

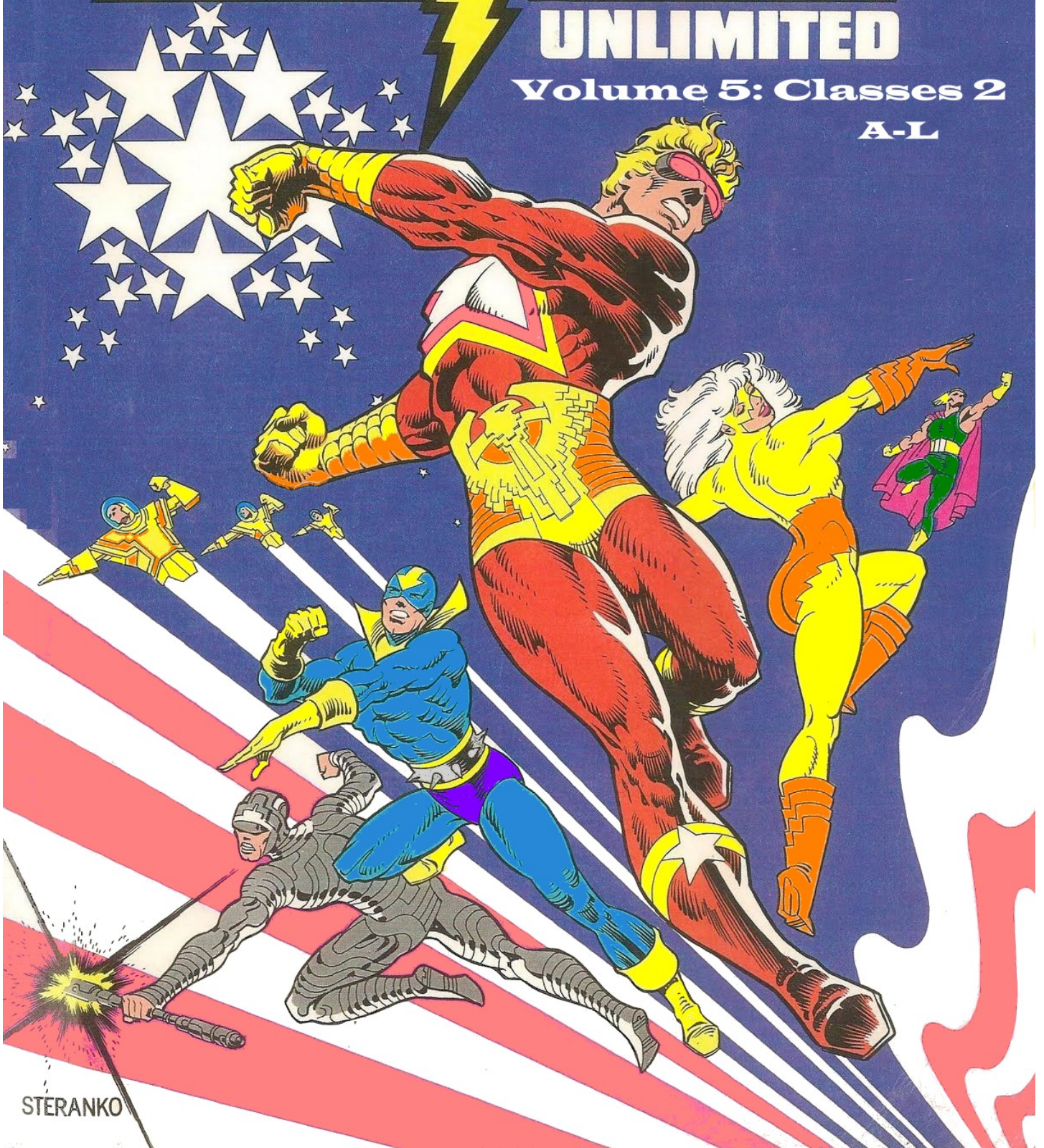
Advanced

HEROES

UNLIMITED

Volume 5: Classes 2

A-L



STERANKO

Advanced Heroes Unlimited Book V: Classes 2 A-L

Design: Marco Ferraro

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Foreword

So even 4 volumes were not enough it would seem. This time is a whole lot of extra classes written by others for Heroes Unlimited and other Palladium settings.

None of these were written by me. They have been taken from various now defunct websites from around the net and the former netbook of palladium occs.

Adept O.C.C.

By: [Matthew L Jinkerson](#)

As a result of one of my players taking a firm grip into the magical aspect of MAGE, I developed a new magic O.C.C. more suitable for what he requested. In the course of development I tried very hard to create a new mage aspect without going beyond the bounds of equality among the initial three magic character classes. If for your game you wish to make changes to this O.C.C. or have any questions, feel free to make those changes, or write me at: jinkerso@student.msu.edu

P.P.E.: P.E.+(2D4*10)+2D6 per level.

O.C.C. Skills

2 Languages +15%

Wilderness Survival +10%

Pilot: Hover Craft +5%

Lore: Demons & Monsters +10%

Math: Basic +10%, Literate +10%

O.C.C. Related Skills: Plus 7 other skills (req. 1 science, 1 technical) available areas are:

Communication: Radio only

Electronics: Basic Electronics only

Medical: First Aid only

Physical: any except Wrestling and Gymnastics.

Pilot: any +5%

Pilot related: any +3%

Rogue: any

Science: any +10%

Technical: any +5%

W.P.: any

Wilderness: any +5%.

Secondary Skills: Plus select five secondary skills (without bonuses).

Powers: 2D4 spells initially.

1. Sense ley line and magic energy - This power is somewhat similar to the psi-stalker and mutant dogs. The line walker can see and feel the presence of magic. Sense ley line nexus - The 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, and can tell whether it is near or far. He can also follow the feeling to locate the ley line at a skill level of 30% +5% per each additional level of experience. Sense a rift - The mage will automatically feel the sensation of a rift opening anywhere within a 50 mile area (80 km) +10 miles (16 km) per each additional level of experience. Although he can not tell exactly where this rift is, the walker will know whether it is near or far and whether it is big or small. Sense magic in use - The expenditure of magic in the form of a spell, rifting, or techno-wizardry can be felt, up to 100 feet (30.5 m) away per every level of experience. The 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.

2. True Sorcery - This unique magic user invents new spells as he/she needs them. Creating spells that may or not be similar to those spells listed in the books, if not similar, the GM will have to determine the P.P.E. required, range, damage (if any) and description for the spell.

Step 1: Character determines the desired effect that he or she wishes to accomplish.

Step 2: The GM determines what power, spell, etc... best accomplishes the desired effect, and assigns rank (level) to the given power (record and save for future reference).

Step 3: Character rolls dice to determine the length of time needed to invent the spell.

The creation time of the spell is directly related to the level of the spell wished to be created. Creation time is 2D4 melees + 2*(level of the spell) melees extra. For example if an Adept wished to create a spell of 5th level it could take anywhere from 12-18 melees depending on the roll. When the Adept begins the creation, he/she goes into a meditative trance. While in this state the character cannot take any other action other than a slow walk (no dodge, parry, etc...). However, the Adept is aware of his surroundings and can cancel the meditation at any time, resuming action normally. If the meditation is broken at any time the Adept shall have to resume his meditation from the beginning, as the spell is not imprinted upon the Adept's memory until the end of the meditation. This does allow the Adept to create new spells as he/she needs them, provided all spells have not yet been chosen, but finding the time to do so in combat can be tricky.

Step 4: The Adept casts the newly acquired spell for the first time ever. This initial casting requires two times the normal amount of time to cast the spell. If the Adept chooses he/she can negate the penalty of the double time in casting the spell, by expending 10 P.P.E. extra for the first spell. All spell casts after the initial time can be accomplished at the normal rate of time. Normal casting time for spells:

Levels 1-6: 2 spells per melee.

Levels 7-10: 3 spells per melee.

Levels 11-15: 4 spells every melee.

Step 5: Add the spell to the Adept's personal list of spells for future reference which can now be called upon like any ordinary spell cast by most magic users.

Limitations:

1. The character can never learn magic like a normal mage, instead he/she must develop a similar one.
2. These spells are all personal, they cannot be taught to other magic users.
3. Can only create 2 spells a week plus one per each level of experience.
4. Can only create 4 spells per each level of experience plus one for each level of the Adept, per year. For example if a 1st level Adept had not advanced for two years he/she could have up to 10 +2D4 spells available to him or her.

Bonuses to Save:

+2 vs Horror Factor

Weapons: Standard

Equipment: Standard

Vehicles: Standard

Credits: Standard

Xp table: Same table as a Mystic O.C.C.

Alien R.C.C.

By: [Nick Hanson](#)

I wanted to do an Alien (as in the movies with Sigourney Weaver) campaign for Rifts, but couldn't find the material. So I created the characters as I saw them on the movies. The top three are the aliens seen in the movies (stats for males, for females add 1D6 to PS, PP, & PB and 2D10 MDC). The next few are ones that would result if a face hugger got a hold of some races in Rifts world. In my opinion, the Aliens are a matriarchal society. That is, females are bigger, stronger, and more intelligent. Aliens, although they didn't seem this way in the movies, are very technologically advanced. They do know how to use all Rifts weapons, same as everyone else. Must choose WP's for bonuses.

Alignment: 95% are miscreant/diabolic but remain loyal to their race. If other alignment, loyalty to race isn't always there.

HTH: Martial Arts, start with 4 attacks

Natural Abilities (for all aliens): Impervious to cold/vacuum (can live indefinitely in arctic planets, and space. full damage from all weapons)

Resistant to heat (can stay in molten materials for 1 melee without taking damage, after that full damage)

Chameleon

Invisibility: Superior

Infravision 1000 ft (One way they see, also see normal vision like humans)

Telepathy (only way they can communicate, can't talk around the mouth)

If enough damage is done to the alien (-20% MDC of main body), there is a 75% chance the blood will splatter on opponents within 5 ft -25% for every 5 ft after that. The acid does 1D4x5 MDC every half melee and lasts 1D4/2 melees.

Claws 2D6 MDC (+1D6 MDC per level)

Tail 1D6 MDC as blunt weapon, but is prehensile and can hold weapons, etc.

Mouth extension bite 1D4x10 MDC! (the acid drool does most of that damage)

Other extensions of body. There are 4 prehensile tail-like protrusions about 3.5 ft long on the back of the alien. These can also be used to carry items (natural backpack), hang on to ceiling pipes, etc.

Sixth Sense

Magic: don't get spells, but instinctively know how to use all magic, psionic, and technowizard items.

Psionics: Considered major psionic.

Equipment: None. Start out by punching out of a creature's stomach.

Life Expectancy: 600 years.

Warrior Alien

This is an alien incapable of reproduction. When reaches level 15, it metamorphoses into an adult King/Queen alien. Metamorphosis takes 2D4 days in a cocoon with 5000 MDC)

Attributes: IQ 3D6, ME 3D6, MA 4D6, PS 5D6 (supernatural), PP 6D6, PE 10D6 (aliens are "The perfect animal" according to the synthetic dude on Alien, and they lived in space and molten lead), PB 2D6 (PB of 1 to all other races), Spd 6D6

P.P.E.: 3D4x10 (+1D6 per level)

M.D.C.: 2D4x50 (+1D4x5 per level)

I.S.P.: 1D6x20 (+1D4x5 per level)

Size: Average height: 6ft Tail: same length as height.

Average Weight: 200 lb

R.C.C. Skills: Pick 9 from any category, plus 3 every level

Alien Queen (NPC)

The Queen Alien can only be chosen at level 15. Add 3D6x10 MDC, double all attributes except PP & Spd which are reduced by half. Size is doubled.

Scorpion Alien

Attributes: IQ 4D6, ME 4D6, MA 4D6, PS 3D6 (supernatural), PP 8D6, PE 10D6, PB 3D6, Spd 8D6

P.P.E.: 3D4x10 (+1D6 per level)

M.D.C.: 2D4x50 (+1D4x5 per level)

I.S.P.: 1D6x20 (+1D4x5 per level)

Size: average length: 12 feet tail to head (tail is half total length)

Average Weight: 150 lb

Alien King (NPC)

The King wasn't seen in the movies, but he was there. How else were the eggs fertilized?

The King Alien can only be chosen at level 15. Add 2D6x10 MDC, double all attributes except PB & IQ. Size is halved.

Face Hugger (NPC)

These nasty little creations implant eggs into their victim by attaching themselves to the face of their victim, inserting a depositor down the throat into the stomach and laying eggs. Only one egg develops into an alien. This takes 1D4 days. The victim has no memory of a facehugger, but an alien will not kill the victim (senses the alien embryo and won't kill the host of it's own kind). Once the facehugger implants the eggs, it detaches and dies within 2D6 melees unless it attaches to a new host. When the facehugger implants in a humanoid creature, a warrior alien results. When the facehugger implants an animal-like creature (dogs, cats, lions, etc.), a scorpion alien results.

When the host has special abilities, like shape-changing and the like, the alien might have those abilities.

M.D.C.: 1D6x10 IQ 2D6 (animal intelligence), PP 4D6, Spd 4D6

These below are some new aliens I've come up with. They are what results when an alien gestates in the race named. (Note: races that are similar in attributes and abilities follow the stats above. So an alien from a wolfen is the same as the alien from a human)

Changling Alien

These are identical to the warrior alien with one exception. They have limited shape changing ability! They can make themselves look like any humanoid race for 1D4 hours at a time. When the 1D4 hours is up, they revert to alien form but can shape change again after resting for 5 seconds. Size: 1/2 the warrior alien.

