50

Class: Air Armored Troop Carrier.

Crew: Nine: one pilot, one copilot, two gunners, two communication engineers, three technical officers.

Troop Transport Capabilities: Standard troop transport includes two APCs and their 20 troops each, two UAR-1 Enforcers, one Spider-Skull Walker, and 96 infantry soldiers (reduce that number by one third if all are SAMAS). Without the vehicles/robots, the transport can hold approximately 384 soldiers and one Spider-Skull Walker.

M.D.C. by Location:

Forward Observation Windows (2, eye-shaped) - 80 each

Forward Twin Rail Gun Turret (1) - 150

Side Mounted Laser Turrets (6) - 50 each

Tail Fin - 125

Lower Saucer - 400

Rear Jets (3) - 200 each

*Main Body - 1300

Reinforced Crew Compartment - 200

*Depleting the M.D.C. of the main body will destroy the transport. Destroying the saucer portion impairs the transport's mobility and hover capabilities.

Speed:

Driving on the Ground: Not possible.

Flying: The rocket propulsion system enables the Death's Head to hover stationary up to 2000 feet (610 m) or fly. Maximum flying speed is Mach One, about 670 mph (1072 km), but cruising speed is considered to be about 350 mph (560 km). Maximum altitude is limited to about 40,000 feet (12192 m).

Flying Range: The nuclear power supply gives the transport years of life, but the jet rockets get hot and need to cool after a maximum of twenty hours of flight when traveling at speeds above cruising; can fly indefinitely with rest stops and/or at cruising speeds.

Statistical Data:

Height: 76 feet (23.2 m).

Width: 104 feet (32.7 m)

Length: 240 feet (73 m)

Weight: Approximately 1250 tons fully loaded.

Cargo: There is minimal storage space for prisoners and captured equipment. Standard storage compartments are usually equipped with a dozen first-aid kits, complete with RMK Robot Medical Kits, food and water to accommodate 288 soldiers for two weeks, 144 C-12 laser rifles, 48 C-10 laser rifles, 96 C-14 Fire Breather assault rifles, 48 C-27 plasma rifles, and 24 rocket launchers, 144 fragmentation mini-missiles, and 1440 standard E-Clips. There are usually a dozen SAMAS as well

Power System: Nuclear; average energy life is 20 years.

Black Market Cost: 300 million or more, but a Death's Head Transport has never been available on the Black Market.

Weapon Systems:

1. **C-200DH Rail Gun (1):** One dual cannon turret is mounted on the top of the forward, skull, section of the armored transport. As usual, the turret draws its power from the main, nuclear power supply. The turret can rotate 360 degrees and can tilt up and down at a 90 degree angle.

Primary Purpose: Assault & Anti-Armor.

Weight: Rail Gun: 1.2 tons each.

Mega-Damage: A Burst is 100 rounds and inflicts 2D4x10 M.D., one round does 1D4 M.D.

Rate of Fire: Each burst counts as one of the pilot's melee attacks.

Range: 10,000 feet (3048 m).

Payload: 40,000 rounds per each gun, that's 400 bursts each. Reloading a rail gun requires special equipment and takes about an hour.

2. **CR-51 Medium-Range Missile Launchers (2):** Two missile launchers are concealed in the forehead of the skull-like front section. A panel slides open and the missile is fired.

Primary Purpose: Anti-Aircraft & Anti-Armor.

Mega-Damage: Any type of medium-range missile can be used, but standard issue is high explosive heavy (3D6x10 M.D.) and plasma (4D6x10 M.D.) and/or multi-warhead smart bomb (5D6x10 and +5 to strike).

Range: About 40 to 80 miles (64 to 128 km).

Rate of Fire: One at a time, or in volleys of two or four; each volley counting as one melee attack.

Payload: 10 missiles, five in each launcher.

3. **CR-6T Laser Turrets (6):** Three heavy laser turrets are mounted on each side of the transport. Each is capable of 180 degree rotation and a 90 degree arc of fire, up and down.

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 1D4x10 M.D. per dual blast from a single turret. If all three turrets lock onto a single target, that's 3D4x10 M.D. However, the turrets are usually each focused on their own target, not the same one.

Range: 6000 feet (1829 m).

Rate of Fire: Each dual blast counts as one melee attack of the pilot or gunner. When all three are trained on the same target it uses up two melee attacks (takes a few extra seconds aligning all of them properly).

Payload: Effectively unlimited.

4. **Smoke Dispenser:** A smoke dispensing unit in the rear undercarriage can release a dense cloud of smoke to cover an 80 foot (24.4 m) area behind it. Tear gas may be substituted for riot control.

Payload: Twelve total. The usual mix is eight smoke and four tear gas.

5. **Hand to Hand Combat:** Only via the combat troops it carries.

6. **Sensor System Note:** Standard plus the following.

1. Thermal-Imager: Convert heat radiation into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. Range: 2000 feet (610 m).

2. Infrared and Ultraviolet Optics: This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems and sensors. **Note:** The infrared light beam can be seen by anybody who also has infrared optics, and the beam can be traced back to its source. Smoke impairs the infrared beam, making it impossible to see.

3. Infrared Searchlights: Built into the face of the Death's Head are a pair of headlights that also serve as infrared searchlights. The lights can be used to scan an area at night using the invisible light to avoid detection. Only somebody who can also see infrared light will see the beams. Range: 500 feet (152 m).

4. Enhanced Radar: Can identify and simultaneously track up to 192 different targets. Range: 200 miles (320 km).

Special Bonuses: +1 to dodge when flying at cruising speeds and +2 to dodge when flying over 300 mph (480 km). Trained CS pilots get an additional +10% to pilot the Coalition transport. Note that city maneuvering/combat usually requires piloting rolls.

Sky Cycle Pilot

Coalition Sky Cycle

The Sky Cycle is not a robot, but a vehicle of war often used in conjunction with the CS robots and power armor. The Sky Cycle is a high speed, one man, urban fighter designed to maneuver between buildings and trees, and is capable of sharp turns at a vast range of speeds. The vehicles are used to patrol the cities, 'Burbs and neighboring areas, as well as for air support for the CS infantry and reconnaissance teams.

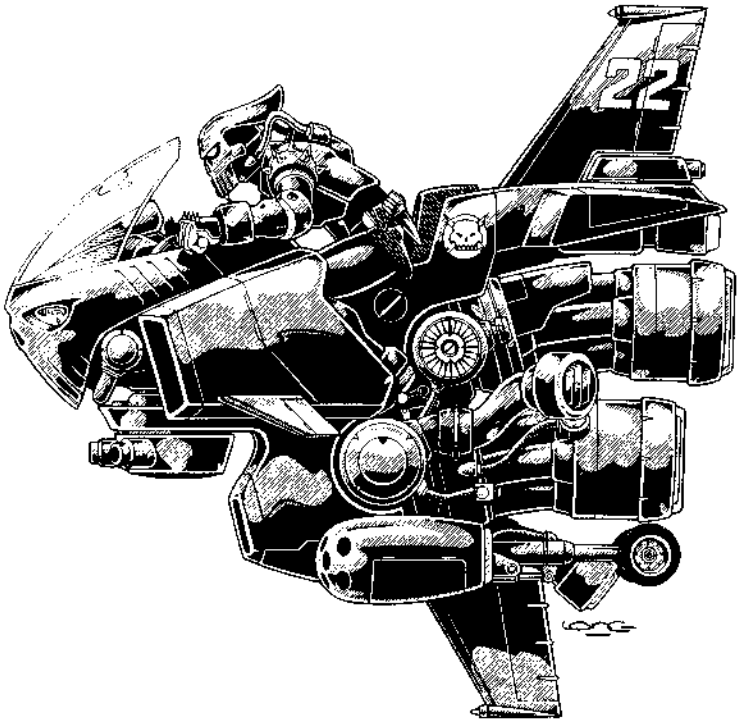
Model Type: AFC-023

Class: Air Urban Assault Vehicle.

Crew: One. Can possibly seat one passenger, but dangerous and uncomfortable for the passenger.

M.D.C. by Location:

Forward Mounted Laser Turret - 50	Rear Jets (3) - 50 each
Mini-Missile Launchers (2) - 50 each	*Main Body - 150



Note: The pilot is shielded and a small and difficult target to hit. Thus, he can only be hit when a character makes a *Called Shot* and even then the attacker is -3 to strike.

*Depleting the M.D.C. of the main body will destroy the vehicle and knock it out of the sky.

Speed:

Driving on the Ground: Ground speed is 40 mph (64 km) maximum. The Sky Cycle does have limited ground capabilities for parking and maneuvering, but it is designed as an aircraft.

Flying: The rocket propulsion system enables the Sky Cycle to hover stationary up to 2000 feet (610 m) or fly. Maximum flying speed is 520 mph (832 km), but cruising speed is considered to range between 80 and 150 mph (128 and 240 km). Maximum altitude is limited to about 5000 feet (1524 m).

Flying Range: The nuclear power supply gives the Sky Cycle 20 years of life, but the jet rockets get hot and need to cool after a maximum of 20 hours of continuous flight at speeds above cruising, indefinite range with rest stops and/or at cruising speed.

Statistical Data:

Height: 10 feet (3 m).

Width: 4 feet (1.2 m).

Length: 9 feet, 4 inches (2.8 m).

Weight: One ton fully loaded.

Cargo: Minimal storage space, three feet (0.9 m) behind the seat.

Power System: Nuclear; average cycle's energy life is 20 years.

Black Market Cost: 1.2 to 2 million credits. Rare.

Weapon Systems:

1. **CR-21 Mini-Missile Launchers (2):** A pair of mini-missile launchers are mounted on the sides of the sky cycle, near the landing gear. Each contains a total of ten mini-missiles.

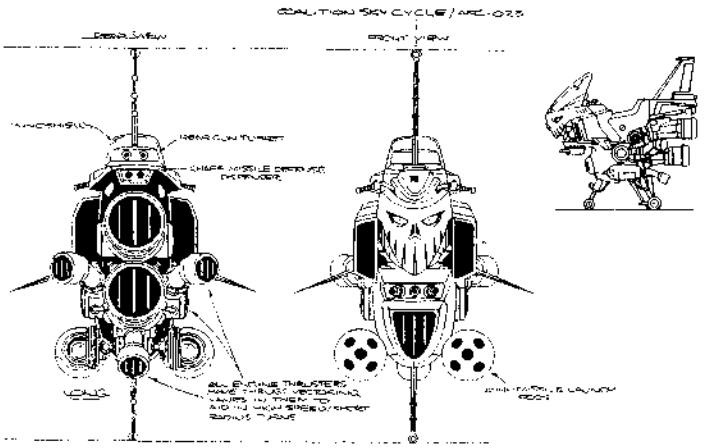
Primary Purpose: Anti-Personnel & Anti-Armor.

Mega-Damage: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 M.D.) and plasma (1D6x10).

Range: One mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, four, or five. Each volley counts as one melee attack.

Payload: 20, ten missiles in each launcher.



2. **CR-4T Laser Turret (1):** A heavy laser turret is mounted in the forward section of the cycle. It is capable of 180 degree rotation side to side but has no up and down movement.

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 6D6 M.D. per dual blast (3D6 per single blast).

Range: 4000 feet (1219 m).

Rate of Fire: Each dual (or single) blast counts as one of the pilot's attacks per melee round.

Payload: Effectively unlimited.

3. **Smoke Dispenser:** A smoke dispensing unit in the rear undercarriage can release a dense cloud of smoke that will cover an 80 foot (24 m) area behind it. It can release tear gas instead to quell riots.

Payload: Six loads total. The usual mix is three smoke and three tear gas.

4. **Hand to Hand Combat:** None.

5. **Sensor System Note:** Has all the standard robot sensors and communications capabilities, including radar. Special Bonuses: +3 to dodge when flying at cruising speeds and +5 to dodge when flying over 250 mph (400 km). Trained CS pilots get an additional +10% to pilot the Coalition Sky Cycle. Note that city combat, dogfighting and high-speed maneuvers usually require a piloting skill check.

Coalition Skelebots

The Coalition Army first introduced Skelebots in 102 P.A. as a man-sized hunter-killer robot to exterminate D-Bees and other menaces in hostile territories without jeopardizing the lives of human soldiers. Skelebots also function as front-line infantry units and supplement Dead Boy infantry troops and reconnaissance teams. The 'bots are completely automated, meaning they require no human pilot or controller. Each unit is identical except for the identifying number emblazoned on its chest and weapon, and the serial number etched into its internal I.D. plate. In keeping with the ominous death's head symbolism, the Skelebots are designed to resemble robotic skeletons and are an eerie sight to behold.

This first model Skelebot was such a huge success that it is still in use in 109 P.A. even with the introduction of a new, heavy-duty Skelebot with more armor and killing capabilities, as well as a few experimental models still being field tested. Old or new, the basic functions and features of a Skelebot are unchanged. Each 'bot is programmed to function as a member of a combat team, communicating silently by means of a scrambled radio transmission of computer code. In addition to various rudimentary combat functions, each is programmed for standard strategic and tactical combat maneuvers that are executed with expert efficiency. The combat computer automatically

selects the best action, working as a team, to contain or subdue the enemy. The combat computer is also programmed to recognize over 2000 enemy targets, from vehicles to insignias.

The robots are (relatively) tamper-proof and programming demands the Skelebots obey any recognized Coalition officers above the rank of sergeant, otherwise it will avoid interaction with humans and Coalition troops. Also, to avoid perceptual problems, the programming and objectives have been kept simple. The machines are primarily designed for assault, i.e. seek and destroy operations. Consequently, they are mainly sent into extremely hostile or unfriendly territory to terminate the enemy. The chance of CS troops or innocent humans even being in the area is remote. Furthermore, the Skelebots are designed to not attack humans if there is the slightest amount of confusion as to whether the human(s) is friend or foe; such targets are to be ignored. Additional, specific programming can narrow the target field even more, such as to eradicate *all* nonhuman life or specifically monsters – Brodkil, Gargoyles, Witchlings, dragons, etc. In many cases, a human observer is sent out with a Skelebot Squad as a supervisor who can override and redirect Skelebots. This 'bot wrangler is typically clad in power armor or a giant combat robot himself.

The Skelebots are comparatively inexpensive, mass produced units designed with the realization that they will suffer a high rate of damage and destruction. The Skelebots, while intelligent enough to take protective cover, are not designed for stealth or espionage (no Prowl skill). Instead they attack as a fairly straightforward infantry unit with guns blazing and basic tactics.

Skelebots Stats

Skelebots are NOT available as player characters (they are too dumb), but are presented as villainous Coalition NPCs (Non-Player Characters) the player group might find themselves pitted against. Skelebots are killing machines without human ethics or reasoning.

Robot/Artificial Intelligence

Alignment: Not applicable although most D-Bees and other "targets of extermination" would consider them Diabolic evil.

Model Type: FASSAR-20

Class: Fully Automated Self-Sufficient Assault Robot.

Crew: None: artificial intelligence.

M.D.C. by Location:

Hands (2) – 10 each
Arms (2) – 30 each
Vibro-Blades (2) – 5 each
CV-213 Laser Rifle (1) – 5
Legs (2) – 50 each
*Head – 40
**Main Body – 100

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to fight, blasting blindly until its ammunition is expended and even then it will continue to grope around, lashing out and hitting anything it touches. Under these conditions the robot enjoys no combat bonuses to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *Called Shot* and even then the attacker is -2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the 'bot, shutting it down completely. **Note: Additional body armor or power armor can NOT be worn by the skelebots.

Speed

Running: 90 mph (144 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.
Leaping: The robot legs, although strong, are not designed for leaping. Leaps are limited to approximately 6 feet (1.8 m) high or across.
Flying: None, without the addition of the conventional CS jet pack or vehicle.
Range: The nuclear power pack gives the Skelebot approximately two years of life even under the most strenuous and constant amount of use, nearly three years under less active conditions.

Statistical Data

Height: 7 feet (2.1 m).
Width: 3 feet (0.9 m).
Length: 2 feet, 9 inches (0.8 m).
Weight: 390 lbs (175 kg).
Physical Strength: Robotic P.S. of 30.
Attacks Per Melee Round: Five.
Cargo: None.
Power System: Nuclear, average Skelebot energy life is two years.
Black Market Cost: Three million credits for a new, undamaged, full powered unit complete with an assault rifle. Rarely available.

Weapon Systems

1. **CV-213 Robot Variable Laser Rifle (1):** The CV-213 is the robot modified version of the Coalition's C-212 Variable Light Frequency Laser Rifle designed to overcome laser resistant armor. In the case of the CV-213, the robot's combat computer will automatically analyze an opponent's armor (if not already preprogrammed into its memory) after one melee round to instantly adjust to the light frequency that will inflict maximum damage. This is standard equipment for the Skelebots and is considered to be a powerful, accurate, and deadly weapon. A special connection in the handle allows the robot to link with the weapon. The link ties the weapon directly to the robot, its combat computer, and, most importantly, its nuclear power pack, giving it an indefinite and constant energy supply. If

the link is damaged the CV-213 has an energy clip reserve with a 20 shot payload. **Note:** Skelebots are programmed in the use of all CS and other common assault weapons, *except* rail guns, and any can be substituted as needed.

Primary Purpose: Assault.

Weight: 7 lbs (3.2 kg).

Mega-Damage: 2D6 M.D. or 4D6 M.D.; two settings.

Rate of Fire: Each blast counts as one melee attack. Skelebots have five attacks per round.

Effective Range: 2000 feet (610 m).

Payload: E-Clip is 20 or power pack hand link effectively unlimited.

2. **18 inch (0.45 m) Vibro-Blade (2):** Hidden within the slot of each skeletal forearm is a retractable Vibro-Saber that swings out and down, locking into close combat position. The only limitation is no other weapon or item can be held/used in the hand from which the Vibro-Saber is extended. The blades can be used simultaneously or independently. Most extend the blade in one hand so it can still fire a weapon from the other.

Primary Purpose: Assault & Defense.

Weight: 2 lbs (0.9 kg).

Mega-Damage: Vibro-Saber: 2D4 M.D.

Range: Hand to hand combat with about a 5.6 foot (1.7 m) reach.

Rate of Attack: Five (5) per melee; hand to hand combat skill.

Payload: Not applicable.

3. **Energy Rifles** and other normal weapons can be substituted in an emergency or as a back-up weapon.
4. **Hand to Hand Combat:** Rather than use a weapon, the Skelebot can engage in Mega-Damage hand to hand combat using its fists or Vibro-Blades. Five attacks per melee, with fighting skills equal to Hand to Hand: Expert at 8th level proficiency.

Damage:

Controlled, S.D.C. Punch: 2D6+15 S.D.C.

Restrained Punch: 1D4 M.D.

Full Mega-Damage Punch, Elbow, Knee, or Body Block: 1D6 M.D.

Kick or Head Butt: 1D6 M.D.

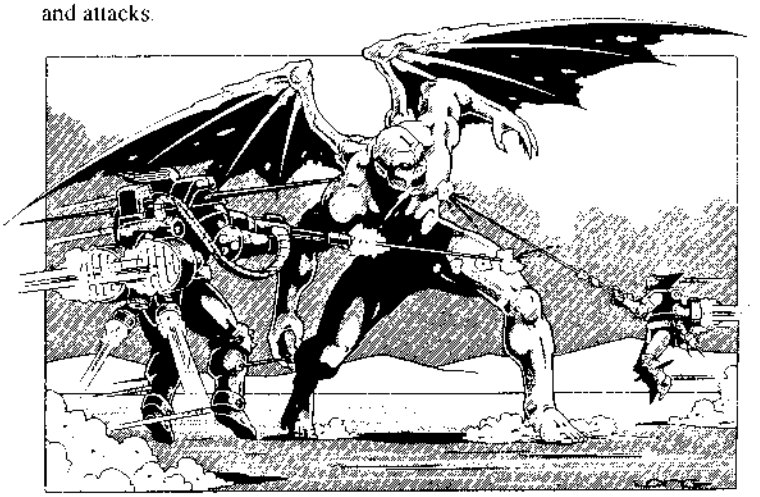
Vibro-Saber: 2D4 M.D. +3 M.D. for its Robot P.S.

Skelebot Bonuses: Includes all bonuses from programming, robotics and sensors, +2 to strike with an automatic rifle, energy pistol, or energy rifle (see W.P. skills), +5 to strike on an Aimed shot, +4 to strike with Vibro-Blades or hand to hand attack (punch, kick, etc.), +5 to parry with fists/arms, +7 to parry with Vibro-Blade or knife/sword, +6 to dodge, +4 to parry and dodge attacks from behind (motion detectors), +2 to roll with impact or fall (no pull punch), Critical Strike on Natural roll of 19 or 20. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks. See *Sensor Systems* for optical capabilities.

5. **Sensor Systems of Note: Optics:** The Skelebots have full optical systems, including the visible light spectrum, infrared, ultraviolet, and polarization, passive nightvision (light amplification), thermal-imaging, laser targeting, and telescopic. Telescopic optics function like built-in binoculars with a range of about two miles (3.2 km). All the other optic systems have a range about 3000 feet (914 m). **Radar:** Can identify and track up to 24 targets simultaneously at a range of two miles (3.2 km). Applicable to flying targets at 500 feet (152 m) above the ground or higher only. Radar can not track ground movement. **Motion Detector:** 100 foot radius (30.5 m), adds to ability to parry and dodge (see bonuses). **Radio Communication:** Medium-range directional radio for coded messages between Skelebots. Range: 10 miles (16 km). Can also scan and communicate via code on conventional radio channels/frequencies; same range. Can also eavesdrop on enemy transmissions and track transmissions (60% success level) to their source. **Note:** Understands English, Spanish, and Techno-can languages; can identify all others but can not understand or communicate in them.
6. **Speech:** Skelebots cannot speak, although they do understand the spoken word of the common languages. Communicates via radio transmission rather than out loud. However, the Skelebots can say the following commands or statements: "Affirmative." "Negative." "Does not compute." "Error." "Identify." "Be silent!" "Halt! Do not move." "Evacuate the area." and similar.
7. **Skill Programs of Note:** Combat skills: W.P. sword, W.P. blunt, W.P. Rifle, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Paired Weapons: means can use two handheld weapons or Vibro-Blades in one simultaneous attack (double damage, counts as one attack/melee action) or attack with one and parry with the other). Hand to Hand: Expert equal to 8th level skill (See number 4 for bonuses).

Other Skills: Pilot Automobile 96%, Pilot Hovercycle 96%, Pilot Jet Pack 80%, Radio: Basic 96%, Intelligence 76%, Land Navigation 86%, Climbing 96%/86% (4x faster than the average humanoid). Languages include: English, Spanish, Euro, Dragonese, Gobblely, and Techno-can each at 96%; Basic Math 96%.

Programming and memory enables the Skelebot to identify all Coalition States military ranks, uniforms, insignia, soldiers, Dog Boys, robots, power armor, vehicles, weapons, equipment, generals and the Emperor and his son. CS data also includes the location of current Coalition territory and major military bases. *Memory* also includes the identification of 2000 different enemy targets, including specific races, non-human features and powers, insignias, uniforms, enemy robot and vehicle designs, acts of aggression, and notorious enemies of the States. *Combat programming* directs the actions and reactions to encounters and attacks.



Missile Stats & Prices

Short Range Missiles

High-Explosive (light): 2D4x10 M.D., 5 mile (8 km) range at 500 mph (800 km), 10 ft (3 m) radius, 5 M.D.C., Cost: 2,000 credits.

High-Explosive (medium): 2D6x10 M.D., 5 mile (8 km) range at 500 mph (800 km), 15 ft (4.6 m) radius, 5 M.D.C., Cost: 3,000 credits.

Fragmentation (light): 2D4x10 M.D., 3 mile (4.8 km) range at 450 mph (720 km), 20 ft (6.1 m) radius, 5 M.D.C., Cost: 4,000 credits.

Armor Piercing (medium): 2D6x10 M.D., 5 mile (8 km) range at 650 mph (1040 km), 5 ft (1.5 m) radius, 5 M.D.C., Cost: 4,000 credits.

Plasma/Napalm (medium): 2D6x10 M.D., 3 mile (4.8 km) range at 500 mph (800 km), 15 ft (4.6 m) radius, 5 M.D.C., Cost: 4,500 credits.

Tear Gas: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 10 ft (3 m) radius, 5 M.D.C., Cost: 1,200 credits.

Knock-Out Gas: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 10 ft (3 m) radius, 5 M.D.C., Cost: 1,200 credits.

Smoke (colors available): No damage, 1 mile (1.6 km) range at 300 mph (480 km), 20 ft (6.1 m) radius, 5 M.D.C., Cost: 900 credits.

Fire Retardent: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 20 ft (6.1 m) radius, 5 M.D.C., Cost: 1,200 credits.

Medium Range Missiles

High-Explosive (light): 2D4x10 M.D., 50 mile (80 km) range at 1200 mph (1920 km), 20 ft (6.1 m) radius, 10 M.D.C., Cost: 5,000 credits.

High-Explosive (medium): 2D6x10 M.D., 40 mile (64 km) range at 1200 mph (1920 km), 20 ft (6.1 m) radius, 10 M.D.C., Cost: 8,000 credits.

High-Explosive (heavy): 3D6x10 M.D., 40 mile (64 km) range at 1200 mph (1920 km), 30 ft (9.1 m) radius, 10 M.D.C., Cost: 10,000 credits.

Fragmentation (light): 2D6x10 M.D., 40 mile (64 km) range at 1000 mph (1600 km), 40 ft (12.2 m) radius, 10 M.D.C., Cost: 12,000 credits.

Armor Piercing (medium): 3D6x10 M.D., 60 mile (96 km) range at 1600 mph (2560 km), 20 ft (6.1 m) radius, 10 M.D.C., Cost: 12,000 credits.

Plasma/Napalm (medium): 4D6x10 M.D., 40 mile (64 km) range at 1400 mph (2240 km), 40 ft (12.2 m) radius, 10 M.D.C., Cost: 12,000 credits

Multi-Warhead*: 5D6x10 M.D., 80 mile (128 km) range at 1200 mph (1920 km), 20 ft (6.1 m) radius, 10 M.D.C., Cost: 20,000 credits.

Smoke (colors available): No damage, 40 mile (64 km) range at 1000 mph (1600 km), 40 ft (12.2 m) radius, 10 M.D.C., Cost: 3,000 credits.

Long Range Missiles

High-Explosive (medium): 3D6x10 M.D., 500 mile (800 km) range at 2010 mph (mach 3), 30 ft (9.1 m) radius, 20 M.D.C., Cost: 15,000 credits.

High-Explosive (heavy): 4D6x10 M.D., 500 mile (800 km) range at 2010 mph (mach 3), 40 ft (12.2 m) radius, 20 M.D.C., Cost: 18,000 credits.

Fragmentation (light): 2D6x10 M.D., 400 mile (640 km) range at 1400 mph (2240 km), 80 ft (24.4 m) radius, 20 M.D.C., Cost: 22,000 credits.

Armor Piercing (medium): 3D6x10 M.D., 800 mile (1280 km) range at 2010 mph (mach 3), 30 ft (9.1 m) radius, 20 M.D.C., Cost: 22,000 credits

Plasma/Heat (medium): 4D6x10 M.D., 500 mile (800 km) range at 1400 mph (2240 km), 40 ft (12.2 m) radius, 20 M.D.C., Cost: 24,000 credits.

Plasma/Heat (heavy)*: 5D6x10 M.D., 500 mile (800 km) range at 1400 mph (2240 km), 50 ft (15.2 m) radius, 20 M.D.C., Cost: 28,000 credits.

Proton Torpedo (heavy)*: 6D6x10 M.D., 1200 mile (1920 km) range at 2010 mph (mach 3), 50 ft (15.2 m) radius, 20 M.D.C., Cost: 30,000 credits.

Nuclear (medium)*: 1D4x100 M.D., 1000 mile (1600 km) range at 2010 mph (mach 3), 40 ft (12.2 m) radius, 20 M.D.C., Cost: 80,000 credits, rare.

Nuclear (heavy)*: 1D6x100 M.D., 1000 mile (1600 km) range at 2010 mph (mach 3), 50 ft (15.2 m) radius, 20 M.D.C., Cost: 120,000 credits, rare.

Nuclear Multi-Warhead*: 2D4x100 M.D., 1800 mile (2880 km) range at 2010 mph (mach 3), 50 ft (15.2 m) radius, 20 M.D.C., Cost: 200,000 credits, rare.

*Available as smart bombs, +5 to strike.

Mini-Missiles and Special Armaments

High Explosive: 5D6 M.D., 1 mile (1.6 km) range at 500 mph (800 km), 5 ft (1.5 m) radius, 1 M.D.C., Cost: 1200 credits.

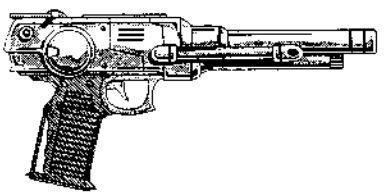
Fragmentation: 5D6 M.D., 1/2 mile (0.8 km) range at 500 mph (800 km), 20 ft (6.1 m) radius, 1 M.D.C., Cost: 1200 credits.

Armor Piercing: 1D4x10 M.D., 1 mile (1.6 km) range at 1400 mph (2240 km), 3 ft (0.9 m) radius, 2 M.D.C., Cost: 2400 credits.

Plasma/Napalm (medium): 1D6x10 M.D., 1 mile (1.6 km) range at 1200 mph (1920 km), 15 ft (4.6 m) radius, 1 M.D.C., Cost: 2400 credits.

Smoke (colors available): No damage, 1/2 mile (0.8 km) range at 300 mph (480 km), 20 ft (6.1 m) radius, 1 M.D.C., Cost: 800 credits.

Coalition Combat Weapons



C-18 Laser Pistol. In 101 P.A., this was the standard issue sidearm of the Coalition Army, but was replaced in 105 P.A. by the C-20 and C-30, both of which do greater damage and have bigger payloads.

Weight: 4 lbs (1.8 kg).

Mega-Damage: 2D4 M.D.

Rate of Fire: Each laser blast counts as one melee attack.

Effective Range: 800 feet (244 m).

Payload: 10 shots.

Black Market Cost: 12,000 credits. Fair availability.

C-10 Light Assault Laser Rifle. The C-10 light laser rifle is an earlier version of the C-12 and greatly resembles the heavy laser. The only difference in appearance is a longer barrel and there is a built-in computer enhanced laser targeting system. It is a favorite *sniper rifle* known for its accuracy and durability in the field. While the rifle is excellent, there is a problem with the computer enhanced targeting system. It is not as reliable as the weapon itself and is known to fail after rugged action in the field (01-23% chance every time it undergoes strenuous combat, 01-40% after a hard fall). The experimental targeting system was too touchy and has been scrapped from all later weapons.

Weight: 5 lbs (2.3 kg).

Mega-Damage: 2D6 M.D., no variable settings.

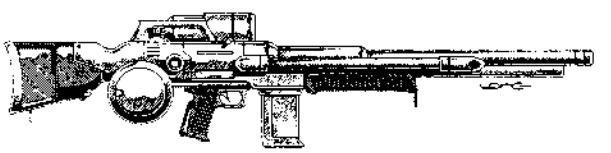
Rate of Fire: Each laser blast counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: 20 blasts from standard E-Clip or 30 from a long E-Clip.

Laser Targeting: Add +3 to strike on an Aimed shot, but only when the laser targeting system is functioning. No bonus when on the blink.

Black Market Cost: 16,000 credits for the rifle. Standard clip and recharge costs. An E-Clip canister cannot be used with this weapon.



C-12 Heavy Assault Laser Rifle. Until 105 P.A. this was the standard infantry weapon and is still a favorite of Commandos and Special Ops. It is a sturdy and reliable rifle that can survive a great amount of

combat abuse and activity without mechanical failure. The rifle has three settings, one S.D.C. and two M.D.C. settings. The rifle can also be set to fire a single shot or a burst of three. Comes standard with a passive nightvision scope and laser targeting.

Weight: 7 lbs (3.2 kg).

Mega-Damage: Setting One: 2D6 M.D. single shot, Setting Two (Burst): 6D6 M.D. and a Setting Three (S.D.C.): 6D6 S.D.C.

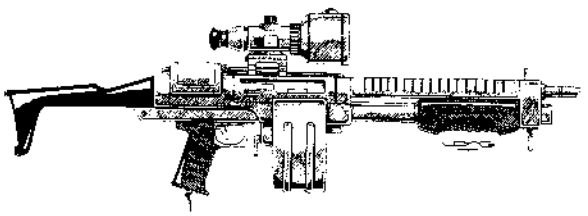
Rate of Fire: Each laser blast or burst counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: 20 M.D. blasts from standard E-Clip or 30 from a long E-Clip, plus another 30 can be added with one E-Clip canister, a new Coalition invention. Note that six S.D.C. shots equals one Mega-Damage blast.

Laser Targeting: Add +1 to strike on an Aimed shot.

Black Market Cost: 20,000 credits for the rifle.



C-14 "Fire Breather" Assault Laser and Grenade Launcher. New in 101 P.A., the C-14 remains a popular, over-and-under heavy infantry weapon with high marks for durability and reliability in action. A laser comprises the top and a pump-action grenade launcher is fitted below. Standard issue includes a passive nightvision scope.

Weight: 10 lbs (4.5 kg).

Mega-Damage: Laser is 3D6 M.D., Grenades 2D6 M.D. to a blast area of 12 feet (3.6 m).

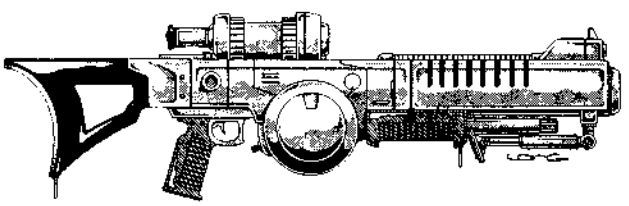
Rate of Fire: Each laser blast or firing of a single grenade counts as one of the shooter's melee attacks for that round.

Effective Range: Laser is 2000 feet (610 m). Grenade launcher is 1200 feet (365 m).

Payload: Laser is 20 blasts per standard E-Clip. The Grenade launcher holds 12 grenades.

Reloading the Launcher: Requires one full melee, 15 seconds, to manually reload the grenade launcher. As always, reloading an E-Clip takes about five seconds or equal to one melee action/attack.

Black Market Cost: 30,000 credits, and a hot commodity (not commonly available). Grenades cost 550 credits apiece or 4500 a dozen. An E-Clip Canister can not be added to this weapon.



C-27 Heavy Plasma Cannon. The plasma cannon is a heavy support weapon of the infantry. It is coveted for its dependability and incredible damage. It comes standard issue with a telescopic and laser distancing scope.

Weight: 12 lbs (5.4 kg).

Mega-Damage: 6D6 M.D. per shot.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 1600 feet (488 km).

Payload: 10 blasts per E-Canister.

Targeting Scope: Add a bonus of +1 to strike on an Aimed shot.

Black Market Cost: 32,000 for the rifle. Can only be used with an E-Clip Canister which costs 10,000 credits new and fully loaded; recharge is 2000-2500 credits.

CV-212 Variable Light Frequency Laser Rifle. Introduced in 102 P.A. it remains a popular "anti-Glitter Boy" weapon, though mostly used by Military Specialists and other special forces. The CV-212 is designed to overcome laser resistant armor. A microchip in the weapon's computer will automatically analyze an opponents armor (if not already preprogrammed into its memory) and after one melee round (half damage) will adjust to the light frequency that will inflict full damage. It is a sturdy and reliable rifle that can survive a fair amount of combat abuse without jamming. However, M.D.C. damage is likely (80% chance) to disengage the computer analyzer and frequency adjustments must be made manually (takes 1D4 melee rounds to find the optimum frequency). The rifle can also be set to fire in a single shot or a burst of five. Comes standard with a passive nightvision scope and laser targeting.

Weight: 8 lbs (3.6 kg)

Mega-Damage: 2D6 M.D. or 4D6 M.D., or 6D6 S.D.C.

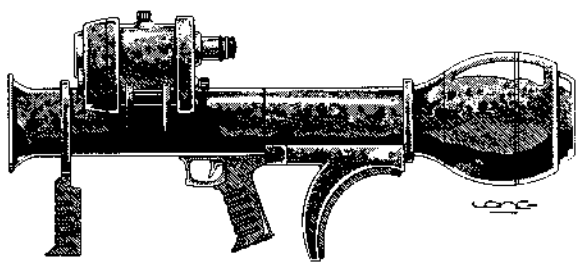
Rate of Fire: Each blast counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: 20 M.D. blasts from standard E-Clip or 30 from a long E-Clip, or E-Clip canister. Note: Six S.D.C. shots equals one, light, Mega-Damage blast.

Laser Targeting: Add +1 to strike on an aimed shot.

Black Market Cost: 42,000 credits for the rifle.



CR-1 Rocket Launcher. The CR-1 rocket launcher is a reusable mini-missile launcher with a multi-optic scope. The capabilities of the scope include telescopic (x20 magnification, 2 mile/3.2 km range), infrared (2000 foot/610 m range), passive nightvision (2000 feet/610 m), and laser targeting.

Weight: The launcher weighs 14 lbs (6.3 kg), each missile weighs about one pound (0.45 kg).

Mega-Damage: Any mini-missile can be used, but is usually armor piercing or plasma (1D4x10 or 1D6x10 M.D.C.).

Rate of Fire: The weapon fires only one mini-missile, but a two-man team can load and fire three missiles per melee/15 seconds. A single operator can only fire one per melee.

Effective Range: One mile (1.6 m).

Payload: The CR-1 holds one mini-missile. A carrying side pack can hold six mini-missiles (weighs about ten pounds/4.5 kg), a backpack can hold 12 missiles and a portable carrying case (10 M.D.C.) can hold 24 mini-missiles (weighs about 40 lbs/18 kg).

Black Market Cost: 18,000 for the launcher and 1000 credits for each light damage missile (5D6 M.D.) and 2200 for each plasma or armor piercing.

CS Ammunition

Note: The Coalition Army (and any military) provides its troops with all their basic needs, including ammunition, at no cost to the soldier. The costs listed here are for Black Market equivalents.

Standard E-Clip Costs: New and fully charged: 6000 credits. The Black Market charges 1200 to 1500 credits to recharge a standard E-Clip (2000-2500 for the new "long" E-Clips), but an Operator with the proper equipment can do the job for around 800 credits. A "used" E-Clip sells for 2500-3000 credits uncharged.

An E-Clip Canister costs 10,000 credits new and fully charged. A canister recharge costs 2000-2500 credits.

Rail Gun Ammo: Costs: One credit per two rounds, so 200 rounds costs 100 credits, a thousand rounds costs 500 credits.

Glitter Boy Special Flechette Rounds: Costs three credits per round, although many Operators and weapon dealers charge half that if the character is a "traditional GB Pilot" carrying on the family tradition. Many communities who hire the Glitter Boy will supply the ammo or offer ammo as partial payment for services rendered (typically several thousand rounds as a quarter of the payment due).

Vibro-Blades

Vibro-Blades. All Vibro-Blades are blade weapons surrounded by an invisible, high-frequency energy field that gives them Mega-Damage capabilities. Vibro-Blades were originally designed by the CS, but have been "knocked off" by virtually every weapon manufacturer in the Americas. Vibro-Knives, Claws and Sabers are widely available throughout North America (and Germany via a trade deal between the CS and Triax). In the CS they are also issued to ISS and NTSET officers, Dog Boys, Psi-Stalkers, military officers and Special Forces. The blades are ideal for the Dog Pack squads assigned to urban duty (where a full 60% of all Dog Boys were assigned until the Siege on Tolkeen and Emperor Prosek's continuing Campaign of Unity), because the weapons provide excellent close combat Mega-Damage capabilities, avoiding the potential danger of long-range weapons and explosives which are hazardous to both human life and property. All Dog Pack city patrols are issued either two Vibro-Blades of choice, or have a blade and a Neural Mace. **Note:** The W.P. Knife skill and bonuses apply to Vibro-Blades and Vibro-Claws.

Vibro-Knife. Mega-Damage: 1D6 M.D. Cost: 7000 credits.

Vibro-Bayonet. Mega-Damage: 1D6+1 M.D., designed for attachment to a variety of rifles, but rarely used by the CS. Cost: 7,500 credits.

Vibro-Saber (short sword). Mega-Damage: 2D4 M.D. Cost: 9000 credits.

Vibro-Sword (large, one-handed sword). Mega-Damage: 2D6 M.D. Cost: 11,000 credits.

Giant-Sized Vibro-Sword. Mega-Damage: 3D6 M.D.; usually used by oversized power armor suits or by giant robot vehicles. Rarely used by the CS. Cost: 18,000 credits.

Vibro-Forearm Claws. Mega-Damage: 2D6 M.D.; usually three hooked blades attached to a forearm gauntlet or protective plate. Great for parrying (+1 bonus) and slashing. Cost: 11,000 credits.

CS Vibro-Blade Vambraces. Dog Boys have forearm vambraces available to them with a variety of Vibro-Blades, large and small. These vambraces can be part of the DPM Riot Control Armor (half suits) or the full environmental suit. Having armor or a vambrace with both forearm and hand-guard blades does not increase the overall damage, because only one set of blades can be used at a time; hand or forearm.

Short Blade Hand-Guard. Two short Vibro-Blades with serrated edges. Ideal for slashing and stabbing as well as sawing/cutting or chipping through light M.D.C. wire, plastic, and ceramics, or S.D.C. metal and concrete. Mega-Damage: 2D4 M.D. Cost: 9,000 credits.

Triple Bladed "Cat's Claw" Hand-Guard. Three curved, claw-like Vibro-Blades, sharp on one or both sides, serrated or not. Damage: 3D4 M.D. Cost: 11,000 credits.

Dual Long-Blade Hand-Guard (2). A pair of long, sharp Vibro-Blades that are partially retractable (half length), maximum length is 10 inches (0.29 m). Ideal for slashing, stabbing and parrying. Mega-Damage: 2D6 M.D. Cost: 11,000 credits.

Hooked Forearm Vibro-Blades (2). The vambrace or forearm plate has a pair of hooked Vibro-Blades that are partially retractable (half length), maximum length is 20-24 inches (0.58 to 0.6 m). Excellent for slashing, parrying and hooking weapons and disarming opponents. They are also suitable for climbing (+5% to Climbing skill). Mega-Damage: 2D6 M.D. and is +1 to parry and +2 to disarm. Cost: 14,500 credits.

Saber Forearm Vibro-Blades. The vambrace or forearm plate has a pair of straight blades that are partially retractable (half length), maximum length is 24 inches (0.6 m). Mega-Damage: 2D6+2 M.D. and is +1 to parry. Black Market Cost: 16,000 credits.

Dog Pack Spikes. One of the Dog Pack's patented images is spikes. This is largely a stylistic gimmick to evoke a feeling of fear and power. Spiked collars, arm and wristbands, knee pads, gloves and vambraces are all available in a large variety of different styles. Damage for all spikes is S.D.C./Hit Point damage. The spiked gloves are weighted "sap gloves" and add 1D6+1 S.D.C. damage to punches. The knee pads have the weight and power of the leg behind it and add 1D6 S.D.C. to knee kicks. All others inflict 1D4 S.D.C. damage. The hand and arm spikes can also be used to parry normal S.D.C. attacks: +1 bonus to parry with spiked armbands or glove only. Ideal in urban, civilian situations where Mega-Damage weapons are not appropriate. Cost: Varies: 50 to 200 credits.

Neural Mace

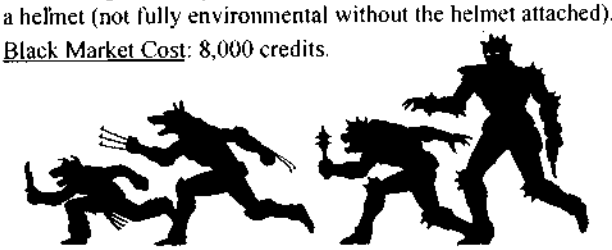
A handheld stun weapon used most commonly by the CS Dog Packs and Police. It is a stun weapon that releases an energy charge that temporarily short-circuits the nervous system.

Damage: Non-lethal; the victim who is stunned is -8 to strike, parry, and dodge plus reduce the character's speed and number of attacks per melee round by half. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he will suffer the stun penalties for 1D4 minutes. Roll to save, a failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the charge will impair his movement as per the penalties previously described. Physical damage from the mace is 2D6 S.D.C. plus P.S. attribute bonus when used as a club; 1D6 plus strength bonuses when used as a jabbing weapon. The mace is an M.D.C. structure and can be used to parry M.D. attacks from Vibro-Blades, 'Borgs, 'bots and power armor.

Duration of Stun Effects: 2D4 melee rounds. The duration of the impairment is increased 2D4 melee rounds for every hit by the mace for which the character does not save.

Save vs Neural Mace: 16 or higher; the same as saving against non-lethal poison. The character must save each time he or she is struck. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay. Note: The mace is ineffective against environmental, M.D.C. body and power armor, but is effective against Dog Pack armor and half suits, or body armor without a helmet (not fully environmental without the helmet attached).

Black Market Cost: 8,000 credits.



CS Explosives

CS Fusion Blocks. A fusion block is a little square case about the size of a hand-held computer. On top of the block is a small key pad for programming the time of detonation. An automatic 30 second delay is built into each fusion bomb as a safety feature to avoid instant detonation.

Mega-Damage: There are three types of fusion block bombs.

Type One: 1D4x10 M.D. and costs 1,000 credits; weighs 8 lbs (3.6 kg).

Type Two: 2D6x10 M.D. and costs 3,000 credits; weighs 12 lbs (5.4 m).

Type Three: 4D6x10 M.D.C. and costs 8,000 credits; weighs 16 lbs (7.1 kg).

Blast radius: Contained to a 10 foot (3 m) diameter.

Effective Range: Fusion blocks are made for *placement*, not throwing or shooting. However, one can try throwing the explosive; typical range is 1D6x10 feet (3-18 m); blocks are not aerodynamic.

Black Market Cost: 1000, 3000, and 8000 credits respectively. Poor availability, rare outside the CS military.

CS Hand Grenades. Explosive canisters about the size of a peach, designed for throwing.

Fragmentation: 2D6 M.D. to a 20 foot (6 m) area. Cost: 250 credits.

Light High Explosive: 3D6 M.D. to a 6 foot (1.8 m) area. Cost: 200 credits.

Heavy High Explosive: 4D6 M.D. to a 6 foot (1.8 m) area. Cost: 275 credits.

Plasma: 6D6 M.D. to a 12 foot area (3.6 m) area. Cost: 350 credits.

Effective Range Throwing a Grenade: About 40 yards/120 feet/36 m.

Black Market Cost: See above. Good availability.

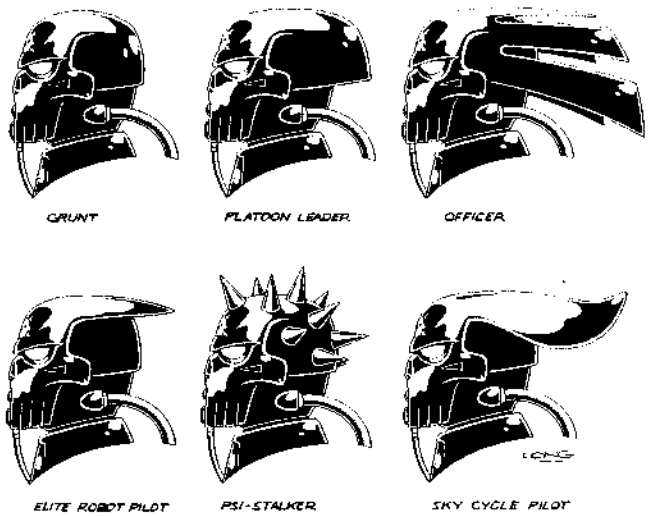
CS Rifle Grenades: *Standard*: 2D6 M.D. to a 12 foot (3.6 m) diameter blast area. Range: 1200 feet (365 m). Cost: 500-550 credits; good availability.

CS Smoke Grenades. This type of grenade releases a thick cloud of smoke that covers a 20 to 40 foot (6 to 12 m) radius. The smoke obscures vision in and through the cloud from those on the outside of it. Infrared cannot penetrate a smoke cloud or be used inside one. Those inside the cloud will be blinded and have trouble breathing. Those who are not protected by environmental suits or a gas mask and goggles will be -5 to strike, parry and dodge and -1 on initiative. Attackers firing into/through the cloud will be shooting wild. Note that passive night-vision scopes will not work in a smoke cloud. Cost: 50 credits. Good availability.

CS Tear Gas Grenades. The gas will instantly affect all characters without protective masks or environmental body armor. The eyes burn, sting and water profusely, causing great discomfort and making seeing clearly impossible. The gas also makes breathing difficult and irritates exposed skin. The effects last for 3D4 minutes. The 25 foot (7.6 m) cloud dissipates in about five minutes unless blown away by wind (dissipating more quickly in 1D4 minutes). The victims of tear gas are -10 to strike, parry and dodge, -3 on initiative, and lose one melee attack/action for each of the next 1D6+1 melee rounds. Those in environmental armor are completely safe and not affected. Cost: 200 credits. Poor to fair availability.

Handheld Flare. This is the type of item truck drivers and road patrols use to signal for help or to warn others of an accident or danger. The flare burns for 20 minutes. Cost: One credit each. Good availability.

Parachute Flares. This pyrotechnic device usually comes in a hand-held, throw-away launch tube. Three seconds after launching, it ignites into a bright, sparkling light that slowly drifts back down to earth. While in the air, the flare burns for 60 seconds and illuminates an area of roughly 150 feet (45.7 m) in diameter. Note: This is NOT a weapon but if shot into a person, the flare does 6D6 S.D.C. each melee round for one minute (four rounds). There is also a 50% chance of causing combustibles to catch fire. Cost: 10 credits each. Excellent availability.

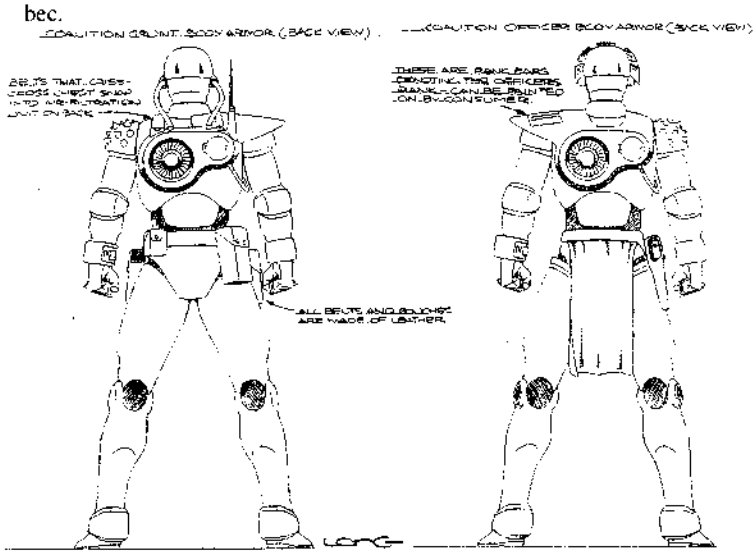


Traditional Coalition "Dead Boy" Body Armor

The famous Death's Head motif of the Coalition's armor and war machines has struck fear in the hearts of its opposition for nearly 40 years. It has led to the soldiers being dubbed "Dead Boys."

The armor is a lightweight ceramic, with metal accents, bonded on a molecular level, making it stronger than steel. Each suit of armor offers Mega-Damage protection and complete environmental systems, making it a self-contained unit, like a spacesuit. Air filters, circulation and cooling, and independent oxygen supply (engages when needed) mean that toxic fumes, gas attacks, and smoke will not affect the soldier protected in the suit unless the armor is breached.

The CS body armor is a variation of an old infantry armor developed by the United States military shortly before the Coming of the Rifts. The process and factories for its creation were unearthed at Lone Star and it has since been duplicated at both Chi-Town and Free Quebec.



There are two types of Dead Boy armor, light and heavy. However, other than weight and M.D.C., there is no obvious design distinction. All CS body armor has the same design, only the head piece is different to indicate rank and different divisions within the armed forces. **Note:** The old style body armor described below was changed to the new style armor in 105 P.A., however, the old armor is still used by CS police, Special Military Operatives, Commandos and Psi-Stalkers. Officers may also select old or new style.

"Dead Boy" Body Armor – Circa 101 P.A.

CA-1 Heavy Body Armor (Old Style Armor): Weight 18 pounds (8.1 kg). Worn by the infantry.

M.D.C. by Location: Helmet: 50. Arms: 35 each. Legs: 50 each. Main Body: 80. -10% penalty on skills like Acrobatics, Climbing, Prowl, Swimming and other skills that require high mobility.

CA-2 Light Body Armor (Old Style Armor): Weight 9 pounds (4 kg). Worn by pilots and city police forces, as well as for espionage type operations.

M.D.C. by Location: Helmet: 35. Arms: 15 each. Legs: 24 each. Main Body: 50. No mobility penalties. -5% penalty on skills like Acrobatics, Climbing, Prowl, Swimming and other skills that require high mobility.

Features Common to All "Dead Boy" Armor:

- Complete environmental battle armor suitable for use in all hostile environments, including space.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 300 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Built-in loudspeaker; 80 decibels.
- Directional, short-range radio built into the helmet. Range is 5 miles (8 km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multi-purpose miniature computer and display that will indicate system errors within the armor, damage levels, and oxygen supply, as well as direction (compass), time, and date.
- Ammo and supply waist belt, shoulder belts, and shoulder holster. Pilots and officers have their choice of shoulder or hip holster.
- Boot survival knife or Vibro-Blade for officers and military specialists.

Black Market Price: 35,000 to 45,000 with a custom paint job. Fair to poor availability even with the introduction of the new model.

Note: See **Rifts® World Book 11: Coalition War Campaign™** for the new models of body armor, SAMAS, power armor, Skull Walkers, 'bots, weapons, and other CS Military gear, but even the old CS gear is superior to most other manufacturers of military goods.

Dog Pack DPM 101 Light Riot Armor

The DPM 101 armor offers none of the environmental systems of the full Dead Boy suits and serves mostly as protection against gunfire.

Many Dog Packs (about 40%) assigned to wilderness and reconnaissance operations are given CA-2 light body armor. **Note:** Only Dog Boy officers with a proven military record and their Psi-Stalker Squad Leaders get the Heavy CA-1 environmental "Dead Boy" armor (the helmet modified for the shape of the canine's head).

- M.D.C. 30 main body, 10 to arms, and 20 to legs.
- Weight 8 pounds (3.6 kg); not full environmental armor.
- Full mobility, no Prowl or movement penalty.

Standard Issue: Prior to 105 P.A., fist and wrist spikes, a pair of Vibro-Blades or a blade and Neural Mace. A laser pistol may be issued in some situations. Infantry forces in the field are issued a Neural Mace or Vibro-Blade of choice and a C-12 Laser Rifle. Other weapons and gear may be issued as needed. Dog Boys in the field often add/purchase other non-official, non-Coalition weapons to add to their personal equipment.

Coalition Weapons & Armor – Circa 105 P.A. to present

See **Rifts® World Book 11: Coalition War Campaign™** for the latest innovations in weapons, power armor, robots, and combat vehicles as well as additional and specialized Military O.C.C.s (CS Cyborg Strike Trooper, CS Juicer, CS Commando, Ranger, etc.), ISS and NETSET Police, more on the 'Burbs, and the Emperor's Campaign of Unity (the first step to the Coalition Wars and Siege on Tolkeen).

Common Gear

Note: The following are just a handful of key items used by adventurers. See the 352 page **Rifts® Game Master Guide** for every piece of equipment, weapon, vehicle, power armor and robot that has appeared in Rifts World Books 1-23 and Sourcebooks 1-4, along with maps and other useful reference materials.

Basic Gear

Air Filter (12, disposable): 5 credits (cr.)
Backpack, large, high quality: 100-200 cr.
Backpack, small, high quality: 40-100 cr.
Band-Aids (box of 72; various sizes): 5 cr.
Bandages (6 foot/1.8 m roll): 5 cr.
Bandoleer (with pouches and or belt loops): 12-25 cr.
Belt, Ammo (with six pouches; military style): 10-15 cr.
Belt, Utility (military style): 3-5 cr.
Bicycle (basic): 60-100 cr.
Bedroll: 30 cr.
Blanket, Heavy: 20 cr.
Blanket, Light: 10 cr.
Canteen: Aluminum: 30 cr.
Canteen: Plastic: 20 cr.
Canteen: 2 M.D.C.: 2200 cr.
Cigarettes (16 in a pack): 2-6 cr.
Cigarette Lighter (refillable): 10-25 cr.
Cigarette Lighter Fluid: 6 credits per 16 ounce can.
Compass: 50-150 cr.
Cross/Crucifix (wood; 8-12 inches): 2-10 cr.
Cross/Crucifix (silver; 4-6 inches): 80-150 cr.(double for gold)
Cross/Crucifix (silver, 8-12 inches): 200-400 cr. (double for gold)
Disposable Lighter or Box of 200 matches: One cr.
Duffle Bag: 25-80 cr.
Fishing Line, per 50 feet (15 m): 5 cr.

Flashlight, large: 12-20 cr.
Flashlight, pen/pocket size: 6 cr.
Gas Mask (human-size): 50-80 cr. (half that used)
Gas Mask (larger than human): 80-120 cr.
Grappling Hook and Line (100 feet/30 m): 80 cr.
Hammer (average, metal): 10-20 cr.
Knapsack: 50-100 cr
Knife, Large (does 1D6 S.D.C. damage): 20-100 cr.
Knife, Skinning (does 1D6 S.D.C. damage): 80-200 cr.
Knife, Small (does 1D4 S.D.C. damage): 15-75 cr.
Knife, Survival (does 1D6 S.D.C. damage): 120-300 cr.
Knife, Survival Commando (does 2D4 S.D.C. & can saw wood): 180-500 cr.
Knife, Throwing (does 1D6 S.D.C.): 200-600 cr.
Knife, Silver Plated: +100 credits to normal cost of the weapon.
Machete with canvas sheath (does 2D4 S.D.C. damage): 40-100 cr.
Magnifying Glass (small): 5 cr.; double for large.
Mallet (small): 2-4 cr.
Marker Pen (1): 1 cr.
Marker Pens (dozen): 6-8 cr.
Mechanical Pencil (1): 2-5 cr.
Mechanical Pencil lead (24 in a pack): 10 cr.
Pocket or Signal Mirror: 2-5 cr.
Rope, per 20 feet (6 m): 15 cr.
Sketch Book (100 sheets, soft-cover): 4 cr.
Sketch Book (100 sheets, hardcover): 8-12 cr.
Sleeping Bag: 110-160 cr.
Spikes (6, iron): 6 cr.
Spikes/Wooden Stakes (6, wood): 4 cr.
Sunglasses or Goggles (cheap): 15-50 cr.
Sunglasses (fancy or light adjusting): 100-300 cr.

Communications Equipment

Communicator, Old Style Radio: Basically an enhanced "walkie-talkie," it is a basic instrument issued to all military personnel and field operatives. Was also used by the public in recreation. Weight: 6-10 ounces (170 to 284 grams). S.D.C.: 30. Range: 3 miles (4.8 km). Cost: 150 credits per single unit. S.D.C.: 15 each. Excellent availability.

Communicators: Small: The size of a pack of cigarettes or cell phone fitted with a handy clip and holster case to hook onto armor, pockets, collars and vests, as well as fit in pockets and belt pouches. Weight: 5 ounces (142 grams). S.D.C.: 10, Range: Five miles (8 km). Cost: 1,500 credits (3,500 credits for a communicator with one M.D.C. point). Excellent availability.

Medium: The size of a 20th Century walkie-talkie. Weight: 12-16 ounces (340-454 grams). S.D.C.: 30. Range: 10 miles (16 km). Cost: 3,000 credits (6,000 credits for a version that has 4 M.D.C.). Excellent availability.

Communications Helmet: A common protective helmet used by people in all walks of life, from messengers and laborers to adventurers and warriors. Its visor has automatic polarizing optics that adjust to the sun, and it has a radio receiver and transmitter built into it. (Most environmental body armor automatically comes with this means of communication.) Miniature headphones pipe the message to both ears and a slide-out microphone allows for two-way communication. Range: 5 or 10 miles (8 or 16 km). M.D.C.: 30 or 50, for the helmet only. Cost: 5,500 or 10,000 credits respectively.

Computer, Portable: This is a fully functioning computer that is about the size of an opened paperback book or the size of an average human's hands placed together. When closed, the handle can be folded up and the entire unit can easily fit in most jacket pockets. The computer can be powered by a small, rechargeable battery (about 24 hours of life) or plugged into an electrical outlet. A hard copy of text can be printed out on the thermal-paper printer, but a magnifying glass is needed to read the tiny print. The computer can also be plugged into most video and cybernetic systems for use as a video monitor. Removable memory storage can take a variety of forms, including CD-ROMs, micro-ROMs, memory tabs, memstiks, or any of the other amazing information storage options developed during the time before the Rifts. The display for such small computers might be as simple as a tiny LCD screen, or it might be a miniature holographic projector, or it might simply link into a set of VR goggles or one's cybernetic eyes. Input might be through a keyboard (how low-tech!), running a stylus or finger across the screen, voice commands, mental interface (a popular option for cyborgs), etc. Weight: From a few ounces to one pound (0.45 kg). Cost: From 100 credits (palm organizer) to tens of thousands of credits (mega-computer; military application), depending on the performance of the machine and its condition. Note: We have shied away from giving specific stats on Rifts computers because by the time this book sees print, those figures will be wrong, and in a couple of years, they will be laughable. A good rule of thumb for gauging what computers can do in your campaign is to consider what computers can do at the moment you are running a game, and magnify that potential by about a hundred.

Computer: Portable Field Unit: Somewhat similar to others used across the Megaverse, the hand computer has a pistol grip for easier handling, and has a built-in scanner and laser distancer so it can be used to accurately determine range and measurements by pointing it at or along something. The standard unit comes with a clock and calendar, as well as a mathematics calculating capability, word processing and other basic programs. One can plot vectors, figure out ratios and algebraic functions, send or receive signals to/from any device it is plugged into (it comes with two universal cyberjack plugs and two 10-foot, 3 m cords), and sort lists of numbers and names by various parameters. The screen is a concave oval, and easily seen in even harsh daylight conditions. Cost: 2,500 credits.

Field Radio: An inexpensive backpack style radio transmitter and receiver with wide-band, long-range capabilities, frequency equalizer, field strength detector and scrambler. Range: 60 miles (96 km) in a city or area with radio clutter and disturbance, but 150 miles (240 km) in the wilderness. Weight: 16 lbs (7.2 kg). Cost: 600 credits; standard, low end. Good availability.

Language Translator (Portable): A unique device that is programmed with the nine known languages of the Americas and can hold three additional languages. 12 others can be added with a supplemental language disc. The amazing device can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7%, with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously. The operator must hold the microphone portion of the translator out toward the individual(s) whose words he wishes to translate. The tiny computer inside the hand-held unit identifies and translates the words, transmitting them to the accompanying head/earphones or can be set to broadcast the words over the speaker in the base of the handle. The earphones can be substituted with a cybernetic headjack. The translator can also be set to translate the operator's words into the language of those he is speaking to with the same level of accuracy and speed. Conversations can be recorded on a one inch audio disk (3 hour capacity, costs about 20 credits each). The unit is about the size of a wireless microphone or a remote control and weighs about a half a pound (0.23 kg). Cost: 9600 credits.

Long-Range "Military" Field Radio: A backpack style radio transmitter and receiver with wide-band, long-range capabilities, frequency equalizer, field strength detector and scrambler. Range: 300 miles (480 km) in a city or area with radio clutter and disturbance, but

500 miles (800 km) in the wilderness. Weight: 25 lbs (11.25 kg). M.D.C.: 5 or 15 (the latter costs an extra 10,000 credits). Cost: 6,000 credits. Good availability.

PDD Pocket Digital Disc Audio Player and Recorder: Basically a future CD player with recording capabilities that is the size of a transistor radio or walkman. Plays or records on one and three inch discs. Typical blank disc will cost 10 to 20 credits, with a two or three hour recording time. Pre-recorded discs will cost 20 to 80 credits depending on the quality, length of the recording, and availability. Cost of the PDD: Varies, usually 1200 to 2400 credits.

PDD-V Pocket Digital Disc Audio and Video Player: A slightly larger and more complex system that plays and records audio discs, but also plays video discs. A four inch, color monitor/TV screen displays the image. The unit can also be used with video equipment as a hand-held video monitor or attached to a larger screen to display its recording. Cost: Varies, usually 6000 to 12,000 credits.

Video Communicator: The video communicator is part radio and part television. It is a wide wristband or paperback book sized, hand-held device with a small video screen. Communications can be sent and received on either cellular telephone or radio waves. The unit scans for the clearest frequency and broadcasts on it. Optional hardline accessories are available at little cost (basically phone lines to jack into a wall and the unit). Its multi-band capabilities give it a considerable range: 10 miles (16 km), double in open areas without radio clutter. Cost: 10,000 credits.

Medical Equipment

Bio-Comp Monitor: A portable computer and sensor system in which a sensor is clipped to the patient's ears or two fingers to measure and record vital signs: blood pressure, temperature, heartbeat, respiration, level of hydration (or dehydration), and a number of specific chemical responses detectable through the skin. The vital signs are displayed on a small hand-held computer the size of a paperback novel and can be stored in memory, on disk, or transmitted to another computer system. The Bio-Comp will highlight and warn of dangerous or irregular vital signs. Cost: 2,500 credits. Good availability.

Compu-Drug Dispenser: A medical tool that is a combination computer, hypodermic gun, and chemical storage and dispensing unit. Can hold 48 different measured shots of drugs. The operator indicates which drug and the amount, presses the gun portion to the patient's arm and injects the appropriate medicine into the individual. Costs: 3000 credits plus each drug dose (average drug dose costs 1D4x100 credits). Good availability.

First-Aid Kit (Standard): Contains gauze bandages, 48 Band-Aids of various sizes, a dozen tongue depressors, pen flashlight, a roll of medical tape, a dozen disposable medicated wipes, six butterfly clamps, disinfectant, pair of plastic gloves, scissors, forceps, six razor blades, lighter, tweezers, a thermometer, 100 aspirin tablets, and 24 decongestant tables (allergy/cold). Cost: 100 credits. Excellent availability.

Hypodermic Gun: A quick, painless method of giving shots. Most hypodermic guns come with a self-cleaning mechanism that instantly cleans and sterilizes the needle after every use. Cost: 200 credits (drugs not included). Excellent availability.

Hypodermic Syringe: Cost: 10 cr. for the reusable type syringe, and 10 cr. for 24 disposable. Good availability.

IRMSS Internal Robot Medical Surgeon System: An amazing medical device that injects a dozen microscopic robot units, about the size of a pinpoint, into the bloodstream to repair internal injury. The containment unit is placed over or near the suspected area of damage and the depression of a button releases the micro-surgeons into the body. The tiny robots search for the damage and repair it. Types of internal injury which they can repair include the removal of blood clots, repairing torn/ruptured veins, internal bleeding, and minor damage to internal organs. Equal to a medical doctor's surgical skill of 75%. When the units are done, they simply turn off and are naturally flushed from the body (average life is one hour). They are not reusable. Each IRMSS holds 48 surgical robots for four uses. Cost: 42,000 credits. Good availability.

IRVT Internal Robot Visual Transmitters or "Seekers": This is another nano-bot about the size of a pinhead. It is injected into the vein of a patient and goes traveling through the circulatory system. It is tracked and monitored via a homing device. The bot transmits a more powerful signal and video image of obstructions and damage to the veins and arteries as they are encountered. The bot is used primarily to locate blocked, pinched and damaged arteries, veins, and other internal passageways. Cost: 80,000 credits per unit – disposable (less than 33% can be safely retrieved, thus they harmlessly disintegrate inside the body after about 72 hours). Good availability.

RAU Robot Antiseptic Units or "Cleaners": A cleaner is a tiny robot roughly three inches (76 mm) long and one inch (25 mm) in diameter. They are reminiscent of a mechanical beetle that gently crawls along a wound or infected area destroying infection, removing pus and dead flesh, while cleaning the wound and spraying it with antiseptic protein for faster healing. The cleaners are usually sold and dispatched in pairs. Cost: 50,000 credits per pair. Good availability.

RMK Robot Medical Kit or "Knitter": A unique medical kit, developed with the mastery of nano-technology, in which a half dozen tiny robots, about the size of a shirt button, are released and automatically seek out cuts in the skin. One sprays the wound with disinfectant, another sprays antibiotics, a third cuts away dead or infected flesh, while the other three surgically suture the cut closed. When the cut is repaired, the tiny bots return to their carrying unit, refill their supplies and wait till activated again. Equal to a paramedic suturing skill of 90%. Not effective against internal injury, broken bone, or severe wounds. But great for cuts, bruises, bullet and stab wounds. Cost: 24,000 credits. Excellent availability. Hot among adventurers.

RSU Robot Sedative Units or "Sleepers": Four tiny robots, each the size of a pinhead, enter the brain and stimulate certain areas to make the patient relax and feel drowsy. The calming effect of these nano-bots causes the patient to breathe slow, even breaths, keeps the pulse rate steady and calm, and helps maintain normal blood pressure. When they are done the bots return to a tiny housing device. Cost: 100,000 credits per set of four. Good availability.

Suture Gun: Effectively a staple-like gun that fires staples made of dissolvable sutures. The staples cause little pain or discomfort, leave little scarring and can be used to close a wound at lightning speed. Cost: 100 credits per gun and 10 credits per 5 feet (1.5 m) of suture.

Suture Tape: A special, antiseptic tape used to hold cuts closed instead of sutures. Cost: 20 credits per 30 foot (9 m) roll. Excellent availability.

Micro Scale: A digital pocket scale, about the size of a person's hand or an old transistor radio. It can be hooked to a belt, slipped into a large pocket, sack, purse or a backpack. The scale can weigh up to 200 lbs (90 kg); digital display. Cost: 120 credits. Widely available.

Protein Healing Salve: This is a special high protein chemical solution that comes in a tube like toothpaste. The salve can be applied to burns, cuts, and rashes to increase the rate of healing (doubles normal healing). Costs: 100 credits per eight ounce (0.23 liter) tube. Widely available.

Palm Bio-Unit: A palm-size biological analyzer. The digital display can indicate body temperature, blood pressure, respiration, and dehydration level simply by inserting the patient's finger into the finger scanner housing. Cost: 150 credits. Widely available.

Portable Bio-Scan & Bio-Lab: The bio-scan is an impressive biological monitoring device with a multitude of functions. Sensors are attached to the skin and body which send information to the computer display screen and/or to be recorded.

1. Basic bio-mode indicates and records such basic body functions as body temperature, heartbeat rate, blood pressure, breathing, and glandular changes in the skin, including sweating.

2. Stress evaluator that operates much like a polygraph machine, recording stress and anxiety (without attaching sensors) by monitoring the voice quality of its subject. A character with sensory equipment and Interrogation skills can use the device as a "lie detector," but the information is often difficult to read and open to interpretation. Even a positive reading can not be declared absolute evidence of a falsehood. Chance of proper reading as a lie detector is 25% plus 5% per level of experience.

3. A toxic analyzer that can analyze any liquid (water, blood, etc.) and be able to identify 380 toxins dangerous to humans. Solid items, such as fruits and vegetables, must be pulped or squeezed in order to be analyzed.

4. A dosimeter used to measure radiation. Good availability.

Cost: 5000 credits; poor availability, since it's generally reserved exclusively for field expeditions of a scientific or military nature. Weight of this unit is 20 lbs (9 kg).

Portable Laboratory: This is another impressive portable unit that can perform several functions. **1.** Microscope in a specially padded housing. **2.** One dozen specimen slides and another dozen specimen trays for storage and transportation of item(s) for further analysis. A variety of vials, jars and test tubes. **3.** An incubation chamber that is about the size of a VCR. **4.** Four burners. **5.** Instrument tray with a variety of common tools such as scalpels, tweezers, pins, tape, needles, calculator, etc. **6.** A refrigeration chamber which is about half the size of the incubation chamber. **7.** An insolation chamber. A special, airtight, sealable compartment about the size of the incubation chamber. **8.** A chemical cabinet which holds several dozen chemicals commonly needed in the analysis of chemical structures. **9.** Centrifuge Device. **10.** Dosimeter **11.** Micro-computer. **12.** Digital camera, still photograph and video. **13.** Toxic analyzer, identical to the one used in the "Portable Bio-Scan." Cost: 12,000 credits; poor availability. Weight of the whole unit is 58 lbs (26 kg).

Portable Scan Dihilator: The Potable Scan Dihilator is an uniquely comprehensive sensory device with FULL scanning capabilities.

1. Radar/Sonar: Range: limited to a 5 mile (8 km) area. A trained operator (Sensory Equipment skill) can positively identify readings as specific objects or vehicles, pinpoint location, and estimate rate of travel and direction at 65% proficiency.

2. Sensors include dosimeter, radar detector, heat, infrared, ultraviolet, microwave, and energy sensitive instruments; all of which identify, locate source, and record.

3. Long-range, wide-band radio with scrambler. Range: 40 mile (64 km) radius.

4. Detachable short-range (hand-held) communicator. Range: 3 miles (4.8 km).

Cost: 4,200 to 5,000 credits. Fair availability.

Stethoscope: Cost: 80-150 credits.

Surgical Gloves (disposable): Cost: 12-20 credits for a box of 100.

Thermometer: Cost: 3 credits for traditional oral type. 10-15 credits for battery operated digital type that gets temp by placing sensor tip in the ear (the size of a small cell phone).

Optics, Goggles & Binoculars

Conventional Binoculars: Range: 1 mile (1.6 km). Magnification through a series of lenses. Cost: 400-700 credits. Fair availability; rather outmoded.

Infrared Distancing Binoculars: A high-powered optical enhancement device with infrared adjustments, cross-hair indicator lines, and digital readout of estimated distance and rate of travel. Range: 2 miles (3.2 km). The I.D. binoculars enjoy extreme popularity among the populace, being used for field work, exploration, recreation, and are standard issue for the military. Cost: 1200 credits. Wide availability and in high demand.

Infrared Optic System: Range: 1200 feet (366 m). This type of optical enhancement device relies on a source of infrared light, usually a pencil thin beam of light projected from the goggles or binoculars to illuminate its targets. The narrowness of the beam severely limits the scope of one's view to a small area of about two square meters (21.5 sq. feet). This can make surveying a large area a problem. Another drawback is that the infrared light beam is clearly visible to another infrared optic system, giving away the operator's position. These drawbacks are inherent to ALL infrared systems. Cost: about 1000 credits. Fair to good availability; rather outdated.

Multi-Optics Helmet (M.O.H.): The multi-optics helmet is a special optical enhancement system built into a protective helmet. It includes the following features:

1. Targeting Sight: 1,600 feet (488 m).

2. Infrared Optics System: 1,600 feet (488 m).

3. Telescopic Monocular Lens: Range: 2 miles (3.2 km).

4. Thermal-Imager: Range: 1600 feet (488 m). Special Bonus: +1 to strike when the optics and targeting sight are engaged. Note that the thermal-imager is a special, optical, heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in darkness, shadows and through smoke. Cost: 2,800-3,400 credits. Good availability.

Night Sight (Passive): Range: 1600 feet (488 m). A nightvision optics system that is an image intensifier, meaning that it is a passive system that does not emit any light of its own, but electronically *amplifies* existing ambient light to provide a visible picture. Cost: 1400 credits for a gun scope, 1800 credits for goggles. Good to excellent availability, especially at tech centers.

Optics Band: The optics band is a headband type optical system most often used in research, micro-repairs and scientific study. Its range is limited as it is designed for close work, not long-distance or combat surveillance. Features include: **1.** Infrared and Ultraviolet Optic System: Range: 200 feet (61 m) maximum. **2.** Magnification Lens (400x): Range: 7 feet (2.1 m). **3.** Night Sight: Range: 200 feet (61 m). **4.** Adjustable Color Filters. Cost: 800-1200 credits. Fair to good availability.

Pocket Night Viewer: Range: 800 feet (244 m). This is a mini-night sight, usually a monocular style, easily concealed and portable. Cost: 800-1000 credits. Fair availability.

Polarized Goggles: Light sensitive to automatically lighten and darken depending on the ambient light to protect the eyes from glare and bright light. Cost: High impact goggles (has 1 M.D.C.): 1200 credits. Ordinary Polarized Goggles (15 S.D.C.): 75-100 credits.

Sunglasses or Tinted Visor: Similar to Polarized Goggles (8 S.D.C.): 15 to 300 credits depending on the style and quality.

Thermal-Imager: Range: 1600 feet (488 m). Basically an optical heat sensor, it converts the infrared radiation of warm objects into a visible image. This device allows its operator to see in darkness, shadows and through smoke. Battery powered and electrically cooled. A typical running life is 16 hours. Cost: about 2000 credits; poor availability.

Ultraviolet Systems: Range: 400 feet (122 m). Enables its wearer to see into the ultraviolet range of light radiation. It's usually integrated into a larger optics package rather than used alone. Cost: 500 credits.

Optics for Gun Scopes

All of these optic systems are available as gun scopes for pistols and rifles as well as goggles and binoculars. As many as four different optics can be combined in a single scope (add the cost of each plus 20% to determine the total cost of the complete multi-optic system).

Telescopic Scope: 10x magnification – works like a pair of binoculars or camera lens. Typical range is 2000-6000 feet (610 to 1828 m). Cost: 1000 credits.

Cross-Hair Sight: Targeting cross-hairs for better aim. When the cross-hairs are centered over the desired subject the aim is on target. Bonus: Add +1 to strike but only on aimed shots. This bonus is not applicable when laser targeting is engaged. Cost: 500 credits for an excellent sight.

Infrared Scope: Infrared scopes are ancient technology and inferior to other passive optical enhancements. However, it is inexpensive and therefore popular among City Rats, bandits and adventurers down on their luck. The scope emits a narrow beam of infrared light that is invisible to human eyes. However, the light beam is visible to other characters using infrared vision, including most 'bots, power armor and a number of D-Bees! Those who can see the light can avoid it and/or follow it to its source, giving up its user's location. Furthermore, the narrowness of the light beam limits the available viewing area to about seven feet (2.1 m). Cost: 1000 credits. Maximum Range: 2000 feet (610 m).

Laser Targeting: Add +3 to strike on an aimed shot, but only when the laser targeting system is functioning. No bonus if the system is broken or turned off. Cost: 2000 credits. Note: Laser targeting can be used in conjunction with a telescopic sight and/or thermal-imager. Range: 4000 feet (1219 m).

Light Filters: Simple transparent lens covers designed to filter sunlight and reduce glare. Cost: 25 credits each.

Passive Nightvision: This system amplifies existing ambient light to provide vision in darkness. It is also known as a "starlight" scope because it can amplify the light from stars and the moon to see when outdoors. If in absolute darkness, such as an underground tunnel, it is rendered useless – it must have some source of ambient light. Range: 2000 feet (610 m). Cost: 6,000 credits.

Thermal-Imager: A thermal-imaging system as goggles has a range equal to normal human sight and does not automatically come with a telescopic feature. However, it can be combined with a telescopic scope. A thermal-imager converts infrared radiation of warm objects into a visible image. The operator can see heat as represented by bands of color and is able to see in darkness, shadows and through smoke with 20/20 vision. Cost: 12,000 credits. Note: Can be added to a telescopic gun or camera scope (add the cost of the telescopic feature to the total cost). Range: 2000 feet (610 m).

Sensor Equipment

Dosimeter: Picks up and measures radiation levels. Range: 20 feet (6.1 m). Hand-held: Weight: One pound (0.45 kg). Cost: 200 credits. Wide availability.

Heat: Special sensors pick up and measure heat emanations. Can monitor temperature, or made directional to pinpoint a specific heat point/target. Range: 250 feet (76.2 m); field of detection is 25 feet (7.6 m). Portable/hand-held. Weight: 8 lbs (3.6 kg). Cost: 1200 credits.

Microwave Fence: Transmitter and receiver sensor posts emit an invisible, microwave curtain or fence that will light up and send a signal to the control unit when an intruder breaches its curtain. Range between transmitter posts is 500 feet (152 m). Posts are 7 feet (2.1 m) high. Can effectively cover a 14 mile (22.4 km) area. Cost: 20,000 credits. Poor availability; primarily used for military purposes.

Motion Detection: Detects movement by measuring minute changes in the air and pinpoints location of the source of the changes in the air. Requires sensor placement and monitor screen. Range: 60 feet (18.3 m). Portable; Total Weight: 15 lbs (6.8 kg). Cost: 400 credits. Fair availability.

Radar Detector (portable): Indicates the use/presence of radar in the area. Range of Detection: One mile (1.6 km). Cost: 200 credits. Fair availability.

Radar, Mini: A portable, mini-radar unit and monitor. Trained operators (Sensory Equipment skill) can positively identify readings/objects, pinpoint location and estimate rate of travel and direction. Can track up to 72 images simultaneously and identify over 500 targets. Can NOT track targets on ground level or flying under 200 feet (61 m) above the ground. Range: 5 miles (8 km). Total Weight: 18 lbs (8.1 kg). Cost: 2500 credits. Fair availability.

Radar, Military Unit (large): Semi-portable, in that it can be pulled along on a trailer hitch or carried by a small truck or van. About the size of a desk. Trained operators (Sensory Equipment skill) can positively identify readings/objects, pinpoint location and estimate rate of travel and direction. Can track up to 300 targets simultaneously and identify over 1000 targets. Can NOT track targets on ground level or flying under 100 feet (30.5 m) above the ground. Weight: 300 lbs (135 kg). Range: 100 miles (160 km); double in wide open flat lands. Cost: 16,000 credits.

Surveillance Equipment

Acoustic Noise Generator: Muffles conversations, distorts bugging systems by 35%. Cost: 900 credits.

Keyhole or Tube Microphones: A microphone with a long, hollow tube which can be flexible or stiff, allowing it to be placed in cracks, mounted in walls or placed in similar, small, "keyhole" type crevices. Picks up sounds up to 34 feet (10.3 m) away and transmits up to 1000 feet (305 m). Cost: 150 credits; fair availability.

Video Wall Mount: This small, remote video camera is only about the size of a man's palm (5 inches/127 cm in diameter), thus it is easily concealed. The camera is backed with a powerful suction device that will adhere to any smooth surface, whether it be a wall, table, appliance, vehicle and so on. The video wall mount can broadcast continually for 72 hours, or by remote or preprogrammed, regulated intervals. The lens has limited mobility, able to rotate in about a 90 degree radius. Its audio capacity has twice the duration of its video transmission and is able to pick up sounds up to twenty feet (6.1 m) away with crystal clarity. The monitor can be the mini-handheld screen or any variety of larger or multi-unit monitors. Cost: 200 credits; fair availability through the conventional market, but a hot commodity at 300 credits on the Black Market. Handheld monitor costs 150 credits.

Contact Microphone: Translates vibrations into sound, but requires a sounding board such as a wall, window, large object, etc. Can be as small as a tie tack. Picks up sounds up to 10 yards/meters away, and transmits up to 1000 feet (300 m). Cost: 170 credits; fair availability.

Wireless Microphone: This compact microphone is about the size and thickness of a box of matches. It can pick up sounds up to 14 feet (4.3 m) away and broadcast up to 300 feet (91 m) away. Cost: 250 credits; poor availability.

Tracer Bug: This is a tiny device about the size of a checker which has a sticky or magnetic side that can be attached to a vehicle or slipped into a person's pocket, backpack, briefcase, etc. It can transmit a signal that can be followed up to 8 miles (12.8 km) away. Battery powered, it has a limited life of 72 hours of constant transmission. Cost: 140 credits; fair availability.

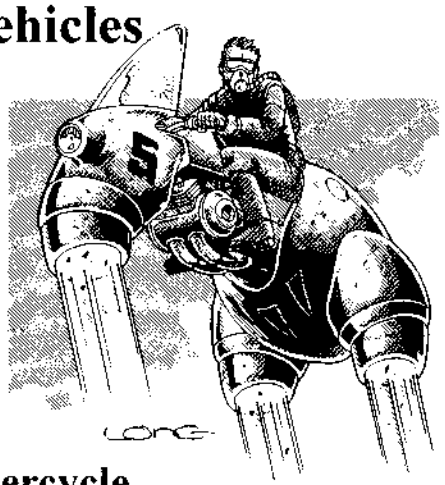
Pocket Scrambler: The scrambler will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. Cost: 300 credits; good availability.

Ultraviolet Signaler: The signaler is a small strip of ultraviolet sensors and another transmitter strip that can be adhered to a doorway, walls and so on, to create a beam of invisible light blocking that area. When the beam is broken by an intruder or vehicle, etc., it will send a silent signal to a monitoring device and/or trigger a video unit. Cost: 900 credits; fair availability.

Video Camera, Digital (mini): An advanced, studio quality camera about the size of a paperback novel or cell phone. Has both wide and narrow angle lenses. Records sound and image, low light capabilities (two candle light), records on one or three inch (2.5 to 7.6 cm) discs with digital meter; lens filters, telescopic lens (488 mm), carrying case

and tripod included. Capable of radio telemetry when boosted by long-range radio. Cost is about 4200 credits. Half that for a traditional video camera. Good availability for both.

Common Vehicles



Speedster Hovercycle

A fast all-terrain hover vehicle common throughout the land.

Crew: One rider; one passenger is possible, but not comfortable on long trips.

Maximum Speed: 220 mph (352 km).

Engine: Combustion or electric engine.

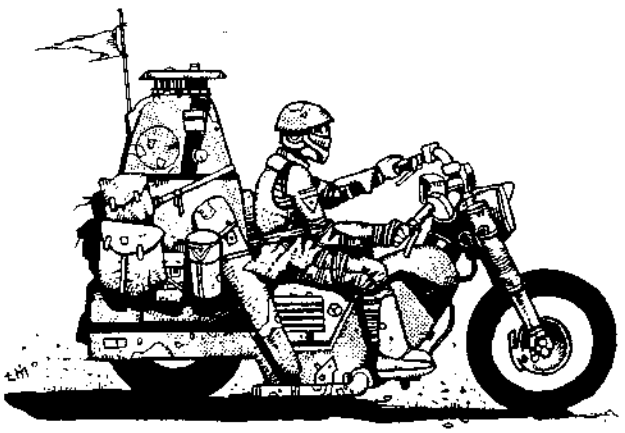
Maximum Range: 800 miles (1280 km).

Size: 9 feet (2.7 m) long, 700 lbs (315 kg).

M.D.C. by Location: Main Body: 85, hover jets (3): 30 each.

Weapons: Laser: 1D6 M.D., range is 1200 feet (366 m), payload is 20 shots. Or machine-gun: 1D4 M.D. per burst of 50 rounds, range: 2000 feet (610 m), payload is 600 rounds (12 bursts). Mini-missile launchers can be added to the sides. The small launchers fire two mini-missiles each and cost 55,000 credits for the pair.

Black Market Cost: 98,000 credits gasoline engine or 110,000 credits for electric, or 450,000 nuclear with a 10 year life. Add 4,000 for machine-gun and 11,000 for laser.



Wastelander Motorcycle

A heavy-duty, rough terrain vehicle with a large storage area built into the back end.

Crew: One rider.

Maximum Speed: 120 mph (192 km).

Engine: Combustion or electric engine.

Maximum Range: 400 miles (640 km).

Size: 9 feet (2.7 m) long, 800 lbs (360 kg).

M.D.C. by Location: Main Body: 60, Tires (2): 2 each.

Weapons: None standard. Add 4,000 for a machine-gun and 11,000 for laser.

Black Market Cost: 18,000 credits gasoline engine or 21,000 credits for electric.

Highway-Man Motorcycle

A fast, rugged vehicle common to the city and flat lands. Comes standard with a laser or heavy machine-gun.

Crew: One rider.

Maximum Speed: 180 mph (288 km).

Engine: Combustion or electric engine.

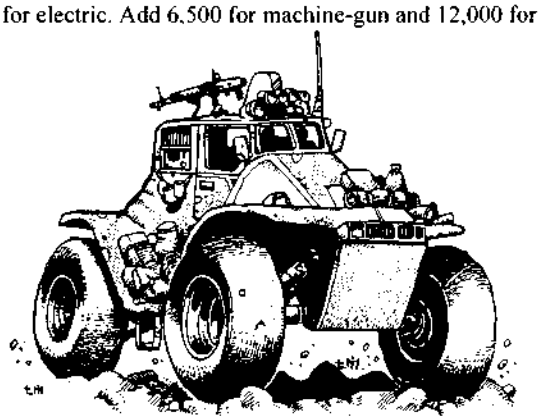
Maximum Range: 400 miles (640 km).

Size: 6 feet (1.8 m) long, 240 lbs (108 kg).

M.D.C. by Location: Main Body: 75, Tires (2):

Weapons: Same as Speedster hovercycle.

Black Market Cost: 24,000 credits gasoline engine or 29,000 credits for electric. Add 6,500 for machine-gun and 12,000 for laser.



Big Boss ATV

A popular all-terrain vehicle with good speed and good fuel milage.

Vehicle Type: ATV Dune Buggy Type.

Crew: One pilot and can accommodate three passengers comfortably.

Maximum Speed: 150 mph (240 km).

Engine: Combustion or electric engine.

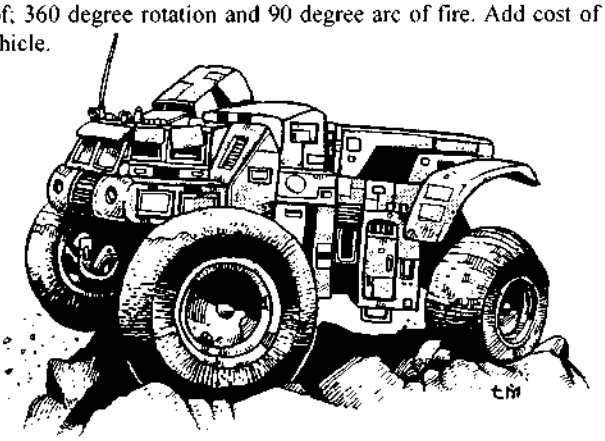
Maximum Range: 300 miles (480 km).

Size: 16 feet (4.8 m) long, One ton.

M.D.C. by Location: Main Body: 100, Tires (4): 5 each.

Black Market Cost: 24,000 credits gasoline engine or 28,000 credits for electric.

Weapons: Often comes with a sunroof and standard laser rifle attached to the roof; 360 degree rotation and 90 degree arc of fire. Add cost of rifle to vehicle.



Mountaineer ATV

An extremely popular armored, all-terrain vehicle. It has a pilot's compartment that can seat five and a large, enclosed cargo bay (10x8x8 foot/3x2.4x2.4 m cargo area).

Vehicle Type: Three wheeled armored ATV transport vehicle.

Crew: One pilot and can accommodate four passengers comfortably, plus cargo area.

Maximum Speed: 120 mph (192 km).

Engine: Combustion or electric engine or nuclear.

Maximum Range: 600 miles (960 km), has an extra large tank or batteries.

Size: 25 feet (7.6 m) long, 18 feet (5.4 m) tall, 6 tons.

M.D.C. by Location: Main Body: 210, Super Tires (4): 25 each, Reinforced Pilot's Compartment: 50.

Black Market Cost: 76,000 credits for basic vehicle (gasoline engine). Other features such as radar, radio, rail gun, etc. cost separately. 70,000 credits for electric engine and 500,000 for nuclear with a 20 year life. Additional armor can also be added at a cost of 10,000 credits per 30 M.D.C

Weapons: None are standard.

Wilk's Jet Pack

A small, personal jet pack capable of sustained flight. The Wilk's jet pack comes as a backpack like harness equipped with helmet, neck support, short-range radio, and compass.

Crew: One rider.

Maximum Speed: 120 mph (192 km); combustion or electric engine or nuclear.

Maximum Range: 800 miles (1280 km).

Size: 3 feet (0.9 m), 45 lbs (20 kg).

M.D.C. by Location: Main Body: 30.

Black Market Cost: 38,000 credits gasoline engine or 50,000 credits for electric, or 350,000 nuclear with a 10 year life.

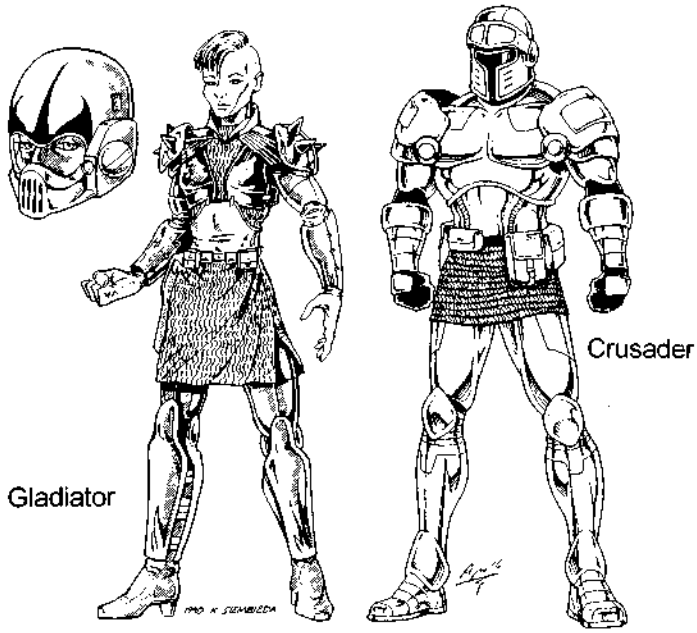
Weapons: None built into the pack, but normal handguns and rifles can be used in flight.

Mega-Damage Capacity Body Armor

There are several different types of M.D.C. body armor from light padded armor to full environmental armor. All come in a variety of different styles but with the same basic stats for that "type" of armor. The following are some of the most popular types and styles.

All environmental body armor have the following properties:

- A minimum of 30 M.D.C.
- Complete environmental battle armor suitable for use in most hostile environments.
- Computer controlled life support system. Internal cooling and temperature control. Artificial air circulation systems, gas filtration, humidifier. Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- At least minimal radiation shielding.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short-range radio built into the helmet. Range is 5-10 miles (8-16 km).
- Helmet face plate or visor is removable.
- Movement Penalties: -5% in light full armor, -10% in medium armor, and -15-20% in heavy types of armor. Impairs mobility and inflicts a penalty on Physical skills such as Acrobatics, Climbing, Gymnastics, Prowl, Pick Pockets, Swimming and similar.



Gladiator – Full Environmental Body Armor

One of the most popular medium-weight full environmental suits on the market. The body utilizes a new super lightweight fiber armor that resembles chain mail and light plates of armor. The suit offers excellent mobility and equally excellent physical protection. The fiber skirt is standard for both the male and female suit and offers one of the best forms of protection to the groin area. Comes in white, tan, silver, light grey, dark grey, and black.

M.D.C. by Location: Main body: 70, Helmet: 45, Arms: 25 each, and Legs: 45 each.

Weight: 21 pounds (9.5 kg); fair mobility, -10% movement penalty.

Black Market Cost: 38,000 credits.

Crusader – Full Environmental Body Armor

As the name implies, this full suit of body armor resembles the knights of the ancient Crusades, because of the styling of the armor plates and use of chain mail-like M.D.C. materials and knee length skirt. Recent fashion has provided a traditional knight's surcoat and even the helmet is often designed to resemble the European knights of old.

M.D.C. by Location: Main body: 95, Helmet: 50, Arms: 30 each, and Legs: 50 each.

Weight: 24 pounds (10.8 kg); fair mobility, -15% movement penalty.

Black Market Cost: 55,000 credits.

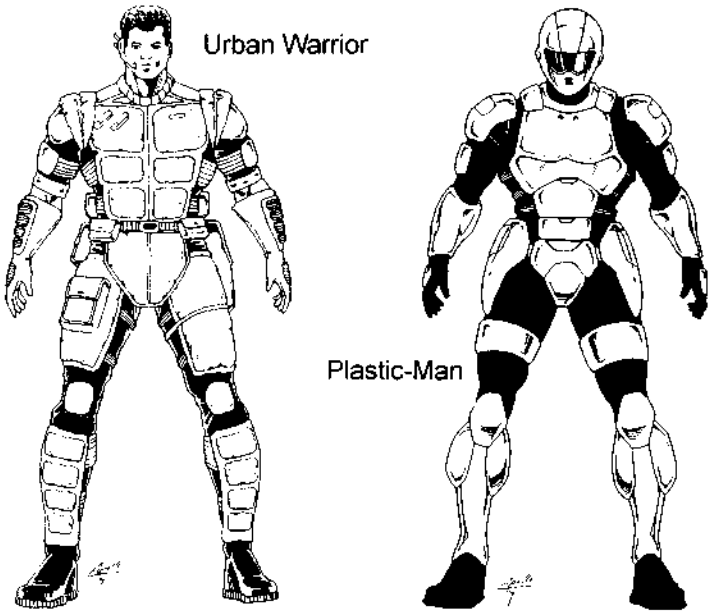
Juicer – Assassin Plate Armor (non-environmental)

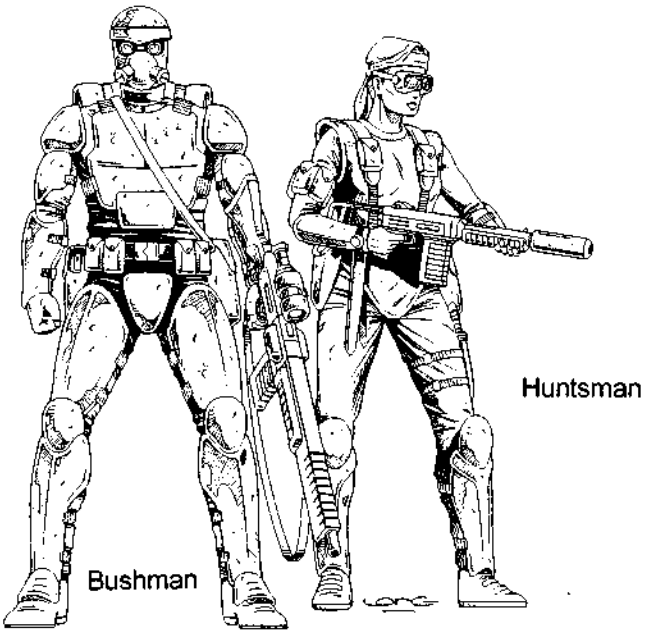
This is the famous, traditional medium-weight armor worn by the chemically augmented Juicer.

M.D.C. by Location: Main body: 45 (60 for heavier versions), Helmet: 30 (or 50), Arms: 12 (or 20) each, and Legs: 24 (or 35) each.

Weight: 14 lbs (6.3 kg or 18 lbs/8 kg for heavy); good mobility (for Juicer), -5% movement penalty (-10% for anyone NOT a Juicer or Crazy).

Black Market Cost: 28,000 credits for the medium-weight and 32,000 credits for the heavier model.





Urban Warrior – Padded Environmental Body Armor

A lightweight body armor that has been popular with adventurers and many city law enforcement officers for over a decade. This armor is a full body suit with special flexible padding and strategic placement of light metal plates. Usually comes in white, light grey, light green, and tan colors.

M.D.C. by Location: Main body: 50, Helmet: 35, Arms: 16 each, and Legs: 30 each.

Weight: 11 pounds (5 kg); excellent mobility, -5% movement penalty.

Black Market Cost: 35,000 credits.

Plastic-Man – Full Environmental Body Armor

An inexpensive armor made of lightweight M.D.C. polycarbonate plate.

M.D.C. by Location: Main body: 35, Helmet: 30, Arms: 15 each, and Legs: 22 each.

Weight: 13 pounds (5.8 kg); fair mobility, -10% movement penalty.

Black Market Cost: 18,000 credits.

Huntsman – Plate & Padded Armor (non-environmental)

A lightweight body with a heavy plate and padded vest and padded armor with leg and arm plates. Much more macho and stylish than the Plastic-Man armor.

M.D.C. by Location: Main body: 45, Helmet: 35, Arms: 15 each, and Legs: 25 each.

Weight: 16 pounds (7.2 kg); fair mobility, -10% movement penalty.

Black Market Cost: 24,000 credits.

Bushman – Full Composite Environmental Body Armor

A lightweight padding, Kevlar, and plate composite armor. Comes in green, tan, white, black, grey and camouflage.

M.D.C. by Location: Main body: 60, Helmet: 50, Arms: 30 each, and Legs: 55 each.

Weight: 17 pounds (7.6 kg); fair mobility, -10% movement penalty.

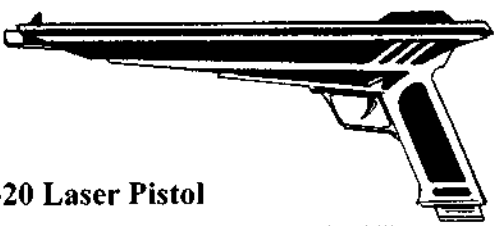
Black Market Cost: 32,000 credits.

Note: Also available is the Bushman Trooper. The only differences being it is a bit bulkier, has a main body of 90 M.D.C. (All other armor location are same as above), has -15% movement penalty and costs 46,000 credits.

Weapons

E-Clip costs are pretty standard. Generally, a new, fully charged, standard E-Clip (short) will cost 5,000-6,000 credits. Recharging an E-Clip costs about 1,200 to 1,500 credits. Some rifles can use what is called a "Long" E-Clip which usually holds 30 shots. A Long E-Clip will cost 8,000 credits new and 2,000-2,500 to recharge. An Energy Clip can be recharged hundreds of times before the storage cell burns out.

Conventional S.D.C. Rounds: Prices listed are the *average* Black Market prices. Costs may fluctuate 10% to 30%, up or down, depending on the seller and the usual market factors. Conventional S.D.C. ammunition on average costs 30-60 credits per box of 100 rounds, but prices will vary greatly from place to place based on the level of technology and availability. Weapons and ammo that are especially hard to come by, like heavy weapons, may cost 2-5 times more. Revolvers, automatic pistols and submachine-guns take approximately the same type and caliber of ammunition.



Wilk's 320 Laser Pistol

An excellent laser pistol known for its durability, range, accuracy and light weight. It is a sleek, black plastic and ceramic weapon popular among most mercenaries and adventurers; Headhunters and City Rats are especially fond of the Wilk's series of laser weapons.

Weight: 2 lbs (0.9 kg).

Mega-Damage: 1D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 1000 feet (305 m).

Payload: 20 shots.

Bonus to Strike: +2 bonus to strike on an Aimed shot because of the light weight and superior balance.

Black Market Cost: 11,000 credits.

Wilk's 447 Laser Rifle

A rifle version of the handgun that is a sleek, black plastic and ceramic weapon with all the usual features of a Wilk's product.

Weight: 5 lbs (2.25 kg).

Mega-Damage: 3D6 M.D.

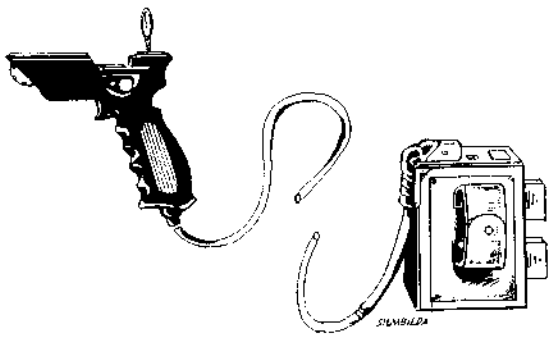
Rate of Fire: Each blast counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: 20 shots per standard clip, can not use a Long E-Clip.

Bonus to Strike: +1 to strike on an Aimed shot.

Black Market Cost: 18,000 credits.



Wilk's Portable Laser Torch (tool)

A wonderful tool for cutting and welding. The laser welding gun is the familiar Wilk's black, lightweight plastic and ceramic construction. A power cord connects the gun to its portable power pack that can be hooked to a belt or fit in a backpack, tool case, or duffle bag. The power pack is charged by two standard weapon E-Clips. It is designed to be a tool, not a weapon. The torch can cut through an S.D.C. structure like butter. Remember, one M.D. point is about one hundred S.D.C., thus the torch can slice through 600 S.D.C. points of metal in 15 seconds on the 1D6 M.D. setting.

Weight: 1 lb (0.45 kg).

Mega-Damage: 1D4, 1D6, 2D4, 3D6, and 4D6 M.D.

S.D.C. Damage: 1D6, 3D6, 6D6, 1D6x10 S.D.C.

Rate of Fire: Each cut or weld counts as one melee attack.

Effective Range: 10 feet (3 m).

Payload: 100 shots or about two hours of continuous use per pair of E-Clips.

Black Market Cost: 7,000 credits.

Wilk's Laser Wand (tool)

A small pen or pocket flashlight size item, about 6 inches (15.2 cm) long. It is designed for detail laser work on electronics. The handy little device has one Mega-Damage setting and four S.D.C. settings. It is designed for close work, 1-3 feet (0.3 to 0.9 m), and not meant to be a weapon.

Weight: Two ounces (56.7 g).

Mega-Damage: One M.D. point.

S.D.C. Damage: 1D4, 1D6, 2D6, or 3D6 S.D.C.

Rate of Fire: Each cut or weld counts as one melee attack.

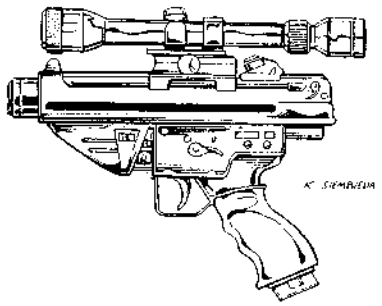
Effective Range: 10 feet (3 m).

Payload: 50 shots.

Black Market Cost: 2,000 credits. Mini-Energy Clip costs 200 credits.

Wilk's Laser Scalpel

This is a laser tool designed for delicate surgery. The scalpel has several settings for under one S.D.C. point of damage and can inflict as much as 1D6 S.D.C. points. It is not meant to be used as a weapon. Range is six inches (15.2 cm). Black Market Cost: 2,500 credits.



NG-57 Northern Gun Heavy-Duty Ion Blaster

Northern Gun, located in the northern peninsula of Michigan (see World Overview, page 29), is one of the largest manufacturers of non-Coalition arms on the continent. The NG-57 is a sturdy pistol that packs a wallop, but is comparatively heavy. A variety of scopes can be attached. The scope in the illustration is a standard telescopic sight for pistol or rifle.

Weight: 5 lbs (2.25 kg).

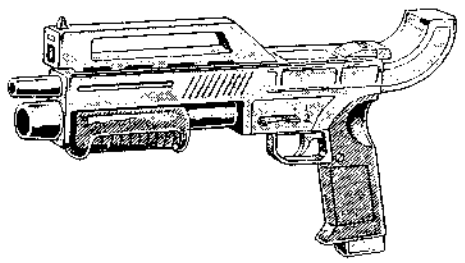
Mega-Damage: Two settings, 2D4 or 3D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 500 feet (152 m).

Payload: 10 shots.

Black Market Cost: 8,000 credits.



NG-Super Laser Pistol and Grenade Launcher

A powerful short-range weapon with the dual functions of laser gun and grenade launcher. The weapon resembles a submachine-gun or a sawed-off shotgun more than a pistol. The kick from the grenade launcher is tremendous and the weapon's weight is a problem for the average adventurer. Characters with a strength of 19 or less are -3 to strike firing one handed, and -1 to strike when bracing it with both hands or on something, whether firing it as a laser or a launcher. This is why the gun is not popular among most humans, but extremely popular among Combat Cyborgs, Headhunters, Juicers, and other exceptionally strong characters.

Weight: 13 lbs (5.8 kg).

Mega-Damage: Laser 2D4 M.D., grenade launcher 4D6 M.D. to a blast area of six feet (1.8 m).

Rate of Fire: Each laser blast or grenade fired counts as one melee attack.

Effective Range: Laser is 800 feet (24 m). Grenade Launcher is 500 feet (152 m).

Payload: Laser is 20 blasts, Grenade Launcher is a standard six hand loaded into the gun plus an additional eight in a top feeding grenade clip.

Reloading the Launcher: Requires one full melee, 15 seconds, to manually reload the grenade launcher. As always, reloading an E-Clip takes about five seconds or equal to one melee action/attack.

Black Market Cost: 21,000 credits. Grenades cost 400 credits apiece or 3800 a dozen.

NG-33 Northern Gun Laser Pistol

Looks like a sleeker ion blaster with a pointed nose.

Weight: 4 lbs (1.8 kg).

Mega-Damage: 1D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 800 feet (244 m).

Payload: 20 shots.

Black Market Cost: 6,500 credits.

NG-L5 Northern Gun Laser Rifle

A durable, heavy-duty laser rifle that suffers from the usual problem of weight, but can endure a massive amount of abuse and keep on working.

Weight: 14 lbs (6.3 kg).

Mega-Damage: 3D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 1600 feet (488 m).

Payload: 10 shots standard clip or 20 shots Long E-Clip.

Black Market Cost: 16,000 credits.

NG-P7 Northern Gun Particle Beam Rifle

Another heavy-duty weapon that is a bit heavy and awkward, but sturdy and dependable in combat.

Weight: 21 lbs (9.45 kg).

Mega-Damage: 1D4x10 M.D

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 1200 feet (365 m).

Payload: 8 shots.

Black Market Cost: 22,000 credits.

L-20 Pulse Rifle

A common frontier weapon is the L-20 pulse laser rifle manufactured by the Black Market and several kingdoms across the land. It is a dependable, lightweight weapon with the added feature of multiple laser bursts.

Weight: 7 lbs (3 kg).

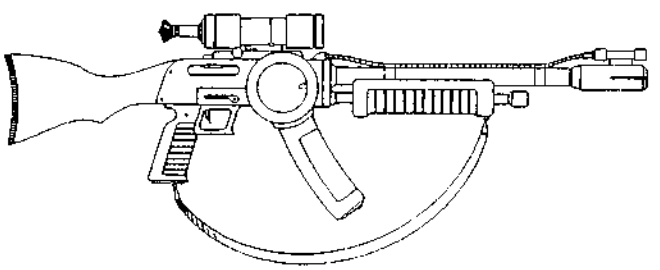
Mega-Damage: 2D6 M.D. single shot, or 6D6 multiple pulse burst (three simultaneous shots).

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 1600 feet (488 m).

Payload: 40 shots short E-Clip or 50 shots Long E-Clip.

Black Market Cost: 25,000 credits.



JA-11 Juicer Assassin's Energy Rifle

The Juicer Assassin's rifle is a pre-Rifts design of remarkable ingenuity. The weapon can fire a single, hand loaded 7.62 mm round for S.D.C. damage, fire a high intensity laser beam, or switch to an ion beam. The weapon also has a built-in laser targeting system and comes standard with a telescopic (2 mile/3.2 km) and infrared scope. The standard Juicer optics helmet offers passive nightvision and other optical enhancements.

The JA-11 is also has a canister energy cell similar to the new CS Canister E-Clips, and this is presumably where the Coalition got the idea to develop the device. The difference between the two is that the canister on the JA-11 can not be physically removed from the rifle, but can be recharged. Other than this, the energy cells work identically, adding more power to the E-Clip's capacity. In the case of the JA-11, the E-clip is used up first. Apparently, the canister was considered to be an energy reserve system.

Weight: 6.5 lbs (2.9 kg).

Mega-Damage: Laser has two settings: 2D6 M.D. and 4D6 M.D., both work on different light frequencies too.

The ion beam does 3D6 M.D. It was probably meant as a heavy assault or defensive weapon to be used against a large number of troops.

S.D.C. Damage: Single, hand loaded 7.62mm shell. Available types include a standard 7.62mm round that inflicts SD6 S.D.C., or armor piercing 6D6 S.D.C., or exploding 1D6x10 S.D.C. damage.

Rate of Fire: The laser is meant to be a precision sniper/assassin weapon and as such, can only be fired as an Aimed shot. Total shots are equal to the total number of hand to hand attacks per melee. It can not fire bursts.

Ion beam: Each blast counts as one melee attack.

The 7.62mm round can be loaded and fired once for every two hand to hand attacks per melee; one to load and one to aim and fire.

Effective Range: Laser: 4000 feet (1219 m), Ion Beam: 1600 feet (488 m), S.D.C. 7.62mm round: 2000 feet (610 m).

Payload: Short clip 10 shots, Long clip 30 shots. Canister Cell: Adds 30 shots.

7.65mm round: One loaded in weapon, others to be added.

Laser Targeting Bonus: +1 on an Aimed shot.

Black Market Cost: 40,000 credits.

JA-9 Juicer Assassin Variable Laser Rifle

Another German Pre-Rifts design for the Juicer. A variable light frequency laser to overcome the laser resistant armors, like that of the Glitter Boy power armor. The Juicer can adjust the frequency of the laser to blast through a Glitter Boy's defenses (or anybody else). Greatly resembles the JA-11, complete with laser targeting and scope.

Weight: 6 lbs (2.7 kg).

Mega-Damage: 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 4000 feet (1219 m).

Payload: 10 shot with a short E-Clip or 30 with a Long E-Clip.

Laser Targeting Bonus: +1 to strike on an Aimed Shot.

Black Market Cost: 20,000 credits.

Rail Guns

A rail gun is an electro-magnetic system mass driver that fires metal spikes, balls, or rings at such a high velocity that the projectiles inflict massive amounts of damage. The projectiles need no gunpowder or explosive charges to inflict Mega-Damage, thus they are inexpensive to make and popular throughout the land. The famous "Boom Gun" of the Glitter Boys is a rail gun. The down side to the rail guns are their size, weight, kick, loudness, and expensive and potentially dangerous power source. Few humans other than those with bionic augmentation can operate a rail gun as a handgun. Rail guns are most commonly used with power armor where they are perhaps their most formidable, mounted on vehicles and giant robots, or as heavy, tripod mounted machine-guns.

NG-101 Rail Gun

Weight: Gun: 128 lbs (57.6 kg), Power Pack: 80 lbs (36 kg), One Ammo-Belt: 25 lbs (11 kg), Case of six belts: 160 lbs (72 kg).

Mega-Damage: A Burst is 30 rounds and inflicts 6D6 M.D., one round does 1D4 M.D.

Rate of Fire: Each burst counts as one melee attack.

Effective Range: 4000 feet (1219 m).

Payload: 300 or 1200 round belt.

Black Market Cost: 55,000 credits. Good availability.

NG-202 Rail Gun

Weight: Gun: 198 lbs (89 kg), Power Pack: 100 lbs (45 kg), One Ammo-Belt: 35 lbs (16 kg), Case of six belts: 210 lbs (94.5 kg).

Mega-Damage: A Burst is 40 rounds and inflicts 1D4x10 M.D. One round does 1D4 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 4000 feet (1219 m).

Payload: 300 or 1200 round belt.

Black Market Cost: 70,000 credits. Good availability.

Power Armor

Power armor might be thought of as a sort of super-suit of body armor with built-in weapons.

All Power Armor have the following features:

1. **Nuclear Powered:** Which means they have an effectively unlimited fuel capacity and power source. Average life: 15 to 20 years.

2. **Radar:** Can identify and track up to 72 targets simultaneously at a range of 40 miles (64 km).

3. **Combat Computer:** Calculates, stores, and transmits data onto the heads-up display (H.U.D.) of the pilot's helmet. It is tied to the targeting computer.

4. **Targeting Computer:** Assists in tracking and identification of enemy targets. Ten mile range (16 km).

5. **Laser Targeting System:** Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long-range weapons. Does not apply to hand to hand combat or SAMAS.

6. **Radio Communications:** Long-range, directional communication system with an effective range of about 500 miles (800 km), as well as a directional, short-range radio. Range is 10 miles (16 km). Plus a built-in loudspeaker; 80 decibels.

7. **Complete Environmental Battle Armor:** Suitable for use in all hostile environments, including underwater (500 foot/152 m maximum depth unless stated otherwise). Includes the following features:

- Computer controlled life support system. Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Eight hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.

Northern Gun Samson Power Armor

An all-purpose combat and exploration power armor from Northern Gun. Although it cannot fly, it is capable of jet thruster assisted leaps and handles well in hand to hand combat. Fast, smooth and efficient.

Model Type: NG-X9 Samson

Class: Armored Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

Rear Booster Jets (2) - 50 each

Ammo-Drum (rear) - 30

Rail Gun - 50

Forearm Mini-Missile Launchers (2) - 50 each

*Head - 70

**Main Body - 240

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit (shielded by exhaust tubes and weapon drum). Thus, it can only be hit when an attacker makes a *Called Shot* and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 150 mph (240 km) maximum. The act of running does tire out its operator, but at 10% of the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 25 feet (7.6 m) high or across unassisted by the jet boosters. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across. This is not flight.

Statistical Data:

Height: 11 feet (3.3 m).

Width: 5 feet (1.5 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 460 lbs (207 kg) without rail gun and drum, 1000 pounds (450 kg) fully loaded.

Physical Strength: Robotic P.S. of 30.

Cargo: Small storage area for extra supplies and personal weapons.

Power System: Nuclear; average life is 15 years.

Black Market Cost: 850,000–950,000 credits for a new, undamaged, fully powered suit complete with rail gun and one full ammo-drum. Good availability; excellent in and around Michigan.

Weapon Systems:

1. **NG-202 Super Rail Gun (1):** This is standard equipment for the Samson and is a powerful weapon; the unit is hooked directly to the armor's nuclear power supply.

Primary Purpose: Assault & Defense.

Weight: Gun: 210 lbs (94.5 kg), One Super Ammo-Drum: 300 lbs (135 kg).

Mega-Damage: A Burst is 60 rounds and inflicts 1D6x10 M.D., one round does 1D6 M.D.

Rate of Fire: Each burst counts as one melee attack.

Effective Range: 4000 feet (1219 m).

Payload: 6000 round drum, that's 100 bursts. A second drum can be hooked to the undercarriage of the rocket jets, but must be manually removed by another Samson or a character with a strength of 26 or higher can replace the used drum. Reloading a drum will take about 5 minutes for those not trained, but a mere one minute by somebody trained in the use of Samson power armor.

2. **Forearm Rocket Launcher:** Mini-missile rocket launchers are built into each forearm.

Primary Purpose: Anti-Aircraft & Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10). Fragmentation (5D6 M.D.) will be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

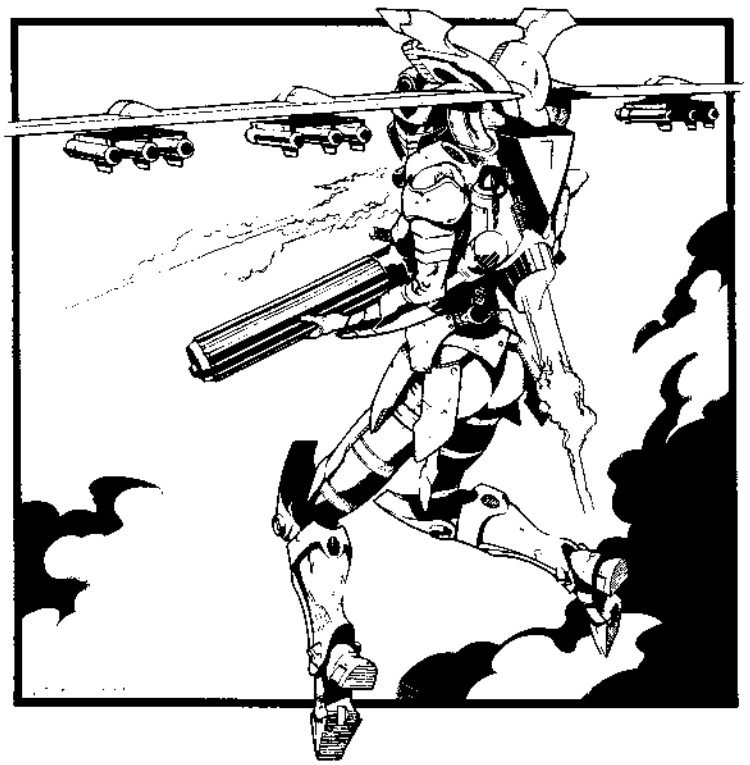
Effective Range: Usually about one mile.

Rate of Fire: One or two at a time; both count as one melee attack.

Payload: Four total, two per arm.

3. **Knuckle Blades:** Three vicious looking blades extend from the hand and are used in hand to hand combat. Add 1D6 M.D. to punch attacks.
4. **Energy Rifles** and other normal weapons can be stored in a compartment about the size of a footlocker.
5. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage combat. Skills and bonuses depends on whether the character has *Robot Combat Basic or Elite*. Double damage from Leap Kick attacks.

Note: The Samson is depicted on page 84.



Flying Titan Power Armor

The Flying Titan is a light suit of man-sized power armor manufactured by the mysterious Titan Industries. It is an extremely light, fast, and maneuverable flyer with air to land capabilities, which makes it ideal for reconnaissance, rescue, and infantry support. **Note:** The Titan does not usually utilize a rail gun. The pilot is usually armed with energy rifles and wing mini-missiles.

Model Type: FT-005

Class: Strategic Armor Military Exoskeleton.

Crew: One.

M.D.C. by Location:

Shoulder Wings (2) - 30 each

Rear Jet Pack (2) - 50 each

Lower Maneuvering Jets - 25 each

*Head/Helmet - 70

**Main Body - 180

* Destroying the head/helmet has a 1-70% chance of knocking the pilot unconscious. If conscious, the pilot has two problems: one, no power armor combat bonuses to strike, parry, and dodge, and two, the human head is now vulnerable to attack. **Note:** The head is a small and difficult target to hit. Thus, it can only be hit when a character makes a *Called Shot* and even then the attacker is -3 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying a wing will make flight impossible. However, even with no wing(s), the armor can make jet powered leaps and hover stationary above the ground.

Speed:

Running: 50 mph (80 km) maximum. The act of running does tire out its operator, but at 20% of the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the thrusters. A jet thruster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without actually attaining flight.

Flying: The rocket propulsion system and wings enable the Flying Titan to hover stationary up to 200 feet (61 m) or fly. Maximum flying speed is 400 mph (640 km), but cruising speed is considered to be 150 mph (240 km). Maximum altitude is limited to about 4000 feet (1219 m).

Flying Range: The nuclear power system gives the armor decades of life. However, the jet rockets get hot and need to cool after a maximum of ten hours of continuous high-speed flight (going faster than cruising speed), and afer twenty hours of cruising speed. Can go indefinitely with periodic rest stops.

Statistical Data:

Height: 7 feet (2.4 m).

Width: Wings down: 2.5 feet (0.76 m). Wings extended: 11 feet (3.3 m)

Length: About 3 feet (0.9 m).

Weight: 160 lbs (72 kg) without missiles.

Physical Strength: Augmented P.S. 24 (same as a Juicer).

Cargo: None.

Power System: Nuclear; average life is 20 years.

Black Market Cost: One million credits for a new, undamaged, fully powered suit complete with missiles. Good availability.

Weapon Systems:

1. **Wing Lasers (2):** A tiny laser turret is mounted on the underside of each wing. Both can rotate 360 degrees and have a firing arc of 90 degrees (up and down). The turrets are hooked directly to the armor's nuclear power supply.

Primary Purpose: Assault & Defense.

Mega-Damage: 2D6 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack. Fired by voice command or by pressing a concealed firing stud on the forearm.

Maximum Effective Range: 4000 feet (1219 m).

Payload: Effectively unlimited.

2. **Wing Rockets:** Six mini-missiles or three of the larger short-range missiles can be mounted on each wing (12 or 6 total). Like the lasers, the missiles are launched by voice command or by hidden firing studs in the forearm.

Primary Purpose: Anti-Aircraft/Armored Vehicle.

Mega-Damage: Varies with missile type. The short-range missiles are generally more powerful. See missile stats.

Maximum Effective Range: Varies with missile type; 1-5 miles (1.6 to 8 km).

Rate of Fire: May be fired one missile at a time or in volleys of two, three, or four. A volley counts as one melee attack regardless of the number of missiles in the volley.

Payload: Total of 12 mini-missiles or 6 short-range missiles.

3. **Energy Rifles** and other normal weapons may also be used by the pilot of a Flying Titan. The less bulky armor allows for sidearm, rifle and the usual supply belts, harness, and pouches. The only limitation is that a belt and especially containers are subject to flying off when traveling at speeds beyond 100 mph (160 km).
4. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat.

Robot Vehicles

All Robot Vehicles have the following features:

1. Nuclear Powered: Which means they have an effectively unlimited fuel capacity and power source. Average life: 15 to 20 years.

2. Radar: Can identify and track up to 48 targets simultaneously at a range of 30 miles (48 km).

3. Combat Computer: Calculates, stores, and transmits data onto the heads up display (H.U.D.) of the pilot's helmet. It is tied to the targeting computer

4. Targeting Computer: Assists in tracking and identification of enemy targets, 30 mile range (48 km).

5. Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long-range weapons. Does not apply to hand to hand combat or SAMAS.

6. Radio Communication: Long-range, directional communication system with an effective range of about 500 miles (800 km), as well as a directional, short-range radio Range is 5-10 miles (8 to 16 km). Plus a built-in loudspeaker: 80 decibels.

7. External Audio Pickup: A sound amplification listening system that can pick up a whisper 300 feet (91.5 m) away.

8. Spotlights: Most will have at least one or two spotlights. Typical range is 600 feet (182 m).

9. Ejector Seat: In case of an emergency, the pilot and crew can be instantly ejected (about 1000 feet) and parachute to safety.

10. Self-Destruct: A last resort measure to prevent one's robot from being captured by the enemy. The explosive damage is fairly self contained, destroying most of the internal systems with 2D6x10 M.D. However, it is very likely, 01-89% chance, that the nuclear power system is spewing forth deadly levels of radiation!

11. Voice Actuated Locking System: The robot's access hatch is sealed by an automatic locking system. A six digit spoken code programmed to a specific voice(s) pattern (six voice memory) is standard operating procedure. A manual key pad is provided in case of system failure/override.

12. Complete Environmental Pilot and Crew Compartment: The compartment can usually seat 2-6 people and is reinforced to protect the people from Mega-Damage. It is airtight, pressurized and suitable for use in all hostile environments, including underwater (500 foot/152 m maximum depth) and space. The following features are included.

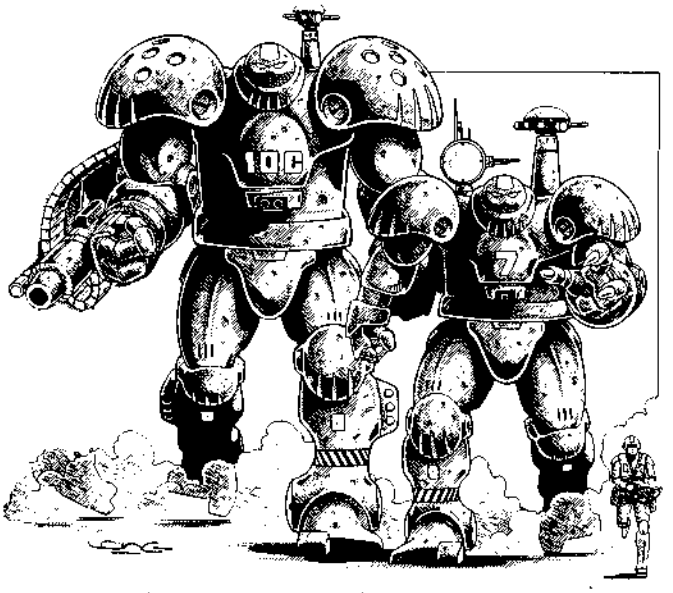
- Computer controlled life support system.
- Internal cooling and temperature control.
- Air purification and circulation systems, gas filtration, humidifier/dehumidifier automatically engages when needed. Can recirculate breathable air for up to four weeks before getting too stale to breathe.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Twelve hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.

Titan Combat Robot

The Combat Titan is a fairly tough robot opponent and a reasonable match for the Coalition UAR-1 Enforcer. It is especially popular on expeditions into bandit, demon, and magic territories.

Model Type: TR-001

Class: Ground/Infantry Assault Robot.



Crew: One pilot and can accommodate two passengers.

M.D.C. by Location:

Right Forearm Rail Gun - 75
Shoulder Missile Launchers (2) – 150 each
Chest Laser Turret - 25 each
Lower Leg Mini-Missile Launchers (2) - 25 each
Head - 90
Hands (2) - 50 each
Arms (2) - 170 each
Legs (2) - 250 each
*Sensor Turret (left shoulder) - 20
**Main Body - 370
Reinforced Pilot's Compartment - 100

*Destroying the sensor turret on the left shoulder of the robot will destroy the radar and targeting system. The pilot must now rely on his own human vision and other optical enhancements of the robot. **Note:** The turret is a small and difficult target to hit. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -2 to strike.

**Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless.

Speed:

Running: 60 mph (96 km) maximum.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across; add 10 feet (3 m) with a running start.

Statistical Data:

Height: 28 feet, 5 inches (8.6 m).

Width: 15 feet (4.6 m).

Length: 9 feet, 4 inches (2.8 m).

Weight: 22 tons fully loaded.

Physical Strength: Robotic P.S. 36.

Cargo: Minimal storage space; about four feet (1.2 m) for extra clothing, weapons, and personal items.

Power System: Nuclear; average energy life is 15 years.

Black Market Cost: 24 million credits, and up, for a new model. 11 million for a rebuilt or without missiles and rail gun. Fair availability of both.

Weapon Systems:

1. T-001 Rapid-Fire Rail Gun (1): The rail gun is in a fixed forward position on the forearm, requiring the entire arm to be moved into firing position much as one must do when firing a pistol.

Primary Purpose: Assault & Defense.

Weight: Rail Gun: 900 lbs (405 kg).

Mega-Damage: A burst is 80 rounds and inflicts 1D4x10 M.D., one round does 1D4 M.D.

Rate of Fire: Each burst counts as one melee attack.

Effective Range: 4000 feet (1219 m).

Payload: 20,000 round drum, that's 250 bursts. Reloading a rail gun requires special equipment or another giant size robot. It will take about 15 minutes for those not trained, but a mere five minutes by somebody trained in Robot Mechanics (or an Operator).

2. **T-001 Shoulder Missile Launchers (2):** These are medium-range missile launchers mounted in the shoulders.

Primary Purpose: Anti-Aircraft & Anti-Armor.

Mega-Damage: Varies with missile type. Any medium-range missile can be used. See missile stat.

Effective Range: 40-80 miles (64 to 128 km).

Rate of Fire: One at a time or in volleys of two, three, or four.

Payload: Ten total, five each shoulder.

3. **T-001 Mini-Missile Leg Launchers (2):** Mounted on the side of each leg is a small missile launcher.

Primary Purpose: Anti-Personnel & Defense.

Missile Type: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 M.D.) and plasma (1D6x10).

Mega-Damage: Varies with missile type.

Effective Range: One mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, or four.

Payload: Twelve, six on each leg.

4. **T-001 Laser Turrets (1):** A laser turret is mounted in the chest, capable of 90 degree angle of fire (up and down).

Primary Purpose: Anti-Personnel & Defense.

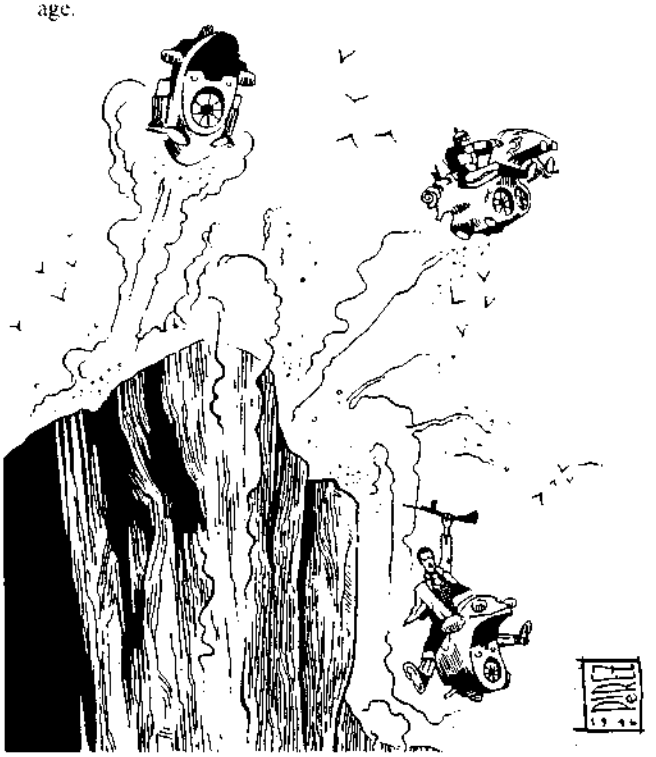
Mega-Damage: 4D6 per twin blast (2D6 M.D. per single blast).

Effective Range: 2000 feet (610 m).

Rate of Fire: Each (single or) dual blast counts as one melee attack.

Payload: Effectively unlimited.

5. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Retractable Vibro-Claws: Adds 2D6 M.D. to open hand slap/clawing and tearing damage.



Game Rules

Rifts® is a game that can be played on many levels.

For players who love science fiction, robots, bionics and weird science, **Rifts®** is for you. For players who prefer all kinds of magic and dragons, battling demons, and visiting strange worlds, **Rifts®** is the ultimate. (And how many games actually let you play a *dragon*?) For those who like intrigue, treachery, and sociopolitical overtones, you've got it in **Rifts®**. If you enjoy games of adventure, exploration and discovery, that's **Rifts®** too. Or maybe you're looking for all-out action and combat, then **Rifts®** is your dream come true.

What's that? You love superheroes! **Rifts®** is packed with superhumans and you can easily convert characters from the *Heroes Unlimited RPG* (or any of our other games) into **Rifts®**. Looking for space opera, check out the *Rifts® Dimension Books for Phase World®*. And if you'd rather play offbeat heroes who use their heads rather than musclebound warriors, wizards or superhumans, well **Rifts®** has them too.

Rifts® was intentionally designed to provide a fun and plausible setting unlike any role-playing game ever made. A game that would include every genre and allow gamers the luxury of playing anything and anywhere they might desire. I strove to create a backdrop that was epic in scope yet identifiable and easy to find a starting point. I wanted an RPG where players were, honestly, limited only by their imaginations and could have the time of their lives. Welcome to **Rifts®.**

What follows are the basic rules for playing **Rifts®.** All of Palladium's games use the same *basic rules*, so once you've learned to play one, you can play any of our games. Because **Rifts®** offers such a wide range of possibilities, the hardest part will be picking which intriguing character to play and getting started. Try not to over-think matters, pick an Occupational Character Class (O.C.C.), build your character and jump into the action. Each of Palladium's RPGs is tailored to the setting, and the setting of **Rifts®** challenges the characters to be more than they appear. To be heroes, champions and worldbeaters without losing their own humanity.

If you have never role-played before, you're in for a treat, because there's nothing like role-playing games. New players should follow one golden rule: *Sit back and have fun.*

At first glance, a role-playing game can look intimidating. Page after page of rules and information. How can you ever learn it all? Well, relax. First of all, *you* don't have to learn *everything* there is to know about this game. That's why you have this handy book as a companion and reference. Second, a lot of the material is fun to read, but it's not stuff you must know. As a player, you don't need to understand every little nuance of the game (that's the *Game Master's* job). All you need to know are the basics of how to create a character, how skills and special abilities apply to your particular character, how combat works, and which dice to roll. That's pretty much it.

When you try a role-playing game for the first time, it's natural if the experience feels a little odd or confusing. The text is filled with terms like M.D.C., I.S.P., and P.P.E., as well as "2D6" this and "2D4" that, and lots of other strange terms that may seem like an incomprehensible secret language you can scarcely wrap your head around. You might need help in rolling up your character, picking out skills and equipment, as well as figuring out which dice to roll. Don't worry! This

will pass quickly. By the third or fourth time you've role-played (if not sooner), you should stop feeling like a fish out of water. The more you play, the clearer things will get and the better you'll play.

How to Role-Play

Role-playing games are really just a super-advanced form of regular board games. In fact, they are so advanced that they no longer use a board and the playing pieces are the characters in each player's imagination. Pretty cool already, if you ask me, and you haven't even started playing.

Some of the elements remain the same as a board game: you still need paper and pencil, dice and players, but that's where the similarities end. Role-playing games are all about *unleashing your imagination.*

Let's Take it a Step at a Time

Imagine the Scene

Picture this. A shabby hut made out of the cargo bay of a U-Haul truck. The doorway is nothing more than an opening cut into one side, a tarp hooked to the top of the opening serves as the door. The insides are about the size of a bedroom, roughly 8x15 feet (2.4 x 4.6 m). The walls are covered in white paint, and the interior is surprisingly clean. As you stand in the doorway there is a potbelly stove to your right with an exhaust pipe rising up through the ceiling. A woman sits at a small table peeling potatoes, the other three chairs are empty. Behind the table is a shelf filled with basic cooking supplies: herbs, spices, and a selection of fruits and vegetables. Across from the woman in the opposite corner are six bedrolls. A pair of children look up at you, their eyes sparkling from behind dirty faces.

To your left are three or four wooden crates partially covered by a pale blue blanket. Three cardboard boxes and an unlit lantern rest on top of the crates. A pile of other boxes and things, some draped with cloth coverings, fill the other corner. Directly in front of you are a trio of men sitting on a makeshift couch covered in pillows that double as cushions. There are no windows, so it's like stepping into a cave. The only light comes from a lantern, turned to low, on a small crate serving as an end table at one side of the couch. A bit of sunlight peeks in every time the wind blows the tarp draped in the door.

Can you picture this scene? Try to keep the mental image in your mind. Don't worry if you forget the details; one of the great things about role-playing is the way your memory is improved with practice. Now you are ready for the next step . . .

Imagine the Setting

The atmosphere inside the one-room dwelling is stifling hot and heavy with the scent of sweat mixed with cooking spices, booze and machine oil. The fresh air that sneaks in with the sunlight when the tarp blows is a welcomed visitor. The woman, kids and the man leaning forward on the couch are all human. On the man's left is a chunky, pale, green-skinned, reptilian humanoid who you recognize as a D-Bee known as a Larmac. To his right is a smaller figure dressed in heavy robes, his hood pulled down so he can smoke a pipe. His red skin and filed down horns reveal he is a D-Bee known as a Devil Man; his ram-shaped horns filed down to nubs so he can fit in a crowd more easily and slip by Coalition patrols without drawing attention to himself.

Like watching a film, the scene is established, and now our attention is focused on the *three men* in the overall scene. We have also established an atmosphere and the beginning of action.

Got all that? Good. Now let's figure out where *you*, the player, fit into this.

Imagine Your Character

Now here comes the tricky part. *You* are not in the hut, but there is somebody whose eyes you see through. That person is *your character.* An imaginary persona that exists only as stats on a sheet of paper and in your imagination. This is your *playing piece* in the game. Just like an actor assuming a role for a movie, *you* play a fictitious character in the game. It is your imaginary character who is standing in the doorway, the tarp flapping gently in the slow breeze. It is your imaginary character who has psychic powers, or wields magic, or is a warrior born. It is he (or she) who reacts and interacts with the other playing pieces – the other player characters, and the Non-Player Characters, the ones the Game Master plays.

As a rule, you will spend an hour or more developing a player character. Once the character has been created, you'll probably continue playing that character for many weeks, months, even years.

In our example, your character has been invited inside the home of a human living in one of the slums outside the walls of the fortress city of Chi-Town. The gentleman leaning forward may have something you want – or more precisely, something your playing piece, your character, wants. Remember the scene, the setting? See how it all comes together? See how a story is starting to build from this encounter?

Imagine the Action

Actually, you need one more important ingredient to make a role-playing game work, the *Game Master.*

The Game Master, or *G.M.*, is another player (a real person) who controls and acts out all the characters in the game which are *not* the characters of other players. It is also the Game Master who, like the director of a film, establishes the setting, introduces antagonists and keeps the action moving. This means the Game Master will play/act out the friendly police officer, the grumpy old man next door, and the three men on the couch. In this written example, *you* are the only player and I am acting as the Game Master (G.M.) describing the scene, establishing the setting and prepping for the encounter/conflict.

The Game Master says to you: "The human leans forward and says, 'I'm glad you came. I know we have what you're looking for. Please,' he says with a smile, as he stands up and gestures with his hand toward the large crates. 'Come in and take a look.' – What are *you* (your character) going to do?"

At this point, *you* must decide what your playing piece, your character, is going to do. Does he walk in toward the crates to see what merchandise the man has to offer? Does he keep an eye on the two D-Bees who remain seated, but following his every move with their eyes? Or does the character forget about them when he sees some marvel the man has for sale? Or maybe, he reconsiders his actions, turns and leaves? The 'Burbs are notorious for being dangerous and home to thieves, smugglers, wanted criminals and agents of the Black Market. Maybe he should come back with a friend. However, just turning and leaving would be rude and may insult the three men, so your character should probably say something. Perhaps something like, "Oh gosh, I left my wallet in my APC." or "Um, you know what? I really should have my friend see this with me. Let me get him and come back later."

The Game Master will respond, playing the human, and might agree without further incident, or say, "No, no, my friend, come and see what we have for you." As he says that, the Devil Man puts down his pipe and the Larmac stands up, and begins to walk toward your character. Tension is building. Maybe his actions are innocent or maybe he's going to block the door. You need to decide your character's next action. And it doesn't hurt thinking ahead to how he's going to react if this turns out to be a trap or robbery.

These are just a few possible actions. The decision is *yours*. The Game Master will have the other characters *respond* to your character's actions. If these are honest adventurers or merchants, pulling a weapon or making a threat in the man's own house is likely to meet with swift

action. If it's a trap, your character had better act now and run out that door before the trap is completely sprung.

Like improvisational theater, you, your fellow players and the Game Master, are all building an adventure, a story. The G.M. may have been the one to concoct the basic story, villains and plot twists, but even he doesn't know exactly how it will all turn out, because the *players* are the key components to the story. Their characters' choices and actions will change everything and carry the story along.

When the game is over you'll have a complete chapter of a larger story forever locked in your memory. A story that *you* helped to create and your character was one of the main heroes.

In a role-playing game there are no simple answers. There are also almost no limits to what you can do. The only restrictions are that you cannot go beyond the physical, mental and emotional limits of your character or the parameters of the setting. And your character's words and deeds may have repercussions (makes a friend, makes an enemy, causes a situation to spiral to violence, innocent people are hurt and the character is chased out of town, or his quick thinking saves the day and the townspeople throw a party for him or give him a reward, and on and on). Use common sense and your imagination and have fun.

What You Need to Play

Other than imagination, 2 or more players, and a Game Master, you will also need the following:

Dice: 2 four-sided (2D4), 4 six-sided (4D6), 2 eight-sided (2D8), 2 ten-sided (2D10), and 2 twenty-sided (2D20). The numbers in parentheses are examples of how dice terms are condensed and written throughout this text. The first number "2" indicates the number of dice, the letter "D" stands for dice, and the second number indicates the type of dice, four-sided, six-sided, etc. The unusual types of dice, four, eight, ten and twenty sided dice (there are also 12-sided dice), can be purchased at most game and hobby shops, and gaming conventions, as well as online, but they can also be purchased at most "chain" bookstores like Barnes & Noble, Books a Million, Borders, Media-Play, and many hobby and comic book shops. Just ask a clerk where you'd find "dice for role-playing games." To find an unimaginable array of dice, you'll have to check out a gaming convention. Going to Palladium's web site (*www.palladiumbooks.com*) will keep you abreast of conventions we are attending and how to find out more about them, and from there you will discover a larger world of gamers and gaming.

Plenty of paper and a couple pencils. For keeping track of character stats like Hit Points, M.D.C., and I.S.P. (Inner Strength Points), taking notes about non-player characters, sketching maps, jotting down clues, and so on.

Character log sheets which can be photocopied from books that contain them, or simply use a sheet of paper to jot down your character's stats (attributes, skills, powers, etc.).

Oh, and of course you'll need a place for you and your friends to play – bedroom, basement, family room, living room, kitchen, heck, just about any place.

Notable Game & Rifts® Terms

Adventure: An adventure is the heroic and thrilling story that the player characters engage in. It is the responsibility of the Game Master to create and orchestrate each adventure.

Alignment: The moral fiber of a character. Alignment descriptions begin on page 289.

Attributes: These are numbers used to evaluate the strengths and weaknesses of your character. For example: P.P. means Physical Prowess, how smooth, agile and quick a character is in combat. A character with a P.P. of 1-6 would indicate that the character is pretty clumsy; a P.P. of 9 or 12 would be an average, well coordinated character. While a P.P. of 16 or higher would belong only to characters with exceptional agility and reflexes. Attributes are also part of a character's overall *Statistics* or *Stats* and a vital part of his or her abilities. Attributes, potential bonuses and penalties are presented in the *Character Creation* section.

Body Fixer: Slang for a Medical Doctor and surgeon.

Bonuses: Many skills, Occupational Character Classes (O.C.C.s and R.C.C.s), magic spells, weapons and other things may provide the fictional character with one or more *bonuses*. Combat bonuses to strike, parry, dodge, etc., are one type, bonuses to *save* vs a particular type of attack (psionics, magic, poison, possession, etc.) are another. Then there are bonuses to Perception Rolls, skills, and even S.D.C. bonuses which are *added* to that particular character stat or combat or melee action. Always be sure to include your character's bonuses, they may make the difference between life and death.

'Borg: Slang for "cyborg."

'Bot: Slang for "robot."

Campaign: A word used to describe an ongoing game with the same characters. If you play the same characters with the same Game Master, in the same basic game world/setting, on a regular basis, then you are in a campaign. A campaign can be one long adventure or numerous adventures of varying length.

Character: Every player (except the G.M.) has a character that serves as an imaginary playing piece, also called the *Player Character*.

Combat: This is an "adventure" game, so there will be combat, from fisticuffs to gunplay, psychic zaps and magical energy blasts. Combat is determined by the roll of a D20 plus "modifiers" (bonuses or penalties). Also see the *Combat Section* in this book, page 339, for more terms, details and rules involving fighting.

Creatures of Magic: Basically any mortal creature that is born with magical abilities; a Magic R.C.C. if you will. Beings such as dragons, Faerie Folk, and the Sphinx are all creatures of magic. Beings within whom magic is a part of their very essence. Many are also able to learn and cast magic spells and use magic weapons. Dragons are among the greatest and most powerful creatures of magic.

All creatures of magic are *mortal*, meaning they have a finite life span. The life span of most creatures of magic is often greater than a human's and can range from decades or hundreds of years to thousands of years, but these mortal creatures are born, age, live in the world of humans, and eventually die. Though removed from humanity by their magical nature, creatures of magic think and feel like humans, and live in the same world. It is the creatures' innate magical nature and inherent magic powers that make them *more than human*.

The distinction between creatures of magic and the supernatural is lost on many people, because they both possess superhuman powers and/or the ability to cast spells. Many creatures of magic also possess Supernatural Strength and can use their magic or innate magic abilities to turn invisible, heal, etc., all abilities frequently shared by supernatural beings. The *main difference* is that creatures of magic are *mortals* who *use magic* to perform these abilities. If you'd ask a dragon with whom he has more in common, he'd say "humans" and snarl at the suggestion of anything else. Also see the definition of *Demons, Gods & Supernatural Beings*. **Note:** A creature of magic is always indicated as such.

CS: The initials used to indicate the Coalition States rather than writing or saying the whole word, just as US or USA stands for the United States of America.

Cyber-Doc: Slang for a doctor who specializes in surgically installing and removing bionics.

Death: Just as in real life, these fictional characters can die. The death of a hero in role-playing games, much like comic books and ongoing television shows, is usually a fairly uncommon event, and when it happens, it is usually pretty dramatic. (Hopefully a noble or heroic sacrifice.) The amount of death in a campaign usually depends on the

individual Game Master, his players, and the world setting. In **Rifts®**, the world is incredibly dangerous, violent, and unpredictable, so death *may* be commonplace, unless the player characters use their heads, work as a team, watch each other's backs and don't take silly risks.

Players should try to take a character's death calmly. Remember, it's ONLY a game. When one character dies, roll up a new one and try to get back into the game with the orientation and personality of the *new* character. It may be handy to have a backup character already rolled up and waiting in the wings, in case the current character should meet an untimely end.

Game Masters, you don't have to "pause" the game while the player rolls up a "NEW" character, keep playing with the rest of the group, but try to work him back into the plot as soon as he is ready to rejoin the game. It's no fun sitting out a game for long periods of time. However, characters should not be a dime a dozen, or killed on a whim or as the result of personal conflict between other player(s) or the Game Master. A good G.M. should also try to give the player characters *options*, i.e. a chance to surrender, a desperate chance at escape, etc. Then again, sometimes there's no way around it. I've killed plenty of characters as a G.M. Some of the deaths were spectacular and worthy of a heroic poem, and other times the character just played dumb or took a dangerous risk and paid the ultimate price. It happens, and often adds to the drama of the story.

Dead Boy: Slang for soldiers of the CS due to the fact that Coalition soldiers wear skeletal armor and use a "Death's Head" motif and insignias.

D-Bee: Slang for **Dimensional Being.** In general terms, a "D-Bee" is any bi-pedal humanoid with human-like intelligence but comes from another world or dimension. These alien *people* (not monsters) are mortal, like humans, and, with a few exceptions, are S.D.C. beings.

The vast majority of D-Bees were torn from their native world and reality and dropped into ours – flung to Rifts Earth by cosmic upheaval and strange dimensional anomalies on their planet. For many, that upheaval was part of the dimensional ripple effect that the Great Cataclysm and the Coming of the Rifts caused throughout the Megaverse. On alien worlds where the veil between dimensions was thinnest, dimensional Rifts and storms appeared and ripped tens of thousands of people (in some cases, hundreds of thousands) from their home world and deposited them on Rifts Earth. Most D-Bees were as much victims of the Coming of the Rifts as humans, and without any way to return home, D-Bees had no choice but to try to make a life for themselves on Earth. Millions of D-Bees unable to adapt or who fell to violence died during the Great Cataclysm and the Dark Age that followed. Like their human counterparts, D-Bees struggled for survival in a world gone mad and fell prey to demons, monsters, alien invaders, disease and weird forces. Sadly, because terrified humans often confused these people with alien invaders or monsters, humans slaughtered D-Bees by the hundreds of thousands. Over the last 300 years, D-Bees have become a common part of the landscape on Rifts Earth. An estimated 35% of the world population is D-Bees, and that estimate may be low.

Today, many humans and D-Bees try to accept each other and live together in the same communities, although D-Bees in North America are often treated as second-class citizens or slave stock. Other communities, like the CS, still consider D-Bees to be dangerous rivals and competitors to human survival or invading aliens to be destroyed. For many current generations of D-Bees, *Rifts Earth* is the only home they have ever known, and they have no intention of leaving it even if they could. Some believe that being ripped from their planet of origin and brought to Earth must have been fate or divine intervention, and that their presence may actually serve some greater cosmic purpose.

Demons, Gods & Supernatural Beings: All supernatural beings, be they gods or demons, are inhuman and immortal. They are not creatures of our Earth or reality, but the denizens of an alien reality. As such, they are not even part of our plane of existence and must somehow link themselves to our human dimension. Thus, when they are slain on Rifts Earth or any mortal world, they disintegrate or vanish like a ghost as if they never existed. Only when slain in their native dimension or some similar supernatural realm is the creature truly killed. When struck down on Earth, the monster vanishes and reappears in its native environment. The ordeal of dying in the mortal plane prevents it from returning to that reality for decades, often 1D8x100 years.

One way for great supernatural beings to enter our plane of existence is by sending forth lesser servants and communing with mortals so that they may gather mortal worshipers. The more worshipers the supernatural being gathers, the stronger its link to the mortal plane. The stronger the creature's link to our world, the greater influence and power it has over humans and other mortals, and the more demonic minions it can send into our world. In most cases, beings on the level of a god (including Alien Intelligences) must have thousands or even hundreds of thousands of worshipers or believers before they can materialize in that plane of existence. Others can only appear for a brief period (minutes at a time) which is why they speak through their priests, servants and demonic hordes under their command.

To be at their most powerful, they must take physical form. This is easy for lesser and greater demons, Dyvalians and other similar supernatural beings, forming their bodies from ectoplasm and insects, vermin, dead bodies or a living human host. The Rifts make our Earth and their weird dimensions easy to bridge, enabling them to pop right out of a dimensional Rift whole and fully formed and ready for action.

All demons and most supernatural beings are inhuman by their very nature and have little in common with humans or any other mortal being even if they appear human. Demons, in particular, are evil incarnate and see themselves as superior to humans and D-Bees. Mortals are lesser beings, and are preyed upon as if they were animals, or are regarded as playthings, pawns, or worshipers to be deceived and used. The inhuman nature of the supernatural beings make them and humans (and D-Bees) *natural enemies*.

Dog Boy: Mutant humanoid soldier created through genetic engineering by the Coalition States.

Dice: As noted previously, dice are an essential. Track 'em down.

Game Master (G.M.): This is the person who controls the game "world," sets up and develops the adventures and pacing, and serves as the general referee and rules interpreter. All the *non-player characters (NPCs)*, innocent bystanders, police, politicians, monsters, and even the weather are controlled by the Game Master. G.M.s should try to be fair and run a *fun* game.

Game Session & Adventures: Each time you play is considered a game or gaming session. A game session can last a couple hours or half the day. A typical game *runs* about 3-4 hours. A game session can be a complete story/adventure in itself, or one story in an ongoing series like a television show or comic book. A game session can also end without a final resolve, with part two (or three, or four, etc.) picking up the *next game* where the group left off.

Great Cataclysm: The apocalyptic transformation of the planet Earth that wiped out 80% of the human population, marked the return of magic and the Coming of the Rifts.

I.S.P. or Inner Strength Points: I.S.P. are spent or expended every time a character uses a psionic power. When all I.S.P. are used up, the character cannot use any more psychic powers until he gets some points back. I.S.P. are restored at a rate of one per hour of sleep. They can also be restored through *meditation* at a rate of two I.S.P. per 30 minutes (or 4 points per hour) of meditation. Only psionic/psychic characters and some supernatural creatures have I.S.P. points and psychic powers. See the O.C.C. Section (Occupational Character Classes) and Psionic Descriptions for complete details on psychics and their abilities.

Magic: *Rifts*® and most Palladium role-playing games include magic spells, powers, weapons and monsters. Although some of these things may be inspired by myths and legends, *NONE* of them are real! Magic is covered to some degree in this RPG, but the **Rifts® Book of Magic**, a giant, 352 page reference book, contains hundreds of different magic spells, as well as dozens of different types of magic, magic items, weapons, Techno-Wizard devices, herbs, and much more. It is highly recommended for Game Masters and players focusing on magic.

M.D.C.: Mega-Damage Capacity – the amount of damage Mega-Damage armor, vehicles, constructs or creatures can withstand. When an M.D.C. object is reduced to zero, it is destroyed. The M.D.C. of a living creature works basically the same as Hit Points. Reducing it to zero puts the creature in a coma and without medical treatment the creature will die. One M.D.C. point is roughly equal to 100 S.D.C. points of damage.

Mega-Damage: Damage inflicted by high-powered weapons and magic that can damage M.D.C. structures and beings. One M.D. point is roughly equal to 100 S.D.C. or Hit Points. Mega-Damage materials and weaponry were created during the Golden Age of Man before the Great Cataclysm.

Megaverse®: The trademark we use to identify the multi-genre, anything goes, infinite worlds and possibilities that Palladium's one game system has to offer. A complete, 32 page *catalog* of Palladium role-playing games and sourcebooks is available, free, upon request. Send catalog requests (and letters or comments) to Palladium Books Inc., Department P, 12455 Universal Drive, Taylor, MI 48180.

Natural Twenty: In all of Palladium's role-playing games (RPGs), the outcome of combat is determined by the roll of a twenty-sided die (1D20). The higher the roll, the better. Many combat "rolls" get bonuses to strike, parry, dodge, etc. These bonuses are added to the roll of the die. For example, if a 12 is rolled on a D20, but a character has cumulative bonuses of +4 to strike, then the roll is *modified* to 16.

A Natural Twenty is rolling the highest possible number (20) without adding any bonuses to the number rolled. A Natural 20 never misses unless one's opponent *also* rolls a Natural 20 (very uncommon, but I have seen it happen). Yes, a Natural 20 will hit even if an opponent's roll is higher than 20 after bonuses are added to it. A Natural 20 is also considered a Critical Strike and does *double damage*. Or if the player was trying to shoot or knock a weapon out of an opponent's hand, or grab an item before an opponent gets it, the action is an automatic success.

Non-Player Character (NPC): A character that is not played by any of the players, such as villains, monsters, bystanders, and other characters played by the Game Master (G.M.).

O.C.C. or Occupational Character Class: The term most Palladium games use to describe the character as a whole. It indicates the character's occupation, skills, skill selections, special abilities, bonuses, goals, orientation, equipment, and salary.

R.C.C. (Racial Character Class) is basically the same thing but refers to inhuman monsters, demons and aliens with abilities and skill equivalents that come natural to all creatures of that specific *race*, such as Climbing, Swiming, Seduction, etc. This category is sometimes confusing when an alien being or monster has a range of instinctive skills and abilities, but is also intelligent and driven enough to *learn* additional skills, just like a human.

P.C.C. stands for Psychic Character Class and is a term reserved for "psychic" characters in *Beyond the Supernatural*™ *2, Nightbane*® and *Mystic China*™. Even though **Rifts®** has *Psychic Character Classes*, we've found using the term, P.C.C., can be confusing, so we either refer to them as O.C.C.s or R.C.C.s; basically an O.C.C. with psychic abilities. **Note:** An R.C.C. or P.C.C. often has fewer skills and selections available because the character tends to rely on his psychic or natural (R.C.C./racial) abilities.

Operator: The mechanics, electricians and engineers of Rifts Earth. See O.C.C. description for details.

P.A.: The initials used to designate the "Post-Apocalyptic" calendar. A designation of 12 P.A. means the year 12 of the Post-Apocalyptic calendar. The **Rifts® RPG** time-line begins in the year 100 P.A., with recent events taking place in 109 P.A.

Percentile Dice: Percentile dice are typically a pair of ten-sided dice (2D10), each a different color. One ten-sided die represents "tens" and the other ten-sided die represents "ones." So if the red D10 is tens and the white D10 is ones, then a roll of 3 on red and a roll of 5 on the white would indicate the number 35. Get it?

Percentile dice are commonly rolled to determine the "random outcome" on a table or chart as well as for "skill checks."

Perception Rolls: A roll made to notice, see, hear or recognize a clue or concealment. It is described and explained in detail in the Combat Section.

Player or Role-Player: Probably *you*. A player is a person who assumes the role of a fictional character in a role-playing game.

Player Character: A fictional character that is played or "run" by one of the people playing in the game. An NPC (Non-Player Character) is a character, villain or monster played by the G.M.

P.P.E.: Potential Psychic Energy used to develop human potential and the energy used to fuel magic. Mages have their own storage of P.P.E. which they use to cast spells and create or power magic items. Ley lines are actually natural lines of magic energy which practitioners of magic can tap and use in their magic. See the section on Magic, page 185, for more information on how it works.

Psionics or Psychic Abilities: Like magic, the psionic powers and abilities described in this book are fictional, although they may be inspired by myths, legends and reports of psychic phenomena. A character must spend I.S.P. to use a psionic power. The *Mind Melter, Burster,* and *Mystic* are all psionic character classes. Additional psionic O.C.C.s are presented in other sourcebooks.

Random Roll/Determination: This will always refer to a chart or table in which a character can roll percentile dice for a random result as dictated by the roll of the dice. In many cases, the player or Game Master *may* choose to pick the desired result. However, at Palladium, we've found random rolls to be more fun and challenging than picking something that sounds comfortable, easy or desirable.

Rift: A tear in space and time that leads to another world or dimension.

Role-Playing Game (RPG): Sometimes called *fantasy role-playing (FRP)*, they are games, like this one, that build a story with imaginary characters in a fictional setting. Role-playing games cover every genre imaginable, including horror, fantasy, sword and sorcery, science fiction, cyberpunk, mecha/giant robots, superheroes, war, and just about everything else. The great thing about role-playing games is that the Game Master and players are limited only by their imaginations. Anything is possible. Some videogames also call themselves RPGs and draw upon the concepts and principles that started with "pen and paper" role-playing games.

Roll a Twenty-Sided: Simply roll a twenty-sided die (1D20) for a number. Typically, the higher the roll the better.

Roll Percentile: The roll of two different colored ten-sided dice (2D10), with one color representing tens and the other representing ones. There are also 10-sided dice (D10) available that are already marked in tens (10, 20, 30, etc.), but they are typically only available at game and hobby stores or gaming conventions.

Roll to Strike: The roll of a twenty-sided die (1D20) to determine whether or not the attacking character hits his opponent. See the Combat Section, starting on page 339, for details.

Run: Slang for playing a role-playing game. Example: "He runs an excellent campaign," or "I ran in Kevin's game last week," or "You should run a Rifts game."

Saving Throw: This is a roll (usually on a twenty-sided die) to avoid some unpleasant event. For example: A character might have to roll a saving throw to avoid being overcome by tear gas. The complete list appears under *Combat Terms* in the Combat section. See page 346.

Scenario: This is a specific adventure in which the player characters engage in adventure and building a story while role-playing. A scenario is usually a story with a beginning (hearing about the criminal), a middle (tracking down the criminal's hide-out), and an end (defeating the criminal). Most campaigns are developed around a number of scenarios.

Skill Check/Roll Under Your Skill: A *skill check* is rolled to determine if the character successfully performed a specific skill. The character must roll *under* his current skill ability (Base Skill, any applicable bonus, plus level advancement). For example: A character with the Surveillance skill gets the base skill of 30% but also a +20% bonus for his occupation and because he is third level, an additional +10% (+5% per level of experience starting at level two), for a total of 60%. Rolling a 01-60 on percentile dice means he has successfully performed that skill. **Note:** You don't have to do the math every time you use a skill. Make a photocopy of the character sheet or write the stats on a piece of paper and add everything up when you first create the character. Write the numbers in pencil so you can change them/increase them as the character grows and his skills improve with experience.

Character Creation

Creating a character is simple and fun, though there will be a number of choices the player will have to consider, select, and make note of, which takes a bit of time.

As noted earlier in this book, the Palladium game system is built to maximize *characters* and *story* to create vivid, memorable characters with strong personalities and a range of skills, strengths and weaknesses, that go beyond simple two-dimensional cartoon characters. Thus, it may take you a while to build your character, but the end result will be a character that is uniquely *yours*. Designed to *your* specifications and unique to every other character in the group. A character that, with a little development and personalty, will seem to take on a life of its own. It is a magical and fun experience you'll never forget.

Let's take it one step at a time.

Step 1:

The Eight Attributes

All characters have eight prime attributes, three mental and five physical. *Attribute numbers* are used to evaluate the strengths and weaknesses of your character. For example: "P.P." means Physical Prowess – how smooth and agile a character may be, especially in combat. A P.P. of 4 indicates that the character is pretty clumsy. A P.P. of 8-11 indicates a character that is fairly average. A P.P. of 16 or higher indicates a character with exceptional agility and reflexes. **Note:** Attributes are also called "Statistics" or "Stats."

The first step in creating a character is to roll up the eight attributes: **I.Q., M.E., M.A., P.S., P.P., P.E., P.B.**, and **Spd**. These represent your character's natural mental and physical abilities. Some of the *Physical skills* and special abilities from an O.C.C. may provide bonuses to increase some of the character's attributes, so it is important to write the numbers down in *pencil* until all modifiers and bonuses are accounted for.

Three six-sided dice (3D6) are rolled to determine each attribute. The higher the number, the greater the ability. Start with I.Q. and work your way through the rest.

Exceptional right off the bat: If an initial attribute roll using three six-side dice (3D6) adds up to a 16, 17, or 18, that attribute is considered *exceptional* and the player rolls *one additional six-sided die* (1D6), and the resulting number is added to the total for that attribute. If another six is rolled (a rarity), roll yet another 1D6 for that attribute! Stop there. No additional dice are rolled even if the second 1D6 bonus miraculously comes up a six. **Note:** This bonus 1D6 is only rolled during the *initial* attribute generation and does not apply to attributes raised to 16 or higher from skills, O.C.C.s, augmentation, magic or special abilities.

Attribute Bonuses from Skills (Step 5): Many of the *Physical skills* provide the character with *attribute bonuses* that help them in the performance of skills, combat and work. For example, Wrestling offers a +2 bonus to the P.S. and P.E. attributes, so if the player has already rolled a total of 15 for P.S., he adds another two points for a total of 17. If his P.E. was 8, the +2 would raise it to 10. All Physical skill point bonuses are cumulative.

Note: See the Attribute Bonus listings for high attributes and superhuman strengths, as well as the new, Penalties for Low Attributes.

The Eight Attributes

Intelligence Quotient (I.Q.): Indicates the character's intelligence. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 1-6 are, um, morons and should be played like the classic dumb lug. However, having a low I.Q. does not necessarily make the character a complete idiot. An I.Q. of 7-9 is slightly below average, but far from an imbecile. An I.Q. of 10-13 is average, 14-16 above average. An I.Q. of 17 or better is exceptional, the higher the number the more brilliant the character. An I.Q. of 16 or higher receives a one-time bonus (see Attribute Bonus Chart) to *all* skill percentages, including O.C.C. Skills, O.C.C. Related Skills and even Secondary Skills.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand. M.E. 16 or better provides a bonus to save vs psionic attacks and insanity.

Mental Affinity (M.A.): Represents the character's likeability, personal charm and charisma. Natural leaders, with an M.A. of 16 or higher, have a bonus to invoke trust or intimidation in others. A person with a high M.A. may appear trustworthy to some, but intimidating to others. This may depend on the character himself or the circumstances of the situation. At the player's option, a character with a high M.A. may choose to be only especially trustworthy or only intimidating. This explains how your friendly neighborhood ice cream man and some knife-wielding thug might both have the same high M.A., but use it differently.

Physical Strength (P.S.): This is the raw physical power of a character. Any character with a P.S. of 16 or better receives a bonus to damage an opponent in hand to hand combat. This bonus is applied to punch and kick attacks, as well as handheld weapons such as a club, knife or sword. It does not apply to the bow and arrow or guns.

侍
真
BURST INTO FLAMES
FREDDIE E. WILLIAMS II

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

SPEED CHART

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalants.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3½	5.6
11	7½	12
22	15	24
27	18½	29.7
33	22½	36
44	30	48
50	35	56
55	37½	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321

Superhuman Men at Arms who have undergone some type of augmentation, like *Full Conversion Cyborgs* and *Headhunters* (bionics), *Crazies* (brain implants), *Juicers* (chemical augmentation), and *Light Power Armor*, all possess a level of strength that transcends even exceptional human P.S.; see the **Augmented Strength** listing. **Note:** Giant robots, robot vehicles, heavy power armor (Glitter Boy, Ulti-Max and SAMAS), Skelebots and other robots (no human inside) use the **Robot Strength** listing. **Supernatural Strength** applies to *dragons* and all demons, gods, demigods, godlings, and other supernatural beings. Supernatural P.S. may also apply to select O.C.C.s and R.C.C.s. If a character, monster or villain has any type of enhanced strength, it will be noted in the stats.

Physical Prowess (P.P.): Shows the degree of dexterity and agility of the character. A P.P. of 16 or higher is rewarded with bonuses to strike, parry and dodge.

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment and resistance to fatigue, disease, and poison (and magic too) are determined by P.E. Characters with a P.E. of 16 or higher receive a bonus to save vs coma/death, disease, poisons/toxins, and magic. But not Demonic Curses or possession, they are different and separate.

Physical Beauty (P.B.): An indication of the physical attractiveness of the character. A P.B. of 16 or better is rewarded with a bonus to charm or impress.

Speed (Spd): This is how fast the character can run. The character's Speed x20 is the number of yards or meters he can run in one minute. Speed x5 is the number of yards/meters covered in a melee round (15 seconds). Dividing the distance covered in a melee round by the character's number of attacks indicates how far he can move on each attack.

Note: I.S.P. (Inner Strength Points for psionic powers) and **P.P.E.** (Potential Psychic Energy for magic) are important aspects of the character, but they are not *attributes* per se, and are covered elsewhere. Also see **Perception Rolls** in the combat section.

A Note About Bonuses: Many skills and abilities provide characters with bonuses to strike, parry, dodge, save, etc. These bonuses are typically added to a particular combat or melee *attack/action*. Always be sure to include your character's bonuses, since they may make the difference between success and failure, life and death. Note that bonuses from psionics or magic are *temporary* bonuses, and only apply while that power or spell is in place.

Attributes *Below* Average

The range of abilities:

Attribute numbers that exceed 30 indicate *superhuman* ability and bonuses. Even humans who undergo Juicer augmentation, M.O.M. (Crazies) enhancement, bionics or other extraordinary means of human augmentation seldom see their attributes exceed 30.

Attribute numbers that range from 17-30 indicate *exceptional* ability. This range of power and prowess is achievable by ordinary humans through physical training and/or the luck of the draw in the genetic lottery. Juicers, Crazies, Cyber-Knights and other humans and D-Bees who undergo some form of *human augmentation* often possess physical attributes in this range. Exceptional attributes always provide bonuses for the character.

Attributes numbers that range from 14-16 are well above average but don't, as a rule, enjoy special bonuses, unless 16. **A Note About #16:** If the initial attribute roll on 3D6 adds up to 16, the player gets to roll an extra 1D6 and add it to the total, as noted above. However, the character may start with a lower number and through skills or other bonuses build a physical attribute up to the number "16." Getting to 16 by this fashion does NOT get the extra 1D6 die roll, but a 16 does provide a small bonus.

Average attributes range from 10-13. There is nothing wrong with *average* and the character is strong and capable.

Attributes in the 7-9 range are unimpressive, and a bit below average. The character functions adequately, and is a productive member of society, especially if only one or two attributes are low.

Attributes that are *six* and *under* tumble into the category of feeble, puny and disadvantaged.

Human characters are created by rolling three six-sided dice (3D6) to determine attributes, so unless there has been physical damage from injury, torture, disease, magic, psionic attack or other extraordinary means, the lowest attribute number possible is *three*. 3-6 are pretty lame.

Players who roll several below average attribute numbers *may* want to scratch those attributes and re-roll them, or scrap the character entirely and try again. However, consider two things before you do that,

1) careful and clever skill selections can boost physical attributes, and 2) playing a character with an "Achilles' Heel" – one or two severe weaknesses – can be fun, especially if the character also has one or two exceptional attributes.

Game Designer Notes: Characters with severe flaws or limitations are not for everyone, and I have heard more than one gamer exclaim, "Why would anyone want to play a character with an I.Q. of three!" Why? Because it's a challenge. You have to think outside the box, dig deep into your imagination and do some serious *role-playing* – and that can be a tremendous amount of fun and create a memorable character.

I've had several players run wonderful characters with low I.Q.s (7-8) and complete ignoramuses (I.Q.s of 2, 3, 4 and 6) and each was a sheer delight. A couple were played as idiots with a lot of humor, a couple were played with great depth of emotion and child-like innocence that won the hearts of everyone playing ("I know I ain't smart like you, but the bad man hasta be stopped, an' I kin help. Really."). A couple were played with sincerity and painful awkwardness that created wonderful moments of kindness, innocence and moments of ignorant bliss, silliness and accidents that got the character and his comrades into serious trouble. All were a joy to have in my campaigns.

Another time, there was a character with an M.E. (Mental Affinity) of 4 and the player ran him as a gullible hero who would believe the lamest stories and lies you've ever heard. He was also helpless against magic charms, psionic suggestions, and illusions, and fell like a ton of bricks for every two-bit seductress and con-artist who happened his way.

Another guy played a charming hero with a good I.Q., high M.A. (Mental Affinity), and great strength (P.S. 27), but had the P.E. (Physical Endurance) of a mouse. He would succumb to disease and drugs in two seconds flat, and in the middle of battle where he was wiping the floor with the bad guys, he would suddenly fall over and lay at death's door because his opponent got in a lucky shot.

One of my own favorite characters was a dopey warrior with an I.Q. of 7, a nasty drug habit, and a P.P. of 6. He was absolutely convinced he was a great hero – a noble paladin, in fact – and he could prove it too, because he had purchased a (worthless fake, of course) document (that he couldn't read) for a small fortune (stupid). This document looked very official, and decreed he was a paladin! He called himself *Fearless*, though sometimes he wasn't, and he was a clumsy oaf who was always making mistakes, spoke loudly or asked dumb questions or made noise at times when stealth was vital. He got himself and his teammates into trouble more times than I can count. Thing was, he had a P.S. of 24, a P.E. of 22 and the heart of a *true hero*. Fearless never deserted a friend in need, never lied, never cheated, always tried to help people in need, never backed down from a fight (unless one of his trusted teammates told him to), and stood by his teammates even in the face of almost certain death. He ended up saving half the characters in the player group at one time or another, as well as countless civilians. When Fearless was slain through the most foul act of treachery and cowardice, the players shouted in outrage and their characters went berserk! They hunted down the villain responsible, brought him to justice and erected a statue of Fearless in the town where they were based. I was stunned at how much the other players had all come to care about this dumb, goofy clod. It was awesome. Even his death and the way the group reacted was great drama.

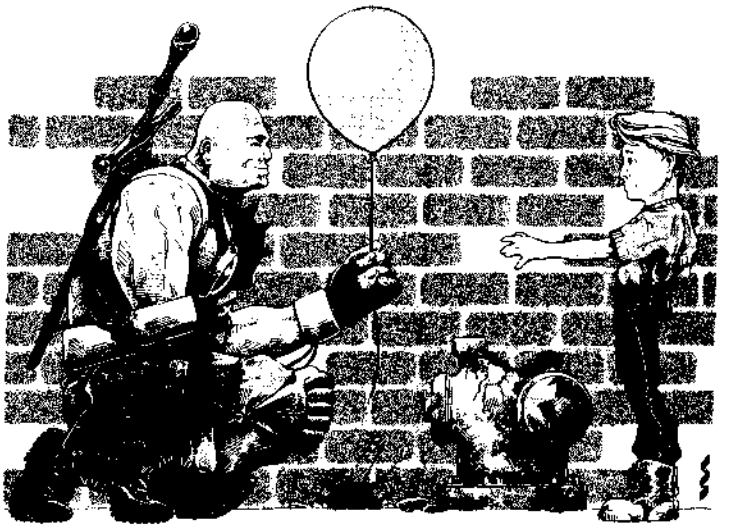
Bonus to Compensate for a Low Attribute

You know how it is said that people who lose one sense have another one improve? Well, that's what we are doing here to make the character unique, interesting and fun.

If the character has *one* attribute below seven, add 1D4+3 to any *one* of his other attributes; player's choice as to which attribute gets the bonus.

If the character has two or more attributes *below seven*, give *one* of his other attributes a bonus of +1D4+5 and another attribute a +3 bonus or a +2 bonus to the character's *Perception*. Which attribute gets the bonus(es) is left up to the player.

In addition, Game Masters should give players of such characters a nod for *excellent role-playing*, perhaps a 10% increase on experience points, but *only* if the player deserves it, stays in character and role-plays the Dickens out of his character.



Penalties for Low Attributes

The following are penalties for low attributes. Note that a low attribute may also severely limit which O.C.C.s are available to the character, as most occupations have a minimum requirement for certain attributes. **Note:** Human characters can get an attribute in the 1-3 range as a result of physical injury or mental trauma, and some D-Bees and monsters may get fewer than three dice to roll to determine some of their attributes.

Intelligence (I.Q.): An I.Q. of 7 or 8 means the character is a little slow and has trouble learning. The level of comprehension is roughly equal to a 12-15 year old. Skill Modifiers: Reduce the number of *O.C.C. Related Skills* by half, but add 1D4 skills to his initial set of Secondary Skills. This character still gets full benefit of skill bonuses, but probably doesn't care much for book learning or complex skills that require a lot of studying and details to remember. If that is the case, the character is likely to lean toward skills that rely on his hands and a strong back, including Domestic, Horsemanship, Mechanics, Physical, W.P.s, Wilderness and basic skills like Radio: Basic, Automotive Mechanics, Aircraft Mechanics, Basic Electronics, First Aid, General Repair, Pilot Truck, Pilot Hover Vehicle, Pick Pockets, Palming, etc. On the other hand, the character may choose to work hard to master one more complex and difficult skills in an effort to overcome his shortfalls. Natural talent is another explanation why this character may have one or more skills that would otherwise seem beyond his limited mental capabilities.

An I.Q. of 5 or 6 means the character is slow, dim-witted, and probably rather child-like. His level of comprehension is roughly equal to an 8-10 year old child. Skill Modifiers: Reduce the number of *O.C.C. Skills* by four and reduce the number of *O.C.C. Related Skills* by half. Also reduce *all skill bonuses by half*. However, add 1D4+2 *Secondary Skills* to start. If the character can read or write, it is at a second or third grade level and complex skills are impossible to learn (i.e., could learn Basic Mechanics or Automotive Mechanics, but cannot learn Locksmith or Mechanical Engineer or even Aircraft Mechanics). The character is likely to lean toward simple skills, including Domestic, Horsemanship, Physical, W.P.s, and Wilderness, and avoid skills that require a lot of practice, study and details. May be sensitive about people who make fun of him or may be totally oblivious to them.

An I.Q. of 3 or 4 indicates a feeble mind with a level of comprehension on par with a four or five year old child. Skill Modifiers: Reduce the

number of *O.C.C. Skills* by half(!) and the number of *O.C.C. Related Skills* to a total of 1D4 with no additional skills with level advancement. Only O.C.C. Skills get a bonus, reduced by half; O.C.C. Related Skills get no bonus. Add 1D4 *Secondary Skills* to start, +1 one new Secondary Skill at levels 3, 6, 10, and 15 (ignore whatever the O.C.C. description usually allows). The character cannot learn to read or write and it is impossible for him to learn anything but the most rudimentary of skills, mainly W.P.s, Domestic, Physical and Wilderness skills. May be sensitive about people who make fun of him or may be totally oblivious to it. Relates best to children.

An I.Q. of 1 or 2 indicates a mind on par with a two year old child. Skill Modifiers: Can select only 1D4+1 O.C.C. Skills, *no* O.C.C. Related skills, and only gets a total of 1D4 Secondary Skills with no additional skills gained through experience. None of the skills get any bonuses either, in fact, reduce the *Base Skill* proficiency and level advancement by half, and round down. That means if the Base Skill normally starts at 30% +5% per level of experience, this feeble character's skill starts at 15% +2% (rounded down) per level of experience. This character barely remembers his name, can only learn the simplest of skills at a substandard level, and pretty much needs to be told what to do and led by the hand. Monster races and barbarians put such characters on a leash and treat them like animals.

Mental Affinity: This character has no charm or spark to his personality to make a favorable impression; not very memorable or any impression made is a negative one (loser, strange, jerk). Nobody is impressed by this character and any moment he might have in the limelight passes quickly and is probably forgotten or overshadowed by something negative or someone else. He is always one of the last to be chosen for anything and is frequently snubbed.

An M.A. of 7, 6 or 5: The character is so ordinary that he is barely noticed or remembered, is usually ignored and picked last for everything. Penalties: -10% to Barter, Find Contraband, Intelligence, Performance, Public Speaking, Seduction, and Sing, and -20% on Interrogation. *Bonuses:* +5% on Gambling, Prowl, Undercover Ops, and Surveillance (tends not to be noticed or remembered).

An M.A. of 4 or 3: The character is treated like a loser and undesirable. The things he says and does are always taken the wrong way, he can't tell a joke and may be something of a grumpy complainer or curmudgeon. That makes the character more memorable, but not in a good way, and people try to avoid and ditch him. Penalties: -20% to Barter, Disguise, Find Contraband, Intelligence, Interrogation, Performance, Public Speaking, and Sing, -30% on Interrogation and Seduction.

An M.A. of 2 or 1: This character has the personality of a rock (bland, bland, bland) or a belligerent warthog. The things he says and does are always taken the wrong way, he can't tell a joke and is either snide to and critical of others, or a grouch who has nothing nice to say about anything or anyone. That makes the character more memorable, but not in a good way, and people try to avoid and ditch him, and/or target him for pranks and trouble. Penalties: In addition to the obvious, -20% to Disguise if he stays quiet and doesn't make a spectacle of himself (otherwise his unpleasant or odd personalty leaks through), -50% to Barter, Find Contraband, Intelligence, Interrogation, Performance, Public Speaking, Seduction, and Sing.

Mental Endurance (M.E.): The character is weak willed, frightened, and possibly an outright coward. Easily intimidated and tricked by others, and is susceptible to mind control and possession.

An M.E. of 7, 6, or 5: -3 to save vs Horror Factor, -2 to save vs illusions, and -1 to save vs any battles of will, -1 to save vs psionic attacks and mind control (magical, psionic or drug induced) and -1 to save vs insanity and possession. -10% penalty on the skills Barter, Interrogation, Performance, Public Speaking, Seduction, and Undercover Ops.

An M.E. of 4 or 3: -6 to save vs Horror Factor, -4 to save vs illusions, -3 to save vs any battles of will, -3 to save psionic attacks and mind control (magical, psionic or drug induced), -2 to save vs insanity, and -3 to save vs possession. Also suffers from one phobia (random roll or pick one; described in the Insanity section). The character spills his guts after 2D4 minutes of interrogation and is a terrible liar (must roll 01-15% on percentile dice to tell a convincing lie). Similarly, he is susceptible to seduction (the seducer gets a +20% bonus on this character) and intimidation (the intimidator gets a +20% bonuses on this character). -30% penalty on the skills Barter, Interrogation, Performance, Public Speaking, Seduction, and Undercover Ops.

An M.E. of 2 or 1: -8 to save vs Horror Factor, -6 to save vs illusions, -6 to save vs any battles of will, -6 to save vs psionic attacks and mind control (magical, psionic or drug induced), -5 to save vs insanity, and -6 to save vs possession. Also suffers from 1D4+1 phobias (random roll or pick them; described in the Insanity section). The character spills his guts after 1D4 minutes of interrogation and cannot tell a convincing lie (everyone can always tell when he's lying). Similarly, susceptible to seduction (the seducer gets a +40% bonus on this character) and intimidation (the intimidator gets a +30% bonus on this character). Cannot perform the skills Barter, Interrogation, Performance, Public Speaking, Seduction, and Undercover Ops.

Puny "Human" Physical Strength (P.S.): The lower the number the scrawnier and more defenseless the individual. The P.S.x10 pounds (4.5 kg) formula applies and will severely limit how much the character can lift and carry. Intelligence, cunning, treachery, magic and psionics can compensate for a puny character, so will a powerful gun.

Penalties for a P.S. of 7, 6, or 5: No damage bonuses from Hand to Hand Combat skill, O.C.C., or even the weapon itself apply to a character this physically weak, and reduce throwing range by 25%. It's like an adult wrestling with a ten or eleven year old. Guns do full damage.

Penalties for a P.S. of 4 or 3: Reduce physical damage by half, including damage inflicted by punches, kicks, and melee weapons (club, knife, sword, etc.). Reduce throwing range/distance by half. Guns do full damage.

Penalties for a P.S. of 2 or 1: The character only inflicts one point of damage from punches and 1D4 damage from kicks. Even melee weapons in the hands of this character inflict half their normal damage. No damage bonuses apply, and reduce throwing range/distance by 75%. Guns do full damage.

Physical Prowess (P.P.): A character with a very low P.P. has poor hand-eye coordination, is graceless, tends to handle things roughly, is a clumsy klutz, and walks like an elephant (heavy footsteps).

Penalties for a P.P. of 7, 6 or 5: -1 on initiative, -2 to strike, parry, dodge, disarm, entangle, pull punch, and roll with impact; -15% penalty on skills that require a *high level* of manual dexterity or grace (mechanics, electronics, Gymnastics, Forgery, Pick Pockets, Palming, Prowl, Dance, etc.) and -5% on all other skills requiring any manual dexterity. No penalty on mental skills like Language, Literacy, Lore, etc.