Dragon Alien

GM's Note: These are very powerful and very rare aliens (dragons tend to destroy the little bugs before they can implant the eggs)! They consist of less than 1% of the alien population.

Attributes: Same as Scorpion Alien, +1D6 to all attributes, +2D6x10 MDC

Teleport ability: same as Great Horned Dragon Hatchling.

Size: twice to three times that of the Scorpion Alien

Breath Weapon: (Same as the race of dragon they originated in).

Alien-Hybrid R.C.C.

By: JediGyver@aol.com

When the Aliens first came to Rifts earth, they were little more than a momentary distraction. But when they started appearing en masse, the CS, among others, realized that the bugs were a lot more dangerous than anyone every realized.

That was when the CS had a few dozen of these creatures captured, of all types. In a controlled environment, people were infected using face-huggers from Queen eggs. The results of the testing showed that the humans that were infected gained great strength, endurance and physical prowess, especially in the time shortly before the chest burster popped out.

The experiment here was clear. Find a way to combine human and Alien DNA to create a more perfect warrior. It took time, and a great deal many experiments failed, or went haywire. However, the scientists at Lone Star did find the key, it lay in experimental cloning technology and genetic combining. Taking the DNA of a human on the verge of "giving birth" and from that of a queen alien, they managed to grow a clone of the infected person, alien and all. Then they removed the alien from the hybrid, and after the first two experiments nearly killed them, destroyed the burster.

The hybrid, however, was spectacular. It proved to be in every way, the thing they hoped it would be. The first batch was shown to Emperor Prosek, he immediately ordered them executed and that all the research be destroyed. Mainly because the things weren't human, on the outside yes, but inside they were monsters, to him anyway.

Obviously this did not sway their scientists all that much. They continued refining the process long after the first ones were killed. It is now seven years later (104 or 105 P.A.) and the hybrids are still being created at Rifts Lone Star, however, several were released (or escaped) and remain at large.

The CS has encountered a few, but has never successfully captured one alive, so they don't know their own creations are attacking them. The Hybrids are nearly as deadly as their Alien progenitors, though far more cunning.

Generally, these are beings who have been grown from the cells of a human infected with the Alien seed.

Alignment: Any, except Principled. Due to their Alien heritage, they follow the instincts of a predator/killer and would very rarely follow the strict moral code of the Principled alignment.

Attributes: I.Q.:3d6+3, M.E.:4d6+2, M.A.:2d6+1(they aren't real friendly), P.S.: 3d6+12, P.P.:3d6+9, P.E.:4d6+3, P.B.:3d6-1 (Due to the Alien DNA), Spd.:3d6+10.

Hit points: Base is P.E. + 1d4x10, +2d6 per level.

S.D.C.: 4d6x10 plus OCC bonuses (something like natural juicers)

I.S.P.: 1d4x10 +1d4 per level of experience. Considered a major psionic, this was an unexpected side-effect of the alteration. Choose any 4 sensitive abilities, and 2 physical abilities. (Optional) At level 4 the Hybrid can choose a Super Psionic Power (most typically, some sort of offensive psi-power).

P.P.E.: 1d6, for some reason it's extremely low. Another effect of the mutation is their tolerance to magic (includes healing and curing

curses, etc. etc.)

O.C.C.: Typically play adventurers or mercenaries. Some have become Mind Melters or Mind Bleeders. The only real restrictions are no magic classes. For some reason, they are unable to perform magic of any sort. Another restriction is they cannot be Crazies, Borgs, or Juicers. Their acid blood and immune system makes implants and drugs almost impossible to be in their system. Also, will usually not choose Glitter Boy or similar classes requiring power armor use on a regular basis, prefer hand to hand combat.

Natural powers/Abilities: Natural regeneration of 4d6 SDC and 1d6 HP per fifteen minutes. Can completely regenerate missing limbs in 1d4 days. (No, the head cannot be regenerated.) Have acid blood similar to that of their progenitors, it does 1d4 MDC to whatever it hits per melee that it's on the object (lasts 3 or 4 rounds), 3x as much damage if the character explodes, or a massive amount of blood lands on one object.

Alien Abilities: Alien Sensing power--Can sense other Aliens within 50 feet of the Hybrid, 100 feet if the Queen is near. Alien Empathy--Able to understand what the Aliens are saying and has a limited control over drones. Unaffected by the seed of face huggers and their ilk.

Bonuses: +1 initiative, +1 to strike, parry, and dodge (add this to P.P. bonuses), +1 attack per melee, +4 vs. horror factor (unaffected by the HF of Aliens), +4 vs. magic, but is vulnerable to psionics (meaning, -1 to save)

Insanities: Typically feels a driving hatred against all Aliens (similar to undead Slayers and Azverkhan Warriors) and is hostile towards other insect-like creatures and other Hybrids (except when they are mating).

Note: Most Hybrids are barren and are able to "mate" only with other hybrids. The Hybrids can have sex with other humanoids all they want, but having a child is almost impossible (02% chance) because the hybrid blood is acid and will destroy the fetus in transit.

Disposition: To strangers they'll be cold, callous, distant. To friends they'll be whatever the normal disposition for humans the character decides. However, they are fierce fighters, they don't have very many enemies, as they usually kill them first. Those who do have Hybrid foes know them as bringers of death.

Angel R.C.C.

By: [Lane](#)

Many centuries ago, before the Coming of Rifts, even before man walked the earth, there lived two godlings. Polar opposites, one was good and pure, the other tainted and evil. They had long been enemies and their clashes were long and violent. When man evolved to the point that they could think and speak for themselves, the good deity concluded that it could not rightfully endanger these new creatures, and so fled to a pocket dimension, taking its patron race with it. Enraged by this "cowardice", the evil deity followed, also taking its patron race. The two beings have never been heard from since...until now.

Recently, the evil deity has been on the losing end of the struggle, and has returned to RIFTS earth so that he may bolster his ranks. Seeing this, the good being followed, hoping to divert any trouble. These are his warriors.

Angel RCC/Halo Rune Item v1.4

These beings are the patron race of the good deity. They are nearly identical physically to humans, except for the large feathered wings sprouting from their backs. They have all been trained since birth to battle their deity's enemy, as well as all other supernatural evil. They are also equipped with a halo holy weapon (see description below). Most of the Angels have been sent by their deity in search of his counterparts minions. Because of their nature however, many have also become adventurers, helping the weak and innocent. These wanderers would be what a PC is.

Attributes: IQ:4 d6+6, MA: 3d6, ME: 3d6, PS: 5d6+6 (considered supernatural), PP: 4d6+6, PE: 4d6+6, PB: 6d6+6, Spd: 4d6+6 while running 100+2d6x10 km/h while flying!

Alignment: Must be principled

P.P.E.: 5d6

I.S.P.: 6d6+10 plus 10 per level of experience

M.D.C.: 6d6x10+10

Average life span: 1d10x100

RCC Bonuses: +2 attacks, +3 to parry/dodge, +2 to strike (All because of their phenomenal PP)

Natural Abilities: Nightvision 150ft. Flight(with wings). Regenerates 3d6+6 per hour. Note: even though these Angels seem amazing, they are mortal and still need to eat and sleep and breath.

Psionics: Major psionic (only because of psi-sword). Knows exorcism, impervious to fire, and sense evil at first level. Gains psi-sword plus three other powers at level three, two at level six, and two at level ten. (All from any category but super)

Magic: knows globe of daylight, float in air, charismatic aura, words of truth, and purification. Does not gain any others per level, but could learn them (rarely does)

R.C.C. Skills:

Prowl (no bonus because of wings)

Athletics

Lore:Demons and Monsters (+15)

Languages and Literacy: all 98% (just 'cause it's easier)

Boxing

Wilderness Survival (+5)

Tracking (+5)

WP:blunt

WP:sword

HTH:Expert (Higher level characters may learn Teng-jutsu because the Tengu find it amusing to see a creature with the same physical characteristic (wings), or first level characters may pay 4 other skills to learn it).

R.C.C. Related/Secondary Skills: Choose 10 other non-mechanical or non-technological skills . +10 to all physical, espionage, rogue, wilderness, lore, or domestic skills that apply. All WP's must be ancient.

Standard Equipment: Set of white robes, rope belt, a satchel with two weeks worth of rations (They still have to eat). Also, each angel has a...

Halo Holy Weapon:

This item is not a weapon in the usual respect, in that you don't hit people with it. It is in reality an iron ring about seven inches in diameter. It glows with a bright nimbus of white energy (-10 to prowl), which surrounds its wearer. The halo hovers about six inches above its wearer. The halo can cast elemental air magic (as per Atlantis "Greater Rune Weapons"). The halo also has the healing abilities under Greater rune weapons in Atlantis except multiplied by three. The halo also has ALL the abilities available to holy weapons, plus two detailed below:

1. Energy Nimbus Force Field: A force field with 200 MDC that regenerates completely each morning at dawn. The Nimbus is actually an air tight field that provides breathable air at all times making the Angel look as if it doesn't need to breath in hostile environments.

2. Holy Blast: A blast of "holy" energy that is flung through the wearer, and is shot from the hands. It inflicts 6d6 to mortal beings, double to vampires and to supernatural evil things (like demons and oni) and intelligences, and triple to minions of the evil deity.

Anti-Magics

By: [Dan Hicks](#)

These beings are similar, in that they are able to simply negate magic!

Alignments: Any

Attributes: All 3D6

O.C.C.'s: No practitioners of magic, tend towards fighters

Hit Points: Standard S.D.C.: Normal as per O.C.C.

Horror Factor: 13 to creatures of magic when they realize what they're fighting

P.P.E.: 3D4*10+40 to start, +1D4*10 per level

Natural Abilities:

Unless noted, these powers cost no P.P.E. to use.

1. Negate Magic

The Anti-Magic can negate magic at a rate of 1 of his P.P.E. to 4 outside P.P.E.

2. Impervious to Hostile Magic

Just like it sounds, hostile magic directed at the character either fizzles out, misses or some else happens

3. Negate I.S.P.

The Anti-Magic can negate I.S.P. at the same rate as P.P.E. (see above)

4. Negate Magical Creatures

By directing his P.P.E. towards a magical creature he is touching, the Anti-Magic can do 3D6 damage/ P.P.E. point/round to a supernatural creature, such as vampires, were beasts, dragons, faeries. Generally anything which can't survive without magic is effected by this.

5. Change Magical M.D. to S.D.

Any magical attacks which do M.D., such as a dragon's punch, a rune sword, is done in S.D. to the Anti-Magic.

6. Negate Magical Attacks

This is like #1, #2 and #4. Any attack which couldn't exist without magic but isn't physical, dissipates upon hitting the Anti-Magic, doing no damage.

Example: A dragon breathes fire at an Anti-Magic and his friends behind him. The fire strikes the Anti-Magic and dissipates, doing no damage to anyone.

Example 2: A basilisk tries to petrify an Anti-Magic. The beams strike and dissipate, doing no damage.

Attacks per Melee: As per combat

Damage From Special Attacks: See abilities

Average Life Span: 90 years

Value: 80 billion credits

Habitat: Anywhere

Language(s): Any as per O.C.C.

Enemies: Supernatural beings

Allies: Weak humans

Size: human

Weight: human

XP Table: Use dragon experience table

Notes: This is my first R.C.C. If you have any questions or comments, please feel free to send them to hsdan@aol.com. Also, don't

tell people you made this. After all, this is my first.

The Archangels

The race of beings that the 'Kryst' Intelligences uses as 'Angels' is actually a supernatural race from another dimension (big surprise in Rifts). They were originally an extremely warlike race, and sadly... in their own sector of the universe seemed to be the only living beings.. so they fought themselves.. and it was great sport for centuries until a few noticed that their numbers seemed to be dwindling... now a few were so combat oriented that the call for a cease in hostilities went unheard... and once again they battle among themselves.. except this time not all of them were in it for fun.. now it was Aggressives vs. Passives... and they would have eventually been wiped out if not for the timely intervention of a 'Kryst' intelligence. The being spirited away a large number of the less destructive members... and from space watched in sadness as the remaining 'angels' tore their race, history, and world to fluffy little bits. In thanks, the remainder of the race pledged eternal servitude to the 'Kryst' intelligences... this disturbed the intelligence as it seemed a lot like slavery... but why look a gift angel in the mouth... in this act... the precedent for 'Kryst' accompaniment by 'angels' was born... typically 4-12 per intelligence.

Throughout the multiverse these beings gradually became known as Angels. The intelligences had no other word for them, and the angels themselves had never really THOUGHT about what they were...

In appearance the 'Angels' are very reminiscent to humans... a strange coincidence. However the Angels are approximately 12 feet tall and surrounded by a strange nimbus of energy.. that they often shape into the image of wings.. the nimbus is however insubstantial, and the 'wing' images have no substance, this is potentially the source of the misconception of Angels having wings of fire. Their hair is very long, but seems to grow only on the head of the creature, it too is affected by the nimbus (oops) and can be manipulated at will be the being (they often choose a windblown look)

For the purposes of generating a random Archangel use the following.