Penalties for a P.P. of 4 or 3: -3 on initiative, reduce all combat bonuses (strike, parry, dodge, disarm, etc.) by half; -25% penalty on skills that require a *high level* of manual dexterity (mechanics, electronics, Gymnastics, Forgery, Prowl, Pick Pockets, Palming, etc.) and -10% on all other skills requiring any manual dexterity. No penalty on mental skills like Language, Literacy, Lore, etc.

Penalties for a P.P. of 2 or 1: -5 on initiative, no combat bonuses (strike, parry, dodge, disarm, etc.); drops his weapon when a 1-4 is rolled to strike, drops whatever is in his hand when startled or fails to save vs Horror Factor, and trips and falls on a roll of 1-4 when trying to dodge (the fall causes the klutz to lose initiative and one melee attack).

Can NOT perform skills that require a *high level* of manual dexterity or grace (mechanics, electronics, Dance, Forgery, Gymnastics, Prowl, Pick Pockets, Palming, etc.); they are just plain impossible! -20% on any other skills that require any degree of manual dexterity, including riding a bicycle or horse, driving a car, Climbing, Running and Swimming. No penalty on mental skills like Language, Literacy, Lore, etc. This character is the ultimate klutz: a bull in a china shop.

Physical Endurance (P.E.): A character with a P.E. 7 or less has a weak constitution, making him more susceptible to fatigue, disease, poison, and magic than other characters.

Penalties for a P.E. of 7, 6 or 5: -2 to save vs disease, -3 to save vs drugs and poison, and -3 to save vs magic. The character is also -5% to save vs coma and death and fatigues 25% faster than the average person unless he can take frequent breaks.

Penalties for a P.E. of 4 or 3: -6 to save vs disease, -5 to save vs drugs and poison, and -4 to save vs magic. -10% to save vs coma and death, fatigues 50% faster than the average person unless he can take frequent breaks, and the duration of illness and the side effects from drugs and poisons last 25% longer. 01-60% chance the character is also a hypochondriac and has a phobia about disease and germs (roll for each).

Penalties for a P.E. of 2 or 1: -8 to save vs disease, -6 to save vs drugs and poison, and -5 to save vs magic. -20% to save vs coma and death, fatigues 75% faster than the average person unless he can take frequent rest breaks, suffers 50% more damage and double the penalties and duration from illness and the side effects from drugs, poisons, and magic.

Physical Beauty (P.B.): This character is a Plain Jane or pug-ugly.

Penalties for P.B. of 7, 6, or 5: -5% on skills like Gambling, Intelligence (gathering), Performance, Public Speaking, and Undercover Ops, and -20% to Seduction. **Note:** +5% to Interrogation skill.

Penalties for P.B. of 4 or 3: -10% on skills like Gambling, Intelligence (gathering), Performance, Public Speaking, and Undercover Ops, and -30% to Seduction. **Note:** +10% to Interrogation skill and ability to intimidate.

Penalties for P.B. of 2 or 1: -15% on skills like Intelligence (gathering), Performance, Public Speaking, and Undercover Ops, -10% to Prowl (all eyes are on the scary person), and -40% to Seduction. **Note:** +15% to Interrogation skill, +5% to Gambling and +20% to intimidate. Horror Factor: 1D6+9; this character's looks actually scare people, cause children (and women faint of heart) to scream and run away, and toddlers to wail and cry.

Speed (Spd.): Penalties for Spd of 6 or lower: Slow is this character's only level of speed. Penalties: -1 on initiative, -1 to dodge, and -10% to Dance skill (unless it's a slow dance). A casual stroll is running at full tilt for this character! Bonuses: +5% to Prowl, Palm and Track, and +1 on Perception Rolls (tends to be a bit more observant). A smart character will compensate whenever he can by riding in or driving a vehicle, use power armor, etc.

Attributes Beyond 30

It's rare among human characters, but common among supernatural beings and other unnatural creatures, to have an attribute that goes off the standard chart. Here's how to figure out bonuses for Attributes Beyond Thirty.

Intelligence (I.Q.): Bonuses stop on the chart at 30, but the bonuses continue. I.Q. skill bonus beyond 30: +2% for every five additional I.Q. points, so an I.Q. 35 equals a skill bonus of +18%. I.Q. 40: +20%, I.Q. 45: +22%, I.Q. 50: +24%, I.Q. 55: +26% and I.Q. 60: +28% and so on.

Moreover, characters with an I.Q. greater than 30 points have sharp memories, tend to notice details and are more likely to see through illusions. This translates into the following: *+1 to Perception Rolls* for every 10 points above 30; *Save vs Illusion:* I.Q. 31-33: +1, I.Q. 34-36: +2, I.Q. 37-39: +3, I.Q. 40-42: +4, I.Q. 43-45: +5, I.Q. 46-48: +6 and 49 or higher +7.

Mental Affinity: Any number *beyond 30* means a dynamic, charismatic person with a commanding and/or delightful presence. When the character enters the room, most people take notice. The individual can be very persuasive in a charming or intimidating way.

Perception Roll penalty for others: The character is so impressive and charming that every 5 M.A. points he/she has above 30 count as a -1 penalty for everyone who is listening, looking at or dealing with the character. ("What? Oh, no I didn't notice anything unusual while I was with so and so.")

M.A. of more than 30 provides select skill bonuses: +5% to Find Contraband, Gambling, Intelligence (gathering), Seduction and Undercover Ops skills; +10% to Interrogation, Performance, Public Speaking and Sing.

Mental Endurance (M.E.) tops out at 30. Bonuses do not increase should the character have a number higher than thirty. The only exception might be an Ancient Evil. But for those rare individuals, demigods, godlings, gods, Demon Lords and Alien Intelligences who might hit M.E. 30 or beyond, they get a bonus to save vs possession of all kinds.

Save vs Possession: M.E. 30: +1, M.E. 40: +2, M.E. 50: +3, M.E. 60: +4.

Ordinary "Human" Physical Strength (P.S.): The higher the number, the stronger the character, and the more damage done with his punches and physical attacks (as indicated in the standard table). This strength applies to "ordinary" mortal men and women, so the damage is always Hit Point/S.D.C. damage even if it is a P.S. 30 or 40. **Note:** P.S. damage bonuses are always added to the physical damage done by *melee weapons* such as clubs, knives, swords, and spears, but do not apply to arrows and guns.

Damage Bonus Continues: +1 point of Hit Point/S.D.C. damage per digit beyond 30. Thus a character with a P.S. of 31 does +16, P.S. 32 does +17, a P.S. of 40 does +25, and so on.

Throwing Bonus: For every five points above 30 (round down), the character can hurl a rock, ball or throwing weapon (dagger, spear, sling, etc.) or shoot an arrow an extra 30 feet (9.1 m) without losing accuracy (no penalties for the greater distance).

Lifting and Carrying Bonus: For every five points above 30 (round down), the strong character can lift or carry 30% more than usual.

Physical Prowess (P.P.): The bonus to strike, parry and dodge stops at 30.

Initiative Bonus: However, for every three P.P. points beyond 30, the character gets a bonus on his *initiative roll*. P.P. 31-33: +1 on initiative, P.P. 34-36: +2, P.P. 37-39: +3, P.P. 40-42: +4, P.P. 43-45: +5, P.P. 46 and higher: +6.

Physical Endurance (P.E.): The bonus to save vs poison, disease, and magic stops at 30. However, the percentage to *save vs coma & death* continues.

Save vs Coma & Death: +1 point per each additional point beyond 30%. Thus, a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on. Additionally, a character with a P.E. of 30 or higher fatigues at half the normal rate.

Impervious to Disease: Any character with a P.E. of 30 or higher is effectively impervious to disease. Only the most virulent virus (or designer bug) has a chance of affecting this character.

Physical Beauty (P.B.): Any number beyond 30 is divine perfection. A beauty beyond compare, angelic.

P.B. of more than 30 provides select skill bonuses: +5% to Cardsharp, Concealment, Palming, Pick Pockets, Performance and Public Speaking skill (observers are so distracted by the beauty they don't notice any trickery or flaws in performance); +13% to Seduction. Penalty: -10% to Prowl (all eyes are on the beauty).

Speed (Spd.): Indicates the rate of speed at which a character can *run* and/or fly. Most ordinary humans seldom exceed 30, but supernatural beings, D-Bees, and alien life forms might. Running fast is its own reward and ability.

Augmented Strength

Bionics, Juicers, Crazies & Light Power Armor

Characters who possess an enhanced P.S. include Crazies, Cyborgs, Headhunters with bionic arms and hands, Juicers, and pilots of light power armor like the Triax Hopper or Flying Titan, and certain D-Bees may have Augmented Strength and can inflict Mega-Damage (M.D.), but only when they use a *power punch*.

This type of enhanced strength is typically the result of mechanical augmentation. This table applies only when specific damage stats are *not* provided. **Note:** A power punch always counts as *two* melee attacks/actions whether the punch strikes or misses. It is a roundhouse punch in which the character winds up and punches with all of his might. The player must announce that he is trying a *power punch* or *power kick* before he rolls to strike. A power bite, head butt, elbow or knee strike cannot be used as a power punch by augmented characters unless the description says otherwise.

- **Augmented P.S. 24** inflicts one point of Mega-Damage when delivered as a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 25 to 27** inflicts 1D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 28 to 30** inflicts 1D6 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 31 to 40** inflicts 2D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 41 or 50** (not likely to exist) inflicts 3D6 S.D.C. + P.S. damage bonus on a restrained punch and 1D4 M.D. on a full strength punch, 3D4 M.D. with a power punch or power kick.
- **Augmented P.S. 51 or higher** (not likely to exist) inflicts 4D6 S.D.C. + P.S. damage bonus on a restrained punch and 1D8 M.D. on a full strength punch, 4D4 M.D. with a power punch or kick.

Remember, the S.D.C. damage bonus is considerable for Augmented P.S. (See *Attribute Bonus Chart* and *P.S. Beyond 30*) and applies to all full strength punches against S.D.C./Hit Point based opponents like ordinary humans and most D-Bees when not protected by M.D.C. body armor.

Robot Strength & Damage

Robots & Heavy Power Armor

M.D.C. robot drones like the Skelebots, robot vehicles and giant robot war machines (walking tanks) as well as heavy power armor (with 230 or more M.D.C.) such as the Samson, SAMAS, Ulti-Max and Glitter Boy can deliver Mega-Damage attacks from their punches and kicks. The higher the Robot P.S. the more damage. A low Robot P.S. may only deliver an M.D. attack with a power punch.

Remember, 'Borgs are not as powerful as 'bots. Robot Strength will be indicated in the stats of the robot's description. Most man-sized units range from 18-28, giant robots may have a Robot P.S. of 28-55, sometimes higher.

- **Robot P.S. 15 or less:** Inflicts 1D6 S.D.C. on a restrained punch, 2D6 S.D.C. on a full strength punch and 4D6 S.D.C. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 2D6 S.D.C., leap kicks 3D6 S.D.C.; these robots are roughly equal to a human. Mega-Damage attacks are not possible.
- **Robot P.S. 16 to 20:** Inflicts 2D6 S.D.C. on a restrained punch, one M.D. point on a full strength punch, 1D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 1D4 M.D. and leap kicks 2D4 M.D.
- **Robot P.S. 21 to 25:** Inflicts 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch, 2D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D6 M.D. (counts as two melee attacks).
- **Robot P.S. 26 to 30:** Inflicts 1D4 M.D. on a restrained punch, 1D6 on a full strength punch, 2D6 M.D. on a power punch (counts as two melee attacks). Kicks do 2D4 M.D. and leap kicks 2D8 M.D. (counts as two melee attacks).
- **Robot P.S. 31 to 35:** Inflicts 1D4 M.D. on a restrained punch, 2D4 M.D. on a full strength punch, 4D4 M.D. on a power punch (counts as two melee attacks). Kicks do 2D8 M.D. and leap kicks 4D8 M.D. (counts as two melee attacks).
- **Robot P.S. 36 to 40:** Inflicts 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two melee attacks). Kicks do 3D8 M.D. and leap kicks 5D8 M.D. (counts as two melee attacks).
- **Robot P.S. 41 to 50:** Inflicts 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 5D8 M.D. and leap kicks 1D8x10 M.D. (counts as two melee attacks).
- **Robot P.S. 51 to 60:** Inflicts 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 6D8 M.D. and leap kicks 2D6x10 M.D. (counts as two melee attacks).

Notes:

1. There are many different design and mechanical elements for every robot and suit of power armor, so there is a great deal of variation from one design to another. Some may have features that make a particular robot stronger or weaker than the above table suggests. The general rules, above, apply to robots and P.S. when a specific damage rating is not provided in its stats, and when adapting robots from other game books, settings and dimensions to the Mega-Damage world of **Rifts**.

2. Combat Moves: Body blocks and tackles typically inflict half the M.D. of a normal punch. Stomp attacks are applicable only to robots that are 18 feet (5.5 m) or larger and commonly inflict 1D4 or 1D6 M.D., seldom more. Tear or pry attacks are possible only if the mechanism is designed for that purpose. Such attacks usually deliver half the damage of a full strength punch.

3. Power Armor is generally smaller and lighter than a true, 100% robot. In many cases, power armor is little more than an armored exoskeleton. As a result, a suit of power armor with an equivalent P.S. will frequently inflict less damage than a robot, especially giant robots. Power armor seldom exceeds a P.S. of 40.

Supernatural Strength & Damage

Demons and other supernatural creatures inflict Mega-Damage (M.D.) from their punches, kicks and bites. Each description of the creature will indicate the amount of damage it inflicts. Furthermore, supernatural beings do not show signs of fatigue even after hours of combat and great physical exertion.

Use the damage listings below to determine base hand to hand damage for characters with Supernatural P.S., some might do more damage if they have claws or some other special feature (horns, forearm blades, oversized fangs, etc.) that serves as a weapon. Any deviations from this list will be noted in the specific creature's description (e.g., "claw attack: 6D6 M.D."). **Note:** Supernatural beings do NOT add the P.S. attribute damage bonus to their M.D. attacks, but may add it to *pulled punches* that inflict S.D.C. damage instead of M.D.

Simply put, *supernatural beings* are NOT human. They are something else. Creatures that defy the laws of physics and draw upon arcane forces and energies (like magic) as part of their innate essence. Their supernatural aspect gives them Mega-Damage strength and endurance, and makes them natural M.D.C. creatures (i.e. flesh like Mega-Damage steel). Thus, in addition to their incredible Supernatural Strength, they have bodies with skin like the armor of a tank, are im-

pervious or resistant to ordinary cold, heat and fire, impervious to disease, and heal much more quickly (most regenerate and heal before one's eyes), because they are not human. **Note:** In an S.D.C. environment where magic energy is weak, these beings are turned into Hit Point/S.D.C. creatures, although they will still usually have plenty of Hit Points and S.D.C.

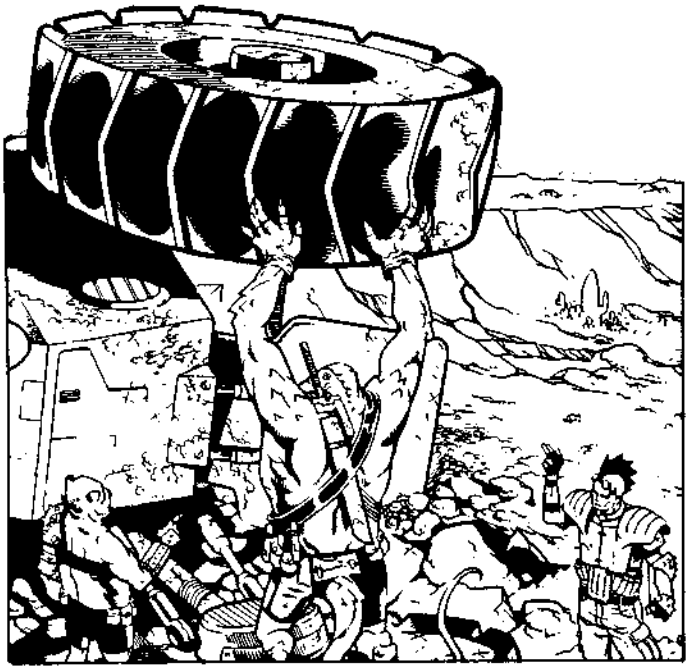
- **Supernatural P.S. 15 or less:** Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch, or 1D4 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks only.
- **Supernatural P.S. 16 to 20:** Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, or 2D6 M.D. on a power punch (counts as two melee attacks).
- **Supernatural P.S. 21 to 25:** Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, or 4D6 M.D. on a power punch (counts as two melee attacks).
- **Supernatural P.S. 26 to 30:** Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch, or 6D6 M.D. on a power punch (counts as two melee attacks).
- **Supernatural P.S. 31 to 35:** Inflicts 5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, or 1D4x10 M.D. on a power punch (counts as two melee attacks).
- **Supernatural P.S. 36 to 40:** Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks).
- **Supernatural P.S. 41 to 50:** Inflicts 1D6x10 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D4x10 M.D. on a power punch (counts as two melee attacks).
- **Supernatural P.S. 51 to 60:** Inflicts 1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks).

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are exceptions to the rule and will be evident in the descriptions of the specific creature. Biting attacks, for example, typically inflict half the M.D. of a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more. Tails and tentacles frequently inflict half to the same amount of M.D. as a punch. Power punches are not usually possible with a tail, but are possible with a tentacle. Kicks usually inflict the same M.D. as a punch, but in some cases the kick may inflict 1D6 more Mega-Damage.

Supernatural Damage and Hand Weapons: When wielding a hand weapon, such as swords, clubs and knives, supernatural beings inflict either the weapon damage plus P.S. damage bonus (in S.D.C.), or their own P.S. damage as per Supernatural Strength, whichever is greater. **Optional Rule:** Normal weapons are in danger of breaking when wielded by somebody with Supernatural Strength. A good rule of thumb is to assume a weapon is in danger of breaking whenever total damage inflicted exceeds more than *three times* the weapon's maximum base damage – in the case of a 2D4 sword, more than 24 points of damage might break it. Every time that much damage is inflicted, there is a 01-30% chance that the weapon will break. Heavy, sturdy weapons, and very well-crafted blades (a master smith's katana, for example) can withstand more damage, do not roll unless damage exceeds *five times* the weapon's maximum damage. Magical weapons and artifacts are basically indestructible and are at no risk of breaking.

Weight & Movement

Normal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds (40.5 kg). A character with a P.S. of 15 can carry 150 pounds (67.5 kg).



Strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

Robots with a P.S. of 17 or higher can lift and carry 25 times their P.S. attribute. Thus, a robot with a P.S. of 24 can lift and carry 600 lbs (270 kg) and a robot with a P.S. of 40 can lift and carry half a ton (1,000 lbs/450 kg). Robot P.S. below 17 is equivalent to normal human strength for purposes of lifting and carrying (P.S. x10 in lbs). **Note:** *Giant robots* with a Robotic P.S. of 40 or higher can lift and carry 100x their P.S. number (4000 lbs/1800 kg) and pull 200x their P.S. number (8000 lbs/3600 kg)!

Supernatural creatures with a Supernatural P.S. of 18 or higher can carry 50 times their P.S. Thus, a creature with a P.S. of 24 can actually carry over half a ton, 1200 pounds (540 kg). Creatures with a strength of 17 or less are equal to strong humans; P.S.x20 in pounds.

Lifting weight is a little different from carrying weight. You may have noticed, yourself, that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a character can lift *TWICE* as much as he can carry. This means that the character with a P.S. of 9 can carry 90 pounds (40.5), but can lift 180 pounds (81 kg) at least 1-3 feet (0.3 to 0.9 m) off the ground and hold it up for three seconds per P.E. attribute point. So if P.E. was also 9 that would be 27 seconds or about two melee rounds. Meanwhile, the supernaturally strong creature, with a P.S. of 24, can lift over one ton (2400 pounds/1080 kg) above its waist for *one minute* per P.E. point.

Throwing Heavy or Awkward Objects: A character cannot throw more than he can carry. See the skill description of **W.P. Targeting** for the complete lowdown.

Step 2:

Understanding Damage Ratings

S.D.C., Hit Points and M.D.C./Mega-Damage

Humans and most D-Bees are creatures of flesh and bone and have two damage values, *Hit Points* and *S.D.C.*, but they need to understand a third, M.D.C.

Physical S.D.C.

Determining Physical S.D.C.: Most humans and D-Bees get a certain amount of S.D.C. points to start. Each O.C.C. should indicate how many S.D.C. points a character gets. In the event that it does not, the character starts out with 2D6+12 S.D.C., plus any O.C.C. or R.C.C. bonuses. Many Physical skills provide additional S.D.C. All S.D.C. bonuses are accumulative, add them up to get the total S.D.C. of a given character.

S.D.C. applies to *non-Mega-Damage combat* and indicates damage to the physical body that hurts, but is *not* life threatening. This is the classic movie device of the "flesh wound" and "barroom brawl" where the hero gets shot, stabbed or takes a beating, but, except for a trickle of blood and some bruises, is basically *okay*. This is actually realistic when you think about professional athletes, especially boxers, hockey and football players. Football players, for example, are "grid iron warriors" who get hit, knocked down, tackled, crunched and battered without (for the most part) life threatening injury. They hurt and ache, but they are far from seriously injured and can, with some pain, continue to "play" with negligible impairment or apparent discomfort. That's S.D.C. in a nutshell.

Taking S.D.C. damage. S.D.C./Hit Point damage inflicted on a character comes off his S.D.C. first. S.D.C. damage has little or no bleeding and no internal injury or serious physical damage. Any bleeding there may be is minimal, does not count toward blood loss and stops within 1D4 melee rounds (15-60 seconds). "Don't worry, it's only a scratch." Game Masters, please use common sense with S.D.C. and Hit Points. Some situations – like diving on top of a grenade, getting shot in the head at point-blank range, falling from a great height such as 1,000 feet/305 m – will do damage "directly to Hit Points," skipping S.D.C. entirely.

When a character is hurt in S.D.C. combat, the damage is *first* subtracted from his or her S.D.C. points. When all S.D.C. is gone, then start subtracting additional/future damage from Hit Points.

A Different Kind of S.D.C.

S.D.C./Structural Damage Capacity. There are two types of S.D.C. The first is Physical S.D.C. that applies to all living creatures, and is a sort of supplement to Hit Points. The second type of S.D.C. applies to inanimate, non-living structures.

S.D.C. for objects. Not everything on Rifts Earth is made of Mega-Damage materials (M.D.C.; described a bit further on in this section). Most common items, from hairbrushes and clothes to furniture and the walls of buildings, have S.D.C. In this case, the S.D.C. indicates the total amount of damage that the object can withstand. These S.D.C. points function exactly like Hit Points, except that they apply to non-living things. Any damage sustained by, say, a door someone is trying to kick in, is subtracted from the S.D.C. of that item, in this case a door. When the S.D.C. is reduced to zero, it is broken, shattered or smashed beyond repair.

S.D.C. Armor

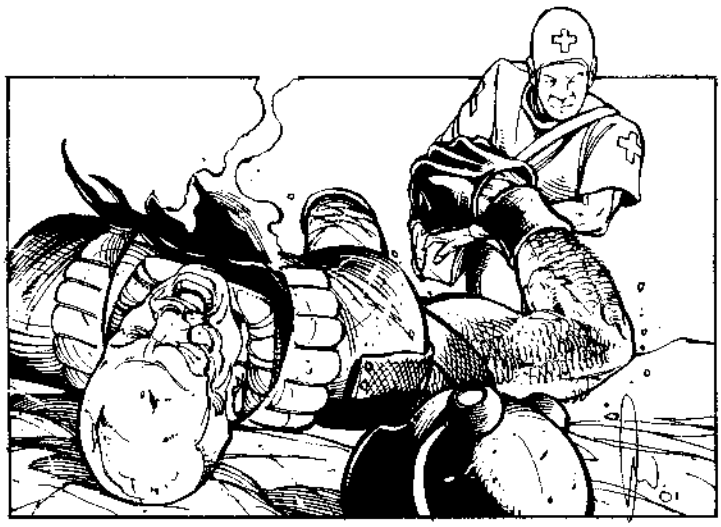
S.D.C. armor may be available, and in situations where it is applicable, let's take a look at how it works.

S.D.C. armor has an *Armor Rating (A.R.)* as well as S.D.C. The Armor Rating indicates exactly how much protection is afforded by the *armor* (or object) and how easy it is to penetrate the armored protection. The higher the A.R., the better.

If an attack roll to strike with all bonuses is *less than* the A.R., the armor *absorbs* the attack – subtract the damage from the armor's S.D.C. When the armor's S.D.C. is depleted, it no longer affords protection and is useless. Any future attacks will hit the character's body and inflict Physical S.D.C. and then Hit Point damage.

If an attacker's roll to strike, including all bonuses, is *higher than* the A.R., the attack penetrates the armor and inflicts damage directly to the character's physical S.D.C. (not the armor's) and/or Hit Points.

The defender always wins ties, so if the roll to strike is 16 against somebody with body armor that has an A.R. 16, the attack hits the character, but only damages the body armor, because it didn't *surpass* the A.R. protection. However, if that strike roll had been 17 or higher, the attack would have struck an area not covered by the armor or punched right through it, doing damage to the character underneath it.



Hit Points

Determining Base Hit Points: Having rolled up your eight attributes, you will recall that one of them is *Physical Endurance (P.E.)*. The Physical Endurance score indicates your character's base (starting) amount of Hit Points. A P.E. of 8 means eight Hit Points, a P.E. of 14 means fourteen Hit Points. Then roll 1D6 and *add it* to the Hit Point total. This is a first level character's *starting Hit Points*. Some rare O.C.C.s and R.C.C.s may offer additional Hit Points or S.D.C. as a bonus.

Building Hit Points: Add another 1D6 Hit Points for each new experience level of advancement starting at level two. The more experienced and hardened the character becomes, the more damage he can endure. And don't forget about Physical S.D.C.

Hit Points might best be thought of as *life points* because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he or she dies. Damage is subtracted from *Hit Points* when all *Physical S.D.C.* points are gone or when an attack states "damage is direct to Hit Points."

Hit Point damage is serious and potentially life threatening damage. In most cases, however, even Hit Point damage requires multiple injuries or sustained damage to become truly life threatening. The lower a character's Hit Points drop, the closer to death he is getting!

Each time a character is struck by a non-Mega-Damage punch, kick, weapon, bullet or energy blast, he takes physical damage. Each individual player keeps score of how many S.D.C. and Hit Points his character has by subtracting the damage from his character's Hit Points each time that character is hit and injured/takes damage (and remember, that's typically after all S.D.C. are gone). The G.M. does the same thing, keeping score of how much damage the player characters have inflicted upon monsters, opponents and NPCs.

When a character has *zero* Hit Points, he collapses and falls into a coma and will soon die without extensive medical help or Psychic Healing. When a character's Hit Points have been knocked far below zero, he is dead and beyond saving. Most characters can survive a number equal to the P.E. attribute number below zero (i.e., P.E. 8, the character is comatose and may be saved as long as he is not more than -8 below zero).

Recovery of Hit Points and S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. Medical treatment can be administered by fellow characters with First Aid, Paramedic and other medical skills, trained medical personnel, psychics with healing powers, practitioners of magic wielding healing spells, or by oneself provided the character has the appropriate medical skill and is not so injured as to be physically impaired. This is fine for minor wounds, but serious injuries, like internal injury, gunshot wounds, and broken bones, will require professional treatment (or magical or psionic healing). **Note:** Unless a character stops the bleeding of cuts and stab wounds, he will continue to lose blood and suffer damage at the rate of one Hit Point per minute.

When all Hit Points are reduced to zero, the character falls into a coma and hovers near death.

Rate of Recovery: Non-Professional Treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. Two Hit Points and four S.D.C. per day (24 hours).

Rate of Recovery: Professional Treatment. This is medical treatment from a doctor, clinic or hospital. Two Hit Points per day for the first two days and four per each following day, until the character has regained all of his/her original Hit Points. S.D.C. points are restored at a rate of six per day.

Note: See *Battle Injuries & Recovery* in the Combat Rules section for more on recovering from *Blood Loss, Coma* and even *Surviving M.D.C. Attacks.*

Step 3:

Understanding Mega-Damage & M.D.C.

Mega-Damage has added a new wrinkle and danger to human life on Rifts Earth, because Mega-Damage is the equivalent of superhuman damage and a single M.D. point can squish a human like a bug or vaporize him as if he was never there. Mega-Damage body armor, power armor, robot vehicles and M.D. weapons help even the playing field for humans, but they (and most D-Bees) remain mortal, Hit Point/S.D.C. creatures. No matter how comfortable a suit of armor may be, a person has to come out of his M.D.C. shell sometimes. Consequently, Hit Points and S.D.C. apply when a character is out of his protective armor or brawling among fellow humans. Of course, in the story context, this makes the supernatural and magical threat that much more dangerous for humans. In the Rifts setting, Mega-Damage and Mega-Damage Capacity (M.D.C.) will come into play more often than Hit Points and S.D.C.

Mega-Damage Capacity (M.D.C.) works the same as S.D.C., only it represents a level of technology so advanced that M.D.C. materials are better than the heavy armor of a 21st Century tank. Nano-technology has even allowed for the creation of M.D.C. material light enough to be used as body armor by ordinary humans. Such "super" armor with M.D.C. was created before the Great Cataclysm, during the Golden Age of Man, as a countermeasure to new weapons that inflicted Mega-Damage.

One Mega-Damage (M.D.) point inflicts the equivalent of 100 S.D.C., so a Mega-Damage weapon that does 1D6 M.D. inflicts the equivalent of 100-600 S.D.C./Hit Point damage! This incredible advancement in technology turned an M.D. pistol or rifle into the equivalent of a man-portable, heavy artillery weapon.

Mega-Damage Capacity (M.D.C.) armor is impervious to S.D.C./Hit Point damage! S.D.C. attacks that inflict 1-99 points of damage bounce off the armor like bullets bouncing off Superman. The attack might leave scratches, scuffs, little ding marks, and pit the paint job, but that's it. The character inside M.D.C. armor is safe and sound. Only S.D.C. weapons that inflict 100 or more S.D.C. points of damage can hurt M.D.C. armor. Always round down S.D.C. damage, so a missile that inflicts 450 or 496 points of S.D.C. damage equals 4 M.D.

In the context of this game, M.D.C. applies to:

- All high-tech military vehicles, including tanks, APCs, robots, aircraft, and all Coalition war machines.
- All high-tech body armor and power armor.
- All bionic body components and bionic body armor (Cybernetic items are generally S.D.C. structures).
- Most force fields.
- Supernatural beings.
- Dragons and other creatures of magic (not quite the same thing as the supernatural).

M.D.C. is the Mega-Damage Capacity and indicates how much Mega-Damage an object or creature can withstand before being destroyed.

Mega-Damage is the amount of damage inflicted *by* a weapon; e.g. the laser does 3D6 M.D. or the plasma bolt does 5D6 M.D. Weapons and magic attacks do Mega-Damage (M.D.), armor offers M.D.C. protection. Advanced energy weapons, rail guns, mini-missiles, explosives, offensive magic spells and most psionics that inflict physical damage all do Mega-Damage. **Note:** Typically, only a Mega-Damage weapon can harm an M.D.C. structure. Weapons and other attacks will always indicate if the damage inflicted is M.D.

To survive Mega-Damage combat, the character needs to don M.D.C. body armor, power armor, use an M.D.C. force field (rare), or a psionic or magic defense. Mega-Damage protection for humans always comes from an outside source, be it armor or magic, a robot or combat vehicle, power armor, etc. **Note:** Each O.C.C. indicates the M.D.C. armor and M.D. weapons the character starts with.

However, even M.D.C. body armor only provides so much protection and once its M.D.C. is reduced to zero, it is reduced to little more than scrap metal. A giant robot or combat vehicle is wrecked and stops working, power armor becomes a giant paperweight (the character inside can climb out but the armor is useless), and body armor is so battered and full of holes that it is only effective against S.D.C. weapons, and barely that, only stopping attacks that are 1-7 to strike. An attacker's roll to strike that is 8 or higher hits the body inside the armor.

When environmental M.D.C. armor is reduced to 15 M.D.C. (or roughly down to about 10% or 20% of its original M.D.C.), it is so damaged that environmental systems begin to fail. Furthermore, M.D.C. body armor can still get stuck in mud, dropped into a pit, pinned between debris, get tied up, and so on. Body armor is not *power armor*, and does not (as a rule) provide augmented P.S., Spd or other attributes, it just affords protection to the body. Even power armor with its exoskeleton and enhanced strength, speed and built-in weapons can be trapped and incapacitated by a clever enemy. EVERYTHING has its strengths and weakness.

The last bit of armor protection. The last M.D.C. of any armor, be it a body suit, power armor or a vehicle, absorbs all the damage from the final blast that reduces it to zero or below, saving the person inside. That means a suit of environmental body armor that has only 3 M.D.C. left and is hit by a plasma bolt that does 21 M.D. is destroyed, but the person inside lives. He may be scared and a little singed but takes no damage, even though the blast well exceeded his armor's M.D.C. Of course, any subsequent M.D. attacks will hit his unprotected body, evasive action is suggested.

Gotta come out sometime. A character can't live inside a suit of M.D.C. body armor either. Sooner or later, the character needs to come out of his artificial M.D.C. shell to eat, sleep, etc. When he does, he'll need to take precautions to avoid Mega-Damage confrontations while so vulnerable. Use extreme caution when outside M.D.C. armor.

No A.R. for Mega-Damage Capacity (M.D.C.) machines or living beings. Either the attack hits or misses. Attackers roll to strike and

monstrous, M.D.C. opponents roll to dodge or parry as usual. If the M.D.C. object or Mega-Damage creature is struck, it takes damage.

Demons and supernatural beings inflict Mega-Damage (M.D.) and also have M.D.C. instead of Hit Points and S.D.C. That means ordinary S.D.C. guns and weapons do not hurt these inhuman monstrosities. *However*, there are a few exceptions. Supernatural beings have weird vulnerabilities and weaknesses that defy logic but can save a human's life. Consequently, weapons and bullets made of *silver* may inflict Mega-Damage to the demon even if it does S.D.C. damage to mortals. Likewise, *magic, magic weapons, fire*, and sometimes, *animal bone, wood, stone*, and *sunlight* (among other things) *may* inflict Mega-Damage. Similar vulnerabilities sometimes apply to creatures of magic. The description of the creature will indicate any weakness to ordinary S.D.C. materials and may indicate the M.D. inflicted by weapons made from them. If it does not indicate specific damage, the rule of thumb is that the weapon inflicts its S.D.C. damage as Mega-Damage. Example: A silver plated short sword that normally inflicts 2D6 S.D.C. damage does 2D6 M.D. to beings vulnerable to silver. It does no damage to demons with no vulnerability to silver. Otherwise, only M.D. weapons, magic and psionics can hurt these living M.D.C. killing machines. **Note:** Such vulnerabilities are part of the knowledge one gains from the skill Lore: Demons & Monsters.

Creatures of magic, such as dragons and Faerie Folk, are also Mega-Damage creatures with M.D.C. instead of S.D.C. and Hit Points. Consequently, S.D.C. weapons don't hurt them. Some, however, also have weird vulnerabilities to magic, silver, salt, etc., the same as demons. As usual, any vulnerability to S.D.C. weapons will be noted in the creature's description. S.D.C. damage converts to M.D. the same as for supernatural beings, above.

Other monsters may be M.D.C. beings and inflict M.D., this is always indicated in the description of the creature. Typically only Mega-Damage weapons hurt such monsters.

More on Mega-Damage. See more about *Mega-Damage, its history, combat* and *recovery from M.D. attacks* in the **Combat Section** of this book.

Step 4:
Determine Psionics

Psionics is another term for psychic powers, E.S.P., powers of the mind. On Rifts Earth, with the strong presence of magic and the supernatural, a good percentage of people develop some range of psychic abilities. **Note:** A player may skip Step Four entirely if he or she has no interest in psionic powers for the character.

There are three ways of getting a character who has psionic powers. The first, and simplest way, is to select one of the *Psychic R.C.C.s* described in this book. They are **Master Psychics** and the most powerful psychic characters available. You might also take a peek at a copy of *Rifts® World Book 12: Psyscape* for several other Master Psychic R.C.C.s, provided your G.M. allows them.

The second way is to select an O.C.C. that has some psionic abilities like the *Operator, Wilderness Scout, Crazies*, and *Cyber-Knight*, but the power level of these characters is very limited.

The third way is to roll percentile dice on the following random table. If psionics are rolled, the character has some psychic ability in addition to his usual O.C.C./R.C.C. skills and abilities.

Random Psionics Table – roll percentile dice.

01-10% Major Psionics. Select a total of eight powers from any *one* category (*Sensitive, Physical* or *Healer*) or a total of six powers with selections made from two or three of those categories. Base Inner Strength Points (I.S.P.) are the character's M.E. +4D6, +1D6+1 per level of experience.

11-25% Minor Psionics. Select two powers from any *one* of the following psionic categories: *Sensitive, Physical* or *Healer*. In the grand scheme of things, power of this level is considered inconsequential, though it may have a profound impact on the individual character's life. Base Inner Strength Points (I.S.P.) are the character's M.E. +2D6. At each level of experience, add +1D6 I.S.P.

26-00%: Not psychic. Sorry.

Step 5:
Pick an O.C.C. & Skills

A character's Occupational Character Class (O.C.C.) determines what he is right now. Most characters in the North American setting will be Men at Arms, Adventurers, Scholars, Psychics, Practitioners of Magic or a Dragon. All seek adventure or knowledge and dare to go out into the world to find that which they desire most.

Players should skim over the O.C.C. descriptions and range of available skills, equipment and purpose, and *select* the one they find most interesting, challenging or appealing. I have tried to make them all unique and fun, each with its own distinctive background, goals and flavor. Rifts® is one of the few games that has always allowed players to play inhuman characters (D-Bees, dragons, mutants, etc.), but space restrictions have prevented me from including even a handful. Nonhuman R.C.C.s can be found in **Rifts® Sourcebook One, Conversion Book One** and a number of **Rifts® World Books**, including *New West, Lone Star, Atlantis* and *Rifts® Canada*. Even the human characters are far from typical. Enjoy.

Step 6:
Picking an Alignment

All players *must* choose an alignment for their character. This defines a character's attitudes and provides a moral center. There are three basic alignment categories: *Good, Selfish* and *Evil*.

Alignments play a vital role in developing a character's personality and are a key element of "role" playing. Whether we are consciously aware of it or not, every person has his or her own moral compass to guide him. Whether one calls it a code of ethics and morals, or justice and honor, or religious values, alignments define what the character sees as right and wrong, good and evil, acceptable behavior and what is not acceptable. It is this sense of right and wrong that helps build moral fiber, mold one's behavior, and dictate how a character treats others and how he should react when faced with a moral choice.

Alignments should be seen as a *guideline* for each character that indicates how he or she is likely to react to any given situation. Try to have your character stay true to his alignment and act accordingly, even if it goes against the grain. In fact, battling to stay true to one's alignment replicates the conscience and realistic moral dilemmas, i.e., being emotionally torn to do the right thing, or what feels good at the moment. An act of cruelty out of revenge or hate, for example, might sound good in the heat of the moment, but is not the good or right thing to do. A player struggling with such a decision for his character emulates that emotional gut process.

When a player finds himself slipping (or slipped) out of character, the Game Master (G.M.) should stop the game for a moment and, as the referee/director of the story, point out that the player's intended actions *go against his alignment*. The G.M. should then warn that moving forward with that choice may cause the character to *change alignment*. For example: A Principled good character that acts out of hatred and deliberately tortures another being is likely to drop to the *Anarchist* or even *Miscreant evil* alignment depending on how cruel and vicious the act

was, or how much the character enjoyed it. Similarly, a Principled character who decides to steal or "bend" the law is likely to drop to a *Scrupulous* or *Unprincipled* alignment, and to *Anarchist* if he keeps stealing or breaking the law. Everyone makes a mistake from time to time, but repeated drops from alignment and/or no remorse for a wrongdoing will definitely cause a quick change. Likewise, a *Miscreant* evil character who has learned the value of friendship and begins to act kind, noble and compassionate, or forsakes his villainous ways, may go up to Anarchist or Unprincipled, and eventually, even higher if he keeps it up. However, achieving a better, higher moral alignment should be much, much more difficult to achieve than the quick plummet into a bad or self-serving alignment.

Playing in character (i.e., in alignment) can be a challenge, but it is always fun and worth doing.

No Neutral Alignments

There is no such thing as an absolute neutral alignment. A character with an absolute, true neutral position could not make a decision, fight tyranny, hurt others, go adventuring, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible, and therefore is eliminated in the context of this game.

There are some philosophers out there who might disagree with this, but that's a topic for another forum and not a factor of this game. Sorry, this is one of the very few definitive, unbending rules.

Good Alignments

Good aligned characters (*Principled* and *Scrupulous*) are the straight-up heroes of this world. They generally place a high value on life and liberty, as well as law and order. Just because a character is of a good alignment, however, does not mean he's a saint or without bad habits. Good characters can be irritating, obnoxious and arrogant, even prejudiced and full of annoying quirks. Likewise, they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice, but when push comes to shove, these characters can *always* be trusted to do the right thing, especially in a life and death situation.

Principled (Good)

Principled characters are upright "boy scout" or "do-gooder" types who put others before themselves. This is the knight in shining armor, with the highest regard for the lives and well-being of others, freedom, truth, honor and justice. Principled characters will always *attempt* to work with and within the law, and have a high regard for (and trust of) authority, as well as for life and freedom. They are usually compassionate, merciful, cooperative and sincere.

A Principled character will . . .

1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law whenever possible.
9. Never break the law unless conditions are desperate. This means no breaking and entering, theft, torture, unprovoked assaults, etc.
10. Respect authority, law, self-discipline and honor.
11. Work well in a group.
12. Never take "dirty" money, or ill-gotten valuables or goods. This means any property that belongs to criminals or villains. It matters not how the bad guys got that property themselves; the hero will not touch it even if destitute.
13. Never betray a friend.

Scrupulous (Good)

Scrupulous characters value life and freedom above all else and despise those who would deprive others of them. This type of hero is typically portrayed in many movies as the cop who plays by his own rules, forced to work beyond the law for justice (or retribution) and the greater good of the people. They are not vicious or vindictive characters, but are individuals driven by their sense of justice to right a wrong or take a (bloody) stand. These characters will always attempt to work with or within the law whenever possible.

A Scrupulous character will . . .

1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure, will always attempt to bring the villain to justice alive, no matter how vile he may find him.
7. Always try to help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means he may use strong-arm techniques, harass, break and enter, steal, and so on (but only against the bad guys).
10. Distrust authority; fears the law and government may not be an effective weapon against injustice and crime. However, he will try not to flagrantly disregard the law.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).

12. Never take "dirty" money or items.
13. Never betray a friend.

Selfish Alignments

Selfish characters (*Unprincipled* and *Anarchist*) are not necessarily evil, but they always have their own best interests at heart and their opinions in mind above all others. These are the mercenaries, rogues, vigilantes and anti-heroes of the world.

Unprincipled (Selfish)

This basically good person tends to be selfish, greedy, and holds his personal freedom and welfare above almost everything else. He dislikes confining laws and self-discipline and distrusts authority. He views the law and government as well-intentioned, but clumsy and ineffective. Keeping his best interests in mind, the character will always look out for himself.

This character is also likely to take "dirty" money and items, with the concept that it will help him in his crusade against evil. He may also destroy the property of known criminals. He will not deal in illegal wares, drugs, or take money from innocent or good people. The Unprincipled character may associate with both good and evil characters, and often has paid informants, spies and stoolies.

This is the noble scoundrel, the guy who is always looking for the best deal, associates with good and evil characters, is continually tempted to lie and cheat, and hates himself for being loyal, helping others and ultimately doing the "right thing."

An Unprincipled character will . . .

1. Keep his word of honor.
2. Lie and cheat if necessary (especially to those of Anarchist and evil alignments).
3. Not kill an unarmed foe (but will take advantage of one).
4. Never harm an innocent.
5. Not use torture unless absolutely necessary.
6. Never kill for pleasure; will *attempt* to bring the villain to justice alive and ruin him rather than simply kill him.
7. Usually help those in need.
8. Rarely attempt to work within the law.
9. Blatantly break the law to achieve his (usually good-intentioned) goals.
10. Dislike and distrust authority, the law and bureaucracy. Feels they have been corrupted and abused.
11. Work with groups, especially if it serves his needs, is profitable, and/or he is in the limelight.
12. Take "dirty" money.
13. Never betray a friend.
14. Have a high regard for life and freedom.

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-artist, gambler and uncommitted freebooter who adventures because he enjoys the thrill, fame and fortune it brings, rather than for any cause (like defending humanity). This character will at least *consider* doing anything if the price is right or the challenge is alluring enough.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This can also include acting as judge, jury, and executioner. These characters are usually the daring anti-heroes who feel the end justifies the means. The Anarchist-aligned person is always looking for the best deal and self-gratification. He will work with good, selfish and evil characters to attain his goals. The Anarchist is continually teetering between good and evil, rebelling against and bending the law to fit *his* needs. Mercenaries and thieves often fall into this category.

An Anarchist character will . . .

1. Keep his word, but only if it suits or pleases him.
2. Lie and cheat if he feels it necessary.
3. Not be likely to kill an unarmed foe, but certainly will knock out, attack or beat up one.
4. Never kill an innocent, although his rash or self-serving actions may injure or kill bystanders by accident.
5. Use torture to extract information, but is not likely to do so for pleasure.
6. Seldom kill for pleasure.
7. Not be likely to help someone without some ulterior motive (even if it's only to show off).
8. Rarely work within the law unless it serves his purpose.
9. Constantly break the law to achieve his goals.
10. Have little respect for authority, the law, or self-discipline.
11. Not work well within groups; tends to do as he pleases, despite orders to the contrary.
12. Take "dirty" money without hesitation.
13. Possibly betray a friend. Sorry, pal.

Evil Alignments

All evil characters (*Aberrant*, *Miscreant* and *Diabolic*) are not necessarily bent on universal genocide or dominating all other living creatures. Nor are all evil characters sadistic, cruel, ugly or untrustworthy. Many evil characters may actually seem kind or likeable.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goals. Most commonly, evil characters have goals that either entail making people suffer or cause suffering as a side effect (a side effect the evil character knowingly and callously disregards). Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil-aligned characters do not automatically slay any good-aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Note: There is nothing wrong with *playing* a fictional, evil character, although he may not survive too long if he betrays or harms too many people, nor is the character likely to be trusted or liked by his "good" teammates. However, this is role-playing, not reality, so you can play any type of character you might desire, just continue to play "in character."

Aberrant (Evil)

The cliche that there is "no honor among thieves" is false when dealing with the Aberrant character. This is an individual who is driven to attain his goals though force, power, and intimidation. Yet the Aberrant character stands apart from the norm with his own personal (and twisted) code of ethics. He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death or banishment. An Aberrant character will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes them or not.

If an anti-hero, he will completely disregard the law and deal out justice as he deems fit. He will never be cruel or vindictive, and will always be absolutely positive that the person is guilty before he deals out his brand of justice. However, once he condemns a character, he will see to it that he is destroyed.

Whether a villain or a corrupt or extreme anti-hero, the Aberrant character looks upon people without honor or a sense of loyalty as worthless and disgusting lowlifes.

Do not think of the Aberrant character as a misguided good guy. He or she will break all laws with impunity, harass victims, destroy property, assault, blackmail, torture and murder. Only their methods and degree of violence may vary.

An Aberrant character will . . .

1. Always keep his word of honor (at least to those he deems worthy of it).
2. Lie and cheat to those not worthy of his respect; good, selfish or evil.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child, but may harm, harass or kidnap.
5. Never torture for pleasure, but will use it to extract information and intimidate others.
6. Never kill for pleasure, will always have a reason.
7. May or may not help someone in need.
8. Rarely attempt to work within the law.
9. Break the law without hesitation.
10. Have no use for the law or bureaucracy, but respects honor, self-discipline and the "concept" of laws and order.
11. Work with others to attain his goals.
12. Usually take "dirty" money, although his twisted code of ethics may prevent him from doing so in some instances.
13. Never betray a friend. Never.

Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. The character will lie, cheat, hurt, and kill anyone to attain his personal goals.

If a Miscreant character becomes a vigilante, mercenary, or bounty hunter, it will be for some personal reason, a vendetta, money, glory or a love for danger and challenge. This character is a savage misanthrope out for himself.

A Miscreant character will . . .

1. Not necessarily keep his word to anyone.
2. Lie and cheat indiscriminately (good, evil, selfish).
3. Kill an unarmed foe as readily as he would a potential threat or competition.
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feel no compulsion to help without some sort of tangible reward for him.
8. Have no deference to the law, but will work within the law if he must.
9. Blatantly break the law for his own goals and pleasure.
10. Dislike and distrust authority and the law.
11. Work with others if it will help him attain his personal goals.
12. Take "dirty" money, stolen goods, and illegal items (as well as steal valuables for himself whenever the opportunity arises).
13. Betray a friend if it serves his needs.
14. Have no respect or concern for the lives or welfare of others.

Diabolic (Evil)

This is the category that most megalomaniacs, psychopaths, and violent and despicable characters fall into. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A Diabolic character will crush anyone who gets in his way. The lowlife will lie, cheat, con, abuse and kill anyone less powerful than he is. Aberrant characters find these dishonorable people more revolting than a good-aligned character.

A Diabolic character will . . .

1. Rarely keep his word, and has no honor.
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Hurt and kill an innocent without a second thought and for pleasure.
5. Use torture for pleasure and information, regularly.
6. Kill for sheer pleasure.
7. Be likely to help someone only on a whim (or to set them up for some evil deed later).
8. Rarely attempt to work within the law.
9. Blatantly break the law and mock authority.
10. Despise honor, authority and self-discipline. Views them as weaknesses.
11. Not work well within a group; constantly disregarding orders and vying for power/command.
12. Always take "dirty" money, drugs, stolen goods, etc., as well as steal from others.
13. Betray a friend without hesitation; after all, you can always find new friends.
14. Associate mostly with other evil alignments.

Step 7:
Character Advancement

The Experience Level System

Game Designer Notes: As mentioned earlier in this book, every component of the Palladium game system has been carefully thought out, play tested and fine tuned for years and years. The choice of a level-based method for character advancement is no exception. Behind the scenes, we've discussed, experimented with, and considered other approaches. Longtime friend and game designer, Erick Wujcik, tends to like point based systems and *diceless* rules. As of late, Wayne Breaux Jr. has been fiddling with a point based character creation system, and we *may* even try one in the future for a new game. I've also been playing with new and different approaches for my experimental game in development, **Void Runners™**. The point is, as a game designer I look at, consider and fool around with every possibility.

The Palladium Megaversal Game System uses *Experience Levels* as a means of character growth and advancement because I feel it is best suited for games that focus on *characters* and *story*. It feels right, plays out nicely, simulates real life, and develops the characters in such a way that they become more vivid and three-dimensional.

The Experience Level approach is intended for a long-term campaign (an anticipation of playing on a regular basis for months or even years), and on the premise that ALL characters *start* at level one. This is not an absolute (very little about role-playing is written in stone), but starting at level one means the characters all start out on par with one another and *grow* in experience, knowledge and ability as they experience life and survive adventures.

I'd like to use a comic book analogy if I may. Using a level system and starting at First Level is the difference between playing the comic book and film character, **Batman**, as he is today with years of experience, the Batcave, Batmobile, and other gadgets at his disposal, Robin, Nightwing and a host of agents, contacts and friends, seasoned ability and years of experience and confidence under his utility belt; and playing **Batman: Year One**. Staying with this analogy, **Batman: Year One** is the Dark Knight at First Level. He is done with all his training and preparations, and is just launching his career as a crime fighting vigilante. There is no Batcave or Robin, and the great Batman isn't so grand. His skills and abilities are not yet fully developed and he lacks the experience of a polished veteran. He's flying by the seat of his pants, figuring things out and making things up as he goes along. He has goals, dreams and desires, but doesn't know exactly what he's doing, how to handle every situation, or even if he's going about everything the right way. It's a strange, new world for the character in year one. He's the *new kid* on the block.

Not only is this *learning curve* fun to play, but starting at level one and growing a character through experience (i.e., watching your character grow by trial and tribulation through real experience) makes the character that much richer with a background, skills, abilities and experience that have been *earned*. There is real continuity ("Hey, guys, wait a minute. Remember when we battled X?") and a sense of accomplishment. The character (and the player) is more mature, knowledgeable and has a greater sense of purpose and confidence rooted in experience. That, my dear readers, is a superior, vivid character, and that's what the Experience Level approach establishes and promotes, in my opinion, better than any other.

I also like it because I believe an *Experience Level System* of character advancement simulates real life. I don't care how much schooling and education a person gets, or how much time a person logs on a computer or playing through controlled simulations, *none of it* is a substitute for real life experience. (Or in this case, real fictional adventuring and game play.) Furthermore, a person just gets better in many things with age and experience. Look at sports and almost any skilled profession. Those dedicated to learning and improving do get better. I know art and writing best, so I'll use my personal experiences as an example. As of the year 2005, I'm 49 years old and I've been writing and designing games professionally for 25 years. I started Palladium at the age of 24 armed with a dream, determination, a gazillion ideas, unbridled enthusiasm and raw talent. If you had asked me then, I would have told you I was a good writer and concept man, and a Jack of Many Trades who was writing at his best. All true. However, looking back at much of my early work makes me cringe. It *was* the best I could do – at the time. I was proud of it then, and I created one good selling role-playing game world after another, even a few mega-hits. However, looking back at my work with a critical eye, I can tell you that a lot of it was weak, rough, unpolished, and sometimes limited by my experience. My writing ability and business acumen are superior today than they were 20 years ago, or even five years ago.

In a game context, you might ask, how can that be? After all, I was dedicated, driven and gave my work everything I had to give. I strove to be the best and hungered to create the best. So why wasn't that work the best I would ever create? The simple answer is *experience*. I was a *first level* writer and game designer back then. Today, because I never stopped dreaming up new ideas, new approaches and ways to improve, I'm a much *higher level* character. My years of experience and practice at my craft have made me a superior writer, designer and businessman to what I was 24 years ago, or even five years ago. All the desire and raw talent in the world means squat without determined persistence and growth through experience. More than anything, just doing it – the practice and experience – helps a creator grow and improve at his craft. Today, I believe my writing and design work is better than ever, heck, the best it has ever been, but with a little more work I'll continue to grow and improve.

I can also report that there have been quantum leaps in my development. Sudden and noticeable breakthroughs and improvements as if I had reached a new plateau or *Level of Experience*. That may sound corny, but it's true. Every artist, writer, and creative person out there is shaking their head in agreement as they read this, because they have experienced it themselves. For whatever reason, one day something just clicks. Yesterday, you struggled drawing hands and feet, or couldn't get shadowing and shading the way you wanted it. Heck, you've been working on them for freakin' years, and then, one day, you wake up, sit down at the drawing table, and it flows out of you like magic. It's a wonderful (and mildly strange) experience. Likewise, as much as we are loath to admit it when we are young, age plays a factor. I've seen it a hundred times in artists, where something happens around age 30-34 and the artist goes from good to great as if he has achieved a new level of expertise and his stats just went up. I don't know why, I've just seen it enough times to know it's true.

This type of *level advancement* where the individual reaches a new plateau is very dramatic and apparent in the world of sports, too. A young NFL quarterback shows flashes of talent and ability, but like most before him, is wild, unfocused, and gets hammered his first few years in the big league. Over and over, the coaches and management talk about how the quarterback's skills and abilities *will* improve "with experience, maturity, and time." And that's not practice time either, but "real" experience on the field in real games on a professional level. Sure enough, a few years later the promising young quarterback is a top professional. Holy cow, look at Peyton Manning's first year or two in the NFL compared to today! The same is true in professional boxing. The typical heavyweight boxer does not usually reach his "prime" until around age 27 or 28, and nobody expects him to reach it sooner. Once the heavyweight boxer hits his prime, he's usually in top form till about age 32-35. Iron Mike Tyson was an anomaly, reaching his prime in his early and mid-twenties, but he also burned out early. Sure some of this has to do with physical development, but come on, most boxers, and athletes in general, have been working at their craft for years, usually starting in their early teens, sometimes younger. **Note:** That's also why the *Palladium Experience Level System* has the characters advance in experience quickly at first – fueled by the enthusiasm and raw talent of youth combined with the thrill of learning something new – and then slows down, requiring the character to accumulate much more experience to reach the next, higher plateau.

Brains and learning equal knowledge, experience and advancement. You will also notice that the characters get the most experience from using their heads and role-playing interaction rather than killing things. Killing monsters is a good thing and fun to play, but ultimately it breaks down to little more than *target practice*, not growth as a human being or a deep *character*. Consequently, *experience* is gained from using the right skill at a critical moment, or using skill knowledge to win or survive a situation, or taking an action that rescues others.

Since the characters are, presumably, good guys, self-sacrifice, acts of kindness, mercy, compassion, and heroics all earn experience. Not little things or common actions ("Hey, my character drives to the Body-Chop-Shop, do I get experience points for using my Pilot Automobile skill?" Um, the answer, by the way, is *no!*), but using a skill to make a difference, helping somebody, saving a life (or lives), figuring out an important clue, thwarting the villains, rescuing villagers, destroying evil, and so on. Likewise, I always award experience points (25-100) for players using their heads to figure out clue or puzzles, and making realizations or formulating plans that are clever, imaginative, brilliant or critical to the story or plan of action. Heck, sometimes I award experience points if the character's idea or plan is dead wrong or fruitless, but at the same time is very clever or imaginative.

I may also award points for pure guts and courage, but *not* false bravado, foolish refusal to back down out of pride, spite or stupidity, or showing off.

Negative and foolish actions get no experience points.

Positive, helpful, noble and heroic measures as well as character interaction, playing in character, figuring things out, planning intelligent strategies and tactics, helping other characters, being heroes, and good ideas, all earn experience. So does playing a rogue or villain, if it is done in character and with style and intelligence.

Playing in character and building the story is what *role-playing* is all about, and the Palladium Game System is designed to encourage it.

Tweaking the rules. Having said all that, the role-playing experience is deeply personal and a little different for every group of gamers. That's why there really is *not* any right or wrong way to play, or any one game system or approach that is truly superior to another. A good game is a good game, and a bad game can be fixed by a good Game Master. Ultimately, it comes down to what *you* and your fellow players enjoy and want out of a game. Me, I want role-playing, memorable characters, adventure and epic stories, so that's how I designed the Palladium rules. That doesn't mean *you* can't take and tweak or modify the rules to satisfy *your* tastes. I have found that at least a third of the Game Masters tweak and modify some aspect of the rules of any game they play. These changes and tweaks are called "house rules" and as long as the majority of the players agree with and accept the changes, and the game is fun, then there's nothing wrong with it. Rules lawyers need to grow up.

Style of play. Likewise, everyone's style of play, from Game Master to player, is going to be different. Alex focuses on technology and science. Erick likes to play up aspects of puzzles, finding clues, and uncovering mysteries and new technology. Julius likes to focus on the adventure and heroics. Carmen likes guts and glory combat, carnage and cataclysmic finales (he may be a Crazy or a Juicer in a parallel dimension). Roger likes cunning, trickery, subtlety and deception; nothing is ever quite what it seems. Me, I like sprawling, epic yarns with lots of subplots, twists, and turns driven by strong characters and conflicts with dynamic villains (and I mean villainous scum you'll love to hate). Another popular gaming approach is what many gaming elitists call "power gamers" or "hack 'n slash" gamers – guys and gals who thrive on shoot 'em up action and play maxed-out, powerhouse characters. Hey, while that's not my style of play there is nothing wrong with it.

Never forget this is a *game*! Entertainment. The whole idea is having *fun* with friends. If you and your pals are having fun, you're playing just fine.

– Kevin Siembieda

Experience Points are their own reward

In a game context, one of the tangible accomplishments and rewards the *player* receives is Experience Points for his or her fictional alter ego. Yes, the character or the player group as a whole may make money, get booty, find a powerful magic item or artifact, and/or win the adoration of those they've rescued. That's all cool, but the growth of the character via Experience Points for heroism, playing in character, and using your smarts is the real achievement for the individual player.

I have run many a game where the player characters got the snot kicked out them, lost valuable equipment and got no or little financial reward, but the players were tickled pink because they saved the day (even if that was saving one orphan child), because they worked as a team, had fun doing it, defeated the bad guys, won, and had the Experience Points (and self-satisfaction) to prove it. Somehow those things, with Experience Points (E.P.) punctuating it all, made all their effort worth doing. That is the other beautiful aspect of the Experience Point system, you are rewarded for your character's accomplishments.

Experience Points & Their Application

The ultimate purpose of Experience Points and Experience Levels is to provide a means by which the player's character can grow and develop. The Palladium game system promotes a subjective method of using observation and logic to determine Experience Point rewards. In the past, some other games with experience systems have focused on the "kill factor," but what about the thought process? What about the decisions, plans and motives behind a particular action? Doesn't cleverness and a cool head count? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the dull-witted character would, even though he realizes the stupidity as a player) get experience for playing in character? Absolutely! Considering how flexible and subjective most of the other role-playing conditions and rules are, there isn't much logic in having a strict, limited Experience Point system.

Each player's character involved in a given situation or confrontation should receive the appropriate Experience Points for that event. As G.M., I have found jotting down experience points in the moment when the character earned it is the best way to keep track. Not unlike scoring a boxing match round by round. Of course, in role-playing the character doesn't do something worth experience every single *round*, but when that pivotal deed or idea happens I make note of it. I simply make a list of my players and each character's name on a sheet of paper at the beginning of the game and jot down Experience Points throughout the game (totaling them up as I go along so I don't have a big math project or need a calculator at the end of the game). At the end of the gaming session, I, as the G.M., give *each* player the total E.P. amount along with a couple comments on what I thought were key moments for their character or just great role-playing. ("Man, I couldn't believe it when your character jumped up and . . . it was great.") Once the G.M. hands out Experience Points it's the player's responsibility to keep track of when the character hits next level. (By the way, I have never stopped in the middle of a game and said, "Hey, your character has just gone up in level, adjust your stats right here and now." Nope. The player will have to wait till the next time we play to boost his character's stats. I don't care if the character made next level with a thousand points to spare in the first ten minutes of the game, it's not appropriate to "level up" during an adventure.)

The difficulty with this method of determining experience is its subjectivity. The G.M. must utilize the experience outline with some thought. **For Example:** A gang of eight, third level psychics armed to the teeth attack and subdue a lone fourth level villain. The eight players should receive Experience Points for subduing a minor menace. After all, the poor bad guy was outnumbered eight to one, had no genuine chance of defeating the player group, and presented no real threat to the characters. However, if one or two first, second or third level characters subdued or killed the same villain, they should receive experience for subduing a major, or possibly a great menace, because the odds were stacked against them, the danger was considerable, and the character(s) had to use ingenuity and teamwork to defeat a villain much more powerful than they. The greater the risk and challenge, the greater the reward.

This approach promotes imaginative and creative playing and role-playing instead of mere hacking and slashing. Game Masters, don't feel that you have to shower your players with tons of Experience Points either. Be fair and tolerant. Let your players truly *earn* their Experience Points. That way if you have a group of players with characters rising rapidly in Experience Levels, you will know it's because they are bold, clever and imaginative.

Experience & Hit Points

Each time a character reaches a new level of experience, the player gets to roll one six-sided die (1D6) and adds the number rolled to the character's Hit Points. This indicates the physical development and maturity of the character.

CS Grunt & Dog Boys

1 0,000 - 1,950
2 1,951 - 3,900
3 3,901 - 8,800
4 8,801 - 17,600
5 17,601 - 25,600
6 25,601 - 35,600
7 35,601 - 50,600
8 50,601 - 70,600
9 70,601 - 95,600
10 95,601 - 125,600
11 125,601 - 175,600
12 175,601 - 225,600
13 225,601 - 275,600
14 275,601 - 325,600
15 325,601 - 375,600

Burster
Psi-Stalker & Mystic

1 0,000 - 2,050
2 2,051 - 4,100
3 4,101 - 8,250
4 8,251 - 16,500
5 16,501 - 24,600
6 24,601 - 34,700
7 34,701 - 49,800
8 49,801 - 69,900
9 69,901 - 95,000
10 95,001 - 130,100
11 130,101 - 180,200
12 180,201 - 230,300
13 230,301 - 280,400
14 280,401 - 340,500
15 340,501 - 400,600

City Rat & Vagabond

1 0,000 - 1,875
2 1,876 - 3,750
3 3,751 - 7,250
4 7,251 - 14,100
5 14,101 - 21,200
6 21,201 - 31,200
7 31,201 - 41,200
8 41,201 - 51,200
9 51,201 - 71,200
10 71,201 - 101,500
11 101,501 - 136,500
12 136,501 - 186,500
13 186,501 - 236,500
14 236,501 - 286,500
15 286,501 - 326,500

Cyber-Doc
Rogue Scholar
& Rogue Scientist

1 0,000 - 2,000
2 2,001 - 4,000
3 4,001 - 8,200
4 8,201 - 16,400
5 16,401 - 24,500
6 24,501 - 34,600
7 34,601 - 49,700
8 49,701 - 69,800
9 69,801 - 94,900
10 94,901 - 129,000
11 129,101 - 179,100
12 179,101 - 229,200
13 229,201 - 279,300
14 279,301 - 329,400
15 329,401 - 389,500

Glitter Boy Pilot

1 0,000 - 2,150
2 2,151 - 4,300
3 4,301 - 8,400
4 8,401 - 17,500
5 17,501 - 25,600
6 25,601 - 35,700
7 35,701 - 52,800
8 52,801 - 72,900
9 72,901 - 98,500
10 98,501 - 132,500
11 132,501 - 183,500
12 183,501 - 235,000
13 235,001 - 285,000
14 285,001 - 345,000
15 345,001 - 410,000

CS SAMAS Pilot
& Body Fixer

1 0,000 - 1,925
2 1,926 - 3,850
3 3,851 - 7,450
4 7,451 - 14,900
5 14,901 - 21,000
6 21,001 - 31,000
7 31,001 - 41,600
8 41,601 - 53,000
9 53,001 - 73,000
10 73,001 - 103,500
11 103,501 - 139,000
12 139,001 - 189,000
13 189,001 - 239,000
14 239,001 - 289,000
15 289,001 - 339,000

CS Technical Officer
CS Military Specialist
& Shifter

1 0,000 - 2,120
2 2,121 - 4,240
3 4,241 - 8,480
4 8,481 - 16,960
5 16,961 - 24,960
6 24,961 - 34,960
7 34,961 - 49,960
8 49,961 - 69,960
9 69,961 - 94,960
10 94,961 - 129,960
11 129,961 - 179,960
12 179,961 - 229,960
13 229,961 - 279,960
14 279,961 - 329,960
15 329,961 - 389,961

Mind Melter
Ley Line Walker
& Ley Line Rifter

1 0,000 - 2,240
2 2,241 - 4,480
3 4,481 - 8,960
4 8,961 - 17,420
5 17,421 - 25,920
6 25,921 - 35,920
7 35,921 - 50,920
8 50,921 - 70,920
9 70,921 - 95,920
10 95,921 - 135,920
11 135,921 - 185,920
12 185,921 - 225,920
13 225,921 - 275,920
14 275,921 - 335,920
15 335,921 - 395,920

Techno-Wizard

1 0,000 - 2,300
2 2,301 - 4,600
3 4,601 - 9,200
4 9,201 - 18,400
5 18,401 - 26,500
6 26,501 - 36,600
7 36,601 - 51,700
8 51,701 - 71,800
9 71,801 - 96,900
10 96,901 - 137,000
11 137,001 - 188,100
12 188,001 - 229,200
13 229,201 - 279,300
14 279,301 - 340,400
15 340,401 - 400,000

Operator
Wilderness Scout

1 0,000 - 1,900
2 1,901 - 3,800
3 3,801 - 7,300
4 7,301 - 14,300
5 14,301 - 21,000
6 21,001 - 30,000
7 30,001 - 40,000
8 40,001 - 53,000
9 53,001 - 73,000
10 73,001 - 103,000
11 103,001 - 138,000
12 138,001 - 188,000
13 188,001 - 238,000
14 238,001 - 288,000
15 288,001 - 328,000

Merc Soldier

1 0,000 - 1,930
2 1,931 - 3,860
3 3,861 - 7,720
4 7,721 - 15,200
5 15,201 - 21,300
6 21,301 - 31,300
7 31,301 - 41,600
8 41,601 - 53,300
9 53,301 - 73,600
10 73,601 - 103,300
11 103,301 - 140,000
12 140,001 - 190,000
13 190,001 - 240,000
14 240,001 - 290,000
15 290,001 - 340,000

Elemental Fusionist

10,000 – 2,240
22,241 – 4,480
34,481 – 8,960
48,961 – 17,920
517,921 – 25,920
625,921 – 35,920
735,921 – 50,920
850,921 – 70,920
970,921 – 95,920
1095,921 – 135,920
11135,921 – 185,920
12185,921 – 225,920
13225,921 – 275,920
14275,921 – 335,920
15335,921 – 400,920

Cyber-Knight
Crazy & Juicer

1 0,000 - 2,140
2 2,141 - 4,280
3 4,281 - 8,560
4 8,561 - 17,520
5 17,521 - 25,520
6 25,521 - 35,520
7 35,521 - 50,520
8 50,521 - 71,000
9 71,001 - 96,100
10 96,101 - 131,200
11 131,201 - 181,300
12 181,301 - 231,400
13 231,401 - 281,500
14 281,501 - 341,600
15 341,601 - 401,700

Combat Cyborg
Headhunter
& Robot Pilot

1 0,000 - 2,100
2 2,101 - 4,200
3 4,201 - 8,400
4 8,401 - 17,200
5 17,201 - 25,400
6 25,401 - 35,800
7 35,801 - 51,000
8 51,001 - 71,200
9 71,201 - 96,400
10 96,401 - 131,600
11 131,601 - 181,800
12 181,801 - 232,000
13 232,001 - 282,200
14 282,201 - 342,400
15 342,401 - 402,600

Dragon Hatchling
& Adult Dragon

1 0,000 - 3,000
2 3,001 - 5,000
3 5,001 - 10,000
4 10,001 - 20,000
5 20,001 - 30,000
6 30,001 - 50,000
7 50,001 - 80,000
8 80,001 - 120,000
9 120,001 - 170,000
10 170,001 - 230,000
11 230,001 - 300,000
12 300,001 - 380,000
13 380,001 - 470,000
14 470,001 - 600,000
15 600,001 - 800,000

Per Level of Experience

"Per level of experience" or similar phrases indicate that the character can perform a skill, power or ability at his personal, highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect from a psychic ability or magic spell.

Experience Points Award Table

A guide to awarding Experience Points.

Combat

Zero points for fighting that's just to show off, too proud to stand down, gets the rest of the group in trouble, or any stupid or selfish reasoning.

25-50 points for killing or subduing a *minor menace*.

75-100 points for killing or subduing a *major menace*.

150-400 points for killing or subduing a *great menace*. Additional Experience Points are likely

Other Actions, Reasoning & Role-Playing

10-25 points for performing the right skill (successful or not), at the right time, for the right reason. For mid to high level characters (4th level and up), this might apply only to skills performed when they are absolutely critical or done under stressful conditions.

25-50 points for a clever, but futile idea.

25-50 points for using good judgment or one's power or skill well.

25-50 points for playing in character when it would have been easier not to.

25-100 points for a clever, useful/helpful idea or action.

50-100 points for avoiding unnecessary violence; self-restraint or talking, bluffing or intimidating oneself (and associates) out of trouble or danger.

50-100 points for a small act of self-sacrifice, or an act of kindness, mercy, or compassion.

50-100 points for insightful and helpful deductive reasoning or keen observation.

50-100 points for a successful daring or heroic action (whether it was clever or not).

75-150 points for playing in character/playing one's alignment when circumstance or powerful temptation begged otherwise.

100 points for a quick thinking idea or action that was helpful.

100-200 points for insight or deductive reasoning that plays a huge role in a critical plan or saving lives.

200 points for a critical plan or action that saves the character's own life and/or a few comrades.

400-1000 points for a critical plan or action that saves the entire group and/or many innocent people.

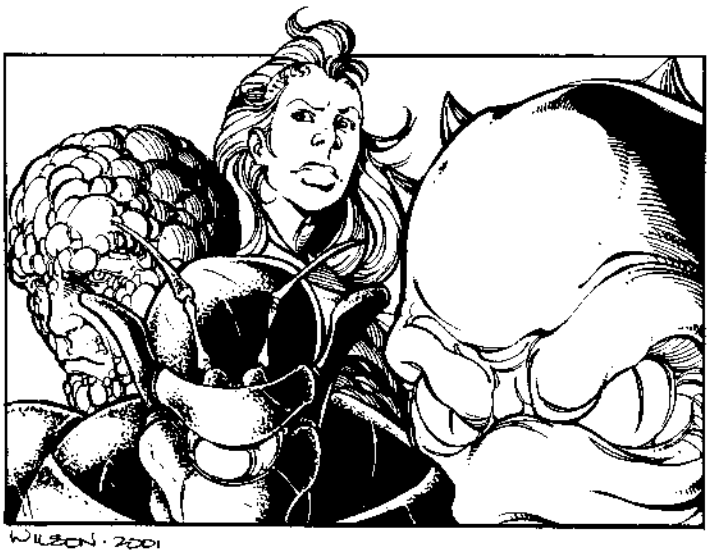
100-300 points for endangering the character's own life (self-sacrifice) to help or save others.

500-700 points for a genuine life and death self-sacrifice in a situation where the character's heroism seemed likely (or almost certain) to cost him his life. Leaping in front of an energy blast meant for someone else to save that person, even though the blast is *likely* to kill the hero, or offering his/her own life to save the group or an innocent person (and the exchange truly seems to be a death sentence with no apparent chance for escape). Odds are that the character *will* really die!

Character Experience Levels

An experience table is provided for each O.C.C. (Occupational Character Class) and R.C.C. (Racial Character Class). A character involved in an adventure gains Experience Points for his thoughts, actions and deeds. As these Experience Points accumulate, the character will reach new plateaus indicating his continuing growth, development, and mastery over his abilities and skills. Each time a player's character gets enough Experience Points to reach the next "level," his skills and Hit Points (and P.P.E. for practitioners of magic and I.S.P. for psychics) increase accordingly.

The maximum level a player character can reach is 15. We have found characters any higher than that tend to be difficult both to play and to G.M. Plus, given the typical scale of Experience Points used for this game, a player should have to run his character for years to get beyond even 10th level.



Step 8:

Rounding Out the Character

The following tables and charts are entirely *optional*. Use them or not. Use some, not others. They are provided for the convenience of those who might want them. To make random determinations, roll percentile dice. **Game Master Note:** These tables are also handy for whipping up Non-Player Characters.

Equipment

A character's starting equipment is presented under each O.C.C. or R.C.C. Additional equipment may be acquired as a reward or pay, booty from an adventure, the spoils of war (i.e., taken from those they've defeated), purchased or found, stolen, the sale of ancient artifacts recovered during an adventure, and so on. Characters will find themselves buying new gear and upgrading all the time. Just remember, specialized weapons, augmentation, magic and equipment may only be available at certain places. For example, one town may offer high-tech weapons and vehicles, the next one does not. Magic items and authentic pre-Rifts relics, pre-Rifts books and videos, are especially hard to come by. Places like MercTown, Tolkeen, Kingsdale, Ishpeming, Lazlo and a few others who cater to mercenaries and adventurers are the exception, not the rule. And while the Chi-Town 'Burbs offer a little bit of almost everything, one needs to know where to find the item, and always needs to be on the lookout for Coalition Soldiers, CS undercover cops, CS stoolies, and sting operations.

Birth Order

01-25% First Born.
26-35% Second Born.
36-45% Third Born.
46-55% Fourth Born.
56-75% Last Born.
76-85% First Born of Twins.
86-95% Second Born of Twins.
96-00% Illegitimate.

Weight

01-10% Skinny; underweight.
11-30% Thin.
31-60% Average.
61-75% Husky.
76-89% Potbelly.
90-00% Obese; seriously overweight.

Height

01-30% Short.

31-70% Average.

71-00% Tall.

Note: Average height for a human male is six feet, two inches (1.88 m). Female: Five feet, nine inches (1.75 m).

Age

I think it best to generally assume the characters are young (15-32), especially if starting at first level, and let the player pick the age he'd like for the character.

Disposition

01-10% Mean or bitter. The glass is half empty, he doesn't get his fair share, and tends to be suspicious, spiteful and vindictive.

11-15% Shy. Quiet and timid, tends to be a loner, but fairly sure of oneself.

16-23% Gung-ho. Guts and glory type who sees himself as a hero, and enjoys tackling obstacles, challenges and participating in combat.

24-29% Worry wart. Nervous and cautious about everything.

30-35% Hothead. Bold, and quick-tempered or emotional. Feels things deeply because he or she cares. May be a good, nice person or a hotheaded jerk.

36-43% Gambler. Likes to take chances for himself and is always looking for a way to even the odds and make a big score.

44-48% Blabber-mouth. Nice guy, but talks too much and may say the wrong thing to the wrong person.

49-54% Wild man. May mean well, but tends to be bullheaded, overconfident, takes unnecessary risks and tends to rush into situations without thinking it all through.

55-61% All around good person. Kind, generous, compassionate, and positive. The glass is usually half full.

62-67% Arrogant. Confident and self-assured to the point that he feels he is the best at what he does. Likes to take charge and direct others whether they appreciate it or not. May underestimate others.

68-75% Tough guy. Cocky and self-reliant. May be a lone wolf or the strong, silent type.

76-81% Braggart. May be a nice person, but likes to brag about his or her abilities, accomplishments and exploits.

82-86% Paternal. Tends to be overprotective of others, especially friends, and is especially overbearing toward young characters and children.

87-91% Easy going. Unflappable and calm most of the time; laid back and accepting of others. Trusts almost anyone until they are proven unworthy of that trust.

92-95% Complainer. Constantly aggravated about something.

96-98% Peacemaker. Hates discord between friends, family, and co-workers and likes to help others mend fences.

99-00% Schemer/Dreamer. Always looking ahead, never in the present, and dislikes the past. Thinking ahead and plotting for the future is a good trait sometimes, but a bad one other times, because he tends to miss the obvious ("what if . . .") and forgets the reality of the here and now.

Environment Growing Up

01-20% Agricultural; farm or ranch.

21-40% Country community, small town or village.

41-50% Old Town 'Burbs, a prosperous, upper-middle class city or town. Minimal hardship or ethnic diversity.

51-60% New Town 'Burb, a slum with plenty of hardship, poverty and racial diversity.

61-70% Small town magic community where magic, creatures of magic, D-Bees and ethnic diversity were commonplace.

71-80% Wilderness town where hunting, trapping, raising crops and livestock, and respecting nature was the way of life. Little racial diversity and basic technology.

81-90% Wilderness tribe (Psi-Stalker, Simvan, Native American, Barbarian). A nomadic people who hunted, gathered food, grew some crops and lived off the land. Great respect for nature and elemental forces. Little racial diversity and minimal technology.

91-00% Population Center, grew up in a big city like Chi-Town or an Old Town 'Burb, Whykin, Kingsdale, Tolkeen, Lazlo, MercTown, and so on.

Family Origin

01-50% Earth native. Character is human.

51-75% D-Bee. Parents came through a Rift from another world or dimension 2D6x10 years ago.

76-85% Psychic. A character with a history of psionic powers in the family. Player character may or may not have psionic abilities. May be a Psi-Stalker or other psychic.

86-90% Nonhuman mutant (Dog Boy?). The product of genetic experimentation, probably at the hand of the Coalition or the mysterious Gene Splicers, but may also be the result of weird magic or dimensional energies from a Rift. See *Rifts® World Book 13: Lone Star* for info on CS genetic experiments and mutants.

91-95% An orphan raised by a different race or culture. Always felt different and out of place, even if loved and treated well.

96-00% Tribal. Native American, Psi-Stalker, Simvan, or barbarian, or other wilderness people. May have been raised by a different race or culture.

Sentiments toward the Coalition

01-10% Likes the Coalition States; has mostly seen and heard good things about them and believes they are humankind's salvation.

11-20% Every nation has good and bad people. This character refuses to condemn a nation for the actions of its government. By the same token, the character is suspicious and fearful of the CS.

21-30% Believes the CS are heroes and humankind's salvation until proven otherwise.

31-40% Respectful but wary. Knows the CS is capable of greatness and ruthless savagery. Has heard a great many things about the Coalition, but doesn't have any strong feelings about them one way or the other.

41-50% Distrusts and fears the CS; has seen many injustices, atrocities and acts of ruthlessness at the hands of the CS military, especially against nonhumans, practitioners of magic, and those of different beliefs.

51-60% Hates the Coalition, because the character has lost numerous friends, family members and/or acquaintances to them.

61-70% Suspicious and fearful of the CS. Sees them as a nation of misguided zealots who hate, fear and destroy what they fear and don't understand. Wishes that would change.

71-80% Indifferent, never personally had any experience with them.

81-90% Dislikes and distrusts the Coalition, the character is well informed and knows a lot about the CS's philosophies, laws, and activity, and they seem to be pretty unjust, if not outright evil.

91-00% Sad about the CS. The character has seen soldiers defy orders to do the right thing, and recognizes the CS has done many good things for many humans. Its potential for good is tremendous, but believes Emperor Prosek and the government that serves him are evil. They are the ones responsible for the crimes the Coalition has committed against others. Suspicious and caution about the CS.

Sentiments toward Non-Humans

01-10% Hates and distrusts all nonhumans! The only good one is a dead one!

11-15% Hates all demons, monsters and supernatural creatures, does not like or trust D-Bees, or mutants in general, fears and hates those with demonic features and mind control powers.

16-20% Hates dragons and distrusts all creatures of magic and D-Bees with reptilian features.

21-25% Sees D-Bees and all nonhumans as people to be exploited (cheap labor, slaves, cannon fodder, sex toys, etc.) They're all worthless, lazy and liars any way.

26-30% D-Bees are okay, except for the Larmac (hates 'em). Despite his claims of equality, the character tends to treat nonhumans as second class citizens beneath humans (or whatever the character's own race is; could be a particular D-Bee himself).

31-35% Tries to treat all of God's creatures as equals, but fears and hates shape-changers, and distrusts truly inhuman/alien looking D-Bees.

36-40% Accepts all attractive and human-looking D-Bees and treats them as equals. Has trouble accepting inhuman/alien looking D-Bees and tends to avoid and ignore them.

41-45% Dislikes all D-Bees, but loathes the attractive ones who worm their way into human society as if they were one of us. Believes they should be dumped into a Rift (to anywhere) or destroyed. The character takes pleasure in cheating handsome D-Bees, getting them in trouble, turning them in to the law (or bounty hunters, CS extermination squads, slavers and their enemies) and treats them with blatant contempt.

46-55% Honestly tries to accept D-Bees as equals and gives them the benefit of the doubt, but still tends to be wary and suspicious of nonhumans.

56-60% Suspicious of everybody, human and non-human alike! Tends to be a bit paranoid, because "in these times you never really know who's human and who's not."

61-65% Has had mostly good experiences with D-Bees and accepts them as equals without doubt or suspicion. Suspicious of creatures of magic and supernatural beings.

66-70% Doesn't like 'em, doesn't trust 'em and tends to blame them for everything that goes wrong in his life and in society. However, the character doesn't try to hurt, use or abuse them, he just wishes they'd go someplace else. If a good alignment, the character will even help a D-Bee in need, but knows he'll live to regret it.

71-75% Hates and fears demons and supernatural beings, but believes that all mortal races need to live and work in harmony to hold the demons and monsters at bay.

76-80% Conditional tolerance. D-Bees don't belong here, but it ain't their fault. Treats 'em reasonably well, distrusts those he doesn't know, but may consider a D-Bee he knows and likes as a trusted friend.

81-85% Treats all sentient beings with the utmost respect and courtesy until they prove undeserving of it. Has a high regard for life and personal freedom.

86-90% Prefers the company of D-Bees over his own race (never fit in), suspicious of creatures of magic and supernatural beings.

91-95% Kind and friendly to D-Bees and all nonhumans, except demons of course. Very sensitive to the injustice and plight of D-Bees to the point of always going above and beyond the call of duty and gives D-Bees favorable trade deals, discounts, a shoulder to cry on, a place to hide, and always the benefit of the doubt (even when he probably shouldn't).

96-00% Has found that D-Bees are just people too, and treats them the same as anybody else. Suspicious of dragons, creatures of magic and supernatural beings.

Initial Reason for Adventuring

01-10% Tradition; a matter of destiny.

11-20% Outlaw/wanted and on the run.

21-30% Wanderlust; wants to see the world.

31-40% Seeks fame and fortune.

41-50% Seeks intrigue and/or knowledge.

51-60% Refugee, lost home and family, decided to explore.

61-65% Wants to travel the Megaverse; see alien worlds.

66-75% Self-discovery or seeks a purpose or an answer.

76-85% Quest for power.

86-90% Seeks revenge.

91-95% Quest for magic.

96-00% Sense of duty.

Skill Rules

Every **Rifts® character** is something of a maverick. Someone who bucks the status quo, questions authority and even reality, and dares to take a stand.

These characters have thrown off the shackles of a mundane existence and the relative safety of city life in favor of exploration and adventure. They are individuals driven by more than wanderlust and curiosity, but a sense of purpose and destiny. They are men and women who have the courage to brave the chaos and horrors of Rifts Earth so they may experience its many wonders and beauty. For many, the unknown becomes a thrill ride; for some it is an opportunity for heroics, fame or fortune; for many others, their life becomes a matter of honor and duty, a responsibility they cannot shake. The heroes among them (though some may not think of themselves as such) simply find they cannot idly stand by and accept injustice, cruelty or tyranny. They oppose the many faces of evil, seek to right injustice and try to help those in need. Along the way, they may get paid for their efforts, accumulate fame or fortune, or discover themselves, but in the end they are the masters of their own fate and experience more than the average person would in a hundred lifetimes.

As a result, these individuals adopt unconventional occupations that may brand them as heroes, rogues, criminals, eccentrics, avant-garde, strange or insane. For most, the character's *occupation* is his life's purpose or a dream realized. It is what the character wants to do and who he is. Consequently, the majority of **skills** are *occupation related* and a direct reflection of the character's interests, goals and who he is.

What follows is how players select skills for their characters. In the **Rifts®** game, a character's skills are determined by his occupation (O.C.C.) or race (R.C.C.).

There are three basic types of skill categories: **O.C.C. Skills** (required for that occupation), **O.C.C. Related Skills** (elective skills learned through formal education or on the job training), and **Secondary Skills** (additional interests and hobbies). Since formal education is

lost in most kingdoms and lands of North America, skills we take for granted, such as mathematics, reading and writing, are NOT automatically known to the common man (or D-Bee) and must be selected from one of the available skill categories. Read on, think about the kind of character you want to play, and build him or her accordingly.

All characters have skills that range from some area of speciality (healing, mechanics, piloting, fighting, etc.) to exploration and combat; all part and parcel for any character who takes to a life of adventure or combat.

Selecting Skills

Step One is rolling up the character's eight attributes. This is important, because certain skills may compensate for a low attribute. For example, many Physical skills offer bonuses that boost low physical attributes (P.S., P.P., P.E., Spd, as well as S.D.C.).

Step Two is choosing an O.C.C. (Occupational Character Class) or R.C.C. (Racial Character Class). You can NOT select skills without knowing your O.C.C. (or R.C.C.), and you are probably going to want to tailor the skills to the orientation, powers, strengths and weaknesses of your character.

Each O.C.C. (Occupational Character Class) offers some background, history and motivation behind each occupation. Use this information as a guide to selecting a character that sounds fun and then as an outline of how to play him.

Pick the O.C.C. that seems most fun and appealing to you as a player. You'll notice we use the word "fun" quite a bit. That's because role-playing games are entertainment, and the whole idea is to have *fun*. So pick a character that you think will be fun to play.

Step Three, Skill Selection. Characters have a broad range of skills, with a focus on those that make sense for life as a wandering adventurer, explorer or warrior.

Characters also are likely to pick up two or more **Physical Skills**. It is important to note that Physical skill bonuses are *accumulative*. It is perfectly acceptable within the confines of this game for players to pick numerous Physical skills in order to beef up their character, many providing some kind of combat bonus (to strike, parry, dodge, etc.), extra S.D.C., or a bonus to add to a physical attribute.

Note: *Acrobatics* and *Gymnastics* provide similar abilities and bonuses. If both are selected, add the bonuses and pluses to your overall character as explained. However, abilities such as back flip, climb rope, etc., are not added together, nor is the educational bonus added twice. The "best" proficiency of a duplicated skill ability is taken, and the normal educational bonus is applied. Also, the *Prowl* and *Climb* abilities given under Acrobatics and Gymnastics are a part of these skills and do *not* increase with level unless they are selected as separate, additional areas of training (i.e., *Prowl* and/or *Climbing* are also selected as *skills*). Likewise, a character with a skill as a *natural ability* (i.e. Climb or Prowl), who also gets that skill in an O.C.C. would use the higher percentage. If the natural score is higher, add the O.C.C. bonus to it as a one-time bonus, but the overall skill would not improve until the character's learned (O.C.C.) skill surpassed their natural ability score.

A Note on Combat Skills: Throughout a character's history, he will probably train in some form of Hand to Hand Combat. Note that only *one* type of Hand to Hand Combat may be selected. In cases where more than one choice is available for selection, the player must select one of them and disregard the others. Hand to Hand Combat is always part of an occupation that involves *combat* and *adventuring*, but other characters like the Body Fixer, Cyber-Doc, Rogue Scholar, and Rogue Scientist can select Hand to Hand Combat as an *O.C.C. Related Skill* or *Secondary Skill*.

Although it can be crucial to have a character with at least basic combat and weapon skills, not every character needs to be a fighter or have powerhouse abilities. Some characters may be highly educated and have few to no fighting skills. Such characters will need to use their heads in combat situations and may have to rely on their comrades for protection when things get rough. Otherwise, if these men of science and intellect intend to go out in the world, they should be able to protect themselves on at least a basic level.

Weapon Proficiencies (W.P.s), Piloting and most other skills can NOT be selected more than once to improve the quality of the skill or to get extra bonuses. Not every skill may be taken more than once (in fact, most of them may only be taken one time). Only the Domestic and Technical skill categories (and the occasional other skill that states as such) can be taken twice. Taking the skill a second time does not increase the Base Skill proficiency/skill percentage unless otherwise noted, but raises the overall quality to a slick, professional level of presentation. **Note:** In general, when there is a discrepancy between two separate bonuses, take the better of the two.

If an O.C.C. or R.C.C. starts off with a skill that normally has a pre-requisite skill(s), assume that the character has the pre-requisite skill as part of their training.

Although some skills fall under more than one category, it is the specific skill itself (NOT the category) that often determines whether or not a certain O.C.C. can learn it.

O.C.C. Attribute Requirements: Most O.C.C.s have one or more attribute requirements such as an average to high I.Q., P.P. (Physical Prowess) and/or other attributes. The character must meet or exceed these attribute requirements or he can *NOT* select that occupation. **Note:** G.M.s may allow a player who is close to meeting the minimum physical attribute requirements (one or two points off) to take the O.C.C. on the condition that the character selects a Physical skill that will boost his attribute to meet or exceed the minimum requirement.

Don't worry if a character doesn't meet the requirement, there are plenty of other O.C.C.s to choose from. In fact, the requirements are designed to help focus and encourage particular selections where the high (or low) attributes are put to best use.

O.C.C. Skills

An Occupational Character Class (O.C.C.) provides a set of skills required to do the job. These are **O.C.C. Skills.** Everyone who takes that O.C.C. automatically gets these skills. The bonus indicated in parentheses applies to that one particular skill. The skills that are, generally, important, valuable or crucial to one's occupation have the highest bonuses. Add the O.C.C. bonus (the number in parentheses) to the *Base Skill* percentage of that specific skill to determine the level of proficiency the character starts off with. As the character grows in experience, his level of expertise in that skill also increases. Each skill description indicates the amount of improvement with each level of advancement as: *+5%* (or 4% or 2% percent or whatever the case may be) *per level of experience*.

Occupational skills represent training that come with one's chosen occupation and are *required* to do the job. Even in our own, modern world, the majority of our primary skills, the ones we use every day, are usually related to our work.

MOS skills are sometimes listed under an O.C.C., typically a military O.C.C. The term "MOS" stands for Military Occupational Specialty – an area of *specialization* giving the soldier a set of unique O.C.C. skills in, say, Medicine, Communications, EOD/Demolitions, Engineering, and so on, in addition to his training as a soldier, setting the character apart from the down and dirty grunts, as a medic, or radio operator, or mechanic, and so on. I use the MOS concept for certain military and other O.C.C.s to give certain Occupational Character Classes areas of specialty within a particular occupation.

An O.C.C. will also indicate the number of **O.C.C. Related Skills** and **Secondary Skill** selections the character can make. The more skilled the occupation, the greater the number of *Occupational* and *Related Skills*. The less skilled the occupation, the fewer Occupational and Related Skills and the greater the number of *Secondary* (informally learned) *Skills*.

O.C.C. Related Skills

These *elective skills* can only be learned as part of O.C.C. training. They are acquired through *on the job training* and automatically occur with the advancement, development and mastery of the character's chosen occupation. The more one works at his job, the more skilled he becomes at his initial skill set, and the more he can apply that knowledge to other things. The cool thing about O.C.C. Related Skills is that the player selects the ones that he thinks are most useful and fun for his character. They may be skills that complement existing ones, or new, but related areas of knowledge. O.C.C. Related Skills either have a direct or indirect impact on the character's ability to do his job and expand his area of expertise.

New O.C.C. Related Skills become available to the character at predesignated intervals as the character grows in experience (e.g., Levels 3, 6, 9 and 12). These skills developed later in life are presumed to be something the character has been studying, learning and practicing on the side.

Whenever a *new* O.C.C. Related Skill becomes available at later levels of experience, the character starts using that skill at *first level* proficiency. That means if a 3rd level character learned a new O.C.C. Related Skill, he performs it at *first level proficiency* (the Base Skill number listed in the skill description plus any applicable bonus). The skill is new and the character is just not as proficient in its execution as his earlier skills. When that character reaches 4th level, the new skill will then increase to *2nd level proficiency*, and so on. Is that fair? Yes, because the skill is new, it is probably not used as frequently, and it is not as pivotal to the O.C.C. as the earlier skills. It may also indicate a new interest or offshoot of the O.C.C. As such, the skill is developed later than those the character starts with and is not as directly important to the O.C.C., taking the character longer to master it.

The exact number of *O.C.C. Related Skills* is indicated under each O.C.C. description. Many of the skill *categories* that are available will indicate specific *restrictions* (if any) and possible *skill bonuses* as applicable to that occupation. The skill bonuses are indicated in parentheses. The skills that best relate to one's O.C.C. have the highest bonuses. Skills without a bonus indicated are available for consideration, but have the least to do with the work.

The list by skill category is a guide as to what skills someone in that O.C.C. is likely to consider picking. At first level, the character gets the Base Skill percentage plus any O.C.C. bonus (the number in parentheses, if any) and any possible I.Q. bonus. The skill increase per level of experience starts at second level.

Secondary Skills

Secondary Skills are areas of knowledge that the character has picked up on his own through learned experience, observation and personal studies. They may be related to the character's occupation or reflect completely different interests and hobbies. Secondary Skills usually are self-taught and do not command the same degree of expertise as Occupational and O.C.C. Related Skills. For Example: If a character took the *Art* skill as an *O.C.C. Related Skill*, he would have the ability of a professional artist. If that same character takes Art as a *Secondary Skill*, however, his ability is that of a talented amateur. Even if a Secondary Skill artist had a higher chance of success than an O.C.C. Related Skill artist, the O.C.C. based artist's work always looks better. That is the essential difference between O.C.C. Related Skills and Secondary Skills, other than the fact that not all skills are available as Secondary Skills (i.e. the average person cannot self-teach Espionage or Military skills).

Secondary Skills to Start: The number of Secondary Skills available at first level is indicated under the O.C.C. descripition. It is presumed that the character has already learned them and they start at first level proficiency. Unless stated otherwise, all characters *start* level one with a few Secondary Skills under their belts.

Additional Secondary Skills can be selected at subsequent levels of experience as indicated for their O.C.C. (e.g. +1 Secondary Skill at levels 3, 6, 9, and 12).

Available Secondary Skills by Category: Below is a list of skills, by category, that can be selected as Secondary Skills. No skill bonuses apply, because these skills are self-taught and do not include intensive or professional training. Certain skills (namely Mechanical, Medical, Military, Electronics, Science and especially Cowboy, Espionage and Pilot Related skills) can *NOT* be learned as Secondary Skills. All Secondary Skills start out at the base skill level.

Communications: Any, except Cryptography, Laser, Surveillance Systems, and TV/Video.

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics and Computer Repair only.

Espionage: None.

Horsemanship: General and Exotic Animals only.

Mechanical: Automotive Mechanics and Basic Mechanics only.

Medical: Animal Husbandry and First Aid only.

Military: Camouflage and Recognize Weapon Quality only.

Physical: Hand to Hand: Basic, Aerobic Athletics, Athletics (General), Body Building & Weightlifting, Climbing, Running, and Swimming only.

Pilot: Automobile, Motorcycles, Hovercycle, Hover Craft, Motor and Sail Boats and recreational vehicles like Bicycles and Kayaks only.

Pilot Related: None.

Rogue: Gambling only.

Science: Astronomy & Navigation, and Basic and Advanced Mathematics only.

Technical: Any (excluding outer space skills available in some Dimension Books).

W.P.s Ancient (Melee Weapons): Any, except W.P. Deadball, W.P. Lance, W.P. Paired Weapons, and W.P. Siege Weapons (some of the exceptions are offered in other Rifts® titles).

W.P.s Modern (Guns & Tech Weapons): W.P. Handguns, W.P. Rifles, W.P. Energy Pistol and W.P. Energy Rifle.

Wilderness: Any, except Blend, Boat Building, Spelunking, Use Songlines and Underwater Navigation (some of which are described in other Rifts® titles).

Note: For G.M.s and players using any of the O.C.C.s/R.C.C.s presented in the wide line of **Rifts® titles** already in print, simply use this new system for your *Secondary Skill* selections, above, with the appropriate number of Secondary Skills as given in those O.C.C./R.C.C. descriptions.

Skill Bonuses

The Base Skill level is denoted in each skill description. Bonuses received by one's O.C.C. are added to that base skill. This is a one time skill bonus. Characters *may* also have an I.Q. attribute bonus (or penalty) or other skill bonuses that are added to the base skill level as a one time bonus.

As the character advances in level of experience, his chances of performing skills successfully (his success ratio) will increase. This is not so much a bonus as a designation of increased mastery of one's abilities with time and experience. The amount that the skill level increases is also noted in each skill description. For example: The Physical skill of Swimming reads: **Base Skill:** 50% +5% per level of experience. This means that a first level character without an O.C.C. bonus has a base skill proficiency of 50%. At second level +5% is added to increase the skill to 55%, at third level it increases to 60%, and so on. If a +10% O.C.C. bonus was applicable, the base skill starts at 60% +5% per level (i.e., 65% at second level, 70% at third, and so on).

New Skills. As the character advances in experience, he will also learn additional skills along the way. All new skills begin with a first level success ratio. Thus, if a 5th level character learns a new skill, that new skill is performed at first level proficiency while all his other skills are performed at 5th level proficiency. When the character reaches 6th level, his new skill will be at 2nd level while all of his others will be at 6th level. **Note:** The maximum success ratio for any skill is 98%, regardless of how far the character advances or what modifiers he may enjoy. Humans are not perfect, so there is always a margin for error.

Skill Penalties

Ordinarily, a character's chance of performing a skill successfully is determined by his success ratio for that skill. However, when advanced (or alien) technology or pressure situations are involved, one's success ratio for a given skill is lowered. Likewise, psionic attacks, debilitating magic, illness and injury may also impose a skill penalty on the character. Whether these penalties are accumulative (we suggest they are) is left to the discretion of the Game Master.

Advanced, Unknown, or Alien Machines and Technologies: A good rule of thumb is a skill penalty of -30% or -40% when trying to figure out, operate, repair, or use such mechanisms and technologies beyond the normal range of familiar technology. This would include experimental military devices, *Techno-Wizard devices, Bio-Wizard* creations, *strange magic items*, devices from an alien world and things that fall into the category of *weird science*. In some cases (G.M.'s discretion), the technology may be so different (or so reliant on magic) that the character will be unable to use the simplest of devices (-80% to -95% penalty). Likewise, depending on what the item is, a penalty of only -10% to -20% might apply, but the -30% to -40% penalty is typical. The G.M. should always use his/her discretion when dealing with experimental, weird, or alien sciences.

Bionics & Cybernetics: Although bionics (military hardware) and cybernetics (commercial mechanisms) are machines, they are very different from commercial machines, vehicles, electronics, and hardware. That means an Operator may be able to figure out what a bionic device is supposed to do (-10% or -20% penalty), and may even be able to work on the machine and electronic aspects (-20% to -40%), but he cannot install, replace or remove bionics or cybernetic implants.

Military Technology: Military technology is often (though not always) more advanced and even cutting-edge. Thus, a -15% or -25% skill penalty applies to civilian engineers and Operators trying to work on or with military hardware.

Pressure Situations: Executing a skill when calm, cool and collected is one thing. Doing it under the gun (or with a snarling monster breathing down your neck) is something else. For the following pressure situations, negative modifiers apply to characters trying to execute any skill, excluding W.P. and Hand to Hand Combat skills.

Booby-trap: The item the character is working on is rigged to set off an alarm, explosive, trap, purge data, etc., unless the defense mechanism/trigger can be circumvented or deactivated first. Depending on the complexity and risk: -10% to -40%.

Cheap, faulty and/or unfamiliar tools: -5% to -15%.

Confused/uncertain or distracted: -10% to -20%.

Countermeasures, traps and alarms are in place: -10% to -15%, depending on their level of complexity and sophistication.

Difficult, complex or unfamiliar task: -10% to -15%.

Distracted by outside forces: -10% to -20%, depending upon the source of the distraction and how invasive it may be.

Encrypted data or firewall: -20% to -40%.

Frightened, nervous or jumpy: -5% to -10%.

Lack of sleep/exhausted: -10% if the character has gone 24-36 hours without sleep and the skill takes 50% longer to perform; -15% having gone 48-72 hours without sleep and takes twice as long to perform, and -30-50% having gone 80 hours or longer without sleep, plus the skill takes three times as long as normal to perform.

Panic situation: If the character panics and gets hysterical the penalty is -50% on skill performance, combat bonuses are reduced by half, Perception Roll bonuses are reduced to zero, and shooting a gun is "wild." Bystanders and allies may get injured accidentally from the character's wild and irrational response.

Pressure situation, low: -5%; may include being nervous when working in front of a superior, critic, or pretty girl, as well as when showing off.

Pressure situation, moderate: -10%; it is important to get the job done quickly and done right the first time.

Pressure situation, serious: -15% to -20% when failure means there will be serious consequences or trouble (capture, torture, loss of critical supplies, etc.), or the character himself or several people (perhaps hundreds) will suffer for his mistake.

Pressure situation, deadly: -25% to -30%. Time is running out, with dire consequences. If the character fails, he, an ally(s) or innocent people will die! Always a -30% penalty if a loved one or several dozen, hundreds or thousands of lives hang in the balance.

Scared: -30% to -50%. The character is so scared he just cannot think straight, plus the skill takes twice as long to accomplish. Increase the penalty to -75% when the subject of the terror is related to a Phobia insanity. Note that although the character is wracked with fear, he is trying to deal with it and has not run off in a blind panic.

Seriously wounded or ill: When a character's Hit Points are down by 50% or more, concentration is difficult (feels weak, tired, in pain, etc.) and the pain and fatigue are distracting, which impairs skill performance: -20% penalty. The penalty worsens to -30% when the character has less than 25% of his Hit Points.

Illness, especially fever, can cause similar penalties. Debilitating illness will usually indicate skill penalties ranging from -10% to -50%.

Drugs, magical charms and psionic attack may also stun, confuse or debilitate the character similar to injury and illness. The specific spell, power or drug will indicate the penalties to apply.

Time sensitive: Skill must be performed in a few minutes (even seconds) or by X time; countdown. -10% to -30%.

Trying to do something while moving: -5% to -40%, depending on the situation, speed and the bumpiness of the ride.

Note: The G.M. may also impose a *reasonable penalty* to *any* situation where the character faces an unusual or difficult task. A reasonable penalty will range from -5% to -30%, but, at times, a dramatically higher penalty may be appropriate. G.M.s, use your discretion and be fair.

Also see penalties for low I.Q. and other low attributes in the Character Creation section.

Skills

One of the nice features about most Palladium role-playing games is the many different ways in which players can customize their characters. Skills play a big part in that, because they let each player tailor his character to his desires and make characters of the same O.C.C. different and unique.

A broad range of characters can be created for **Rifts®**, and the skills reflect this. Additional skills can be found in some of the other **Rifts®** books, but usually reflect areas of specialization unique to that part of the world.

This section contains two presentations for skills:

1. Skill List. A comprehensive list of the names of every skill by category, followed by the skill's *base percentage* and the *additional percentage per level of experience*. The list is a quick and easy visual reference for picking skills and determining their percentage.

2. Skill Descriptions. Every skill is described in full.

Skill List

Communication Skills

Barter (30%+4%)
Creative Writing (25%+5%)
Cryptography (25%+5%)
Electronic Countermeasures (30%+5%)
Language: Native Tongue (88%+1%)
Language: Other (50%+3%)
Laser Communications (30%+5%)
Literacy: Native Language (40%+5%)
Literacy: Other (30%+5%)
Optic Systems (30%+5%)
Performance (30%+5%)
Public Speaking (30%+5%)
Radio Basic (45%+5%)
Sensory Equipment (30%+5%)
Sign Language (25%+5%)
Sing (35%+5%)
Surveillance (30%+5%)
T.V./Video (25%+5%)

Cowboy Skills

Branding (50%+5%)
Breaking/Taming Wild Horse (20%+5%)
Herding Cattle (30%+5%)
Horsemanship: Cowboy (66%/50%+3%)
Horsemanship: Exotic (30%/20%+5%)
Lore: American Indians (25%/+5%)
Lore: Cattle/Animals (30/5%)
Roping (20%+5%)
Trick Riding (Special)
W.P. Rope
(*Also see* related Technical Skills)

Domestic Skills

Brewing (25%/30%+5%)
Cook (35%+5%)
Dance (30%+5%)
Fishing (40%+5%)
Gardening (36%+4%)
Housekeeping (35%+5%)
Play Musical Instrument (35%+5%)
Recycle (30%+5%)
Sewing (40%+5%)
Sing (35%+5%)
Wardrobe & Grooming (50%+4%)

Electrical Skills

Basic Electronics (30%+5%)
Computer Repair (30%+5%)
Electrical Engineer (35%+5%)
Electricity Generation (50%+5%)
Robot Electronics (30%+5%)

Espionage Skills

Detect Ambush (30%+5%)
Detect Concealment (25%+5%)
Disguise (25%+5%)
Escape Artist (30%+5%)
Forgery (20%+5%)
Impersonation (30%/16%+4%)
Intelligence (32%+4%)
Interrogation (30%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Sniper (+2 to strike on aimed shot)
Tracking (people) (25%+5%)
Undercover Ops (30%+5%)
Wilderness Survival (30%+5%)

Horsemanship Skills

Horsemanship: General (40%/20%+4%)
Horsemanship: Cowboy (66%/50%+3%)
Horsemanship: Cossack (55%/45%+5%)
Horsemanship: Cyber-Knight (70%/50%+3%)
Horsemanship: Equestrian (40%/30%+5%)
Horsemanship: Exotic Animals (30%/20%+5%)

Mechanical Skills

Aircraft Mechanics (25%+5%)
Automotive Mechanics (25%+5%)
Basic Mechanics (30%+5%)
Bioware Mechanics (30%+5%)
Locksmith (25%+5%)
Mechanical Engineer (25%+5%)
Robot Mechanics (20%+5%)
Vehicle Armorer (30%+5%)
Weapons Engineer (25%+5%)

Medical Skills

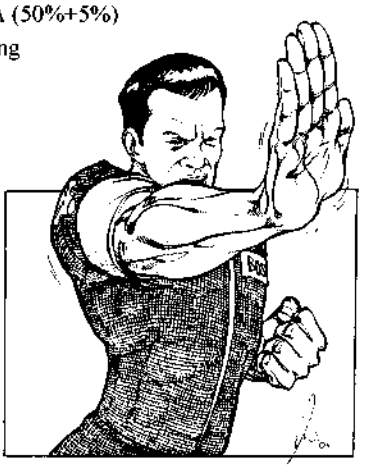
Animal Husbandry (35%+5%)
Brewing: Medicinal (25%/30%+5%)
Crime Scene Investigation (35%+5%)
Cybernetic Medicine (40%/60%+5%)
Entomological Medicine (40%/20%+5%)
Field Surgery (16%+4%)
First Aid (45%+5%)
Forensics (35%+5%)
Holistic Medicine (30%/20%+5%)
Pathology (40%+5%)
Paramedic (40%+5%)
Medical Doctor (60%/50%+5%)
Psychology (35%+5%)
Veterinary Science (50%+4%)

Military Skills

Camouflage (20%+5%)
Demolitions (60%+3%)
Demolitions Disposal (60%+3%)
Demolitions: Underwater (56%+4%)
Field Armorer & Munitions Expert (40%+5%)
Find Contraband (26%+4%)
Forced March
Military Etiquette (35%+5%)
Military Fortification (30%+5%)
Naval History (30%+5%)
Naval Tactics (25%+5%)
NBC Warfare (35%+5%)
Parachuting (40%+5%)
Recognize Weapon Quality (25%+5%)
Trap/Mine Detection (20%+5%)

Physical Skills

No Hand to Hand Combat Skill
Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Hand to Hand: Commando
Acrobatics (varies)
Aerobic Athletics
Athletics (General)
Body Building & Weight Lifting
Boxing
Climbing (40%/30%+5%)
Fencing
Forced March
Gymnastics (varies)
Juggling (35%+5%)
Kick Boxing
Outdoorsmanship
Physical Labor
Prowl (25%+5%)
Running
Swimming (50%+5%)
SCUBA (50%+5%)
Wrestling



Pilot Skills

Airplane (50%+4%)
Automobile (60%+2%)
Bicycling (44%+4%)
Boat: Motor, Race & Hydrofoil (55%+5%)
Boat: Paddle Types/Canoe/Kayak (50%+5%)
Boat: Sail Type (60%+5%)
Boat: Ships (45%/40%+5%)
Combat Driving
Flight System Combat (Juicer; 40%+5%)
Hover Craft (Ground; 50%+5%)
Hovercycles, Skycycles & Rocket Bikes (70%+3%)
Jet Aircraft (40%+4%)
Jet Packs (42%+4%)
Jump Bike Combat (Juicer; 45%+5%)
Military: Combat Helicopter (52%+3%)
Military: Jet Fighters (40%+4%)
Military: Submersibles (40%+4%)
Military: Tanks & APCs (36%+4%)
Military: Warships & Patrol Boats (40%+4%)
Motorcycles & Snowmobiles (60%+4%)
Robots & Power Armor (56%+3%)
Robot Combat: Basic (SPECIAL)
Robot Combat: Elite (SPECIAL)
Tracked & Construction Vehicles (40%+4%)
Truck (40%+4%)
Water Scooters (50%+5%)
Water Skiing & Surfing (40%+4%)

Pilot Related Skills

Navigation (40%+5%)
Sensory Equipment (30%+5%)
Weapon Systems (40%+5%)

Rogue Skills

Cardsharp (24%+4%)
Computer Hacking (20%+5%)
Concealment (20%+4%)
Find Contraband (26%+4%)
Gambling (Standard) (30%+5%)
Gambling (Dirty Tricks) (20%+4%)
I.D. Undercover Agent (30%+4%)
Imitate Voices & Sounds (42%/36%+4%)
Palming (20%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Prowl (25%+5%)
Roadwise (26%+4%)
Safe-Cracking (20%+4%)
Seduction (20%+3%, plus attribute bonuses)
Streetwise (20%+4%)
Tailing (30%+5%)

Science Skills

Anthropology (30%+5%)
Archaeology (30%/20%+5%)
Artificial Intelligence (30%+3%)
Astronomy & Navigation (30%+5%)
Astrophysics (30%+5%)
Biology (30%+5%)
Botany (25%+5%)
Chemistry (30+5%)
Chemistry: Analytical (25%+5%)
Chemistry: Pharmaceutical (%30+5%)
Mathematics: Basic (45%+5%)
Mathematics: Advanced (45%+5%)
Xenology (30%+5%)
Zoology (30%+5%)

Technical Skills

Appraise Goods (30%+5%)
Art (35%+5%)
Begging (30%+3%)
Breed Dogs (40%/20%+5%)
Calligraphy (35%+5%)
Computer Operation (40%+5%)
Computer Programming (30%+5%)
Cybernetics: Basic (25%+5%)
Excavation (40%+5%)
Firefighting (30%+5%)
Gemology (25%+5%)
General Repair & Maintenance (35%+5%)
History: Pre-Rifts (32%/24%+4%)
History: Post-Apocalypse (35%/30%+5%)
Jury-Rig (25%+5%)
Law (General; 35%+5%)
Leather Working (40%+5%)
Lore: American Indians (25%+5%)
Lore: Cattle & Animals (30%+5%)
Lore: D-Bee (25%+5%)
Lore: Demons & Monsters (25%+5%)
Lore: Faeries & Creatures of Magic (25%+5%)
Lore: Juicers (30%+5%)
Lore: Magic (25%+5%)
Lore: Psychics & Psionics (25%+5%)
Masonry (40%+5%)
Mining (35%+5%)
Mythology (30%+5%)
Philosophy (30%+5%)
Photography (35%+5%)
Recycling (30%+5%)
Research (40%+5%)
Rope Works (30%+5%)
Salvage (35%+5%)
Ventriloquism (16%+4%)
Whittling & Sculpting (30%+5%)

Weapon Proficiencies (Ancient)

W.P. Archery
W.P. Axe
W.P. Blunt
W.P. Chain
W.P. Forked
W.P. Grappling Hook
W.P. Knife
W.P. Paired Weapons (Men at Arms)
W.P. Pole Arm
W.P. Quick Draw
W.P. Rope
W.P. Shield
W.P. Spear
W.P. Staff
W.P. Sword
W.P. Targeting
W.P. Whip

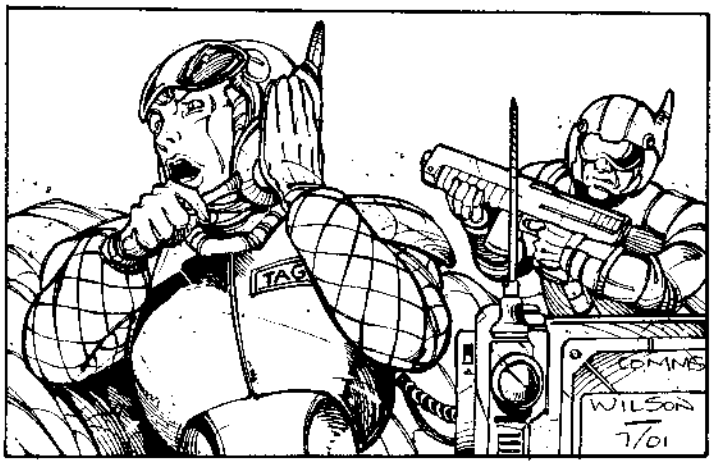
Weapon Proficiencies (Modern)

W.P. Handguns
W.P. Rifles
W.P. Shotgun
W.P. Submachine-Gun
W.P. Heavy Military Weapons
W.P. Military Flamethrowers
W.P. Harpoon & Spear Gun
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Heavy M.D. Weapons

Wilderness Skills

Boat Building (25%+5%)
Carpentry (25%+5%)
Dowsing (20%+5%)
Fasting (40%+3%)
Hunting
Identify Plants & Fruit (25%+5%)
Land Navigation (36%+4%)
Preserve Food (30%+5%)
Skin & Prepare Animal Hides (30%+5%)
Spelunking (35%+5%)
Track & Trap Animals (20%/30%+5%)
Wilderness Survival (30%+5%)

Skill Descriptions



Communication Skills

Barter: A skill at bargaining with merchants, businessmen, thieves, traders and other characters to get a fair price or fair exchange of trade goods or services. Depending on the character's point of view and effort at bartering, he can raise the amount he gets or lower the price he pays by 3D6+2%; not applicable to rare items and alien technology. Generally, if the haggler rolls under his Bartering skill percentage, he gets the discount when buying or the better price when he is the one doing the selling or trading. If the price is disputed, the two bartering characters can each make rolls on percentile dice, the highest roll wins and gets their price and not a penny less or nickle more. **Base Skill:** 30% +4% per level of experience. **Restriction:** Available only to Adventurer & Scholar O.C.C.s. *Mathematics* and *Literacy* are not required but helpful, with each adding a +2% bonus to Barter.

Creative Writing. The ability to write prose/stories, poems, and journalistic reports, studies, news, and otherwise entertaining text (including songs at -15%). Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. **Base Skill:** 25% +5% per level of experience. **Requires:** *Literacy*. This skill does not provide a character with the ability to recite his or her written words with any level of charm. See *Public Speaking* for that.

Cryptography. Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. **Base Skill:** 25% +5% per level of experience. **Requires:** *Literacy*.

Electronic Countermeasures. The ability to shield, encrypt and protect electronic transmissions, as well as jamming, scrambling, coding and decoding radio, video and wireless transmissions. This skill also includes knowledge in the use of technology to locate electronic bugs/listening devices and deactivate, undermine and otherwise circumvent them. The use of *electronic masking*, scrambling and unscrambling equipment, as well as codes to help foil the detection, interception and interpretation of radio and wireless transmissions is all part of this skill. A radio operator who makes a successful *scramble roll* can transmit coded or scrambled messages without fear that the enemy will intercept or understand his transmission.

Jamming military or police communications can cause unit confusion and disrupt communications. Military organization breaks down, causing a loss of effectiveness to all but the best units. Just about any high-powered radio can be used for jamming. Armed with a radio, a small guerrilla unit can completely disrupt the maneuvers of large enemy groups. This skill also enables the radio operator to "follow" the enemy's attempted transmissions over jammed frequencies to trace their location or direction of travel. This tactic is extremely useful in finding and eliminating bugs, transmission units, surveillance teams on a stakeout, small squads and enemies in distress. **Base Skill:** 30% +5% per level of experience. **Requires:** *Radio: Basic*.

Language: Native Tongue. The character has a very good to excellent understanding of his native language. It is not, however, an absolute and total understanding, because there are always words, scientific terms, slang and fancy or outdated words and terms a character may not know. Thus, the necessity for dictionaries, thesauruses, grammar guides and computer spelling programs. **Base Skill:** 88% +1% per level of experience. **Note:** An O.C.C. skill bonus usually applies to "other" languages and communication skills, not the Native Tongue.

Language: Other. The character can understand and *speak* in a language other than his own. Language is one of the few skills that can be selected repeatedly in order to speak several different languages. *Each selection* gives the character knowledge of one different language, but each language counts as one skill selection. **Base Skill:** 50% +3% per level of experience.

There are nine major languages in the world of Rifts, and they include:

American (English, the universal language of the American continents).

Techno-Can (Basic but modified American/English used as a universal computer/techno-language in high-tech computer and communications systems. It is NOT a spoken language, but as a specialized tech-language developed for technical journals and as a universal computer language.)

Spanish (the second major tongue of the Americas).

Japanese (language of the Japanese Islands and the New Japanese Republic).

Chinese (a language spoken widely across Asia, even well beyond the Celestial Kingdom's traditional borders).

Euro (a blend of Russian, German, and Polish spoken by virtually all humans between England and China).

Dragonese/Elven (the most widely spoken of the "magical tongues," and a universal language for all magic users).

Gobblely (spoken by all sorts of loathsome and barbaric creatures such as Goblins, Hob-Goblins, Orcs, and Ogres, among others).

Faerie Speak (the universal tongue of all Faeries, though one can communicate with Faeries using Dragonese or Gobblely at -10%).

Across the world there are dozens of additional languages, but they tend to be limited to isolated regions and are much less common than the Big Nine. *Demongogian* is the language of Gargoyles, Brodkil, Daemonix, Deevils, demons and supernatural beings of all kinds, as well as the minions of *Wormwood*. In Russia and Eastern Europe, *Russian* is seeing a huge upsurge and is displacing the use of Euro in many areas. Likewise, in parts of Asia, *Mongolian* is spoken as well as several dialects of traditional Chinese. There may be a number of dialects in any given geographic area where a language is spoken. The G.M. may apply a -10% to a -20% modifier to one's Language ability depending on what kind of dialect the character is up against. In the Deep South of North America, the Outback of Australia, and throughout China, for example, regional dialects are practically their own language.

Laser Communications. This skill provides the character with an in depth knowledge of advanced electronics, laser communication systems and fiber optic communications. **Base Skill:** 30% +5% per level of experience. **Requires:** *Radio: Basic, Electrical Engineer*, and *Computer Operation* skills.

Literacy: Native Language. The character can read and write the language of his culture. This is usually the common language where he

was born and grew up (or has lived most of his life). For example, most of us born in America speak, read and write American English, complete with contemporary slang. English is our predominant language, even if our ethnic heritage has roots in another country (Mexico, Poland, Russia, Cuba, etc.). Reading and writing means the character can read and comprehend the written word, read written instructions, printed books, etc. This skill has no bearing on creative writing. **Base Skill:** 40% +5% per level of experience. **Note:** The ability to read and write is a rare and valuable commodity on Rifts Earth. The majority of the world's population can*not* read. Illiteracy is encouraged by the Coalition States (and other kingdoms) as a means of keeping the secrets of the past for themselves, and their people ignorant and under their control. Within the CS, only scientists, engineers, military leaders and the elite aristocracy are literate (typically in American only). Outsiders who can read are looked upon with suspicion or as dangerous freethinkers.

Literacy: Other. The character may read and write one or more different languages, but each language counts as a separate skill selection. American English is the official written language of the Coalition States and North America in general. Note that just because a character can "read" a foreign language does NOT mean he can speak it or understand others speaking it (has only the most basic understanding of the spoken language, catching one or two words out of ten. (See *Language: Other* to "speak" other languages.) Usually, only the Rogue Scholar, Rogue Scientist and practitioners of magic can read even one language let alone two or more. **Base Skill:** 30% +5% per level of experience. **Note:** If a character fails his attempt to read a book (such as a character with Literacy: Dragonese/Elven at 50%), it means the book is currently too difficult for his skill level. The character may again attempt to read the book when his Literacy score changes, such as when it goes up an experience level and gains a +5% bonus.

Optic Systems. Provides expert training in the use of special optical enhancement equipment such as telescopic lenses, laser targeting, thermal imagers, passive light intensifiers, infrared and ultraviolet systems, polarization, light filters, optical scanners, video and digital cameras, holograms and related devices. **Base Skill:** 30% +5% per level of experience. Adds a special one time bonus of +5% to the *T.V./Video* skill if both are selected.

Performance. The methods and fundamentals used by actors, entertainers, politicians and other public figures to impress and sway the public. A character with this skill knows how to do things with *flair*. If a skill roll is successful, it works like an attempt to charm, captivate, impress, intimidate, or incense (or motivate) the audience. **Base Skill:** 30% +5% per level. **Bonus:** +5% to the *Undercover Ops* and *Impersonation* skills. **Note:** Obvious lies, inconsistencies and evidence to the contrary may ruin the effectiveness of the best performance. G.M.s, use your discretion.

Public Speaking. Training in the quality of sound, tone, pitch, enunciation, clarity, and pacing when speaking to the public. The character speaks loudly, distinctly and in a pleasing manner. Also includes the practice of good, enticing storytelling, dramatic pauses and composition of the spoken word. A successful roll indicates the overall quality and charisma of the speaker and the spoken word; people are enjoying listening to the character. **Base Skill:** 30% +5% per level of experience. This skill adds a +5% bonus to the *Performance* skill.

Radio: Basic. The rudimentary knowledge of the operation and maintenance of all sorts of radio equipment, including military radio systems, field radios and walkie-talkies, audio recording devices, wire laying, installation, radio procedure, communication security and Morse code. It does not include the ability to make repairs nor operate video equipment. **Base Skill:** 45% +5% per level of experience.

Radio: Scramblers: Replaced by *Electronic Countermeasures*, above.

Sensory Equipment: Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional, military, medical and scientific equipment, scanners, and sensory devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancements, industrial gauges, instrument panels, medical monitors (EKGs, CAT scans, etc.), life support systems, and so on. Note that characters without this skill cannot understand or operate advanced aircraft, medical equipment or sensor/detection equipment.

Radar & Sonar Note: The character can expertly use radar equipment (radio echo bounces) and sonar (underwater sound echo bounces) and correctly read the information to precisely locate and track aircraft, ships and submarines, as the case may be. In submarines (and with radar for warships and fighter aircraft) there are two methods or types of operations, *passive* and *active*. To use active sonar, the sub must give a pulse of sound to bounce off any nearby ships or objects. This is very dangerous since it immediately gives away the position of the submersible itself. Most vessels will not use active sonar unless absolutely necessary, most rely on passive sonar systems. This is much more difficult since the sonar operator must sift through the background noise to find any enemy targets. Sometimes they will not be able to distinguish the location of a ship from the background static. Despite this fact, passive sonar is used because it does not give away the location of the vessel. -15% skill penalty when using passive sonar or radar. **Base Skill:** 30% +5% per level of experience.

Sign Language. This skill is either, a) the universal sign language of the deaf, or b) the military sign language of hand signals used to indicate action, response and combat positions in the field when verbal or radio communication would alert the enemy. Both require line of sight (i.e., one must be able to see the signer). Signing for the hearing impaired requires the sender to do a skill check per every 20 words "signed" to successfully transmit his message. Likewise, the interpreter must roll to interpret every batch of 20 words. A failed roll means a misunderstanding to no idea of what has been said. **Base Skill:** 25% +5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 35% +5% per level of experience.

Surveillance. The use and deployment of bugs and spy equipment, tailing and stakeouts. The character understands the methods, operation, techniques, tools and devices used in surveillance operations. Includes motion detectors, simple and complex alarm systems, audio/visual recording and display equipment, recording methods, amplified sound systems, miniature listening devices (bugs, line tapping, parabolic electronic ears, etc.), miniature "hidden" cameras, and optical enhancement systems specifically as they relate to camera lenses and spy devices.

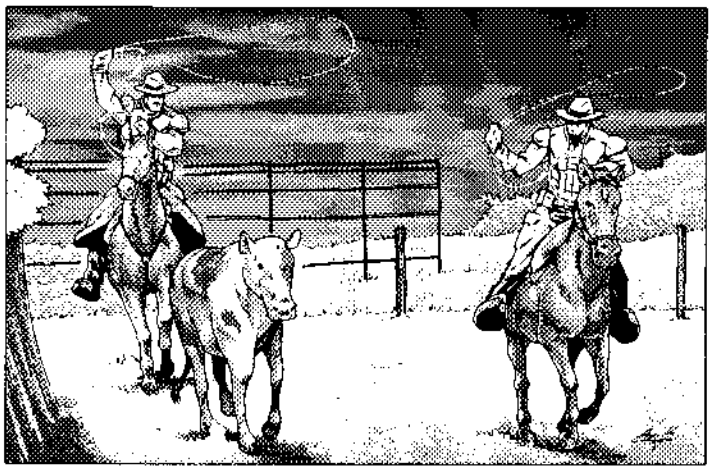
A failed roll in the *use of surveillance equipment* means that the equipment does not function as desired, impairing or preventing surveillance; i.e., the bug does not transmit, recording or sound transmissions are garbled, surveillance film is blurred or failed to record, etc.

A failed roll when *hiding surveillance devices* means the bug does not function and is easily discovered through the course of casual activity.

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stakeout procedures. A failed surveillance roll indicates that the subject has spotted "the tail" and is aware that he is being followed/observed.

Base Skill: 30% +5% per level of experience. **Requires:** *Basic Electronics* or *Electrical Engineering, Computer Operation* and *Literacy* (the latter two are needed only for complex, high-tech systems).

TV/Video. In depth training in the use of video, digital and audio recording equipment as well as filming, editing, dubbing, title making, duplication, and transmission. Includes the use of field equipment; i.e., portable video or digital camera and studio equipment. **Base Skill:** 25% +5% per level of experience.



Cowboy Skills

Branding. The techniques and methods for tethering, controlling and marking, or "branding," animals. A brand is a mark burned on the skin to identify and show ownership of an animal – typically used on horses and cattle, sometimes on humans and D-Bee slaves. This skill also includes a basic knowledge of common and notable insignias and emblems. **Base Skill:** 50% +5% per level of experience.

Breaking/Taming a Wild Horse. To "break" a horse, first the trainer must get the horse used to being around people, then used to having a saddle on its back (this takes 3D4 days), and then you "bit" train it (gets it used to having a bit in its mouth and reins). Finally, the trainer must get the horse used to having a rider on its back. Depending on the horse, this can take a couple weeks (making an attempt every day) to several weeks with moderate success. It takes a lot of skill to stay on a wild horse when the animal wants you off. Some horses are never completely tame, and some will allow certain people to ride them, while bucking and throwing other riders. During this initial training period the rider must hang on for dear life while the horse does everything in its power to throw him. This battle of wills can last hours at a time and take up to 12 weeks. **Base Skill:** 20% +5% per level of experience; -10% when breaking exotic and alien animals. Also includes riding wild bulls (cannot be broken), wild broncos, and other wild animals, as well as steer wrestling, but all at -15%.

Herding Cattle. The techniques and methods of leading, directing and controlling cattle in a contained and orderly herd. Also includes keeping animals calm, basic care and feeding, how to tend cattle, recognize disease and illness, give birth to young, how to survive and regain control of a stampede, gather strays, how best to pen and corral livestock, mend fences, etc. **Base Skill:** 30% +5% per level of experience.

Horsemanship: Cowboy. See description under Horsemanship Skills.

Horsemanship: Exotic. See description under Horsemanship Skills.

Lore: American Indians. See description under Technical Skills.

Lore: Cattle/Animals. See description under Technical Skills.

Roping. The rope is the cowboy's most important and famous tool. Characters with the Roping skill can expertly throw a rope to snare/lasso a cow's horns, a horse's neck, or the hoofs of either, to enable a 140 pound (63 kg) man to capture and subdue a half ton animal! Hitched around the saddle horn, a lariat can be used to pull a mired animal out of a bog, mud or river, as well as keep a hobbled horse or other animal from straying away in the night or rain. The rope can even be used to create an instant, make-shift corral, when stretched taut by several men, to contain and hold a herd of animals, as well as provide quick justice at the end of a hangman's noose.

The Roping skill includes knowledge and training in how to use a lariat/lasso, tie knots, expertly handle roped animals after they are snared without injuring them, bring them to a stop by taking quick turns of the lariat around the saddle horn (known as "dally" or "da la vuelta"), tether animals, and how to "hog-tie" animals (after the animal has been lassoed, the horse backs up to make the rope taut while the cowboy "tips" over the animal and ties three legs with a half shank; used in separating stubborn animals from the herd, capturing wild animals, and branding). The rope/lariat can be used on cattle, horses, and even small dinosaurs and alien animals similar to cattle. This skill with a lariat can be executed standing on solid ground or while in motion. In fact, it is designed and intended to be done from horseback (or hovercycle) while moving.

A successful skill roll means the *animal* is caught in the lasso, usually ensnared by the horns, neck, a foot or leg, held tight and unable to run or pull away. Once ensnared, the Cowboy can exercise any of the above maneuvers, from pinning and tying the animal up to controlling it and leading it back to the herd or holding pen.

A failed roll to tie a knot means that it is loose, sloppy and easy to untie or slip out of, or likely to unravel or snap when strained.

A failed skill roll to lasso an animal or stationary target, means it misses its mark or hits but slips off with no effect. **Base Skill:** 20% +5% per level of experience. Bonus: +1 to entangle at levels 1, 3, 5, 7, 9, 11, and 14. Cowboys and Saddle Tramps, only, get a +10% skill bonus to the Roping skill in addition to any other O.C.C. bonuses. **Note:** Also see *W.P. Rope*.

Trick Riding. Riding bareback, standing on the animal's back, hanging from the side or under its belly (usually for rodeo tricks or to hide from enemies), riding sidesaddle, as well as quick mounts and dismounts, leaping down on the animal from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar. **Skill Requirement:** Must know one of the *Horsemanship* skills, or Trick Riding cannot be selected. **Base Skill (Special):** The first (larger) number of the Horsemanship skill; roll for each trick/stunt attempt. **Note:** Characters without this skill can *try* any of these tricks, but must roll on the second percentage number of their Horsemanship skill after reducing it by half. Roll for each attempt. Likewise, these stunts can be tried while riding mounts other than a horse, but reduce the skill by half, unless the character also has the skill *Horsemanship: Exotic Animals*.

W.P. Rope. Trained use of a lariat/lasso for combat as well as using the lasso to snare and hook onto a sturdy object or limb for climbing, scaling walls, boarding vessels, and swinging across openings. As a weapon, the rope and lasso is used to encircle the shoulders, arms, waist or feet to snare, trip and otherwise pin and incapacitate an opponent. The lasso can also ensnare the neck and strangle opponents.

Damage: Trip Attack. A successful roll to strike knocks the victim to the ground and he loses initiative and one melee attack. If the attacker is on horseback, in a vehicle or super strong, he may pull or drag his victim to him.

Entangle Attacks: A successful roll to strike ensnares the desired area of the body, typically the arm, upper torso, waist, leg or foot.

A subsequent successful roll to **disarm** means the lasso is jerked in such a way that it slips off the victim's arm, but it takes whatever he was holding in that hand with it. 01-60% chance of knocking it to the ground, 61-00% chance the item is lassoed and can be pulled into the attacker's hand in two melee actions (three total attacks are used up; one to disarm and two to pull the item).

A subsequent successful roll to **entangle** means the attacker can incapacitate that limb/part of the body (usually by pulling the rope and the lassoed limb taut), making it impossible for the victim to use it. If an *arm/hand*, the victim must use his other arm and hand (at half his usual bonuses and -1 melee attack unless ambidextrous).

If it is the *foot/leg* that is lassoed and incapacitated (pulled tight), the victim runs/hops at half speed, cannot get away unless he can cut

the rope, is -4 to dodge and roll with impact, and -1 to parry, disarm or pull punch. Using a second melee attack to jerk the lasso will knock the victim off his feet (losing initiative and one melee attack) and he can then be pulled/dragged by hand, horse or vehicle, or hog-tied (costs the attacker two additional melee attacks and unless the victim can roll a 17 or higher to dodge he succeeds without further incident. A roll of 17 or higher enables the victim to squirm and move in such a way as to prevent being tied up and he can then engage his attacker in hand to hand combat).

If it is the *upper body* that is lassoed, it pins one arm to his body rendering it useless. The victim must use his other hand at the penalties noted under an *entangled arm*. A second lasso around the upper body (counts as another melee attack) pins both arms, leaving the victim unable to use his arms and hands. Trying to run while the arms are pinned is awkward and difficult, reduce the victim's speed by 20%, he is -2 to dodge and cannot parry. No damage is inflicted, but the victim is physically incapacitated. Moreover, the lassoed individual can be pulled off his feet and knocked down (losing initiative and one melee attack), and he can be quickly hog-tied by his attacker (counts as four melee attacks) or be dragged. **Note:** Only one target can be roped and pinned or hog-tied at a time.

Multiple lassoes can also be used to snare each limb and "spread-eagle" the character. The victim is physically helpless in this position. Only spell magic or psionics or other special attack can be used when spread-eagled, arms pinned or completely hog-tied.

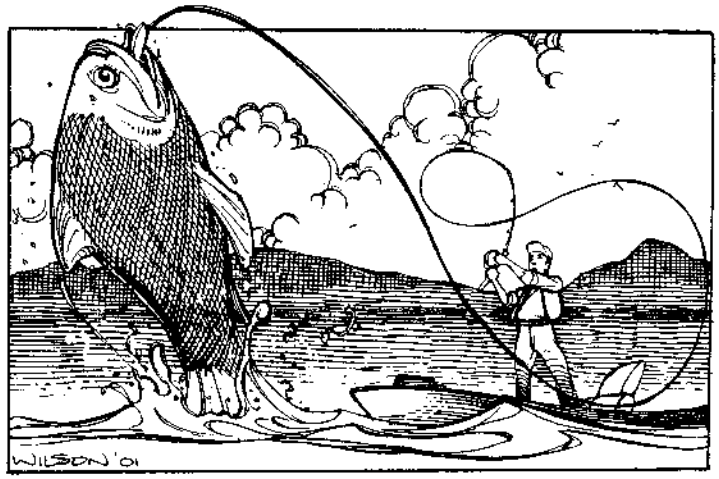
Strangle Attack: Roping the neck can be used to prevent the victim from speaking and makes him barely able to breathe (-1 attack per melee). Tightening the rope (counts as one melee attack) cuts the air supply off completely and *strangles* the victim unless he can cut himself free or his attacker releases him by loosening and/or removing the lasso around his neck. Depending on how long the victim can go without air, the character may die. For most characters, dizziness occurs within *two minutes* (victim is -2 attacks per melee and -3 on all combat bonuses). Within *four minutes* the victim is rendered unconscious, unless he can hold his breath for an extraordinarily long time. If still on his feet, reduce his attacks and combat bonuses by half again. Within 2 or 3 minutes the victim will lapse into a coma and die within another 1D4 minutes. **Note:** A *slow hanging* kills the victim in half the time. A good character would never use a strangling attack to kill or hang, or stops short of causing coma and death. The strangling attack does NOT work on characters clad in power armor or Full Conversion Cyborgs, or robots. Against a supernatural being or creature of magic, the attacker must have greater Supernatural Strength than his victim.

Escaping a Lasso. Escape is possible if the victim is able to cut himself free (provided he has a blade weapon or claws), shoot himself free with a gun (first shooting the tow line and then pulling the lasso from around his neck; counts as two melee actions/attacks), or pull himself free if his P.S. is *six points greater* than his attacker.

Victims Cutting Free: It takes 1D4 melee actions to cut through an S.D.C. lasso with an S.D.C. knife, one action if an M.D. blade is used or the character has Robotic or Supernatural P.S. It is impossible, however, to draw a weapon and cut oneself loose if both arms are pinned or while being dragged. Of course, psionic or magical Telekinesis or Ectoplasm may be used to wield the blade, or some other extraordinary measure may be applicable (eye beam, bionic finger blaster, etc.).

O.C.C. Note: W.P. Rope is only available to characters who can select Cowboy skills.

Bonuses: +1 to strike at levels 1, 4, 8, 12 and 15, when rope/lasso is used in combat or for boarding, and +1 to entangle and +1 to disarm. Rope cannot be used to parry. **Note:** Does not require the Roping skill to use as a weapon, but when the Cowboy and Saddle Tramp O.C.C.s do select both skills, they get an additional bonus of +2 to strike and +2 to disarm when using the lasso against humanoid opponents.



Domestic Skills

Note: Characters can attain professional quality by selecting the same Domestic skill twice. Add a one time bonus of +10% and note that the end result is of superior quality.

Brewing: Basic. This is the making of fermented alcoholic beverages from grains or fruits and specifically includes wine, mead, ale, beer and moonshine, as well as common teas, coffee, lemonade and similar types of prepared drinks. Stronger types of alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable concoction). The second indicates the quality of the brew; the lower the number rolled, the tastier the drink. **Base Skill:** 25%/30% +5% per level of experience. Adds a +5% to *Holistic Medicine* if the skill is known.

Cook. Skilled in selecting, planning, and preparing meals. A cooking roll failure means that the food is not properly prepared. It is edible but tastes lousy (greasy, too spicy, sickeningly sweet, sour, burnt, leaves a bad aftertaste in the mouth, etc.). **Base Skill:** 35% +5% per level of experience.

Dance. A practiced skill in the art of dancing, the character is especially smooth and graceful; a joy to dance with. Can learn new dance steps/moves much more quickly than somebody who cannot dance. **Base Skill:** 30% +5% per level of experience.

Fishing. The fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, bait, poles, hooks, lines, and the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, their habits, behavior and what they taste like prepared for eating. **Base Skill:** 40% +5% per level of experience.

Gardening. This skill offers a basic understanding of plant care and aesthetic garden design as well as the ability to grow garden crops, and the skill to create beautiful, decorative gardens with flowers, plants, shrubs, trees, and decorative rocks that create a feeling of tranquility and harmony with nature. This skill can be practiced by anyone. **Base Skill:** 36% +4% per level of experience.

Housekeeping. Techniques and methods of cleaning clothes, bedding, bathrooms, floors, and surfaces, as well as knowledge of the types of cleansers, solvents, soaps and materials for housekeeping. Professional maintenance personnel, maids, and hotel housekeepers will know additional "tricks of the trade" to make a room look spotless, sparkling and inviting; everything in its place, folded properly and presented attractively. **Base Skill:** 35% +5% per level of experience.

Play Musical Instrument. The individual has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made). Note that each specific instrument requires a separate selection of this skill. For example: A character who wants to play the guitar, violin, and harmonica must se-

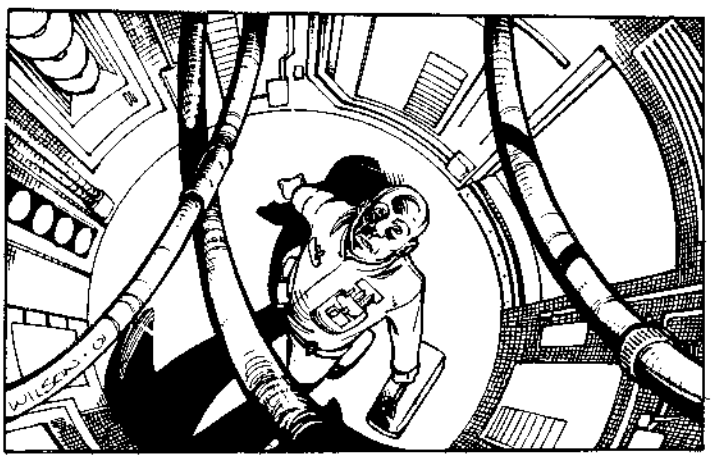
lect the Play Musical Instrument skill three different times. **Base Skill:** 35% +5% per level of experience.

Recycle. Knowledge of materials and scraps that have value when recycled, and methods of collecting, cleaning and storing recycled goods. Recycling typically includes paper, lumber, plastic, glass, aluminum (cans, etc.), scrap metal, electrical wiring, circuit boards, and spare electronic and machine parts. **Note:** If the character also has Basic Mechanics (or a superior Mechanical skill) he can strip down a damaged machine of its *basic component parts* and knows what to gather to make useful materials to repair an existing machine or build something new. Includes a very rudimentary understanding of metallurgy. **Base Skill:** 30% +5% per level of experience.

Sewing. The practiced skill with the needle and thread to mend clothing, do minor alterations, and layout, cut and sew simple patterns. This is not a tailoring ability, but can become tailoring if the player selects this skill twice. **Base Skill:** 40% +5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 35% +5% per level of experience.

Wardrobe & Grooming. This skill represents a knowledge of clothing, make-up, hair style, perfume, walking, talking and how one carries him or herself to create a particular "look" for himself. In short, this is how to dress to kill or make the right impression. Keeps an eye on fashion and trends. Bonuses: +1 to the P.B. attribute when dressed to impress, as well as +2% bonus to the skills of *Disguise, Impersonation, Performance, Undercover Ops* and *Seduction*. **Base Skill:** 50% +4% per level of experience.



Electrical Skills

Basic Electronics. This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This character can do basic wiring, repair appliances, and read schematics as well as assist electrical engineers. The character can attempt to hot-wire a commercial vehicle (not military) using Basic Electronics but with a -20% skill penalty and it takes 1D4+2 melee rounds (45-90 seconds) to do so. **Base Skill:** 30% +5% per level of experience.

Computer Repair. Knowledge of the internal electronics of computers and related devices (terminals, printers, modems, monitors, circuit boards, etc.). The character can attempt to repair or sabotage computers. Note that figuring out the repair or sabotage procedure counts as one roll, and the actual repair is a second roll. A failed roll means the repair is faulty and does not work (try again). No Computer Operation or Programming skills are included nor required to fix computers. Many computer repair personnel don't even know how to turn the computer on! **Base Skill:** 30% +5% per level of experience.

Electrical Engineer. Knowledge of electricity. The characters can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can also attempt to bypass security systems, alarms, and surveillance systems, but at a penalty of -20% for simple systems and -50% for complex systems (reduce these penalties by half if the character also has the *Surveillance* skill). **Base Skill:** 35% +5% per level of experience. The character can hot-wire any vehicle without penalty but it takes 1D4 melee rounds (15-60 seconds) to do so. **Requires:** *Advanced Mathematics* and *Literacy*. **Note:** There is a -30% penalty when working on alien or extremely unfamiliar electronics, including Techno-Wizard and Bio-Wizard devices. The electrician may be able to puzzle out some of the basic aspects of such a device, and may be able to figure out how to operate the machine, but is unable to completely fathom how it works or how to repair it.

Electricity Generation. Electricity is generated in a variety of ways: from sunlight, wind and hydro systems (using solar panels, windmills and water turbines) to batteries, combustion engines and generators. This skill gives the character the understanding of how and why these generation systems work and he is able to use, link and repair such motors, turbines and generator systems, but not to build them from scratch. **Base Skill:** 50% +5% per level of experience. **Requires:** *Basic Math* and at least *Basic Electronics* and *Basic Mechanics*. -40% skill penalty when working on alien, Techno-Wizard or magical systems.

Robot Electronics. A specialization in the area of micro-circuitry, military engineering, robotics, advanced computers, artificial intelligence, power armor and bionic systems. **Base Skill:** 30% +5% per level of experience. **Requires:** *Electrical Engineering* and *Computer Programming*. There is a -40% penalty when working on alien or extremely unfamiliar robot electronics.

Espionage Skills

Detect Ambush: Training that develops an eye for spotting locations and terrains suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerilla tactics used by the enemy. The Detect Ambush skill gives its user the ability to spot potential *ambush sites* based on terrain and possible modes of attack. It is not specific enough to detect individuals prowling. **Base Skill:** 30% +5% per level of experience.

Detect Concealment. This skill enables the individual to spot and recognize camouflage, hunting blinds, trip wires, concealed structures/buildings and vehicles, secret doors and compartments, as well as confers the ability to construct unobtrusive shelters, use camouflage and blend into the environment. The Detect Concealment skill is specifically designed to help a character to spot things that are deliberately hidden. For spotting "normal" things, the character can use the rules for Perception rolls. **Base Skill:** 25% +5% per level of experience. **Bonus:** +5% to the *Camouflage* skill.

Disguise. The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter his appearance or that of somebody else. **Base Skill:** 25% +5% per level of experience. **Bonuses:** +5% to the *Undercover Ops* and *Impersonation* skills.

Escape Artist. The methods, principles, and tricks of escape artists. The character can try slipping out of handcuffs, ropes, straightjacket, etc., using techniques that include hand positioning, tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots, and one or more hidden lock picking tools concealed on his body. **Note:** *Pick Locks* is a separate and distinct skill. **Base Skill:** 30% +5% per level of experience. **Bonus:** +5% to the *Pick Locks* skill.

Forgery. The techniques of making false copies of official documents, signatures, passports, I.D. cards, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits, but with a skill penalty of -10%. **Base Skill:** 20% +5% per level of experience; +10% if the *Art* skill is also known to the forger.

Impersonation. This skill enables a character to impersonate another person or general type of person (soldier, worker, etc.). This means he must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he plans to impersonate. This includes a knowledge of that person or type of person or job, work procedure or protocol, local laws and customs, individual habits, dress/uniform/lifestyle, hierarchy of command/leadership, rank, and speaking the proper language(s). **Base Skill:** 30% to impersonate a general type of personnel and 16% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience. **Bonus:** +10% to the *Undercover Ops* skill.

The success of one's Impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick.

A successful impersonation requires the player to roll under his character's Impersonation skill for each of his first *THREE encounters*. Afterward, the character must roll under his skill for each encounter with an officer, high ranking official or any close friend or close family member who knows the person he is impersonating. If interrogated/questioned, he must successfully roll after every three questions or be revealed as an impostor. A failed roll means his Impersonation has failed and he may be in immediate danger.

Intelligence. Specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counter-intelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of distance from strategic positions, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leaders or proper authorities). This means the character will be able to accurately estimate ranges, the number of enemies, direction, purpose, and assess the importance of specific information.

Another area of training made available to Intelligence is the identification of enemy troops, officers, and foreign advisors. This means the character learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid. Law enforcement uses the same fundamentals when dealing with gangs, terrorists, and known criminals and criminal organizations.

Further Intelligence training includes a working knowledge of indigenous guerilla warfare, enemy practices, appearance, and current activities. This enables the intelligence officer to recognize suspicious activity as guerilla actions and identify guerilla operatives. For example: In a combat situation, a particular booby trap, or weapon or mode of operation may be indicative of guerilla activity in the area. It may be up to the character to confirm the existence of the enemy and their strengths, number, and location. Likewise, when dealing with magic, demons and monsters, the particular habits (the way it kills its prey, what it eats, where it lives, etc.) might indicate what the creature is, and once that is known, the character will know how it operates, if it is a lone predator or gathers in packs, etc., and the level of danger it represents to him, his team and local communities.

Note: A failed roll in any of the areas of Intelligence means that the evidence is inconclusive, or that the character has incorrectly assessed the information or situation, and is uncertain what it all means. A failed roll involving individual clues may mean the character has dismissed clues and information as being meaningless (G.M.s, use your discretion). **Base Skill:** 32% +4% per level of experience.

Interrogation. This skill includes training in the questioning of prisoners, captives and informers, and the assessment of the information they provide. The character knows the techniques to get information from (typically unwilling) subjects, including such old methods as "good cop, bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar methods. The character also can judge if the subject is lying (the Game Master might assess bonuses and penalties depending on how good a liar the subject is, and/or on the victim's M.E., M.A. and P.B. attributes; the higher any or each of these, the more convincing the lies). This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject of sleep to old "medieval" instruments and modern drugs. **Note:** Only evil characters will routinely or callously engage in torture. This skill will *NOT* work on many supernatural beings, particularly those impervious to pain or who quickly bio-regenerate physical damage, not to mention those who enjoy being tortured. **Base Skill:** 30% +5% per level of experience; -20% on supernatural creatures, monsters and dragons.

Pick Locks. The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% +5% per level of experience.

Pick Pockets. An ability to remove items from a person without their being aware of it. If a Pick Pockets attempt fails, the item has NOT been removed and there is a 01-67% likelihood that the intended victim recognized the intent of the action. **Base Skill:** 25% +5% per level of experience.

Sniper. This skill represents special training in long-range shooting and marksmanship. Only weapons that can be made to fire a single bullet/round or blast can be used for sniping; no automatic burst firing. Acceptable weapons include bow and arrows, crossbows, bolt-action rifles, and energy rifles capable of switching from bursts or pulse attacks to a single shot. **Bonus:** +2 to strike on a *Called* or *Aimed Shot* only.

Tracking (humans & robots). Visual tracking is the identification of tracks, and following the path of men, cyborgs, robots, and animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the subject being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the subject's rate of movement, apparent direction, the number of people/robots in the party, and whether the person or machine appears to know he is being followed. Depending on the shape of the being's feet and footwear, the tracker may also be able to tell the D-Bee or demon's race or species and whether it is an adult or juvenile. Other methods of tracking include recognizing telltale signs such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, packing from food rations, candy wrappers, soiled bandages, campfire remains, etc.), and even odors carried by the wind. Likewise, the tire tracks of vehicles and the footprints from giant robots can reveal the size and type of vehicle, the weight of its load, and sometimes even its make and year. Monsters, demons and animal-like beings are recognized by their tracks, habits and feces. **Note:** The Track Humanoid skill requires concentration, focus and time to examine the trail. It will require at least one full melee round (15 seconds) of observation to pick up a trail and cannot be used in the midst of combat where the character is distracted with staying out of the line of fire, finding cover and staying alive.

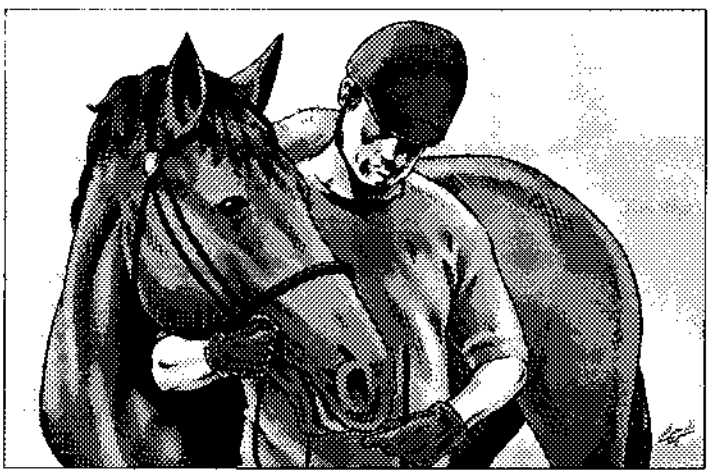
Counter-tracking techniques are also known, and include covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others.

A failed Tracking roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail, unless it is very obvious, like that made by a caravan of wagons, a giant robot or company of soldiers (30 or more troops). Characters attempting to follow a skilled tracker who is deliberately trying to conceal his trail suffer a penalty of -25% to stay on him. However, the character engaged in counter-tracking techniques travels at slow speeds, about half that of a casual rate of speed (or 1/4 his maximum speed).

Base Skill (Tracking): 25% +5% per level of experience for both the tracking and counter-tracking abilities. A character trained in tracking humans may attempt to track animals, creatures of magic and supernatural beings, but does so at *half* his normal skill ability.

Undercover Ops. Training in undercover operations in which the character learns the methods and techniques of blending smoothly into the background and appearing as if he belongs there (just another unmemorable face in the crowd or one of the guys), as well as assuming a false identity and playing a "role" to track, spy upon or gather information or evidence. **Note:** This skill is typically reserved for law enforcement, espionage agents, mercenaries, con artists and other criminal types. **Base Skill:** 30% +5% per level of experience.

Wilderness Survival. Techniques for getting water, food, shelter, and help when stranded in wilderness regions: forests, deserts, mountains, etc. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness after their supplies run out. **Base Skill:** 30% +5% per level of experience.



Horsemanship Skills

In the devastated and mutated land of Rifts Earth, the horse has become a popular means of transportation and beast of burden. For adventurers, a horse may also be a friend and companion.

There are six main types of horseback riding skills, and each *Horsemanship skill* indicates a certain degree of training and expertise in riding and handling horses. The skill includes the basic principles of riding, the care and feeding of the animal, recognizing breed and quality, proper gear, work methods, riding, charging, and jumping. Unless stated otherwise, however, a character can only select *Horsemanship: General* and/or *Exotic Animals*. The higher the skill percentage, the better the skill and ability.

The first percentile number indicates the character's general level of expertise in the riding and care of horses. It is used whenever the character tries to determine breed and quality, as well as care, feeding and grooming. Roll under the skill percentile number to succeed at the proper care or assessment of the animal.

Recognize Breed & Quality: The *first percentile number* indicates the success ratio of accurately determining the breed, age, health, and general attributes/capabilities of the animal (racehorse, workhorse, warhorse, etc.) as well as assessing its strength, speed, and market value.

Breed Horses: The *first percentile number* indicates the level of knowledge and ability to raise, break, train and breed horses. It includes shoeing horses, giving birth, and curing minor ailments and injuries.

Hitch & Wagon: The character also knows how to hitch, drive and use horses, mules, oxen and similar animals as a team to pull a wagon, plow, work a field, etc., and can make simple repairs to a wagon such as replace a thrown wheel, rethread a hitch, etc. Roll under the *first percentile number*.

The second percentile number is used when performing any special jumps, tricks and stunts with or on the animal. To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his *second percentage* to remain in the saddle and in control of his animal.

Jumping, Tricks and Combat: Roll under the *second percentile number* to see if the rider has managed to stay in the saddle and NOT get thrown from the horse when he has it jump, charge, dodge, kick, or perform some other difficult maneuver or trick. Damage from being thrown off a horse is 1D6 S.D.C., plus the rider loses initiative and two melee attacks/actions.

Controlling a Panicked, Scared or Angry Horse: Roll under the *second percentile number* first, to remain seated and, second, to regain control over a spooked animal. A horse's instinctive fear response is to run. That's what a horse is made to do, they are hardwired to run from danger. Not just run, but to race at top speed to get away. A scared horse can run for 2D6 minutes and cover 1D4 miles (1.6 to 6.4 km) before it starts to relax, feel safe and respond to the rider. The rider can try rolling under the second percentile once every two melee rounds (30 seconds) to try to seize control of the panicked animal. The horse may still be scared and jittery, but it will obey.

An angry or completely panicked horse doesn't want to be ridden and will first rear up and try to throw its rider (roll under second percentile number with a -15% penalty to remain in the saddle) and then race off bucking (again, trying to throw the rider) or racing through trees and dodging under low-hanging branches in an attempt to knock the rider off its back – roll under the second percentile number a second time to remain in the saddle during the bucking and dodging of branches, and then a third time to see if the rider has successfully quieted the animal and restored command and control over it. A failed roll means the animal is still out of control and trying to unseat the rider, repeat the procedure as noted above (roll to remain saddled, roll to avoid being thrown, and roll to regain command). Getting thrown does 1D6 S.D.C. damage and the rider loses initiative and two melee attacks/actions.

Racing: The *second percentile number* also indicates the success ratio of maintaining control and getting maximum speed while racing at full gallop. *A failed roll* means the horse runs quickly, but 1D10% under its maximum speed. *A successful roll* means the rider can coax that little extra spirit and speed out of the animal to get it to run at *full speed*, and, once every four minutes, the rider can get the horse to kick into overdrive and run 2D10% faster than its normal maximum. However, this speed can only be maintained for *one minute* at a time and cannot be done more than three times in a 30 minute period. Maximum running speed can be maintained for a period of minutes equal to the horse's P.E. attribute (a P.E. of 12 means 12 minutes). Pushing the horse beyond its endurance will cause it to slow down to 30% below maximum running speed and if forced to maintain that (albeit reduced) full speed for more than another 1D6+4 minutes, it will collapse from exhaustion. An exhausted horse requires at least a half hour of rest (walking around and grazing) and an hour of walking or slow trotting (not faster than 25% of its max) before it can again run at maximum speed or beyond.

Combat Bonuses for the Rider: The Horsemanship combat bonuses are in addition to other combat bonuses the rider may have from attributes, O.C.C., Hand to Hand Combat, W.P.s and other skills. The rider gains a combat advantage from the height, leverage and speed of being on horseback. Each specific Horsemanship skill has a different set of combat bonuses reflecting the training of the rider.

General Stats and Notes about Horses:

Attribute Notes: Horses have a fairly high animal intelligence, roughly equal to that of a dog, and can generally carry or pull 500 pounds (225 kg). A warhorse or workhorse can carry about 600 pounds (270 kg) but pull up to five tons, and a pair of workhorses can pull up to 15 tons (but speed is a maximum of 15 mph/24 km).

Speed: Workhorses, Mules & Donkeys: Spd 22 or 15 mph (24 km). Ponies: Spd 36 +3D4 or approx. 25-30 mph (40-48 km). Riding Horse: Spd 48+1D6 or approx. 35 mph (56 km). Draft or Warhorse: Spd 48+1D4 or approx. 35 mph (56 km). Racehorse: Spd 57+1D6 or approximately 40 mph (64 km) with a short burst (1D4 minutes long) of up to 50 mph (80 km), but cannot handle the hardships of the wilderness (reduce H.P. & S.D.C. by 20% for every month forced to function in the wilderness or as a workhorse).

Average P.P.E.: 5D6; sensitive to the supernatural, ley lines and strong magic

Average Life Span: 7-9 years as a work or strong riding animal, after which the horse is worn out (reduce H.P., S.D.C. and Speed by one third), but can continue to be used for light work, light to medium riding and/or put out to stud for several years to follow; total average life span is 12-15 years.

Hit Points & S.D.C.: The typical riding and race horse has 4D6+6 Hit Points and 5D6+12 S.D.C. Warhorse: 5D6+10 H.P. and 6D6+16 S.D.C. Workhorses and Mules: 4D6+10 H.P. and 4D6+20 S.D.C. Pony and Donkey: 4D6 H.P. and 2D6+12 S.D.C.

Horse Attacks per Melee Round: 2 or 3. Only riders with some kind of Horsemanship skill are able to remain saddled while they attack with a weapon and have the horse rear up to kick or stomp in a simultaneous attack (roll under second percentile number).

Damage from Horse Attacks: The exact damage from a horse's kick will vary with the size and breed of the animal; generally 2D6 S.D.C. from the front legs and 4D6 from the rear legs; +6 damage from warhorses.

Cost: Donkey: 600-1000 credits. Mule: 800-2000 credits. Workhorse: 1000-2200 credits. Ponies: 800-2000 credits. Riding Horse: 2000-4000 credits. Warhorse: 3000-6000 credits untrained; 15,000-30,000 credits for a trained animal. Racehorse (for sport & gambling): 20,000-300,000 credits.

Horsemanship: General: Basic riding skill, not trained for combat. All the basic skills as noted above. **Base Skill:** 40%/20% +4% per level of experience.

Combat: All bonuses are in addition to other combat skills, Weapon Proficiencies, or attribute bonuses. Applies to the rider, not the horse.

+1 to parry or dodge while on horseback.

Inflicts an additional +1D4 S.D.C. damage when on horseback from kicks and melee weapons.

Charge attack (running horse) with a pole-arm or spear: +1D6 damage (S.D.C. or M.D. depending on whether the weapon does Mega-Damage or not). The attacker must roll under the second percentile number to avoid being dismounted upon impact. Charge attacks count as two melee actions/attacks.

Horse attack is possible (no bonus).

Horsemanship: Cowboy: Not available to most O.C.C.s. The *American Cowboy* is, arguably, the most skilled and versatile horseman in the world, especially when riding is combined with skills such as Roping and Herding as part of the cowboy's repertoire of horsemanship *related* skills (see Cowboy Skills for details), skills not usually available to other horsemen like knights. Only the Cossack is on par with a cowboy. **Base Skill:** 66%/50% +3% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse.

+1 on initiative when on horseback at levels 2, 5, 10 & 15.

+2 to roll with fall or impact when knocked from a horse.

+2 to parry, dodge and rope/ensnare/entangle while on horseback.

Inflicts +1D4 S.D.C. or M.D. when on horseback, depending on the weapon (M.D. weapons like Vibro-Blades get the M.D. bonus; not applicable to ranged weapons like rifles and blasters).

Charge attack (running horse) with a pole-arm or spear: +2D6 S.D.C. damage or +1D6 M.D. if a Mega-Damage weapon. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack is possible, +4 for horse to strike.

Horsemanship: Cossack (Russia): All the basic skills as previously noted. **Base Skill:** 55%/45% +5% per level of experience. Exclusive to the Cossack O.C.C. in **World Book 17: Warlords of Russia**.

Combat: All bonuses are in addition to other combat skills, Weapon Proficiencies, or attribute bonuses. They apply to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

+1 on initiative when on horseback at levels 1, 4, 8, 12 & 15.

+2 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +6 S.D.C. or M.D. when on horseback, depending on the weapon (M.D. weapons like Vibro-Blades get the M.D. bonus; not applicable to ranged weapons like rifles and blasters).

Charge attack (running horse) with a pole-arm or spear: +2D6 S.D.C. damage or +1D6 M.D. if a Mega-Damage weapon. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack is possible, +3 for horse to strike.

Horsemanship: Cyber-Knight: Exclusive to the Cyber-Knight O.C.C. **Base Skill:** 70%/50% +3% per level of experience.

Combat: All bonuses are in addition to other combat skills, Weapon Proficiencies, or attribute bonuses. Applies to the rider, not horse.

+1 on initiative when on horseback at levels 1, 5, 9 & 14.

+2 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +6 S.D.C. or M.D. when on horseback, depending on the weapon (M.D. weapons like Vibro-Blades get the M.D. bonus; not applicable to ranged weapons).

Charge attack (running horse) with a lance, pole-arm or spear: +3D6 S.D.C. damage or +2D6 M.D. if a Mega-Damage weapon. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack is possible, +2 for horse to strike.

Horsemanship: Skilled Equestrians or Knight (other than the Cyber-Knight). All the basic skills as previously noted. **Base Skill:** 40%/30% +5% per level of experience.

Combat: All bonuses are in addition to other combat skills, Weapon Proficiencies, or attribute bonuses. They apply to the rider, not the horse.

+1 on initiative when on horseback.

+1 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

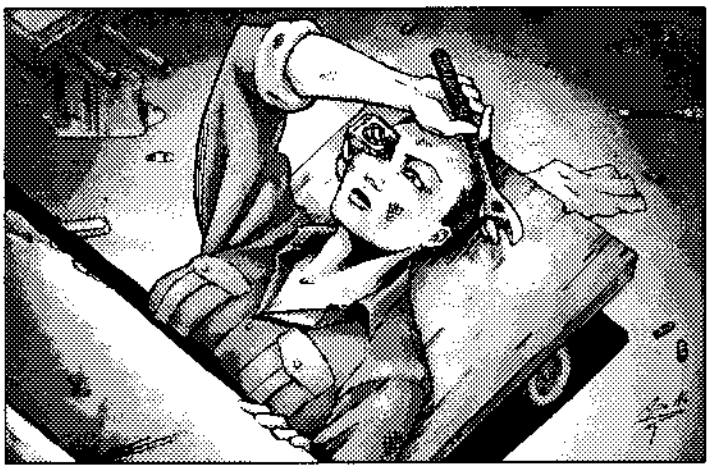
Inflicts +1D6 to damage when on horseback, depending on the weapon (M.D. weapons like Vibro-Blades get the M.D. bonus; not applicable to ranged weapons like rifles and blasters).

Charge attack (running horse) with a lance, pole-arm or spear: +2D6 S.D.C. damage or +1D6 M.D. if a Mega-Damage weapon. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack is possible, +1 for the horse to strike.

Horsemanship: Exotic Animals: Basically the same as the general Horsemanship skill, including care, grooming and breeding, except the character is experienced in riding tame animals other than the horse. "Exotic Animals" can include elephants, camels, lamas, the pegasus, gryphons, dinosaurs, giant insects, and other monstrous beasts trained (or willing) to be ridden. Wild, untamed creatures cannot be ridden, except by Simvan and select other characters with special animal skills or powers. **Base Skill:** 30%/20% +5% per level of experience. **Note:** Characters with any "Horsemanship" skill can quickly figure out how

to ride exotic animals and alien riding beasts, but at a skill penalty of -12% to ride ground/running animals and -20% to ride flying animals or tree climbing and leaping animals. Similarly, beings from other dimensions not familiar with riding the fast and sleek Earth horse are -10% to ride them. Penalty applies to the second percentile number for tricks, stunts, jumps, racing and maintaining control; the horseman knows *nothing* about judging quality nor the care or grooming of exotic animals.



Mechanical Skills

Note: A character with any Mechanical skill can try to make field repairs within the capabilities of his skills (unjam a weapon, change a tire, fix an engine, etc.), provided he has the necessary time, materials and tools. Extensive repairs or modifications are not possible in the field because they need a machine shop/garage, heavy equipment, spare parts, and a full crew of workers to accomplish.

Skill Penalties for Field Repairs: Simple: -5%, Moderate: -10% to -15%, Difficult/Serious: -20% to -40%. Extensive: Not possible, take back to base camp garage. Characters who fail their skill roll cannot make the repair no matter how simple it may be (having a bad day, not performing well under pressure, etc.); try again.

Aircraft Mechanics. The understanding of aerodynamics and the training to repair, rebuild, modify and redesign conventional aircraft, including propeller types, jets, helicopters, hovercycles, rocket bikes, and hovercraft. Work on military aircraft is limited to body work unless the character also has the Weapon Systems skill. Experimental aircraft and spacecraft are *not* included. Working on the wings and flight systems of power armor and robots is very different from true aircraft and suffers a -40% skill penalty. However, the character can assist an engineer or robotics specialist by following his instructions with only a -15% skill penalty. **Base Skill:** 25% +5% per level of experience.

Automotive Mechanics. The ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines. It also includes body work, turbine engines, methanol, ethanol and diesel truck engines. Working on hover jet systems for ground vehicles is possible but at a -20% skill penalty; -40% working on reactor engines and advanced power supplies. **Base Skill:** 25% +5% per level of experience.

Basic Mechanics. A general familiarity and understanding of basic mechanics. This character can fix a toaster, repair a bicycle, replace a belt on a motor, repair or replace a switch, handle or knob, replace a spark plug, change oil, assist in automobile repairs, maintain machinery, read a schematic and similar fundamental tasks. **Base Skill:** 30% +5% per level of experience.

Bioware Mechanics: "Bioware" is *cybernetics*. A character with this skill can identify, service and repair all cybernetic and bionic systems, from the simplest data plug to the most sophisticated of the artificial eyes. This, however, is limited to the actual *machine* and electronics of cybernetics, not designing or building bionic components (unless part of a kit to be assembled). Nor does the skill apply to living *Bio-Systems*, like artificial skin, organic eyes, and internal organs.

A Bioware Mechanic can fix a cybernetic or bionic machine part – hand, arm, leg, mechanical implant, weapon – but cannot install it or attach it to a living body unless he also has the Cyber-Doc skill. **Base Skill:** 30% +5% per level of experience. -20% when working with sophisticated *bionic systems* including bionic weaponry or alien cybernetic units. **Requires:** *Mechanical Engineering* and *Basic Math* skills.

Locksmith. The study of lock designs and the ability to repair, build, modify and open locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modern electrical locking systems. **Time Requirements:** 1D4 melees to open an antiquated key type lock or simple tumbler/combination type, 1D4 minutes to open an elaborate tumbler type, 2D4 minutes to open a simple electronic lock (usually by patching in a bypass system) and 1D4 hours to break a complex, state-of-the-art electronic lock system such as those used in high security and restricted areas. Super high-tech systems, such as those used by militaries and governments, will require 3D4 hours and have a skill penalty of -20%.

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll again. A second failed roll means that the lock is irreparably damaged and can not be opened! **Base Skill:** 25% +5% per level of experience. **Requires:** At least the *Basic Electronics* skill (but such minimal skill imposes a -10% penalty when working on complex or high-tech locks) or *Electrical Engineer* (+5% bonus).

Mechanical Engineer. Training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, repair, construct, or sabotage mechanical devices (includes fusion driven turbines and advanced power supplies). The player must first roll to see if his character can figure out how to operate, analyze and design the machine. First, a successful diagnostic roll must be made. Roll again to determine whether the character can fix/change/build the required mechanism, and roll again to see if the repair, modification or construction was properly done/made and the machine works. **Base Skill:** 25% +5% per level of experience. **Requires:** *Basic or Advanced Mathematics*, *Basic Electronics*, and *Literacy*. **Special Bonus:** Add a one time bonus of +5% to the *Locksmith* and *Surveillance Systems* skills if Mechanical Engineering is known. There is a -30% penalty when working on alien or extremely unfamiliar mechanics. The mechanic *may* be able to puzzle out some of the basic aspects of an alien or magical device, and *may* be able to figure out how to operate the machine, but will not be able to completely fathom how it works or how to repair it.

Robot Mechanics. This is the specific study of advanced mechanics as it applies to robotics. Those trained in this discipline can repair, modify, build, and sabotage robots, including industrial robot machines, power armor, military drones and robot vehicles. There is a -30% penalty when working with alien robots, advanced, experimental and military robots and 'bots with magic components. **Base Skill:** 20% +5% per level of experience. **Requires:** *Mechanical Engineer*, *Electrical Engineer*, and at least *Basic Mathematics*.

Vehicle Armorer. A specialized skill in which the character can do more than just tinker with the mechanics of a vehicle.

Extra Armor: Replace S.D.C. body with M.D.C. body or add more M.D.C. to M.D.C. armor at 12 M.D.C. per level of experience to military/combat vehicles, full-sized vans and large trucks; 5 M.D.C. per level on commercial (non-combat) vehicles. Add a ram prow (does an extra 2D6 M.D. damage on ram attacks, plus 1D6 M.D. for every 40 mph/64 km of speed; ram prow has 1D4x10 M.D.C. +7 M.D.C. per level experience). Reduce speed by 5% for every extra 24 M.D.C. of armor on military vehicles or every 10 M.D.C. added to commercial vehicles. Reduce speed 10% for a ram prow.

Custom Body Modifications: Repaint, modify or completely reconfigure the body of a vehicle to change or disguise its original appearance, or to make it look innocent, old, new, scary or sleek. Can turn the interior into a sealed, *environmental compartment* and/or add a *reinforced pilot or crew compartment* (1D4x10 M.D.C., +5 M.D.C. per level of experience) inside the vehicle, move the location of the engine and/or gas tank, add an extra gas tank, soup-up with heavy-duty shock absorbers (in effect adds 10 M.D.C. to reinforced pilot or crew compartment), extend and shorten wheelbases, and similar changes.

Replace S.D.C. components and parts with *M.D.C. equivalents*. May include such things as adding handgrips (1D4 M.D.C. each) and railings (1D6+3 M.D.C. each), extra (or fewer) headlights (1D4 M.D.C.), adding a spotlight (small: 1D6 M.D.C.) or searchlight (medium to large: 2D4+4 M.D.C. or 2D6+6 M.D.C.), remove doors and replace them with locking hatches (1D6x10 M.D.C. +5 M.D.C. per level of experience), change windows to slits with armored glass (1D6+6 M.D.C.), add a roof mounted turret (with 1D4x10+15 M.D.C.), add or repair weapon mounts for heavy vehicle-mounted weapons (rail guns, machine-guns, mini-missile launchers, heavy lasers, flame throwers, etc.) but *cannot* hook up the weapon or ammo drum or modify the actual weapons unless he also has the *Weapon Systems* skill.

The Vehicle Armorer can also drive/operate military vehicles and trucks at the *Base Skill* for that vehicle type.

Note: All of the above is *illegal* in the Coalition States and some other kingdoms and communities (park your vehicle on the outskirts of town), and perfectly legal at others, especially those that cater to mercenaries (Kingsdale, MercTown, Arzno, etc.). Acquiring military grade weapons, ammo, parts, and vehicles can also be a challenge and may be half the adventure (see the *Find Contraband* skill). **Basic Skill:** 30% +5% per level of experience. **Note:** Automatically gets the *Basic Mechanics* skill at +20% as part of this skill. Taking this skill in conjunction with *Automotive Mechanics* provides a +10% bonus to the automotive skill. This skill is usually reserved for the *Military Technical Officer O.C.C.* (Engineers and Mechanics) and *Operator O.C.C.* (probably working for the Black Market, weapon manufacturers like Northern Gun, military contractors, or somebody's military).

Weapons Engineer. The complete understanding of military class weapon systems, cannons, recoilless rifles, launch systems, missiles, rockets, heavy energy weapons, and their incorporation into military vehicles. The character can handle, maintain, repair, unjam, clean, modify, mount, and figure out most weapon systems and power supplies, and recharge batteries and E-Clips. He can repair an assault rifle, handle heavy weapons and install a missile system into a vehicle or a suitcase launcher. The engineer can also add and repair armor and is an expert welder. **Base Skill:** 25% +5% per level of experience. **Requires:** *Mechanical Engineering*. **Bonus:** +1 to strike when using heavy weapons or vehicular weapon systems. **Note:** -30% when working on alien or experimental weapon systems or vehicles. This skill is usually reserved for Operators, military engineers and military contractors.

Medical Skills

Animal Husbandry. Knowledge in the behavior, care, feeding, breeding, reproduction habits and health of domesticated animals such as cattle, sheep, goats, horses, ducks, chickens, dogs, cats, and similar livestock and pets. The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. **Base Skill:** 35% +5% per level of experience. Also see Veterinary Science.

Brewing: Medicinal. This is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine, as well as teas, elixirs, tonics, vapors (breathed in rather than drunken) and other "brews" for medicinal purposes. Stronger types of alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable concoction). The second indicates the quality of the brew; the higher the number, the tastier the brew. Bonus: Adds a +5% bonus to the *Holistic Medicine* skill. **Base Skill:** 25%/30% +5% per level of experience.

Crime Scene Investigation. The procedures, methods, and techniques in police crime scene investigation, including protecting the integrity of a crime scene, gathering and preserving evidence, fingerprinting, recognizing and preserving DNA evidence, ballistics (matching bullets to weapons and angles of impact), and finding, processing and analyzing clues and evidence. **Base Skill:** 35% +5% per level of experience. **Bonus:** +1 to Perception Rolls. **Requires:** *Biology, Chemistry, Chemistry: Analytical, Advanced Mathematics*, and *Literacy*.

Cybernetic Medicine: This doctor is a specialist in the science of cybernetics and a master surgeon. The character has all the basic knowledge and requirements of the Medical Doctor, although his diagnostic skills are nowhere near as honed, but is a specialist in surgery involving the removal of limbs and internal organs and the surgical attachment of cybernetic replacements (artificial organs and prosthetics). The Cyber-Doc can also work on, calibrate and repair, bionic implants as well as install them, but suffers a -15% skill penalty. The science of bionics is much more complex and machine oriented than basic cybernetics. **Base Skill:** 40%/60% +5% per level of experience. The first percentage number is the "Cyber-Doc's" ability to accurately diagnose and treat a non-surgical problem/illness. The second percentage number is the doctor's ability to perform complex surgery, remove and install all types of cybernetic organs and devices, implants and bionics. **Bionic Skill Upgrade:** A Doctor in Cybernetics needs to select this *Cybernetic Medicine* skill *twice* and *Electrical Engineering* to be capable of working on bionic systems (military grade cybernetics, weaponry and full bionic augmentation). This makes him a master in all of the cybernetic and bionic sciences. There is then no penalty for installing bionics and there is a special bonus of +10% added to the character's surgical skill (the second percentile number). The full-fledged Cyber-Doc can also repair, modify, design, and build bionic and cybernetic devices. **Bionic Note:** One cannot create a bionic implant in a garage. The character will need access to a cybernetics or bionics laboratory and the components to build or modify an artificial implant. Even a high-tech medical facility will not have the necessary components to create a cybernetic or bionic mechanism, although it may have access to them.

Entomological Medicine: The unique *specialization* in insect biology and its applications to medicine and science. It is an uncommon skill, but it does have applications on Rifts Earth with alien insects beings like the Xiticix.

In its simplest form, Entomological Medicine gives the scientist or doctor an in depth understanding of insect biology, physiology and, more importantly, its chemical aspects. This means the character knows how and why the insect (from ordinary bugs to giants and intelligent insectoids) functions, its physiological strengths and weaknesses, types of natural weapons, chemical weapons (poisons, acids, chemical sprays), secretions (chemical trails, resins, webbing, etc.) and other chemical properties, including where the chemical is secreted, its exact properties and the chemical's effect on humans and other species. In addition, the character can use insect poisons and chemicals for making medicine and *anti-toxins* (treatment to counteract insect poisons and chemicals) as well as extract poison.

In its more advanced application, the character understands and can treat "insectoids" – intelligent, humanoid insects like the *Xiticix*. This makes the character the equivalent of an insect paramedic who can help a wounded giant insect, Xiticix, or alien insectoid (-20% penalty on Ento-Medicine skill). More complex treatment will require assistance from a doctor who has this skill. Body Fixers/Doctors versed in Entomological Medicine will be able to cure most insect complaints and in-

jury, from diseases to broken limbs and cracked chitin, but even they work at a -10% skill penalty (applied to M.D. skill). **Note:** Characters based in North America have the equivalent of *Lore: Xiticix* from this skill at the proficiency level listed here. Those in South America have *Lore: The Gatherer & Pincer Warriors*.

The first percentage number is the level of knowledge and understanding about the insect, the second is the ability to treat insectoids, handle their chemicals and create anti-venoms, drugs and poisons using insect chemicals. **Requires:** *Basic Math* and *Chemistry* or *Chemistry: Analytical*. **Base Skill:** 40%/20% +5% per level of experience.

Field Surgery: Training in emergency, life-saving surgical procedures that can be performed "in the field" to keep critically wounded individuals alive. Given the proper equipment, the field surgeon can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood transfusions and even install cybernetic implants (the latter is done with a penalty of -15% unless the character is a Cyber-Doc). Field expedient surgery is a dangerous proposition that all too often results in the death of the patient. Because of the risk involved, field surgery is attempted only as a last resort, otherwise the injured is stabilized and evacuated to a hospital or field clinic. A failed roll means the character dies of his injuries in a matter of minutes. Magical and psionic healing may help keep the character alive, but will not repair or heal damage from a lost limb or massive trauma from an M.D.C. blast. See *Surviving Mega-Damage* in the Rules Section for details. **Base Skill:** 16% +4% per level of experience; +14% if the character is also a Medical Doctor.

First Aid. Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, splint broken limbs, administer artificial respiration (CPR), as well as use antiseptics and common anti-inflammatory drugs and painkillers. **Base Skill:** 45% +5% per level of experience.

Forensics. Forensic medicine, the proper medical procedure of performing an autopsy on a corpse, finding evidence regarding the time of death, cause of death, age and sex of the victim, identifying physical trauma, internal injury, the presence of toxins, and other details related to the condition of the body and cause of death. **Requires:** *Biology* and *Chemistry* skills. **Base Skill:** 35% +5% per level of experience.

Holistic Medicine. Training in the recognition, preparation, and application of natural medicines usually made from whole plants and/or their parts (roots, leaves, fruit). The Holistic Doctor is basically a pharmacist and naturalist who creates drugs from herbs and vegetation, as well as studies and treats common ailments and injury. He can find and use plants to create salves, balms, ointments, and lotions to soothe burns, boils, rashes, and insect bites, and reduce swelling, as well as create local anesthetics, and salves to heal wounds faster (twice as quick as normal). Brews, potions and tonics are created to settle upset stomachs, calm the nerves or induce sleep or hallucinations. The individual can also make alcohol and poison (hemlock and mandrake for example).

The student of herbology also has a good knowledge of plant lore and when and where to find healing plants, edible fruit, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set bones, bandage wounds, and suture cuts. **Note:** Plants are seasonal and the right fruit, root or leaf may not be readily available in certain times of the year/season, or may be found exclusively in remote regions. Game Masters should use a certain amount of common sense and drama with this skill. **Base Skill:** 30%/20% +5% per level of experience. The first percentage number is the character's ability to accurately diagnose the problem. The second percentage number is the healer's skill at successfully treating the problem with herbs and making healing teas, tonics and salves. A failed roll means the treatment or concoction did not work. *Modifiers:* -10% to treat disease, infection, poison, -10% to treat internal injuries, -5% to cauterize, and -30% to treat alien creatures; cannot perform surgery or amputation. **Bonus:** This skill provides a bonus of +10% to the *Brewing, Identify Plants & Fruits* and *Preserve Food* skills.

Paramedic. An advanced form of emergency medical treatment which includes all first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency medical equipment, administering of drugs, knowledge of how to move a critically injured person, and other life-saving techniques.

A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successes out of three means the wound has been properly treated or that the patient's condition has been *stabilized*. Failure means the patient's condition is not improved and getting worse. Another character can immediately attempt to apply medical aid or the same player can try again, but the first character must spend 1D6 minutes of reexamination and/or concentration on the problem before he can try again. **Base Skill:** 40% +5% per level of experience.

Medical Doctor. The Medical Doctor is a trained surgeon and has a doctorate in the medical sciences. Areas of training include: clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. Surgery includes the precision use of knives and scalpels for medical purposes, suturing cuts, removing warts and growths, delivering babies (by C-section if necessary), realigning and setting broken bones, amputating limbs, cauterizing wounds, surgically removing foreign objects (i.e. bullets, shrapnel, etc.), stopping blood loss, surgically stopping internal bleeding, repairing internal injuries, and the general treatment of wounds and disease. **Base Skill:** 60%/50% +5% per level of experience. The first percentage number is the doctor's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. **Requires:** *Biology, Pathology, Chemistry, Basic* or *Advanced Mathematics* and *Literacy*.