IQ, ME, MA, PB: 4d6+7

PP: 2d6+12 **PS,PE:** 5d6+10 (supernatural)

M.D.C.: 1d4 x 100 + 600 MDC (avg is 800)

P.P.E. & I.S.P.: 500

Horror Factor: 12 (the being can project either awe or fear.)

Combat: 7 attacks

+7 to Strike/parry/dodge, init, roll w/impact.

+3 to pull punch, +4 on saves, +8 vs horror factor.

restrained hit: 5d6 sdc

normal hit: 3d6 mdc

power punch: 6d6 mdc

Magic: 15th level warlock (can choose water, air, or earth)

Psionics: possesses all healing and sensitive powers PLUS:

Empathic transmission, Group mind block

Mind block auto defense, and a permanent, no cost PPE shield.

considered major psionics.

Natural abilities: The abilities of the angels are largely defined by the following HU superpowers.

1. Invulnerability: avg 700 mdc, regenerates d6 x 10 mdc per 4 melees radiation, gases, drugs, poisons have half effect. magic has full, as do psionics.

2. Energy Absorption: The angel is completely immune to all forms of energy attacks (ions, flames, particles, lasers, lightning, etc.) and can drain by touch the equivalent of 10 E-clips.

3. Wingless Flight, at approximately 500 mph.

4. Energy Expulsion: Plasma (special)

The plasma expulsion power, while largely useless against their own kind, is an ability instilled into them by the 'Kryst' intelligence. Damage is d4 x 10 mdc. works like any other expulsion power.

The 4 most 'famous' archangels have been brought back to Rifts earth along with the 'Kryst' intelligence. They are.

Micheal, the Warlord-- aka Shardis

Gabriel, The Word-- aka Eollen

Raphael, God's Health-- aka Zaihen

Uriel, the Angel of Death-- aka Hunter

The primary difference between these 4 beings is their chosen 'mission' for the 'Kryst' intelligence. Micheal attempts to spread his master's word through deeds of rescue and retribution... Gabriel works miracles (magic)... Raphael performs healing for the needy... and Uriel... Uriel just does his job.

To aid them in their missions, the Kryst intelligence has equipped each angel with certain items of power.

Micheal: The Breastplate of 'Kryst'

This Techno-Rune device projects a 500 mdc force field about it's wearer, and regenerates MDC at a rate of d4 x 10 per melee round, it cannot be destroyed.. even if vaporized the breastplate will once again be worn by Micheal the next day.

Righteous Fury

This weapon combines the abilities of a flaming sword and a rune weapon.. though it's power is distinctly limited by its rather direct nature.

Righteous Fury inflicts 3d6 x 10 MDC from it's holy fire. The blade does double damage to all supernatural creatures and fully effects vampires and vampire intelligences. The weapon is linked to Micheal and will burn any other being attempting to wield it for full melee damage.

Gabriel: Kryst's words

Gabriel wears no armor, and packs no armament... he instead wields his masters most powerful gift.. knowledge. The Book of Kryst acts as a link to the accumulated knowledge of the Kryst intelligence... the book is also linked to, and will function for Gabriel alone, it is of Techno-rune construction and can breach dimensions to maintain contact with the Kryst intelligence.. it provides the following.

1. Access to any desired spell available to: ley line walkers, Shifters, Necromancers, Biomancers stone masters, and Rune masters.

Access to Rune and Necromantic magic is rarely granted to Gabriel.. and he rarely asks for it.

2. Knowledge to perform any known skill at 88%

3. Complete Lore on all known Monsters, Faeries, and other intelligences (The Kryst intelligences don't know everything about most intelligences, but they know a lot more than most other beings...)

4. Racial History by contact: Gabriel can 'dig' up memories of a races past by keeping the book within 30 feet of a willing and reflective creature, the creature will fall into slumber as the powers of the book probe back in time. Gabriel has acquired knowledge on. Humanity, Dwarves, Elves, Titans, and strangely enough the Brodkil.

Raphael: Raphael is the manifestation of healing... his natural abilities are aided by a biowizard construction that makes his hands appear golden.

By touch Raphael can:

1. heal 6d6 SDC or hit points 10 times per day.

2. Heal 3d6 x 10 MDC 10 times per day

3. Remove Curses at 98% ability

4. Cure any natural illness at 98% ability

5. Remove any mental affliction at 98% ability (like psychosis)

6. Cause the body to expel any foreign item while not damaging the patient.

7. Instill bioregenerative ability for one day. (regenerates 6d6 sdc, MDC, or HP in one day.)

By Desire Raphael can:

1. Turn 4d6 x 100 undead per day.

2. Control 3d6 creatures of animal intelligence once per day.

3. Restore to Prime: this ability allows Raphael to take a being's back to the point in time that it was in it's healthiest condition, this however costs Raphael 5000 PPE.. hard to come by.

Uriel: Uriel has had instilled in him the added major superpower of intangibility... this was done to keep with the 'Unavoidable' motif of the angel of death.

Robes of fear: This slightly ragged garment is in truth a Rune device that can provide Uriel with a horror factor of 18 upon command, as well it provides an added 1000 MDC force field that completely regenerates over night.

Uriel's Blade of Silent Passage: This rune blade inflicts a minor d6 x 10 mdc per strike, but has a boosted soul drinking capacity.

The Blade of passage can drink 30 life essences per day... as well the death blade functions equally well on all creatures, except intelligences and God's.. who are beyond it's power.

Anaheim: Are you ready for the second coming? :) (he's next)

The Asper Juicer O.C.C. (Based on The Spawn comics)

By: [Vulgr one Child of the Damned](#)

During the last few years the emergence of the Splugorth Maxi-killer juicer has hidden the emergence of a new bio-wizard juicer the Apser. Spring the first few years of its existence it was thought that this juicer was nothing more than a maxi-killer with additional bio-wizard implants.

Recently however the evidence that this Symbiote is not the same as the one used by the Maxi-Killers, has lead to the emergence of several agencies attempting to better understand this symbiote so that they may use it for their own purposes. One such agency the Apser group from Wormwood (Wwd) has done extensive research and has actually managed to make a viable process by which the symbiote may be introduced to the host. It is interesting to note that even though the Asper Symbiote can be found on Wwd it is not indigenous to the planet and therefore does not die when removed from the living planet.

Bonuses & Benefits of Asper Conversion:

1. Super endurance: Becomes a mega-damage being with 2D6x10+60 MDC and an additional 2D4+2 per level of experience (also see #7). Also +2 to P.E attribute.
2. Supernatural strength: Add 2D4 to P.S. attribute; minimum 21 (supernatural).
3. Super speed: Add 5D6 to speed attribute

4. Super Reflexes: +3 on initiative, +3 to roll with punch, auto parry or dodge on all attacks even from behind or by surprise. Add one attack per melee (also see #8). And add 1D4 to P.P attribute (no minimum).
5. Saving throw Bonuses: +3 save Vs. All magic, +1 save Vs. Psionic attack , +7 save Vs. Poison, and +2 save Vs. Horror factor.
6. Enhanced healing: The Asper can regenerate 1D4x5 MDC per hour, plus can regrow severed limbs and organs in 2D6 Days +30% to save Vs. Coma/death.
7. Grafted Armor: The Symbiote also serves as a suit of armor with 80 MDC that regenerates at a rate of 1D4x5 per hour.
If the MDC of the armor is reduced to zero it withdraws into the body. Until it can regain 30 MDC, the Asper cannot regenerate and suffers 3D6 MDC per hour until the symbiote feeds on his/her body to restore it's MDC; Every point the Asper Suffers Goes into the symbiote whose regenerative powers do not work until its MDC reaches 30 at which point both the Asper and the symbiote regenerate normally.
Armor reduced to zero will grow back completely in 12 hours after hitting the 30 MDC mark. Note: If the Asper dies before the symbiote hits 30 MDC both he/she and the symbiote will die.
8. New Appendages: The Symbiote also provides its host with added Apendages.
 1. Cape: The provides the Asper with several abilities.
 - i. The cape grows to an incredible 30 square feet and gives the Ability to leap 50 feet across or 20 feet high(+1 foot per every point abouve SPD 25),
 - ii. Shadow meld (same as spell), Chameleon (same as spell)(both can be preformed three times per 24h (considered Lvl 4))
 - iii. The cape also provides the Asper with the ability to heal others at a rate of 1D6 SDC and 1D4 HP or 2D6 MDC (this ability is only available 2x per 24 hours.)
 2. Chains of Might: The chains provide the following bonuses.
 - i. The ability to entangle an opponnet, the 50' chains can wrap round an opponnet and entangle his arms (loses all attacks) as well as crush the adversary 4D6 per Melee(PS of 60 is needed to break free)
 - ii. Additional attacks, the chains can act independently of the Asper with one attack each. (note if the asper uses the chains they lose their attacks)
 - iii. A 2D6 whip attack, and a 3D6 spear attack.
 3. Spikes: The ability to grow 2 feet of spikes per level up to a maximum of 6 feet, which can be divided up between as many spikes as wanted, Dmg is +1D6 Per Spike per foot or several small ones can be used as knucle spikes increasing punch dmg by 1D4

Note: The Asper can not use his/her new powers with full acuracy till third level chance of success is based on 50% +25% per lvl (this roll is used to determine wether or not the attack/action goes as planed)
All of the appendages have an MDC of 40 per square foot and regenerate at a rate of 1D4 per hour and 1 foot per hour will completely regenerate/regrow in 24 hours.

9. Penalties: In addition to the usual juicer anxieties, The Asper becomes so infatuated with his new power that he begins to believe that he is a god. Life expectancy is dramatically reduced (1/2-3D6 Months.).
Also Roll Once on the following insanity table.
Asper Insanity Table:
01-40 No insanity
41-50 Claustrophobic
51-70 Fear of being seen (will do any thing to hide his/her face)
71-90 Phobia believes appearance will get him in trouble
91-100 Obsession with Danger, takes needless risk.
10. Racial Limitations: The Races that can benefit from the Asper augmentation include. Humans, Orcs, Human like D-Bees, and Elves.

Attribute requirements: None other than a good or selfish alignment

O.C.C. Skills:

Language dragonese and American 98%

Intelligence +10%

Tracking +10%

Land Nav +15%

Climbing 90%

W.P five of choice

Hand to Hand:Expert

**Hand to Hand Expert can be changed to Martial arts at the cost of 1 other skill.

O.C.C. Related Skills: Select 7 other skills plus one more at levels three, six, eight, and two more at levels ten and eleven. All new skills start at level one proficiency.

Communications: Radio Basic only (+5)

Domestic: none

Electrical: none

Espionage: Any (+10% see also Cape Above) Medical: None

Mechanical: None

Military: Any (+10%)

Physical: Any (+4% where applicable)

Pilot: Any

Pilot Related: Any

Science: None

Technical: Lore, and Language (+5%)

Rogue: Any (+5%)

W.P: Any

Wilderness:Any

Standard Equipment: Typically Three modern weapons of choice, three ancient weapons of choice, a hooded coat to hide face, geiger counter, gas mask, tinted goggles, various personal items, three weeks rations.

Money: Start with 3D4 x100 and 3D6x 1000 in black Market items

Cybernetics: None, The Symbiote regrows the lost limb and rejects the implant.

Asternogs R.C.C.

_By: Mike Moses

Born of the stars, beings of pure cosmic energy, no fear, no emotions, and no friends. One continual message, passed down throughout there existence, gives them reason to live, DOMINATION!!!

Asternogs or Asteronians, as sometimes called, feed off of the energy radiating from the stars of the universe. They reproduce sexually and offspring are placed in the interior of a star. There they grow and mature until they unleash themselves on the universe.

Domination of all beings seems to be their main instinct and they rarely have an feelings toward any other being. Usually they travel alone searching for prey to either conquer or digest. Food is there only means of survival, and somehow it uses the gases from the breakdown of food particles and gives their bodies any particular gas needed to function. They need to feed every human week and any living or non-living tissue can be consumed.

Their appearance is very intimidating. The average Asternog stands 10 feet 6 inches. They can fly at velocities of up to 1,000 mph and sometimes faster when pissed off. Their physical build is that like a humans, they have two arms and two legs. The head is large with one eye in both the front and the back. Ears are relatively small but still have remarkable hearing skills.

Their skin is green for males and blue color for females. Both sexes are equally powerful but the females seem to be a bit stronger overall. And fight feriosiously.

Attributes: IQ 6, MA 5, ME 4, PS 7, PE 5, PB 1, SPD 6 (or 7 if female).

P.P.E.: 5D6x10

Mega-Damage/Hit Points: 1D6x100 + 10 M.D.points/level

Armor Rating: Skin is M.D. substance and is impervious to all normal weapons.

Magic and Psionics inflict 75% effect/damage.

Natural Abilities: Fly 1000m/h, see invisible, and bio-regeneration 1D6x10 M.D, hit points every three minutes.

Eye Incinerator beam: 6D6 MD, range: 1000 feet.

Atom dismanteler: 6D10 + 10 MD, range: 80 feet. Note: (When used, the dismanteler collects all stored power from own body losing amount of damage inflicted)

Claws: 3D6 MD

Bite: 4D6 MD

Photon Detonator: 5D10 MD Note 1 : (When attached to target it explodes after 3 melee rounds) Note 2 : (When the bomb is on its specific target the target character can attempt to disarm it by rolling a 20 sided dice.