Pathology. This branch of medicine deals with the nature of diseases, their causes, and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human diseases, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments and equipment. **Base Skill:** 40% +5% per level of experience. **Bonus:** +5% to Forensics skill. **Requires:** *Biology, Chemistry,* and *Literacy* skills.

Psychology. The principles, theories and evaluation of human behavior as they apply to psychology and psycho-therapy. Includes analysis, understanding and treatment of emotional and mental illness, motivational and perceptual disorders, personality assessment, alcoholism, drug abuse and treatment, and other aspects and studies of the mind and human behavior. **Base Skill:** 35% +5% per level of experience. **Requires:** *Biology, Chemistry,* and *Literacy*.

Veterinary Science. A doctor who specializes in the medical care and treatment of wild and domestic animals. Areas of study are biology (specifically animal), reproduction, breeding, animal anatomy, physiology, pathology, toxicology, surgery, suturing wounds, setting bones, disease, medical care and other applications and techniques in the medical treatment of animals. **Base Skill:** 50% +4% per level of experience. **Requires:** *Biology* and *Animal Husbandry*. **Note:** A Medical Doctor can also treat an animal, but is at a -35% penalty to do so.

Military Skills

Camouflage. The skill of concealing a fixed base position, vehicle, equipment or individual, using natural and/or artificial materials. A fair amount of time is involved in the preparation of a larger position. Large cargo nets, cut branches or underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% +5% per level of experience.

Demolitions. Demolitions provides the character with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings, barriers, fortifications and sabotage. This includes all types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This skill increases the character's awareness of suspicious rope, string, and wire. **Base Skill:** 60% +3% per level of experience. A failed roll means a dud: no explosion.

Demolitions Disposal. The skill to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other type of explosive device. **Base Skill:** 60% +3% per level of experience.

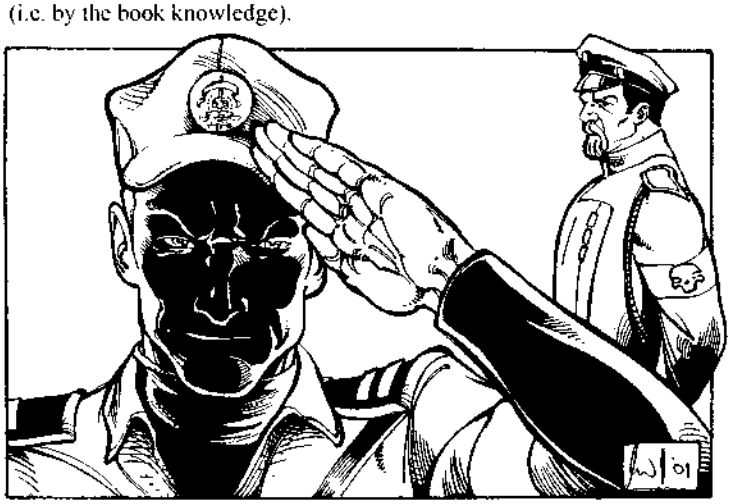
Demolitions: Underwater. Fundamentally the same basic skills and training as Demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area effect, sound wave damage, different types of explosives, as well as arming, disarming and repairing torpedoes and depth charges. **Base Skill:** 56% +4% per level of experience. **Note:** Any character with the Demolitions skill can use explosives underwater, but is -10%.

Field Armorer & Munitions Expert. This is a somewhat simplistic and basic version of the Weapons Engineer as it applies to *infantry weapons*. The character can maintain, unjam, fix, modify, mount, reload ammunition, recharge E-Clips, and figure out most small arms (conventional and energy pistols and rifles). The Armorer can repair all types of pistols and rifles, repair minor damage to body armor (20 M.D.C. maximum), adjust targeting sights, use and repair optical enhancements, reload missiles and ammo drums, install/mount machine-guns and rocket launchers on a vehicle, as well sharpen blades, make arrows and arrowheads, make horseshoes and basic metal items (nails, spikes, and chain links). A major overhaul is not possible. **Base Skill:** 40% +5% per level of experience. **Note:** Automatically gets the *Basic Mechanics* skill at 30% +5% per level as part of this package.

Find Contraband. See the description under *Rogue Skills*.

Forced March. Practiced training in uniform marching with a full field pack and weapons. See the description under *Physical Skills*.

Military Etiquette. A clear understanding of the way the military works, including rules of behavior (when to salute, how to address superiors and subalterns, etc.), military procedures and routines, standard issue of equipment, special ordering procedures, proper display of rank and medals, advancement in rank (and the duties that come with it), proper troop formations, how to deal with military bureaucracy, the chain of command, proper channels, who to contact to get things done, and other useful information in matters of military protocol and bureaucracy. **Base Skill:** 35% +5% per level of experience. **Note:** All soldiers have a fundamental knowledge of military etiquette (base skill 30% with no improvement), but this skill is much more complete with a strong knowledge of what is expected, correct and the formal approach (i.e. by the book knowledge).



Military Fortification: Knowledge in the design and building of basic defensive structures suitable for modern Mega-Damage combat. If provided with the right materials and time, the character can build defensive walls, bunkers, and tank traps, as well as understand the value of natural terrain that includes obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare barbed wire, tank obstacles, tanglefoot wire, booby traps, trenches, tank ditches, foxholes/shell scrapes, reinforced concrete or earthen walls, bunker complexes, rail gun/mortar emplacements, tunnel systems and similar defensive constructions. Even with the advent of Mega-Damage warfare these old classic fortifications have useful applications. Obstacles like ditches and minefields slow the advance of robots, infantry and tanks, exposing them for longer periods to defender firepower. Earthen walls and foxholes, made from S.D.C. materials, still afford soldiers some protection and can disperse energy blasts or deflect shrapnel from explosives. If these protective structures are built with Mega-Damage concrete and alloys they provide defenders with as much protection as any robot vehicle or tank! **Base Skill:** 30% +5% per level of experience.

Naval History. A basic historical knowledge of past navies, naval warfare, and naval combat vessels, as well as a general knowledge about the oceans and seas of Rifts Earth and the beings who travel them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately. **Base Skill:** 30% +5% per level of experience.

Naval Tactics. A basic understanding of naval military combat strategies and tactics, preferred methods of fighting in both small scale engagements and full battles, river, lake and sea combat tactics, boarding and capturing enemy vessels, the "do's" and "don'ts" of naval warfare, and other basic naval military methods. A successful tactics roll will reveal some hints as to the best way to approach a potential combat situation, like recognizing a potential attack/retreat area, combat or defensive weaknesses, a trap, etc. **Base Skill:** 25% +5% per level of experience.

NBC Warfare (Nuclear, Biological, & Chemical). This is the knowledge of safety precautions to protect oneself and others from the effects of nuclear, biological or chemical warfare, waste and contamination. The character is also knowledgeable in the safe handling and "clean-up" and containment of such hazardous materials. **Base Skill:** 35% +5% per level of experience.

Parachuting (uncommon): The methods, procedures, and techniques of parachuting, packing the chute, skydiving, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. The advantage of parachuting is secrecy, since the troopers' insertion into enemy territory is silent and often goes unnoticed.

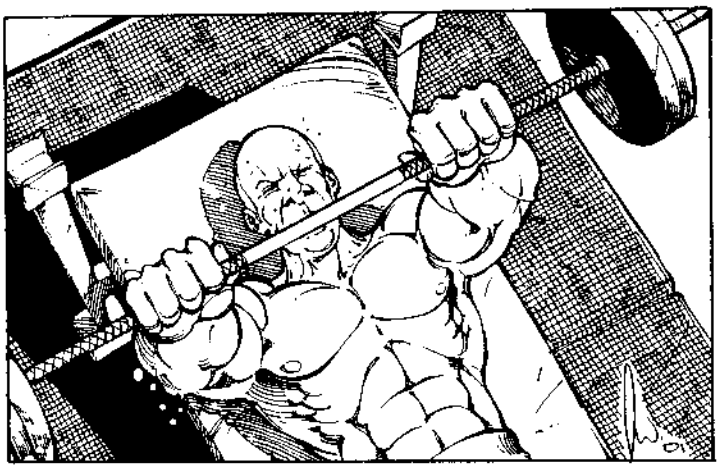
High-Altitude-High-Opening (HAHO) jumps take place from a height of 25,000 to 30,000 feet. High-Altitude-Low-Opening (HALO) operations also begin at 25,000 to 30,000 feet (7620 to 9144 m) but the paratrooper does not pop the chute until an altitude of 4,000 feet (1220 m) or less to avoid detection. Low-Altitude-Low-Opening (LALO) drops are jumps made at the mere height of 300 to 500 feet (91.4 to 152 m). Even if the jump goes without a hitch, there is a 20% chance of taking 6D6 S.D.C. from an awkward landing, even if wearing M.D. armor.

Failure on a Parachuting roll indicates that there are complications somewhere along the jump and the chute does not open or opens late. Even a character in M.D.C. body armor will take damage from the high velocity impact! 1D6x10+60 direct to Hit Points!! **Base Skill:** 40% +5% per level of experience.

Recognize Weapon Quality. The ability to accurately determine a weapon's durability, reliability, and quality by physically examining it. This includes knowing which manufacturers are reputed to make the best weapons, the ability to recognize damage or signs of wear or misuse, modifications/customization, whether the weapon can be made as good as new with a little repair work and/or cleaning, whether it is a cheap (or quality) "knock-off" (copy/imitation), and so on. The charac-

ter can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old, and if it has any other special features or properties as well as what the fair price should be. **Base Skill:** 25% +5% per level of experience. **Note:** Reduce the skill ability by half if the item is not actually handled (seen but not physically examined).

Trap & Mine Detection. Knowledge of the strategic placement of booby traps and mines, the telltale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the Demolitions Disposal skill is required to *disarm* mines, explosives or complex traps. **Base Skill:** 20% +5% per level of experience on visuals alone. Add +50% when using special detection equipment to locate *mines/explosives* and +10% to locate other types of traps with detection equipment. Dog Boys and other nonhumans with a keen sense of smell are +10% to "sniff out" explosives.



Physical Skills

Special Note: One of the unique aspects of Palladium's RPGs is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd, and S.D.C.) by selecting Physical skills that build and develop muscles and endurance. ALL attribute and skill bonuses are accumulative, but a specific Physical skill may only be chosen *once*, including Hand to Hand Combat skills.

There are five choices for Hand to Hand Combat skills available to the character (pick one). There are three additional *fighting techniques* which can be selected to improve one's range of fighting ability: *Boxing, Kick Boxing* and *Wrestling* (can pick any or all).

No Hand to Hand Combat Skill. Characters without combat training get one hand to hand attack at levels 1, 3, and 9, and are +1 to dodge.

Hand to Hand: Basic. Provides elementary fighting techniques and methods of attack and self-defense as taught in military basic training or in self-defense classes. See the combat section for a listing of specific abilities.

Hand to Hand: Expert. An advanced form of self-defense and unarmed combat usually taught to commandos. It costs two of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Hand to Hand: Martial Arts. This is some form of Oriental fighting skill (karate, kung-fu, etc.) that teaches advanced hand to hand combat. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Hand to Hand: Assassin. This is an advanced form of combat with an emphasis on immobilizing or killing one's opponent quickly. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Hand to Hand: Commando. This is an advanced form of military combat that includes martial arts techniques with an emphasis on immobilizing or killing one's opponent quickly. Restricted to certain O.C.C.s and is only available when the O.C.C./R.C.C. says so. See the combat section for a listing of specific abilities.

Note: On rare occassions, some special O.C.C.s and R.C.C.s may get their own, unique and exclusive type of Hand to Hand Combat skill.

Acrobatics. Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above ground. Other physical abilities include rolls, somersaults, leaps, and falls.

Provides all of the following:

An automatic kick attack at first level (1D8 S.D.C. damage).

Sense of balance (60% +5% per level).

Walk tightrope or high wire (60% +3% per level).

Climb Rope (80% +2% per level).

Back Flip (60% +5% per level).

Basic Climb ability (40%; or adds a +15% to Climbing skill).

Basic Prowl ability (30%; or adds a +5% to Prowl skill).

Bonuses: +2 bonus to roll with impact, +1 to P.S., P.P., and P.E. attributes, +1D6 to S.D.C., and no fear of heights.

Aerobic Athletics. A type of aerobic exercise to build the body, develop reflexes and grace, and learn a few very basic self-defense moves. **Bonuses:** +1 to disarm, +1 to pull punch, +2D4 S.D.C. and +2 to kicking damage. Sense of balance (30% +5% per level of experience).

Athletics (General). Training in, and enjoyment of, vigorous exertion for non-professional, competitive sports, exercises, and contests of strength, endurance, and agility. Includes sports and hobbies such as tennis, track and field, skateboarding, bicycling, golf, skiing, swimming, bowling, baseball, basketball, and similar activities. **Bonuses:** +1 to parry and dodge, +1 to roll with impact, +1 to P.S., +1D6 to Spd and +1D8 to S.D.C.

Body Building & Weight Lifting. The building of muscle tone and body strength through weight lifting and exercise. **Bonuses:** +2 to P.S. and +10 S.D.C.

Boxing. Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will automatically knockout opponents on a roll of a Natural Twenty. The victim of a knockout will remain unconscious for 1D6 melees. Unlike normal knockout/stun, the player does not have to announce that he is trying to knockout his opponent before making a roll to strike. **Bonuses:** +1 additional attack per melee round, +2 to parry and dodge, +1 to roll with impact/punch, +2 to P.S. and +3D6 to S.D.C.

Climbing. Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20 feet (6 m) of a vertical climb. If the roll fails, it means he is losing his grip, however, every "skilled" climber gets a chance to regain his grip, roll again. Two consecutive failed rolls means the character falls (takes 1D6 damage per 10 feet/3m of a fall). **Base Skill:** 40% +5% per level of experience.

Rappelling is a specialized rope climbing skill used in scaling walls, towers, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill in Rappelling:** 30% +5% per level of experience.

Fencing. This is the formal art of fighting with a sword and dagger. This includes not only Olympic style fencing with a foil, epee or saber, but also Kendo (the use of a samurai katana) and other blades. Swordsmanship is practiced in many places and is also all the rage, especially among the nobility, for its flashy looks and for the amount of blood it can spill. **Bonuses:** +1 to strike and parry with a sword or dagger, and +1D6 to damage with a sword. **Requires:** W.P. Sword (W.P. Knife is optional).

Forced March. Practiced training in uniform marching with a full field pack and weapons. This is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal Physical Endurance rate as to how long an activity like marching can be maintained by five times; applicable only to forced marches/traveling. Maximum speed on a forced march is roughly 60% of one's speed attribute, which enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace; suitable for everybody in the group (never less than a Speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on. **Bonuses:** +2 to P.E., +1D4 to Speed, +2D6 to S.D.C.

Gymnastics. Learning to do falls, rolls, tumbles, cartwheels, somersaults and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance.

Provides all of the following:

An automatic kick attack at first level (2D4 damage).

Sense of balance (50% +3% per level)

Work parallel bars & rings (60% +3% per level).

Back Flip (70% +2% per level).

Basic Prowl ability (30%, or adds a +5% to Prowl skill).

Basic Climb ability (25%, or adds a +5% to Climbing skill).

Climb Rope/Rappel (60% +2% per level).

Bonuses: +2 bonus to roll with impact, +2 to P.S., +1 to P.P., +2 to P.E. and +2D6 to S.D.C.

Juggling. The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination; +1 on initiative roll. **Base Skill:** 35% +5% per level of experience.

Kick Boxing. Kick Boxing is a form of martial arts self-defense. The character who takes Kick Boxing has done maybe a few months or a year of casual training as a supplement to his usual Hand to Hand Combat skill. **Bonuses:** +1 to P.E., +1 to P.S. and +1D10 to S.D.C., plus add the following strikes to the usual list of known attacks: Roundhouse Kick (3D6 damage), Axe Kick (2D8 damage), Knee Strike (1D8 damage) and Leap Kick (3D8 damage, but counts as two melee attacks). Humans and other mortals inflict S.D.C./Hit Point damage, characters with *Supernatural P.S.* inflict the same number of damage dice as M.D., but true supernatural creatures/demons never study formal fighting techniques like Kick Boxing. Characters with *Robot P.S.* inflict half the damage listed as M.D. (i.e., Roundhouse does 2D4 M.D., Axe Kick 1D8 M.D. and so on).

Outdoorsmanship. Being an avid outdoorsman and survivalist, this character has spent a significant portion of his/her life living off the land or in the wild. As a result, the character is hardened to the rigors of outdoor life. **Requires:** *Wilderness Survival*. **Bonuses:** Add +1 to P.E., +2D6 to S.D.C. and +5% to the *Dowsing, Fasting, I.D. Plants and Fruit*, and *Wilderness Survival* skills.

Physical Labor. Not all strength and conditioning comes from deliberate training or sports, some comes from old-fashioned hard work. This skill represents the strength and endurance gained from hard physical labor either due to a physical occupation (such as construction, ditch digging, warehouse work loading and unloading boxes, etc.) or really demanding chores at home such as chopping wood, bailing hay, mending fences, etc. **Bonuses:** Add +2 to P.S., +1 to P.E. and +2D8 to S.D.C.

Prowl. This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, weapon positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl roll is successful, then the character is not seen or heard and may make a sneak attack. **Base Skill:** 25% +5% per level of experience.

Running. A routine of running and exercise to build speed and endurance. For game purposes, the character is able to run at an even pace (half speed) for a half mile (0.8 km) for every one point of P.E. without undue fatigue. If pushing oneself to the limit and running at maximum speed, the character can run one third that distance before collapsing. **Bonuses:** +1 to P.E., +4D4 to Spd and +1D6 to S.D.C.

Swimming. The rudimentary skill of keeping afloat, swimming, diving and lifesaving techniques. The percentile number indicates the overall quality of form as well as skill of execution. A character can swim a distance equal to 3x his P.S. in yards/meters per melee round. This pace can be maintained for a total of minutes equal to his P.E. attribute number before starting to feel fatigued. **Base Skill:** 50% +5% per level of experience. Swim Fatigue Note: The act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or for very long periods of time. **Note:** Characters who fail their Swimming skill roll flounder, but manage to stay afloat, they just don't cover any distance. Three failed swim rolls in a row means the character slips underwater and will drown unless rescued. Penalty: Rough waves or storm conditions inflict a -20% penalty to Swimming. Remember, characters are capable of swimming while in power armor, but NOT in simple non-powered, M.D.C. body armor unless they can overcome the armor's weight to stay afloat; -45% penalty to Swimming in body armor.

SCUBA: The letters S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Individuals learn the methods and equipment needed for skin diving and underwater swimming. A character can swim a distance equal to 2x his P.S. in yards/meters per melee round. This pace can be maintained for a total of minutes equal to his P.E./endurance before tiring. **Base Skill:** 50% +5% per level of experience. **Note:** The maximum safe depth one can go without getting the bends is about 120 feet (36.5 m). Deeper depths are possible with depressurization, special suits, power armor, robots and submarines. Swimming is required for S.C.U.B.A. S.C.U.B.A. Fatigue Note: Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity). The buoyancy of water reduces the weight of most items by 30% when carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30%, meaning 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

Wrestling: As taught in old high schools and colleges, wrestling is more of a sport than a combat skill, but it does provide some useful combat moves.

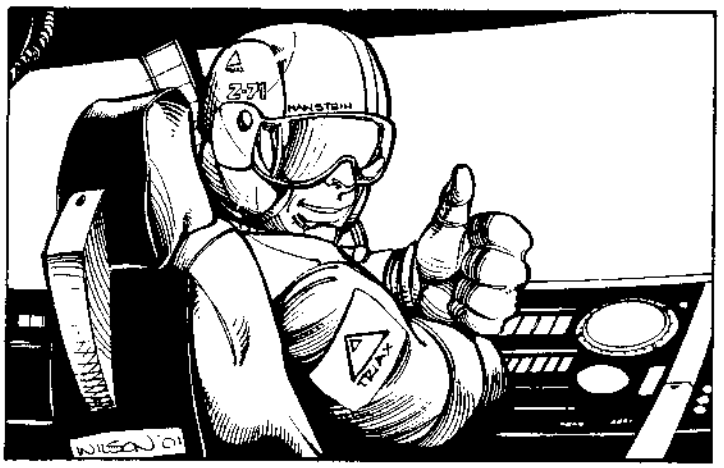
Bonuses: +1 to roll with impact/fall, +2 to P.S., +1 to P.E. and +4D6 to S.D.C.

Wrestling Special Moves:

1. Body Block/Tackle does 1D4 damage (double if the wrestler is 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). The opponent must dodge or parry (push away/deflect attacker) to avoid being knocked down. If knocked down, the opponent loses one melee attack/action and initiative for the rest of that round.

2. Pin/Incapacitate on a natural roll of 18, 19, or 20. This means that the wrestler can hold his opponent in such a way that his opponent cannot physically attack or move. However, the character who is using the "pin" hold cannot attack or move without releasing his opponent.

3. Crush/Squeeze does 1D4 S.D.C. damage per squeeze attack (double damage if 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). Each "squeeze" counts as one melee action/attack.



Pilot Skills

Note: Piloting skill rolls are made when driving a vehicle under *adverse conditions* (rain, fog, ice, etc.) and when *performing stunts*, tricks, jumps, evasive action, under attack, dodging, shooting a weapon while driving, high speed chases, sideswipe attack, etc.

A failed roll either means the "stunt" maneuver failed/missed, or that the pilot has lost control of the vehicle. If control is lost, the pilot must roll two successful piloting skill rolls (with penalties) out of three to regain control. Failure to do so means the vehicle crashes. Game Masters, use your discretion and common sense, but here are some penalty guidelines (in addition to those presented at the beginning of the skill section). Adverse weather or road conditions: Poor: -10%, Bad: -15% to 20%, Terrible: -30%; pressure situation: -10% to 30%; shooting and driving -20%; attacking ram/sideswipe with vehicle: -20%, pilot is distracted: -10%; pilot is wounded or dazed: -10% to 40% depending on how "out of it" the character may be.

Characters may select most piloting skills as an O.C.C. Related Skill or as a Secondary Skill. Only Military, Juicer Vehicles, Combat Driving and Robot Combat skills are *not* available as Secondary Skill choices. They may also be limited to select O.C.C.s. For example, a Rogue Scholar cannot pilot a military vehicle or take Robot Combat skills. Each Piloting skill counts as one skill selection.

Airplane. Includes old propeller, single and twin engine types. **Base Skill:** 50% +4% per level of experience.

Automobile. Manual and automatic transmission; includes dune buggies, jeeps, and small trucks. **Base Skill:** 60% +2% per level of experience.

Bicycling. Means the character can ride over rough terrain, reach two times normal running speed and travel cross-country at normal running speed, and perform tricks and jumps (roll skill level; failed roll means a crash) on a bike. Maximum speed can be maintained for a time equal to the P.E.x5 in minutes. Skill also includes basic maintenance/repairs. **Base Skill:** 44% +4% per level of experience.

Boats: Motor, Race & Hydrofoil Types. These include all types of small motor driven boats, racing craft and yachts. **Base Skill:** 55% +5% per level of experience.

Boats: Paddle Types/Canoe/Kayak. Includes paddled boats and canoes, rowboats and knee boards, as well as the Kayak. Speed in still water is usually equal to the character's P.S. attribute (treated for all purposes as Spd) and can be maintained for P.E. x5 in minutes without pause. The skill also includes basic principles behind using currents, maintenance, and even "tricks" like sculling and right-siding a flipped canoe, etc. **Base Skill:** 50% +5% per level.

Boats: Sail Types. Small sail boats and medium-sized sailing yachts, and fishing boats. **Base Skill:** 60% +5% per level of experience.

Boats: Ships/Seamanship. An in depth knowledge about *sailing vessels*, large and small, as well as the terms and principles of sailing. The character knows how to sail, whether it be in belaying, hauling, dropping or trimming sail, which means he also knows the difference between a crossjack, a mizzenmast, a fore lower topgallant and a hundred other names for specific sails, ropes, masts and cross-masts. The skill also includes being able to judge, evaluate and repair sails, ropes and rigging (every sailor has to be handy with a needle and thread), and operate the pumps needed to remove the water that collects in the bilge, as well as knowing how to braid rope, and the basics of cleaning and maintaining a vessel. **Base Skill:** 45%/40% +5% per level of experience. The first number is for small sailing vessels and general sailing knowledge, the second number is for piloting large ships on the open seas. **Requires:** Must also have the *Sewing* and *Rope Works* skills.

Combat Driving. This skill supplements other driving skills by helping to make the character a master of the roads when driving automobiles, jeeps, trucks, motorcycles and other ground vehicles. It helps to turn the character into an aggressive road-hog and cool-headed "chicken" player. In fact, tricks, dangerous maneuvers and highspeed car chases are challenging and fun for this daredevil, although his passengers are likely to fear for their lives.

In game mechanics, skill penalties for tricks, vehicular attacks (ram, sideswipe, etc.), and evasive maneuvers are reduced by half when this character is at the wheel, plus he is +2 to dodge when driving, +2 to survive a crash/impact, can fire a weapon from a moving vehicle at only a -2 penalty, and can even make an Aimed or "Called Shot" (at -2 to strike) while on a *moving* vehicle (or talk, or engage in some other activity while driving without penalty). This is a supplemental piloting skill applicable only to ground vehicles and does not have a base skill or level of progression other than reducing penalties an additional one point per level of the driver's experience.

Flight System Combat (Juicer): Exclusive to Juicers, Crazies and similarly augmented people/O.C.C.s. This skill allows the character to use specialized flight packs like the *Icarus Flight System* at full efficiency and take advantage of all possible bonuses. The sophisticated control systems of the Icarus are as quick to react as the systems of a suit of power armor. Those without training do not get the following bonuses and the base skill level is reduced by half. **Base Skill:** 40% +5% per level of experience; applicable for trick maneuvers. Bonuses: +1 attack/action per melee while flying at levels 1, 3, 5, 8 and 11, and +2 to dodge when flying. If the pilot has auto-dodge, he can use it while flying!

Hover Craft (Ground): The knowledge needed to pilot all types of hover vehicles used for ground transport, including basic hovercycles and hover trucks. These vehicles can be tricky, because they utilize several air jets and directional thrusters that push the craft on a cushion of air 1-3 feet (0.3 to 0.9 m) above the ground. The vehicles can usually attain great speeds (100-160 mph/160 to 256 km), are capable of driving over incredibly rugged terrain, and making jumps over small craters, ravines, boulders and fallen trees (10 feet/3 m +4 feet/1.2 m per additional level of experience). **Base Skill:** 50% +5% per level of experience. **Note:** -20% to piloting skill rolls when pulling jumps, tricks, dodging gunfire and stunt driving.

Hovercycles, Skycycles & Rocket Bikes: Characters who select the *Pilot Hover Craft (Ground)* skill can drive hover cars, hover trucks, and hovercycles on a basic level. However, those who specifically select the *Pilot Hovercycle skill* can pilot any type of hovercycle, rocket bike, skycycle (like the Sky King) or jet propelled one- or two-man hover ground or air vehicles with greater skill and finesse. They can perform spectacular jumps (20 feet/6.1 m +7 feet/2.1 m per additional level of experience), stop on a dime, perform dive-drops (soar off the edge of a cliff or skyscraper, keep control of the hovercycle as it drops, land on the ground without crashing or falling off and keep on going; 120 foot/36.6 m drop +20 feet/6.1 m per additional level of experience!), and perform tricks, stunts, jumps and dodging without penalty. **Base Skill:** 70% +3% per level of experience.

Jet Aircraft: Includes large and small commercial transport jets. **Base Skill:** 40% +4% per level of experience.

Jet Packs: Piloting backpack-style units that strap to the back of an individual to carry him airborne. The typical jet pack is a one person unit capable of hovering above the ground and flying at an average altitude of 300-1000 feet (91.5 to 305 m). **Base Skill: 42% +4%** per level of experience.

Jump Bike Combat (Juicer): Exclusive to Juicers, Crazies and similarly augmented people/O.C.C.s for the use of the specialized *Tarantula Jump Bike*. **Base Skill:** 45% +5% per level of experience.

Bonuses: +1 attack per melee round with bike's weapon systems, +1 to Automatic Dodge.

Bike Jump Attack. This attack uses the rockets to have the bike jump in the air and then land on a target. The sensitive rocket controls require a special skill roll. Base Skill: 25% plus 5% per level of experience. If the skill roll is successful, the pilot can make a normal attack roll (at +1 to strike in addition to normal bonuses) to hit the target. Damage to his opponent is 3D6 M.D. Note: This attack can only be done if there is room to maneuver (open terrain only).

Military: Combat Helicopters. The specialized skill required to fly all types of helicopters, including combat 'choppers, and operate their related Weapon Systems. **Base Skill:** 52% +3% per level of experience.

Military: Jet Fighters. Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems. **Base Skill:** 40% +4% per level of experience.

Military: Submersibles. Underwater sleds, mini-subs and commercial and military submarines and submersibles. **Base Skill:** 40% +4% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

Military: Tanks & APCs. Military vehicles often have unconventional controls and handle differently from conventional vehicles, especially the many ton, armored combat vehicles such as tanks and armored personnel carriers (APCs). Thus, special training is required to pilot them. **Base Skill:** 36% +4% per level of experience. **Note:** Those with this skill can also pilot other types of "tracked vehicles."

Military: Warships & Patrol Boats. Special training in the use of military warships, combat hydrofoils, patrol boats and amphibious beach craft/transports. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base Skill:** 40% +4% level. **Note:** Characters with the Motor Boat or Ship skill can also pilot these vessels but at a -12% penalty.

Motorcycles & Snowmobiles. This skill includes the piloting of all two- and three-wheeled vehicles such as motorcycles of all types, dirt bikes, and mopeds as well as snowmobiles, jet sleds, miniature- ATVs and other scaled-down vehicles. **Base Skill:** 60% +4% per level of experience.

Robots and Power Armor. Piloting and basic operations without any combat training or bonuses. Characters with this skill are taught the *fundamentals* of maneuvering *light and medium* giant robots (like the Titan Reconnaissance Scout or NG-M56 Multi-Bot) and power armor suits (such as the Triax Terrain Hopper, Flying Titan and Samson). These are robot exoskeletons and vehicle type robots that require a pilot and/or crew to be inside to pilot them. The training focuses on piloting, not combat, thus, *robot combat* is a separate and distinct skill (see Robot Combat skills as follows). This skill enables the character to pilot combat model armor and robots but not how to fight or operate weapon systems. Consequently, the character does not get ANY special bonuses or extra attacks when piloting the 'bot or power armor – he has only his *own* physical number of attacks per melee round and bonuses to rely upon. He can also use a weapon system if it is built-in, but with no special aptitude with it.

Penalties: In fact, the use of weapons and special combat features (targeting, radar, etc.) are so unfamiliar that they confuse the ordinary non-combat pilot, causing the following penalties whenever he tries to use weapons or fight with the robot: **-1** attack per melee round (yes, that is *minus* one; loses an action trying to figure out what's what and exactly how to use weapons and combat equipment), -2 to strike (with punches, blades, guns or missiles), and -1 to parry and dodge. **Note:** Penalties do not apply if the character has the Weapon Systems skill. **Base Skill:** 56% +3% per level of experience.

Power Armor is typically man-sized and often worn like body armor, although sometimes the pilot sits inside. In all cases, the power armor responds to the pilot's physical movements.

Robot Vehicle is typically a giant construct with vaguely human or animal features such as legs, claws, etc., but may also be vehicular in appearance or combine the two.

Flyers: Many types of robots and power armor, including airborne types like the famous Coalition *SAMAS*, are suitable for use underwater, although flight/propulsion speed is reduced by 70-80%. Power armor without jet propulsion can travel underwater by swimming or walking along the bottom, but at -80% their normal land speed. Each specific description will indicate aquatic capabilities, if any.

Robot (and Power Armor) Combat: Basic. Basic combat training in robot vehicles and power armor gives the pilot a fair working knowledge of most robot vehicles and their most basic combat capabilities. The pilot will be able to operate the robot and use the various weapon systems and fighting capabilities, but not at maximum skill and efficiency. Bonuses and abilities imparted by "Basic" Robot Combat Training are detailed in the *Combat section* of this book. **Note:** *Hand to Hand Bonuses from Power Armor Basic Training* applies to ALL types of power armor, ground, aquatic and flyers. Use "basic" tables only.

Robot (and Power Armor) Combat: Elite. Each robot or power armor *type* has different weapon systems, hand to hand aptitude, and quirks that make each specific *type* unique. Because each handles differently, the "elite" pilot studies *individual* types of robot war machines to familiarize himself with every element of that specific type of robot. This means the pilot must select the *Robot Combat: Elite* skill for *each* specific *robot or power armor type* in which he desires to be an expert operator to enjoy its maximum combat effectiveness. Elite training automatically gives the pilot a *basic* understanding and the ability to pilot ALL standard types of robot vehicles and power armor at the "basic" level plus one "elite" class of power armor or robot. This skill may be taken multiple times to pilot several robots at the elite level.

Example of Types: All SAMAS and CS power armor with the numerical designation PA-double digits "A" (e.g. PA-07A) are one type.

CS power armor with three digits (i.e. PA-100, PA-200, etc; including the Mauler, Terror Trooper, and Glitter Boy Killer) are one type.

All *UAR* robots constitute one type, and all *IAR* 'bots another.

Likewise, all *Titan* TR-three digit I.D. robots are of the same type, just as the *Triax* "X" double digit series (i.e. X-10A Predator), "X" triple digit series (i.e. X-500 Forager), and "X" four digit series (i.e. X-1000 Ulti-Max) are each a distinct and separate "group" of robot types.

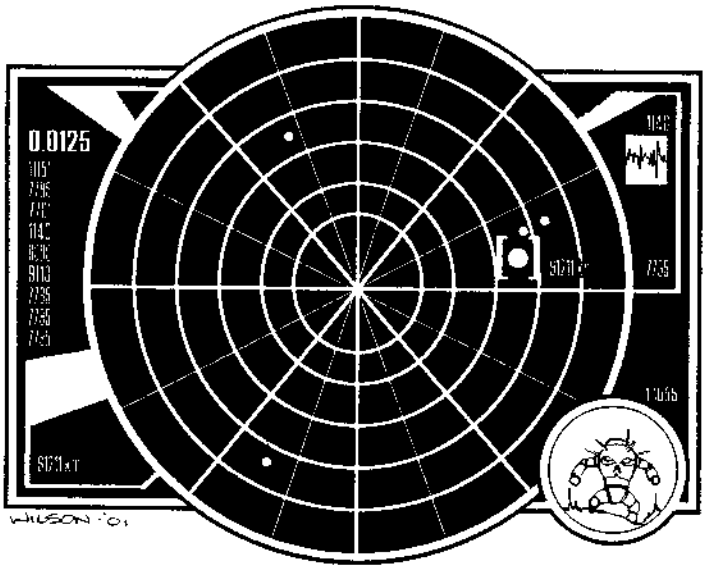
Robot Combat: Elite is usually reserved for specialists in the military or mercenaries such as the infamous Glitter Boys; however, just about anybody can learn to pilot and fight with a robot or power armor. There is no Base Skill percentile because the pilot gets specific bonuses as he progresses in level of experience. Bonuses and abilities imparted by Robot Combat training are detailed in the *Combat section* of this book.

Tracked & Construction Vehicles. Includes landcrawlers, half-tracks, light tanks, and big-wheeled heavy construction vehicles and earthmovers like bulldozers, steam shovels/excavators, scrapers, graders, tractors, loaders, backhoes, dump trucks, haulers, etc. **Base Skill:** 40% +4% per level of experience. Can pilot tanks and APCs but at a -15% penalty and -1 attack per melee round.

Truck. Specifically applies to driving large cargo and transport vehicles like eight- to sixteen-wheeled commercial trucks and multi-ton transports. **Base Skill:** 40% +4% per level of experience.

Water Scooters. The knowledge and skill of piloting all types of one- and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 50% +5% per level of experience.

Water Skiing & Surfing. All water skiing techniques, methods and use of most types of recreational forms of "riding the waves," including skis, water jet scooters, water boards, surfboards and sailboards. **Base Skill:** 40% +4% per level of experience.



Pilot Related Skills

Navigation: Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes land, air, and water navigation, as well as piloting by instruments alone. A failed roll means the pilot is off course. Roll 2D6x100 for most aircraft, 4D6x100 for jets, and 2D6x10 for ground vehicles to determine how many miles/kilometers they are off course. Roll for every hour that one is off course. This skill enables characters to navigate any vehicle, including ships and other water vessels that ride on the surface of the water, by charting the stars and landmarks and using instruments. Likewise, the character can navigate submersibles using instruments and other data. **Base Skill:** 40% +5% per level of experience. **Requires:** *Basic Mathematics, Sensory Equipment*, and *Literacy*.

Radar/Sonar Operation: See Sensory Equipment.

Sensory Equipment (30%+5%). See *Communication Skills* for the description.

Weapon Systems: This is the complete understanding of weapon units and systems incorporated into military vehicles, power armor, and robot vehicles. It includes lasers, particle beams, rail guns, missile and grenade launchers, cannons, turrets and vehicle/robot weapon systems. Adds a special bonus of +1 to strike when using these types of weapons; this does not include handheld weapons (see Weapon Proficiencies). **Base Skill:** 40% +5% per level of experience.

Rogue Skills

Cardsharp (or Card Shark). A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to the card shark's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as card counting and understanding the odds. A failed roll means the character has fumbled the trick or was too obvious and is caught cheating! Bonus: Add a bonus of +4% to the Palming skill. **Base Skill:** 24% +4% per level of experience. Add +4% if the character also has the Palming skill and add +6% if he also has the Gambling (Dirty Tricks) skill.

Computer Hacking. This is a computer skill similar to Computer Programming (see Technical skills), however, the emphasis of this skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage its data. The character is an expert in tracing computer data, bypassing defense systems, and breaking ("hacking") codes; add a one time bonus of +5% to the *Cryptography, Surveillance*, and *Locksmith* (electronic and computer controlled locks only) skills if the character is a hacker. **Base Skill:** 20% +5% per level of experience. **Requires:** *Literacy, Computer Operation, Computer Programming*, and at least *Basic Mathematics*.

Concealment. The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place, or hide them on one's person or an innocent bystander unnoticed. Objects must be no larger than 14 inches (35.5 cm) in height/length, and six inches (15.2 cm) in width. The weight must also be 10 pounds (4.5 kg) or less. The smaller and lighter the object, such as a knife, gem, key, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book, scroll, club, statue, or similarly large or heavy object are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20% +4% per level of experience.

Find Contraband. The character with this skill knows where to find illegal arms dealers, the Black Market, smugglers, thieves, forgers (mainly fake I.D.s), fences, pawn shops, blind pigs (illegal gambling establishments), exotic animal dealers (illegal wild animals, endangered species and the bizarre), automobile chop-shops, cybernetic body-chop-shops, slavers, prostitutes, arms dealers, drug dealers, illegal medical treatment, stolen antiquities, Juicer and Crazy conversion facilities, and other people and places that traffic in illegal goods and services. The skill makes the character familiar with underworld hangouts, gangs, criminal operations, and the general practices, codes of conduct, pricing structures and modes of operation of the criminal underworld. Likewise, the character has a good idea of what illegal weapons, ammo, cybernetics, and items should cost and what these people pay for contraband items (typically only 20% of the retail market price). The character also knows the penalty for being caught with contraband. **Base Skill:** 26% +4% per level of experience. **Bonus:** +10% to I.D. Undercover Agents.

Gambling (Standard). This skill enables the character to skillfully play several different games of chance. The character knows the rules of 1D4 games, plus one additional game for every 2 points of the character's I.Q. (rounded up). In addition to rules, the character understands the theories of mathematical "odds" (+5% bonus to Basic Math skill), some basic strategies and tactics for winning consistently, when to hold them, fold them, etc. **Base Skill:** 30% +5% per level of experience.

Gambling (Dirty Tricks). This is the other side of gambling in which the character is skilled at cheating in games of chance. This includes knowledge of dirty tricks such as counting cards, how to use marked cards, using trick/loaded dice, stacking the deck (in one's favor), sleight of hand tricks to hide cards up sleeves or in the palm of the hand, dealing from the bottom of the deck, and other cheats (must have the Palming skill for the latter two). **Base Skill:** 20% +4% per level of experience.

I.D. Undercover Agents. A combination skill, good eye and knack for identifying undercover agents; typically members of law enforcement, but may also include government agents, private detectives, spies, bounty hunters, and anybody snooping around. **Base Skill:** 30% +4% per level of experience.

Imitate Voices & Sounds. The ability to imitate voices, accents and expressions of different vocal systems, dialects and languages. The first number indicates the character's ability to change his voice and imitate accents, inflections and expressions from other regions. A successful roll means he has disguised his normal/true speaking voice and accent,

and convincingly sounds like he is from another region or part of the world. Attempting to accurately imitate the voice, inflections and attitude of a specific person is much more difficult, and the character will either need to know the person being imitated very well, or have spent hours studying him/her, and even then there's a penalty of -20%.

The second number indicates the ability to duplicate various calls, screams, chirps and buzzes that are found in the wilderness. Distinctive calls are often used as signals during sneak attacks, with different calls meaning to the people who know them "all is calm/quiet," "guard on watch," "move cautiously," "danger" and "attack!" **Base Skill:** 42%/36% +4% per level of experience. **Bonus:** Add +5% to the Impersonation skill.

Palming. Simply the ability to pick up and seemingly make a small object, such as a coin, key, dagger, or playing card, vanish by concealing it in one's hand. Bonuses: Adds +5% to the *Cardsharp, Concealment* and *Pick Pockets* skills. **Base Skill:** 20% +5% per level of experience

Pick Locks. See *Espionage Skills* for the complete description.

Pick Pockets. See *Espionage Skills* for the complete description.

Prowl. See *Physical Skills* for the complete description.

Roadwise. A regional skill in which the character knows the streets, alleys, back roads, shortcuts, fastest routes, construction zones, speed traps, highways, police stations and posts in his city and State (or Province) like the back of his hand. Also knows all the local junkyards, the best mechanic garages (including a few who don't ask questions), and the best places to hide a vehicle or lay low for a few hours or a few days, as well as the best place to "dump" (abandon) a vehicle where it will not be found any time soon (authorities or an enemy must conduct a serious and expansive search to find it – if so, roll percentile to see how quickly it is found: 01-25%: 2D4 days, 26-50%: 3D6 days, 51-75% 3D6 weeks, 76-90% 1D4 years, 91-96% 1D4x10 years, 97-00%: Never! **Base Skill:** 26% +4% per level of experience. **Note:** Typically reserved for car thieves, Operators and City Rats.

Safe-Cracking. This is a specialized skill in which the character studies the strengths, weaknesses, and construction of safes and how to open them without damaging the contents inside. The fingers of the safecracker are so sensitive that they can "feel" the subtle calibration of combination locks and other locking mechanisms. When using explosives, they can use their abilities to such precision that they can "blow" the lock off a safe, security door, safe deposit box and similar without creating a big, area effect explosion or inflicting damage to the contents (a failed Safe-Cracking skill or Demolitions roll means the explosion was too much and the contents are damaged). **Base Skill:** 20% +4% per level of experience. **Bonuses:** Adds +5% bonus to the Pick Locks and Demolitions skills. The character gets a +4% bonus if a Locksmith and +6% if a Mechanical Engineer. **Penalties:** Requires focus, concentration and keen hearing, so characters with an M.E. of 14 or less are -10% on this skill.

Seduction. This is the ability to make the opposite sex melt with desire. This skill is somewhat similar to the Interrogation skill in that the seducer knows how to ask the right questions to get information without being obvious. The seducer usually seems attentive, sympathetic, alluring and sexy. Men and women who are seduced tend to have loose lips and will spill secrets. They also lose track of time, spend big money to impress and please their seducer, and lavish her or him with their affection, time and attention while oblivious to everything else around them.

Anyone who has been successfully seduced is distracted, skill performance is half and takes twice as long to perform, the character doesn't notice people and events around him/her, and is easily caught off guard (no initiative and all bonuses are at half when attacked by a character other than the seducer). Worse, the victim(s) of seduction is completely vulnerable to the seducer. The seducer always gets the first attack/strike/action, and the victim has no chance at self-defense against that first attack, plus the victim loses one attack/action from surprise or horror. **Base Skill:** 20% +3% per level of experience. **Skill Bonuses:** +1% for every one M.A. attribute point over 20, and every two P.B. points over 17 (round up). So a character with a P.B. of 23 (+3) and M.A. of 24 (+4) would be +7% to successfully seduce. The seducer can influence more than one person at a time; one additional victim per every three levels of experience. In addition, the seducer is +5% to pick the pockets of, palm, or plant things on his/her victim of seduction, as well as adding +5% to the Cardsharp, Sing, and Dance skills. Also, Seduction victims who are intoxicated or drugged are easier to seduce (+5%).

Streetwise. An understanding of the darker side of life and the scoundrels who roam the streets. The streetwise character will be able to recognize gang members by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang symbols and mannerisms, and dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a gang member's rank/power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. It also includes knowing the "street names" of common drugs, their symptoms, their cost and recognizing the drug when he sees it, and the danger it represents. **Base Skill:** 20% +4% per level of experience. **Bonus:** +10% to I.D. Undercover Agents.

Tailing. The practiced ability to follow someone without their knowledge. Includes basic stake-out procedures. A failed Tailing roll indicates that the character being "tailed" has noticed that he is being followed and may take evasive action to lose the "tail," or confront or attack the person (unless he makes a run for it). Either way, the subject of the "tail" is likely to escape being followed any further. **Base Skill:** 30% +5% per level of experience. **Bonus:** +5% to the Tailing skill if the character also has Prowl. **Note:** *Tailing* is also part of the Surveillance skill.

Science Skills

Anthropology. This is the behavioral study of man and other intelligent life-forms and their environments. Studies include societies, customs and beliefs, religions, and political structure, as well as rudimentary history and archaeological background. It is important to note that anthropology is more concerned with the study of *modern* races and societies than ancient ones. This is especially important when dealing with alien races and cultures in order to avoid accidentally breaking taboos or codes of behavior. It also tells the anthropologist whether he may be dealing with a dangerous people (hate humans, fear technology or magic, are cannibals, worship demons, etc.).

The skill can also be used to examine artifacts and ancient or alien ruins to identify the probable people/race, purpose, culture and technological level. The character can identify the period of time the item was

used (contemporary or ancient), and whether it is human or alien, but is not skilled enough to tell whether an artifact is authentic or a forgery. **Note:** The anthropologist is one of the few who knows about pre-Rifts human society, culture and artifacts. As a result, he can often identify pre-Rifts technology and man-made creations, and is also knowledgeable in their Black Market value as well as the many CS laws that prohibit the possession, sale, and scavenging of ancient artifacts. Bonuses: +5% to all Lore skills and Pre-Rifts History. **Base Skill:** 30% +5% per level of experience.

Archaeology. This is the scientific study of relics from ancient civilizations by excavation and other means. The skill teaches proper excavation (dig) techniques, analysis, preservation, restoration, and dating methods (including carbon dating), as well as a rudimentary history and anthropology background.

Like the anthropologist, the archaeologist is one of the few who is well versed in the legends and few facts about the "Time of Man." He is an expert in the identification of pre-Rifts technology and man-made creations, from books and clothing to vehicles and buildings. The character can ascertain whether the item is an ancient artifact or of recent construction, and therefore, if an item is an authentic artifact or a forgery. He is also well versed in their Black Market value and the CS laws that prohibit the possession, sale, and scavenging of ancient artifacts. For example: The possession of books (even comic books and children's books), video discs, or other pre-Rifts educational or technological data is illegal by the decree of the Coalition. Failure to turn such items over to the CS government is a serious crime punishable by imprisonment or death. Bonuses: +2% to all Lore skills and +10% to History. **Base Skill:** 30%/20% +5% per level of experience. The first percentage number applies to the character's historical and archaeological capabilities, the second is his ability to recognize pre-Rifts, ancient, magic and alien artifacts, as well as his ability to figure out the purpose of the item through examination alone (i.e., without seeing it used in action).

Artificial Intelligence: An area of science that is usually available only to those who specialize in robotics and computers (which may include the *Operator* and *Rogue Scientist O.C.C.s*). True artificial intelligences (A.I.s) – robots that can think and learn for themselves – are incredibly rare in North America and most of Rifts Earth. Thus, this skill is more common "off-planet" on advanced worlds accessible by the Rifts.

A.I.s range from simple thinking computers and devices with problem solving capabilities and the ability to learn and think independent of a human operator, to devices modeled on the neural network of the human mind which can think, learn, solve problems, create and even imagine independent of their programming (e.g. Archie-3).

A character with this science skill understands the many principles and theories behind advanced artificial intelligences, how they "think" and "understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. **Requires:** *Computer Operation*. Bonuses: +5% to all other Computer skills, including Programing and Hacking. **Base Skill:** 30% +3% per level of experience.

Astronomy & Navigation. The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the planets and each other. This knowledge can also be used to determine direction, approximate distances, identify the seasons, and tell the time of day. Training includes reading maps and star charts, course computation, following landmarks, and the use of navigational equipment. Includes land, air, and water navigation as well as piloting by the stars and instruments alone. This ability is ideal for sailors and those characters who can fly. A failed roll means the navigator is off course. To determine how many miles off course, roll 2D6 miles when traveling on foot, 1D6x10 miles when traveling by horse or car, and 2D4x10 miles when flying or using a boat/ship. Roll once for every hour that one travels in unknown territory or seas. **Base Skill:** 30% +5% per level of experience; +10% bonus if the character has Advanced Mathematics. **Requires:** *Basic Mathematics* and *Literacy* to use instruments, read maps and to chart a course by the stars. Also see *Land Navigation* described under the Wilderness skills.

Astrophysics. Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity and other explanations for the creation of deep space phenomena, like quasars and black holes. **Requires:** *Basic* and *Advanced Mathematics*. **Base Skill:** 30% +5% per level of experience.

Biology. Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to dissect, study, evaluate and classify new organisms. **Base Skill:** 30% +5% per level of experience.

Botany. Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization and germinating, as well as growing experimental plants. **Base Skill:** 25% +5% per level of experience.

Chemistry. The basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds to act as competent assistants. **Base Skill:** 30% +5% per level of experience.

Chemistry: Analytical. Training in chemical engineering theories useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment and can analyze and synthesize chemicals. **Base Skill:** 25% +5% per level of experience. **Requires:** *Chemistry, Advanced Mathematics*, and *Literacy*. Computer Operation is strongly suggested but not required.

Chemistry: Pharmaceutical. This is the study of drugs and their interaction with the human body. Knowledge includes a familiarity with common medical drugs, drug interactions, prescribed dosages, the use/distribution of drugs, their effects on the human body, and other biological applications. The character can recognize and prescribe common drugs, knows their effects and side effects, recognizes poisons/toxins, and can safely administer painkillers, hallucinogens, stimulants, relaxants, antibiotics, antidepressants, anti-psychotics, sodium pentothal/truth serum, tranquilizers, sedatives, and so on. Also has a theoretical understanding of Juicers and the drugs they use. Bonus: +10% to Lore: Juicer. **Base Skill:** 30% +5% per level of experience. A failed roll means the drug is improperly administered or prepared, and has no effect.

Mathematics (Basic). Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 45% +5% per level of experience.

Mathematics (Advanced). Knowledge of all basic and advanced mathematics, including algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae. **Base Skill:** 45% +5% per level of experience. **Requires:** *Basic Mathematics*.

Xenology: The biological and physiological study of alien species (rather than their culture or society). This skill provides general medical and physiological information about the most commonly encountered species in a particular region or solar system (the type of air they breathe, how their body works, any natural weapons, poisons or toxins, strengths and weaknesses, presence of psionics or other natural abilities, etc.). *On Rifts Earth*, this skill might cover the many alien creatures and D-Bees of a single continent. Without Xenology, any attempts to use a medical skill on an alien species has a -20% skill penalty. **Base Skill:** 30% +5% per level of experience.

Zoology. An academic knowledge of wildlife, nature and habits, including domesticated and wild animals indigenous to the planet, and known alien animal species. This includes knowledge of animal habitats, behavior, instincts, mating, hunting, food or favored prey, breeding, physiology and biology, flight/fight responses, natural weapons and defenses, the best way to handle the animals, and so on. This skill may be specialized by taking the skill twice. When specialized, the character receives a one time bonus of +20% to the skill when dealing

with that one specific type/species of animal (e.g., apes, snakes, bovines, etc.). **Bonuses:** +5% to the *Herding* and *Track & Trap Animals* skills, and +10% to Veterinary Science. **Base Skill:** 30% +5% per level of experience.

Technical Skills

Appraise Goods. A trained eye able to assess the quality and true market value of "ordinary" commodities, such as tools, household goods, clothing, furniture, jewelry, gems, art, basic vehicles (hovercycles, cars, motorcycles, bicycles, etc.), common pre-Rifts artifacts (books, films, toys, household goods), land, and similar *common* trade goods. Does *not* include military goods (weapons, body armor, power armor, combat vehicles), bionics, technology, magic items, livestock, slaves, or rarities, but may include *one* of these excluded categories only *if* the skill is taken *twice*. The character knows how much he can get by pawning the item as well as what he can sell it for wholesale (to a store/business owner for resale; about 20%-50% of its true value) and retail (open market or retail store; 70-100% of its true value). **Base Skill:** 30% +5% per level of experience. **Bonus:** +15% to the skill when it is taken twice and add *one* of the excluded categories.

Art. The ability to draw, paint and/or sculpt or do craft work. Selection as an occupation related skill indicates a professional quality, while selection as a Secondary Skill indicates a talented amateur. **Base Skill:** 35% +5% per level of experience.

Begging. Though usually learned out of necessity in the school of hard knocks and poverty, this skill can be particularly useful to collect food, money and clothing when down on one's luck, especially in the 'Burbs, independent kingdoms, trade centers and low-tech communities. It can also enhance characters with the Disguise skill when posing as a beggar or refugee (+5%). The base skill determines the chance of collecting a donation from one in every ten passersby, and on a crowded street that could be pretty lucrative. The amount of money, food or goods depends on the local economy, the generosity of the individual (typically small) and where the begging is taking place, but is typically in the 1D4 credits range. Note that begging may be outlawed in some communities and the character may be arrested for vagrancy, shooed away, or mugged by bandits or City Rats. **Base Skill:** 30% +3% per level of experience. **Note:** Many characters are likely to consider this skill to be beneath them; most common among Vagabonds.

Breed Dogs. The first percentile number indicates the art of raising, mating/breeding, taming and training domestic and wild canines, as well as a knowledge about canines in general.

The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like tracking, retrieving, pointing, herding animals, attacking on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. **Note:** These are trained work animals or pets, not familiars. **Base Skill:** 40%/20% +5% per level of experience.

Calligraphy: The ability to produce beautiful, fancy, hand drawn letters and script in one's native language with great legibility and beauty using a brush or special set of pens, ink and paper. The character can also copy letters and words in any language but may not know what it says. Traditional Calligraphy with a brush is an Asian art and traditionally, any person of culture and education in the Orient, especially a noble, is expected to be able to produce gorgeous ideograms. Calligraphy is a skill almost as necessary as Literacy for traditionalists in Asia. **Requires:** *Literacy* to actually write, otherwise can only copy letters and ideograms without being able to read them. **Base Skill:** 35% +5% per level of experience.

Computer Operation. A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers, and modems. The character can follow computer directions, enter and retrieve information, install programs, games and software, use the web/internet and similar basic computer operations. Does *not* include Repair, Programming or Hacking. **Base Skill:** 40% +5% per level of experience. **Requires:** *Literacy*.

Computer Programming. Advanced computer knowledge that includes designing, programming, debugging, and testing computer programs and software. Hacking is possible, but at a penalty of -40% unless the character also has the Computer Hacking skill (see *Rogue Skills*). **Base Skill:** 30% +5% per level of experience. **Requires:** *Computer Operation* and *Literacy*.

Cybernetics: Basic: An understanding of the purpose, capabilities and use of cybernetics and implants (not military grade bionics). Knowledge is sufficient to make minor adjustments and repairs of cybernetic implants and mechanisms before they are implanted in a living being. Cannot perform surgery, implant or remove cybernetics, but knows where they are located in the body, what they do and how they work. Could consult with a surgeon to remove them. **Base Skill:** 25% +5% per level of experience. **Note:** A popular skill among City Rats and Headhunters.

Excavation. A mixed bag of abilities that includes finding one's direction underground rooms, estimating one's approximate depth, "digging out" and identifying relics and evidence from debris, collapsed tunnels and underground, as well as digging out and fording up/repairing collapsed tunnels, underground chambers and caves. The skill gives the character a good understanding of how to best perform an excavation without any major setbacks, where to dig, what is the best type of soil, how deep to go, how to pack and secure tunnel walls and ceilings, where to place support beams and what building materials to use in underground construction. **Note:** Tunnels and excavation sites that are made quickly are not permanent, and can be collapsed by gunfire, earthquakes, traffic vibrations, etc. Trying excavations without this skill is just asking for trouble and is performed on pure luck. Bonus: +5% to the *Dowsing* skill when looking for an underground river or spring and +5% to the *Spelunking* skill. **Base Skill:** 30% +5% per level of experience.

Firefighting. A basic understanding of fire and how it works, breathes, and travels, as well as firefighting methods and techniques, rescue procedures, and the practiced use of firefighting tools, equipment and gear. **Base Skill:** 40% +5% per level of experience.

Gemology. Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, emerald, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether the item is genuine or not, or its value is grossly under or overestimated. Bonus: +5% to Prospecting. **Base Skill:** 25% +5% per level of experience.

General Repair & Maintenance. Not everyone can be a mechanic, blacksmith or carpenter, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels, and so on. The General Repair/Maintenance skill includes: sharpening blades, minor repairs on weapons, packing their own S.D.C. bullets, sewing tears in clothes (it may not look pretty, but does the

job), changing a tire, shoeing a horse, repairing furniture, painting, varnishing, nailing and assisting in basic woodworking, and even doing minor patchwork on armor (restores 1D6 M.D.C.). Roll once to see whether the character can figure out what is broken, what must be done to fix it, and whether it is beyond his meager abilities to repair. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only twice. **Base Skill:** 35% +5% per level of experience. Reduce skill proficiency by half if the item is extremely damaged, complex, high-tech or alien.

History: Pre-Rifts. The first percentile number represents a very general historical knowledge of the *world* and the most famous myths, legends, people and events from *before* the Great Cataclysm and the Coming of the Rifts.

The second percentile number indicates a more in depth knowledge of a particular *subject* or *region* in the world (pick by nation or continent). For example: History of a *region* such as North America is a deep knowledge about the United States, Canada and Mexico, their origin, leaders, key figures in history and science, lore, religion, traditions, leaders, famous people, and so on, as well as the myths and legends of that land and culture. An example of a historical "subject" rather than a place, might include American military history, industry, science, music, art, and so on.

The History skill may be taken repeatedly to cover multiple regions of the world or various subjects. Thus, a character who takes this skill three times might apply it to North America, Western Europe, and Russia. The two base skill percentages indicate the approximate degree of information the character has learned or can remember accurately; remember, the first number is for a general knowledge of world history before the Great Cataclysm, the second for a more specific subject. **Base Skill:** 32%/24% +4% per level of experience.

History: Post-Apocalypse. The first percentile number represents a very general historical knowledge of the character's native continent *after* the Great Cataclysm, as well as some of the most famous myths, legends, and rumors about people, places and events around the world starting with the Two Hundred Year Dark Age (mostly folklore) and historical events in the first year of the Post-Apocalyptic Calendar (1 P.A.).

The second percentile number indicates a more in depth knowledge of a particular *subject* or *region* in the world (pick by nation or continent). For example: History of the Coalition or Federation of Magic, or Northern Gun, or the Vampire Kingdoms, provides a deep knowledge about the history of that organization/nation and their people, culture, origin, key figures in history and science, lore, religion, traditions, leaders, famous individuals, and so on, as well as the myths and legends of that land and culture.

The history skill may be taken repeatedly to cover multiple regions/nations/kingdoms of the world or various subjects (Techno-Wizardry, Magic, Juicers, D-Bees, etc., in that part of the world). The base skill percentages indicate the approximate degree of information the character has learned or can remember accurately; remember, the first number is for a general knowledge of the character's native continent, the second on a more specific subject, all from a historical (event driven) point of view. **Base Skill:** 35%/30% +5% per level of experience.

Jury-Rig. A character with this skill can repair almost anything, and even build something out of scrap components. There is no guarantee that the jury-rig will hold for very long (4D6 hours or 2D4 days, whichever is most appropriate), or will even work in the way intended (roll again, a failed roll means the system is only 50% functional/works at half its normal speed or power level), but it may well save a character's life until they can acquire the proper parts, buy a new unit or get a skilled mechanic to do the job right. **Requirements:** At least *Basic Mechanics* and *Basic Electronics*, Engineering skills are even better. **Base Skill:** 25% +5% per level of experience (add an extra +10% bonus if the character is an Electrical or Mechanical Engineer or Field Armorer).

Law (General). The character knows what constitutes a criminal act, the typical punishment and many legal precedents, procedures and decisions common throughout a particular nation or region (e.g. North America, including the CS and all major kingdoms, but not each specific, small independent kingdom or town, nor tribal law). This can be an invaluable skill when trying to determine if someone is breaking the law, how grave or petty the criminal act is, as well as determining the likely punishment. The skill is also important for making a criminal charge stick, setting bail, using legal protocol, and defending those unjustly accused. The character also knows the legal protocol and proper conduct for conducting searches, police investigations and other aspects of law enforcement. **Base Skill:** 35% +5% per level.

Leather Working. Skilled at tanning, preserving and working with animal hides, fur and leather to make leather goods such as clothing, capes, caps, bags, purses, boots, shoes, belts, and even S.D.C. leather armor (the character can repair leather armor too). A failed roll indicates that the hide is ruined and the leather is wasted. **Base Skill:** 40% +5% per level of experience.

Lore: American Indians. Characters with this skill can recognize the different tribes and nations, warriors and shamans, totems, fetishes, charms and weapons, identify the people by their housing, clothing and weapons, and has a fundamental understanding about the Native Americans' history, society, traditional beliefs, customs and laws (at least the most notable). They also know about Indian gods, spirits, and magic. **Base Skill:** 25% +5% per level. Characters of Native American descent get a +10% bonus.

Lore: Cattle & Animals: General knowledge about cattle, horses, livestock, and wild animals, including what they eat, where they live in the wild, means of defense, the value of their meat, fur, hides and horns, and their natural predators, as well as the most notable tales about supernatural animals, spirits, gods and magic attributed to or involving animals and animal spirits. This skill is practiced most widely in the New West of North America, but it is also known throughout parts of South America, Europe, Africa, Asia, and Australia. **Base Skill:** 30% +5% per level of experience.

Lore: D-Bee: Most D-Bees (the slang for *Dimensional Beings*) are just alien humanoids from another dimension or planet. To be classified as a D-Bee, the creature must be remotely humanoid in appearance, usually a biped, have a human-like intelligence, and is not a supernatural creature; must be mortal. Creatures who don't have a bipedal, humanoid body and are extremely monstrous, animal-like or demonic, or are supernatural in origin, are usually considered to be *monsters* or *demons* rather than D-Bees.

D-Bee Lore is the general study of common alien humanoids, their most notable beliefs, customs, habits, inhuman abilities, and the rumors, myths and legends about how they came to Earth, their home world, secret agendas, etc. The skill is often limited to D-Bees living in a specific geographic region where the character originates, i.e. D-Bees known to live in North America are known by characters living in North America. The region may be limited to smaller geographic locations, such as D-Bees of Western America, Midwest, East, Coalition States and so on, to get a +10% skill bonus, and the skill may be selected more than once when focusing on smaller regions. D-Bee Lore is not a science, and is not always accurate, complete or in depth. See the *Anthropology* skill for an in depth approach to behavioral science. **Base Skill:** 25% +5% per level of experience.

Lore: Demons & Monsters: This is the study of demonic creatures and supernatural monsters common to Rifts Earth throughout the ages and around the world. General knowledge includes legends of ancient and primitive cultures, Dark Age tales, and the myths and legends of vampires and the most infamous demons and monsters, including the dark gods they serve. Specific knowledge is limited to the continent where the character lives/originates, and includes the names of the demons and monsters common to that part of the world, appearance, reputed places of demonic habitation or attraction, and the creatures'

known powers, habits, appearance, weaknesses, strengths, powers, abilities, demonic possession, desires and goals. A master of this lore may be able to identify a particular type of monster by hearing its description or a description of its actions, seeing a drawing or photograph, or even by its footprint, how it behaved, killed, or exhibited certain abilities. **Note:** This skill can be taken repeatedly to know about demons common to other lands (England, Europe, Asia, South America, etc.), but each geographic location counts as one of the character's skill selections. **Base Skill:** 25% +5% per level of experience.

Lore: Faeries & Creatures of Magic. The study of Faeries, Goblins, shape changers, giants, dragons, the sphinx, and creatures of magic throughout the ages, via lore, myths, legends, and first-hand accounts. This skill is effectively the same as the previous Lore skills except that the emphasis of the lore is on Faerie Folk, dragons and other magical creatures and beings – creatures that are neither demonic nor supernatural, but long-lived and attributed with magical powers. The Faeries of ancient myths include Faeries, Sprites, Pixies, Brownies, Leprechauns, Bogies, Toad Stools, Pucks, Kelpies, Gnomes, Goblins, Tengu, Fox Faeries, and a host of other creatures of magic. **Base Skill:** 25% +5% per level of experience.

Lore: Juicer: All there is to know about the Juicer culture, different Juicer variants, what powers they possess, Juicer lore and myths, drug side effects, last call, Juicer Wannabes/cults, infamous Juicers in history, current famous Juicer leaders, notorious Juicer gangs, and similar facts. The character can recognize Juicers by their armor and abilities. **Base Skill:** 30% +5% per level of experience.

Lore: Magic: This area of study does *not* give the character any magic powers, or the ability to use Techno-Wizard devices, or the ability to read magic symbols.

This area of study provides general knowledge, theories and historical reference on how magic works, common magical powers and spells, their effects, who possesses such magic, notable creatures of magic, and the various types of practitioners of magic (Ley Line Walker, Elemental Fusionist, Techno-Wizard, Conjurer, Necromancer, etc.), places of reputed magical significance and power (the Magic Zone, Tolkeen, etc.), and myths and legends about magic and the most famous magic items and notorious sorcerers. Although the character can*not* read runes or mystic symbols, he is likely to be able to recognize whether the symbol is a real magic ward, rune, warning, part of an inscription or spell, or a fake. The following abilities come with this layman's skill: **Base Skill (general knowledge):** 25% +5% per level of experience. Recognize Magic Symbols, Runes and Circles: 15% +5% per level of experience. Recognized Enchantment: People under the influence of magic charms, possession, curses, mind control, and similar: 10% +5% per level of experience. Identify Magic Artifact: This skill will impart general information about a magical artifact. How much information will depend upon the specific item (i.e. How famous/notorious is it? How recognizable is it? And so on); -15% to identify an unknown or alien magic item.

Lore: Psychics & Psionics: General knowledge about psionic powers, how they are believed to work, how they affect people, who possesses them and the different types of psychics in the world (Psi-Stalkers, Simvan, Mind Melters, Bursters, Mind Bleeders, Zappers, Psi-Ghosts, Cyber-Knights, etc.). May also know something about the most infamous supernatural creatures who possess powers of mind control and psychic ability (Vampires, Possessing Entities, Mindolars, Raksashas, etc.), as well as some of the notable psionic weapons and symbiotes of Atlantis, and/or *mind control* in all its forms: drugs, brainwashing, hypnosis, magic, psionics, the vampire, etc., as well as myths and legends about such places as the Astral Plane, Dreamstream, and Psyscape. The character does not have to be a psychic himself to know about psychic abilities and the beings who possess them. **Base Skill:** 25% +5% per level of experience.

Masonry. A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or period of construction, and general data about mason guilds. The character can also mend masonry and assist in construction and demolition. **Base Skill:** 40% +5% per level of experience.

Mining. Methods and practices used in prospecting, panning for gold, identifying minerals, digging mine shafts and finding and pumping water from underground sources. Includes the use of mining equipment, refining gear, and explosives. The use of explosives is a very basic use for the purpose of blasting (same as Demolitions but with a -20% penalty). A character with the Mining skill can also tell the quality of refined mineral products, and will know about many of the current mining operations in the area. **Base Skill:** 35% +5% per level of experience.

Mythology. Includes a general knowledge of the most well-known world myths, including Greek, Roman and Egyptian, plus extensive knowledge of a particular country's or culture's myths relating to ghosts, spirits, demons, Goblins, Faerie Folk, monsters, dragons, immortals, undead, Elemental forces, supernatural animals, gods and magic. All countries have their share of unique myths. In North America of Rifts Earth that includes myths about the Glitter Boy, Cyber-Knights, the Vampire Kingdoms of Mexico and the Two Hundred Years Dark Age. Bonuses: Adds a +5% bonus to Lore: Magic and +5% to Lore: Demons & Monsters. **Base Skill:** 30% +5% per level of experience.

Philosophy: The principles of philosophy, ethics and morals, methods for effective debating and examining a subject from a wide perspective, and touching upon aspects of sociology and social consciousness. **Base Skill:** 30% +5% per level of experience.

Photography. Training in the art of still photography using the traditional 35 mm camera *and* digital cameras. Also teaches the use of lighting, camera tricks, lenses, filters, and other camera equipment, as well as storage, development/printing, enlargement, duplication of film/photos, computer scanning and computer enhancements, alterations, and printing (computer abilities require the *Computer Operation* skill). **Base Skill:** 35% +5% per level of experience.

Prospecting. See Mining skill.

Recycling. Recycling covers everything, but typically includes paper, lumber, plastic, glass, scrap metal, electrical wiring and components, circuit boards and machine parts. This is not like the Jury-Rig skill; a character with Recycling cannot make something out of odd components but, given some time and equipment, he can strip down a damaged machine to its *basic component parts* or gather useful materials to repair an existing machine or build something new. Has a very rudimentary understanding of metallurgy. **Base Skill:** 30% +5% per level of experience.

Research. Training in the use of methods, techniques, and means of finding information, including public records, libraries, interviews, surveys, demographics, trade journals, the computer networks and legal searches. This skill is helpful in locating information about people, places and things. The G.M. should ultimately regulate the availability of accessible, known information regarding a particular subject. Any character can do research and ask questions, but the Research skill will reduce the amount of time needed by half and the character is trained to notice relevant information that an untrained character is liable to overlook. Thus, for truly secret or difficult information, you must have the character with the Research skill try to uncover it. Only roll to determine success on researching these difficult or hushed up bits of information. Bonus: Adds a +5% bonus to *Law, Impersonation* and *History* skills. **Base Skill:** 40% +5% per level of experience.

Rope Works. This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% +5% per level of experi-

ence. Characters bound/tied by this character are -10% to escape/slip knots.

Salvage. This skill allows characters to find, identify, pick up, strip down, evaluate and possibly sell, any debris, wreckage and junk that they can locate. They can also strip a piece of wrecked machinery for spare parts and may even be able to make something work again, given time, enough parts and the right skills. **Base Skill:** 35% +5% per level of experience.

Ventriloquism. The practiced ability to throw one's voice. This can be used to create the illusion of not speaking while making a voice or verbal noise appear to be coming from someone or something else, such as a puppet, a tree, box, chair, etc. Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. **Base Skill:** 16% +4% per level of experience.

Whittling & Sculpting. The art of carving and shaping wood, bone and horn into three dimensional figures/statues/toys, designs, and simple objects like wooden stakes, arrows, fishing hooks, walking sticks, staves, bowls, a simple flute or whistle, and similar. Many characters with this skill simply use it to pass time and don't necessarily make anything from their whittling. The percentile number indicates the quality of technique and the quality of the work/appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once indicates a talented amateur. **Base Skill:** 30% +5% per level of experience.

Weapon Proficiencies

Note: Each W.P. provides combat training with a particular type of weapon. All bonuses are cumulative. Each W.P. counts as one skill. The character may select several W.P.s or a few. Characters can use *any* weapon without a W.P., but without benefit of the W.P. bonuses.

There are two categories of Weapon Proficiencies, *Ancient* and *Modern*. These are somewhat misleading, since what they really refer to is unpowered melee type weapons (swords, spears, etc.) and modern, powered weapons (guns of every stripe).

W.P. Ancient Weapons

A note about Ancient Weapon Proficiencies (W.P.): Each W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular type of weapon is used. Bonuses that increase for that particular weapon are accumulative and are combined with the character's P.P. attribute, O.C.C., and Hand to Hand Combat skill bonuses. The *Damage* stat indicates the number of damage dice rolled to inflict the appropriate amount of damage for that type of weapon. Damage starts as S.D.C. and when S.D.C. are gone, damage comes off the Hit Points (H.P.). As a rule, the larger or better quality the weapon, the greater the damage.

Melee weapons that inflict *Mega-Damage* include *Vibro-Blades* (Vibro-Knives: 1D6 M.D., Bayonet: 1D6+1 M.D., Saber: 2D4 M.D., Swords, large: 2D6 M.D., Forearm Claws: 2D6 M.D. and Vibro-Axe: 2D6 M.D.), as well as select alien weapons (Xiticix and Kittani), Techno-Wizard swords and weapons, rune weapons and other types of magic weapons (Indian Fetishes, etc.). Damage Note: The damage listed with each ancient weapon is *S.D.C./Hit Point damage*. However, high-tech or magical Mega-Damage equivalent weapons inflict the same number of damage dice only it is M.D., not S.D.C. (e.g., a sword that inflicts 2D6 damage does 2D6 Hit Point/S.D.C. damage if an S.D.C. weapon or 2D6 M.D. if a Mega-Damage weapon.)

W.P. Archery. An expertise with bow weapons of all kinds. The character can use all manner of bows and arrows, including short bows, long bows, all types of modern compound bows, harpoon guns and crossbow pistols, and repeating, light and heavy crossbows: **Bonuses:** +1 to strike at levels 1, 2, 4, 6, 8, 10, 12 and 14. +1 to parry with a bow weapon (effective at level one), and +1 to disarm at levels 2, 5, 10 and 15. **Rate of Fire:** Two shots per melee round at level one and an extra shot per melee round is added at levels 2, 4, 5, 8, 10, 12 and 14. **Range:** See list below, and a trained archer may try a shot at 50% greater distance but does so without benefit of any bonus to strike or disarm. **Note:** The character loses all bonuses and reduce the rate of fire by half when running and shooting, flying, riding on horseback or when shooting from a moving vehicle or while otherwise unbalanced.

Average Ranges & S.D.C. Damage per Arrow:

Short Bow – 340 feet (104 m) – 1D6 damage.

Long Bow – 640 feet (195 m) – 2D6 damage.

Compound Bow – 700 feet (213 m) – 2D6+1 damage.

Harpoon Gun – 120 feet (36.5 m) – 1D10 damage.

Light Crossbow – 340 feet (104 m) – 2D4 damage.

Heavy Crossbow (large) – 600 feet (182 m) – 2D8 damage.

Pistol Crossbow (small) – 120 feet (36.5 m) – 1D6 damage.

W.P. Axe. Training with all types of large axe weapons, including single blade and double-headed axes, battle axe and picks. **Damage:** 2D6 or 2D8 damage depending on the size and style of the battle axe (small axes and hatchets do 1D6 damage). **Bonuses:** +1 to strike and parry at levels 2, 5, 8, 12, and 15. +1 to strike when thrown or to parry at levels 5, 8, and 12; not designed for throwing.

W.P. Blunt. Training with all types of blunt weapons, including maces, hammers, cudgels, steel or lead pipes, staves, and clubs. **Damage:** Typically 1D6 and 2D4, with only the largest and spiked weapons doing 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Chain. Training with all types of chain weapons, including ordinary lengths of chain, the flail, ball or mace and chain, nunchaku, and similar. While chain weapons can be used one-handed, it's only possible to parry while the weapon is being wielded in two hands. **Damage:** Typically 2D6 damage, though the largest and Goupillon Flails (three spiked balls) do 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 4, 8, and 12. This weapon cannot be used to entangle and cannot be thrown with any accuracy; -3 to strike when thrown.

W.P. Forked. Includes small weapons such as the sai and tiger fork, to large weapons such as the pitchfork, military fork and trident, as well as other weapons with tines. When wielded two-handed (large weapons) or with one in each hand (small weapons, with W.P. Paired Weapons), it's possible to catch enemy swords with a successful entangle. **Damage:** Small forked weapons (like the sai or tiger fork) do 1D8

damage, while most large forked (spear-like) weapons do 2D6 damage, but the trident does 2D8. **Bonuses:** Starts with +1 to strike or entangle at levels 1, 3, 5, 8, 11, and 13. +1 to parry at levels 1, 3, 6, 10, and 13. +1 to strike when thrown at levels 4, 10, and 15; not really designed for throwing.

W.P. Grappling Hook. Trained use of a grappling hook for climbing (adds +5% to that skill when a grappling hook is used), scaling walls, boarding vessels, or snagging objects. Tripping an opponent is done by hooking the foot, ankle or leg. It does little damage, but successfully knocking an opponent to the ground causes the victim to lose their initiative and one melee attack. **Damage:** When used in hand to hand the most damage a Grappling Hook does is 1D4 damage, but when swung and then pulled back into a victim, the impaling damage is 1D6. **Bonuses:** +1 to strike or entangle when thrown/swung at levels 3, 6, 9 and 12. This weapon *cannot* be used to parry!

W.P. Knife. Training with all types of daggers and knives. **Damage:** Very small 1D4 damage, and typical 1D6. **Bonuses:** +1 to strike at levels 2, 4, 7, 10, and 13. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown, at levels 1, 3, 6, 8, 10, and 13.

W.P. Paired Weapons (Exclusive to *Men at Arms O.C.C.s*). A tactic in which a one-handed weapon is held in each hand to be used in any combination of combat moves simultaneously. For example, two short swords, or a short sword and broadsword, sword and knife, mace and shield, and so on. Two-handed weapons cannot be used as a Paired Weapon. Users of Paired Weapons can:

1. *Strike and parry simultaneously.* In other words, those skilled in W.P. Paired Weapons can often perform two actions for every one melee action/attack

2. *Twin, simultaneous strikes* against the same target. Both weapons hit the same opponent or target at once, making it ONE melee attack/action (roll only once to strike with both weapons). The defender under attack can only try to parry one of the two weapons coming at him for his defensive parry. The other will strike unless he too has the W.P. Paired Weapons skill and is using two weapons, or a weapon and a shield, to try and block both simultaneous attacks; needs to roll one parry.

3. *Strike two different targets* (or strike one and parry another incoming attack), simultaneously; both must be within reach.

4. Parry two different attackers, one with each hand.

Note: A character with W.P. Paired Weapons needs to make two separate rolls if he is: **a)** Striking two different opponents; **b)** parrying attacks from two separate opponents; or **c)** strike once and parrying once against the same opponent or strike one opponent and parrying a second attacker. The only time that just one roll to strike with paired weapons is necessary is when the character is either striking the same opponent twice or parrying two attacks from the same opponent.

Characters with the W.P. Paired Weapons skill may use any weapons that can be effectively used with one hand (i.e., one suitable weapon in each hand). A character who gains the W.P. Paired Weapons skill from level advancement may use it with any one-handed melee weapons they are currently proficient with (has a W.P. in). However, any weapons being used which the wielder does not have a Weapon Proficiency in or which is too large or heavy effectively negates the Paired Weapons skill, making it impossible to use both hands and weapons simultaneously; can only attack one opponent and each swipe of the weapon counts as one melee attack.

Characters with W.P. Paired Weapons can EITHER parry multiple attackers or parry an incoming attack and then get a counter-attack, but cannot do both.

Of course, a character with W.P. Paired Weapons can parry an attack and strike simultaneously only if he still has attacks left. A character who has already used up his attacks can NOT counterstrike (hit back) until the next melee round begins, but he can parry until then.

A character with W.P. Paired Weapons using both of his attacks simultaneously on someone is vulnerable to attack from a second opponent. When fighting three (or more) attackers, the character would be able to try to parry two of the attackers, but any other attacks would be unopposed.

Four-armed characters only need to take W.P. Paired Weapons once, not once for each pair of arms. A character who already has W.P. Paired Weapons would not gain any additional bonuses or benefits by taking the skill a second time. Only weapons in which the character has a Weapon Proficiency (W.P.) can be used with W.P. Paired Weapons. W.P. Paired Weapons is designed for melee weapons like knifes, swords, clubs, etc., not guns. When shooting two guns at once there is a penalty of -2 to strike with the regular hand and -6 to strike with the off-hand.

W.P. Pole Arm. Training with all types of large, bladed spear-like weapons, including the glaive, saber halberd, runka, scythe and voulge, among others. **Damage:** Typically 2D8, with the largest doing 3D6; only the Voulge does 4D6 damage. **Bonuses:** +2 damage at levels 2 and 8. +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 3, 8, and 12; not designed for throwing.

W.P. Quick Draw. A practiced move in which the character gets an initiative bonus to draw and fire or throw his weapons much faster at the first sign of danger. Note that characters with a high P.P. benefit most from this skill. **Bonuses:** +1 on initiative for characters with a P.P. of 17 or less, +2 on initiative for those with a P.P. of 18 to 23, +3 on initiative for those with a P.P. of 24 to 30 and +4 to initiative for characters with a P.P. of 31 or above.

W.P. Rope: Usually exclusive to the Cowboy O.C.C.; see Cowboy skills for description.

W.P. Shield. Combat skills with large and small shields used primarily for parrying and self defense. **Damage:** 1D6 as a blunt weapon. **Bonuses:** +1 to parry at levels 1, 3, 7, 10 and 13. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. No bonus to strike when thrown. A shield cannot be used to block bullets or energy blasts, at least not easily. Any such attempt is done without any bonuses (straight die roll), with a penalty of -8 to parry! Blocking thrown knives, spears, arrows and other weapons is basically the same but is only -3 to parry on an unmodified die roll. The shield has limited S.D.C. and only really takes damage when used to block energy blasts or explosions, or is specifically targeted by an opponent with the intention of destroying or chopping through the shield.

Damage to shields (optional): Subtract 10% of the damage that would normally be inflicted by a weapon when blocked/parried by a shield. When all S.D.C. is gone, the shield has too many holes, cracks and weaknesses to offer protection. The next strike will punch right through or shatter it and hit the user at full force and full damage.

W.P. Sling Shot. See W.P. Targeting.

W.P. Spear. Combat skill with large and small spears and javelins (the use of a rifle equipped with a bayonet also falls into this category). **Damage:** Short spear or javelin 1D6 damage, Long Spear 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 3, 6, 10 and 14. Maximum Throwing Range: 150 feet (45.7 m).

W.P. Staff. Combat skill with large and small staves. **Damage:** Short Staff 1D6, Long Staff 2D4, and Bo Staff or Quarter Staff 2D6 damage. Typically made of wood. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at 2, 5, 8, 11 and 14. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Sword. Combat skills with large and small swords, including fencing type training, includes rapiers, sabers, broadswords, large swords and short swords. **Damage:** Short Sword or Saber: 2D4, Falchion or Scimitar: 2D6, Broadsword: 1D8+1, Long Sword and other large swords: 2D6, Claymore, Flamberge and other extremely large swords: 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 6, 9, 12 and 15. +1 to parry at levels 2, 4, 7, 10 and 13. +1 to strike when thrown at levels 4, 8, and 12; swords are not designed for being thrown.

W.P. Targeting. Expertise with thrown and projectile weapons (but not bows and arrows, crossbows, or guns), such as the sling, slingshot, boomerangs, shurikens, throwing knives, throwing sticks, axes (small) and spears, even siege weapons. **Bonuses:** +1 to strike at levels 1, 3, 7 and 10. Characters who select both W.P. Targeting and another W.P. for a missile weapon (but not thrown swords, large axes, staves, etc.) get the usual bonuses for that W.P., plus the bonus from W.P. Targeting. Can also throw two small items, like knives, shurikens or throwing sticks, simultaneously at the same target. **Requires:** Any one W.P. for a missile weapon such as a spear. **Note:** The character loses all bonuses and the rate of fire is half, when running and shooting or throwing, flying, when riding on horseback or from a moving vehicle, or otherwise unbalanced.

Typical Effective Range & Damage per Weapon Type:

Bolas: 30 feet (9 m) - 2D4 damage.

Blowgun: 30 feet (9 m) – 1D4 damage.

Boomerangs: 60 feet (18 m) – 1D6 damage.

Brick or Stone, thrown: 50 feet (15.2 m) – 1D6 damage.

Dart: 30 feet (9 m) – 1D4 damage.

Hand Grenade: 100 feet (30.5 m) – damage varies.

Javelin: 300 feet (91.5 m) – 1D6 damage.

Net: 30 feet (9 m) - No damage.

Sling or Slingshot: 80 feet (24 m) – 1D6 damage.

Spear, thrown: 100 feet (30.5 m) – 1D6 or 2D6 damage.

Throwing Knives & Shurikens – 60 feet (18.3 m) – 1D6 damage.

Throwing Sticks: 40 feet (12.2 m) – 1D6 damage.

Throwing Axes: 40 feet (12.2 m) – 2D4 damage.

Trident: 50 feet (15.2 m) – 2D8 damage.

Note: Increase the *effective* throwing range by 30% for characters with Augmented (Bionic/Juicer/Crazy) P.S., 50% for Robotic P.S. and triple the range for Supernatural Strength (quadruple range if Supernatural P.S. is 31 or greater).

Spears, javelins, shurikens, throwing knives/irons, throwing sticks, and throwing axes can be thrown by anybody without penalty at the typical effective range listed above.

Throwing Awkward Items: Swords, large axes, hammers, clubs, maces, pole arms and most other handheld weapons as well as articles like frying pans, shovels, toasters, large bricks, furniture, etc., are *not* designed to be thrown. Consequently, the average throwing range is a mere 20 feet (6 m) *and* the character is -1 to strike. An attacker can try to throw such weapons farther, but is -3 to strike for every additional 10 feet (3 m) beyond 20 (6 m). **Note:** Characters with Augmented/Bionic, Robotic or Supernatural P.S. can throw their weight limit (below) the distance their P.S. allows, but they too are -1 to strike tossing the ungainly object at one third the maximum possible distance, -3 to strike at half that distance, and -6 to strike farther than half.

Heavy Items and Distances: Half the character's maximum carrying weight could be thrown one foot (0.3 m) per every point of *human P.S.* For example, a character with a P.S. 9 could throw 45 pounds (20 kg) nine feet (2.7 m), a P.S. of 15 could throw 75 lbs (34 kg) 15 feet (4.6 m), or a P.S. 32 could throw 320 pounds (144 kg) a distance of 32 feet (9.7 m). The penalties above apply.

Double the range (2 feet/0.6 m per P.S. point) for *Augmented/Bionic P.S.*, and triple the range (3 feet/0.9 m per P.S. point) for *Robotic P.S.;* the penalties above apply (see Note).

Supernatural P.S. of 17 or higher can throw half their maximum carrying weight (P.S. number x25) five feet (1.5 m) per P.S. point, so a Supernatural P.S. of 24 can carry 1200 lbs (540 kg) and throw half as much 120 feet (36.6 m, but only 40 feet/12.2 m with a minimal penalty of -1 to strike). Supernatural P.S. of 16 or less is the same as Robotic P.S. The penalties noted above apply.

No P.S. Damage Bonus: The damage bonus for Strength does NOT apply to arrows fired from a bow, or from a thrown weapon unless the O.C.C. description specifically says that it does. There are a few very special O.C.C.s that get the damage bonus for arrows and thrown weapons, but normally the damage bonus is only for melee combat.

Aimed Attack/Called Shot: A thrown weapon is considered a ranged attack, however, the P.P. attribute bonus *to strike* does apply, and you can do an *Aimed* or *Called Shot* (aimed at a specific target, weapon, hand, rope, etc.) with thrown weapons. A thrown weapon can also be used to *disarm* via an Aimed or Called Shot/toss; bonuses to disarm via Hand to Hand Combat apply.

A Natural 19 or 20 Does Double Damage: An unmodified die roll to strike before bonuses are added is a Critical Strike with a thrown weapon when a Natural 19 or 20 is rolled, and does *double damage*. If the attack was an Aimed/Called Shot to disarm, the attack is an automatic success. The only way for this attack to be parried or dodged by an opponent is for the defender to match or better the roll with his own Natural, unmodified, die roll.

Attacks per Melee Round: Unless stated otherwise, each thrown item counts as one melee attack/action. Thus, if a character normally has four hand to hand attacks per melee, they can throw four knives or darts per melee round. Some exotic weapons may require a spinning action or time to throw that takes up two or more melee attacks.

W.P. Whip. Skill at "whipping" or snapping with long, lightweight, flexible weapons, typically made of leather or reeds. **Damage:** Light Whip 1D6, or Heavy Whip, Bull Whip or Cat-O-Nine-Tails 2D6. **Bonuses:** +1 to strike, disarm or entangle at levels 2, 4, 7, 10, and 13. +1 to damage at levels 2, 4, 8, and 12. This weapon cannot be used to parry and cannot be thrown.

W.P. Modern Weapons

No Weapon Proficiency (W.P.). Anybody who does not have a W.P. in a particular weapon type *CAN* pick up a gun and use it, but does so without benefit of any bonuses. The bonuses that follow do not apply to this unskilled character, but a weapon can still be deadly in his hands. P.P. attribute bonuses and Hand to Hand Combat bonuses do *NOT* apply to modern weapons. Furthermore, the untrained shooter does *not* know how to reload or clean the weapon or anything about ammunition, the gun's kick, how to use a gun sight to aim accurately, or anything about guns or gun safety – all he can do is pick it up, aim as best he can and pull the trigger. **Note:** A character with no gun proficiency rolls 1D20 with *no* bonuses to strike, can *NOT* make an *Aimed Shot* or a *Called Shot* and suffers a penalty of -3 to strike with burst attacks, -5 to strike when shooting a machine-gun, rail gun, mortar, missile launcher, or other heavy weapon, and -6 when shooting wild.

W.P. Handguns: A familiarity with all types of projectile firing handguns, including revolvers and pistols. Revolvers are the classic cylinder-based "six shooter." Pistols are "automatic" weapons which means the gun keeps firing while the trigger is depressed and doesn't stop until the trigger is released or the ammunition is spent.

Damage: Light caliber guns: 2D6 to 3D6 S.D.C. Medium caliber guns: 3D6 to 4D6 S.D.C. Heavy/large caliber handguns: 4D6 (.45 automatic) to 6D6 S.D.C. (Magnum revolvers). *Double damage* for a standard *short burst* (three rounds/bullets fired), but only pistols (not revolvers) can fire in bursts.

Average Range: 140 feet (42.7 m).

Typical Payload: Revolver: Six bullets. Automatic Pistol: 8-16 rounds.

W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12, and 14.

W.P. Rifles: A familiarity with the very accurate, single shot, bolt-action style of rifles used for hunting and sniping, and automatic and semi-automatic, military assault rifles like the M-16 and AK-47.

Damage: Light caliber rifles: 5D6 per single round. Medium caliber rifles: 6D6 S.D.C. per single bullet. Heavy/large caliber rifles: 7D6 to 1D6x10+3 S.D.C. per single round. *Double damage* for a standard *short burst* (three rounds/bullets fired). *Triple damage* for a *long burst*

(six rounds/bullets fired) but counts as two melee attacks. **Note:** Only semi-automatic and automatic rifles can fire a three round burst. Only bolt-action and semi-automatic rifles can be used for sniping and firing a *single* bullet.

Average Range: 1300 feet (396 m), +500 feet (152 m; that's 1800 feet/548.6 m total) for precision bolt-action rifles.

Typical Payload: Bolt-Action Rifles, Semi-Automatic, and Light to Heavy Caliber Rifles: 5-20 rounds loaded by hand or by one box magazine/ammo clip. Automatic Assault Rifles: 20-50 round magazines, with some capable of taking a 100 round drum.