1-7 Disarm successfully

8-10 Disarm but lose 10 MD points

11-14 Lose 1D4x10 MD points

15-19 Disarm successfully

20 Bomb goes off and lose 2x MD points inflicted

Psionics: Master Psionic: player can choose up to ten psychic powers from any category. Select an additional five at 5th level and 10th level.

I.S.P.: 2D10x10

Magic Knowledge: Full understanding of magic. Can sense ley lines and nexus points; range: 100 miles.

Spells: Can learn all spells by usual means beginning at 1st level.

Combat Abilities: Equal to hand-to-hand basic, + 2 melee attack.

Average Life Span: 40,000 years.

Astromancer P.C.C.

By: [Necromancer Bob](#)

"Look to the future, my boy- we are the watchmen on the towers. We failed once, but no more of that; we must not shirk our duties. Perhaps if there had been more of us, we should have warned the world away from the Dark Ones."

-Cannes T'dan, Watcher of the Third Court

Astromancers...Seers...Prophets. They have been with mankind since his dawning, those who, like the other bards, could read the Winds of Change, and hear the whispers of things to come. In days of old, Dagda set the four bardic orders of the world. The astromancers were to be the Watchmen of the world, the Third Court of Bards, those who are both blessed and cursed with the ability to read the future and to sense great events in the making.

As the bards remind man of his past with tales of valor and the memories of the earth, the astromancers foretell its future. The "true" bards can get a vague sense of the future from the Winds of Change; but the astromancers read the Winds more precisely. To the astromancers, the future is like a book where they are reading two or three pages ahead. The content is clear but malleable, at once set in stone and rife with possibilities. The future can be changed, but it is not an easy task, and these prophets must live with that knowledge every day of their lives.

Also given to the astromancers was their supernatural sensitivity. Through their link with the Winds of Change, these prophets can seek out those who are being searched for. They have the gift of the An-da-shealladh, the Second Sight, the ability to see spirits and into the spirit realms. They can see when life is kindled, and see into men's hearts. The diviners are not omniscient, but their psychic Third Eye is open much wider than most people's.

When a young one with the aptitude for being a bard (of any kind) is found, their minds and souls are searched, to find what course the youngster's awen has set. Those with a knack for prediction and divining are given their training by other astromancers, most of them recluses and "crazy" hermits. Unlike the "true" bards, who are a part of society, most astromancers are not people persons. While a bard would be found hanging out in an occult bookstore in Greenwich Village, an astromancer would be found in a cabin on top of some unnamed mountain in the Appalachians.

Like the other bardic orders, the astromancers have survived the centuries due to their secrecy and small numbers. They are perhaps the fewest of the bards, and the oddest. Astromancers only regularly meet with others of their kind (the bards), often shunning contact with mundanes. There are a few, however, who make their living in "normal" society, often making a living as a palm-reader, fortune-teller, spiritual counselor, or (no joke) phone psychic. Like the "true" bards, these social astromancers try to use their powers to enlighten and help mankind, much as their ancestors did so many centuries ago. Their methods, however, have had to change with the times. In a society as cynical as the modern world, they're lucky to find anyone who believes what they have to say.

But for all their power, the astromancers are a cursed lot. With their ability to read the future comes a responsibility and, yes, even a madness brought on by their abilities. Most astromancers realize that, even though they can read the future, avoiding it is like trying to change the course of a river- a difficult task, as the river is constantly trying to correct itself. The realization of this has made most astromancers of modern times more than a little fatalist. Time is a beast, hunting us down, preying on us every day, and we cannot avoid it, they say. This has extended itself into a long apathy that makes these diviners unwilling to get involved in anything, most especially any war with the Nightlords.

Yes, the astromancers saw the coming of the Dark Day; like the other bards, they read the ill winds that blew in the months and years preceding it. They knew well in advance that dark forces were gathering, and that the world would soon change for the worse. Some even knew where the trouble would come from- the blighted land of Arcadia, now known to occultists as the Nightlands. But the astromancers, like the others of their kind, were powerless to stop the Coming of Night. Always few in number, some of the astromancers and their brethren tried to convince the public of the dangers that lay ahead. Most of these modern-day prophets were dismissed as the usual doom-sayers that haunted the turning of the century. Who knew that they would be right?

After Dark Day, it seems as if visions of the future have become clouded. Astromancers have told of futures where the world is a deserted waste-land, inhabited only by creatures of the night, who make war on each other. They have seen times when mankind is in literal chains, little more than fodder to be shuttled off to be mechanically executed. More than a few astromancers who have seen this future have committed suicide rather than live with the madness they have seen.

Interestingly enough, visions such as this have crystalized and changed the astromancer's apathy. Astromancers have now embraced both the secret wars for freedom, and the darkness of quiet waiting for death. One camp has now jumped in on the side of trying to change the future, to join with the Seekers and the Spook Squad to try, even futilely, to prevent mankind from fading into oblivion. The second camp, perhaps more practical, has become jaded and nihilistic; if the world is going to end like that, what does anything matter? **Alignments:** Any, but usually selfish. Evil astromancers will usually be aberrant. Most astromancers have become jaded and nihilistic, only interested in themselves.

Attribute Requirements: A bard of any kind is born, not made, so there are no attribute requirements. However, most astromancers have an I.Q. and M.E. of 11 or higher.

P.C.C. Powers/Abilities:

1. **Sense Winds of Change:** Much like the "true" bard, the astromancer has the innate ability to sense changes brewing in the world, only much stronger. This is similar to the psionic power of clairvoyance, but, in the case of the astromancer, the images are much more powerful and solid. To do this, the character must be alone, and in a quiet place, and meditate for a few (1D4) hours. Being closer to the natural earth, such as on a high mountaintop, or in a place heavy with mystic energy, increases the link between the astromancer and the Winds, making it easier to divine a future from those images. Being in places of foul spirits, such as the Nightlands or an astral domain controlled by an evil being, makes it more difficult to contact the spirit winds. Using this ability costs no I.S.P. or P.P.E.. Base chance of successfully gaining a vision from the Winds of Change is 35% +4% per level of success, but can be changed by the following (all are cumulative):
 - ❖ The astromancer is on a mountaintop/hilltop, where he can look over the land, etc: +20%
 - ❖ Character is on a ley line: +10%
 - ❖ Character is at/near a ley line nexus: +10%
 - ❖ Character is in the Dreamstream or in the Inner Plane (of the Astral Plane): +15%
 - ❖ Character is away from nature/in a city: no bonus/penalty
 - ❖ Character is in the Nightlands or the astral/dream domain of an evil person/being: -20%
 - ❖ Character is in the Void: -25%

The insights gained from communing with the Winds are solid and, to the character, almost real. The vision of the future is like a dream unfolding before them. The astromancer will see clearly what is to happen occurring around them, but will be unable to interact with anything. The character will even see themselves, as if another person, in this vision. The future will most often be immediate, to occur within the next few (1D4) months, but isn't definite. Visions can show a possible future even years in advance, and the astromancer can never know exactly how long it will be before the future they have seen occur. Often, the Winds give an astromancer insight subconsciously, without the character even willing it (great way to start an adventure).

GM's Note: This ability can be hard to run (obviously). Be careful of giving too much away, and try to emphasize to the character that the future is very difficult to change, and that even an astromancer can only see so much of what is to come. Don't be too hard with it, or the players could lose interest, feeling like their characters can't change anything, or use it too much, or the players will feel as if they're being force-fed the plot.

2. **An-da-shealladh: Astral Vision:** Astromancers are gifted with the ability to see into the spirit realms. This includes the ability to see the invisible, astral travelers, ghosts, and other spirits. Also, whenever the astromancer looks at a person or spirit, they are outlined by a faint version of their aura. This gives the astromancer a basic sense of the person (alignment, general level of experience, the presence of magical or psionic ability, etc). This ability is automatic and requires no I.S.P., and cannot be turned off.
3. **Sense Life:** Like the Yhabbayar Bubble Makers and the Grey Seers (see Rifts World Books 12 and 16), the astromancer can innately sense the presence of life, birth, and creation. This means he can sense when an animal or humanoid is pregnant within 72 hours after conception and tell whether it is a girl or boy (in the case of animals that give birth to litters, he can tell how many will be born). This ability also enables the astromancer to sense whether a person is a healer or defender of life, or a destroyer of it (assassin or killer). The astromancer can also recognize great good in an individual through close contact. No I.S.P. cost.
4. **Divination:** Astromancers are not only masters of conventional divination (as described in Through the Glass Darkly), but also have some unique abilities to divine things. The astromancer can, if told of a person and given an article of clothing or personal item (ie, a favorite toy, etc) of that person's, divine their location and general state of health (ie, alive and well, dead, sick, etc). This ability is often used to help people find missing loved ones, old friends, etc. This ability also works no matter how long it has been since the item was worn or used; it can be years or days. Distance, too, is no factor to the astromancer- the Winds of Change circle the entire Earth. The person's location will be sensed by the astromancer and can be narrowed down to a range of 2D4*10 miles. Using the ability involves a long (1D4 hours) session of meditation with the person who is searching for the target (ie family, friends). It also costs 15 I.S.P.
5. **Ripples of Events:** Events make waves, the old saying goes- every event causes a subtle change throughout the Winds, a ripple that "touches" everyone who can feel it. The astromancer, the master of picking up these ripples, is so in-tune with the Winds of Change that he can sense when major events/disturbances are going to occur. This includes floods, earthquakes, political coups, and almost anything else that has major ramifications on the world around them. The range of this ability is unlimited, but is most likely to happen when something is going to occur in the astromancer's vicinity (ie, his city). The ability is nothing to rely on, however. It works on a subconscious level and can't be called upon willingly. The character simply knows when something big is about to happen (usually within the next 1D4 months, but can be more than that). Also,

this ability deals more with impressions (that of impending danger, etc) than actual visions. However, the feeling can be enhanced by communing with the Winds (see #1, above).

6. Sense & Read Ley Lines: Fundamentally the same as the ley line walker ability.
7. Other Psionics: The astromancer also has the conventional psionic powers of sixth sense, sense evil, presence sense, psychic omni-sight (see Rifts World Book 12: Psyscape), astral projection, empathy, and two other sensitive powers of note. Super/Master psionic powers that are sensitive in nature may be chosen by the astromancer, but count as two powers. The astromancer gains one new sensitive or physical power every three levels of experience (ie, levels 3, 6, 9, etc...). The astromancer also saves as a master psionic (10 or higher).

P.C.C. Skills:

Divination (see Nightbane World Book 3: Through the Glass Darkly) (+10%)- The character is an expert in conventional divination, such as cartomancy, as well as their clairvoyance through the Winds of Change.

Speaks & literate in native language (usually English) 98%

Lore: geomancy/ley lines (+10%)

Lore: psychic (+10%)

Basic & Advanced Math (+20%)

Astronomy (+15%)

Detect Concealment

Two technical skills of choice (+20%)

P.C.C. Related Skills: Select 10 other skills (two must be from the science category) with the same limitations and bonuses as the Sorcerer O.C.C.(see Nightbane RPG, p. 116)

Secondary Skills: Select 6 secondary skills, again, with the same limitations as the Sorcerer.

Equipment: Usual stuff; the character might work for, or have access to an occult bookstore or similar establishment, allowing him to borrow research materials (or buy them cheaply). In addition, the character starts with a car that's 2D4 years old and a few basic things, etc. Most astromancers are leery of technology, even to the point of thinking technology will kill the world. They abhor technology that alters the body, such as cyberware and Juicer augmentation (interferes with their link to the Winds).

Money: 3D6*100 dollars/credits in cash (savings) and 2D6*1000 in possessions. Money and possessions mean little to these cursed prophets.

Experience Table: same as the Sorcerer (see Nightbane RPG, p.233).

Astromech R.C.C.

By: [hidari kiki](#)

Note: This is a subset of the Droid R.C.C. I probably shouldn't be writing this at all - I will most likely make a generalized Droid R.C.C sometime and make this and Protocol Droids and varies other things (Assassin Droids... mmmm...) have different skill packages or something. But for now, this is meant for use with the X-Wing conversion provided by scaramouche.

Astromechs are non-humanoid robots built for the purpose of interfacing with ships' computers (or any computer for that matter).

Their primary function is the ability to calculate store ten hyperspace routes in their memories, but they also carry a multitude of tools which can be used for maintenance and repair. In other words, they are very useful critters to have around.

Astromechs generally do not speak language as we know it, using some sort of machine language. It is usually possible, however, to get a general idea of what they're talking about. Physically, they are about three to four feet tall. Locomotion is provided by two "legs" with wheels plus a retractable third "leg" which provides added stability.

Standard procedure dictates that the memory banks of Astromechs (and all other droids) be wiped every six months, but it has been found that if this is not done, they begin to develop unique personalities. They are not, however, regarded as sentient beings, and no one seems to have ethical problems with performing the memory wipes or outfitting them with restraining modes, which in humans would be seen as lobotomizing and enslaving them, respectfully.

Alignment: Any. Alignment is dictated by programming, which begins at Principled in most cases, but this has been known to shift, and some droids have gained the ability to rewrite their own code.

Attributes: I.Q. 2D6+6, M.E. 3D6, M.A. 3D6, P.S. 2D6, P.P. 2D6, P.E. n/a, P.B. 2D6, Spd 2D6.

Size: Three to four feet high, two to three foot diameter.

Weight: 150 to 200 pounds.

M.D.C. by location:

* Legs (3): 20 each

** Head - 30

Main Body - 90

* Destroying any leg except the retractable third one will cause the droid to fall over and become immobile.

** Destroying the head eliminates all sensory input and output capabilities, but as the CPU is inside the main body, the droid can still be repaired with no permanent damage. Note: this is the only exposed part of the droid when it is in an X-Wing.

P.P.E.: None

Average Life Span: Indefinite

Natural Abilities:

Average Experience Level:

Psionic Powers: None

Magic Powers: None

Combat: Usually none; this is not a combat droid.

Damage: By weapon only (rare)

O.C.C.s: All Astromechs are effectively Operators with the following O.C.C. Skill alterations:

W.P. Blunt replaced by Navigation: Space (98%) and Weapon Systems (+10%)

Hand to Hand: Basic replaced by Astrophysics (98%)

And the following O.C.C. Related Skill alterations:

No Domestic skills are available

No Medical skills are available

No Military skills are available

No Physical skills are available

Rogue: Computer Hacking only (+10%)

Science: Any (+5%)

Technical: Any (+10%)

W.P.: None

Equipment: A large variety of tools or various sorts are built onto swing-arms and telescopic arms, including but not limited to screwdrivers, arc welders, socket wrenches, cutting lasers, etc. Standard Astromechs also come equipped with radar (5 mile range).

Cybernetics: Astromechs are very much customizable. Owners have been known to do things ranging from installing a voice synthesizer to replacing the legs with a hover system.

Atlantean Blade O.C.C.

By: [Thomas Locke and Llama Slayer Productions](#).

Description:

The Atlantean clan "Cuchanto" has created a special class of Atlanteans. These, blades as they are called, are people skilled in the use of ancient, edged and blunt, weapons. Preying on the belief that ancient weapons are relatively weak, a seriously out-ranked Blade has been able to defeat his opponent with a single, critically aimed, strike.

Blades are trained from birth (thus can't become one after being something else), and thus learn to focus their energies to the development of their prowess, and not strength. This ability has only been exhibited in people in the "Cuchanto" clan. In their training, Blades also lose some of the more magical abilities possessed by True Atlanteans (such as operate dimensional pyramids).

Blades always play a musical instrument and sing, for sometimes, weapons are not the only solution to a problem. The Blade can use these abilities to increase the morale of friendly troops, and sway enemies reactions from a hostile one, to a more friendly one. All Blades are skilled in the ways of a thief, and will usually supplement their crusades against evil by 'borrowing' money from more well off individuals (this is true of any good aligned Blade, he will always find a way to pay the person back). Blades will rarely use armor heavier than medium, and that even sparsely. Blades will only pilot robots and power armor in the rarest of cases, and when nothing else is feasible (everyone else is, and the Blade wants to keep pace with the party), but will always look for the first chance to get out of it.

Alignment: Only good or selfish, never evil

Attributes: IQ- 3d6 + 4, ME- 4d6 + 4, MA- 3d6 + 4 (never less than 18), PS- 3d6, PP- 4d6 + 4 (never less than 20), PE- 3d6 + 6, PB- 3d6 + 6, Spd- 4d6 + 6 (never less than 18)

Hit Points: PE + 1d6 per level

S.D.C.: 50 + bonuses (tattoos)

P.P.E.: 10 + tattoos

H.F.: 12 Most sentient beings are awe struck when they realize they are in the presence of a True Atlantean.

Special Abilities:

1. Can attack with an ancient weapon in each hand, receiving normal bonuses in the strong hand, and no bonuses or penalties in the off-hand. If both hands are attacking the same target, the Blade receives double his normal attacks. If each hand is attacking a different target, the Blade receives 1.5 his normal attacks(rounded down), divided evenly between each hand, with the good hand getting the more, in cases where it doesn't divide evenly.
2. Ambidextrous- can use any weapon(has to have a proficiency in that weapon) in either hand with normal bonuses.
3. Can attempt to catch small weapons thrown at him, with a successful parry roll, receiving half the normal bonuses.
4. Can fight blindfolded, blind, or in the dark, with only a -2 to strike on hand-held weapons (sword, knife, clu, etc.), and a -4 on ranged weapons.
5. Offensive Spin- this ability is used to intimidate enemies. The Blade must spend one melee action/attack setting up the spin. If the Blade is hit within this period, he loses the spin, and must start over again. The Blade cannot parry or dodge during this period. If he does, he must start over. If the Blade makes a successful hit on the next attack, the enemy must make a success save vs. horror factor, with a -1 to the roll per three levels of the Blade. If the enemy does not not save, the enemy must stay at least 10 feet away from the Blade, and cannot engage in HtH combat with the Blade for the duration of the battle. This ability only works on creatures with more than animal intelligence that can understand the use of a weapon and such.
6. The Blade can parry and dodge energy and bullet attacks, as described in Rifts Conversion Book One.
7. Once per day per level, the Blade can give party members an additional +1 strike, parry, and dodge, with an additional +1 for every

four levels of the Blade. This ability requires a successful 'Play Musical Instrument' roll, and must be done during periods of relative inactivity (i.e. walking through hostile areas, preparing before a battle).

8. These additional abilities, as described in *Rifts World Book Two: Atlantis*:

A. Magic tattoos denote heritage.

B. Increased SDC from magic tattoos (already taken into consideration).

C. Increased PPE from magic tattoos (already taken into account).

D. Increased PPE recovery.

E. Cannot be physically transformed by any means.

F. Continue to grow as adults.

G. Sense vampires.

Bonuses: +5% trust/intimidate; +2 parry and strike w/ knife and sword; +4 save vs. horror factor

O.C.C Skills:

Play Musical Instrument (+20%)

Sing (+15%)

Disguise (+5%)

Pick Locks (+10%)

First Aid (+5%)

Acrobatics (+5% on all skills)

Gymnastics

Pilot (pick one, except for Robots & Power Armor)

Palming (+10%)

Languages (pick one at 98%, pick two more +15%)

Identify plants and Fruits (+10%)

Land Navigation (+10%)

WP Knife

WP Sword

WP (pick two ancient, one modern)

HtH: Expert -as an additional skill selection, the Blade can upgrade this to HtH: Martial Arts

O.C.C. Related Skills: Select ten other skills, but two must be from espionage, and two must be from rogue. Plus select three more at level three, one at level six, one at level nine, and one at level twelve.

Communications (Radio Basic only)

Domestic (any, +10%)

Electronics (Basic Electronics, +5%)

Espionage (any, +15%)

Mechanical (Locksmith only, +5%)

Medical (none)

Military (none)

Physical (any, except body Building, Boxing, and Wrestling)

Pilot (any, except Robots and Power Armor)

Pilot Related (any)

Rogue (any, +15%)

Science (+5%)

Technical (any, except Computer programming and Operation, +5%)

WP (any)

Wilderness (any, +10%)

Secondary Skills: Select seven more skills from the above list. These skills do not receive the OCC bonuses listed after them.

Standard Equipment: Set of normal clothing, set of dark clothing (night operations), first aid kit, several short pieces of cord (for tying things), 20 ft of lightweight rope, 1d4+1 daggers, 1d2+1 vibro-knives, 1 vibro-sword (optional, one ancient sword), 1d4 silver-plated daggers, wooden cross, 1 storm flare, 1 globe of daylight flare, 1 flare gun, 1 modern weapon (according to WP), 4 clips for weapon, 1d4 small sacks, set of lock picks, backpack, binoculars, survival knife, and passive nightvision goggles.

Armor: Light MDC, prefer light armor because of mobility, dislikes medium, and will only wear heavy when totally necessary.

Vehicle: none to start out with, prefers small, quiet, and fast vehicles.

Money: 3d4 * 1000, Black Market Items: 3d4 * 1000

Cybernetics: none, will only get natural looking cybernetics, and only when necessary (lost limb, for example). Will NEVER get bionics.

Xp table: same as Undead Slayer

The Awakened

The Awakened is a term for a person who has successfully learned to develop and channel a force known as 'kundalini,' a powerful and dangerous psychic energy. Believed to be housed in the chakra (Sanskrit for wheel) located at the base of the spine, it lies dormant in almost all people. Kundalini is sometimes thought of as a snake that travels up the spine when awakened. Those in who it arises

commonly report a sharp pain or spark at the base of the spine that crawls up to the brain along the spinal cord. On some occasions, it is temporarily and involuntarily awakened, allowing a person to lift a car off a loved one or fall from a great height without suffering severe physical damage. This energy does have its dangers, though. A person whose kundalini has been awakened and has no understanding of it can die. Common food and drink becomes unpalatable and undigestible, and the body strives to adapt to the energy by becoming super-efficient. If the person cannot control and shape it, their body will fail from its strain.

The Awakened have learned to consciously direct the flow of kundalini, and so have turned their quest for enlightenment inwards. It purifies their body, strengthening it to metahuman levels. It also allows them to develop vast psionic abilities. They have transcended the human condition and become truly spiritual beings. The vast majority of Awakened are of a good alignment, though evil ones do exist. In general they are very calm, wise, and insightful individuals who try to use their abilities and understanding for the common good. The source of their power is primal and spiritual. It is a product of the highest level of consciousness.

Special Abilities:

I.S.P.TM: The Awakened has a base I.S.P.TM of 1d6x10+90 in addition to the M.E. attribute. The character gets an additional 15 I.S.P.TM per each additional level of experience. The character saves as a master psionic.

I.S.P.TM recovers at 2 per hour of activity or 8 per hour of sleep. In Rifts® worlds the character gets a bonus of +50 I.S.P.TM.

P.P.E.TM: The amount of P.P.E.TM possessed is minimal - roll 1d4.

Bonuses: The character gets a bonus of 2d6 added to the M.E. and the P.E. attributes. If after adding the bonus they are less than 20, increase to 20.

Also add a bonus of 1d4 points to the P.S. and 4d6 points to the Spd. attribute.

The player also gets a bonus of +2 vs. magic attacks, +2 to Perception, and +8 vs. Horror Factor.

Initial Psionic Abilities: The character possesses the psionic powers of Astral Projection, Mind Block, Death Trance, Levitation, Speed Reading, Total Recall, and Bio-Regeneration.

They also possess all abilities from one category of psionic abilities (sensitive, healer, or physical).

At each odd numbered level of experience the character can select three abilities from one of the other minor categories.

In Rifts® these characters gain the super psionic abilities of Bio-Regeneration, Group Mind Block, and Mind Block Auto-Defense (with no deduction of I.S.P.TM), and can select one power from the super category at each even numbered level of experience.

Astral Vision: Constant and automatic, and can be turned on and off at will.

This is a derivative of the See Aura psionic power, with elements of See the Invisible and Presence Sense. The range of this ability is equal to the line of sight of the character. The character can see all astral travellers, invisible creatures, entities, ghosts, and all other kinds of energy patterns including magic energy in addition to any areas where the astral realm intersects with the physical. The psychic can determine the general nature of the perceived life forms (human, entity, vampire, mutant, psychic, etc...), their general alignment (good, evil, or selfish), and their true form (useful against shapeshifters).

The use of psionics and magic creates a surge in the user's aura just before use and is easily perceived by the psychic. This grants the person using Astral Vision an extra +2 vs. psionic and magic attacks and a +4 bonus to dodge and parry the psychic attack if it is physical in nature, allowing a person a better chance to escape a physical assault like telekinesis, fire ball, mind bolt, magic net, etc...

Physical Abilities: The flow of kundalini has greatly strengthened the physical body and made superhuman feats possible. An Awakened can jump six feet straight up or ten feet lengthwise from a standing position, double those numbers with a running start.

The character is also effectively a supernatural being - all attributes are considered supernatural.

The character gets an S.D.C.TM bonus of 2d6x10+80 and has an A.R. of 8, and their H.P. increase by 1d4+2 every level of experience. In Rifts®, the character has 1d4x10+40 physical M.D.C.TM instead and gains an additional 1d6+4 per level of experience.

Physical Control: Kundalini has also refined the body's natural processes and purified them. The character is immune to all forms of physical and disorders and alterations. This includes disease, magic curses, metamorphosis spells, bio-wizard alteration, petrification, and psionic bio-manipulation, among others. Against mental attacks such as magical domination, hallucinations, psionic mind trip and empathic transmission, the character gets an additional +2 save throw bonus. Toxic gases will affect the character, but are half as effective. Besides, the Awakened can hold their breath for one minute per P.E. point. The character need only eat one light meal a day and drink 8 ounces of water, and can survive a week without water and a month without food with no penalty. To keep their bodies working at peak efficiency these characters drink pure water and are usually strict vegetarians, possibly even vegans (won't even drink milk).

Meditation: A more powerful kind of meditation than that known to most psychics. In the trance the character draws in prana (breath/air/vitality) and uses that energy to restore his own. These characters do not sleep, but meditate. An hour of meditation is equal to two hours of sleep for them.

I.S.P.TM is recovered at an incredible 20 per hour of meditation. While in the meditative trance, the character also recovers 1 hit point and 1d4 S.D.C.TM per hour (or 1d6 M.D.C.TM). Psychic abilities used while in the trance see an increase in range and duration of 50%. Abilities such as Clairvoyance and Exorcism gain a +20% bonus to success. There is no limit to how long a trance can be maintained.

Attribute Requirements: An M.E. of at least 14 and a P.E. of 14 or more.