W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11 and 13.

W.P. Shotgun: A familiarity with the classic double-barrel shotgun and police and military versions of shotguns with ammo drums.

Damage: Buckshot: 2D6 S.D.C. (half damage for rock salt) to a 10 foot (3 m) radius; two S.D.C. (stings like the dickens) for riot control rubber bullets. Light Shot: 3D6 S.D.C. Medium Shot: 4D6 to 5D6, Heavy Shot/Large Bore: 6D6 S.D.C. **Note:** In all examples listed above, damage is for a single round, double the damage if both barrels are fired simultaneously.

Average Range: Sawed-Off: 60 feet (18.3 m), Hunting: 200 feet (61 m), and Police/Military Shotgun: 300 feet (91.5 m).

Typical Payload: 2-6 in common shotguns, 20, 50 and 100 round ammo drums for police and military style (each single blast counts as one melee attack; can't fire two simultaneous blasts but has rapid-fire and larger payload).

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

W.P. Submachine-Gun: A familiarity with small arms automatic weapons like the Uzi.

Damage: 4D6 S.D.C. per single round or 1D4x10 S.D.C. per three round burst.

Average Range: 500-600 feet (152 to 183 m; an Uzi is the latter range).

Typical Payload: Fires pistol rounds. A single bullet does 3D6+1 S.D.C., 6D6+3 for a three round burst, 1D6x10+4 for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. **Note:** Can only fire in bursts.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 9, 12 and 15.

W.P. Heavy Military Weapons: Familiarity with military hardware, including grenade launchers, mortars, machine-guns, mini-guns and S.D.C. and equivalent light M.D. weapon turrets.

Damage: *Light or Medium Caliber Machine-Gun:* 5D6 S.D.C. per single round or 1D6x10 per short burst (12 rounds/bullets fired; counts as one melee attack) or 2D6x10+20 S.D.C. per long burst (36 rounds fired), but counts as three melee attacks. **Note:** Can only fire bursts.

Heavy Caliber Machine-Guns and Mini-Guns: 7D6 S.D.C. per single bullet, or 1D8x10 S.D.C. per short burst (10 rounds/bullets fired; counts as one melee attack) or 2D8x10+20 S.D.C. per long burst (30 rounds fired), but counts as three melee attacks. **Note:** Can only fire bursts and is so large, bulky and heavy that it must be mounted on a tripod, vehicle or supported on a stone or other strong support to use.

Grenade Launcher Rifle: 1D6x10 S.D.C. per grenade to everything in a 10 foot (3 m) radius. Can only fire one at time, each shot counts as one melee attack/action. A grenade launcher may also be mounted on an assault rifle, but has a reduced range and ammo capacity; pump action.

Portable Mortar/Rocket Launcher: 2D4x10 S.D.C. per explosive round to everything in a 15 foot (4.6 m) radius, but each shot counts as two melee attacks.

Average Range: Light Machine-Guns: 3000 feet (914 m) and Heavy Machine-Guns: 5000 feet (1524 m). Grenade Launcher: 1200 feet (366 m), only 800 (244 m) when part of an over and under assault rifle. Mortar or Rocket Launcher: 4000 feet (1219 m).

Typical Payload: Machine-Guns: 100 short bursts (3000-3600 round belts). Grenade Launcher Rifles: 2 hand loaded or 24 grenade drum or six shot, pump-action on a rifle. Mortar: One hand-loaded round at a time.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

W.P. Military Flamethrowers: Familiarity with different types of flame-casting weapons used by the military and mercenaries.

Damage: 5D6 S.D.C. per burst of flame (counts as one melee attack) with a 01-75% likelihood of anything flammable catching fire.

Average Range: 60 feet (18.3 m).

Typical Payload: 20 fire blasts per single canister of fuel, 40 per double canisters.

W.P. Bonuses: +1 to strike at levels 2, 5, 10 and 15.

W.P. Harpoon & Spear Gun: Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end (2D6 S.D.C. damage) or with an explosive head (4D6 M.D.). **Bonuses: +1** to strike at levels 2, 4, 7, 10, and 15.

W.P. Energy Pistol: Includes lasers, ion blasters, and all types of energy firing small arms. Mega-Damage varies.

W.P. Energy Rifle: Includes all long-range energy firing rifles. Mega-Damage varies.

W.P. Heavy Mega-Damage Weapons: Includes plasma ejectors, M.D. rail guns, rocket launchers, mini-missile launchers, and weapon turrets and cannons *built into* or which are a key part of giant robots, tanks, aircraft and other *combat vehicles*. A common skill of designated *gunners*. Damage varies with the type of weapon and manufacturer.

Wilderness Skills

Boat Building: This skill enables the character to build a variety of rafts, small rowboats, large flatbed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe, 2D6 days, rowboat, 4D4 days, large flatbed, 1D4x10 days. Time is doubled or tripled if trees must be cut down and wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours. **Base Skill:** 25% +5% per level of experience.

Carpentry. A fundamental knowledge of working with wood. The character knows how to prepare, treat, preserve and cut wood, recognize quality craftsmanship, repair damaged wood and wood items, and build furniture and articles (chests, boxes, chairs, tables, cabinets, houses, fences, frames, staves, utensils, etc.). Bonus: Adds +5% bonus to Trap Construction and +10% to Boat Building. **Base Skill:** 25% +5% per level of experience.

Dowsing. The ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. This is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll two consecutive successful rolls to locate the water. **Base Skill:** 20% +5% per level of experience.

Fasting. The ability to go for long periods of time without food. So long as the character has sufficient water, he can easily survive having no food for two weeks without physical penalty. Every day after that, the character must roll under the Fasting skill to avoid becoming weakened or sick. A failed roll means the following attribute penalties: -1 to I.Q., P.S. and P.P., -2 to P.E., -3 to Spd and -3 to S.D.C.; all are *temporary* and will return at the same rate they were lost with rest and proper food and water on a daily basis. The character can also go for two days without water and not show any serious effects from dehydration. **Base Skill:** 40% +3% per level of experience.

Hunting. The skill of killing and preparing animals for food. Includes a fair knowledge of animal habits and patterns, hunting techniques for baiting, trapping, and the construction of blinds and tree stands that conceal his presence and increase the chance of getting prey. Bonuses: +2% to *Prowl*, +5% to *Track & Trap Animals*, +5% to *Skin & Prepare Animal Hides*, +4% to *Imitate Voices & Sounds* and +10% to *Cook game animals* (rabbit, raccoon, pheasant, deer, etc.) only.

Identify Plants & Fruit. Training in the recognition of the many different types of wild plants and vegetation, and where they grow. The emphasis is on finding and identifying *edible* berries, fruit, vegetables, mushrooms, roots, bark and plants, as well as plants that have herbal and medicinal qualities (and staying away from poisonous ones). Roll for every 15 minutes of searching to see if the character has located enough edible food for a decent meal. Roll for every 30 minutes to see if the character has located a plant that could be used as a medicine, disinfectant, or herb. **Base Skill:** 25% +5% per level of experience.

Land Navigation. This skill enables the character to stay on course while traveling over land by means of observation and memorization. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, marking a trail and other navigation tricks. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the character is drifting off course by 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. **Base Skill:** 36% +4% per level of experience. **Note:** A group of average men can cover about five miles (8 km) an hour at a brisk, but relaxed pace through grassland, along dirt roads or pavement. Travel through dense forest, thicket or jungle at a cautious pace is about one mile (1.6 km) an hour. Heavy rain or snow, dense fog, swamps, and other environmental conditions will also reduce speed to a mile or less an hour. Map reading is done by looking at symbols (not words) and is -20%. The use of navigational instruments is not possible. Literacy and Math are *not* required for this skill.

Preserve Food. Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 30% +5% per level of experience.

Skin & Prepare Animal Hides. Training in the methods and techniques of skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the Sewing and Leather Working skills. **Base Skill:** 30% +5% per level of experience.

Spelunking. The art and practice of exploring underground caves. Spelunking is the knowledge of caves and cave types and their individual characteristics. This skill enables the character to navigate a cave or underground cave network, retain a sense of direction (including up and down), have a sense of the cave's depth, know how to make subtle markings and note formations to find his way out and to better navigate the cave(s) at a later date, as well as rock climbing. The Spelunker can answer questions about a cave system, such as what it is called (if it is a named landmark), where it may lead, how deep it continues, what type of rock it leads through and so on. This skill also lends familiarity with the correct equipment needed to go spelunking, and how to apply it. It also includes the knowledge to recognize and identify various dangers, identifying the flora and fauna of cave systems and finding and climbing the best routes and direction. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance or equipment. **Base Skill:** 35% +5% per level of experience. **Bonus:** +5% to this skill if the character also has Climbing.

Track & Trap Animals. This skill enables the character to identify an animal by its tracks, scent, spore, and habits. The individual can also follow the animal's tracks and other signs. This means he can estimate how fresh the tracks are, what direction they are heading, whether the animal is lame, hurt or sick, guess at its age, and knows animal behavior and the basic habits and habitats of animals. *The first percentile number* indicates the character's tracking abilities and the above knowledge. *The second percentile number* indicates the character's ability at trapping animals by using and setting snares, clamp traps (like the iron bear trap), pits, nets and cage traps. **Base Skill:** 20%/30% +5% per level of experience. Tracking humans with this skill is also possible, but the skill is reduced by half. Disarming any traps meant for use against humans is done at half the character's normal skill ability for using animal traps.

Wilderness Survival: Techniques for living off the land, getting water, food, shelter, and help when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness once their supplies run out. **Base Skill:** 30% +5% per level of experience.

Insanity

Optional Rules and Tables

The use of insanities is left entirely to the discretion of the Game Master. However, considering the nature of this game and the horrific supernatural, alien and magical forces at play, it seems reasonable (and even likely) that some of the player characters may ultimately suffer from one or more insanities. Certainly any number of Non-Player Characters, villains and monsters may act on insanities.

(**Designer Note:** At the suggestion of, then, social worker and gamer, Paula Leasure, insanities were made an *option* and have appeared in Palladium products since the release of the **Palladium Fantasy RPG®** in 1983. Though we have always kept them "optional" rules, it seems that most players (as in 97%) use and enjoy the insanity tables. I think it's because a) it makes sense, b) there is much more openness about real life mental health, and c) an insanity (or three) gives the character the classic "tragic flaw." Personally, I suspect "c" is the biggest factor. Having one or more insanities makes the character more interesting. It gives him or her more personality, history (because the insanity is always the result of a traumatic experience) and maybe even a badge of honor if the hero suffers because he was trying to save somebody, or destroy a terrible evil. Once acquired, the insanity becomes a character quirk and an Achilles heel; a weakness or problem that is always present and something which the hero must struggle with to overcome. A minor insanity like a phobia or obsession is the most common and least debilitating of the insanities.

Please Note: The inclusion of mental illness is not meant to belittle or make light of mental illness. I, personally, know a number of people who struggle with depression, anxiety, addiction, and bipolar disorders, among others. Mental illness is no laughing matter and I'm proud of each and every person who fights to find balance and contentment in their lives. I also have the greatest respect for the health-care professionals who struggle equally hard to help these tortured souls. However, none of that changes the fact that having insanities in a *role-*

playing game is interesting, appropriate and fun to play. They are especially appropriate in a game that deals with horror, fear, powers of the mind, and monsters – Kevin Siembieda)

How Insanity Works in Rifts®

All player characters are assumed to start off mentally and emotionally sound. Any insanities are developed from that point forward and are the result of mental, emotional or physical trauma that occur in the game.

Game Masters should be very judicious in handing out insanity and *not* make everyone crazy or any one character bogged down with a zillion debilitating illnesses. A character that is a mental wreck is no fun to play and dishing out insanities like candy on Halloween is mean-spirited or foolish. Use common sense and logic.

Being scared out of one's wits is not grounds for insanity. Neither is being attacked by something that slithered out of a Rift, especially if the character kicks its butt and comes out winning the day. However, being buried alive for hours or days, or nearly dying at the hands of some hideous thing, or seeing something totally weird or horrific, like the sacrifice of several people or children, slow death by something sick and disgusting, and witnessing or experiencing torture or something truly abhorrent (i.e., the worst thing most people could imagine), these *may* be grounds for insanity. Use *yourself* as the barometer. If you think some particular experience would send you off the deep end, then it's probably fair to assume the same thing will happen to the player character and assign him an insanity. Then again, remember these are extraordinary characters – adventurers, warriors and practitioners of magic who are *all* more accustomed to the weird and terrible than the average person – presumably that means they should have a higher tolerance for seeing scary and terrible things than a farmer or even a City Rat.

Also take into consideration the character's personality and the way he/she has been played. Let's use this common, real life example: I know many people, male and female, who are scared of, or hate, bugs, especially spiders, worms, cockroaches, and other "creepy crawlers." Heck, I've known women who don't even want anything as harmless as a moth or grasshopper near them. Now, imagine such a person being plunged from head to toe, into a vat full of live, disgusting insects. They'd freak out. And here comes an example of freaking out without getting an insanity: The threat of it happening, it nearly happening, and even being dropped into the vat of living vermin for 1-10 minutes will cause the individual to scream and squirm and try to escape (if possible), but the experience is *NOT* going to drive them nuts. However, being completely covered in the insects for an hour or more, or buried alive with them, or believing the insects will eat the character alive, that *might* give a character a lasting phobia or other insanity about bugs or being buried alive, or both. HOWEVER, it would not have that effect on everyone. Staying with the real life analogy, *I like bugs*. Yep, Kevin Siembieda is a bug guy. As a kid I used to catch, collect, study and even raise bugs. I've read up on them and handled them, and find them fascinating. I know which ones are dangerous and which ones aren't (which is most insects found in urban settings, by the way). So while being lowered into a vat of cockroaches or worms or maggots would be disgusting, it wouldn't freak me out. Number one, I know they are harmless. Number two, they don't scare or revolt me. I'd be fine. Now if I was confronted by a supernatural creature whose body was composed of living insects, and/or the insects looked alien, or behaved in an unnatural way, or had weird powers, *that* might freak me out, and *might* traumatize me to the point that I would get a lasting insanity from the experience – though not likely if the bugs turned out to be harmless. **Note:** Bear in mind the character's M.E. (Mental Endurance) attribute as a helpful guideline. If the character's M.E. is 15 or higher he's probably very mentally resilient, but another character with an M.E. of 6, 7 or 8 experiencing the same thing might be traumatized for life!

In my opinion, it is only the most deep-rooted, gut-level, *life and death traumatic experiences* (including the character dying and being brought back to life via extraordinary medical, psychic or magical means, as well physical and/or psychological torture – and all torture has a psychological impact) that could possibly result in a lasting insanity that is *assigned* to a character by the G.M. without any chance to save. Not a mamby-pamby, little fright, but a life threatening, mind-numbing experience.

To make the actual determination of the insanity, the G.M. might assign a specific phobia or other insanity that seems appropriate, or simply instruct the player to roll on one of the tables in this section for a *random* insanity. Random rolls makes life easy and the G.M. impartial.

A psychological trauma may result from a violent, emotional experience or shock. As adventurers in the weird, magical and changing world of Rifts Earth, the characters will be somewhat desensitized to horror, and prepared and hardened to frightening, unnatural and bizarre experiences. A trauma that will result in an insanity will have to be extremely horrible.

Save vs Insanity dice rolls. There will also be some curses, magic, and creatures that have the *potential* to create/cause insanity. In these cases, the player needs to roll 1D20 and get a 12 or higher to save (the exact number required will vary depending on the creatures or magic involved, and will always be higher than 12 if cast by a Demon Lord, Dark God or Alien Intelligence). When rolling to save vs insanity, the character gets to add any M.E. attribute bonus to *save vs insanity*, as well as any (rare) bonus to save vs insanity he may get from an O.C.C. or other resource (enchanted amulet/charm, etc.).

Trauma

Having a character roll on the insanity tables after a terrible trauma is very appropriate, realistic and fun; adding a new element to the character and the ongoing story. What constitutes a traumatic experience is, in part, up to the Game Master and the actual situation.

The following is a guide to some traumatic situations requiring a roll for an insanity.

Accidentally causing (or being unable to prevent) the death of several innocent people. Primarily applies to characters of a good or Unprincipled alignment and who are likely to be engulfed by feelings of regret, sorrow and failure. Roll on the *Random Insanity Table*.

In the alternative (or in addition to the insanity), the character might turn to alcohol or drugs (G.M.'s decision), drinking or getting high to forget the incident or to punish himself for his perceived failure. Yet another alternative might include becoming *obsessed* with the villain, creature, person, cult, or Demon Lord/god (and all who serve it); hates it and longs to battle and destroy the one responsible and/or all who serve such an evil master.

Death! The character dies – or at least falls into a coma – having been killed in a brutal or terrifying manner, or at the hands of a truly horrific being or circumstance (eaten alive, after being tortured, having something alien enter his body, etc.). Roll on the *Random Insanity Table*.

Drug, psionic or magic induced hallucinations that were particularly terrifying, hideous, or realistic. Roll once on the *Phobia Table*. If extremely traumatic, lengthy, or reoccurring hallucinations, roll on the Random Insanity Table. A real life encounter with the subject of the traumatic hallucination is likely to cause more trauma. 70% chance of developing another insanity; roll on the Random Insanity Table.

Long period of physical and/or mental torture. Two to eight weeks: Roll once on the *Random Insanity Table*. Nine weeks to several months: Roll once on the *Random Insanity Table* and once on the *Neurosis Table*

Near Death experienced under horrifying, gruesome or bizarre circumstances, like at the hands of a slobbering or terrifying monster, or excruciating method of being killed. Roll on the *Neurosis Table* or, perhaps, the *Phobia Table*.

Near Death experience: A terrifying, frightening or unusual brush with death. Roll on the *Random Insanity Table*.

An experience that leaves the character filled with intense desire (probably hate and thoughts of revenge). Roll once on the *Random Obsession Table*. In this case the obsession is probably hate and the character seeks revenge, justice, and the destruction of all who fall within the category of the obsession. On the other hand, his obsession could be an item or magic or knowledge that he believes will provide him with the means to extract justice or vengeance.

Possession and being made to do several repugnant, despicable or terrible acts. Actions that go against the character's moral fiber and/or which hurt loved ones or innocent people, particularly children. Roll on the *Psychosis Table*.

Prolonged physical and/or emotional abuse. May involve weeks, months or years of captivity, belittlement, threats, beatings, torture, and acts of extreme humiliation. Roll on the *Random Insanity Table*. If an obsession is rolled, the obsession is probably a deep rooted hatred toward beings of that nature or perhaps anyone who imposes such humiliation on people, and a desire to strike out at them. Or it may be an obsession to escape the abuse or find paradise.

Sensory Deprivation, probably for several days, but perhaps only several hours if the deprivation is accompanied by deliberate, directed input designed to generate terror, a sense of deep loss and other extreme emotions. Roll on the *Psychosis* or *Affective Disorder Table*.

Severe physical disability or ugly scarring. 01-50% chance of *alcohol or drug addiction*, or roll on the *Obsession Table*.

Severe emotional trauma. 01-50% chance of *alcoholism or drug addiction*; drinks to forget or to punish himself for a perceived failure. 51-90% develops a *Neurosis*. 91-00% develops an *Affective Disorder*.

Transformation. The character has experienced being turned into something physically (or emotionally) horrible, monstrous/inhuman. Roll on the *Random Insanity Table*.

Violation. The character is physically, mentally or emotionally violated and molested. Roll on the *Random Insanity Table*.

Witnessing or experiencing a shocking, grotesque atrocity. Roll on the *Phobia Table*.

Witnessing the terrible or shocking death of a deeply loved one. Roll on the *Psychosis Table*.

Insanity Tables

Roll percentile dice for random determination.

Random Insanity Table

Note: More than one phobia, obsession, psychosis, and affective disorder is possible. If the same one is rolled, ignore it and roll again.

01-10% Reborn. The trauma turns the character into a different person. Alignment reversal: Good becomes evil, evil becomes good, Anarchist becomes Principled or Scrupulous, Unprincipled becomes Aberrant or Anarchist. Also make a random roll on the Disposition Table in the section on Optional Character Background also presented under Step 8.

11-20% Neurosis. Make a random roll on the Neurosis Table in this section.

21-25% Compulsive Liar/Cannot Tell the Truth. Lies about big and little things, even if of a good alignment. Can't help himself. Most lies are harmless, but they can be annoying and can get the character and his teammates into trouble.

26-30% Kleptomaniac. A compulsion to steal, even if the character is of good alignment and doesn't need the item. Steals inexpensive and valuable items, basically whatever strikes the character's fancy.

31-40% Obsession. Make a random roll on the Obsession Table elsewhere in this section.

41-50% Phobia. Make a random roll on the Phobia Table elsewhere in this section.

51-60% Affective Disorder. Make a random roll on the Affective Disorder Table elsewhere in this section.

61-70% Hypochondriac. The character is constantly concerned about sickness, disease and poisoning. He exaggerates the slightest discomfort and illness he may suffer and is constantly under the belief that he is "coming down" with something. He *may* avoid others who are sick even with the common cold, may blame others for his illnesses ("he coughed in my direction yesterday") and is likely to have a half-dozen "quack" cures for every ailment imaginable. Most taste terrible, or are ridiculous, and none of them work.

71-80% Psychosis. Make a random roll on the Psychosis Table elsewhere in this section.

81-87% Recluse. The character prefers to be alone. He is usually quiet and unobtrusive, staying in the background and hoping to remain unnoticed. Feels uncomfortable in crowds and is -10% on skill performance and -1 to Perception Rolls when in the spotlight (everyone is watching or has their hopes pinned on the character's actions). No penalties when nobody is watching, when alone or with just a few people.

88-94% Homicidal Rage. Despite the name, the character often seems outwardly calm and composed, but is extremely intense and focused on revenge/striking out at the person or cause of his quiet, burning rage. May seriously hurt or kill someone without realizing it. Penalties: Cannot pull a punch, will not dodge, does an extra 1D6 damage in all physical attacks and does triple damage on a Natural 20; has extreme difficulty controlling himself/stopping himself from going too far (may need somebody to pull him off his opponent). This even applies to minor provocations where the character gets caught in a brawl or becomes the target of insults, is cut off in traffic (road rage), etc., let alone the heat of actual combat. Friends and associates should be prepared to intercede and pull the character off his victims. **Note:** This is not a berserker rage and the character can be reasoned with, calmed down and will not attack friends without considerable provocation.

95-00% Addiction. Whatever the trigger, the character is addicted to drugs or alcohol and is on a path of self-destruction whether he sees it that way or not. See the description on Addiction toward the end of this section.

Affective Disorders Table

01-10% Mania. The character is highly motivated, positive about himself and admires his abilities and capabilities. He is endlessly energetic (hyperactive), but ignores his own limits and makes rash, impulsive decisions. Becomes perturbed by criticism or any suggestion of inadequacy and blames others for his mistakes and shortfalls. Penalties: -1 on Perception Rolls and -10% on skill performance (both because he cannot stay focused on any one thing, and is easily distracted and bored), but is +1 on initiative and +1 to dodge.

11-20% Bipolar. The character suffers from dramatic and erratic mood swings that affect the personality and performance. Roll percentile dice once every 8 hours or when a situation radically changes (good to bad, bad to worse, bad to good, etc.)

01-20% Balanced: A relatively normal state of mind. However, because the character has come to crave the highs, he does feel inadequate when "normal." Penalties: -5% on skill performance and -1 on all combat moves (strike, parry, etc.) when the character is in the limelight or has to make a critical move or skill. **Note:** Normal is fleeting without drugs, and most bipolar people hate taking drugs because they make them feel detached from their emotions and unable to experience the extreme highs the person enjoys even if it means suffering through the lows.

21-60% Depressed: Feels sad, inferior and unmotivated as if mired in glue. Penalties: -1 on Perception Rolls, -3 on initiative, -1 on all combat moves (strike, parry, etc.), and -20% to *all* skills (including Secondary Skills).

61-00% Manic: Feels positive, energized, empowered and capable of achieving anything! However, he is also quick to make arbitrary decisions, take unnecessary risks, and ignore the general consensus ("But I thought..."). Bonuses: +1 on Perception Rolls, +1 on initiative, +10% on *all* skills (including Secondary Skills).

21-30% Frightened by loud noises to the point of cowering (loses initiative and -1 attack per melee round) and wetting oneself.

31-40% Death Wish. For some reason the character doesn't feel he deserves to live and, subconsciously, puts himself in harm's way, takes dangerous risks, and is willing to sacrifice himself for others, not out of bravery, but because he is less deserving to live. A character who battles supernatural evil, for example, is likely to believe it is his destiny to die at the hands of an inhuman fiend. The character is not completely suicidal nor obsessed with death or dying, but certain he will come to a violent and untimely end. In fact, it may only be the character's greater sense of responsibility, duty or compassion that keeps him fighting, mainly to help others.

41-50% Hates bugs of all kinds, and will jump up and try to kill them whenever they are noticed within 15 feet (4.6 m) of him. This includes cockroaches/beetles, fireflies, bees, wasps, mosquitoes, flies, moths, butterflies, centipedes, caterpillars, and spiders. Tends to ignore worms and tiny ants. Xiticix are seen as the worst of all: invading monsters out to destroy all of humankind! The character is probably obsessed with destroying the Xiticix before they destroy all life on the planet, and he will know every rumor and theory that paints the Xiticix in a bad light (equal to a Lore: Xiticix skill with a base skill of 60% +4% per level of experience).

51-60% Autonomic Reaction. Hands shake when the character is under stress, has to do something important, feels threatened or feels angry. Penalties: -3 to strike with a gun or other ranged weapon, -15% on any skill that requires a steady hand and precision hand-eye coordination (Forgery, Palming, surgery, most repair skills, etc.).

61-70% Trauma Induced Migraine. The character gets a severe migraine headache (constant throbbing and shooting pain, nausea) as a reaction to one of the following (roll once to determine what is always the cause of the migraines): *01-20%* having to figure out a puzzle or mystery, *21-40%* high stress situations, *41-60%* faced with supernatural evil or life threatening situation, *61-80%* faced with magic (must challenge/stop/battle it), *81-00%* frustrated or angry (the latter may be substituted with the Coalition States and all CS authority figures from soldiers and police to government officials and scientists). Lasts for as long as the stress remains. Penalties: -1 on all combat moves (strike, parry, etc.), -10% on skill performance and -10% to Spd.

71-80% Outraged by acts of violence, becoming violent himself. 01-72% chance of going berserk and attacking the perpetrator of the violent act without regard for self. Bonuses: +1 to strike and +2 to damage when berserk.

81-90% Hates music and musicians, and will try to destroy or stop the source of those terrible noises.

91-95% Intimidated by the spoken language when under threatening, frightening and pressure situations. Cannot speak meaningful sentences (must use sign language or written communication), and has difficulty understanding long sentences.

96-00% Hysterical Blindness. When under pressure (battle, an important opportunity, torture, interrogation, etc.), the character loses his sight until the pressure is removed. Roll for each situation, 01-88% likelihood of happening. -10 to strike, parry, dodge and all combat rolls while blind; no initiative and skill performance is half. Blindness lasts for 1D6+1 melee rounds.

Neurosis Table

01-07% Anxiety. The individual is overwhelmed by an unreasoning fear or apprehension that does not require a real source (i.e., the character isn't afraid of a specific thing, as is the case of a phobia, but generally feels worried, anxious and disoriented). Those who suffer from anxiety find it debilitating, feeling out of sync, foggy and tense most of the time. Roll percentile every 8 hours to see how the character is feeling and the degree of penalties. Oddly enough, a true crisis situation may not make the character feel worse.

Penalties: *01-25% Mild Anxiety:* -5% on skill performance, -1 on Perception Rolls, and -1 to save vs Horror Factor.

26-50% Moderate Anxiety: -15% on skill performance, -2 on Perception Rolls, and -2 to save vs Horror Factor.

51-75% Severe Anxiety: -30% on skill performance, -3 on Perception Rolls, and -4 to save vs Horror Factor. Missing blocks of memory is also a symptom of severe anxiety. They have trouble remembering details and may not remember events, television shows or an article they read just 12-24 hours ago, but might remember something that happened a few minutes later in clear detail. ("What did I eat for breakfast? Hmm, I don't think I ate breakfast. Um, I don't remember.")

76-00% Feeling Good! No noticeable anxiety. No penalties; +1 on Perception Rolls.

08-14% Panic Attacks. The character suffers from mild anxiety around the clock, but is also given to severe panic attacks when alone and scared, when something really important relies on the character or he is in the spotlight with everyone looking, as well as when feeling frustrated or confused. A panic attack will cause the character's heart to race, he may not be able to catch a breath, pain may shoot through the chest or stomach, and he can't think clearly. Penalties: Reduce the number of attacks per melee round, combat bonuses, Spd, Perception Rolls, and skill performance all by *half*. Note: The duration of a panic attack may feel like an eternity, but only lasts 1D6 melee rounds (often less than a minute).

15-21% Fear of Animals. More than a simple phobia, this character has been so traumatized (perhaps chewed on by the family pet while a little nipper) that he avoids all animals, will push away the cutest pet, run away when confronted even by a tiny animal like a mouse, and will kill it whenever he feels cornered by one. Insects, fish, sea-life and fellow humanoids are not included in this irrational fear, but Dog Boys, Were-Beasts and humanoids with noticeable animal features *may* (or may not) be included. Player's choice.

22-28% Disgusted by anything sticky and will go to any length to avoid touching it.

29-35% Fear of the Dark. Never liked the dark when younger, hates it since being exposed to the paranormal and/or the supernatural. Who knows what horrors may be lurking in the dark? The character becomes a gibbering zombie when locked or placed in dark places, alone. Penalties: Only one attack/action per melee round, no bonuses, no skill capabilities, speed is reduced by half. Will collapse (fall unconscious) after 2D4 melee rounds and will remain catatonic until removed from the darkness or a light is lit. Has trouble sleeping at night. Also -3 to save vs Horror Factor that involves creatures of darkness.

36-42% Worried about Germs/Disease and Obsessed with Cleanliness. Washes the hands frequently, hates using public bathrooms, dislikes shaking hands, avoids other people's garbage and leftover food, will not drink out of the same container from which someone else drank, nor touch food that someone else took a bite out of or was handled by someone with an obvious cold or cough, and must clean up any area he has to use.

43-49% Invasion of the Body Snatchers: Acute paranoia toward all mutant humans, D-Bees that look extremely inhuman, alien invaders (like the Xticix and minions of Splugorth), Entities, demons, monsters, and shape changers — especially *shape changers* and beings who can possess others. ("They're out to get you! They could be anybody!! Anybody! Even ... you!?!")

50-56% Fear of Heights. Uncle Goober used to dangle the character by one foot, out of windows. Now the character is terrified of heights to the point of being frozen when above the second story (about 20 feet/6.1 m). The character is fine as long as he can't see how high up he may be.

57-63% Thinks He's Being Followed. The character finds himself frequently glancing in mirrors, and stopping to look and see whether or not he's being followed. This includes checking behind himself, looking around, constant sideways glances, checking to see if doors are locked (checking the same doors 1D6 times each), and similar compulsive paranoid behavior. **Note:** The character is not paranoid in the sense that he thinks people are out to get him or are conspiring against him (the character is likely to have numerous trusted friends), he just has this constant feeling (an obsessive-compulsive disorder, really) that he may be followed or is being watched. This may be a general, unnamed fear or it may be attached to a particular group like the Coalition or Federation of Magic.

64-70% Fear of Success. "Mom always said I wasn't any good." The character will sabotage himself at critical moments when things matter most. The following minuses apply during critical, or high pressure moments (battle, danger, watched by others, etc.): -15% to all skills, -3 to strike, parry, initiative and damage.

71-77% Psycho-Reliance (Luck Fixation). The character becomes convinced that his "good fortune" is because of a particular item, a "lucky charm." The character touches, taps or kisses the charm for good luck before entering a battle or tackling any difficult situation. If the character loses the item, he suffers the following penalties until either the item is recovered or he can find a replacement "good luck" charm, which won't be easy (this is all completely psychosomatic). **Penalties:** -5% on all skills, -3 to save vs Horror Factor, -3 on initiative and -1 on all combat moves. Any other coincidental misfortune will be attributed to the loss of the lucky charm.

78-84% Personal Cleanliness: Compulsive need to be clean. In fact, the character will wash his hands and face 2D4 times in a row before he "thinks" he is clean. He will also wash his clothes whenever he can, and bathes frequently. He hates being dirty or engaging in something that will make him dirty and tries to avoid it. Will change into clean clothes whenever he can and apologizes for being dirty or having a tiny stain on his clothes.

85-91% Selective Traumatic Amnesia: The character will not remember traumatic events (life threatening, life and death battle, extreme horror). He will function okay during the actual event, but will not remember it 15 minutes later. Can't handle the stress and blocks it out. The character can hear about it like a third person without a problem, but will not personally remember the incident, his involvement or any details about it.

92-00% Obsessive-Compulsive about Safety/Security. Will check to see if a door is locked, a weapon is loaded, that he has his holy symbol(s), has radio, I.D., and similar, 1D6+2 times each. May also insist that his teammates use identifying code words and signals to prove they are who they claim or seem to be.

Psychosis Table

A psychosis is any severe mental disorder in which the person partially or completely withdraws from reality and becomes delusional. Psychotic behavior is often anti-social, violent or self-destructive.

01-08% Fascination with death in all its forms. The character examines and studies ways one can die and kill, as well as implements of death, how the human (and non-human) body reacts/responds to the threat of death/fear, tolerance to pain, survival responses, and even the philosophical concepts of death, the soul, life after death and so on. It is interesting to note that the character is not afraid of death and is not morbid about it. He is simply fascinated by it. Others may find him to be disturbingly callous and ghoulish. He will be fascinated by Juicers, and if a Juicer himself, all the above will be amplified to the point of obsession (although still very calm and philosophical about it). May also find the undead/vampires of interest (or as an abomination who defy the natural order of life).

09-16% Paranoid. A general suspicion that everybody is out to get you, so therefore, nobody can be trusted. The character is a bit secretive and careful about what he says in front of whom, and keeps to himself. Does not trust *psychics* (because they can read your mind, including psychics who can't read minds) or *supernatural beings* and hates those who can charm, possess or use mind control the most. Or may see a conspiracy and its agents, spies and secret enforcers out to get him. The Coalition States, Federation of Magic, the Splugorth, the Naruni, Triax & NGR, Crazies and demons are among the most commonly identified as being at the head of the conspiracy, but the delusion could see any government, organization, place, O.C.C., race or even animal as the leader or agent of the imagined conspiracy.

17-24% Manic Depressive. Alternate severe depression one week (nobody loves him; he is a loser, incompetent and is going to die if he is not careful; -15% on all skills and reduce Perception Rolls and combat bonuses by half), followed by a manic episode the next week (everything is great, he is the best there is, life is grand! +10% on all skills, +2 on initiative, and all bonuses are normal).

25-32% Paranoid Schizophrenic. "They're out to get me!" Voices tell the character that most everybody hates and/or fears him. Thus, he believes, "they" are out to get him (torture, kill, imprison, enslave, hurt, cheat, rob, discredit, etc.). As a result, he has trouble sleeping (because he knows that would make him vulnerable to "them"), is constantly jumpy/nervous and is suspicious of others, sometimes even long-time friends. The character blames all of his misfortune on others and sees conspiracies everywhere. Tends to be a loner and distrusts everybody

except his closest comrades. May believe the voices are a spirit guide, angel, or god, and anything in between.

33-41% Overinclusion. A mental perception in which the character draws irrational and irrelevant associations and conclusions from the facts (2+2 = 52). Once that conclusion has been reached, the character can't let it go even if a mountain of evidence is presented to prove otherwise. This is the character's view and he's sticking to it (and will take the precautionary measures he deems necessary to combat and/or defend against it). A form of schizophrenia.

42-50% Superman Syndrome. The character thinks he is stronger, faster, smarter, and more handsome than anybody else. He tends to respect only brute strength, raw power and ruthlessness. As a result, the character accepts foolish challenges, takes dangerous risks and often underestimates his opponents or the chance of failure/defeat. If it is any consolation, the character is usually cheerful, helpful and positive. **Note:** Juicers, Crazies, Combat Cyborgs, Shifters, and dragons, seem particularly susceptible to this delusion.

51-58% God Syndrome. The character believes he is a divine being because the voices in his head tell him so. As such, the narcissistic character believes he is better than anyone else, and is above the law, judgement, and the comprehension of mere mortals. Consequently, he ignores the law, may have questionable morals (depending on the alignment) and does as he pleases. The character is not necessarily mean about it, nor blatant or deliberate about breaking the law (though he can be), he just doesn't see them as applying to him. The character will also refuse to pay the consequences when accused of wrongdoing and will feel cheated and unjustly persecuted if forced to pay.

The least offensive characters are cocky, arrogant, bossy, condescending and trivialize everything that does not directly involve them (they are the center of their universe). The most extreme believe they are truly deities and act accordingly as directed by their alignment. Some are reasonably benevolent gods while others are cruel, vengeful or malicious gods.

59-66% Hysterical Aggressive Reaction. The character reacts in anger and violence to one particular thing or occurrence. This "trigger" is usually a response to accusations and criticism about his appearance, courage, honor and virtue, such as being called a coward, sissy, wimp, cheater, ugly, stupid, crazy, etc. However, the reaction may also be a response to the actions of others that remind the character of something that was traumatic in his own life (may tie in to other insanities). This can include things like a child being beaten, acts of torture or cruelty, seeing someone attacked by an animal, a particularly threatening monster, and so on.

In most cases, the character flies off the handle, ranting and raving like a lunatic, shoving, threatening or challenging his accuser or the perpetrator of the "trigger" action (e.g., "How would you like it if I slapped you around like that, punk?!"). The slightest act of antagonism, aggression or intolerance toward him, like pushing him away, a smart remark, ignoring him, etc., will send the character into a fury against whomever or whatever set him off.

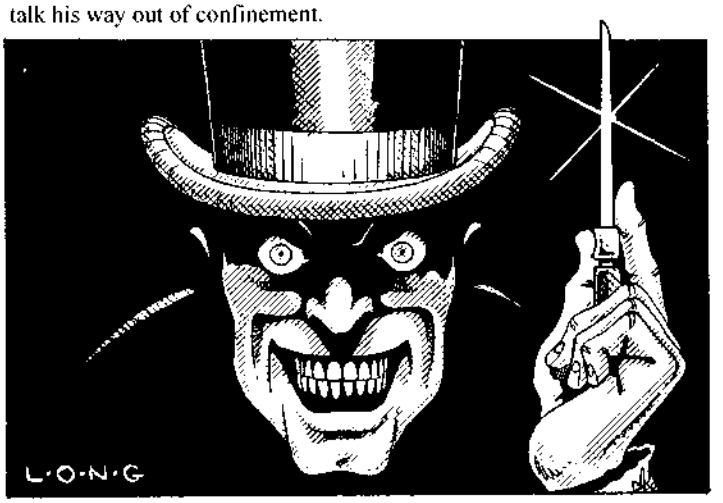
67-74%: Hysterical aggressive reaction to fear/phobia. In this case, the "trigger" is something the character has a phobia about, except instead of cringing in fear, he lashes out to destroy the object of his fear. This is usually a tangible thing like spiders, snakes, Xiticix, a particular monster or D-Bee, Coalition Solider, etc. For example, a character with a phobia about insects sees an itty bitty ant crawling on the shelf behind the bar in a club. He's likely to shout something like, "Oh my god! Look out! Get out of my way!" Then he leaps over the bar and swings at the ant with his beer bottle, chair, etc., shouting, "Did I get it? Did I get it? God, I hate those things!" Of course, in the process he may have caused a panic (after all, what is it that has frightened this person to such a degree?) or caused damage by his extreme actions.

If the phobia is something like a fear of the dark, he will fight anybody (to the death) who tries to put him someplace dark or who tries to take away his light, and he will do just about anything to get out. Likewise, a Hysterical Aggressive Phobic character might turn to unreasonable behavior when confronted by his fear. If the hero who is afraid of ants should spy an alien bug, he might hysterically attack it even though the bug has no clue the hero is there. Obviously, this can draw his fellow adventurers into some serious (and pointless) conflicts (and the reason why this phobia should not include very common beings or objects, like people or coffee cups).

75-82%: Mindless Aggression. Roll percentile dice again on the following table.

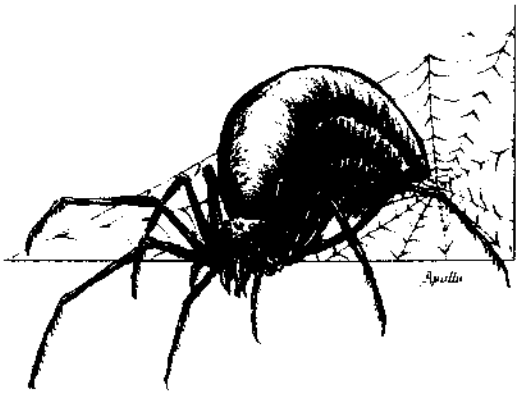
01-94%: Semi-functional mindless aggression. When frustrated, angry or upset, there is a 01-72% likelihood of going berserk and lashing out at anybody who gets in the way. The character pushes, beats and lashes out (stands and fights anybody who opposes him) until physically restrained, rendered unconscious or killed! It takes 3D4 minutes of restraint or unconsciousness before the character regains his composure.

95-00%: Non-functional, homicidal maniac! Continually going berserk at the slightest provocation as well as when frustrated, angry or upset. He fights to severely injure or kill those who upset or oppose him. The character must be confined constantly (or killed). He has only one lucid day (24 hours) a week during which time he appears completely normal and rational, and will probably spend his time trying to talk his way out of confinement.



83-90%: Jekyll and Hyde. The character hears a voice in his head and feels powerful emotions contrary to his original alignment. There will be moments, especially when under stress, angry or drunk, that the voice speaks so loudly and convincingly that the character will respond to it. The response is the opposite of the character's normal, original personality and can be frightening, as if he were a completely different person! When he returns to normal, the character may regret his actions and try to make restitution, but there is little he can do when his other personality takes over. This means if the character is Principled or Scrupulous good, his opposite Hyde persona will be one of the evil alignments. An Unprincipled or Anarchist alignment will become Aberrant or Principled. As a result, in the heat of combat, or under stress, the Hyde persona may surface and engage in acts of cruelty, intimidation, torture, belittlement of others, random homicidal violence, and so on.

91-00%: Become a Psychiatrist. The character thinks he is a psychiatrist and sees ordinary quirks, legitimate fears and concerns as affective disorders, psychosis, neurosis, phobia or obsession. They are all sick (even if only he can recognize this)! The character will try to help people by counseling them and offering his "expert" or "professional" services. Uses a lot of psychoanalysis methods which rely on free association, analysis of emotions and behavior, and speculation on motives and impulses. ("Hmm, that's an interesting response. Did you resent your mother?"). In addition, he is especially fascinated with people who he considers extremely disturbed (i.e. have real insanities), but he cannot help himself, let alone anyone else.



Random Phobia Table

01% Contamination (germs, radioactive or otherwise; pathophobia).

02% Psi-Stalkers.

03% Pain (algophobia).

04% Magic involving metamorphosis.

05% Fire (pyrophobia).

06% Magic involving controlling others.

07% Any place reputed to be haunted by ghosts, demons, vampires, or monsters.

08% Magic involving the Elements.

09% Coalition robot vehicles (UAR, IAR, Spider-Skull Walkers, etc.).

10% Techno-Wizard devices.

11% Water (hydrophobia).

12% Gods (ancient, new or alien).

13% Coalition Skelebots.

14% Simvan.

15% Combat Cyborgs or any full conversion 'Borg.

16% Magic involving augmentation, imbuing powers.

17% Alien technology and strange devices.

18% Magic involving ley lines.

19% Splugorth and their minions

20% Ancient ruins, including pre-Rifts ruins.

21% Faerie Folk (any and all).

22% Magic that summons or controls demons and monsters.

23% Ghosts and Entities.

24% Sewers, basements and other damp, dark places.

25% The invisible (okay, until a creature turns invisible).

26% Confining enclosures (claustrophobia).

27% Magic involving summoning.

28% Brodkil.

29% Psychic healing.

30% Shadow Beasts and any shadow-like creature.

31% Blood (hematophobia).

32% Public speaking/performance.

33% Juicers.

34% Interrogation (breaks within 2D8 minutes +1 minute per M.E. point).

35% Xiticix.

36% Cats (ailurophobia) and any beings who resemble them.

37% A specific supernatural demon (lesser or greater).

38% Necromancers, Necromancy and any magic involving the dead or skeletons.

39% Dogs and/or Dog Boys.

40% Bionic or cybernetic implants (for oneself).

41% Reptiles, snakes and snake-like creatures (ophidiophobia).

42% A specific Supernatural Predator or Trickster.

43% Spiders and scorpions (arachnophobia).

44% Coalition Soldiers, namely Grunts/Dead Boys.

45% High places (acrophobia).

46% Police, especially Coalition police.

47% Flying (by any means).

48% Mind Melters.

49% Federation of Magic and its agents.

50% Ley Lines (avoids them when possible).

51% Graveyards, tombs, burial mounds, and other places of the dead.

52% Glitter Boys.

53% Slimes and gooey substances.

54% Robots of any kind, especially man-sized 'bots.

55% Rifts! Hates being around them. Fears what might emerge.

56% Dinosaurs.

57% Darkness (nyctophobia).

58% Elemental Fusionists.

59% Succubus and other demons with a female persona.

60% Cyber-Docs and Cyber Snatchers.

61% Open spaces (agoraphobia).

62% Dragons; may be limited to adult or ancient or a specific breed/species.

63% Strangers and alien beings (xenophobia).

64% Bursters or Zappers.

65% Being alone (monophobia).

66% Ley Line Walkers.

67% Coalition SAMAS.

68% Spell magic.

69% Fortune tellers and people who can see the future.

70% Spell weaving sorcerers.

71% Insects (entomophobia), including humanoid insects.

72% Being touched (haphephobia).

73% Devil Men (a type of D-Bee) and any being with features reminiscent of a devil.

74% Splugorth Slavers.

75% Mind Bleeders or any psychic who can steal thoughts and knowledge.

76% Being mind-controlled or possessed.

77% Dead bodies, corpses, and skeletons of any type.

78% Alien vegetation/plants and/or seeds.

79% Dimensional travel.

80% Anything related with the number 13 (triskaidekaphobia).

81% Mutants and chimeras; any amalgamations or unnatural combination of animal features and body parts, may include cyborgs and shape changers.

82% Vampires and any undead.

83% Drugs and hypodermic needles.

84% Splugorth (that actual Alien Intelligence).

85% Bats and bat-like creatures (or rats or mice).

86% Wild animals.

87% Shape changers.

88% Books.

89% Magic or alien weapons.

90% Clowns (includes mimes).

91% Doctors and/or scientists.

92% A specific D-Bee (Larmac, Quick Flex, Brawler, etc.).

93% Lightning (including thunderstorms; astraphobia).

94% Dark forests.

95% Naruni aliens, their henchmen and their weapons.

96% Crowds (ocholophobia).

97% Zombies and animated dead.

98% Erin Tarn and her books.

99% Emperor Prosek and the entire Prosek family.

00% A specific evil god, demon lord or Alien Intelligence and probably anything associated with it (cultist/worshipers, magic items, statues of it, etc.).

A Note about Phobias: Characters who suffer from a phobia will become terrified when the object of their fear is encountered. If the character is surrounded by friends who can talk and soothe away his fears, the person *may* be able to contain himself long enough to safely avoid it (01-60% chance). However, the character feels faint, nauseous, and trembles while doing so (reduce attacks/actions per round, combat bonuses, skill performance and Spd by half; speed is at full only if the character is running away from the source of his fear/phobia).

If the character is alone, already nervous, or feels threatened, he will be overcome by fear. This is *phobic panic*.

Phobic Panic: Upon reaching the breaking point, the character's mind will defend itself by responding in one of the following ways:

01-25% Pass out/fall unconscious for 2D4 minutes.

26-80% Flee/run away at top speed! Panic-stricken, the character will ignore the outcries, pleas or needs of others, including his teammates. All the terrified character can think about is escaping. The individual will run and run until he is certain he has escaped the object of his fear or until he is subdued and restrained. The person will fight only if there is no other way to escape, and then only until he can get away and run.

81-00% Paralyzed with fear, the character can only whimper, sob or scream as he faces the horror. Physically, the character stands completely rigid or huddled in a corner, immobilized with fear. He can not run, fight, use skills or move in any way (no attacks per melee) until the object of the fear is removed or destroyed, or he is dragged away from it.

G.M. Note: Dealing with the alien, supernatural, magical and bizarre will constantly put characters into frightening, bizarre and deadly situations. It is only the *most* horrifying and unexpected experiences that *may* create a phobia or other insanity. Remember, the characters will be prepared and hardened to sights, concepts and creatures that might bedazzle the mind of a normal, unsuspecting person.

Random Obsession Table

01-02% Combat: Loves the thrill of combat and welcomes deadly competitions and battles, or abhors and avoids combat whenever possible.

03-05% Rifts and Dimensional Travel: Either loves it and wants to know about and visit alien worlds, or fears and dislikes it, avoiding dimensional travel.

06-08% Magic Weapons: Covets them for himself, or thinks they are dangerous and tries to hide or destroy them.

09-12% Coalition States: Obsessed with tearing them down, proving them evil, wrong, corrupt, etc., or thinks they are the greatest and promotes and defends everything the Emperor and CS authorities say or do.

13-15% Opposite Sex: The character either loves the opposite sex and puts that gender on a pedestal and tends to give them benefit of the doubt; or dislikes being around the opposite sex and tries to avoid them, sees them as trouble or the enemy, and assumes the worst of them.

16-18% Secrecy: Either prizes secrecy above all else, or abhors even the thought of keeping a secret, or can't keep them.

19-21% Timeliness: Either a fanatic about being on time or always late.

22-24% D-Bees: Either considers them equals and supports their cause for justice and equality, or sees them as dangerous competition and alien invaders with a secret agenda.

25-28% Wealth/Money: Either wants it or gives it away.

29-32% High Technology: Either loves to acquire and use it or loathes and avoids it.

33-35% Magic and Magic Items: Either loves to acquire and use magic or loathes and avoids it.

36-38% Specific Object/Item or Animal: Wants or hates it.

39-41% Appearance: A fashion plate or a slob.

42-45% Danger: Either loves the thrill of danger, which usually means throwing caution to the wind (the more deadly the better), or despises danger and is overly cautious; a jumpy worry wart.

46-48% Tolkeen: Devoted to its ideals, restoration and the punishment of those who destroyed this once great kingdom of magic (i.e. the CS), or convinced Tolkeen was corrupt and dangerous, is glad it is gone, and works to undermine those who try to keep its memory alive or restore the fallen nation.

49-51% Food: Covets and pays for only the finest foods and drink (complains about common or plain food; prefers not to eat it). Or eats any slop put down in front of him; the cheaper and nastier, the better.

52-55% Fame: Covets it for himself and wants to be famous and loved by multitudes of people, or shuns and avoids it, preferring to remain anonymous.

56-59% Power: Covets it for himself, or seeks to tear it down.

60-62% Alcohol: Either a heavy drinker with a keen taste for the finest liquors, or a fanatical teetotaler.

63-65% Specific Person: Either desires that person's love, attention or friendship so much he will go to any lengths to impress them, or is obsessed with humiliating or bringing that person down or ruining them. Depending on the alignment, even violence would be considered. This obsession typically involves somebody the character does not really know.

66-68% Federation of Magic: Obsessed with tearing them down, proving them evil, wrong, corrupt, etc., or thinks they are the greatest and promotes and defends everything Lord Dunscon and Federation leaders say or do.

69-71% Specific Supernatural Predator or Trickster. Is either fascinated by the creature and wants to observe and study it, or hates it and wants to destroy it whenever encountered.

72-74% Specific Supernatural Demon (Lesser or Greater). Is either fascinated by the creature and wants to observe and study it, or hates it and wants to destroy it whenever encountered.

75-78% Gambling: Either loves it and bets on everything even when on a losing streak, or never bets on anything and looks down upon those who do.

79-82% Sex or Romance: Loves the idea of being in love and either wants love and romance (and probably looks for love in all the wrong places), or avoids romantic entanglement.

83-86% Revenge: The character is either driven to exact revenge for injustices and wrongdoings to innocent people and teammates (especially by supernatural beings and their minions), or is extremely forgiving, lets go of the past and firmly believes lust for revenge is a potential evil in and of itself and avoids it.

87-90% Solitude: Either loves peace and quiet, and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted, especially during quiet times, or can't stand the thought of being left alone even for short periods of time.

91-95% Crime-Busting or Monster Stomping: If a good, Unprincipled or Aberrant alignment, the character loves to be a hero and is obsessed with stamping out crime and/or monsters and evil everywhere. If an Anarchist, Miscreant or Diabolic, the character likes to think of himself as a criminal mastermind and engages in criminal activity and undermining law and order whenever he can.

96-00% Leadership: Either craves power and wants to be a leader of others or a recognized heroic figure, or shuns the limelight and prefers to be a follower (even if cheering throngs of people are calling out for him to lead them).

Note on Obsessions: Obsessions are either an intense, irrational love/desire for something or an intense hatred/loathing of it. The former is likely to motivate the obsessed person to obtain the object of his desire while the latter is likely to cause the character to avoid or destroy it. The G.M. can decide which is most appropriate under the circumstances or roll percentile dice to see which way the obsession manifests itself (50%/50% between love and hatred). Obsessive characters typically will go to almost any length to satisfy their irrational feelings.

Cures for Insanity

1. Affective Disorders & Neuroses: Therapy and counseling by a psychologist. Requires a minimum of three months of therapy with the following results:

01-29%: No effect; requires longer therapy (roll again in another three months).

30-69%: Half cured. The character feels the occasional return of the old neurosis or disorder when under stress: 01-48% chance.

70-00%: Total cure! The insanity is gone.

2. Curing Psychoses: Therapy and possible use of hypnosis and drugs are known to control mood swings, depression, schizophrenia, paranoia and stress. Treatment by a psychologist requires 4D4 months of therapy with the following results:

01-33%: No effect; requires another six months of therapy to roll again.

34-68%: Psychosis is replaced by a phobia (this could be an improvement).

69-00%: Total cure.

3. Curing Phobias and Obsessions: There is no known cure for these conditions, but prolonged or repeated exposure to the object of one's fears in a controlled environment, along with counseling, can lessen the intensity of the fear, making it less irrational and manageable (seared but can still function). Treatment by a psychologist requires 3D4 months of therapy, with the following results:

01-39%: No effect; requires 1D4 more months of therapy.

40-88%: Fear is lessened so that the character can function normally, but still does not like the object of the phobia – ugh!

89-00% Fear is intensified so that there is a 50% likelihood that the character will become completely paralyzed until the source of the fear is removed or the person is physically removed from its location.

Addiction

The character drinks or uses drugs to get high because he *must*. He is ill, cannot tell when he's had too much, and craves booze or drugs more than anything else in the world. Though there are always "triggers" that entice the addict to get high (failure, fear, a rainy day, a sunny day, seeing others drinking, seeing a razor blade or needle, etc.), they are not the true reason. The individual is sick. Counseling, therapy and abstinence are the only means of fighting addiction and staying clean and sober.

Personality Modification while Intoxicated

01-10% Argumentative, mean, hostile, strong; +2 to damage.

11-20% Quick temper, emotional, aggressive; +1 on initiative, -1 to parry or dodge.

21-30% Impulsive, takes risks and does foolish, potential dangerous things (for him or those around him); +1 on initiative.

31-40% Quiet, laid back, withdrawn, wants to be left alone. -4 on initiative and Perception Rolls, -3 to strike, parry, dodge, and all combat moves, -5% on all skills.

41-50% Paranoid, trusts no one, wants to be left alone.

51-60% Sobbing drunk/junkie. Sad, depressed, and overly sentimental, breaking out in tears at the drop of a hat; -5% on all skills, -3 on initiative and Perception Rolls.

61-70% Overconfident and cocky while intoxicated. May be quick to accept a challenge or try to show off; -5% on all skills and -2 on initiative and Perception Rolls, -1 to strike, parry, dodge and pull punch.

71-75% Loud and verbally belligerent; -5% on all skills and -1 on all combat moves.

76-85% Disoriented; has difficulty following movement, conversation or what's going on around him. No initiative (last to take action), no Perception, -4 to strike, parry, dodge, and perform any combat moves, reduce attacks per melee round and Spd by half, and -50% on skill performance.

86-90% Hyper, always moving, distracted, wants to dance, sing and have fun; -2 on initiative and Perception Rolls.

91-95% Hallucinations/Delirium. Reality slips into fantasy. The character goes through periods lasting 1D10 minutes where he cannot tell fantasy and hallucinations from reality. May think a monster is an ordinary person or an old friend, or may think a friend is a monster or enemy, may think he is being threatened when he is not, see something frightening (and respond accordingly) when there is nothing to be afraid of, think he is someplace else in the world or in another reality, and may be influenced by suggestions and things he sees in conversation, casual observation or video disk, radio, etc. -2 on all combat moves, Perception cannot be trusted, and -5 to save vs Hypnotic Suggestion, mind control, illusions and other forms of mental manipulation.

96-00% Super Syndrome. Believes he/she can do anything when intoxicated, +5% on all skills when intoxicated, but -1 on Perception Rolls and all combat moves. **Note:** -10% on skills when sober, because the character believes he can't be his best unless he's been drinking or using drugs.

Totally Wasted (Staggering Drunk)

When totally wasted/drunk/higher than a kite, the character loses control of his motor functions, staggers when he walks, and can barely concentrate enough to have a semi-lucid conversation (fades out in mid-sentence, repeats the same stuff over and over, talks incoherently, mumbles, memory loss/can't find his car, etc.).

Penalties when Wasted: -75% on skill performance (and it takes 1D4 times longer to perform), *no* bonuses for combat, -10 on Perception and initiative, and reduce the number of attacks per melee round and Spd attribute to *two*.

Withdrawal Symptoms

Addiction/Alcoholism can be cured, but requires a dedicated willingness to give up the substance, seek aid, abstinence from all drugs/alcohol, therapy and ongoing support (AA, NA, and so on).

First Week: -20% on all skills, no initiative or Perception bonuses, -2 to strike, parry, dodge and all other combat maneuvers, and reduce speed and the number of attacks per melee by half. Feels very sick,

shaky, insecure, and agitated. 01-65% chance of going back to drinking/drugs if they are readily available.

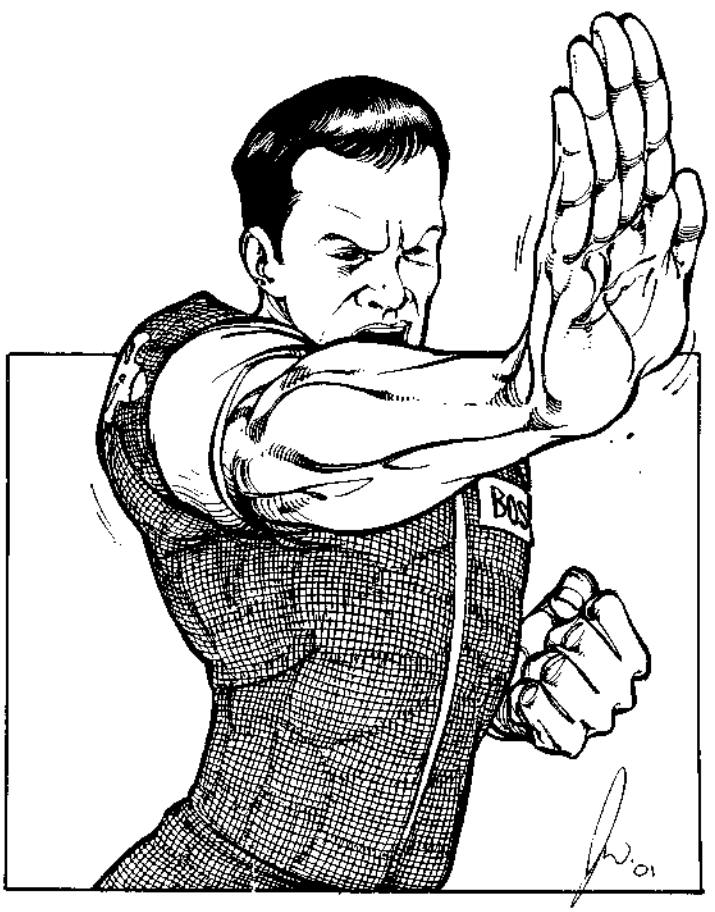
Second Week: -10% on all skills, -2 on initiative and Perception Rolls; -1 to strike, parry, dodge, etc., reduce Spd by 20% and attacks per melee are -1. Still shaky, insecure, craves the drug of choice. 01-55% chance will fall back to drugs/drinking if the opportunity is there.

Third through Sixth Week: -1 on initiative and Perception Rolls, -5% on skill performance. Feeling strong and more secure, but also guilty for past deeds and angry at self. 01-55% chance will fall back to drugs/drinking if the opportunity is there.

The Next Six Months: Now is the ongoing battle to *stay* dry/clean of drugs and booze. It's a lot tougher than most people can ever imagine. 01-40% chance will fall back to drugs/drinking if the opportunity is there; +15% if under extreme pressure or anxiety. Roll for each pressure situation, such as near death experience (of self or friend), major failure, crucial situation relying heavily or entirely on the addict, and so on.

After Those Six Months: 01-15% chance will fall back to drugs/drinking if the opportunity is there, but +15% if under extreme pressure, and +10% if the character has stopped going to at least monthly (if not weekly or bi-weekly) meetings or therapy sessions, and +20% if the addict "tries" even one hit of a drug or drinks one glass of booze. Modifiers are accumulative. This is the way it is for the rest of his life. Roll for each pressure situation. **Note:** A character can attempt to beat an addiction, regardless of numerous past failures.

Combat Rules



Hand to Hand Combat

The Palladium combat system is relatively simple, quick and realistic. It has been thoroughly play tested, tweaked, and improved for years with great success. It is designed to be fast-playing and is easy to understand. All combat moves (strikes, parries, dodges, etc.) are resolved by rolling a *twenty-sided die* (1D20).

STEP 1: Determine Initiative

Any time opponents square off for battle, the Game Master must determine who has the initiative. In other words, who will attack first. A successful *Sneak Attack* or *Long-Range Attack* will always have initiative for that melee round (15 seconds). Otherwise, whoever *rolls highest* on a twenty-sided die will attack first. In the case of a tie, re-roll. Initiative is rolled only once per melee round. That roll will determine the pace for the entire melee (15 seconds).

STEP 2: Attacker Rolls to Strike

The next step is for the first attacker to **roll a twenty-sided die.** If the result is a four or less (counting bonuses), the attacker misses. *Any roll above a four will hit the opponent*, unless the defender can parry or dodge the attack.

S.D.C. Body Armor

An Armor Rating (A.R.) only applies to S.D.C. armor and combat. Mega-Damage armor, robots, monsters and animals with M.D.C. hides don't get an A.R. (Armor Rating) and any damage inflicted by a successful strike (hit) inflicts damage to the M.D.C.

Against artificial S.D.C. armor, the attack roll – the roll to strike – must be higher than the A.R. to hit the actual character protected by the armor. Rolling under the A.R. strikes, but does damage only to the armor itself (subtract damage from the S.D.C. of the *armor*), not the person in the body armor. That is a good thing in that it is whittling down the armor protection, but the character inside remains uninjured, on his feet, able to strike back and do other things. **For example:** S.D.C. studded leather armor or a light bulletproof vest has an A.R. of 13, this means the attacker must roll 14 or higher to penetrate the armor and inflict damage directly to his foe's body (deduct damage first from the physical S.D.C. of the body, and when that is reduced to zero, deduct damage from Hit Points). In this case, a roll of 5-13 would strike, unless parried, but would only inflict damage to the *body armor* (reduce the S.D.C. of the armor accordingly). When all the S.D.C. of the armor is destroyed (reduced to zero), the armor is so tattered that it no longer provides any protection (no A.R. and no S.D.C.). After that point, any attacks that are five or higher will strike and do damage to the character's body, unless they are parried or dodged. A roll of 1-4 is always a miss; that's true in both hand to hand and long-range combat.

A roll of 1-4 to strike is always *a miss*.

A roll of a Natural 20 is always a hit and a Critical Strike (double damage), unless the defender also rolls a Natural 20 to parry or dodge. Defender always wins ties.

Ultimately, combat continues back and forth until one side or the other surrenders (assuming his adversary will accept a surrender and take prisoners) or is slain.

Natural A.R. does not apply in Rifts.

M.D.C. Body Armor

Combat and Mega-Damage Capacity (M.D.C.) armor works even easier than S.D.C. combat. There is no Armor Rating to worry about and the attacker either hits or misses, or his opponent parries or dodges the attack.

As always, a roll of 1-4 misses.

A roll of 5 or higher on a D20 is a potential strike. The only way for the defending character to avoid getting hit and taking Mega-Damage (M.D.) is to parry or dodge. **For example:** Two opponents clad in body armor with 50 M.D.C. each are locked in combat. This means the attacker must roll 5 or higher to strike his opponent. A roll of 5-20 (or higher with combat bonuses) will strike, unless the defender parries or dodges. Deduct damage from the M.D.C. of the body armor (or force field, etc.), reducing the M.D.C. of the armor accordingly. When all the M.D.C. armor is gone (reduced to zero), the armor is so tattered that it no longer provides any protection. After that point, any attacks that are five or higher will strike and do damage to the character's body, unless they are parried or dodged.

Every time the M.D.C. armor or living Mega-Damage creature is struck by a Mega-Damage (M.D.) attack (Vibro-Blade, energy blast, magical energy, magic weapon, Supernatural P.S.) he takes damage.

A roll of 1-4 to strike is always *a miss*. Depending on how the G.M. wants to play it, an energy blast that misses might accidentally hit an innocent bystander, teammate, property, etc.

A roll of a Natural 20 is always a hit and a Critical Strike (double damage), unless the defender also rolls a Natural 20 to parry or dodge (the defender always wins ties). Likewise, if the attacker was making an Aimed or Called Shot and he rolls a Natural 20, he hits the mark perfectly.

Ultimately, combat continues back and forth until one side or the other surrenders (assuming his adversary will accept a surrender and take prisoners) or is slain.

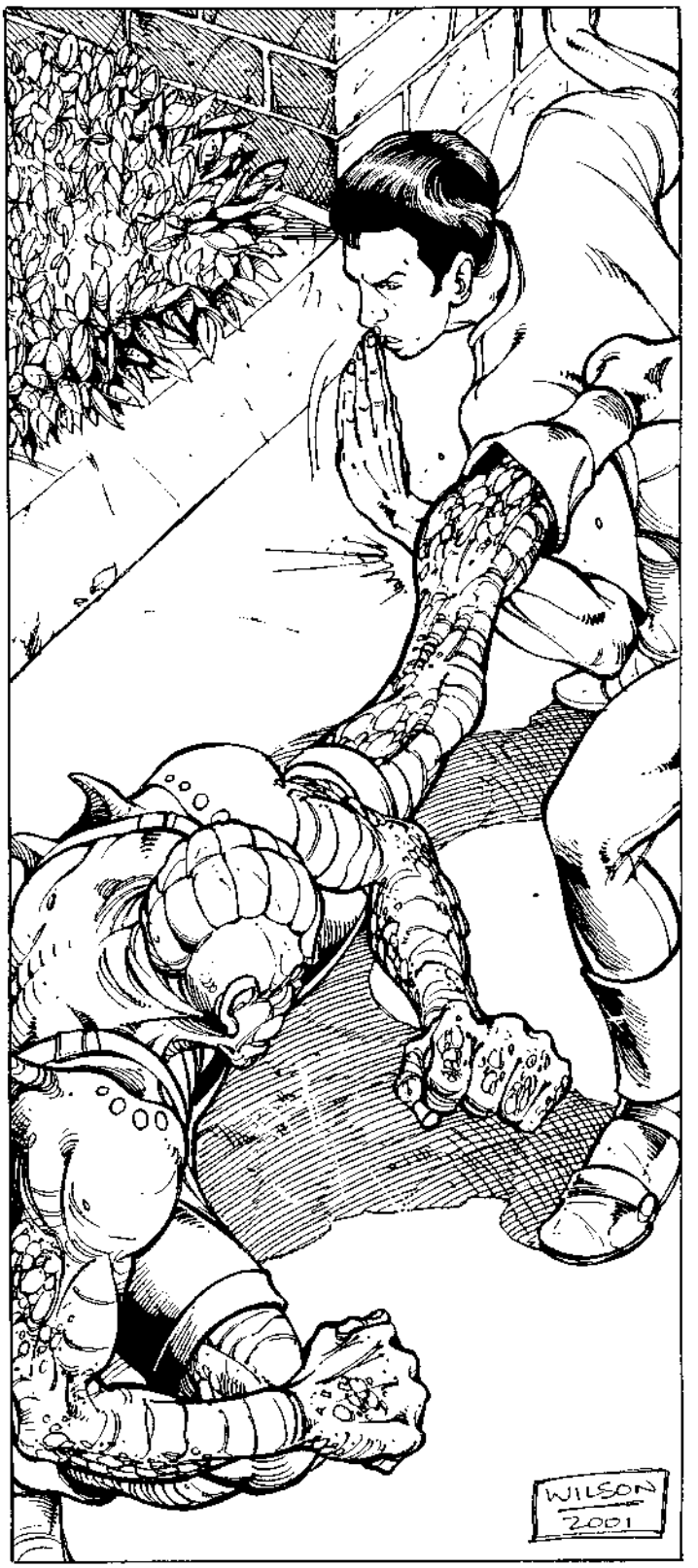
Note: See Surviving an M.D. Attack for greater understanding about Mega-Damage weapons and M.D.C. armor.

STEP 3: Defender May Parry, Dodge or Entangle

Any time an attacker rolls a successful strike to hit, the defender can choose to parry, dodge, *or* entangle.

Parrying can be done automatically (without using a melee attack/action) by anyone trained in any form of *hand to hand combat*. A parry *blocks* the attacker's strike, preventing damage from being inflicted. *For example*, a punch can be blocked by the character's hands or arms. A weapon attack (sword, axe, mace, etc.) can be parried/blocked by a shield, sword, or another object held in the defender's hand.

A physical Mega-Damage (M.D.) attack from a Supernatural punch or claw, or an attack with an M.D. melee weapon (magic sword, Vibro-Blade, etc.) can be parried/blocked by another M.D. object such as a Vibro-Blade, an M.D.C. rifle, a piece of M.D.C. metal, or a hand or arm that is clad in M.D.C. armor. A weapon should only be parried with another object. Trying to parry an M.D. weapon with one's bare hand or arm will result in a failed parry and the usual amount of damage will be inflicted by the weapon. Parrying a weapon bare-handed is dangerous and all such attempts are *without* benefit of the character's parry bonuses. To succeed in a bare-handed parry, the defender must block his attacker by hitting his arm or hand, not the weapon itself.



A parry is performed by those with combat training without using up a melee attack/action. Characters with no hand to hand combat training lose their next melee attack every time they parry.

Defending by dodging or entangling means automatically giving up the next melee attack. **Entangle** means the character actually pins or snares an opponent's weapon(s) or arm. **A dodge** means the character

physically moves out of the path of the attack. Each dodge uses up one of the character's own attacks per melee round. So constantly dodging means the defender has no opportunity to attack. Only characters with the ability *automatic dodge* can attempt a dodge (roll to dodge like always) without using up one of their own attacks. An automatic dodge is like a parry in that regard - it can be performed without loss of a melee attack. Rare among humans (see Juicer and Crazy), it *may* be an ability of a creature or demon.

Note: The defender can only defend against attacks within his *line of vision*. Attacks from the rear or which are not seen coming cannot be parried, dodged or entangled. The defender always wins ties when parrying, entangling or dodging.

STEP 4: Attacker Rolls Damage

If the roll to strike is successful, it hits and does damage. Human fisticuffs will inflict the normal punch damage (typically 1D4 S.D.C./H.P. damage) plus any *damage bonuses* from a high P.S. attribute and/or Hand to Hand Combat and Physical skills like Boxing.

If a handheld weapon is used such as a knife, club, chair, etc., the attack inflicts the weapon damage *plus* damage bonuses from Hand to Hand Combat skills and high P.S. attribute. All bonuses are cumulative, so if the character has a P.S. of 20 he adds +5 S.D.C. to the damage he inflicts with his weapon, punches or kicks. If he is using a weapon that is also +2 to damage, the weapon's bonus is added to the damage total. And perhaps he also gains +2 from his Hand to Hand Combat skill. Thus the total amount of potential damage inflicted in this example is the weapon, say 2D6, +9 from cumulative bonuses (and then x2 *if* a Critical Strike).

M.D.C. Note: The same basic process applies to Mega-Damage level strength (P.S.) and M.D. weapons. If the character has ordinary P.S. his punches and kicks do NOT hurt Mega-Damage structures (armor, etc.) or beings. He will need a Mega-Damage weapon to inflict damage. In this case, none of his P.S. bonuses apply because they are all S.D.C. based and do not harm M.D.C., only the damage inflicted by the weapon will hurt his Mega-Damage opponent or target. If the character has a Vibro-Knife that does 1D6 M.D., and he rolls a 3 for damage, then he inflicts three points of Mega-Damage to his M.D.C. opponent (the armor or the actual creature if a demon or other M.D. being). The same applies to an M.D. blaster. If the weapon does 3D6 M.D. and a 10 is rolled, then 10 M.D. is inflicted.

Augmented and Robot P.S. *High Augmented P.S.* (Juicer, Crazy, Cyborgs and light power armor) and *Robot P.S.* (the most powerful Combat Cyborgs, heavy power armor and robot vehicles) may inflict Mega-Damage with their punches and kicks. See the Strength & Damage tables in the Attribute Section for specific levels of damage based on the P.S. The higher the P.S. attribute number, the greater the M.D. inflicted. Note that low Augmented and Robot P.S. requires the character to perform a *power punch* to inflict Mega-Damage, and a power punch *always* uses up TWO melee attacks/actions. This is because it is a haymaker punch in which the attacker winds up and summons all of his strength into one big punch.

Supernatural P.S. inflicts Mega-Damage with ordinary punches and kicks. See the Strength & Damage tables in the Attribute Section for specific levels of damage based on the P.S. The higher the P.S. attribute number, the greater the M.D. inflicted. Claws may inflict additional M.D. that is added to the Supernatural P.S. damage. When using a handheld weapon, such as a magic sword, damage is either that of the Supernatural P.S. or that of the weapon (typically whichever does most damage), NOT the two added together.

Critical Strikes do *double damage!* Combined Critical Strikes, like a Natural 20 and a Jump Kick Attack, do triple damage. Add the damage bonus to the roll before doubling or tripling damage. A Natural (unmodified) 20 is always a Critical Strike. **Note:** A normal human punch inflicts 1D4 damage; a normal kick 1D8. W.P.s will list weapon damage.

A pulled punch, whether with fist or weapon, inflicts as little damage as the attacker desires (down to one point), provided he was successful to strike and rolled an 11 or better on a D20 to *pull* his punch. A failed attempt to *pull* a punch means *full damage*, bonuses and all, has been inflicted.

STEP 5: Defender May Attempt to Roll with Impact

If the attack is a physical impact from things like a punch, kick, club, mace, hammer, staff, thrown rock, fall, explosion, and similar, the defender can attempt to *roll with the impact*. In order to roll with the impact, the defender must roll 1D20 and *match* or better the attacker's roll to strike. Successfully rolling with impact means the character takes *half* damage! Successfully rolling with a *knockout punch* means the character takes double damage, but is NOT knocked unconscious or stunned. Rolling with a *death blow punch* results in the loss of half of all remaining S.D.C., or Hit Points if S.D.C. is less than 12 (or M.D.C. if the creature is a Mega-Damage being or wearing M.D.C. armor). Failing to roll with impact means the character has used up one of his melee actions/attacks and still takes full damage from his attacker. **Note:** Rolling with impact counts as one melee action/attack.

Combat Sequence

The typical hand to hand combat sequence goes like this:

Step One: Everybody rolls for initiative. The character with the highest initiative roll strikes first, the ones next in line follow in descending order.

Step Two: The one with initiative rolls to strike a particular opponent and adds in any strike bonuses he may have.

Step Three: The character under attack can attempt to roll a parry or dodge. The high roll wins. Defender always wins ties.

Step Four: If the strike successfully hits, roll for damage and deduct it from the character's S.D.C. (or M.D.C. as the case may be), and when S.D.C. is gone, damage is deducted from Hit Points. **Note:** If an opponent is wearing S.D.C. body armor, determine if the strike penetrates the armor (A.R.) and roll damage dice. Deduct damage from the armor if the roll is less than or equal to the A.R. number, or the physical body if the roll to strike is higher than the A.R. number. If it is a Mega-Damage battle, with everyone clad in M.D.C. armor, then a successful strike inflicts M.D. that is subtracted from the armor (or creature).

Option to parry (or dodge) in hand to hand combat. If successfully parried, no damage is inflicted and the defender readies himself to *counter-strike*. If the parry fails and the character takes damage, he *may* opt to *roll with impact*, but to do so will count as one of his melee actions/attacks.

Step Five: Now it's the defender's time to return the attack: The character who was under attack follows Steps 2-4, striking back (roll to strike), and his opponent may try to parry or dodge, then determine whether or not damage is inflicted (and how much) and repeat the process.

One on one melee combat goes back and forward like this for the entire melee round; first one strikes and one parries, then the other strikes and so forth. The melee round ends when each character has used up all of his attacks.

Next melee round: Start again by having everybody roll for initiative (step one) and repeat steps 2-5. This continues until one set of combatants is triumphant over the other. This can be when one side or the other are all slain, surrender, are captured or flee.

Note: The description always seems to make combat *sound* more complicated than it really is. In game play it is a fast, back and forth,

the first guy (the one who won initiative) strikes, the defender parries or dodges, damage is rolled if struck, and then it is the defender's turn to strike. The opponent, in turn, can try to parry or dodge (or just take the damage) and then strikes back. The defender parries, dodges or stands and takes the damage, and then strikes back. Simple.

Oh, if one fighter has *more* attacks per melee than the other guy, this teeter-totter combat continues until the one with more attacks has the advantage. At that point the one who is out of attacks can only try to parry the incoming attacks from his opponent. He may opt to dodge, but each dodge will take away one of his attacks from the *next* melee round, leaving him in an even worse situation until soon, all he may be able to do is run and dodge, which can happen. Watch a boxing match, the boxer who is faster will throw more punches (attempts to strike) than a slower or less experienced opponent. When both combatants have used up all their attacks that melee round is over and the next one begins. A melee round lasts approximately 15 seconds in fictional game time, but can last several minutes in real, player time, especially if the player group is large

Spreading out combat among several pairs of fighters

Most gaming groups have 3-6 players, all of whom are likely to be matched up against their own adversary at the same time. That's 3-6 pairs of fighters in the same melee round. Some Game Masters play out the entire melee combat between one set of fighters (i.e., one NPC villain vs one player character) and then move on to the next player. This can work out okay, especially since the initiative roll determines who goes first, second, third, and so on. However, I find this approach is often *anticlimactic*, dull and boring for the rest of the players waiting their turn.

Instead, I *hop* from one set of combatants to the other, trying to leave the most dramatic or decisive clash for last. This means I let the first villain and player character take a whack or two at each other (i.e., one or two melee attacks), and say something like, "okay, you guys are going at it hot and heavy," or, "you're holding your own for now." Then I turn to the next player to give him a turn, "The madman you're facing screams and charges, what do you do?" Inevitably he parries or strikes or dodges and his combat is engaged. I let two melee attacks unfold, put him on pause and turn to the next player and repeat.

This creates a sensation of *simultaneous action* for all the players. And psychologically, because each player is *waiting* for their next turn while watching the rest of the *team*, it creates a sense of anticipation, excitement and camaraderie. Likewise, if the character's teammates are doing well, it makes each individual player more anxious for his next turn to do just as well or better. If his teammates are doing poorly, it creates a sense of concern and immediacy that *he* must vanquish his foe *to help* his buddy(s). Wow, when done right, the action is pulse-pounding and even heart-stopping at pivotal intervals.

Use this pause, switch, return method along with *cliffhanger suspense* and try to build to a satisfying *climax*. For example, as one of the free player characters, having vanquished his adversary, looks on, he sees one of his teammates losing his fight. Things look bad.

The free character tells the Game Master that he is running over to help his buddy or taking aim at his buddy's opponent. The G.M. says, okay, but seems to otherwise ignore him, or says something like, "okay, you're charging over there (or taking aim), but in the meanwhile . . ."

The G.M. turns to the player whose character is under brutal attack and faring poorly. The G.M. allows another exchange between the villain/monster and the beleaguered player character; after all, one melee attack and counterattack takes only two or three seconds.

If played out right, the *free character* is shouting, "I leap at the villain," or "I strike with my sword," or "I shoot, I shoot!" But the G.M., still looking at the beleaguered character, says, "The villain, caught in a blood fever, doesn't see or hear the free character. All he can think about is finishing you off. He raises his clawed hand (or takes aim, or whatever) and . . ."

And *that's when* the G.M. turns to the free character and says, "roll to strike." Cool, huh? Very dramatic.

Of course, it should be orchestrated so that the beleaguered character still has a parry or dodge option or a chance to strike should his teammate's attack miss or not finish the villain off. Likewise, give the down and out character other options. For example, "you hit," says the G.M. to the free character. "Surprised and enraged, the villain/monster turns to face *you*" – or swings to fire a quick shot at the free character. Maybe the villain is staggered and ready to go down, but is so crazed with battle-rage he is fighting to the death. Or now the free character, surprised by how quick and, perhaps, how devastating the villain's attack on him was, is the one in trouble. Ah, but here's the coup de grace, the beleaguered character has been forgotten, giving him a *free shot* at the bad guy! An attack that might be the last blast needed to finish the fiend off, or now facing both player characters, the two finish him off together, or the villain runs away (or tries to). However it turns out, there is a sense of *camaraderie, drama* and *triumph* that ends in a climactic and rousing way. I've actually had the rest of the group cheer when the down and out character delivers the final blow or the bad guy runs off with his tail between his legs. It's all about pacing and presenting the action in a dynamic way.

Remember, you, as the Game Master, are much more than a referee or the voice of a faceless bad guy, you *orchestrate* everything. It's your job to set up the action to deliver the most punch. Not manipulate and force the action, but to *arrange* and *orchestrate* how it all goes down.

– Kevin Siembieda

Two against one

More often than not, two or more player characters will gang up on one superhuman opponent. Whatever the case, the "one" will find himself dividing his attacks between his multiple attackers, perhaps first striking the closest or who is doing the most damage and then the other. However, use logic, if one of the multiple attackers is doing more damage than the others, or represents the greatest threat, then the "one" may repeatedly direct all or most of his attacks at that opponent while ignoring the others.

The "one" can try to *parry* incoming attacks from as many as *three adversaries*, but a fourth attacker gets a free shot (no parry for the "one" on that attack). However, the "one" can only return his next attack at one of his opponents, which is why his counterattacks must, ultimately, be divided. (I'll hit the ugly demon this time – parry, parry, parry – and hit the Gargoyle next time.) Depending on how the battle goes, the "one's" strategy and targets may change, and at some point he may need to call for help or abandon the fight and try to run away.

FREDDIE E.
WILLIAMS II

Combat Terms & Moves

Attacks per Melee: Characters with no hand to hand combat training get only *one* attack/action per melee at levels 1, 3, and 9. No automatic parry or dodge, and each attempt counts as one melee action. P.P. and W.P. bonuses apply to combat moves.

Characters with any kind of formal hand to hand combat training (Hand to Hand: Basic, Expert, etc.) usually start off with *four* attacks/actions per melee round. Each specific Hand to Hand Combat skill will indicate how many attacks the character starts with. This number grows with experience.

Automatic Dodge: Certain characters and creatures are able to *automatically dodge* an attack without using up a melee attack/action. It is purely a defensive move in which the dodger bobs, weaves, bends or twists his body out of harm's way. Roll for a dodge as normal (the automatic dodge is not an "automatic" success). An automatic dodge works just like a (automatic) parry in that the act of dodging does *not* use up any attacks to perform. Bonuses to auto-dodge come from the character's P.P. attribute and any special bonus specifically for it (the bonus, skill or enhancement will say "automatic dodge"). Unless it specifically says a character has an Automatic Dodge, he does NOT.

Attribute Bonuses: Combat and saving throw bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (see the eight attributes).

Back Flip: The back flip involves throwing oneself backwards with the arms and shoulders, flipping the legs completely up, over, and back down on the ground into a standing position. The result is that one quickly moves backwards by a full body length. Doing a back flip counts as one melee attack/action and can be used as a dodge or for entertainment.

If used in place of a dodge, the character must roll higher than his opponent's strike roll using only the natural die roll (do not include any dodge bonuses). Failure to beat the strike means taking full damage *without a chance to Roll with Punch*. Success means avoiding the attack like a dodge.

Back Flip: Escape. If used in place of a strike (when it's the back-flipping character's turn to strike) this removes the character from combat and counts as one melee attack/action. To get within striking range, he or his opponent must close ranks (move closer) and whoever does so spends one melee action/attack doing so. A Back Flip Escape also gives the back-flipping character the initiative.

Back Flip: Attack. This is especially useful against someone attempting some kind of back strike. Once the opponent is detected in the rear, the back flip moves one back into combat range. A back flip can also be used as a combined strike against an opponent to the rear of the character; used with either a basic kick (1D8 damage), Karate kick (2D6 damage) or a backhand strike. If striking with a back flip use only the bonus to back flip (not strike). Cannot be used with death blow or knockout/stun. This combat maneuver uses up one melee attack/action.

Blind or Being Blinded: Here are the definitive penalties and conditions for humans being blinded or fighting in absolute darkness without optical systems to see.

Penalties: Ignore all of the character's normal combat bonuses (they don't count; natural rolls only, minus the penalties) and the blind character is -10 to strike, parry and dodge, disarm, pull punch and similar combat moves! Speed is reduced by 30-50% (or should be) only because the blind character is unsure of himself and running or moving quickly is likely to cause him to stumble or trip into something and fall down (lose initiative and one melee attack/action), slam into a wall (1D6 S.D.C. damage, triple that if running) or run right into the arms of his opponent or some other danger. Obviously, any skills requiring *vision* are impossible to perform.

Attacks per melee round and initiative are unchanged, but the character is lashing out wildly and guessing where his opponent is. This means the blind character has a good chance of accidentally striking a friend or innocent bystander by his wild flailing about or "blind shooting."

Body Block/Tackle: This is a combination of moves that involves a body block and a knockdown attack (counts as two melee attacks). A successful body block strike against a fellow human does 1D4 damage plus P.S. damage bonuses, and the opponent is likely to be knocked down. A successful strike always inflicts damage from a shoulder, elbow, or tucked head, unless his opponent dodges (no damage and no knockdown).

The victim who is hit can avoid being knocked down only by trying to maintain his balance and must roll percentile dice. A typical Body Block ram has a 01-50% chance of knocking an opponent down and characters with no special balancing ability must roll *above* that number or fall.

Knockdown Modifier: Add 5% to the roll the victim needs to exceed for every five points of P.S. above 20. So an attacker with a P.S. of 30 requires his opponent to roll 60% to save vs getting bowled over. Characters with a special balancing ability from a skill such as Acrobatics or Gymnastics must roll *under* their current skill level to keep their balance (if 45% they must roll under 45, if 80% they must roll under 80). A successful maintain balance means the victim is not knocked down but loses one melee attack, and takes full damage. **Note:** Characters and creatures with Supernatural P.S. and/or greater bulk/weight, or size or speed have an increased likelihood of knocking an opponent down and inflicting greater damage. These special instances are noted under each character description.

Knockdown Penalties: Being knocked down causes the character struck to lose initiative (if he had it) and one attack/action for that melee round, plus he is knocked 1D6 feet (0.3 to 1.8 m) away from where he was standing at the moment of the attack. A roll with impact can reduce damage by half, but counts as one melee action.

Body Flip/Throw: A Judo style throw or flip that uses an attacker's own momentum and leverage to "flip" or "throw" him off his feet and onto the ground. Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Combat Bonuses: All appropriate bonuses available to the character are added to the various fighting abilities such as strike, parry or dodge, as well as initiative and saving throws. High physical attributes, certain Physical skills, Weapon Proficiencies (W.P.), the occasional O.C.C. bonus, racial bonus, and genetic enhancement *may* provide one or more combat bonuses. All applicable bonuses are combined and added to the character's dice rolls. Do not combine the strike bonus with the parry bonus, and so on; each combat maneuver is considered a separate category, so only the various bonuses to strike are added to the strike roll, bonuses to parry added to the parry roll and so forth.

Critical Strike: A powerful, special or nerve shattering strike that inflicts double the usual amount of damage. Critical Strike damage can be inflicted with bare hands or with a weapon.

Damage: The following are some of the typical damage amounts inflicted by common types of physical combat attacks. Remember to add any applicable damage bonus for P.S. attributes 16 and higher. **Note:** Humans and other S.D.C. beings inflict S.D.C./Hit Point damage. Those with Robot P.S. may inflict Mega-Damage per their Robotic P.S. Likewise, characters with Supernatural P.S. inflict M.D. as per their Supernatural P.S. See Strength and Damage charts in the Attribute section of Character Creation.

Hand Strikes:

Backhand Strike (average): 1D4

Backhand Strike (martial arts): 1D6

Body Flip: 1D6

Human Fist/Punch: 1D4

Karate/Martial Arts Strike/Punch: 2D4

Elbow/Forearm: 1D6

Power Punch: Does double damage, plus any other damage bonuses, but counts as two melee attacks. Applicable to all hand strikes.

Foot Strikes:

Kick Attack (basic/average): 1D8 (or 2D4).

Karate Kick Attack: 2D6

Leap Kick: 3D8, but counts as two melee attacks/actions.

Knee: 1D6

Backward Sweep: No damage, but knocks down opponent if strike is successful (he loses one melee action and initiative).

Trip/Leg Hook: No damage, but knocks down opponent if the strike is successful (he loses one melee action and initiative).

Power Kick: Does double damage, but counts as two melee attacks and cannot be done with a Leap Kick.

Miscellaneous:

Thrown/Dropped Small Objects: 1D4 or 1D6.

Thrown/Dropped Large Objects: 3D6 per 100 lbs (45 kg) +10 per 40 feet (12.2 m).

Falling: 1D6 damage per 10 feet (3 m).

Collision: 2D4 per 10 mph (16 km).

Death Blow: A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "Natural" (no bonuses apply) high strike number; i.e. death blow on a Natural 18-20. Whenever the words "death blow" are presented without limitation, the character can use a death strike whenever he desires, however, such a devastating attack counts as two melee attacks/actions.

Human vs Human: Against humans and natural creatures, the death blow attack does double the normal damage, including P.S. bonuses, direct to Hit Points. This attack can be used with punches and kicks or handheld weapons such as swords, clubs, etc. It is *not* applicable to guns and does not work through armor; the armor must be removed or penetrated. **Note:** Does not work on ghosts, spirits, ethereal beings, energy beings or Astral Travelers/Beings, nor robots and other machines.

Human vs Supernatural Beings: Not applicable unless the character is a Mega-Damage being himself (dragon, demon, etc.) or a Demon Slayer (as found in various sourcebooks like Rifts® China 2) fighting another Mega-Damage being. Pretty much the same as above, only a successful "death blow" is so devastating to the creature's body that it cannot bio-regenerate injury from a death blow for 1D4 hours!

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defensive move in place of a dodge or parry, or can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever he's holding. Counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

Typically an opponent is disarmed on a roll of a Natural 19 or 20 when used as a defensive move. Roll a disarming strike to attack as usual – high roll wins. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Dodge: A character dodges by *moving* out of the way of the attack. Dodging always takes up one attack/action per melee round. To dodge, the defender must roll equal to or higher than the attacker's strike roll on a twenty-sided die.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and takes up one attack per melee. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll.