A high I.Q. is also beneficial, but not required.

P.C.C. Skills:

Choose two languages at 98%, literate in one at 98% and the other at +30%

Dance (+20%)

Wilderness Survival (+5%)

Lore: Religion (+30%)

Athletics

Mathematics: Basic (+30%)

Identify Fruits & Plants (+10%)

Hand to hand: Basic

Hand to hand Expert can be selected at the cost of one 'other' skill, or Martial Arts (or Assassin) at the cost of two 'other' skills.

P.C.C. Related Skills: The player may select eight other skills from the categories listed below. At levels three and eight the player can pick another two, which begin at base level.

Communications: Radio Basic only

Domestic: Any (+15%)

Electrical: Any

Espionage: None

Mechanical: Any

Medical: First Aid or Paramedic (+5%) or Holistic Medicine (+10%)

Military: None

Physical: Any (+10%)

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The player can choose six secondary skills from the above categories but does not get to apply the stated bonus.

Standard Equipment: Contemporary characters will have a place to live, a car or motorcycle 1d6 years old, and possessions worth a value listed under the money section. Rifts® characters have a few sets of travelling clothes, sleeping bag & one-man tent, back pack or knap sack, canteen, sunglasses, a knife (1d6 S.D.C.™ damage), an air filter, and personal items.

Weapons: Prefers to rely on their natural abilities, but do occasionally use weapons. None initially unless bought with money/credits.

Money: Contemporary characters have 2d4x100 in cash, 1d4x1000 in possessions, and savings of 1d4x1000 dollars. Rifts® characters will have 3d6x100 in credits and 1d4x1000 in reasonable possessions. These characters are not particularly interested in material gain.

Cybernetics & Bionics: Will NEVER consider bionics. Bio-prosthetics will be considered only for medical reasons.

The Awakened OCC - For Beyond the Supernatural

By: Scotty238@aol.com

Friday night, after dark, Jake pulls his car into the gas station. As he climbs out to get the gas pump he senses that someone's watching him, someone not quite human. He glances around, into the car at his girlfriend, at the attendant inside, but sees nothing out of the ordinary. As he reaches for the pump he hears it. A low guttural growling, light footsteps, heavy breathing, then he feels it. Claws rip into his back rending his flesh. He falls to his knees, then onto his back. The last thing he hears is the sound of his girlfriend screaming as the unknown attacker rips into her. He loses consciousness..His eyes shoot open, he isn't sure how long he was out. His body is cold and feels strange. He sits up and sees the beast that did this to him inside the station, it's on the counter swinging at the attendant. As the creature rips off the mans arm, Jake climbs to his feet, and runs to the door. He has no idea what's going on, but his body is on automatic as he kicks in the glass door, and gazes coldly at the inhuman monster. The creature turns to see it's next victim. It's jaws and claws drip blood. Jake is not afraid, though he knows he should be. He seems to know the creature and it's weaknesses, but he has no idea from where. The creature jumps at him, but he dodges with great ease, before connecting with a side kick. Then he grabs a shard of glass from the broken door and drives it into the side of the beast. After a few more strikes it keels over and dies. It's body fades into nothingness, and Jake, exhausted from the ordeal slides to his knees as the truth sinks in. He was/is dead. The creature killed his girlfriend and the store clerk. Jake goes home, he begins to remember things, things he never learned before. He senses that his destiny is to be a hunter of the hunters. A protector of mankind. He has become one of the awakened.

The Awakened are victims of an attack by a supernatural being. An attack that actually killed them. Something about the event however, brought them back. When they died, the PPE released mixed with their departing soul and the energy that the supernatural creature exudes. They are few, perhaps one in a thousand deaths by supernatural creatures actually returns, but they are powerful. Their main power however, is knowledge. They know the monsters they hunt, all too well.

Attributes: Same as before the exp.

Alignment: Any except Miscreant and Diabolic, most are aberant, and then Unprincipled

Hit Points: Unchanged

S.D.C.: Ignore previous SDC, Instead has 3D4x10+2D4 per level

A.R.: None

P.P.E.: Becomes a natural battery of PPE - Has 4D6+6

Natural Abilites:

1. Knowledge - Knows the in's and out's of the supernatural world. Knows about monsters and their weaknesses. Know about magic, ghosts, vampires, and all he needs to know. Can recognize monsters on sight.
Has the equivalent skills of:
-Lore : Demons and Monsters 98%

- Lore : Ghosts and Faeries 98%
- Lore : Geomancy and Lines of Power 98%
- Lore : Religion 98%

2. **Combating the Supernatural:** The Awakened are natural fighters of the supernatural. Their kicks and punches do damage even if the creature is normally immune to the attack. This means vampires, werewolves, even creatures that normally take no damage from non-magic attacks take full damage. The character is also adapt at fighting the creatures as well.
Receives:
+1 Attack vs. Supernatural Foes
+3 Strike
+2 Parry/Dodge
3. **Resistance to the Supernatural:** The Awakened is also resistant to supernatural beings attacks.
+6 vs. Magic and Psionics used by Supernatural creatures.
+2 vs. Magic and Psionics used by Evil characters.
Immune to Horror Factor
Cannot Have PPE siphoned by anyone without consent.
4. **Extra Training:** Awakened remember things that they never learned. Skills that help in their trade.
Tracking (Only on creatures)
HtoH Martial Arts
WP Knife (Additional +1 Strike)
Choose One more Ancient WP
5. **Other Abilites**
Can sense supernatural beasties within a 1 mile range.
Can sense other awakened within a 1 mile range.
Can sense a D-Rift or Alien Intelligence within a 20 mile range.
On a called strike the Awakened does 1.5 damage, on 17-20 nat. does 2xdamage.
Immune to Vampires Bite and similiar enchantments.

Weaknesses

1. When the Awakened senses a monster, the monster also sense the awakened. Weaker creatures will be afraid, but will still attack, like a dog backed into a corner. Strong or arrogant creatures will be confident in their ability to take him out.
2. Good creatures (Principled or Scrupulous) do double damage to the Awakened if they hit with spells, psionics, or htoH attacks.
3. When caught in the sun without shades or other eye protection, they suffer a penalty of -4 Strike with ranged weapons and -1 Strike and Parry with HtoH weapons. No penalty with HtoH attacks.
4. If an Awakened is created by a Boschala attack, then the Awakened gains 1D4 random insanities.

Skills and Training Retains whatever they had before, plus learns an extra 8 secondary skills from practice. Often includes a modern WP.

Gear: All Awakened develop their own little arsenal for dealing with supernatural threats. This includes one Modern Firearm with several clips of ammo and silver ammo. 2D4 Wooden stakes. A regular knife. A silver knife. Also has an apartment in their city, and a motorcycle if they can drive it. Otherwise they walk. Has a wardrobe consisting of black clothes, they have a thing for the color black. Also, several pairs of nice sunglasses.

Notes on the Awakened and Society: The Awakened are withdrawn from society. They slip out of society when they become Awakened, and live a life separate from their past. They have no need of food or drink, but do so for the pleasure of it. They need 4 hours of sleep per 24 hour period. They decorate their homes in black, and wear it. They don't work, and spend little time in the society that they fight to protect. Ironically, they feel like outsiders to the system that they protect. They slip out to the occasional concert, where they can blend in with others similiar to them, but not the same.

Banshee Dragon Hatchling R.C.C.

By: [Iain](#)

Description: Banshee dragons are incredibly deft at manipulating sound. They love to cause mischief by imitating people or animals. It is not uncommon for one to metamorph into a pet and lead people to believe that it and other pets are talking animals. The tricks human ventriloquists play are nothing when compared to those of a playful banshee dragon.

Attributes: The numbers indicated under each attribute is the number of dice to be rolled for each.

I.Q. 4 M.E. 5 M.A. 5 P.S. 5 P.P. 4 P.E. 5 P.B. 5 Spd 4

These attributes stay pretty constant until the dragon reaches full maturity at about 600 years old. At that time the physical attributes increase dramatically.

Skills: At first level the Hatchling can select six skills, but is automatically literate in dragonese and one additional language and also knows basic math. Each of these skills are at 98% proficiency. At fourth and Eighth levels an additional four skills can be selected.

Available skill categories are limited to:

Communications: Any

Domestic: Any(Singing: +10%)

Physical: Swimming only

Pilot: Any

Pilot Related: Any

Rogue: Any

Technical: Any

Wilderness: Any

The hatchling is too busy testing his natural abilities, instinctively developing magic skills, and learning about the cosmos to concentrate on mundane human skills.

Mega Damage/Hit Points: 1D4 x100 +20

Natural Abilities: Fly 70 mph (113 km/h), Nightvision: 90 feet, see the invisible, immune to the effects of sound(sonic booms ect...), and can bio-regenerate 1D4 x10 M.D.C. every five minutes.

1. **Imitate Sound:** The dragon can imitate any voice or sound. This includes telepathic transmissions and memories or dreams. The imitation is perfect and flawless. The dragon can even attempt to recreate a voice/sound based on the account of another. The base skill for this indirect imitation is 50% with an additional 3% per level.
2. **Throw Voice:** Range: 180 feet (54.9 meters). The dragon has the ability to make any location within a 180 foot (54.9 meter) radius appear to be source of a sound. Sounds are limited to those which the dragon can make using its body. it can alter the origin of a hand clap, but not the banging of two sticks.
3. **Hear Wider Spectrum of Sound:**
Range: 1000 (305 meters) +100 feet (30.5 meters) per level of experience
Estimate the distance of sound: 50% +10% per level
Estimate speed of approach/departure: 40% +10% per level
Recognize the type of sound: 50% +10% per level
Pinpoint the exact location of the sound: 22% +8% per level
Minuses to strike, parry, and dodge while blinded or attacking the invisible, are all reduced by half.
4. **Emit High Pitched Whine:**
Range: 180 feet (54.9 meters); see Throw Voice above.
Area affected: 60 foot(18.3 meters) radius
Damage:
 - ❖ 180 decibels: 2D6 S.D.C. to S.D.C. creatures and M.D.C. to M.D.C. creatures has no effect on non-living things.
 - ❖ 200 decibels: 4D6 M.D. to everything within the radius.

The dragon emits a high pitched whine (at 180 or 200 decibels) which will hurt, deafen, and distract all who fall prey to it. Victims are -6 on initiative, and -6 to strike, parry, and dodge during the melee round in which the attack took place. The only defense is to plug both ears.

Methods of plugging: Fingers will reduce damage and bonuses by half, but no attacks are possible using those hands. Cotton, tissue, or cloth will reduce the damage by half and the minuses by 1. Ear plugs will prevent all damage and reduce minuses by half. **Note:** While body armor may come with it's own air supple, it is not designed to prevent a character from hearing, and offers little or no protection from the sound (reduce damage by 1). **Sonic Boom or Blast:** Range: 300 feet (91.5 meters)

Duration: Instant

Damage: 1D4x10 S.D.C., 2D6x10 S.D.C., or 1D4x10 M.D.; all damage is x2 underwater

Attacks Per Melee: Equal to hand to hand.

Sonar:

Range: 400 feet (122 meters) +100 feet (30.5 meters) per level of experience

Used underwater!

Interpreting Shapes: 50% +8% per level

Estimating Distances: 60% +8% per level

Estimating Direction: 50% +8% per level

Estimating Exact Location: 34% +8% per level

Metamorphosis: Is another natural ability. The dragon can completely alter his physical shape, transforming himself to look like any living animal, from a human being to a raven. There are some limitations; the dragon can not metamorphosize into inanimate objects or insects. The minimum size is about the size of a cat and maximum size cannot exceed his own. The transformation can last up to two hours per level of experience (an adult dragon can maintain the transformation for 48 hours). If on or near a ley line/nexus point (within two miles), the time is tripled.

Note: Regardless of his shape, a dragon is a dragon, with all it's 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 it's appearance. **Teleport:** 30% +2% per level of experience. Teleportation is a special power common to most dragons. The character can teleport, at will, up to 5 miles 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 does 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. A banshee dragon generates a sonic boom whenever it teleports. The sonic boom causes deafness for 2D4 (1D4 if

character has some protective headgear) minutes, -8 on initiative and -3 to parry and dodge, shakes buildings, and shatters S.D.C. windows within 300 ft of the boom. **Note:** The origin of the boom can be altered using the throw 'voice' ability.

Psionics: Minor Psionic; player can select a total of six abilities from sensitive, physical, or healer. An additional one ability may be selected at level 3, 6, and 9 with two selected at levels 12, 15, and 18. I.S.P. base gains 1D6 per level of experience.

I.S.P.: 1D6 x 10

Magic (spells and knowledge): Full understanding of magic, but knows no spells yet. However, can intuitively use all types of types of Techno-Wizardry devices without instruction, can read magic, use scrolls, and recognize magic circles and enchantment. Can also sense ley lines and nexus points and other dragons; range: 20 miles. Note that this sensing ability can not pinpoint specific locations, only nearness and general direction. Learns three spells at level four and an additional one at each level. The level of all spells learned is equal to or less than the current level of the dragon.

P.P.E.: 2D4 x10

Combat Abilities: Equal to hand to hand basic, +1 attack per melee

Average Life Span: 6,000

Enemies: None per se.

Allies: Varies.

Maximum Size: 20 to 30 feet (6.1 to 9.2 meters) tall, up to 60 feet (18.3 meters) long, wing span 95 feet (30 meters).

Maximum Weight: 20 tons

Bard O.C.C.

By: [Joshua I. Sanofsky](#)

Note: This O.C.C. is designed for Palladium Fantasy, but can be used in Rifts and BtS (with a bit of imagination). If someone has already written up a bard O.C.C., sorry!

I was asked to convert my oldest AD&D character (a 1st Edition elven bard, something which can't exist anymore according to their rules) into Palladium Fantasy to give a bunch of newbie adventurers some subtle help. <g> Who better than a bard to give subtle help? ;)

So, anyway, here's my attempt to create a bard class for Palladium Fantasy. I'd like to dedicate it to my cousin Seth, who dragged me kicking and screaming into my first RPG all of 14 years ago... Wow...Time flies...And to my first character, Revis Qel-Eissen, who is now so much a part of me that some people wonder whether or not I'm schizophrenic. :) Comments are welcome!

The Bard O.C.C. is similar, in some ways, to the Scholar O.C.C. (PFRGP2E), but is even MORE of a Jack-of-all-trades than even the most adventurous Scholar. There are no organized bardic communities, nor schools where bards can be trained. To become a bard requires either a great deal of personal discipline, or an older bard to apprentice oneself to.

Most bards prefer the freedom of the open road, singing for food and lodging at taverns, private homes, etc. They may be inclined to stay a few days if someone in the household wishes to learn the rudiments of something the bard knows (literacy, musical instrument, cooking, etc.). Some bards attach themselves to a Lord, acting as tutor, confidante, spy, or any other role asked of them.

Bards, rather arrogantly, tend to consider themselves the saviors of knowledge and culture, struggling to learn and remember as much as they possibly can.

Bard Abilities:

1. **Magic Knowledge:** Bards are nowhere near as proficient as Wizards with magic, but 75% of bards have an innate talent with it. As such, they can learn spells as they go. If the bard was trained by another bard who had magical knowledge, he starts with the following spells:
Blinding Flash
Cloud of Smoke
Decipher Magic
Ventriloquism
Charismatic Aura
Fool's Gold
Bards do not automatically gain spells as they increase in level, but can purchase them, learn them from another bard, or even from a generous wizard. Note: Bards cannot learn to use wards or magic circles.
2. **P.P.E.:** If the bard is a magic user, he is (like wizards) a living battery of mystic energy.
Permanent P.P.E. base: 2d4x10+10, in addition to the P.E. attribute number. Add 2d6 P.P.E. per each level of experience, starting at level two. The bard cannot draw P.P.E. from other people, but can from ley lines and nexus points (per standard).
3. **Bardic Voice:** Bards have the ability to put a great deal of force and authority into their voices. Doing this adds +25% to their Charm/Impress rolls, and may (50%+5%/lvl) cause people within the sound of his voice to stop whatever they're doing and listen to him.

Alignments: Scrupulous, Unprincipled & Anarchist ONLY

Attributes: I.Q. 12 or higher, M.A. 11 or higher, P.B. 11 or higher; A high P.E. and P.S. are helpful but not a necessity.

O.C.C. Skills:

Basic Math (+15%)

Literacy: Native Tongue at 98%

Literacy: Two of choice (+20% each)
Lore: Three of choice (+15% each)
Cook
Dance (+10%)
Sing (+15%)
Play Musical Instrument: Harp (+20%)
Play Musical Instrument: Two of choice (+10% each)
W.P. Sword
W.P. one of choice
Hand to hand: Basic. Expert can be selected at the expense of two other skills or Martial Arts for three other skills.

O.C.C. Related Skills: Select 12 other skills at level one, plus two additional skills at levels three, six, nine and twelve. All new skills start a level one proficiency.

Communications: Any (+10%)
Domestic: Any
Espionage: Any except Sniper
Horsemanship: General or Exotic only
Medical: First Aid only (+10%)
Military: Any except Field Armorer
Physical: Any except Forced March (+15%)
Rogue: Any except Use & Recognize Poison
Science: Any
Scholar/Technical: Any (+10%)
W.P.: Any
Wilderness: Any (+5%)

Secondary Skills: The character also gets to select five secondary skills from the previous list at level one, and one additional skill at levels three, six and nine. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Starting Equipment: Two sets of clothing, one set of fancy clothing, a pair of boots, hat, belt, bedroll, backpack, one large sack, a water skin, 2d4 sticks of charcoal or graphite (for writing or drawing), two quill pens, a bottle of ink, 4d6 sheets of parchment paper, a 100 page note/sketch book, small mirror, and a tinder box. All bards start with a harp of some sort (usually a lap harp) and one or two other small instruments of choice (nothing larger than a guitar). **Note:** If the bard is a Rifts character, replace the charcoal sticks with pencils, and the quill pens with their modern equivalent.

Armor: Any light or medium weight armor. Bards tend to avoid heavy armor because they value their mobility.

Weapons: Starts with a sword and one other weapon of choice. If in PFRPG2E, the weapons are basic S.D.C. weapons of good quality. If in Rifts, the weapons can be whatever the bard wishes to carry, though generally nothing larger than a simple laser rifle (no C-17 Plasma Cannons or gatling guns).

Money: The character starts with 50 in gold (or whatever). Additional money will come from payment for jobs and/or booty.

"True" Bard P.C.C.

By:
[Necromancer Bob](#)

Author's Note: This is an adaptation of a bard class I created for a series of fantasy stories I wrote, set around the fallen country of Starhaven. In the Starhaven world, the bards were a fraternity of advisors and leaders for the native tribes of Dwellers (as they later came to be called) before the white invaders came from across the sea. The invasion wiped out most of the bards, leaving only a few to carry on the traditions. By the time of most of the stories (1500 years or so after the invasion), there is only one "true" bard left, Ira Tower. Eventually, after the Hegemony Wars (returning to the white invaders' old homeland), he begins to train another in the ways of the "true" bards.

This was also (very) loosely inspired by Stephen Lawhead's Song of Albion trilogy. I wanted to put something close to it into Nightbane because I thought it'd be fun. Really created for Nightspawn/bane, although it would fit well into Palladium Fantasy RPG, Beyond the Supernatural, or even Rifts.

"The Winds of Change are blowing. The Winds of Change are blowing. Dagda Swift Sure Hand, Lead us, flow in us, teach us."
-ancient Celtic chant

The bards are of an elite order, one that is almost dead in the world of the early 21st century. It is they who are to serve as the soul of the world, the voices of the gods and long-dead heroes, to warn of impending danger. Perhaps if there were more of them around, the Dark Day might not have occurred; possibly, people could have been warned in time. A moot question now.

The Winds of Change

The life of the bard revolves around the Winds of Change. Ancient bardic lore has it that the Winds were set into motion by the World-Singer, Dagda the Swift Sure Hand at the creation of the world. These psychic "winds" encircle the world with the ley lines, gathering impulses from the world's minds via the Dreamstream and their waking hours, shaping and twisting the worlds awen, its spirit or soul. In the Winds of Change, the world's history can be read as a book, with the names of the fallen recorded there. Also, in the Winds of Change the future is written, although, like the mystic energies of the earth, a living thing, always fluid and changing. Only the bards can "see" the Winds; only they can "smell" the changes brewing therein. And only the bards can read the long memories of the Winds, delve into the Earth's youth.

The Winds of Change have been equated by parapsychologists and other researchers with ley lines. But the Winds are more than that, for the bards can see the Winds flowing even where mystic forces are at their smallest. The magic energy of the lines of power only serves to enhance and clarify the bards' visions; the lines are not the focus of them.

The Making of a Bard

The bards are an enigma; they are at once psychics, yet have few "normal" psychic powers. They sense and use the ley lines, but they are not mages. The bards tell and study the old tales, and yet are not scholars or parapsychologists. They are all these things and more. It is said that, like a mystic, a bard is born, not made. Youths who are deemed to have the potential to be a bard, who uphold the love of history and tales of ancient valor, are chosen by elder bards to begin training. Usually, training is a one-on-one experience between the teacher and the student; the most students a bard will teach at a time will be 3 or 4, and even then, there will usually be someone else (another bard or a scholar or mage) around to aid in the training.

There have never been many of the "true" bards on earth, at least not since the Middle Ages. The bards were once, many years ago in Europe, the most respected of professions, second only to being a king or noble. They, like the monks in their cloisters, kept alive the rare skills of literacy and kept legends of heroes and villains alive by singing them to all who would hear. Some called the bards fools or regarded them as just minstrels; as always, there were "false" bards in the world, those who sang the old songs but never believed them, and could not read the Winds of Change. But among them, there were the true ones, the bards who watched, helping those who they could.

But it seems that fewer and fewer are there to help now. The number of bards in the world have dwindled with each new generation. There are probably only 100-150 "true" bards in the world at any time.

Ill Winds: Bards After the Dark Da

Most of the "modern" bards of the late 20th and early 21st centuries were not exactly reclusive individuals- eccentric and private, perhaps, but not reclusive. "True" bards are sworn to be a part of society, not apart from it. The average bard was almost indistinguishable from the average person; most worked in museums or occult bookstores. Most "smelled" the ill winds brewing as the Nightlords prepared for their invasion; as a result, they were able to get away the few times they were discovered. It was their anonymity and secrecy (their abilities only known to other bards and select others) that were their greatest weapons.

As it is now, most bards have joined the Seekers faction. This group of mages and scholars has long been a sort of kid brother to the older order of bards. Their goals are really the same: to watch and learn. But whereas the Seekers can be exploitative of both other people and the earth, the bards instead seek to gain knowledge without harm. The bards have long seen the Coming of the Night, and want to help overthrow the Nightlords' hold on Earth.

Alignments: Any, but usually (90%) good or selfish. Evil bards will usually be aberrant.

Attribute Requirements: A bard is born, not made, so there are no attribute requirements. However, most bards have an I.Q. and M.A. of 10 or higher.

P.C.C. Powers/Abilities:

1. Sense Winds of Change: The bard has the innate ability to sense changes brewing in the world. This is similar to the psionic power of clairvoyance, but deals more with impressions and feelings than real images. To do this, the character must be alone, and in a quiet place, and meditate for a few (1D4) hours. Being closer to the natural earth, such as on a high mountaintop, or in a place heavy with mystic energy, increases the link between the bard and the Winds, making it easier to gather impressions from the winds, even inducing visions. Being in places of foul spirits, such as the Nightlands or an astral domain controlled by an evil being, makes it more difficult to contact the spirit winds. Using this ability costs no I.S.P. or P.P.E.. Base chance of successfully gaining insight from the Winds of Change is 20% +4% per level of success, but can be changed by the following (all are cumulative):
The bard is on a mountaintop/hilltop, where he can look over the land, etc: +20%
Character is on a ley line: +10%
Character is at/near a ley line nexus: +10%
Character is in the Dreamstream or in the Inner Plane (of the Astral Plane): +15%
Character is away from nature/in a city: no bonus/penalty
Character is in the Nightlands or the astral/dream domain of an evil person/being: -20%
Character is in the Void: -25%

The insights gained from communing with the Winds are limited and vague. If trouble is in the works, the bard will have an

uneasiness in him (ie, "I've got a bad feeling about this."). If something bad is going to happen, there might also be some sort of psychic indication of who/what is its cause. Often, the Winds give a bard insight subconsciously, without the bard even willing it (great way to start an adventure).

2. **Memories of the Earth:** The bard, with his link to the world's awen, can tap into the memories of the earth's past, stored in the Winds. This is similar to the paradox shaman's ability (see Rifts: Spirit West). The bard has a clear but limited knowledge of the Earth's history, most major events and people, etc. However, the character is not likely to use these memories to hurt anyone, mentally or physically. Instead, this knowledge will only be shared to illustrate a point or to help guide someone, or to help a cause. The base chance of successfully calling up an appropriate memory is 20% +4% per level of experience. This ability is also enhanced by such things as being close to a ley line, close to nature, etc (use same table as #1). Interestingly enough, these memories are limited to the history of the Earth itself, not the Nightlands or any other dimension.
3. **Sense & Read Ley Lines:** Fundamentally the same as the ley line walker ability.
4. **Story-Weaving:** All bards are innate storytellers and entertainers. The songs of a bard are welcomed among most people, whether for their intrinsic value, some valuable history lesson, or just as an entertaining story or ballad. In places such as the Palladium World, many people will honor the bard and freely give him food and a place to sleep in return for a song. The character knows many tall tales, myths, histories, etc., both normal and arcane- everything from the Appalachian "Jack tales" to classical mythology. To recall a story or ballad might require a roll on the proper lore skill; to tell it or sing it will require another skill roll for performance or singing.
5. **Dream Travel:** Bards have the ability to explore and enter the world's subconscious via the Dreamstream. This ability is used in the bard's role as explorers of the human mind and spirit potential. Same as the Dreamdance: Minor ability (see Between the Shadows).
6. **Other Psionics:** The bard also starts with the psionic powers of empathy, mind block, presence sense, and two other sensitive or healer abilities. I.S.P. is M.E. attribute +3D6. Gains 1D6 I.S.P. per level of experience. The bard saves as a major psionic (12 or higher). The bard also gains one new sensitive or healer power every three levels of experience (ie, levels 3, 6, 9, etc...)