Hand to Hand Combat: Fighting skills that provide the character with attacks per melee, bonuses, and techniques. Characters without combat training have only one attack per melee and have no automatic chance to parry. Specific combat moves and bonuses are all laid out in the Hand to Hand Combat skills that follow these Combat Terms.

Hit Points: This is the number of points of damage a character can take before dying. Characters don't lose Hit Points until their S.D.C. is down to zero. A character's base Hit Points is the P.E. attribute plus 1D6. Another 1D6 Hit Points are gained every time the character advances an experience level. Lost Hit Points are not recovered without medical attention and recuperation.

Holds: Using both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the strike is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while the hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed or attack from the rear.

Getting out of a hold requires agility. Both the victim and attacker roll twenty-sided dice and add in their P.P. attribute scores. The person doing the hold also gets to add in all his bonuses to hold and from the P.P. attribute (if any). High roll wins! If the attacker wins, then the hold continues. If the victim wins, then the hold is released and combat can continue.

Types of holds include:

Arm Hold: This involves twisting the arm around to the victim's back. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held up. There's no way for him to get up until the hold is released.

Body Hold: Any number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Horror Factor (HF): Some creatures are so alien, monstrous-looking and frightening, that they exude what is called a Horror Factor. See the Horror Factor description under *Psychic Combat* for a complete description.

Initiative: Whoever gets to attack first is considered to have the initiative and is the "attacker." Initiative is automatic in sneak attacks and long-range attacks. In most other cases, each opponent rolls a twenty-sided, highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.

Karate Kick Attack: A special move and type of kick attack that is designed to do more damage than an ordinary kick. A typical Karate Kick does 2D6 damage (+P.S. damage bonus if any), a knee attack 1D6. Counts as one melee attack. Anyone trained in hand to hand combat can do a basic kick or knee attack, but only characters with Hand to Hand: Commando, Expert or Martial Arts can perform a Karate Kick. Commando and Martial Arts can also perform the other Foot Strikes (see *Damage* earlier). Also see Leap Kick.

Karate Punch/Strike: A martial arts strike that does 2D4 damage.

Kick Attack: This is the simple act of using one's legs and feet to kick an opponent. A typical Kick does 1D8 damage. Anyone can try to kick an opponent.

Leap Kick: A Leap Kick is performed by the character putting all of his energy into what is in effect a power kick by leaping completely off the ground and attempting to kick an opponent with everything he can muster. A typical Leap Kick does 3D8 damage (+P.S. damage bonus if any), but counts as two melee attacks/actions. Only characters with Hand to Hand: Commando or Martial Arts can perform a Leap Kick and other Foot Strikes (see *Damage* earlier).

Knockdown: Getting knocked down, falling or getting struck by a fast, heavy vehicle, or explosion, or falling or getting knocked back dozens of yards/meters (30 feet/9 m or more) will cause the character to take damage from the force of the impact. While most armors are padded, they only provide so much protection.

Damage: Inflicts 1D6 Hit Point/S.D.C. damage for every 20 feet (6 m) one falls or is knocked back. And figure 1D6 points of damage for every 20 S.D.C. in an explosion. Round down. If the fall/knock back is 100 feet (30.5 m) or more, there is a 01-65% chance of being temporarily knocked out for 1D6 melee rounds.

Penalties: In ALL cases, when a character is knocked down or off his feet he automatically loses initiative and one melee attack/action. If he is knocked several or dozens of yards/meters, the character loses two melee attacks. This is true even if the character is knocked down right where he was standing or only a few feet/meters.

Mega-Damage Knockdown: If a Mega-Damage vehicle or monster rams or body blocks into another M.D.C. vehicle or monster, the *victim* takes 1D6 M.D. +1D6 M.D. additional for every 30 mph (48 km) of speed at the time of impact. Furthermore, there is a base chance of 01-60% (or whatever the robot combat or a specific description of a knockdown/ram/body block attack might indicate for that creature) that the victim is knocked off its feet and loses initiative and two melee attacks/actions for that round. The attacker suffers the equivalent of 25% of the victim's damage, especially from high-speed ram attacks.

Knockout/Stun: Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed – reduce attacks per melee to one and no combat bonuses for a stunned/dazed character for 1D4 melee rounds.

Long-Range Attack or Ranged Attack: An attack done at a distance using a long-range weapon, magic or power. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round from a long-range attack.

M.D.C.: This stands for *Mega-Damage Capacity*, which is the amount of damage a Mega-Damage object can absorb before breaking. Living creatures such as demons, dragons and other inhuman beings may also have M.D.C.; it represents their physical resistance to Mega-Damage and makes them supremely powerful on Rifts Earth. All the M.D.C. of a living being must be reduced to zero before it falls into a coma and will die without regenerative powers or medical treatment.

Mega-Damage: One M.D. point is equal to 100 S.D.C. Most S.D.C. weapons and attacks do no damage to Mega-Damage creatures or structures unless they inflict 100 or more points of S.D.C. in a single attack (not multiple attacks).

Melee or Melee Round: Exactly 15 seconds. The segment of time combatants have to strike, counter and/or return strike. Generally, player characters have four or more attacks per melee.

Miss: A roll of 1-4 to strike (after bonuses) is always *a miss*.

A roll of one always misses regardless of bonuses.

Multiple Attackers: Takes place when an opponent is faced by more than one attacker. Characters with hand to hand combat skills can attempt to parry any attacks within their line of sight, from up to three attackers. The defender from multiple attackers can strike at only one target at a time (see Paired Weapons for a rare exception).

Natural Twenty: This is the result of 20 (before bonuses) when rolling a twenty-sided die (1D20). A strike with a Natural Twenty will always be a Critical Strike. If someone with a strike bonus of +2 rolls an 18, then they have an attack roll of 18 plus unnatural, bonus modification; NOT a Natural Twenty, and it is *not* a Critical Strike. A Natural Twenty beats all other rolls and can only be parried or dodged by another Natural Twenty.

Paired Weapons: Certain kinds of weapons, such as sais, nunchaku, daisho, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other words, combatants skilled in Paired Weapons often can do two actions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action/attack). Also see the *W.P. Paired Weapons* skill.

Parry: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters trained in hand to hand combat can parry without losing melee attacks. Bullets and energy attacks cannot (as a rule) be parried!

Power Punch: A haymaker thrown with everything the character has, his every last ounce of strength. A power punch ALWAYS counts as two melee actions. A power kick can also be done. For characters with normal P.S., it does double damage in Hit Points and/or S.D.C. (normal punch damage of 1D4 times two plus any possible P.S. or Hand to Hand Combat damage bonus on top of that). Characters with extraordinary augmented P.S. or Supernatural Strength clearly indicate the damage inflicted in the listings presented at the beginning of this section.

Punch: A normal human punch does 1D4 damage. A Karate style punch or chop does 2D4 damage. A power punch does double damage. In all cases, include any P.S. attribute bonus (for P.S. 16 and higher) as well as any damage bonuses from a Hand to Hand Combat skill, or special powers.

Pull Punch: The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon. Usually used to reduce the blow to less than killing force. The character can choose to do half damage, quarter damage, a single point or no damage at all. A character must declare a pulled punch, and the player must roll 11 or better on a twenty-sided die (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted.

Roll with Impact: Hand to hand combat fighters can reduce the damage from physical blows and falls by rolling with the force of the impact. If the defender is successful, then only *half damage* is taken from the attack. Roll with punch/fall does not work against energy blasts, bullets, fire, blade weapons, psionics, magic or radiation. Victims must roll higher than the attacker's roll. Falling characters must roll a 14 or higher, on a twenty-sided die, to roll with the fall.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, drugs, etc.

Curses: 15 or better.

Disease: 14 or better.

Lethal Poison: 14 or better.

Non-Lethal Poison: 16 or better.

Harmful Drugs: 15 or better.

Acids: No save possible – dodge!

Insanity: 12 or better (sometimes higher).

Magic: 12-16 depending on the power level of the spell caster. 16 or higher to save vs ritual magic.

Psionics:

10 or better for Master Psychics, including Mind Melters, Psi-Stalkers, Dog Boys and Bursters.

12 for Major & Minor Psychics.

15 for ordinary people and animals.

S.D.C.: This stands for *Structural Damage Capacity*, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the Hit Points can be affected by normal attacks.

Simultaneous Attack: Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("Go ahead, hit me; I can take it!") and simply attacks in response. The advantage of a simultaneous attack is that neither opponent can parry, dodge or entangle. In all probability, both will take damage. Exception: An opponent skilled with Paired Weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR, both the paired weapons can be used to strike with NO parry.

Sneak Attack: An attacker may lie in wait (ambush), attack from behind, or sneak up (Prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the sneak attack.

Strike: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with a twenty-sided die.

Throw: Simply, this means throwing a weapon or object. Rolling to throw is exactly the same as rolling to strike, except that there are different bonuses per weapon type. See Weapon Proficiency.

Using Weapons: A character may use *any* type of weapon from a gun to a knife or a rock, but gets no combat bonuses, such as strike or parry, unless he has a *Weapon Proficiency (W.P.)* in that particular weapon. This applies to modern and ancient weapons.

Hand to Hand Combat Skills

These are the standard level by level tables that present the *accumulative bonuses* offered by the common forms of hand to hand fighting in the **Rifts**® setting. When characters advance a level, the player can come to this section to see what new bonuses apply to the character.

Note: ALL bonuses are accumulative. That means each new level offers new bonuses and combat capabilities that are *added* to those previously acquired. Certain Hand to Hand fighting styles also impart bonuses to one's physical attributes as well as perfection of the fighting form. Also see Boxing and Wrestling in the *Skills* section.

Number of attacks per melee: To simplify matters, each type of Hand to Hand Combat indicates the number of attacks the character starts with, typically four.

Characters with *No* Hand to Hand Combat Skill

Level 1: Starts with one hand to hand attack per melee round. This reflects the character's pitiful fighting skills.

HOWEVER, the character gets *TWO non-combat melee actions* at first level. A *non-combat action* involves some activity other than fighting (operating a machine, driving, locking a door, running, hiding, helping others, etc.).

Level 3: +1 attack per melee round and +1 to dodge. *+1 non-combat melee action.*

Level 6: *+2 non-combat melee actions.*

Level 9: +1 attack per melee round, for a total of three "attacks" per round (each attack counts as two melee *actions* for this character). +1 *non-combat melee action* for a total of six melee "actions." That's it.

Hand to Hand: Basic

This is an elementary form of hand to hand combat training. Though it hardly stacks up against some of the more advanced forms of fighting, one who has trained in Hand to Hand: Basic still fights with combat skill compared to the simple, everyday folk without training.

Note: Basic combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch (but not a Power Kick) and Pull Punch – but *no* special moves or martial art attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

Level 1: Starts with four attacks/actions per melee round; +2 to pull punch and +2 to roll with punch, fall or impact.

Level 2: +2 to parry and dodge.

Level 3: Kick attack does 1D8 points of damage.

Level 4: +1 additional attack/action per melee round.

Level 5: +1 to strike and disarm.

Level 6: Critical Strike on an unmodified roll of 19 or 20.

Level 7: +2 to damage.

Level 8: Judo-style body flip/throw; does 1D6 damage, and victim loses initiative and one attack.

Level 9: +1 additional attack/action per melee round.

Level 10: +2 to pull punch and +2 to roll with impact/punch/fall.

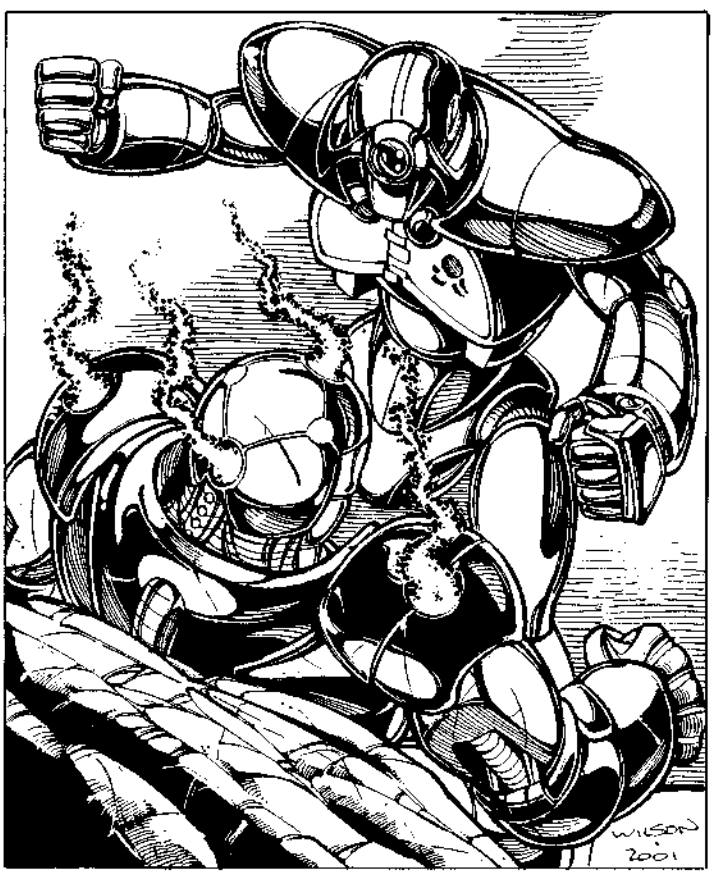
Level 11: +1 to parry and dodge.

Level 12: +1 to strike.

Level 13: Critical Strike or knockout from behind.

Level 14: +2 to damage.

Level 15: +1 additional attack/action per melee round.



Hand to Hand: Expert

This is the fighting style taught to police officers, soldiers, bodyguards, thieves, and anybody else who will be expected to live by violence. While it lacks the mastery of the Martial Arts, an Expert fighter knows how to scrap quickly and efficiently. At high levels, especially, those with this skill can often hold their own against dedicated masters of the martial arts.

Note: Expert combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even some martial arts moves (as noted below) – but unless noted below, the character does *not* have special moves or martial art attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

Level 1: Starts with four attacks/actions per melee; kick attack 1D8 damage, +2 to pull punch, and +2 to roll with punch, fall or impact.

Level 2: +3 to parry and dodge, and +1 to pull punch.

Level 3: +2 to strike, +2 to disarm, and can perform a Karate Punch.

Level 4: +1 additional attack/action per melee round.

Level 5: Can perform a Karate Kick, does 2D6 damage.

Level 6: Critical Strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons and backhand strike (average, does 1D4 damage).

Level 8: Body flip/throw; does 1D6 damage, and victim loses initiative and one attack.

Level 9: +1 additional attack/action per melee and +1 to disarm.

Level 10: +3 to damage.

Level 11: Knockout/stun on an unmodified roll of 18, 19 or 20.

Level 12: +2 to parry and dodge.

Level 13: Critical Strike or knockout from behind (triple damage).

Level 14: +1 additional attack/action per melee round.

Level 15: Death blow on a roll of Natural 20.

Hand to Hand: Martial Arts

A form of martial arts that takes and mixes techniques from many different sources.

Note: Martial arts combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch as well as the martial arts moves noted below.

Level 1: Starts with four attacks/actions per melee; +3 to pull punch and +3 to roll with impact/punch/fall, and body flip/throw; does 1D6 damage, victim loses initiative and one attack.

Level 2: +3 to parry and dodge; +2 to strike, and may perform Karate and any *hand* strike/punch.

Level 3: +1 on initiative, and may perform a Karate-style kick (does 2D6 damage) and any foot strike except Leap Kick.

Level 4: +1 additional attack/action per melee round.

Level 5: Leap Kick (3D8 damage, but counts as two melee attacks), and +2 to entangle.

Level 6: Critical Strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons, can perform Holds and is +2 to disarm.

Level 8: Back flip and back flip escape.

Level 9: +1 additional attack/action per melee round.

Level 10: Back flip attack and +2 to disarm.

Level 11: +4 to damage and +1 on initiative.

Level 12: +2 to parry and dodge.

Level 13: Knockout/stun on an unmodified roll of 18, 19 or 20.

Level 14: +1 additional attack/action per melee round.

Level 15: Death blow on a roll of a Natural 20.

Hand to Hand: Assassin

This style of fighting is a specialized science of killing generally taught by secret organizations such as organized crime cartels, secret government "wet working" bureaus, military black ops, and so on.

Note: Assassin combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial art moves (as noted below) – but unless noted below,the character does *not* have special martial art moves.

Level 1: Starts with three attacks/actions per melee round. +2 to strike. W.P. Paired Weapons.

Level 2: +1 on initiative and +2 additional attacks/actions per melee round.

Level 3: Karate Punch (2D4 damage), +3 to pull punch, and +2 to roll with impact/punch/fall.

Level 4: Karate Kick (2D6 damage), +4 to damage on all physical attacks, and +1 on initiative.

Level 5: +1 additional attack/action per melee round and +1 to strike with a thrown weapon.

Level 6: +3 to parry/dodge, +2 to entangle and backhand strike (martial arts 1D6).

Level 7: Knockout/stun on an unmodified roll of 17-20 and leap kick (3D8 damage, but counts as two melee attacks).

Level 8: +1 additional attack/action per melee round, +1 to strike with guns, and +1 on initiative.

Level 9: +1 on initiative and can perform back flip.

Level 10: Critical Strike on an unmodified roll of 19 or 20.

Level 11: +2 to strike in hand to hand, +1 to strike with a thrown weapon and with guns, and can perform back flip attack.

Level 12: +2 to pull punch and death blow on a roll of a Natural 19 or 20.

Level 13: +1 additional attack/action per melee round.

Level 14: +2 to damage and can perform Holds.

Level 15: +2 to strike in hand to hand and +1 to strike with guns.

Hand to Hand: Commando

This style of combat is a quick and dirty form of martial arts typically available only to the members of the military, and even then, only to special operations teams such as Commandos, Navy Seals, Special Forces and Military Specialists.

Note: Commando combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial arts moves (as noted below) – but unless noted below, the character does *not* have special martial art moves.

Level 1: Starts with four attacks/actions per melee round, W.P. Paired Weapons, body flip/throw, body block/tackle and +2 to save vs Horror Factor.

Level 2: +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, and +3 to pull punch. Backward sweep kick, used only against opponents coming up behind the character. Does no damage; it is purely a knockdown attack (same penalties as body flip) but cannot be parried (an opponent can try to dodge it but is -2 to do so).

Level 3: +1 on initiative, +1 to disarm, and Karate punch/strike (does 2D4 damage).

Level 4: +1 additional attack/action per melee and Karate kick (does 2D6). The karate-style kick starts with bringing the knee, folded, up to chest level, then the foot is completely extended.

Level 5: +2 to automatic dodge and all foot strikes.

Level 6: +2 on initiative, +1 to strike, parry and dodge, and +1 to body flip/throw.

Level 7: +2 to damage, +1 to save vs Horror Factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.

Level 8: +1 additional attack per melee, jump kick, +2 to body flip/throw, and +1 to roll with punch/fall/impact.

Level 9: Death blow on a Natural 18-20! +2 to pull punch.

Level 10: +2 to save vs Horror Factor, +1 on initiative and +1 to strike.

Level 11: +1 to disarm, +1 to pull punch and +2 to body flip/throw.

Level 12: +2 to damage, +1 to parry and dodge, +2 to automatic dodge.

Level 13: +1 additional attack/action per melee.

Level 14: Can perform holds and is +1 on initiative.

Level 15: Critical Strike on a Natural 17-20.

Dragon Hand to Hand Combat (*optional*)

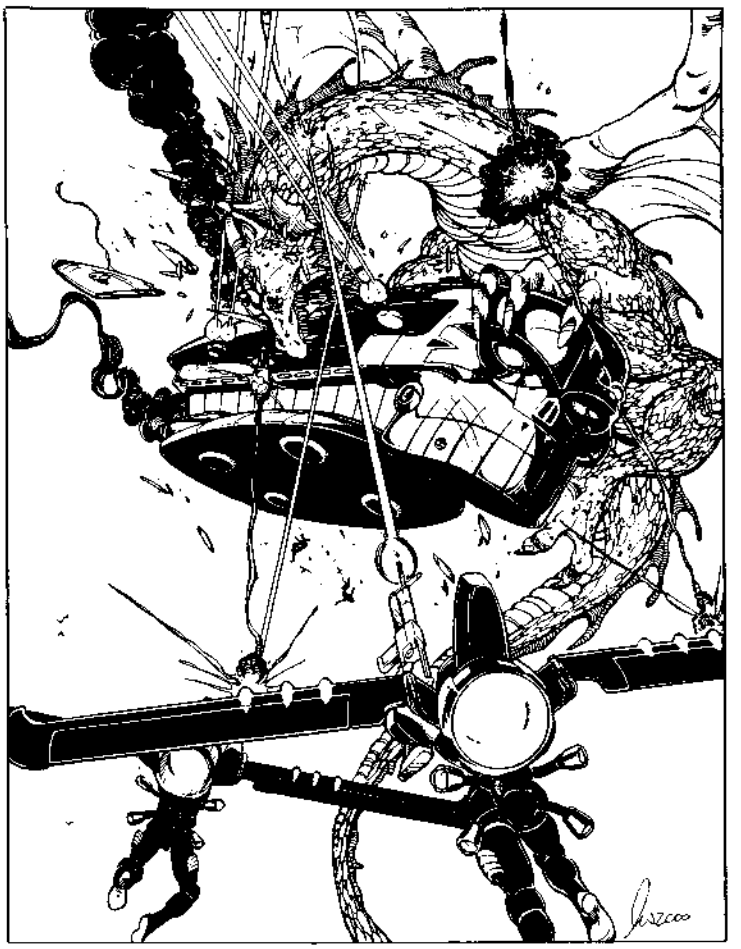
By Carl Gleba & Kevin Siembieda

As a Dragon Hatchling grows and develops, so too does their combat ability. Like many of their skills, *Hand to Hand: Dragon Combat* is *instinctual*, but not immediately known at birth. As the young dragon grows and gets experience, these abilities come to them like epiphanies at each new level of experience. Thus while a very young hatchling is dangerous, they don't compare to their older siblings or even adult dragons who develop these combat abilities above and beyond what a Hatchling knows.

The dragons' unique shape and appearance, with tail and, in many cases, wings, provide them with several natural, built-in weapons and abilities which, when honed, can be used with deadly efficiency. The following are a variety of combat moves available when a dragon is in its *natural serpentine shape*. Exactly which combat moves and bonuses apply are indicated by level of experience.

It should also be noted that most dragons use guile and cunning over straightforward combat. Most prefer to rely on their magic and psionic potential rather than get their hands (or claws as the case may be) dirty in a rough and tumble brawl. Still, there are dragons who enjoy a good fight, and situations where a dragon has to get down and dirty. And make no mistake, dragons have an array of formidable weapons at their disposal.

Prior to the actual Hand to Hand: Dragon table is a list of fighting moves and techniques common to dragons. **Remember,** all of the special abilities and moves listed below are only available while the dragon is in its *natural* dragon form. When taking any other physical form, only their basic combat stats (initiative, strike, parry, dodge, disarm, pull punch, etc.) apply, their special dragon moves do not. Likewise, a dragon who does not have wings cannot use wing-based attacks and maneuvers. **Optional:** We have left this Hand to Hand: Dragon Combat skill *optional*. If the Game Master does NOT like it or feels it is inappropriate, he or she may not allow it to be used. G.M. discretion. **Note:** Allowing instinctual Dragon Hand to Hand Combat supercedes all other combat skills, and no other Hand to Hand Combat (Basic, Expert, etc.) can be selected.



Dragon Combat Special Moves/Attacks

Bite Attack: One of the more basic and instinctual attacks is the bite. Damage is half of the dragon's Supernatural P.S. damage for a punch, or as indicated under the dragon's specific description. Bite damage varies greatly between the different species. Superior or lesser damage will be indicated in the dragon's R.C.C. description.

Bite & Grip: A more controlled move in which the young dragon can grasp something (even people), like a dog, and carry or hold it in a vice-like grip without damaging the item. This delicate bite requires a roll of eleven (11) or higher to strike, otherwise, the item/person takes half the normal bite Mega-Damage!

Breath Weapon Concentrated Beam: By taking a deeper breath and physically forcing their breath weapon harder than usual, the dragon can *triple the range* of their breath attack. Damage is the same, only the range is increased, however it uses up two attacks and can only be done once per melee round.

Breath Weapon Cone: The dragon is able to shape their breath attack like a cone and with a sweeping effort from their head they can cover a large area in front of them. Range is half, but the dragon can cover multiple targets, typically 2-12 (2D6) human size targets at their normal breath weapon damage.

Claw Swipe: The Dragon can punch or kick which does damage as per their Supernatural P.S., or swipe with a claw attack. Claw damage is typically +2D6 M.D. *added* to the usual punch damage as per Supernatural P.S. (or as indicated in individual dragon description).

Crush: This attack is primarily used with the Grappling Hold or as a bear hug type attack. In either case, the dragon must first grab and hold/hug its opponent, and then squeeze to inflict crushing damage. Crush damage is equal to punch M.D. and each crush/squeeze action counts as one of the dragon's melee attacks; double damage if the victim is half the dragon's size or smaller.

Dragon Metamorphosis: The standard shaping ability common to most dragons. With time and practice, the dragon can make the transition faster.

Grappling Hold: The grappling attack primarily used on large creatures like other dragons and vehicles or 'bots that are of similar size or larger than the dragon, such as Death's Head transports. When a dragon grapples the character uses all four claws/legs to hold onto his massive opponent, usually from the top or back. Make one roll to strike, and the opponent may attempt to dodge. If the strike is successful (counts as two melee attacks) the dragon is able to hold on tightly with its four limbs, but can continue to attack with bites, head butts, breath attacks, crush attacks, magic and tail swipes. **Note:** The Grapple Hold is usually on the back, preventing the opponent or vehicle from using its arms or forward weapons. The dragon's size and weight may also reduce the opponent's or vehicle's speed by 25%.

To break this hold, the opponent must *knock* (or have other giant allies pull) the beast off its back, usually by butting up against something (the side of a mountain, another vehicle/flyer, etc.), rolling on the ground, and similar tactics. If a vehicle, this will require special maneuvers and rolls on piloting skill with applicable penalties for trick and evasive maneuvers. The opponent's only other option is to dodge the attack when it is first launched – if he even knows it is coming (typically a pounce, diving or surprise attack). To have others pull the dragon off, they must have a combined Supernatural P.S. that is 50% greater than the dragon's. Or they can attack with ranged weapons from a distance, hoping to inflict so much damage that the dragon lets go or is slain.

The victim of this grappling hold can only physically attack the dragon with its arms and any weapon that can reach the beast on its back. That means attacks from front arms lack leverage and inflict half their damage, and are -3 to strike. Psionics and magic will have full effect and range (the victim certainly knows where the dragon is even if he doesn't have a clear line of sight).

Disadvantages for the Dragon: Grappling can only be done with all of the dragon's claws/legs and means the creature can NOT parry or dodge while grappling, and its attacks can only be directed at the subject to which it is grappling with and others who come within range of its breath, tail, bite or magic.

Tail Slap: Rather than punch, claw or bite, the dragon can strike with its tail. The tail is a natural part of the dragon's combat style and is often used when foes attack from the rear or sides. The tail is not so prehensile that it can be used to grip, grab and carry items like a monkey, but it can slap and swat. Mega-Damage is equal to that of a punch as per Supernatural P.S.; M.D. bonuses may be applicable via Dragon Combat with experience.

Tail Slap Power Strike: Does damage equal to a power punch, but counts as two melee attacks.

Tail Sweep: The dragon's tail is agile enough to sweep the legs of an opponent (one or two if roughly the same size as the dragon, all within a 15 foot/4.6 m diameter if smaller and clustered together). Damage is a mere 1D6 M.D. plus victims knocked off their feet (roll to dodge) lose initiative and two melee attacks/actions. No physical damage if the dragon is only trying to knock them over.

Tail Parry: The dragon's tail is an appendage exploited to the fullest, and can be used to parry physical attacks the same as it might parry with its claws. Being an M.D.C. creature, it can use its tail to swat and block M.D. weapons such as magic swords and Vibro-Blades.

Teleport Dodge: Teleporting is a very basic and instinctive ability of dragons. It's only natural that they would avail themselves of its use during combat. As the young dragon matures, they rely on this ability more and more often, thus becoming more efficient at its use. This gives the dragon bonuses to dodge and a small bonus to teleport for combat purposes only. Also, the teleport dodge is limited to no more than 100 feet (31 m). A dragon can still execute their normal teleport any time during combat as a single action. However, they do not benefit from the bonuses of the teleport dodge. It should also be noted that the dragon must perform a successful dodge roll and be able to see where it is teleporting in order to dodge. A failed dodge means the dragon was struck first, takes full damage and the pain of the attack prevented the teleportation from being completed.

Wing Attack: Basic: Wings are more than just extra appendages to a dragon. While most (not all) dragons can fly without their wings, they function as rudders and ailerons like on an airplane, adding to maneuverability. Wings can also make *formidable weapons* and can lash out to strike an opponent just like a *punch attack* (M.D. as per Supernatural P.S.).

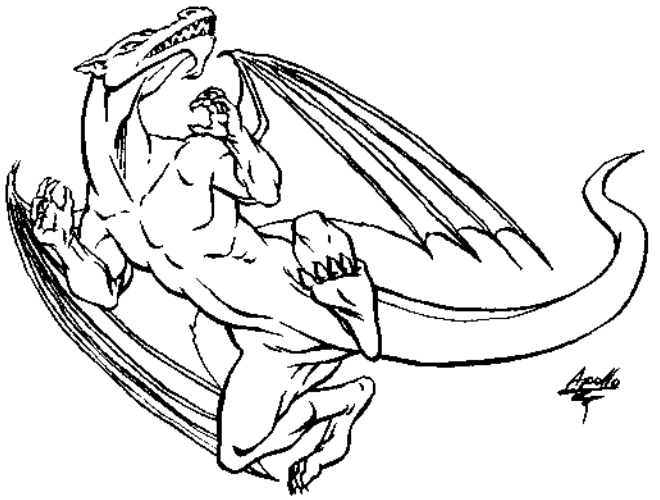
Wing Attack: Advanced: Uses the wing like a body block/tackle or clothesline to knock one opponent off his feet. 01-70% likelihood of knocking opponents up to their own size off their feet. Victims lose initiative and one melee attack/action. May also use a Wing Attack: Advanced to cover and entangle victims or pin an adversary the same as the Wrestling move to "pin and incapacitate."

Wing Sweep: By extending the wings and turning their bodies low to the ground, the dragon can sweep two or more (multiple opponents if human size) with a single sweep of its wing, provided they are clustered in a 15 foot (4.6 m) diameter/area. The sweeping action counts as *two attacks* as it requires the dragon to prepare and turn his whole body. 01-80% likelihood of knocking all opponents off their feet. Multiple victims cannot be more than two if the opponent is the same size as the dragon, but can be several if smaller. Victims knocked off their feet lose initiative and two melee attacks/actions, and suffer 1D6 M.D. from the attack (no physical damage if the dragon is only trying to knock them over).

Wing Gliding Sweep Attack: Finally, one of the dragon's most devastating attacks requires a full melee round to perform and the dragon must be flying at maximum speed. The Gliding Sweep Attack does M.D. equal to the dragon's *Power Punch* and can affect multiple enemies clustered within a 15 foot (4.6 m) diameter/area. *Each* takes M.D., is bowled over, knocked 1D4x10 yards/meters off their feet and loses three melee attacks and initiative for that round. The disadvantage of this attack is that the dragon can *not* dodge any incoming attacks while in its sweeping run, and the attack uses all the dragon's attacks that melee round. This tactic is usually used as a first strike surprise attack when a dragon first engages multiple enemies.

Ancient Dragon

13 380,001 - 470,000
14 470,001 - 600,000
15 600,001 - 800,000
16 800,001 - 1,000,000
17 1,000,001 - 1,250,000
18 1,250,001 - 1,500,000
19 1,500,001 - 2,000,000
20 2,000,001 - 2,500,000
21 2,500,001 - 3,000,000
22 3,000,001 - 3,500,000
23 3,500,001 - 4,000,000
24 4,000,001 - 5,000,000
25 5,000,001 - 6,000,000
26 6,000,001 - 7,000,000



Level 1: Starts with three attacks per melee (plus any R.C.C. bonus). Instinctively knows the following attack types: Bite, punch, kick, *Claw Swipe*, and standard use of breath weapon (counts as one melee attack); +2 to roll with impact, and +1 to pull punch. Dragon metamorphosis takes one full melee (15 seconds).

Level 2: +2 to parry and dodge, and gains the *Tail Slap, Wing Attack: Basic*, and *Crush*.

Level 3: Dragon metamorphosis takes half a melee round (7 seconds), inflicts +2 M.D. in physical combat, and *Tail Slap Power Strike*.

Level 4: +1 additional attack per melee round, gains *Bite & Grip*, and *Tail Sweep*.

Level 5: +1 to strike and parry, +2 to dodge in flight, and gains *Tail Parry*.

Level 6: +1 to Spell Strength, gains the *Wing Sweep* and *Grappling Hold*.

Level 7: Gains *Wing Attack: Advanced*, is +2 to disarm, +2 to entangle, and +2 to pull punch.

Level 8: +1 attack per melee round, +1 to strike and parry, +1 to dodge in flight, gains the *Wing Gliding Sweep Attack*.

Level 9: Gains *Breath Weapon Concentrated Beam*, +1 to roll with impact and pull punch, and an additional +5% to Dimensional Teleport (a natural ability).

Level 10: Gains *Teleport Dodge*, +1 on initiative, and Critical Strike on an unmodified 19-20.

Level 11: Inflicts +2 M.D. from physical attacks, +2 to dodge in flight, and +1 to Spell strength.

Level 12: +1 attack per melee, +1 to strike, and +1 to Teleport Dodge.

Level 13: Gains *Breath Weapon Cone*, and +1 on initiative.

Level 14: +1 to Teleport Dodge and +1 to pull punch.

Level 15: +1 to Spell Strength and +1D4x10 to M.D.C.

Level 16: +1 additional attack per melee and inflicts +2 M.D. from physical attacks.

Level 17: +1 to Teleport Dodge and +1 to dodge in flight.

Level 18: +1 to strike and parry, and +1 to Spell Strength.

Level 19: +1 to Teleport Dodge, +1 to disarm, +2 to roll with impact and +1D4x10 to physical M.D.C.

Level 20: +1 additional attack per melee round.

Robot (and Power Armor) Combat: Basic

Characters with this skill are taught the *fundamentals* of operating all types of power armor suits such as the Flying Titan, SAMAS, Glitter Boy, and others, as well as basic types of robot vehicles. Power armor is a robot exoskeleton that is worn like a suit of armor. Power armor is usually much smaller, lighter and faster than a robot vehicle like the UAR-1 Enforcer. Any vehicle bigger than 12 feet (3.6 m) and which requires the pilot to sit down or has a "crew compartment" or can accommodate passengers is a *robot vehicle*, not power armor.

The emphasis of training is on *piloting*, not combat, hence the low bonuses, but the individual is able to operate all types of robots and power armor on a basic level. **Requires** the **Pilot: Robots & Power Armor** skill (the ability to pilot power armor and 'bots without benefit of any bonuses). **Note:** To get superior combat bonuses, one needs to take the skill. *Robot (and Power Armor) Combat: Elite*.

All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do *not* apply to the pilot's physical abilities outside the power armor.

Basic Combat Bonuses: Applies to all types of power armor and robot vehicles. See Elite for specific types.

+1 extra attack/action per melee round, *plus* those of the pilot.

+1 to strike in hand to hand combat.

+1 to parry in hand to hand combat.

+1 to dodge.

+1 to roll with impact.

Critical Strike is the same as the pilot's hand to hand skill.

Strike bonuses for built-in weapons are limited to bonuses the pilot may have from the skills Weapon Systems and/or W.P. Heavy Mega-Damage Weapons (applies to rail guns and missile launchers, as well).

Damage: As per Robot P.S. Each power armor description will list the damage under the "Elite" hand to hand stat block. The basic skill, however, only lets the pilot do a *restrained and full strength punch* and an ordinary *kick*, no leap kick, stomp or special attacks.

Power Armor Body Block/Tackle/Ram: 1D4 M.D. plus a 01-50% chance of knocking an opponent down, causing him to lose initiative and one melee attack/action. Counts as two of the power armor's melee attacks.

Robot Body Block/Tackle/Ram: M.D. equal to Robot Punch M.D. plus a 01-60% chance of knocking down an opponent that is approximately the same size or larger. Increase the odds of knocking down an opponent that is half the size or smaller than the robot to 01-80%. The victim suffers M.D. and loses initiative and two melee attacks/actions. Counts as two of the robot's melee attacks.

Robot (and Power Armor) Combat: *Elite*

Superior combat training in various types of power armor and giant robot vehicles. The emphasis of training is on combat. When "Elite" combat is taken for a specific type of robot or power armor, the bonuses from "Elite" combat training supercede those the character might have from Basic Combat training. (Use Elite bonuses only, do *not* add Elite and Basic together. The bonuses from *Basic* training apply only to robot vehicles with which the character has no special Elite training.)

All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do *not* apply to the pilot's physical abilities outside the robot vehicle.

Flying Power Armor

Types: Comparatively small power like armor the Coalition SAMAS (all types), Flying Titan, Triax Predator, NG Samson, NG Red Hawk, Chipwell Sky power armor and other small, humanoid-shaped power armor that are under 11 feet (3.3 m) tall and have flight capabilities.

Power Armor Combat Elite Bonuses: Or as listed under the individual robot descriptions.

+1 extra attack/action per melee round, *plus* those of the pilot at level one. +1 additional attack at levels 3, 6, 9 and 12.

Critical Strike is the same as the pilot's.

+2 on initiative.

+2 to strike with energy and long-range weapons.

+2 to strike in hand to hand combat.

+3 to parry.

+2 to dodge on the ground.

+5 to dodge when flying or leaping.

+2 to disarm.

+3 to pull punch.

+4 to roll with impact.

Punch Damage: As per Robot (or Augmented) P.S.

Power Punch: Double damage, but counts as two melee attacks.

Tear or Pry with Hands: 1D4 M.D.

Kick Damage: As per Robot (or Augmented) P.S.

Body Block/Ram: Equal to the Robot P.S. punch damage.

Full Speed Running Ram: Double Robot P.S. punch damage, plus 01-60% likelihood of knocking an opponent off his feet if the opponent is the same size or smaller (reduce by half if twice as big). Victim takes M.D. and is knocked off his feet, losing initiative and two melee attacks/actions.

Ground-Based Power Armor

Types: Comparatively small power armor like the Coalition Mauler, Terror Trooper, Glitter Boy Killer, Triax Flanker and Terrain Hopper, and other small, humanoid-shaped power armor that are under 14 feet tall (4.3 m; most are under 10 feet/3 m) and do not have flight capabilities.

Power Armor Combat Elite Bonuses: Or as listed under the individual robot descriptions.

+1 extra attack/action per melee round, *plus* those of the pilot at level one, +1 additional attack at levels 3, 5, 10 and 15.

Critical Strike is the same as the pilot's.

+1 on initiative.

+2 to strike with energy and long-range weapons.

+3 to strike in hand to hand combat.

+2 to parry.

+2 to dodge on the ground.

+3 to disarm.

+3 to pull punch.

+2 to roll with impact.

Punch Damage: As per Robot (or Augmented) P.S.

Power Punch: Double damage, but counts as two melee attacks.

Tear or Pry with Hands: 1D4 M.D.

Kick Damage: As per Robot (or Augmented) P.S.

Body Block/Ram: Equal to the Robot P.S. punch damage.

Full Speed Running Ram: Double Robot P.S. punch damage, plus 01-50% likelihood of knocking an opponent off his feet if the opponent is the same size or smaller (reduce by half if twice as big). Victim takes M.D. and is knocked off his feet, losing initiative and two melee attacks/actions.

Heavy Vehicular Style Robots

Types: Large, heavy ground robots that either have multiple legs, nonhuman shape and/or vehicular appearance or locomotion, like the Coalition Spider-Skull Walker, Scorpion-Skull Walker, the Triax Bug and Crab, and other big or bulky robots that do not have a humanoid shape; most are large to huge, and don't have flight capabilities.

Robot Combat Elite Bonuses:

+1 extra attack/action per melee round, *plus* those of the pilot at level one, +1 additional attack at levels 4, 8, and 12.

Critical Strike is the same as the pilot's.

+1 on initiative.

+3 to strike with energy weapons and long-range weapons (in addition to W.P. skills of the gunner or pilot; typically Weapon Systems and W.P. Heavy Mega-Damage Weapons are the only two that apply to robots and armored vehicles.

+1 to strike and parry in hand to hand combat.

+1 to dodge standing stationary.

+2 to dodge when already in motion.

+1 to roll with impact.

Punch/Kick Damage: As per Robot P.S.

Power Punch/Kick: Double damage, but counts as two melee attacks.

Kick Damage: As per Robot P.S.

Body Block/Ram: Equal to the Robot P.S. punch damage.

Full Speed Running Ram: Triple the Robot P.S. punch damage, plus 01-80% likelihood of knocking opponent off his feet if the opponent is the same size or smaller. Victim takes M.D. and is knocked off his feet, losing initiative and two melee attacks/actions.

Stomp: 1D6 M.D.; effective only against objects smaller than one third the robot's total height.

Heavy Ground Robots

Types: Large, heavy ground robots like the Coalition UAR-1 Enforcer, IAR-2 Abolisher, and IAR-3 Skull Smasher, Titan series robot vehicles (including the Titan Combat and Exploration 'bots), the Triax Forager, NG-Hunter Mobile Gun, NG-V10 Super Robot, and other big, humanoid-shaped 'bots that tower 20 feet (6.1 m) or larger and don't have flight capabilities.

Robot Combat Elite Bonuses:

+1 extra attack/action per melee round, *plus* those of the pilot at level one, +1 additional attack at levels 3, 6, 10 and 15.

Critical Strike is the same as the pilot's.

+1 on initiative.

+1 to strike with energy weapons, in addition to W.P. skills (typically Weapon Systems and W.P. Heavy Mega-Damage Weapons are the only two that apply to robots and armored vehicles).

+2 to strike in hand to hand combat.

+3 to parry.

+1 to dodge standing stationary.

+2 to dodge when already in motion, running or leaping.

+1 to disarm a giant-sized opponent.

+2 to pull punch.

+3 to roll with impact.

Punch Damage: As per Robot P.S.

Power Punch: Double damage, but counts as two melee attacks.

Tear or Pry with Hands: 1D6 M.D.

Kick Damage: As per Robot P.S.

Body Block/Ram: Equal to the Robot P.S. punch damage.

Full Speed Running Ram: Double the Robot P.S. punch damage,

plus 01-85% likelihood of knocking and opponent off his feet if the opponent is the same size or smaller. Victim takes M.D. and is knocked off his feet, losing initiative and two melee attacks/actions.

Stomp: 1D6 M.D.; effective only against objects smaller than one third the robot's total height.

Light Ground Robots

Types: Comparatively small, light ground robots like the Coalition IAR-4 Hellraiser and IAR-5 Hellfire, Triax Hunter (Jager) and Super Hunter, and other small, humanoid shaped 'bots that are under 20 feet (6.1 m) tall and don't have flight capabilities.

Robot Combat Elite Bonuses: Or as listed under individual robot descriptions.

+1 extra attack/action per melee round, *plus* those of the pilot at level one, +1 additional attack at levels 3, 5, 8, 11 and 15.

Critical Strike is the same as the pilot's.

+2 on initiative.

+1 to strike with energy weapons, in addition to W.P. skills (typically Weapon Systems and W.P. Heavy Mega-Damage Weapons are the only two that apply to robots and armored vehicles).

+3 to strike in hand to hand combat.

+3 to parry (if applicable).

+2 to dodge standing stationary.

+3 to dodge when already in motion, running or leaping.

+2 to disarm a giant-sized opponent.

+4 to pull punch.

+4 to roll with impact.

Punch Damage: As per Robot P.S.

Power Punch: Double damage, but counts as two melee attacks.

Tear or Pry with Hands: 1D4 M.D.

Kick Damage: As per Robot P.S.

Body Block/Ram: Equal to the Robot P.S. punch damage.

Full Speed Running Ram: Double the Robot P.S. punch damage, plus 01-70% likelihood of knocking an opponent off his feet if the opponent is the same size or smaller. Victim takes M.D. and is knocked off his feet, losing initiative and two melee attacks/actions.

Stomp: 1D4 M.D.; effective only against objects smaller than one third the robot's total height.

Robot Note: A selection of *Power Armor* and *Robot Vehicles* appear in **Rifts® Sourcebook One, Rifts® Mercenaries, Rifts® Merc Ops, Triax & The NGR** and other World Books and supplements.

Optional Robot Combat Damage Tables

Here are some optional, random hit location and damage tables for 'bots, robot vehicles and power armor. Obviously, if a robot's hand is blown off he loses the use of that hand.

Side Effects by Location

The following optional tables can be rolled on when a specific hit location has suffered major damage (a loss of 60% of the M.D.C. in that location/limb).

Hands

01-30%: Paralysis! Cannot flex fingers or pick up and carry or hold an object. The hand is in an opened position, the fingers spread slightly apart. Cannot make a fist, punch does half damage.

31-50%: Frozen in one position. The hand and fingers are locked in the configuration it was in when the damaging blast struck. This may mean locked in a fist, or clutching a weapon, etc. Punch does half damage unless in a clenched fist or karate style open fist.

51-75%: Structurally weakened. Cannot lift, carry or hold more than 200 pounds (90 kg). Punch does half damage.

76-00%: Joints lock at random times without warning. Roll every time the hand is used. 01-50% chance that the hand will suddenly lock-up/freeze and cannot perform the desired function (pick up, hold, etc.). Stays frozen for 1D4 melees.

Arms

01-20%: Paralysis! Cannot move. Just dangles uselessly at the side of the robot. Cannot strike or parry with that arm.

21-30%: Frozen in one position. The arm is locked in the configuration it was in when the damaging blast struck. This may mean locked in a raised, outstretched or other position. Cannot make a strike or parry with that arm unless the robot moves its entire upper body to do so. Damage is half.

31-50%: Sluggish response. Penalty: -1 hand to hand attack per melee and -1 to parry.

51-60%: Structurally weakened. Cannot lift, carry or hold more than 300 pounds (135 kg). Punch does half damage.

61-80%: Joints lock at random times without warning. Roll every time the arm is used. 01-50% chance that the arm will suddenly lock-up/freeze and cannot perform the desired function (punch, move, etc.). Stays frozen for 1D4 melees.

81-00%: Any special weapon or sensor features built into the hand, arm, and shoulder do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Legs

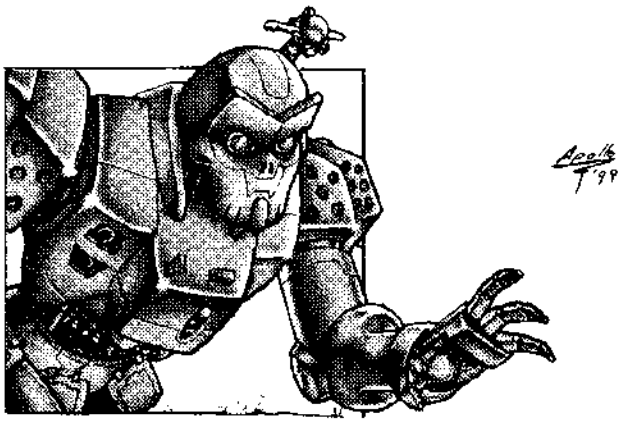
01-20%: Frozen in one position. The leg is stiff and unmoving. Cannot bend, reducing speed by 50%, and making leaps impossible. Climbing ability is also reduced by 25% and the robot is -1 to dodge.

21-40%: Sluggish response. Penalty: -1 to dodge and reduce speed and length of leaps by 25%.

41-60%: Structurally weakened. Kick attacks do half damage. 1-50% chance that the leg will buckle each time the robot is hit by more than 20 M.D.C. (anywhere on its body), dropping to one knee and losing one melee attack.

61-80%: Joints lock at random times without warning. Roll every time the leg is used to make a kick or leap, or is running at 45 mph (72 km) or higher (roll once for every five minutes of sustained running). 01-65% chance that the leg will suddenly lock-up/freeze and cannot perform the desired function. Same penalties as frozen in one position, number 01-20. Stays locked up for 1D6 melees.

81-00%: Any special weapon or sensor features built into the foot, leg, and hip do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.



Main Body

The damage to the main body can be accumulative. Roll once when the main body has had 60% of its M.D.C. depleted. Roll again for every additional 40 M.D.C. points of damage.

01-10%: Dual images on radar screen showing twice as many radar blips as really exist; impossible to distinguish between real target and ghost image. Penalty: -8 to strike without visual confirmation.

11-15%: Radar and sonar are lost; requires 1D6 hours of repairs. Pilot must rely on visual contact.

16-20%: Spotlights/headlights lost; must be replaced.

21-30%: Laser targeting system lost. Penalty: -2 to strike; requires 1D6 hours to repair.

31-40%: Communications damaged; reduce range by half, requires 1D4 hours to repair.

41-50%: Communications and audio system lost; effectively deaf. Requires 2D6 hours to repair.

51-60%: Electrical system damage. Secondary control panels catch on fire, knocking out personal computer(s); emergency back-up system engages, but not before the pilot's compartment is filled with smoke. Penalty: Lose two attacks that one melee round, -4 to strike, parry and dodge until the smoke clears in 2D6 melees.

61-70%: Severe internal damage. Reduce speed by half, -1 attack per melee, -2 on initiative, - 2 to dodge.

71-80%: Computer memory damage! Cannot remember how to perform one of the following (roll or G.M.'s choice):

01-20%: Flight if robot vehicle, one skill program if a fully automated robot.

21-40%: Life Control: Includes temperature control and air recycling and circulation. About six hours of breathable air in a very hot and stuffy compartment. Penalty: -1 on initiative, strike and parry (pilot is distracted). If a fully automated robot, the unit smells of burning rubber and rotten eggs.

41-60%: Weapon Systems: One weapon system is completely forgotten and therefore, unusable.

61-80%: Target identification is lost. Cannot distinguish between friend and foe, weapon systems must be manually operated and are -1 to strike and -1 on initiative. If a fully automated 'bot it cannot decide who is friend or foe and suffers a -3 initiative roll and usually will not attack until attacked first.

81-00%: Voice actuated access system does not recognize any voices or spoken codes. Access hatches, locks, and command functions must be handled manually. Furthermore, it cannot remember how to turn the self-destruct system on or off. If a fully automated robot it does not recognize, acknowledge or obey its master (if any) and suffers a -10% skill penalty to all skills.

81-90%: Engine damage! Cannot engage any jet thrusters, fly or perform jet thrust leaps, and there is a minor radiation leak if nuclear powered (not yet life threatening).

91-00%: Sensor system is down (88% dead) and all combat bonuses are lost. Requires 3D6 hours to repair.

Battle Injuries & Recovery

Recovery of Hit Points and S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. Medical treatment can be administered by fellow characters with First Aid, Paramedic and other medical skills, or by trained medical personnel, or by oneself provided the character has the appropriate medical skill and is not so injured as to be physically impaired. This is fine for minor wounds, but serious injuries, like internal injury, gunshot wounds, and broken bones, will require *professional treatment* (or magical or psionic healing). **Note:** Unless a character stops the bleeding of cuts and stab wounds, he will continue to lose blood and suffer damage at the rate of one Hit Point (or one M.D.C. point if a Mega-Damage being) per minute (see below).

When all Hit Points are reduced to zero, the character falls into a coma and hovers near death.

Rate of Recovery: Non-Professional Treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. Two Hit Points and four S.D.C. per day (24 hours).

Rate of Recovery: Professional Treatment. This is medical treatment from a doctor, clinic or hospital. Two Hit Points per day for the first two days and four per each following day, until the character has regained all of his/her original Hit Points. S.D.C. points are restored at a rate of six per day.

Blood Loss Damage (Optional)

To keep the game fast and simple, we assume even Hit Point damage (unless severe) is not necessarily an immediate life and death situation. Most characters can take one to ten Hit Points of damage like falling off a log. They'll need some painkillers and to get bandaged up, but they'll be just fine with a little rest and medicine.

HOWEVER, when a character loses half or more of his Hit Point number, he is badly hurt. This is when Blood Loss rules kick in. Not only has the character taken a physical pounding, but he is also bleeding from one or more wounds or suffering from internal bleeding. This bleeding causes an additional *one Hit Point* of damage per minute (every four melee rounds), and can result in death!

Immediate and dramatic medical attention (blood transfusion, surgery, suturing of wounds, etc.) can rescue and revive a character who has fallen into a coma resulting from blood loss (and other injuries). A character lapses into a coma when his Hit Points are reduced to zero or fall below zero. **Warning!** Unless given at least First Aid treatment and bandaged to stop the worst of the bleeding, the comatose character will continue to lose one Hit Point per minute and could "bleed out" – fall below the P.E. margin for resuscitation and coma recovery. **Designer's Note:** Using the Blood Loss rule can add a tremendous amount of tension and urgency in getting a fallen comrade to a hospital, as well as make players handle their characters more carefully so they don't die. Try it, it may add a new dimension and level of fear to the game. ("Stop arguing and give the damn thing what it wants! We have to get Fred to a doctor or he's gonna die!") It also makes the psychic healer a more significant character.

Surviving Coma and Death

When a character's Hit Points are reduced to zero (or less), he collapses and falls into a coma. How much damage below zero a character can withstand is determined by the Physical Endurance (P.E.) attribute. A character can take one point of damage below zero (to negative one, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero Hit Points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E., he is dead with no hope of recovery. Thus, if a character with a P.E. of 9 takes 10 points or more below zero, exceed-

ing his P.E., he is beyond medical help and dies. Note that some special abilities may extend the amount of damage below zero a character can endure, and in some cases, continue to function.

The length of time a character in a coma will survive without treatment is again indicated by the P.E. Add one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

Whether a character survives the coma and is stabilized (brought back to at least one Hit Point above zero), is determined by the roll of percentile dice. If the player rolls two successful recovery rolls out of three, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one Hit Point above zero. Recovery of Hit Points from that time on is standard; see *Recovery of Hit Points*, above. **Note:** This can be attempted every hour until the character dies.

Recovery Ratio (roll 2 out of 3)

Treatment from unprofessional individuals with medical skills: 01-18%

Treatment from an intern or nurse (R.N.): 01-32%

Treatment from a doctor without proper facilities: 01-46%

Treatment from a doctor at a clinic (fair facilities): 01-56%

Treatment from a hospital: 01-66%

Treatment from a major, large hospital: 01-70%

Mega-Damage & M.D.C.

The Basics

Mega-Damage Capacity (M.D.C.) works the same as S.D.C. only it represents a level of technology so advanced that M.D.C. materials are better than the heavy armor of a 21st Century tank. Nano-technology has even allowed for the creation of M.D.C. material light enough to be used as body armor by ordinary humans. "Super armor" with M.D.C. was created before the Great Cataclysm, during the Golden Age of Man, as a countermeasure to new weapons that inflict Mega-Damage.

One Mega-Damage (M.D.) point inflicts the equivalent of 100 S.D.C., so a Mega-Damage weapon that does 1D6 M.D. inflicts the equivalent of 100-600 S.D.C./Hit Point damage! This incredible advancement in technology turned an M.D. pistol or rifle into the equivalent of man-portable, heavy artillery cannon.

Mega-Damage Capacity (M.D.C.) armor is impervious to S.D.C./Hit Point damage! Only S.D.C. weapons that inflict 100 or more S.D.C. points of damage can hurt M.D.C. armor. All other S.D.C. attacks (1-99 points of damage) bounce off the armor like bullets bouncing off Superman. The attack might leave scratches, scuffs, little ding marks, and pit the paint job, but that's it. The character inside M.D.C. armor is safe and sound. And Armor Rating (A.R.) does not apply to M.D.C. structures or armor unless the armor does not cover the entire body. Even then, however, the attacker has to take careful aim and make a *Called Shot* to hit an unprotected part of the body.

However, even M.D.C. body armor only provides so much protection and once its M.D.C. is reduced to zero, it is reduced to little more than scrap metal. A giant robot or combat vehicle is wrecked and stops working, power armor becomes a giant paperweight (the character inside can climb out, but the armor is useless), and body armor is so battered and full of holes that it is only effective against S.D.C. weapons, and barely that, only stopping attacks that roll seven or less to strike. An attacker's roll to strike that is 8 or higher hits the body inside the armor.

When environmental M.D.C. armor is reduced to 15 M.D.C. (or roughly down to about 10% or 20% of its original M.D.C.) it is so damaged that environmental systems begin to fail. Furthermore, M.D.C. body armor can still get stuck in mud, dropped into a pit, pinned under debris, get tied up, and so on. Body armor is not *power armor*, and does not (as a rule) provide augmented P.S., Spd or other attributes, it just affords protection to the body. Even power armor with its exoskeleton and enhanced strength, speed and built-in weapons can be trapped and incapacitated by a clever enemy. EVERYTHING has its strengths and weakness.

A character can't live inside a suit of M.D.C. body armor either, sooner or later, a person needs to come out of his artificial M.D.C. shell to eat, sleep, etc. When he does, he'll need to take precautions to avoid Mega-Damage confrontations while so vulnerable. Use extreme caution when outside M.D.C. armor.

The last bit of armor protection. The last M.D.C. of any armor, be it a body suit, power armor or a vehicle, absorbs all the damage from the final blast that reduces it to zero or below, saving the person inside. That means a suit of environmental body armor that has only 3 M.D.C. left and is hit by a plasma bolt that does 21 M.D. is destroyed, but the person inside lives. He may be scared and a little singed but takes no damage, even though the blast well exceeded his armor's M.D.C. Of course, any subsequent M.D. attacks will hit his unprotected body, evasive action is suggested.

Demons and supernatural beings inflict Mega-Damage (M.D.) and also have M.D.C. instead of Hit Points and S.D.C. That means ordinary S.D.C. guns and weapons do not hurt these inhuman monstrosities. *However,* there are a few exceptions. Supernatural beings have weird vulnerabilities and weaknesses that are not logical, but can save a human's life. Consequently, weapons and bullets made of *silver* may inflict Mega-Damage to the demon even they do S.D.C. damage to mortals. Likewise, *magic, magic weapons, fire,* and sometimes, *animal bone, wood, stone,* and *sunlight* (among other things) *may* inflict Mega-Damage. Similar vulnerabilities sometimes apply to creatures of magic. The description of the creature will indicate any weakness to ordinary S.D.C. material and may indicate the M.D. inflicted by weapons made from them. If it does not indicate specific damage, the rule of thumb is that the weapon inflicts its S.D.C. damage as Mega-Damage. Example: A silver-plated short sword that normally inflicts 2D6 S.D.C. damage does 2D6 M.D. to beings vulnerable to silver. It does no damage to demons with no vulnerability to silver. Otherwise, only M.D. weapons, magic and psionics can hurt these living M.D.C. killing machines. **Note:** Such vulnerabilities are part of the knowledge one gains from the skill Lore: Demons & Monsters.

Creatures of magic, such as dragons and Faerie Folk, are also Mega-Damage creatures with M.D.C. instead of S.D.C. and Hit Points. Consequently, S.D.C. weapons don't hurt them. Some, however, also have weird vulnerabilities to magic, silver, salt, etc., the same as demons. As usual, any vulnerability to S.D.C. weapons will be noted in the creature's description. S.D.C. damage converts to M.D. the same as for supernatural beings, above.

Other monsters may be M.D.C. beings and inflict M.D., and this is always indicated in the description of the creature. Typically only Mega-Damage weapons hurt such monsters.

Hit Point/S.D.C. Damage While Inside M.D.C. Armor (*optional*)

There are a couple instances where a character can suffer physical S.D.C. and/or Hit Point damage while inside a Mega-Damage structure. Psionic and magical attacks directed at the mind will penetrate most M.D.C. body armor and human-size power armor to affect the person inside (can not penetrate SAMAS or Glitter Boys, nor most large vehicle style robots).

A character in body armor or human-size power armor can also suffer **impact damage** from falls at great height, or high speed crashes, or explosions. Most body armor and power armor are carefully designed and padded so that the armor absorbs the majority of impact damage, however, the body inside is still rattled and slammed around. In most cases, the physical damage one suffers is minimal and leads to nothing more than a few bruises.

Impact Damage Rules Applicable to Body & Power Armor:

Fall: One point of S.D.C. or Hit Point damage for every 20 feet (6.1 m) height from a fall.

High speed crash: 1D4 points of S.D.C. or Hit Point damage for every 20 mph (32 km) of speed above 50 mph (80 km).

Impact from an Explosion: One point of S.D.C. or Hit Point for every 20 M.D. points from an explosion.

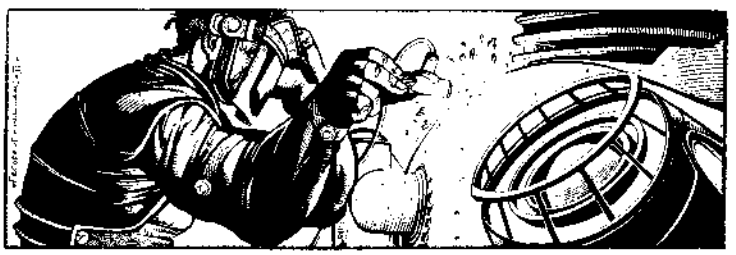
Chance of being stunned: In each case there is a chance of being stunned.

Fall: 1-40% chance of being momentarily stunned (no attacks, -9 to strike, parry, and dodge) for 1D4 melees from any fall above 100 feet (30.5 m). 1-79% chance of being stunned if the fall is 200 feet (61 m) or higher for 1D6 melees.

Crash. 1-30% chance of being stunned for 1D4 melees if impact is more than 50 mph (80 km), add +5% for every additional 10 miles (16 km) above 50 mph.

Explosion impact. There is a 1-60% chance of being stunned for 1D4 melees whenever hit by more than 40 M.D.C. at once.

Also, the force of an attack, especially from missiles and rail guns, may knock a character off his feet. Generally, this only happens when the individual is struck by 50 M.D. or more; Game Masters should use common sense in deciding when to use this element in combat. Characters who are knocked off their feet lose initiative and one attack/action that melee.



Mega-Damage Technology

The Golden Age of Man saw the creation of Mega-Damage Capacity materials and Mega-Damage weapons. Advancements in bionics, robotics and nano-technology meant combat vehicles, giant robots (with a human pilot inside), power armor, bionic limbs and armor, and even human-sized body armor could be made of M.D.C. material. It was all part of their mad quest for human augmentation, and M.D.C. armor and M.D. weaponry could turn a human clad in M.D.C. body armor and equipped with an M.D. rifle into the rough equivalent of a light APC with legs. M.D.C. Power Armor was the equivalent of a tank, and a giant robot vehicle or armor vehicle made of M.D.C. became the equivalent of a tank company.

You can now see how conventional S.D.C. weapons and armor became useless and obsolete against such advanced weapon technology. This is why nations in the pre-Rifts world before the Great Cataclysm, felt helpless, vulnerable and frightened if they did not possess M.D.C. materials for armor, war machines, building construction and fortifications, and M.D. weapons for defense.

During the Great Cataclysm and throughout the Dark Age, a single warrior clad in M.D.C. armor (let alone a rare power armor or giant robot) was as powerful as a demon against survivors and D-Bees armed with only common S.D.C. weapons and defenses. Many of these M.D.C. empowered survivors would use their Mega-Damage superiority to conquer communities and name themselves king. This was especially true of small bands of 3-12 who could watch each other's back, especially when they were outside their M.D.C. armor. Unless overpowered by sheer weight of numbers, tricked and trapped, or caught outside their armor, these warriors were the lords of the land. Their only real threats, the Mega-Damage demons and monsters from the Rifts, and people learning to use magic and psionics (both with M.D. powers). This is also why the fabled *Glitter Boys* became so feared and respected. They were one of the most powerful M.D.C. armors on the planet and armed with one of the most powerful M.D. weapons. One Glitter Boy could challenge and destroy a less well armored tyrant or band of lightly equipped M.D.C. brigands. A pair, trio or small squad of (4-8) Glitter Boys could take on a dragon, Demon Lord or terrible monster and have a good chance of coming out the winners. The fact that most Glitter Boys were passed on from generation to generation and followed the path of the hero, made the G.B. a legendary figure.

Before the Great Cataclysm, Mega-Damage weapons and M.D.C. materials were restricted mainly to military use and even that was limited as the people of the world questioned the wisdom and morality of such weaponry.

After the Great Cataclysm and during the Two Hundred Years Dark Age, the secrets of creating M.D. weapons and M.D.C. armor was lost along with most pre-Rifts technology. Human and D-Bee survivors began to turn toward magic and psionics as means to counter Mega-Damage monsters and used what few M.D. weapons and M.D.C. armor they could find in the ruins. Over the centuries, however, humans (and D-Bees) climbed out of barbarism and began to rediscover the old technology. It was the luck of the draw, really, as to who found M.D.C. technology, were able to figure it out, and who had the means to reproduce it (the most difficult task of all). In every case, it was a matter of finding not just the technology, but a military or industrial factory with pre-Rifts machines (some M.D.C. themselves) that could be cleaned, restarted and operated to create Mega-Damage items. After that, studying the manuals and computer files of the past, and relearning what had been forgotten, gave select groups the ability to create Mega-Damage weapons, armor and war machines. Reverse engineering of other pre-Rifts weapons, vehicles and devices excavated from ancient ruins enabled these same people to expand on that knowledge and create their own designs.

At first, there were only four groups to possess this knowledge in North America: *Chi-Town* (CS), *Ishpeming* (Northern Gun), *Free Quebec* (now ex-CS in Canada) and *Wilk's* (specializing in laser technology). There was a fifth and Sixth, Archie-3 and the Republicans, but both stayed hidden and kept to themselves. A few others, like the *Manistique Imperium, Iron Heart, Kingsdale* and *Lazlo*, possessed some advanced technology, but not Mega-Damage technology. Mega-Damage technological superiority is what gave these places a tremendous advantage over everyone else.

At first, *all* hoarded the technology for themselves. This allowed **Chi-Town** to become the greatest power in North America and use its influence and unrivaled military power to establish the *Coalition States*, unifying like-minded allies. The CS used its superior power to build a new nation, and it was only its short-sighted isolationist attitude, lack of human resources, and fear of magic and the inhuman, that stopped them from taking over half the continent. Of course, most of the continent was (and still is) a *savage wilderness*, as Erin Tarn is fond of saying.

Like Chi-Town, **Free Quebec** kept most of its M.D.C. technology a secret for itself. Even after becoming a member of the Coalition States, its leaders would keep some of its secrets (namely the mass manufacturing of Glitter Boys) a secret from Chi-Town and the nations of the world. A plan that would help save it in later years when Quebec and Chi-Town would finally clash. (See World Books *#11: Coalition War Campaign* and *#22: Free Quebec* for details.)

Wilk's was the first to offer Mega-Damage weapons for sale. The technology of the past it had discovered did not include armor, robots or vehicles, but laser systems, including laser weapons, and advanced electronics and optic systems. Thus, it would focus on communications systems, lasers weapons, laser related items and electronics (sensors, cameras, bugging devices, radios, laser targeting, etc.); a specialization that has served it well.

Ishpeming, struggling to survive, followed their lead and went the extra step of offering light M.D.C. vehicles, manned robots, and M.D.C. body armor as well as weapons. Its manufacturing arm was called **Northern Gun**, a name that would soon become synonymous with the industrial city-state and budding, young nation.

For decades, Mega-Damage weapons and technology were relatively rare, expensive, hard to get, and often heavy and clumsy to use. However, around 70 P.A. that all began to change. The ever increasing amount of Mega-Damage technology manufactured and sold, and the improving level of technology of numerous communities, thanks to the stability brought about by places like Chi-Town and Free Quebec, enabled *others* to catch up and *steal* Mega-Damage technology, and begin manufacturing their own.

The Black Market, a criminal underworld organization with a network that spans most of the civilized areas of the US and Canada, was the worst offender and most aggressive opportunist. The Black Market had already cornered the bionics and cybernetics market and possessed some Mega-Damage technology as it applied to bionics, but it saw a huge market waiting to be plumbed in the areas of M.D. weapons and M.D.C. everything else! Black Market agents "acquired" (stole, bribed, and bought) many of the tech secrets of Northern Gun and Iron Heart, built their own secret factories (or shared technology and protection with communities like Manistique to get them to make M.D. items themselves), and began *copying* and *selling* "knock-offs" at discount prices. Being crooks, they would also hijack M.D. weapons, armor and gear from other kingdoms, including the CS, and sell them as their own. Today, the Black Market represents a big part of the overall weapons market in North America, and owns 80% of the secondary market (cheap knock-offs, stolen goods and used equipment).

The Manistique Imperium had the factories and resources to use Mega-Damage technology, and were making light M.D.C. vehicles, but lacked the complete know-how to make military grade M.D. weapons and vehicles. Hungry to get into the weapons business and out of Northern Gun's shadow, the kingdom cut a deal with the Black Market, becoming a secret supplier of the underworld organization in trade for the secrets of Mega-Damage. Manistique, under its **Wellington** label is still second-rate compared to Northern Gun, Wilk's and the CS, but is catching up. So is the Black Market who, up until recently, made the lion's share of its money in volume knock-offs and discount bionics.

Others who discovered lost technology, like **Golden Age Weaponsmiths** and **Bandito Arms** (a branch of the Black Market in the New West) in the last decade or so, are new players on the North American scene, as are *foreign influences* such as Triax, Atlantis and Naruni Enterprises (the latter being a weird, alien arms dealer). **Techno-Wizard** weapons and devices that use magic and technology have also entered the Mega-Damage market, though the inherent limitations of such devices prevent mass market appeal and they represent a tiny (1-2%) portion of the M.D. market. (TW Limitations: Weapons and devices can only be used by characters with high P.P.E. or I.S.P., and they must be handmade.)

All of this has led to something of a technological, industrial and cultural revolution that has put Mega-Damage weapons into the hands of thousands who could never get them before. The weapons business is booming, turning those who specialize in it into wealthy, advanced nations. The increased availability of M.D. equipment has given budding, new communities that would never have made it in the past, a better chance of survival, provided they can afford M.D.C. items and M.D. weapons they need, and survive the many hazards that will inevitably come their way (most start-up towns perish within 1D6 years).

Mega-Damage weapons are still uncommon. It may not seem like it to the player characters, because getting and using such items and battling M.D.C. opponents are all part of their job description. However, to the average person, Mega-Damage items are rare and valuable. The typical S.D.C. town will be 90-98% S.D.C. in its construction. Members of its militia, lawmen and/or some of its citizens may be the only ones who have one or two M.D. energy weapons and M.D.C. armor each, plus one or two M.D.C. combat vehicles or a giant robot to defend the entire town; if that. Many communities hire mercs on an as-needed basis, or invite a band of mercenaries and adventurers with Mega-Damage capabilities to retire in their home town and serve as the community's champions and defenders. Some will even pay them for the service. This way the townspeople can go about the everyday necessities of living and their champions can deal with Mega-Damage threats.

Designer's Note on M.D.C.: Some critics have complained that the Mega-Damage system is too uneven. That a human without armor going up against an M.D.C. opponent is dead meat. Um, yeah. Just like you or I would be dead meat going up against a tank or assault helicopter. The player needs to use his head and hide until he can get the gear to take on an M.D.C. opponent (i.e., get his own tank or assault helicopter or a nice big bazooka, only in this case, it would his own Mega-Damage weapons and equipment). Life, and especially war, is not fair. Rifts Earth is violent, deadly, alien, and seething with magic energy. Humans are at a great disadvantage and have been for a very long time. Mega-Damage technology, along with magic and psionics, are the *great equalizers*.

Is this fair? Yes. Fair and realistic, and it works. More than a million people have enjoyed playing **Rifts®** and the M.D.C. system has worked for them.

Perhaps one should think of two modes of life, M.D.C. and S.D.C. The M.D.C. life is wandering through the wilderness, exploring the world and taking on Mega-Damage threats. It's what helps set your character apart – he or she is out of the ordinary. One of the crazy adventurers, explorers or warriors who risks his life to explore the world, tackle other high-powered opponents and battle monsters. If he wanted to play it safe, he wouldn't be who and what he is, he'd be safe and snug in a city working 9-5 as a sales clerk or computer operator. Accept the risks and move forward.

The second life is S.D.C. It too is dangerous, especially for an adventurer or man at arms who has made his share of enemies. This is when the character comes out of his M.D.C. armor or vehicle and relaxes as an ordinary Joe. It also means he has to take precautions. There had better be an M.D.C. armor clad teammate or two on guard when the rest of the team makes camp and goes to bed. They'd better be ready to jump for cover and pull out their concealed M.D. energy pistols if they are ambushed or cornered by an old enemy or a psychic or mage with Mega-Damage powers. Or be ready to do some dancing and fast talking to get themselves out of trouble. Obviously, it's best to get out of M.D.C. armor in S.D.C. environments where M.D. weapons are not allowed, but that can be difficult, especially when so many beings, including cyborgs, practitioners of magic and psychics possess M.D. level attacks. Still, the risk is dramatically reduced at a location where Mega-Damage gear is banned. That's the time to be human again and walk free of one's armor. And that's when S.D.C. and Hit Points factor into combat.

Game Masters, be cool. Don't kill a character with a cheap shot from a hidden assailant brandishing an M.D. blaster or rifle from across the street. That sucks. A character should always have a chance to face an opponent and escape death. As the G.M. you're the one who is in control of when a character faces an opponent and what weapons the enemy has available. Make it as fair a fight (within the context of the game) as possible. If the player character without M.D.C. protection is getting ambushed by a brigand with Mega-Damage weapons or powers, have the first shot miss or let our hero catch a glimpse of his attacker, giving him time to dive for cover, step back indoors (behind an M.D.C. door, perhaps), turn invisible, pull an enemy in front of him to take the blast meant for him, or a chance to surrender (to escape later) or talk his way out of trouble, and so on.

Of course, if an S.D.C. character runs up to a Coalition UAR-1 riot robot with a sharp stick in hand, let the 'bot stomp him, he deserves it.

Yet, even with this goofy example, there is a chance for role-playing, action, luck and survival. The geek with the sharp stick should have the option to dodge the giant robot's stomp attack. Maybe he gets squished and maybe he dodges. The robot stomps again, and the character tries to dodge out of its way, again. This is another example of the G.M.'s discretion, because the robot could just as easily fire a volley of missiles or one of its guns at the character and probably have a better chance of hitting him. However, since the robot's attacker represents little real danger to it, it seems likely that the robot's pilot would react by stomping or kicking at the man rather than blasting away. Just like it makes sense that the UAR-1 will ignore this non-threat when a real one appears, like a cyborg, mage or armored warrior (giving the crazy person a chance to escape and hide or get his M.D. gear and rejoin the fight)

Game Masters, you are the ones who have the burden of maintaining game balance, responding reasonably to the player characters' antics and keeping the action moving and fun. This isn't as difficult as it may sound once you get the hang of role-playing. Just try to imagine all your options, pick the ones that seem to make the most sense or offer the best options, and go with the flow.

– *Kevin Siembieda*

Surviving Mega-Damage Attacks

To survive Mega-Damage combat, the character needs to don M.D.C. body armor, power armor, use an M.D.C. force field (rare), or a psionic or magical defense. Mega-Damage protection for humans always comes from an outside source, be it armor or magic, a robot or combat vehicle, power armor, etc., but sometimes even that's not enough.

The following *guidelines* are provided to give player characters a chance, however slight, to survive a Mega-Damage (M.D.) energy blast that would normally kill or vaporize the character. If the G.M. agrees, the character can survive a Mega-Damage intensity wound as long as a trained medic, doctor or psychic healer makes a successful Field Surgery or Medical skill roll.

How M.D. Weapons Work

WARNING: This information is not for the squeamish and is included due to popular demand from Rifts® players asking how energy weapons work and their effects on victims.

Lasers, ion, and **particle beam weapons** fire a thin beam or pulse of energy with Mega-Damage capabilities. When the beam or pulse hits, it either vaporizes part of the body (what soldiers euphemistically call "mist" or "misting" an enemy), or slices through a body like a hot knife though butter, sheering off a limb/body part or punching a hole through the body. Note that most blasts and beams stop upon hitting their target, and if a beam goes all the way through an S.D.C. structure, it stops upon hitting whatever is behind the first target. The same is true of M.D. projectiles such as **rail gun rounds**.

Lasers burn and cauterize the flesh as they cut through S.D.C. bodies. That's good if it sheers off a limb, because there is no bleeding, however, the shock to the body is so great that a single M.D. point does massive damage and kills its victim 99 out of 100 times. Cauterization is *bad*, because it makes reattaching a severed limb impossible (all the nerves and blood vessels are closed), and if the laser cuts into the body – the cauterization literally leaves a hole through the victim! This damages internal organs and requires extensive surgery to cut away the burned flesh and remove the damaged organs. Internal organs will have to be replaced with artificial Bio-Systems or cybernetic alternatives. Note, laser weapons have no kick and are silent. However, most humanoids are used to their weapons making noise and found silent laser weapons to be unnerving. As a result, manufacturers have built sound generators into their laser weapons to produce a sound with every blast or pulse.

An **ion beam** works similar to a laser only it does more severe damage, burning and irradiating the entire severed limb, effectively turning it into a piece of cooked meat, as well as a portion of the body around the wound.

Particle beams are the most destructive, "misting" – completely vaporizing – the limb/body part it hits.

Plasma Blasts are, in some ways, worse, consuming the limb cut off the body, liquefying the flesh and bone, and severely burning 25-35% of the rest of the victim's body (third degree burns). Skin grafts will be necessary and additional muscle and internal organs could be so badly damaged they need to be replaced with Bio-Systems or bionics, all requiring massive amounts of surgery and money.

Mega-Damage Explosives can work in a similar way, vaporizing an S.D.C. character or structure at *point-blank range* (the center of the blast), but hitting those in the rest of the blast radius with shrapnel or destroying one or more body parts rather than instantly killing their victims. Even in our own real world, we see examples of technology – i.e., body armor, advanced medicine and surgical procedures – saving lives, but at a terrible cost. More soldiers than any time in history are surviving grievous battlefield injuries, including the loss of one to all limbs. Mercifully, in the scientifically advanced setting of Rifts Earth, limbs, internal organs, eyes, skin and even the entire face can be rebuilt and replaced.

Beating the Odds

Optional guidelines for treatment of a near-fatal M.D. injury

The trick to surviving massive M.D. trauma is *immediate medical* attention (within 2D4 minutes) to stabilize the injured warrior. If only a hand, arm, or leg is struck, all the M.D. of the blast is spent on that body part, destroying or cutting off the limb. The resulting shock to the body wipes out almost all the Hit Points and S.D.C. and puts the victim into a coma. This type of attack, however, offers a chance for survival, although the victim will be maimed for life.

A failed Medical skill roll means the injured character was beyond saving and dies a few minutes later. However, if the medical skill roll (Paramedic, Field Surgery, Medical Doctor, etc.) is successful, the patient is stabilized and ready for serious treatment and a chance to survive.

First, Determine the Mega-Damage

Unless the *attacker* made a Called Shot at the character's head, the victim has the chance to live. The basic idea is that the M.D. blast was partially absorbed by nearby cover, body armor or merely sheared off a limb. Game Masters, roll on the following Hit Location table or come up with your own explanation and damage.

Hit Location & Damage from a Mega-Damage Blast

01-10% Lost a foot.

11-20% Lost a hand.

21-30% Lost an entire arm.

31-40% Lost the entire leg.

41-50% Lost both arms.

51-60% Severe external body and skin damage and loss of one limb (arm or leg, player's choice).

61-70% Shot clean through. Severe shock and internal injury; 1D4 internal organs will have to be replaced.

71-80% Shot clean through. Severe shock and internal injury; lost one lung and damage to heart or 1D4 internal organs. Cybernetic or Bio-Systems required.

81-90% Lost half of the face plus 20% of the upper body (skin and muscle) is damaged. Cybernetic reconstruction and skin grafts required.

91-95% Lost entire lower body from the waist down; bionics will be required for complete restoration.

96-00% Lost all four limbs (arms and legs) or one entire side of the body (an arm and a leg on the same side). Bionics will be required to make a complete recovery and function unimpaired.

Second, Immediate Medical Attention Required!

As noted earlier, for the character to survive, he needs to get medical attention within 2D4 minutes after the traumatic injury from an M.D. blast. Treatment must come from someone with one of the following skills: *Paramedic, Field Surgery* or superior medical skill, *Holistic* or *Medical Doctor* (or *Psychic Surgery, psychic healing* or *magical healing*).

If the medical personnel (Paramedic, Field Surgeon, or Holistic or Medical Doctor) makes a **successful skill roll,** the character is in shock, hovers at death's door, and falls into a coma; reduce S.D.C. to zero and only 1D6+2 Hit Points remain. However, the critically injured character is *stabilized* enough to be transported to a hospital or operated upon at a field clinic.

A successful second roll under the Field Surgery or Holistic or Medical Doctor skill and 4D6x10 minutes of surgical work on the injured character means the character will live! However, the wounded character is in great pain and likely to require bionic reconstruction and additional surgeries or remain crippled (missing a limb) and horribly scarred. Fortunately, cybernetics and bionic reconstruction (and sometimes magic or psionic healing) can restore the character to appear and function as good as new. The problem may be finding the money to pay for everything. Friends or family might pitch in to cover the cost, so might a grateful community. Mercenary companies usually have a medical fund to get at least the basics done (i.e., no augmentation, just basic bionics at the normal human range), and many governments, armies, the Black Market and even wealthy private business people may be willing to subsidize the bionic reconstruction on the condition that the character *serves* them for 2-5 years (roll 1D4+1 for random determination). Otherwise, the character is on his own.

Insanity Due to Near Death Trauma: Insanity resulting from the ordeal is also likely. Roll on the following table. Insanity tables start on page 331.

01-33% No mental trauma. The character doesn't remember how he got shot, who did it or the initial surgery that saved his life.

34-50% Roll once on the Phobia Table.

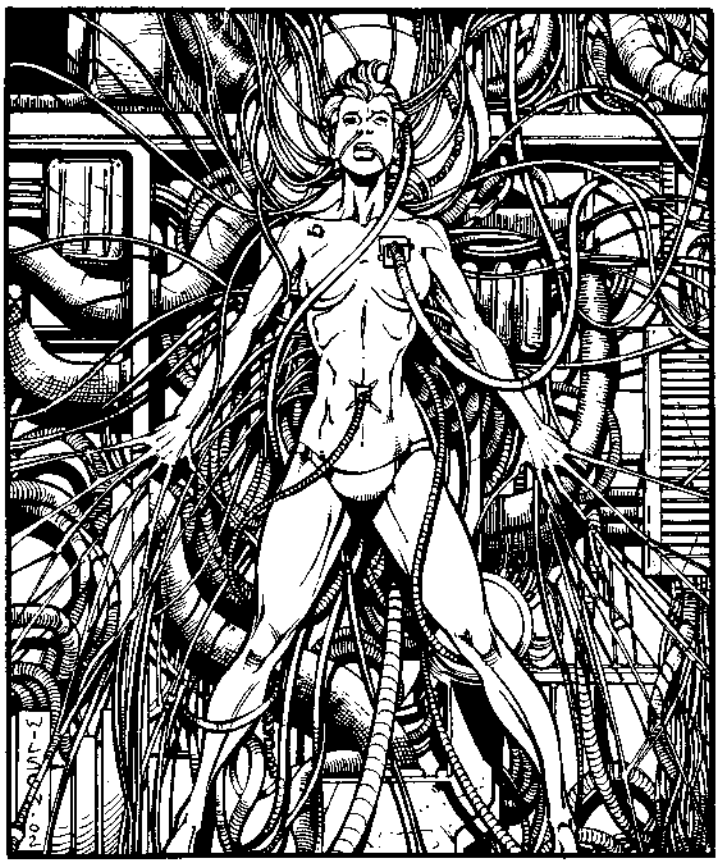
51-60% Roll once on the Obsession Table.

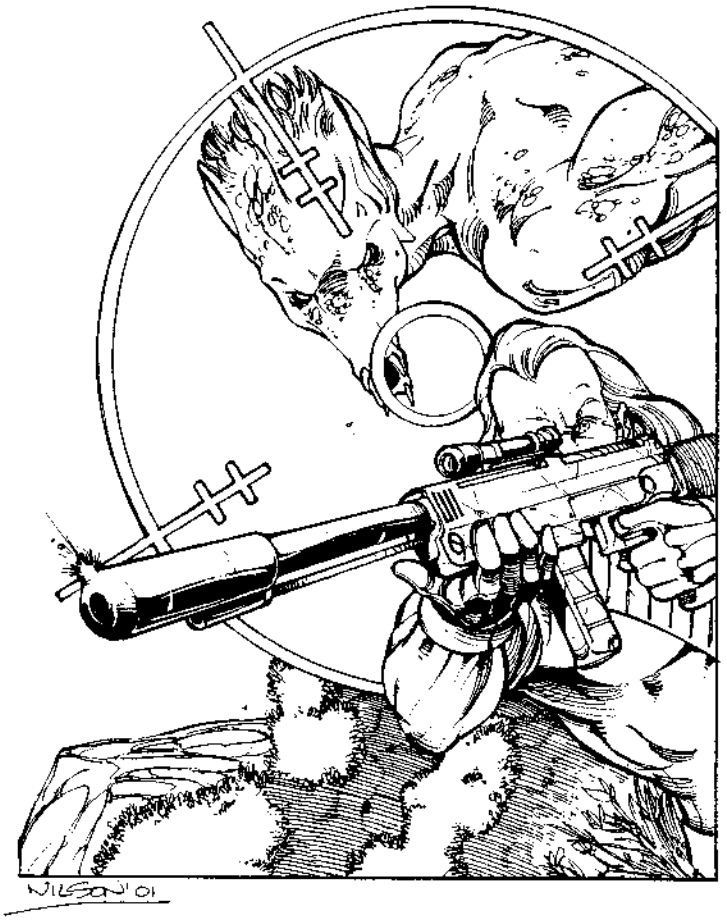
61-70% Roll twice on the Phobia Table.

71-80% Roll once on the Random Insanity Table.

81-90% Roll once on the Affective Disorder Table.

91-00% Roll once on the Psychosis Table.





Ranged Combat

The following are new, simplified rules involving *guns* and other *modern weapons*. Though a version of these rules first appeared in the sci-fi RPG, **Splicers™**, they were developed for **BTS-2**. These rules are fun, fast and easy to use while reasonably simulating gun play.

Modern Weapon Proficiency (W.P.)

There is more to shooting a revolver, pistol, rifle, energy weapon and other weapons, than pointing and squeezing the trigger. Even taking careful aim requires practice with the weapon, and different categories of weapons have different applications, quirks and considerations one needs to know to get the optimum performance out of them. A Modern Weapon Proficiency in a particular type of weapon gives the character a good understanding of all of these things, at least in that particular type of weapon. The character will know how to handle the weapon safely and how to use and reload it, disassemble, unjam, clean and otherwise maintain the weapon. He also knows the basic specifications/capabilities of the weapon, such as the type of ammunition it takes, maximum effective range, approximate damage, special accessories for the weapon (gun sights, silencers, etc.), and the weapon's quirks, strengths and weaknesses.

The character has also had hours (perhaps years) of training with the weapon and continues to work out with the weapon on a regular basis. This means target practice and practical experience with it in the field and, as a result, he has a good *feel* for the weapon; its weight, its kick when fired, the sound of gunfire, and performance/exactly what it can do. A character with a Modern W.P. can make Aimed and "Called Shots" (aimed at a specific location within a larger target, such as shooting a gun out of an opponent's hands, shooting the hand, shooting an antenna, or tire, or whatever). His penalties are also *less* when shooting *bursts* or *wild*.

No Weapon Proficiency (W.P.)

Anybody who does not have a W.P. in a particular weapon type *CAN* pick up a gun (including energy weapons) and use it, but does so without benefit of any bonuses. The bonuses that follow do not apply to this unskilled character, but a weapon can still be deadly in his hands. P.P. attribute bonuses and Hand to Hand combat bonuses do *NOT* apply to modern weapons.

Furthermore, the untrained shooter does *not* know how to reload or recharge the weapon, clean it nor anything about ammunition, the gun's kick, how to use a gun sight to aim accurately, where to put an E-Clip, or anything about guns or gun safety – all he can do is pick it up, aim as best he can and pull the trigger. **Note:** A character with no gun proficiency rolls 1D20 with *no* bonuses to strike, can *NOT* make an *Aimed Shot* or a *Called Shot* and suffers a penalty of -3 to strike with burst attacks, -5 to strike when shooting a machine-gun or other heavy weapon, and -6 when shooting wild.

Traditional Guns & Energy Weapons

Any character in **Rifts®** can use guns, but some may not have the desire, interest or training to use them. Remember, although any character may use a gun, without a W.P. the character has *no* bonus to strike and may have no idea how to reload the weapon once its ammunition payload is spent.

Physical oriented O.C.C.s and combat oriented occupations may provide one or more W.P.s in modern weapons, otherwise the character must select a weapon skill (W.P.) as one of his *O.C.C. Related* or *Secondary* skills.

Note: See *Skill Descriptions: W.P. Modern Weapons* for complete descriptions, damage, range and details.

W.P. Handguns: A familiarity with all types of handguns, including revolvers and pistols. W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12 and 14.

W.P. Rifles: A familiarity with the very accurate, single shot, bolt-action style of rifles used for hunting and sniping, and automatic and semi-automatic, military assault rifles like the M-16 and AK-47. W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11 and 13.

W.P. Shotgun: A familiarity with the classic double-barrel shotgun and police and military versions of shotguns with ammo drums. W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10 and 14.

W.P. Submachine-Gun: A familiarity with small arms automatic weapons like the Uzi. W.P. Bonuses: +1 to strike at levels 1, 3, 6, 9, 12 and 15.

W.P. Heavy Military Weapons: Familiarity with military hardware, including grenade launchers, mortars, machine-guns, and mini-guns. W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10 and 14.

W.P. Military Flamethrowers: Familiarity with different types of flame casting weapons used by the military and mercenaries. W.P. Bonuses: +1 to strike at levels 2, 5, 10 and 15.

W.P. Energy Pistol: A familiarity with pistol and submachine-gun style energy weapons that fire Mega-Damage energy beams, blasts, pulses or M.D. rounds/ammunition. Includes lasers, ion beams, particle beams, pulse weapons and similar in the classic handgun shape, size and weight. W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11, 13 and 15.

W.P. Energy Rifle: A familiarity with rifle style energy weapons that fire Mega-Damage energy beams, blasts, pulses or M.D. rounds/ammunition. W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12, and 14.

W.P. Heavy Mega-Damage Weapons (aka Heavy Energy Weapons): A familiarity with military class weapons, including grenade launchers, rocket launchers, rail guns, mini-missile launchers, and turrets and weapons built into combat vehicles and giant robots. W.P. Bonuses: +1 to strike at levels 2, 4, 7, 10 and 13.

Weapon Modifiers

Bonuses & Penalties Depending on Circumstance

To shoot something the attacker must roll 1D20 and needs an 8 or higher to strike. HOWEVER, the shooter may also have *bonuses* to hit from Weapon Proficiency skills and *penalties* from conditions and circumstances.

Bonuses: The only bonuses that apply to using guns and other ranged weapons are the specific *Weapon Proficiency, Sniping skill bonus* if the character has that skill, any applicable bonus from the weapon itself, and the ones that follow . . .

Aimed Shot Bonus: Only a single shot can be accurately "Aimed" (no bursts or shooting wild). The skilled shooter is +2 to strike, but the attack counts as two melee attacks. This applies to a single shot fired from a revolver, pistol, bolt-action rifle, semi-automatic rifle, shotgun or grenade launcher. **Note:** An "Aimed shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

A "Called Shot" target specification. This is a shot that homes in on a specific part of a larger target, such as a bull's-eye, an opponent's head, hand, gun, radio, radio antenna, sensor cluster, spotlight, tires, etc., but counts as two melee attacks.

To make a "Called Shot," the player must "call" or "announce" his character's intention; i.e. "I'm going to shoot the gun from his hand," aim and shoot. A carefully *Aimed* and *Called Shot* also gets the benefit of the +2 bonus to Aim but counts as *three melee attacks/actions*. On the other hand, a quickly aimed Called Shot only counts as two melee attacks, but does not count as a true Aimed shot and does NOT get the +2 bonus to strike.

Penalties on a Called Shot: Furthermore, a bull's-eye or any small target is difficult to shoot, and even with an Aimed and/or Called Shot, the shooter suffers a penalty of -3 or -4 to strike (sometimes more depending on the target). **Note:** A "Called Shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

Rapid-Fire Pulse. Some modern lasers and other energy weapons fire 3-4 instantaneous energy pulses at the same target. This happens so fast it is not even considered to be a burst, but a single, heavy blast. It counts as one melee attack and suffers no penalty to strike except on an Aimed or Called Shot, in which case any strike bonus is reduced by half (round down).

Rolling a Natural Twenty to Strike *always* hits its target and does double damage (Critical Strike). The only way it can miss is if the defender rolls a Natural Twenty to dodge!

Single Shot: The standard, non-Aimed, non-burst, single firing of a ranged weapon counts as one melee attack. No additional bonuses or penalties apply, beyond those gained from W.P. skills and situational modifiers below.

Simultaneous Dual (Double or Twin) Blasts count as one melee attack and usually are the result of firing a double-barreled weapon from a suit of power armor, robot or combat vehicle (e.g., a double-barreled laser turret).

Penalties

Penalties are *accumulative*, so if a character with W.P. Submachine-Gun was firing a burst weapon and shooting wild, he'd be firing the burst weapon at half his usual bonuses as well as suffering a penalty of -6 to strike for shooting wild!

Shooting Blind: -10 to strike what you cannot see, including shooting into ground cover without actually seeing a specific target, and firing around corners without looking.

Shooting Bursts: Automatic firing, or bursts, are not intended for accuracy: reduce the shooter's normal W.P. bonuses to strike by half. If the character does not have a W.P. for the weapon he is -3 to strike.

Shooting Wild: Has a penalty of -6 to strike and applies even to trained weapons experts when the character is terrified, angry/enraged, panicked, off balance, drunk, shooting from a moving vehicle/platform/horseback, spraying an area, shooting while under heavy fire himself, and while running, leaping, dodging, falling or hanging upside down.

Shooting at a Moving Target: -1 to strike someone running (under 20 mph/32 km), -1 to strike for each additional 50 mph (80 km) of speed the target is traveling, and an additional -1 to strike if the target is taking evasive action (zig-zag, leaping behind cover, etc.).

Shooting at Someone Behind Cover: If the target is completely covered/concealed there is no hope of hitting him from a distance, and the shooter will need to find a different vantage point where he can see the character or move in on the place of protection and concealment. If the target is hiding but part of him/it can be seen or if the target periodically pops its head or arm out to shoot back, curse or peek out, the shooter must make a *Called Shot* to shoot him/it and either shoot what little is seen or wait until he pops into the open for a couple of seconds.

Shooting Beyond the Effective Range: One may attempt a shot that is as much as 30% farther than the Maximum Effective Range of any given weapon, but the shooter suffers a penalty of -5 to strike.

A Character's P.P. Bonuses do *NOT* count when shooting a gun.

Dodging Bullets & Energy Blasts

A character may try to dodge gunfire and energy beams on the condition he *knows they are coming* and he *can see his attacker*.

The only applicable bonuses for dodging gunfire or energy beams (from energy weapons, monsters, psionics or magic) are the character's P.P. attribute bonus and any O.C.C. bonus to dodge. The defender trying to dodge must match or better the shooter's roll to strike to make a successful dodge.

Dodging Penalties:

-10 to dodge at point-blank range; within 10 feet (3 m) of the shooter.

-5 to dodge at close range, within 50 feet (15.2 m) of the shooter.

Quick Reference – Bonuses & Penalties

All Ranged Attacks: Requires a roll of 8 to strike (including W.P. & Sniping bonuses).

Aimed Shot: +2 to strike (takes 2 attacks).

Called Shot: No bonus, but enables the character to get a bead on very small or difficult specific targets; counts as two melee attacks (possible penalties for small targets).

"Aimed" Called Shot: +2 to strike, but can target very small, specific items and areas (takes *three* attacks; possible penalties for small targets).

Shooting Blind: -10 to strike.

Shooting Bursts: Strike bonuses reduced by ½ (-3 to strike without W.P.).

Shooting Wild: -6 to strike.

Shooting 30% Beyond Normal Range: -5 to strike.

Target is Moving: -1 to strike, -1 additional per 50 mph (80 km) beyond 20 mph (32 km), and -1 for evasive action.

Target is Behind Cover: Requires Called Shot, impossible if complete cover.

Dodging Gunfire, within 10 feet (3 m): -10 to dodge.

Dodging Gunfire, within 50 feet (15.2 m): -5 to dodge.

Gun Terms

Attacks per Melee: Each individual shot/bullet fired counts as one melee attack. Firing a short burst or pulse also counts as one melee attack, but is less accurate. Long bursts and bursts from certain weapons will be indicated in the W.P. description and may count as two (sometimes more) attacks. Thus, if the character has five attacks per melee round, he can shoot five single bullets or short bursts, or two long bursts and one single shot or short burst. If firing a machine-gun, only two short bursts and one attack with a different weapon or one other type of action is possible. (**Note:** For energy weapons a "pulse" is typically the equivalent of a short burst and counts as one melee attack, but suffers the usual burst penalty: reduce the bonus to strike by half.)

Damage: The amount of S.D.C./Hit Point damage or M.D. (Mega-Damage) the weapon inflicts from a single round/bullet and/or short burst

Damage to Weapons: Weapons only take damage when an attacker is deliberately trying to damage or destroy it. A *Called Shot* is required when trying to hit a weapon in a character's hand or a small or moving target. Unless stated otherwise, the attacker suffers a penalty of -3 to strike

Range: This is the effective range the weapon can be fired with any measure of accuracy

Main Body: The "main body" of vehicles and giant creatures is typically the largest area of body mass offered by the target. On people/humanoid creatures that is the upper torso (chest and waist). The main body of an automobile is the large body mass that covers the frame. Parts not considered to be part of the main body include the tires/wheels, legs, arms, hands, sensor cluster, headlights, etc. To strike something other than the main body, the attacker must make a "Called Shot," or roll a *Natural Twenty*. (A Natural 20 always hits its mark, unless an opponent attempting to dodge also rolls a Natural 20.)

Payload: This is how many shots the weapon can fire calculated by how much ammunition the weapon holds before the ammo clip is empty and must be reloaded. "Unlimited" means the weapon draws from an unconventional source such as magic (or a renewable power source or nuclear battery, etc.). Conventional weapons have a finite payload and once all available ammunition is fired, the weapon is useless until more ammo can be acquired.

Missile Combat

The descriptions of war machines in **Rifts®** and its many supplements will specifically state if they can launch missiles. It will also denote the type of missile as short-, medium-, or long-range, or mini-missiles, and some can fire two or more different types of missiles. Under each of the above range categories is a selection of specific types of warheads, such as high explosive, fragmentation, plasma and so on (see missile table in the section on *Coalition Weapons*, page 256). Not all missile warheads are of a destructive nature and some can be smoke, tear gas or chemical (i.e. fire retardant, and knockout gas).

Damage from Missile Strike

Direct hits are when the missiles impact directly on the player character (or his robot, power armor, vehicle, etc.). A direct hit does full damage. A volley of missiles inflicts full damage for *each* missile in the volley.

Blast radius or near misses. Getting caught in a blast radius does half damage. Your companion standing 10 feet (3 m) away is hit by a high explosive missile with a 30 foot (9.1 m) blast radius. He takes full damage from a direct hit, but your character is also caught in the blast radius. Fortunately, distance buys your character some luck and he takes half the M.D. since he was not caught directly in the blast. Damage can be reduced by half again if the player makes a successful *roll with impact*.

Roll with impact to reduce damage. Whenever a character is struck by an explosive force or impact (ram attack, fall, etc.), he can attempt to roll with the force to minimize the damage. This is where *roll with impact* comes into play. A successful roll means half damage. The number that must be matched or overcome is the attacker's roll to strike – or – if a strike number is not available (say from a booby trap, mine or automated system), a 14 or higher must be made to successfully *roll with impact*. A successful roll, whether from a direct hit or blast radius, means the character suffers half the normal damage. A failed roll means full damage (whatever that may be).

Note: All missiles always strike the main body.

Missile Damage Notes

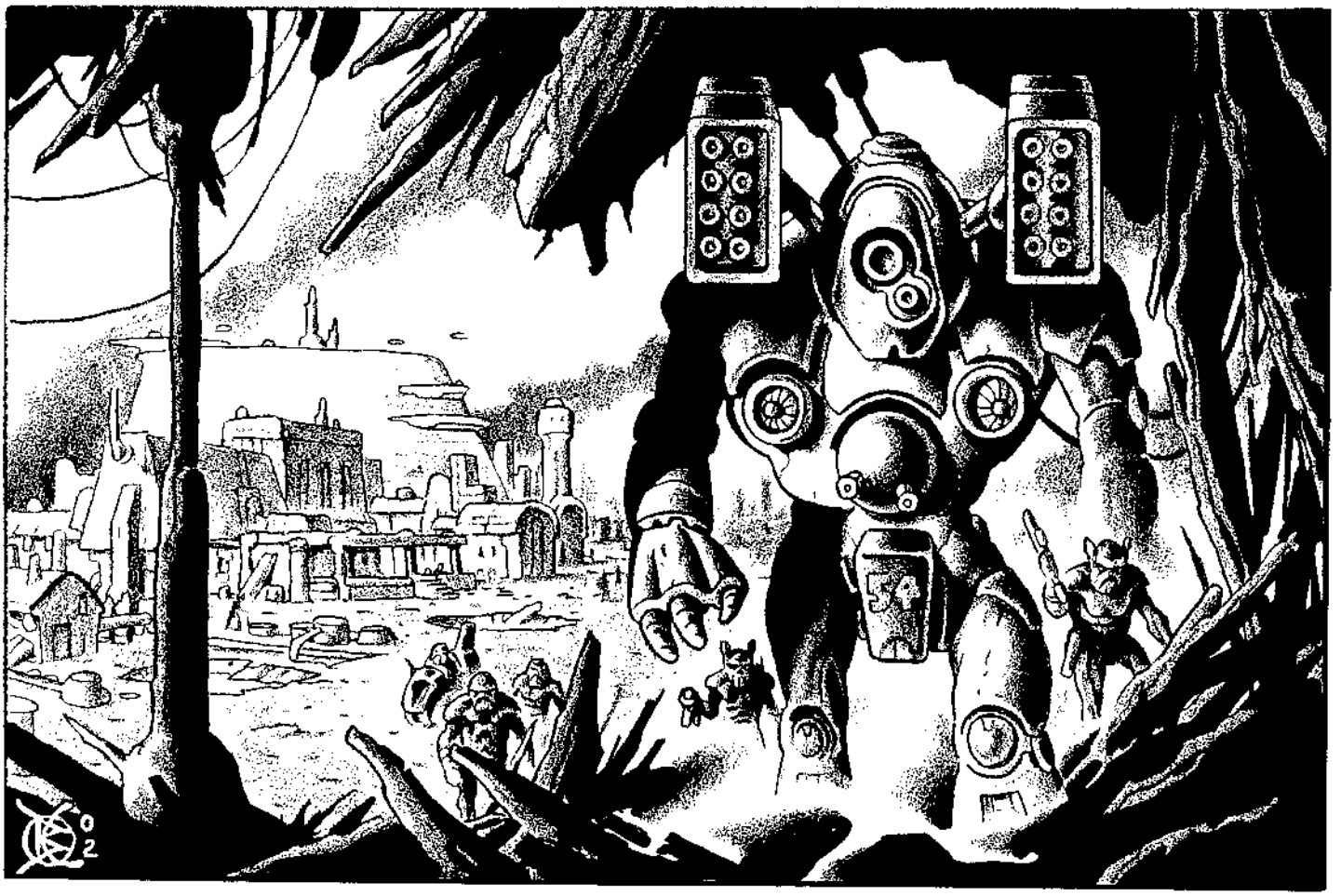
Armor Piercing explosives produce the most narrowly focused and directed blasts. They are designed for surgical strikes against armored opponents (tanks, robots, etc.) and inflict minimal collateral damage (i.e., has a comparatively tiny blast radius of 3-10 feet/0.9 to 3 m even from large missiles), funneling most of the explosive energy and damage into the specific target. **Note:** Armor Piercing missiles inflict *double damage* when the roll to strike is 18, 19 or 20 (bull's-eye), including applicable bonuses to strike. Triple damage on a *Natural Twenty*. In all cases, the extra damage is applied only to the specific target that is struck, do NOT increase the damage done within the outer blast radius; it is unchanged.

Fire Retardant missiles explode, releasing a chemical foam that puts out fires; typical blast radius is 20-100 feet (6.1 to 30.5 m). Rare.

Fragmentation explosives usually do less damage than high explosives, armor piercing, and plasma, but they are designed to have a large blast radius doing damage to a larger "delivery area." More people and structures within the fragmentation explosive's large blast radius suffer damage. Fragmentation explosives are designed to be anti-personnel, which means collateral damage is likely to leave plenty of trace evidence, salvageable gear and resources, and even enemies who are incapacitated, wounded and maimed, but alive for interrogation and capture.

High explosive missiles and grenades are general, all-purpose explosives designed to inflict good to excellent damage with a decent blast radius. Ideal for blasting through fortifications, bridges, and other hard targets, as well as general use against any type of enemy. The smaller blast radius reduces incidents of "friendly fire" (injury induced by one's own teammates upon fellow soldiers fighting on the same side) and makes the weapon suitable for a wide range of operations.

Plasma and M.D. fire-based explosives will blast everything with destructive Mega-Damage intensity, *flash-burning* grass, trees, and everything in its blast radius. Any S.D.C. materials (including Hit Point and S.D.C. living beings) caught in the *blast radius* of M.D. plasma or M.D. fire are incinerated without a hope for survival, barring magical or other type of intervention. The blast radius of plasma explosives is usually a little larger than high explosives, not bad, but smaller than fragmentation. **Note:** The intense M.D. heat of a plasma explosive lasts for 3-5 seconds, leaving a scorched radius. It may surprise some people, but the intensity of the heat is so great and incinerates S.D.C. materials so fast, that it does not start collateral fires. Hence the term, "flash-burn." Some of the disadvantages of this weapon are that there is usually no salvageable evidence or supplies after this attack, making any positive I.D. of its victims impossible, and there can be no mistaking what did the damage. Also note that creatures *resistant or impervious to fire and heat* are unharmed by plasma weapons, while other M.D. explosives will hurt virtually all living beings with the exception of ghosts and ethereal beings (including most Entities).



Smoke is typically used for cover; obscure the battlefield and cover a tactical retreat, repositioning, or to confuse the enemy. It may also be used to mark a general target zone.

Smoke missiles release large, billowing clouds of smoke, filling the blast radius. They are used to provide cover or to mark an area.

A Natural Twenty to strike with explosives and missiles. A Natural 20 is a roll of 20 to strike on 1D20 that has *not been modified* by any bonuses. It *always* hits its mark, including Called Shots, and inflicts *double damage* (triple for Armor Piercing).

Mini-Missiles are NOT guided missiles. That's why they require a roll to strike and why an entire volley either hits or misses the mark. "Smart missiles" and guided missiles are a rarity on Rifts Earth and typically reserved only for the largest (and again, rarest) of long-range missiles.

Direct Hit. The actual target struck by a grenade or missile is at the *epicenter* of the explosion and takes *full* damage from a *direct hit*.

Radius Damage. As noted previously, everyone and everything else in the *blast radius* suffers *half damage*. So a grenade or mini-missile that does 5D6 M.D. inflicts the full 5D6 M.D. to the target it strikes (or lands at the feet of), and *everything else* within the rest of the blast area suffers *half* the Mega-Damage rolled for the explosion.

Note that the concussive force of an explosive blast *may* not damage or seriously hurt grass, tiny items and other flexible or resilient S.D.C. materials. However, people, animals, buildings, etc., all suffer the blast radius damage.

Short Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	2D4×10	500mph (804kmph)	5 miles (8km)	10ft (3m)	5
High Explosive (medium)	2D6×10	500mph (804kmph)	5 miles (8km)	15ft (4.6m)	5
Fragmentation (light)	2D4×10	450mph (724kmph)	3 miles (4.8km)	20ft (6.1m)	5
Armor Piercing (medium)	2D6×10	650mph (1045kmph)	5 miles (8km)	5ft (1.5m)	5
Plasma/Napalm (medium)	2D6×10	500mph (804kmph)	3 miles (4.8km)	15ft (4.6m)	5
Tear Gas	None	200mph (321kmph)	1/2 mile (.8km)	10ft (3m)	5
Knock-Out Gas	None	200mph (321kmph)	1/2 mile (.8km)	10ft (3m)	5
Smoke (colors available)	None	300mph (482.7kmph)	1 mile (1.6km)	20ft (6.1m)	5
Fire Retardent	None	200mph (321kmph)	1/2 mile (.8km)	20ft (6.1m)	5

Medium Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	2D4×10	1200mph (1929kmph)	50 miles (80.4km)	20ft (6.1m)	10
High Explosive (medium)	2D6×10	1200mph (1929kmph)	40 miles (64.3km)	20ft (6.1m)	10
High Explosive (heavy)	3D6×10	1200mph (1929kmph)	40 miles (64.3km)	30ft (9.1m)	10
Fragmentation (light)	2D6×10	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Armor Piercing (medium)	3D6×10	1600mph (2571kmph)	60 miles (96.5km)	20ft (6.1m)	10
Plasma/Napalm (medium)	4D6×10	1400mph (2251kmph)	40 miles (64.3km)	40ft (12.2m)	10
Multi-Warhead*	5D6×10	1200mph (1929kmph)	80 miles (128.7km)	20ft (6.1m)	10
Smoke (colors available)	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10

Long Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (medium)	3D6×10	2010mph (Mach 3)	500 miles (804km)	30ft (9.1m)	20
High Explosive (heavy)	4D6×10	2010mph (Mach 3)	500 miles (804m)	40ft (12.2m)	20
Fragmentation (light)	2D6×10	1400mph (2251kmph)	400 miles (643km)	80ft (24.4m)	20
Armor Piercing (medium)	3D6×10	2010mph (Mach 3)	800 miles (1286km)	30ft (9.1m)	20
Plasma/Heat (medium)	4D6×10	1400mph (2251kmph)	500 miles (804km)	40ft (12.2m)	20
Plasma/Heat (medium)*	5D6×10	1400mph (2251kmph)	500 miles (804km)	50ft (15.2m)	20
Proton Torpedo (heavy)*	6D6×10	2010mph (Mach 3)	1200 miles (1928km)	50ft (15.2m)	25
Nuclear (medium)*	1D4×100	2010mph (Mach 3)	1000 miles (1608km)	40ft (12.2m)	20
Nuclear (heavy)*	1D6×100	2010mph (Mach 3)	1000 miles (1609km)	50ft (15.2m)	20
Nuclear Multi-warhead*	2D4×100	2010mph (Mach 3)	1800 miles (2896km)	50ft (15.2m)	25

Mini Missiles and Special Armaments

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive	5D6	500mph (804kmph)	1 mile (1.6km)	5ft (1.5m)	1
Fragmentation	5D6	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Armor Piercing	1D4×10	1400mph (2251kmph)	1 mile (1.6km)	3ft (0.9m)	2
Plasma/Napalm (medium)	1D6×10	1200mph (1929kmph)	1 mile (1.6km)	15ft (4.5m)	1
Smoke (colors available)	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1

*Available as smart bombs, +5 to strike

Missile Terms

Missile Blast Radius: The full area damaged by the missile impact. The specific target of the missile takes FULL DAMAGE, while all else in the blast radius takes half damage.

Missile Payload: Indicates the finite number of missiles contained by the launcher, robot or vehicle.

Missile Range: The maximum effective range or distance a missile can travel before running out of fuel and crashing to the ground. There is only a 01-33% chance that a crashing missile that ran out of fuel will explode on impact, which means it can be salvaged and reused. However, less than 5% fail to hit a target and detonate before running out of fuel.

Missile Volley: Two or more missiles fired simultaneously at the same target clustered together in a volley. *A missile volley* counts as one melee attack and gets one roll attempt to strike. Either the entire volley hits or it misses, though if a near miss its intended target may still suffer collateral damage (half) for being caught in the *blast radius*.

Rate of Fire: This indicates how many missiles can be fired at a time. Note that most launch systems can fire multiple missiles in a volley or elect to fire one missile at a time.

The speed is provided to give players an idea of how fast the missiles travel.

The maximum range is the maximum distance and effective range of the missile.

Missiles have a low M.D.C., depletion of the M.D.C. from attack will detonate the missile. A missile seldom has more than 25 M.D.C.

Multi-warhead missiles are usually a cluster of medium-range missiles housed inside the casing of a large, long-range missile. When the body casing runs out of fuel or reaches its target, it fires the four medium-range missiles.

Smart missiles are self-guided smart bombs which can be programmed to seek out and attack a specific target, but they are rare and never found in a mini-missile.

Missile Strikes

As usual, a D20 is rolled to determine whether a missile hits or misses. Any roll above a four (5-20) hits unless the defender/target can dodge or shoot the missile down before it hits.

No Missile Bonus to Strike: Unless indicated otherwise in a specific weapon, robot, vehicle or launcher description, mini-missiles and most types of missiles are *NOT* guided and do not get a bonus to strike. Some launch systems or additional targeting system *may* provide a +1 to +3 bonus to strike, but even that is rather uncommon. The *W.P. Heavy Mega-Damage Weapon skill* provides a bonus when firing mini-missiles. **Note:** Except for multi-warhead and long-range missiles (*both rare*), most missiles on Rifts Earth are *NOT* guided. The rare guided missiles are +3 to strike, and smart bombs are +5 to strike and +4 to dodge. Generally, most self-guided missiles are preprogrammed to respond to specific images (video camera/sensor mounted in the nose of the warhead), or specific heat or radiation levels which clearly identify the enemy. Smart Bombs are missiles that can identify an enemy target and *chase* it down. The missile will give pursuit and keep going until it finds a target, is itself destroyed or it runs out of fuel. Smart missiles can actually dodge attacks directed at them, swerve, and turn around to follow or hit a target, turning around and giving it another go if it misses the first time or if the target dodges the first attack.

Missile Volleys

Contrary to what one might think, a character can dodge one, two and even three guided missiles. The dodge rules are the same as always. However, it is impossible to dodge a volley of *four or more* missiles launched simultaneously.

A volley of four or more missiles will strike every time (as long as the attack was successful), with each and every missile in the volley hitting its target and inflicting damage.

Roll to strike only one time for the *entire* volley. It doesn't matter if there are two missiles or 62 missiles in the volley, either they *all* hit, or they *all* miss. This speeds up combat and makes sense, since most missiles are not guided.

Dodging Missiles

Dodging a missile or a missile volley is basically the same as a hand to hand combat dodge, basically the character needs move to get out of the missile's way and/or dive behind or under protective cover. Roll a 20-sided die (D20) to dodge. The high roll wins. A successful missile dodge will get the character out of the missile's direct line of impact (maximum damage). HOWEVER, the character must run or dive out of the missile's *blast radius* to completely escape taking any M.D. whatsoever. That may require flying, running, or diving some distance (anywhere from 3 to 80 feet/0.9 to 24.3 m depending on the missile) to get completely out of the blast radius. The Game Master should use discretion as to whether that may require a second dodge roll or count as one roll but two melee actions. A small blast radius under 12 feet (3.6 m) can be escaped with a single dodge action.

Shooting Missiles

The character has three options to minimize the damage of a *massive missile volley:* try to *roll* with the impact (taking half damage), use part of his robot or armored body to *block* and take most of the blast, or *shoot* the missiles down before they strike.

Roll with impact has already been covered. A successful roll reduces damage by half.

Block Sacrifice. If a missile cannot be dodged and the defender is piloting a robot vehicle or is a cyborg with bionic arms, the character can sacrifice his robot's arms by covering the main body with them, thus allowing the arms to take the damage instead of the body. The advantage of this tactic is that the arms are likely to be blown to smithereens, but the main body and remaining weapon systems and locomotion are left intact. If the arms are not destroyed, I strongly suggest the G.M., or player, roll on the Optional Critical Damage Tables under "arms," to determine specific damage and side effects.

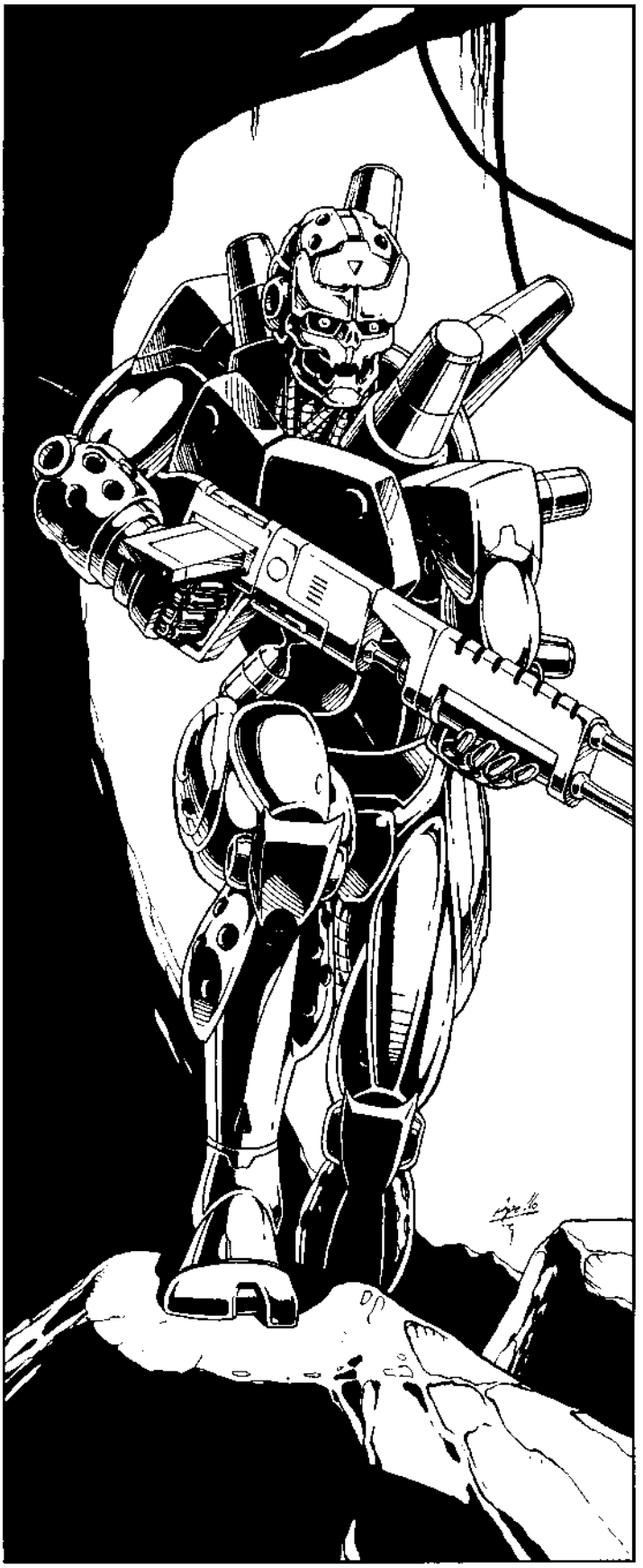
Shooting Missiles. Shooting and depleting the M.D.C. of a missile can detonate and destroy it. However, there are restrictions.

1. The character must have an attack available to him in that melee to fire at the missile. If all the attacks for that melee round have already been used up, the character is out of luck and can't shoot at the incoming missile(s).

2. The character can only shoot at *one* missile within a volley, at a time. A volley of six missiles would require six separate attacks, which is impossible at the speed missiles travel. This means the character has only one or two melee attacks (G.M.'s discretion) to shoot at one or two missiles within the volley. However, even if only *one* missile in a volley is detonated, roll to determine the extent of the damage to the rest of them (roll percentile dice): **01-30%** Only one other missile is destroyed, all the rest hit and do damage. **31-60%** half the missiles in the volley were destroyed (if only two missiles, both are destroyed), the rest impact for their full damage. **61-00%** *ALL* the missiles in the *entire* volley explode before impact! No Damage!!

The character can also use his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 01-75% likelihood of detonating the entire volley of missiles (100% if the character fires an equal number of missiles to match those incoming).

3. If the M.D.C. of a missile is not completely depleted, it is damaged, but does not detonate and *will* still strike its target, inflicting full



damage. When the M.D.C. of a missile cannot be found, assume it has 25 M.D.C.

4. Attacks on a missile count as a normal melee attack/action.

Mini-Missiles

Many of the smaller robots, power armor suits, and combat vehicles (even a few hand-held weapons) fire *mini-missiles*; small, powerful bazooka type rockets that inflict Mega-Damage. Range is generally one mile (1.6 km) and damage considerable for such a small rocket. Unlike its larger predecessors, the mini-missile is not self-guided and has no special bonuses to strike unless the character has the *W.P. Heavy Mega-Damage Weapons* skill, those bonuses apply.

Surviving an Aircraft Crash-Landing

The pilot must roll under his Piloting skill with a penalty that can range from -30 to -50%; typically -40% unless a vehicle description states otherwise.

A successful roll *under* the Piloting skill number means the pilot manages to make a "good" crash-landing. Meaning the vehicle is reduced to scrap metal, but crashes in such a way that the pilot, crew and passengers walk away from it alive. Those in a reinforced pilot's compartment don't suffer a scratch, although the compartment will be shattered and reduced to fewer than 20 M.D.C. Likewise, a successful crash-landing means troops and/or cargo inside the aircraft suffer only 1D4x10 M.D. each (it is rare to have a reinforced cargo area or passenger's compartment which is why they still take a significant amount of damage). Those inside M.D.C. body armor, power armor, giant robot or vehicle being transported as cargo or passengers see the M.D. applied to their armor, 'bot or vehicle, and suffer 3D6 S.D.C. damage from the crash even from inside their armor from being tossed around and battered by other cargo and debris.

An *un*successful crash-landing means everything and everyone inside the doomed aircraft takes *3D4x10+30 M.D.* from the crash! They also suffer 1D6 worth of S.D.C. damage for every 20 M.D. sustained. When S.D.C. is gone, start subtracting Hit Points.

The only exception are those in a *reinforced pilot's/crew compartment*. In this case, the reinforced compartment takes the brunt of the damage. If the damage amount, above, does *not* exceed the total M.D.C. of the compartment, those inside suffer only *3D6 S.D.C.* damage. However, if the crash damage exceeds the M.D.C. of the compartment, the amount leftover is applied to *each* person and item in the compartment. For example: A reinforced pilot's/crew compartment with 100 M.D.C. suffers 120 M.D.C. The first 100 points is absorbed by the compartment, but the remaining 20 M.D. is sustained by every person, weapon and item inside the compartment. Only those in M.D.C. body armor have a chance of surviving.

Psychic Combat

Psychic combat works very similar to all other types of combat. Each psionic attack or action counts as one melee attack or melee action, and requires a certain amount of I.S.P. for the character to use it. Insufficient I.S.P. means the psionic power cannot be used. Attacks such as a fiery blast, Telekinetic Punch, and similar, count as one of the psychic's melee attacks. The back and forth combat sequence is also the same, only the psychic may use a psionic ability to strike at an opponent rather than his fists or a weapon.

The following data is provided to help players of psychic characters understand and use their special abilities.

1. Mind control powers are abilities to control another character's *mind* and force or induce that individual to do something against his will and to the specifications of the psychic controlling him. Psionic mind control powers include *Hypnotic Suggestion, Mentally Possess Others, Psionic Invisibility, Mind Wipe, and Psychosomatic Disease.* Some of these powers are available to humans, others used by supernatural beings. All are dangerous. **Note:** Unless a character is already seriously considering suicide, Mind Control can *not* be used to force a character to kill himself. Nor can Mind Control be used to make the character do anything that he or she normally finds abhorrent (i.e. rape, torture, murder, self-mutilation, etc.) or self-destructive. On the other hand, the mind controlled character will obey simple innocuous commands like "give me the gun," "open the safe," "call Tina and tell her to come over," "hand me your car keys," "tell me where I can find so and so," and similar, without hesitation. Likewise, the character will follow, help and protect whomever (or whatever) has control of his mind if told to do so (unless that act is truly abhorrent as well).

Possession is different than mind control, because the possessing being is invading a character's body and taking control of it. Successful possession means the person may look and sound the same, but his mind is not in control of his body, the possessing being is in control of it. And like a person inside a suit of armor, the possessing creature can do whatever it wants to do and the character can do little or nothing about it. In many cases, the mortal's mind is pushed back and basically falls asleep, unaware of what the thing possessing him is doing with his body, or the victim remembers only vague bits and pieces like a dream.

Telepathy, Empathy and other types of psychic communication, scans and probes are NOT mind control. They do not make the victim do anything. The psychic only hears, sees or feels the thoughts and emotions of the character being scanned or probed. The psychic may gather information he can use on or against his opponents, but the psychic scans do not control or make the victim do anything he or she doesn't want to do. Unwanted Telepathic communication may play inside a character's head like a radio in the background, and while it may be annoying, and the voice inside one's head may make suggestions, egg on or cajole, it does NOT *control* or force the victim into taking any action against his will.

Empathic Transmission, Horror Factor and similar psionic powers possessed by supernatural beings do not control the mind, but influence emotions which may cause a character to act a certain way. They do not control a person like a puppet, but induce *emotions* such as hate, fear, despair, etc., that cause a knee-jerk, emotional reaction. The victim is not controlled, but rather he is *affected* by his own emotions brought out by the psionic attack.

2. Psionics that affect the mind and emotions *can* affect people inside a locked room or car, but only if the attacker knows his desired victim is inside or he can see him through a window or keyhole or some kind of opening (or via Astral Projection). They cannot affect someone in a fast moving vehicle, because they are going too fast to make a connection and since most psionic powers have a short range, the intended victim in a moving vehicle is typically carried out of range in a matter of seconds. Nor can it affect someone in a sealed, environmental M.D.C. vehicle like a tank, APC, giant robot or heavy power armor (250 M.D.C. or more for the main body). Psionic abilities that require "line of sight" will usually indicate as much. Otherwise, area effect powers or being within range and knowing the victim's general location will suffice. This is especially true of many of the psychic abilities possessed by the supernatural.

Empathy can be used to sense the general emotions emanating from inside a room, but only the most powerful one or two of the strongest, most overwhelming emotions or shared emotions can be detected (e.g., most everyone is laughing and having fun or angry and arguing, so that's what is felt by the psychic). Furthermore, even if one strong emotion stood out, the psychic will not know who is feeling that way, only that it's one of the people inside the room.

3. Physical psionic manifestations, including all types of *Telekinesis, Hydrokinesis, Electrokinesis, Pyrokinesis, Mind Bolt,* and any physical attack created by a psionic power, usually require "line of sight" – the intended target must be seen, and a physical force will be stopped by a locked door or physical barrier unless the attacker can *see* his victim/target through an opening or window. Of course, physical psionic attacks can be directed at the door, a vehicle or a barrier.

Note that other limitations may apply, such as the victim must hear the psychic's voice or make eye contact or can only be affected by touch or within a particular range. All psychic abilities will note limitations, restrictions and requirements. Remember, in most cases, a psionic power/attack can only be directed at one specific target/subject at a time.

Note: Psi-Powers requiring *physical contact/touch* can not be used on any character sealed inside a vehicle, nor environmental armor for that matter, unless it is the mechanical armor that is being attacked or targeted.

Psionic powers requiring sound (i.e. the victim must hear the psychic's words, like Hypnotic Suggestion) do not work unless the psychic can be heard and is within range. Many military and other vehicles can "turn off" their external audio system and/or radio. If the psychic can not be heard, he can not use that power against anybody. Of course, there are only a few psionic abilities that require verbal suggestions and cues.

Radiate Horror Factor affects anybody who sees and comes within 90 feet (27.4 m) of the psychic.

4. Psionic attacks per melee: Most psionic abilities are activated and performed at the speed of thought, so each psionic attack counts as one melee attack/action. Some psionic abilities require time and concentration, using up several melee actions or even minutes to perform. This will be indicated in the description of the power. Some psionic abilities can be used in conjunction with others, but in most cases, one psionic ability must end before another can be used.

5. I.S.P. boost at ley lines: Psychics cannot draw I.S.P. from living beings or other people, but they can draw upon the ambient P.P.E. at ley lines and convert it into 1D6+1 I.S.P. once every melee round (15 seconds). However, the bonus I.S.P. cannot be stored or held inside the psychic and must be spent that round or it is gone; fades away. A ley line may also increase the potency of a psychic power, increasing **range** and **duration** by 50% when near a ley line (within one mile/1.6 km), and double when actually on the ley line or at a ley line nexus, *or* as noted in the specific description of the psionic abilities (*some* see range or duration doubled, tripled and even quadrupled). **Damage** from a psionic attack is also increased by one additional die when *on* a ley line and increased by two extra damage dice when at a nexus point.

6. I.S.P. Recovery. Two I.S.P. per hour of sleep, or six per hour of standard meditation, twelve or more for some psychic O.C.C.s.

7. Psionic Saving Throws:

Non-Psychic – Ordinary Person & Animals: Need to roll a 15 or higher on a D20 to save vs psionic attack. Penalties to save may apply against some of the psionics and powers of the supernatural.

Major & Minor Psychics: Need to roll a 12 or higher on a D20. Penalties to save may apply against some of the psionics and powers of the supernatural.

Master Psychic (Mind Melter, Burster, & Others): Need only roll a 10 or higher to save vs psionic attack. Penalties to save may apply against some of the psionics and powers of the supernatural.

Horror Factor

All monsters and supernatural creatures have a *Horror Factor (H.F.)*. The Horror Factor represents either the hideous appearance or its overwhelming aura of evil and power, or a combination of the two. Whenever a human/mortal encounters one of these terrors, the character must roll a 20-sided die (1D20) to see whether or not he or she is momentarily stunned by the sheer horror of the thing. This Horror Factor roll might be thought of as a *saving throw* or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every melee of combat.

To save vs Horror Factor (H.F.): Just like a parry, the roll must be equal to or higher than the creature's Horror Factor. **For example:** A Supernatural Predator with a Horror Factor of 13, emerges from an alley. All characters who see it must roll to save against *horror*. In this case, a successful save is 13 or higher. Everybody but poor Thom rolls above a 13 and saves. Thom rolls a nine, so his character is *momentarily* stunned with horror.

A failed roll means the character is so overwhelmed that he is temporarily stunned. In game terms this means the character loses initiative (don't even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and continue combat as usual.

G.M. Note: If you think it is appropriate, you may also assign a Horror Factor to a *situation* (gathering of cultists engaged in ritual sacrifice, a scene of torture, a brutal murder, etc.) or an *environment* (an especially spooky, creepy, or alien environment).

Psionic Abilities in Animals

Most large mammals seem to have innate, natural psychic senses that warn them about the presence of supernatural forces. This includes cattle, horses, sheep, and predatory mammals (lions, wolves, coyotes, etc.). Ravens, crows, parrots, and birds of prey can also sense the supernatural.

As odd as it may seem, animals associated closely with humans on a friend or helper/worker level have the most pronounced psi-abilities. Thus, dogs, cats, horses, mules and donkeys (as well as ravens/crows) exhibit the greatest extrasensory perception. Each of these animals has the abilities of *See the Invisible, Sense Evil, Sense Magic, Sixth Sense* and *Empathy* (receives only). Sensing range is a 600 foot (183 m) radius and is an automatic instinct that helps the animals *avoid* the supernatural. The animal's reactions will always be the same; intense nervousness, jumpiness, whimpering, hissing, growling, howling and alertness when psionic and magic energies are sensed nearby. If possible, the animals will try to leave the area and will flee if they get the opportunity. Only a loyal canine companion may stay with his human friend and master and attack when the supernatural horror enters the backyard or home.

When cornered face to face with supernatural evil, the animal will attack and attempt to flee. A dog or cat will have the hairs on its back rise, bare fangs and growl or hiss in a menacing warning. A horse will whinny, stomp and rear. If the supernatural creature does not back off, the animal will attack. The cat and horse will attack only to make a path of escape and to let the unnatural being know that they recognize what it is even if disguised. 01-60% of the time, a canine will attack to kill! 61-00% the animal will flee. **Note:** Dogs, cats, and other animals *cannot* be trained to sniff out magic or supernatural creatures. Their natural instinct is to flee from it, so the animals will NOT seek out these forces for anyone or any reason. The animals' use of psychic abilities is automatic and natural. Consequently, they do not get or spend I.S.P., the psionic abilities just snap on as a defensive reflex.

Animal Saving Throws: Animals, like humans, get an automatic roll to save vs psychic and magic attacks.

Save vs Psionic Attack: 15 or higher to save.

Save vs Magic: -4 to save.

Perception Rolls

This type of roll uses the same mechanics as combat, Horror Factor, and saving throws. **Perception Rolls** are used to simulate the character's five senses (sight, hearing, smell, taste and touch) in situations where noticing something might be important or relevant. Searching a room, standing watch, listening through a door, peering into night-shrouded underbrush to see what might be lurking there; these are all situations where a Perception Roll might be called for.

To determine whether the character's Perception finds something, the player must roll a 20-sided die (D20). Add Perception Roll bonuses one might have from *O.C.C.* or *R.C.C.* (if any), and then match the roll to the situation.

Perception Table by Difficulty

The table below indicates the number a character has to roll to correctly *perceive* or notice whatever it is he's looking for or is alert to notice.

4 or Better: An Easy Situation/Circumstance. Hearing a loud noise, finding a bright-colored object against a white background, finding something hastily and/or poorly hidden; and similar.

8 or Better: Moderate. Looking for something or somebody in a well-lit area; hearing a slight noise; finding something hidden without great thought; and similar.

14 or Better: Challenging. Looking for something in poor light, fog, in murky water, or under desperate circumstances (it's an emergency or the seeker is impaired); hearing something over a noisy background or moving or speaking quietly; finding something carefully concealed, camouflaged or masked; and so on.

17 or Better. Difficult: Finding something in the dark or masterfully hidden/concealed, hearing something over a loud din or moving silent as the wind (like a snake sliding over a carpet); noticing an enemy (or friend) or something or somebody that doesn't belong amongst great confusion, debris, a large crowd or much activity.

Perceiving Supernatural Involvement

Many psychics, Dog Boys, Psi-Stalkers and practitioners of magic are versed in the methods and habits of supernatural menaces and can tell if such dark forces are at work by examining the evidence (bite marks, footprints, claw marks, feces, how a victim was murdered, what body parts might have been eaten, the time or circumstance of the killing, incident or situation, etc.). After examining the evidence the character just *feels* the imprint/involvement of the supernatural; feels it in the pit of his stomach or in goose bumps crawling across his body.

8 or better if the evidence is plentiful and obvious.

14 or better if the evidence is sparse or "scientifically" inconclusive, a gut feeling

Of course, truly insufficient and inconclusive evidence means the character has no idea if the supernatural is involved and no number of Perception Rolls will tell him otherwise.

Perception that you are being followed or watched by supernatural evil

15 or better to sense Supernatural Predators and Lesser Demons.

17 or better to sense Demonic Servants and Greater Demons.

19 or better to sense Ancient Evil, a Dark God or Alien Intelligence.

For this perception of the supernatural evil to work, the evil being must really be following/tailing/observing the character, stalking him, or be planning to strike. It must also be within 200 feet (61 m) and within line of sight – that is to say it is looking at the character at that very moment. Even with the Perception Roll and sensation of being watched or followed, the character does NOT know where the creature is, and looking all around will NOT reveal it (unless the thing wants to be seen). **Note:** Psychic sensitives like Psi-Stalkers and Dog Boys can sense the evil at whatever the character's normal range is for sensing supernatural evil, and senses if they are being watched with a Perception Roll of 15 or better regardless of the nature of the supernatural being (e.g., senses an Alien Intelligence, Lesser or Greater Demon at 15 or higher). It is also important to note that the character can only get this sensation when he, specifically, is being observed, not the group as a whole or a teammate within the group.

Perception Rolls vs Stealth & Concealment Skills: A number of skills, among them Prowl, Detect Ambush, Detect Concealment, Camouflage, and Concealment, have an impact on Perception Rolls. When a Perception Roll is attempted against another character (player or NPC) who is using a Stealth or Concealment skill, treat it as a combat type "roll off." Both characters (the person using the *skill* and the one using a *Perception Roll*) roll 1D20 and the *high roll* wins.

The character using the skill gets a bonus of +1 for every 10 points in his skill percentage (round down). The character using Perception gets to add in his usual Perception Roll bonuses. **Example:** Alex's character is sneaking up on a psychic guarding a door. His Prowl skill is 65%, giving the character a +6 bonus in the "roll off" of *Skill vs Perception*. The psychic has a Perception bonus of +3.

Each character rolls a twenty-sided die (1D20).

Alex rolls an 11 on the D20 and adds his +6 skill bonus for a total of 17.

Wayne, playing the psychic on guard, rolls a 16 on the D20 and adds his Perception Roll bonus of +3 for a total of 19. He wins. The psychic hears something (or maybe it's a *feeling*), he turns towards Alex's character, begins to draw his gun and calls out to his teammates that there is an intruder. Alex's character bares his fangs . . . he is more than he seems.

Tapping the Infinite

The Right Perspective for Building Adventures

Rifts® is truly designed to be limited only by your imagination. That means there is plenty of source-material for Game Masters and players to use as a *foundation* and *inspiration* for their own characters, ideas and adventures.

That also means a lot of choices . . . as in, by the hundreds, when you take into consideration all of the **Rifts®** titles available. Players have literally hundreds of O.C.C.s and R.C.C.s from which to select a character. Hundreds of weapons from which to choose, hundreds of spells, and scores of vehicles and other gear. Likewise, Game Masters have hundreds of villains and monsters from which to select antagonists, and a hundred plus locations from which to start their campaign; and that doesn't even include the **Dimension Books™** and other Palladium Role-Playing Game lines that can be adapted to **Rifts®**.

It can all *seem* a little daunting. The world is so vast, the potential for adventure so unlimited, that it can make your head spin.

Where to start?

What characters to play?

Who are the best characters?

Which weapons, equipment, powers or magic to select?

Am I making the best choices?

How much do I need to read to make these choices?

Which books do I need?

Where do I go from here?

All reasonable questions – now forget about them. You heard me right, throw 'em right out the window. You're making your life too difficult. You're not getting married, having a child or making a career choice, you're playing a game. Take a breath, relax, and read on.

Getting Started is Simple

First, use *this book* as your starting point. Forget all about other World Books and Sourcebooks. Hey! I said forget about 'em. Trust me on this. The **Rifts® RPG** contains *EVERYTHING* you need to play. Everything. Except friends, dice and a place to play.

Your starting point: Here and now. Any location in North America works fine for launching an adventure. A location in the Midwestern United States is the most central location, putting characters within easy travel range of many key places. The Midwest is also where all of the characters presented in this book can be found.

Your character: Any one of the thirty-something presented in this book are ideal. That's a lot of choices all by itself. Choose the one that appeals to you most. That may be a character that seems simple or familiar, or a character that seems exotic and fun. Don't drive yourself crazy poring over every page and analyzing the pros and cons of each O.C.C. – especially if you have never played **Rifts®** before – just pick one.

These characters are included in the book because there is something that should appeal to everyone. They've been carefully designed and balanced for maximum role-playing and fun, and they are tried and true fan favorites that have been delighting fans for more than a decade! Ninety-nine out of one hundred players will find any of these characters fun and worth playing. So pick one and get going.

Skills, powers and equipment: How much do you need to read?

Don't worry about scouring over all the skills and trying to figure out the best skills, abilities, powers and equipment to optimize your character. Go with what seems right and fun to you. I think waaaay too often gamers try to create the smartest, strongest, most powerful character possible within the parameters of the rules. Such an over the top character *can* be fun to play, but *so are* characters with flaws and weaknesses. Characters who are not all-powerful actually make for a better gaming experience, because they force the player to *think, be resourceful*, and *role-play*. Besides, most of these characters (though not all) are tough hombres to begin with.

That means you don't have to read, remember and know everything. Go with your gut. Make selections based on what feels right to you and sounds like fun. Only the poor Game Master needs to have a reasonable understanding of *all* the characters, the world and the rules. And even he or she doesn't have to remember everything, that's what this rule book is for, a reference and guide to be referred to as often as needed.

Use common sense and think about what you want to play

I know that may sound obvious, but that fundamental can get lost in the details. What do I mean? Simple, if you want to play a powerful, gung-ho, bombastic character, then pick one of the *Men at Arms*, like a *Combat Cyborg, Cyber-Knight, Juicer* or *Glitter Boy*. Do NOT pick the *Body Doc, Rogue Scholar, Operator* or *Vagabond*.

If you love magic then pick one of the *Practitioners of Magic*. If you like psychic abilities then try one of the *Psychic* characters. And if you think psionics suck, because you've never played Palladium's psionics, guess again, they are fun, make sense and work smoothly in the Palladium game system.

Are you making the best choices?

Don't worry about it. Ultimately, the choices aren't that big of a deal.

Why? Because as a *role-player* you will make the best out of what you have. Besides, this is a game, and if you don't like your character after he or she is rolled up, or after you've tried playing the character in a few games, roll up a new one. As you become more familiar with the **Rifts®** game, setting and enemies, you can always create a new, different or better character using your own improved knowledge. Heck, you can create a new character *any time*. Players should never feel "locked into" or "stuck" with a character they don't like. Game Masters, be flexible and understanding about that.

By the same token, *do not* change characters like you change your socks. Give a character a chance, particularly if you are trying a character that is a new concept to you. Also, please check with your Game Master before you roll up your character to make sure the O.C.C. or R.C.C. *fits* in with the G.M.'s plans. (This is especially true of alien and exotic characters offered in other **Rifts®** sourcebooks.) Then, let the G.M. review the character, equipment and abilities after the character is finished. A Game Master should have the final say as to what equipment, weapons, and magic the character possesses to make sure the

player hasn't gone overboard and that the fictional character is acceptable for the game campaign the G.M. has planned.

Designer's Note: From a pure conceptual point of view, a player who is uncertain about his character and/or has made some poor choices is *perfect* for a role-playing game, especially a *start-up game* where all or most of the player characters are low level and embarking on their first adventure. Do you remember the first time you started school or college, or your first job? You were nervous, if not downright scared. You were uncertain, made mistakes, learned the "reality" of the experience vs what you imagined it would be like, and, with experience and time, you found your place and the niche where you could excel. The same holds true for RPG characters, so if your character is unprepared for some of what he experiences, that's cool! It's like real life, and the character will adjust, improve, and probably excel after a short while.

Game Masters, remember that the role-playing experience should be *more* than just combat and treasure, or even rollicking adventure. It should include self-discovery and character growth. To me, role-playing is all about the *player characters* and their growth. Who they start out as and who they become. How the adventures shape them, turning (hopefully) most into true heroes and a band of individuals into a team of friends and allies. That's why I, as a game designer, prefer to use an experience level as my system for character advancement – it seems to more accurately simulate real life and allows the characters to truly grow and mature. (See the Experience Point section for more on that subject.) That's why I also like to start a campaign with first or second level characters and watch them truly grow, mature and bond. The experience, as G.M., and for the players, is fantastic.

This all stems from *my* approach to role-playing as an epic story like *Lord of the Rings* or *Star Wars*. The story begins with the initial cast of characters. Some may be green like Bilbo Baggins or Luke Skywalker, others may already be seasoned adventurers like Aragorn or Han Solo, but they *all* grow and change as the story progresses. Some characters may drop out, stay behind, or die along the way, adding to the drama and creating openings for new characters or the return of old friends. Likewise, old adversaries may return to cause more trouble or form an uneasy alliance. Like a continuing series of novels, comic books, films, or television, the adventure continues with each new episode. Yet no matter what happens, through triumph and tragedy, we follow our *cast of characters*, for the story is *their* tale to weave. The Game Master, the *instrument* through which the story is woven. At the risk of sounding sappy, I get chills just re-reading this paragraph. To me, this is what makes role-playing – pen and paper role-playing games – an unparalleled, unique and powerful experience. There is simply nothing like it. Not even the very best videogames can capture that true epic scope or the vivid depth of emotion and camaraderie. – *Kevin Siembieda*

The Adventure Begins . . .

All adventures begin with the first step. Where the subsequent steps may lead depends on the players, the Game Master, a little luck and a bit of fate.

Players, give your G.M. an idea of what you'd like to play, see, and experience.

Game Masters, start small and build up from there. The potential for adventure should be waiting behind every tree and around every corner. Listen to your players, and play to the characters strengths, weaknesses, fears, hopes and desires. Drama is conflict. Conflict inspires action and resolution. All of which create avenues for subplots and new adventures. Open yourself to the possibilities. Channel the energy. Don't be afraid to be a storyteller.

Unleash your imagination. This is a role-playing game, you can do anything! At least, within the context of the rules and setting. And **Rifts®** is designed to offer unlimited possibilities.

Don't try to cram everything in all at once, relish the experience. You have plenty of time to explore new lands, new worlds, new ideas. You are creating an epic story, remember? A story that you and the players, through the characters, are building as you go along. Who knows exactly what paths that story may take or how the story may end. Enjoy the ride and be the master of your character's fate.

Which Rifts® Books Do You Need?

That depends entirely on *you*.

When I design any role-playing game, I do so with a minimalist approach. All you *absolutely need* is this book. Everything else is optional. Really. There's enough here to start spinning a hundred different adventures.

Every **Rifts® World Book, Sourcebook** and **supplement** is designed to give you *more OPTIONS*, new ideas, inspiration and additional avenues of adventure. The key word in that sentence is "options" – not requirements. Use what you *like* or *want*, ignore the rest.

If *you* want a huge selection of magic, then you'll want to acquire a copy of **Rifts® Book of Magic**.

If *you* want a comprehensive book of weapons, vehicles, equipment, skills, and an overview of Rifts Earth, then you may want a copy of the **Rifts® Game Master Guide.**

If *you* want much more insight to a particular location like the Vampire Kingdoms, Canada, Japan, Russia, the Federation of Magic, or more about a particular group, types of O.C.C.s, magic, etc., then you will want to take a look at the many and varied **World Books** and **Sourcebooks** available for your consideration.

If *you* want to travel to alien worlds, you'll want to take a peek at the **Dimension Books** and/or the **Conversion Books**.

Role-playing games all take place in your imagination, so you can make up *anything* without ever having to purchase another product if you don't want to. However, for those people who seek ideas and guidance from the originator, or desire "official" information, Palladium Books provides a wealth of information.

Each and every one of our supplemental books is created as a *resource for you*. But NONE of them are necessary. They are created so when YOU are ready to expand into new areas or desire new experiences, choices and options, sourcebooks are available for your *consideration*. Until that time, forget about them, they are unnecessary.

When you are ready, buy the ones that *you* find most compelling and fun. Get *only* what interests *you* and your group. Please do *not* feel you need to buy everything. If, for example, the player group has no interest in adventuring in South America or England or Atlantis, you *never* need to buy those books. This, by the way, is the value of going to brick and mortar stores, because you can flip through the book before buying it and see if it contains the material and ideas that you want.

WARNING! I'm proud to say Palladium's writers and I cook up some pretty enticing books that are fun to read and filled with alluring concepts. If you start skimming through one, you *may* want to buy it, and another and another. A great number of long-time Rifts® fans own most every book Palladium publishes. For some, this is the compulsion of being a collector. (A compulsion I know all too well, as I collect comic books, artwork, toys, and way too many other things. – KS) The majority, however, tell us they buy the books because they just like reading them, even if their player group will never visit that part of the world. (A great compliment to all the creators at Palladium. Thank you for the high praise.) So you've been warned.

Using the Rifts® Time-Line

I see the role-playing experience as alive and growing. I have always seen **Rifts®** as cutting edge and pushing the envelope. Conse-

quently, there is a history and back-story, as well as a starting point in time. However, world events and the time-line slowly change and move forward.

This is done for three reasons: **1)** It gives the Game Master and players additional jumping off points that focus on a particular event, person, place, or time. **2)** It helps to build powerful non-player characters (NPCs) and villains, giving them a rich history and a reason to return to cause more trouble. Both Emperor Prosek (villain) and Erin Tarn (hero) are bold, memorable and powerful characters because they appear in numerous books and have a history. So do Archie Three, the Splugorth of Atlantis, Naruni and others. **3)** Because a time-line creates a sense of epic scope. The world of **Rifts®** is not static. It is not always yesterday or today, but has a past, present and future. Time moves forward and the world changes. It's fun and cool.

Again, take advantage of all this and play through the various key events of the time-line. Or not. You could just as easily ignore it and start with today 109 P.A. Or, for that matter, ignore it and start with today as 100 P.A., or 105 P.A., or *whenever* sounds most appealing and satisfying.

Resources

A User's Guide to Rifts®

Designer's Note: I struggled with including this section, because I don't want people to see this as little more than advertising. That is not my intent.

Rifts®, as a concept, is so vast that it sometimes scares away gamers who want to play the game, but don't know where to start. Others suffer from the misconception that they must buy all or most of the books to play the game. As I've noted in the previous pages, that is not the case either. All of us at Palladium have heard these comments so often that I thought an overview of **Rifts®** titles from a gamer's point of view *is* a good idea and a helpful resource for Game Masters and players.

The **Rifts® Megaverse®** is expansive, so here is a sort of *User's Guide* to the many supplemental books. Something to help put many of the titles into perspective and allow gamers to make educated choices on expanding their campaigns and developing new adventures.

The Core Book

Rifts® Role-Playing Game (the rule book) is, of course, a necessity. You can't play without it. That's what you're holding in your hands right now. If you haven't bought it yet, I must recommend that you do so, but as **Rifts®** creator I'm a little biased. The **Ultimate Edition** is the latest version of this very popular game. 'Nuff said.

Semi-Core Books

Personally, I hesitate at listing the next three titles as *Core Books* because "core" suggests absolutely necessary. You can play **Rifts®** using the rule book alone, however, each of the following titles are massive compendiums of information that make getting many of the World Books unnecessary. They contain such a wealth of information that many Rifts® players and retailers consider them to be "core books." Certainly they are of extreme help to Game Masters and a reference resource to players.

Rifts® Game Master Guide: This book has taken and condensed virtually ALL the *high-tech* weapons, body armor, power armor, robots, vehicles and equipment from the first 23 World Books and four Sourcebooks, and put it all into one, giant, 352 page reference book. That's hundreds and hundreds of items. In addition, it includes a comprehensive skill list (including old versions of skills prior to the *Ulti-*

mate Edition), a character compendium and the Experience Point Tables (O.C.C.s, R.C.C.s, which book and what page to find specific D-Bees and characters in World Books 1-23 and Sourcebooks 1-4), and additional rules clarifications, tips on running a game, 100 adventure ideas, 20 pages of world maps and designer notes.

Rifts® Book of Magic: This book took virtually ALL the *spells and magic powers* from the first 23 World Books, four Sourcebooks, and six Siege on Tolkeen books, and put them all into one giant, 352 page reference book. That's hundreds and hundreds of spells, including Spell Invocations, Ley Line Magic, Bone Magic, Cloud Magic, Elemental Magic, Living Fire Magic, Necromancy, Ocean Magic, Dolphin Magic, Shamanistic Magic (Native American), Spoiling Magic and others. Plus, Magic Tattoos, Rune Weapons, Techno-Wizard items, Magic Herbs, Bio-Wizard weapons and other magic items, weapons, and devices. Highly desirable for Game Masters and anyone who wants a massive compendium of magic.

Note: The specific World Books that feature these magicks usually offer a wealth of background information, new magic O.C.C.s/R.C.C.s, and corresponding world information as well as places of magic, creatures of magic and adventure ideas.

Rifts® Adventure Guide: If you are a beginner player, but especially if you are a new **Game Master**, the Adventure Guide is filled with a wealth of tips on how to create, build, plot and run adventures, how to create villains and archetypes, where to find ideas and information, coming up with character names, thinking big, more background on the Coalition 'Burbs, 32 adventure ideas set in the 'Burbs, background on the post-apocalyptic environment of Rifts Earth, rules for creating cities and towns, rules for creating organizations and mercenary companies, a slightly expanded version of the Rift and ley line material that appears in this RPG, and 101 adventure ideas. And it is written by three excellent Game Masters and authors, Erick Wujcik, Bill Coffin and me, Kevin Siembieda.

Using Rifts® World Books

The **Rifts® World Books** are designed to *help* give gamers a foundation to work with by providing them with ideas, inspiration and *options* via the setting and/or specific villains, people, magic and events. World Books are not absolutely necessary nor are they canon written in stone. They are intended as *guidelines* and *templates* to help you create and spin your own adventures. Consequently, you do not *need* them to play **Rifts®**, but they are available should you *want* them.

How to use World Books. Just because a world book exists it doesn't mean your character has to ever go to that part of the world. Not ever. I know of many gaming groups whose characters are limited to one specific continent, region or country and never go beyond that (comparatively) narrow scope. While one could argue they are missing the wonders of the world (or even the Megaverse), they would argue right back that there are a million stories in their place in the world, and that they don't need to go globe trotting or dimension hopping to find plenty of adventure. And they'd be right.

As I noted earlier, start small, start anywhere and build from there. If you discover your starting place is dull and boring, you can have the player characters hop through a Rift to *anywhere*.

Exploring the planet. Many players like to go globe trotting. That's cool, and the presence of the Rifts makes it easy to travel thousands of miles in a heartbeat simply by stepping through a dimensional portal. For you globe-trotters, the many **Rifts® World Books** provide essential information about other lands, people, cultures, magic, and conflicts in that part of the world. Go to South or Central America and you might find yourself battling were-beasts, dragons, ancient gods and even alien invaders. Go to Germany and you may become embroiled in any number of plots and battles with the ever-threatening Gargoyle Empire or the deranged Angel of Death. Go to Russia and you might find your player group pitted against one of the bionic Warlords of Russia, or getting turned into a Combat Cyborg, or battling weird demons. Go to Atlantis and you and your teammates might find themselves enslaved and forced into gladiatorial contest before crowds of inhuman spectators, or caught up in some nefarious plot or given the opportunity to acquire a rare and powerful magic artifact or alien technology. Again, I could go on and on, and I've only touched upon a small handful of locations. Unleash that imagination and let it carry your wherever it may.

Use it all. In Rifts, you can change not only the setting, but the entire type, scope and genre of the adventure. Use this unparalleled flexibility to your advantage, and that means *never* being stuck with one setting or genre of play. Your Rifts® campaign might start out in the wilderness with a distinctive *fantasy* feel, move to the 'Burbs where the game takes on a more *superhero* atmosphere, then to Europe where it becomes a *horror* game. Then maybe to Atlantis where the game takes on a *science fiction* or *science fantasy*, or horror, or slave/escape storyline, or . . . anything. The possibilities are endless. Under the right circumstance, any of the Rifts® locations and settings could go in any direction you might desire, and for a radical change or twist, just step through a Rift. So, for example, from Atlantis (or anywhere) the group might Rift to *Phase World®* and the adventure takes on a space opera quality. Get the idea?

Of course, hopping around the world or the Megaverse can be a little tricky. The technology, magic and culture of the land may be completely different from place to place, and where the characters were powerhouse heroes in one setting, they might suddenly find themselves outgunned and on the run in another. That's not game imbalance, that's a simulation of real life. Throughout history (and today), there are people and places that have advantages over others, that are primitive or advanced by comparison. Those who have a superior technology (including alien tech and magic) may have an advantage over others. That shifting power structure, culture shock, and changing tide should all be played out as part of the adventure and overall experience.

No absolutes. One of the cool things about role-playing games is that every player group makes the game their own. They will play with a particular style, outlook and approach that is different from everyone else. They may play particular characters differently and deliberately or inadvertently modify the rules to how they like them best. That's what makes role-playing games a uniquely personal gaming experience. It also means there is *no* right or wrong way to play. If the Game Master and his players are happy and enjoy the experience, that group is playing just fine. Sure, it's always a good idea to try new things and explore new possibilities, but ultimately this is a *game*, if you're having *fun* then you've fulfilled the purpose of this game and it's the reason you're playing. Remember that word, *play*. You are *playing*. Having *fun* with dice, friends and your imagination in a unique game of *storytelling*. Unleash your imagination, weave tales of heroes and great adventure, and most of all, have *fun*.

The following are some more lists and brief descriptions of notable Rifts® supplements for your consideration.

Rifts® Books Containing Magic

Rifts® Book of Magic: See the previous description on this giant, 352 page compendium devoted entirely to magic. Includes spells and magic items collected from *Rifts® World Books 1-23* and *Sourcebooks 1-4*.

Rifts® World Book 2: Atlantis (One). A good amount of material on magic and magic items is found in this book. Tattoo Magic and Tattoo-based character classes, Stone Magic, Bio-Wizard Magic, magical enhancement via symbiotic organisms, and Rune Weapons, as well as data on the Splugorth, their minions, slave races and info on Atlantis

(many with overtones of magic) round out this fan favorite title. We've sold more than 120,000 copies of this book and it is one of my favorites too. The setting is exotic and so is the magic. The Tattoo Magic is a crowd pleaser, and one of my personal favorites is the living parasites and symbiotic organisms used in Bio-Wizardry and the weird human augmentation used by the Splugorth.

Rifts® World Book 3: England. A sizable portion of this book is dedicated to magic and magic items. Includes the Millennium Tree (a magical, intelligent tree from which magic wands, staves and armor can be obtained), magical herbs and plants, the Herbalist O.C.C., Druids, Temporal Raiders and Temporal Magic, New Camelot, Nexus Knights, places of magic, ley lines and strange creatures common to England. Personally, I find this book to be understated and sometimes overlooked (although it too has sold over 100,000 copies), in that it is packed with all kinds of valuable and fun information, magic and characters, but the artwork is bland and the book seems a little flat visually. Don't let that fool you, there is all kinds of useful material contained within.

Rifts® World Book 4: Africa. A small portion of this book is dedicated to the African Witch, Medicine Man, Rain Dancer and Necromancer O.C.C.s and the magic spells and abilities as they relate to each O.C.C. (**Note:** A much more fleshed out and superior, updated version of Necromancy is presented in *Rifts® World Book 18: Mystic Russia*, along with many other types of Russian magic and demons.) There is also the *Four Horsemen of the Apocalypse*, a quartet of super-powerful demons capable of bringing about the end of the world. The adventure surrounding the Four Horsemen is fun and epic, but *deadly* and best suited for mid- to high-level characters and large player groups. The rest of this book is dedicated to general information about Africa, the Phoenix Empire and a handful of R.C.C.s, and includes stats for *Erin Tarn* and *Victor Lazlo!*

Rifts® World Book 6: South America One. A small portion of this book includes material on Biomancy, a sort of nature magic. It also includes some fun dimensional travelers, gods and an Alien Intelligence, and other fun ideas.

Rifts World Book 7: Rifts Underseas. This is a truly unique and different sourcebook that takes a look at life under the waves. Includes pirates, the New Navy (pre-Rifts ancestors and holders of pre-Rifts naval technology) and a bunch of ocean and deep sea tech. However, it is in the areas of magic that this book takes some wild turns: Magic O.C.C.s include Ocean Wizards, Sea Druids, Whale Singers and intelligent Dolphins – aquatic magic includes Whale Songs, Dolphin Magic, Ocean Magic and other wild ideas. Great artwork too.

Rifts® World Book 9: South America Two. A small portion of this book includes *Blue Flame magic* and *Nazca Line magic*, but both are specific to that part of the world and overpowering compared to the rest of Rifts Earth. Using this magic outside of the specific environments in South America is not recommended. Other material involves the Inca gods, more world information, and over 30 O.C.C.s and R.C.C.s (many are cool but unique to South America).

Rifts® World Book 15: Spirit West. Wayne Breaux Jr. did a wonderful job capturing the feel of *Native American* magic, spiritualism and beliefs. The magic aspect of the book includes Indian gods and spirits, animal totems and powers, fetish weapons, magic masks, Shaman magic and spells, various Shaman and Warrior O.C.C.s as well as a nicely defined snapshot of tribal life in Rifts North America. This book is one of my favorites and is too often overlooked.

Rifts® World Book 16: Federation of Magic. This fan-favorite includes information on the Magic Zone, the Federation of Magic and its insane leader, Lord Dunscon, as well as a few other notable people, leaders and places, eight new magic O.C.C.s, including the Conjurer, the Corrupt, Grey Seers, Mystic Knights and the Magi and their magical automatons (magic versions of giant robots and power armor), along with some TW weapons and items. **Note:** An earlier edition included many new magic spells, some of which appear in the **Rifts® RPG Ultimate Edition** and all of which are found in the **Rifts® Book of Magic**.

Rifts® World Book 18: Mystic Russia. This is one of my personal favorites as both the writer and as a G.M. Mystic Russia is packed with magic, demons and monsters inspired from Russian myth. There is the Mystic Kuznya who builds magic weapons, Necromancer and Necromancy completely fleshed out, Spoiling Magic, Living Fire Magic, Nature Magic, gypsies, and weird Russian demons and nature spirits. The creatures and magic of Russia are different than most other places in the world, fun and full of ideas. Russian demons also slip into North America via Alaska so they are viable characters for adventures set in northern Canada, Calgary and the New West.

Rifts® World Book 22: Splynn Dimensional Market (Atlantis 2) presents the marvels and notable sites of the Dimensional Market, new slave races from around the Megaverse, some Techno-Wizard items and a rather large offering of Bio-Wizard devices, symbiotic organisms, Bio-Wizard parasites, and corrupt Millennium Tree magic items, among other things. Note that most magic items appear (in at least a condensed version) in the **Rifts® Book of Magic**. Great wrap-around cover by John Zeleznik, dynamic artwork throughout.

Rifts® China Three. We hope this book will see print in 2006 and it will be jam-packed with all kinds of magic unique to China and Asia. Written by Erick Wujcik. Meanwhile, **Rifts® China One** features the China setting, the Yama Kings and 13 Hells on Earth. **Rifts® China Two** offers several mystical warriors, Demon Wranglers, Enlightened Demons and a host of other mystical characters along with martial arts warriors and Geofront tech.

The Black Vault is a 48 page adventure sourcebook that focuses on legends and rumors that the Coalition States has a secret vault filled with magic items somewhere in or near Chi-Town. The 'Burbs perhaps? Includes background material on the Black Vault, adventure ideas and 101 new magic items.

The Vanguard is another 48 page adventure sourcebook that focuses on another CS legend, that it once, long ago used practitioners of magic in its army, and that a secret magic society of sorcerers called the Vanguard still exists today. Although outcasts and criminals for embracing the mystic arts, the Vanguard continue to use their magic to support the Coalition States and defend Chi-Town.

Coalition States

Rifts® RPG

Rifts® World Book 11: Coalition War Campaign

Coalition Wars®: Siege on Tolkeen. Coalition Wars starts in 105 P.A. and ends in 109 P.A. It describes the magical kingdom of Tolkeen, its battle with the CS and its ultimate end. This is an epic battle of magic vs technology that has profound and lasting consequences for everyone living in North America. The Ultimate Edition touches upon elements of the clash and those consequences, but this series of six adventure sourcebooks is the actual war played out. And don't think it is obsolete because there is a definitive conclusion to the story, playing through the Siege on Tolkeen can have lasting benefits and dangers for your player characters. Note that various new magic, monsters, D-Bees, technology, villains and characters are introduced throughout, along with numerous skirmishes and subplots. **Rifts® Aftermath** then provides a nice overview of the world, the changing political landscape of North America, and other brewing conflicts, villains, and dangers on the horizon.

Rifts® Sourcebook 4: Coalition Navy

Rifts® Adventure Sourcebook: Chi-Town 'Burbs

Rifts® Adventure Sourcebook: Firetown

Rifts® Adventure Sourcebook: The Black Vault

Rifts® Adventure Sourcebook: The Vanguard

North American Setting

World Book 1: Vampire Kingdoms (Mexico)
World Book 10: Juicer Uprising
World Book 11: Coalition War Machine
World Book 12: Psyscape
World Book 13: Lone Star
World Book 14: New West
World Book 15: Spirit West
World Book 16: Federation of Magic
World Book 20: Rifts® Canada
World Book 22: Free Quebec
World Book 23: Xiticix Invasion
World Book 26: Dinosaur Swamp
Coalition Wars®: Siege on Tolkeen Series
Rifts® Adventure Sourcebooks (most)
Rifts® Sourcebook One Revised
Rifts® Sourcebook 4: Coalition Navy
Rifts® Mercenaries
Rifts® MercTown
Rifts® Merc Ops

Exotic Settings

World Book 1: Vampire Kingdoms
World Book 2: Atlantis
World Book 3: England
World Book 4: Africa
World Book 5: Triax & the NGR
World Book 8: Japan
World Book 14: New West
World Book 15: Spirit West
World Book 17: Warlords of Russia
World Book 18: Mystic Russia
World Book 19: Australia
World Book 21: Splynn Dimensional Market (Atlantis 2)
World Book 24: Rifts® China
Sourcebook 3: Mindwerks (Poland)

Awesome & Numerous D-Bees & Monsters

World Book 1: Vampire Kingdoms – undead, D-Bees & monsters
World Book 2: Atlantis – monsters, D-Bees & aliens.
World Book 4: Rifts® Africa – the Four Horsemen & others.
World Book 9: South America 2 – monsters & mutants.
World Book 12: Psyscape – monsters galore.
World Book 14: New West – monsters, D-Bees & dinosaurs.
World Book 18: Mystic Russia – demons galore.
World Book 21: Splynn Dimensional Market – aliens & symbiotes.
World Book 24: Rifts China One – demons galore.
World Book 26: Dinosaur Swamp – dinosaurs and more.
World Book 27: Adventures in Dinosaur Swamp (coming).

Technology & Weapons

Rifts® RPG
World Book 10: Juicer Uprising
World Book 11: Coalition War Campaign
Rifts® World Book 25: China 2 (particularly Geofront)
Rifts® Sourcebook 4: Coalition Navy
Rifts® Mercenaries
Rifts® Merc Ops
Naruni Wave 2

Bionics

Rifts® RPG
Rifts® Bionics Sourcebook
Rifts® World Book 5: Triax & The NGR
Rifts® World Book 17: Warlords of Russia
Rifts® Sourcebook 3: Mindwerks

Adventure Driven

Rifts® Adventure Guide
Rifts Sourcebook One Revised
Juicer Uprising
Rifts® MercTown
All Adventure Sourcebooks
The Coalition Wars® series

Rifts® Chaos Earth™ Series

– Playing the Great Cataclysm

The Neemans weren't gods or aliens. They were an international defense force based in North America known as NEMA. The Chaos Earth™ series chronicles NEMA's Herculean efforts to save lives preserve some fragment of human civilization in the Midwest, and the onslaught of the Great Cataclysm and the Coming of the Rifts.

Rifts® Chaos Earth™ is your opportunity to *play* in the Great Cataclysm and the end of the world.

All the basic rules, gear, heroes and O.C.C.s you need to play are in the main rule book. Then enjoy the collapse of human civilization and the madness of the days before the Two Hundred Years Dark Age.

Long-time Rifts® players may find this forgotten piece of Earth history fun to read and a different, no-holds barred change of pace from their usual **Rifts®** campaign.

Book 1: Creatures of Chaos presents a horde of demons from the first Demon Plague and more world background.

Book 2: Rise of Magic presents a different type of magic and how ordinary people came to learn it. More world background and magic O.C.C.s.

Future books in this series will get wilder as chaos reigns.

Rifts® Dimension Books™

A series of books that explores places scattered across the infinite Megaverse®. **Dimension Books™** feature alien people, alien worlds and dimensions.

In most cases, these are great environments for characters from Rifts Earth to visit and explore, but characters, magic and technology *from* the **Dimension Books™** are NOT as well suited for transplanting to Rifts Earth. In some cases, magic spells and special powers don't work at all on Rifts Earth. In other instances, the advanced nature of the magic or technology is such that it unbalances game play and characters in the Rifts Earth setting; case in point, **Phase World®** and the **Three Galaxies™**.

Phase World® and related titles (**Phase World® Sourcebook, Anvil Galaxy, The Three Galaxies™, Megaverse Builder, United Worlds of Warlock**, and others) offer epic *space opera* adventures.

Wormwood™ is a weird and demonic hell that is fantastic as a stand-alone gaming environment or a place to visit by characters from Rifts Earth.

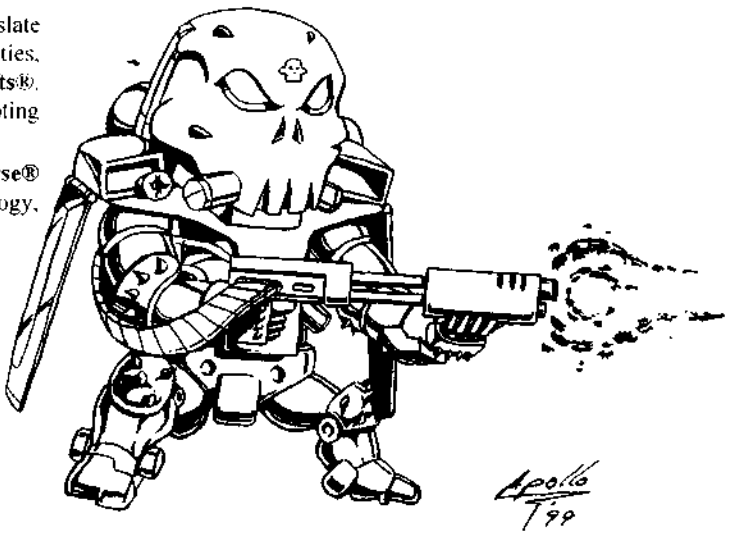
Skraypers™ is a superhero setting with science fiction overtones.

Additional *Dimension Books™* will be added to the series.

Palladium's Other Game Worlds

Rifts® Conversion Book One and **Dark Conversions** translate key R.C.C.s, characters, monsters, demons, undead, super-abilities, technology and ideas from S.D.C. based Palladium RPGs to **Rifts®**. They also provide conversion rules and suggestions for adapting non-Rifts characters to the Rifts® setting.

Rifts® Conversion Book Two: Pantheons of the Megaverse® presents stats and ideas for 150 different gods from Earth mythology, along with a few O.C.C.s and R.C.C.s.



Final Thoughts

Redoing a popular game like **Rifts®** is always something of a crap shoot.

As the designer and redesigner, I know I'll never please everyone. There were a lot of hard decisions. To keep it a complete, stand alone game, the page count has to be huge (as you can see). But even going to 9 point type, there were sacrifices – things that had to be axed. I wanted to have a section on D-Bees and monsters, and an expanded equipment section with several types of power armor and robot vehicles, but all of that would have made this a 576 page book. I thought about trimming down the magic section, but that might have crippled the playability of the magic O.C.C.s. I thought about trimming the O.C.C.s down, but we all felt that diminished the characters or created conflict with later supplements. I thought about throwing out the resource section (above), but knew that players and G.M.s needed some guidelines and references to the Rifts® setting.

Artwork was another set of choices. All new or a mix of old and new? I opted for new and old, and not just old art from the original edition of the RPG, but from various Rifts® sourcebooks. Palladium pays the same amount for black and white reprint art as it does for *new* art, so there was no financial benefit to reprints. It was my decision that a blend of new and familiar old art would create a certain continuity for the entire series. For new players coming across the artwork in a later sourcebook, it would be like seeing a familiar face in a new place. For long-time fans and collectors, I hope the familiar art will remind them of books already in their collection and entice them to revisit and rediscover each book and the adventures and ideas within it.

Of course, a few choices were motivated by nostalgia. This is, in a way, the 15 Year Anniversary edition. As such, I thought it should pay tribute to what came before and where we are headed. Artwork was one way to do that. For me, some of the art that appeared in the original edition just had to reappear in this edition one way or another. Kevin Long's classic Ley Line Walker, Red 'Borg and Juicer illustrations and Keith Parkinson's cover from the original RPG all *belonged* in these pages. The rest of the color illustrations also have a history and back story. Although they may be *new* to most of you, they were originally created for the **Rifts® Collectible Card Game**. The CCG was wonderful, but before the first expansion set of cards hit the store shelves, the company went out of business. A shame. I loved that card game and enjoyed working with the creative people behind it. I thought having some of that artwork (more than 70 pieces) appear in these pages, would give you guys and gals a chance to appreciate these lost treasures and earn some of the artists the recognition their art deserves.

As for the text, I have tried to expand, clarify and define Rifts Earth, its characters and game rules *without* getting bogged down in too much detail, choices and info. I tried to present information that crystalized the playing environment, optimized the fun of the player characters, and advanced game play.

Ultimately, I took the approach of rekindling an old romance. I didn't want to startle people with radical changes to **Rifts®** or a facelift that was jarring and frightening. I wanted to put a smile on your faces and bring back those warm feelings of excitement and adventure. I wanted the long-time fan to recognize the best of the old times (art, concepts and writing) with a new spin and a few tweaks that make their old love look hot and sexy again. I wanted you to revisit a dear, old friend and think to yourselves, "Wow, you are looking great! It's good to see you again. Let's call over the old gang (or a new crew) and play some awesome role-playing." I hope I've accomplished that for you. Please let me know.

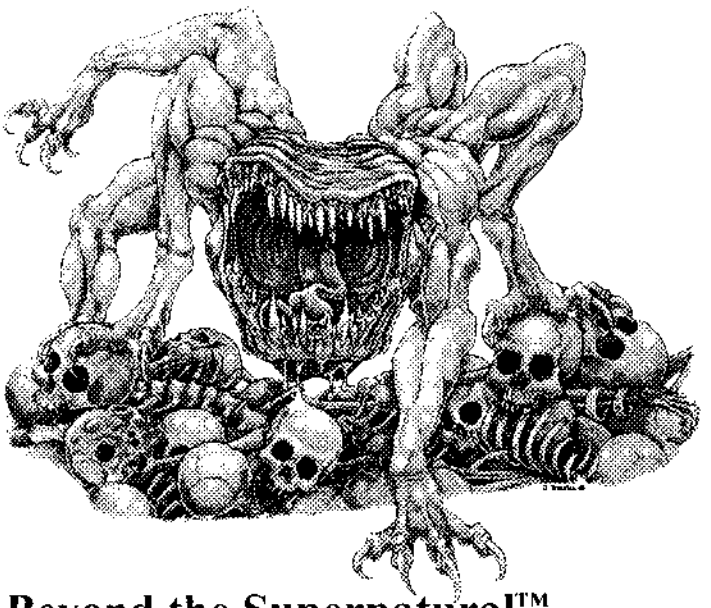
At the same time, I tried to give the Ultimate Edition a fresh feel with fun, new insight, background and surprises. A few tweaks to enhance some favorite characters, and a few additions like the Elemental Fusionist, Dragon Hand to Hand Combat, Techno-Wizard creation rules, and a host of other small (like the CS insignia patches) and large additions (like new types of dragons) that will put a smile on people's faces and spark their imaginations. I'm always trying to deliver the *Wow Factor* in my books. Hopefully, there are numerous places where you found yourself saying, "wow" and "cool," and "I didn't know that."

During the entire process, *fun* and *playability* were behind everything we did. I hope most of you like our choices. I hope you love this book and spend years exploring Rifts Earth and the infinite Megaverse.

Keep those imaginations burning bright.

– Kevin Siembieda, August, 2005

Palladium Books® Inc.



Beyond the Supernatural™
Role-Playing Game, Second Edition

BTS-2 has all the makings of a smash hit role-playing game. We haven't seen anticipation for a new game like this since **Rifts®**.

The setting is our modern world, today.

The heroes – ordinary people and those with the gift of paranormal abilities. Characters drawn into the realm of the supernatural because of their "gifts" or because they have suffered in the clutches of supernatural terror and have chosen to fight back.

Beyond the Supernatural™ is different, realistic, challenging and cutting-edge.

- **Extensive background and lush setting.**
- **14 Psychic Character Classes (P.C.C.s), including the Autistic Psychic Savant, Diviner, Fire Walker, Ghost Hunter, Latent Psychic, Nega-Psychic, Physical Psychic, Psi-Mechanic, Psychic Sensitive and Ordinary People ready to take a stand.**
- **42 occupations, including the Professional Psychic and Psychic Investigator.**
- **More than 100 psychic abilities, plus special P.C.C. powers.**
- **The Lazlo Society and Lazlo Agency.**
- **Victor Lazlo (and others) quoted extensively.**
- **Creatures of darkness, Entities and other fiends.**
- **Easy to learn and fast playing rules get you started with a bang.**
- **Fast modern combat. Perception Rolls.**
- **Plausible powers, plausible setting and unique characters.**
- **Delightfully weird and wicked supernatural horrors.**
- **A role-playing game of subtlety, investigation, horror and suspense.**
- **$24.95 retail; 256 pages, written by Kevin Siembieda.**
- **Cat. No. 700 – Available now.**

Coming for BTS-2

Tome Grotesque™ Sourcebook: More than a book of monsters, **Tome Grotesque™** will present gruesome Supernatural Predators, the most vile of demonic Pranksters, and Ancient Evil as you've never imagined it before. Insidious forces of evil, manipulating human pawns and empowering evil humans from the shadows

- Demonic beings great and small.
- Demonic psychic abilities and magic.
- Cults, dark forces and adventure ideas galore.
- Final page count not yet determined; 160-192 pages.
- Written by Kevin Siembieda.
- $17.95 or $22.95 depending on final page count – Cat. No. 702.
- Probably an August or September, 2005 release.

Arcanum™ Sourcebook presents the secrets of magic, ley lines, places of power, ancient artifacts, magic wielding player characters and NPC villains (Necromancers and others). Magic, you see, is a force that can be used for good or evil.

- The Arcanist and other practitioners of magic.
- Magic spells specifically designed for the BTS world.
- Magic rituals and means of supernatural protection.
- Magic weapons, charms and curses.
- Final page count not yet determined; 160-192 pages.
- Written by Kevin Siembieda and Todd Yoho.
- $17.95 or $22.95 (probably the latter) depending on final page count – Cat. No. 703.
- Tentative September release.

Coming for Rifts®

Rifts® Adventures in Dinosaur Swamp™ – the name says it all.

Rifts® Arzno™ – Mercenaries and vampires.

Rifts® Ultimate Edition – Completely re-written, with clarified rules, new interior artwork (color and black & white, and a new cover!

Other Palladium RPGs

Nightbane® – A unique game of horror and monstrous heroes.

Rifts® – Palladium's popular science fiction game where players are limited only by their imaginations. Film rights optioned for a live action, Jerry Bruckheimer movie, and *Rifts® Promise of Power™*, the first Rifts® videogame ever, coming October 2005 for the N-Gage game deck.

Rifts® Chaos Earth™ – The end of the world, Rifts® style.

Splicers™ – A new, gritty sf game of war, insanity and strange organic weapons and technology.

Heroes Unlimited™ – Comic book style heroes and action adventure.

Ninjas & Superspies™ – Martial arts characters and espionage.

After the Bomb® – Mutant animals and global holocaust.

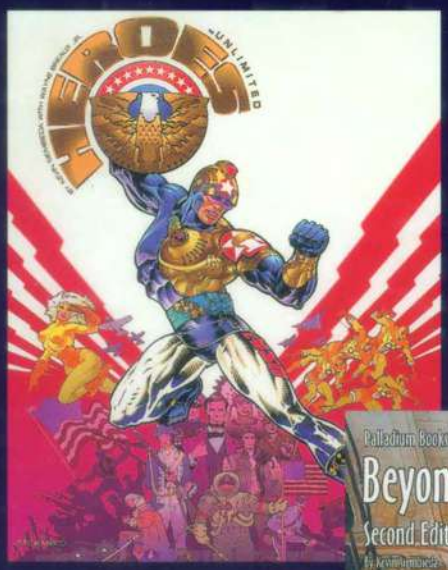
Palladium Fantasy RPG® – A unique fantasy realm of humans and non-human characters, magic and ancient secrets.

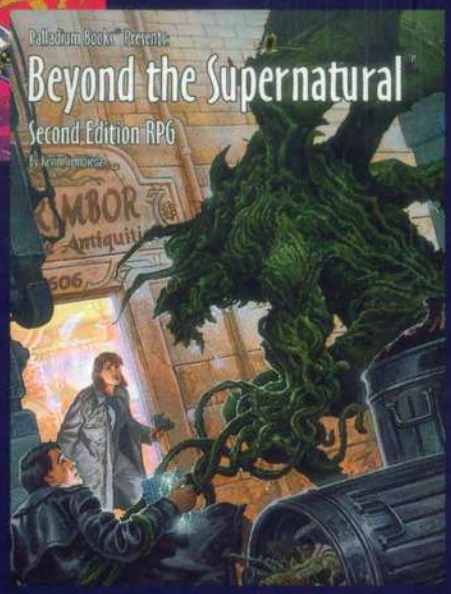
And more.

Contact Kathy at Palladium Books® – 12455 Universal Drive – Taylor, MI 48180 – orders@palladiumbooks.com – (734) 946-1156 to get more information, our latest catalog, or help getting our products.

© 2005 Palladium Books Inc. All rights reserved, worldwide.
Rifts®, Megaverse®, The Palladium Fantasy RPG®, After the Bomb®, and Phase World® are Registered Trademarks owned and licensed by Palladium Books Inc. Beyond the Supernatural and all other names, titles and slogans are also trademarks of Palladium Books Inc. All rights reserved.

BONE DADDY
5
5





At stores everywhere

Other Palladium Role-Playing Games

Heroes Unlimited™ RPG

- Ever imagine being a superhero? Be one.
- Create any type of hero imaginable.
- Mutants, aliens, super-soldiers, cyborgs, & more.
- More than 100 super abilities plus sub-powers.
- More than 100 magic spells and 40+ psionic powers.
- 352 pages of unlimited possibilities.

Beyond the Supernatural™ RPG

- They say monsters aren't real. They're wrong.
- It's you against the supernatural and beyond.
- 14 psychic characters – 42 occupations.
- 100+ psychic abilities.
- Modern setting. Incredible adventure.
- 256 pages and much more.

Palladium Fantasy RPG®

- Unique and fun fantasy setting.
- Play humans or nonhumans: Wolfen, Changelings, etc.
- 300+ magic spells, plus wards, rune weapons & more.
- Mind Mage and 80 psionic abilities.
- Giants, Demons, Faerie Folk & more.
- 352 pages of adventure.

Other Palladium RPGs

Splicers™
Rifts® Chaos Earth™
Nightbane®
Phase World®
Ninjas & Superspies™
After the Bomb® (mutants)
Mechanoid Invasion®

Rifts® Role-Playing Game, Ultimate Edition

300 years in the future, our shattered Earth is recovering from the Great Cataclysm. An event that wiped out human civilization, brought about the return of magic and has made Earth into something both familiar and alien. Humans transform and augment their bodies with bionics, robot exoskeletons, psionic-inducing brain implants, chemicals and magic to survive.

Tears in space and time – *the Rifts* – are doorways to anywhere. Open one and step through it to travel anywhere on the planet in a matter of seconds. Alien and supernatural beings use them to travel across the Megaverse® to arrive on Earth. You are one of the champions, the heroes of mankind, or an explorer or truth-seeker who braves the savage wilderness and dares to face the demons, dragons, aliens and weird creatures from the Rifts.

- **More than 30 unique player characters, including mutants, dragons, Crazies, Juicers, Glitter Boys, Cyber-Knights, Ley Line Walkers, Bursters, Psi-Stalkers, Mind Melters and more.**
- **Select super-science, psionic powers or magic as your weapons of choice.**
- **Magic, psionics, power armor, giant robots, human augmentation.**
- **Explore a world as weird and unique as any 50 alien planets.**
- **Open a Rift to anywhere.**
- **Infinite possibilities, limited only by your imagination.™**
- **A complete role-playing game of science fiction and adventure.**
- **376 pages of wonder.**

$33.95

Cat. No. 800-HC

ISBN 157457-150-8