P.C.C. Skills:

Speaks & literate in native language (usually English) 98%
Performance (see Rifts World Book 10: Juicer Uprising) +20%
Play one musical instrument of choice +20% (professional quality)
Sing +10% (professional quality)
Divination (see Nightbane World Book 3: Through the Glass Darkly)
Lore: ancient history +20%
Lore: modern history +20%
Lore: demons & monsters +15%
Lore: geomancy/ley lines +10%

P.C.C. Related Skills: Select 10 other skills (two must be from the technical category) with the same limitations and bonuses as the Mystic O.C.C.(see Nightbane RPG, p. 118)

Secondary Skills: Select 6 secondary skills, again, with the same limitations as the Mystic.

Equipment: Usual stuff; the character might own, work for, or have access to an occult bookstore or similar establishment, allowing him to borrow research materials (or buy them cheaply). In addition, the character starts with a good to fair quality musical instrument of choice (pertaining to selected skill), personal computer (laptop or at home), a car that's 2D4 years old (bards seem to prefer four-wheel-drive vehicles so they can get back to nature), etc. Most bards are creatures of the environment; they want to live as a part of society (technology is part of our culture), and so have few compunctions about using technology. The only exceptions are technology that alters the body, such as cyberware and Juicer augmentation (interferes with their link to the Winds).

Money: 3D6*100+200 dollars/credits in cash (savings) and 4D6*1000 in possessions.

Experience Table: same as the Mystic (see Nightbane RPG, p.233).

Battle Angel O.C.C.

By:

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The Battle Angels are mysteries wrapped in enigmas. They are from a D-Bee world, which appears to be an alternate Earth. All of the Battle Angels have no memory of who they were before. All have been found as damaged cyborgs, at least several hundred years old, but with still living brains. They are rebuilt, but can not recall who created them or who they were. The tech of the Angels is at least 20 years in advance of RIFTS Earth in some areas, and even further in others. Most often, after the Angels are reactivated, they become Headhunters (literally!); they feel drawn to a life of combat and battle, wanting to prove themselves the best. A few have arrived in RIFTS Earth and have been quickly proving themselves formidable combat machines.

Alignment: Any

Attributes: Identical to human

PPE: 1d4

ISP: 1d4

Model Type: BA-101

Class: Cyborg Hunter

Crew: 1

M.D.C. by Location:

Hands (2) -- 12 (8)

Arms (2) -- 45 (15)

Legs (2) -- 60 (15)

Head -- 50 (25)

Main Body -- 95 (30)

*Destroying the head will kill the character. However, the head is a small and difficult target to hit. The attacker must make a called shot to hit the head.

** Depleting the M.D.C. of the main body will effectively shut down the main body. The nano-repair system will remain operative and rebuild the body, given enough time, unless the body goes over -100 M.D.C. Over this in damage, the nano-repair system is rendered inoperative. Life support systems will keep the brain alive until the head goes to -75 M.D.C., allowing transfer to a new body. The life support system has a maximum of 144 hours of support.

***Depleting the M.D.C. of a limb does not utterly destroy the limb, but reduces it to fused junk. A limb can go to -15 M.D.C. before being blown off.

Speed

Running: 90 mph (148 km) without armor or 45 mph (72 km) in armor

Leaping: The cyborg can leap up 35 feet high or lengthwise. A running leap adds 40 feet.

Flying: Only with the aid of a jet pack

Statistical Data

Average Height: 4 feet, 10 inches

Weight: 280 lbs

Physical Attributes: I.Q. +4, M.E. +3, P.S. 18, P.P. 26, P.B. +6, Per +5, SPD. 132

Power System: Cold-Fusion, average life 100 years

Standard Bionic Features

1. Gyro-Compass: +5% to piloting of flying vehicles
2. Radiation Detector
3. Universal headjack: If linked into vehicle: +10% piloting, +1 to strike with ranged weapon systems, +2 to parry/dodge, +1 attack
4. Amplified hearing and sound filtration
5. Multi-optic eye
 1. - Telescopic: 8x magnification, range 6000 feet (1830 m)
 - Magnification: 40x magnification, range 3 feet (1 m)
 - Passive night vision: range 2000 feet
 - Thermo-imaging: range 2000 feet
 - Polarized filters:
 - Targeting display: +1 to strike with any weapon
6. Bionic lung with gas filter and storage cell
7. Built-in speech translator: 15 languages
8. Laser targeting system: +1 to strike with ranged weapons
9. Radar detector: 84% accuracy
10. Wrist needle and drug dispenser: 20 doses
11. Internal comp-calculator: 98% basic math, 98% advanced math

Special Features

1. **Nano-Repair System:** The Battle Angel has an onboard nanite system for in-field repairs. The nanites are unstable over time, so only a limited amount of repair can be done by the system. The nanite repair system will repair 5d6 MD to a single section at a time. There has to be something there for the repair nanites to work; if the system is totally destroyed, then the nanites can not rebuild it. The repair system can be activated 5 times before running out of stored nanites. The system produces 1 new "dose" of repair nanites every 12 hours. The nano-repair system takes 5 minutes to repair a single section at level one. At each additional level of experience, the nanite repair time is reduced by 30 seconds as the cyborg learns to direct/disperse the nanites only on the systems that need repair, instead of just dumping them in a section and letting them go at it.
2. **Nano-Modification System:** This is a second nanite system, integrated directly into the head of the Battle Angel, so that as long as the Angel is alive, this system is functional. The nano-modifier system adapts and modifies any replacement parts/cybernetic systems on the Battle Angel to the original Battle Angel blueprint. All differences between the replacements

and what was originally there will be eliminated. This means that, even if installed in a VX-2020 Monster body, the nano system will change it back to the original Battle Angel form. Replacement limbs will be modified in 1d3 weeks (1-50% chance that limb will freeze up and lock in combat during this time -- use robot critical damage rules). Small systems (cybereye, gyroscope, etc.) will be modified within 2d4 days. If the head has been integrated into a new body, then modification takes 1d4+1 months. During this time, the replacement body will be at half M.D.C. and bonuses due to ongoing modifications. No other cybernetics than what were originally installed in the Battle Angel are allowed by the system.

3. **Power System:** The Battle Angel cyborg has an extremely advanced cold-fusion reactor, capable of powering the cyborg in excess of 100 years before needing replacement. The core power system provides all the power needed for standard activities/combat, but there are 8 additional power cells, which provide power for the special systems. The power cells store power from the main reactor, absorbing 1 charge for 1 cell every 2 hours. The cells can hold a maximum of 10 charges each. The power cells are the only cybernetic implants which can be added to the cyborg; the modifier nanites will not destroy them. However, the power cells can not be added until the cyborg has enough experience to handle new power loads, and not burn themselves out. A max of 2 power cells can be added per level.
4. **OverBoost System:** The Battle Angel has normal robotic strength most of the time. When it needs additional power, the OverBoost system is activated. The OverBoost system channels additional power from the power cells to the actuator/myomer muscles assemblies of the cyborg, to give it supernatural strength for a short time. It takes 10 charges to activate the OverBoost system. As the cyborg gets more experience, they learn how to manipulate power flow in the system to extend available power. The cyborg can maintain the OverBoost 1 melee per level. By overloading the system even more, the Battle Angel can increase their PS by 1 point per 1 charges, to a maximum safe increase of +10. If the situation is truly desperate, the Battle Angel can override the safety systems, and increase their strength even more, but at a cost. For each additional point of PS increase beyond 10, the cyborg take 1d6 M.D.C. to all sections of the body internally. If more M.D.C. is taken than the section normally has, then that section is locked in the position it was in.
5. **Tactical Computer:** The Battle Angel cyborg has an onboard tactical computer integrated into their brain. The computer track up to 38 targets within a range of 1 km. The tactical computer records data from battles, learning from mistakes, and integrates useful knowledge into the combat programming of the system, to improve its chances in later actions. How this improvement occurs, depends much on the nature of the cyborg. At each level, the cyborg gets either +1 to strike with all weapons, +1 pull punch/roll with impact, OR +1 to parry and dodge. The tactical computer also has additional memory to record video and audio. The cyborg can record 6 hours of video, or a virtually unlimited number of snapshots, and 4 hours of audio. The computer is integrated directly into the brain. This gives the cyborg an increase in intelligence, not because they are smarter, but because they can think faster and access memories/skills faster.
6. **ForceField Reinforcement/Penetration System:** The Battle Angel class cyborg has an integrated forcefield (the second set of numbers under M.D.C. -- these are in addition to the main numbers). The problem with the forcefield system is that while it is up, no other special systems can be activated. It takes 20 charges to bring up the forcefield. The main purpose of the forcefield system is not protection, however, but penetration of enemy forcefields. The hands of the cyborg have a special phase-emitter system designed to cancel out other forcefields they come in contact with. For each 2 additional charges beyond the initial 20 used to activate the forcefield system, the cyborg can negate 10 M.D.C. of any (non-magical) forcefield they hit in melee combat. The forcefield system can stay active for 1 melee round per level of experience. The penetration system is active for a maximum of 1 melee round only.
7. **VibroBlade/Electrical Blast System:** The Battle Angel cyborg has a vibroblade built into each arm. The concealed vibroblades extend out from concealed ports in the back of the hands. For every 3 charges, the cyborg can do an additional 1d6 M.D.C. in addition to normal hand to hand damage. The cyborg vibroblade system has a maximum damage of 5d6 M.D. per level. The cyborg can also use this power as an electrical blast, doing 1d4 M.D.C. per 5 charges, to a maximum of 5d4 M.D. per level. For 1 charge, the cyborg can act use their hands as a neural mace, stunning the target.

Damage:

Restrained Punch: 2d6 S.D.C

Power Punch: 1d2 M.D

Punch: 4d6 + P.S. bonus S.D.C

Kick: 5d6 + P.S. bonus S.D.C

Ocean Depth Tolerance:

Maximum Depth: 350 feet

Maximum Depth with Forcefield Active: 600 feet

Battle Angel BattleStaff

Length: 6 feet

Width: 2.5 inches

Weight: 19 lb

M.D.C.:

Staff sections (2): 60 (40)

The staff is composed of 2 separate sections, both 3 feet in length. The sections can be used on their own, but have access only to the power cells within those sections, or power fed through the cyborg. The two sections must be combined to access the EM pulse, but otherwise all functions are possible.

1. **Power System:** The battlestaff issued to the Battle Angel cyborgs is designed to integrate fully with the cyborgs own systems through palm induction system. This allows the cyborg to feed power into the staff for it's systems, or in an emergency tap

the power available in the staff. The staff contains 4 power cells (2 in each section) that must be recharged by the cyborg, or tied into a recharger system.

2. **EM Pulse:** For 10 charges, the staff can emit an EM pulse. The victim of the EM pulse must save vs psionics or be rendered inoperative for 2d4 melees. For each 100 M.D.C. the target has, it has a +1 to save (0-99 M.D.C. -- no bonus, 100 M.D.C +1 bonus, 400 M.D.C. +4, etc). Shielded circuits also give a +2 to save. The cyborg can increase the power to the EM pulse to increase the chances of it's functioning. For each additional 10 charges, the straight save shifts up 100 M.D.C. For example, 30 charges are pumped into a EM pulse. 10 charges go for activating the pulse, the additional 20 increase the power. Now, a target with 200 M.D.C. must make a straight save, while targets with more M.D.C save at a +1 for each additional 100 M.D.C. The other end of the spectrum is that the targets that have less M.D.C., make their saves at a -1 for each 100 M.D.C. below the straight save range. In the example, a target with 85 M.D.C. would save at a -2. Range: Touch or 3 feet.
3. **ForceField Reinforcement/Penetration System:** Identical to the cyborg system, except the reinforcement can be active with any of the other staff systems. The reinforcement is activated by 3 charges in the individual sections, or 5 charges when combined into one staff. The forcefield can stay active for 30 minutes maximum before having to be repowered.
4. **Ion Blasts:** The two staff sections can fire ion blasts, using 1 charge per 1d6 M.D.C of the blast, to a maximum of 5d6 M.D.C. When connected together, the staff can fire ion blasts up to a maximum of 1d6x10 M.D.C. Range is 800 feet as staff section, 1400 feet in full battlestaff mode.
5. **Homing Beacon:** Range: 400 miles
6. **Damage:**
 1. Restrained: 4d6 S.D.C + PS bonus.
Power: 2d4 M.D.C
Regular: 1d4 M.D.C.
7. **Bonuses:** +3 to save vs magic, Autododge in melee, +1 parry +2 dodge, +3 initiative -- from amplified hearing, +6 to S/P/D from P.P of 26, +4 to save vs HF, +3 roll with impact, +2 save vs psionics, +1 attack.

Psionics: None

Magic: None

O.C.C. Skills:

Native language 98%

Another language 96%

Radio: basic +10%

Literacy +20%

Pilot: hovercraft +20%

Prowl +20%

Climbing +10%

Pilot: jetpack +10%

W.P. Energy rifle

W.P. Energy pistol

W.P. Knife

W. P. Blunt

Tracking +20%

Detect Ambush +10%

Hand to Hand: Expert (can be changed to maschine klatch for 1 "other" skill, to panzer kunst for 2 "other" skills)

O.C.C. Related Skills: The cyborg can select 8 "other" skills from the list, with bonuses.

Communication: Any (+10%)

Domestic: Any (+5%)

Electrical: Basic only

Espionage: Any (+10%)

Mechanical: Automotive only

Military: Any

Medical: First Aid only

Physical: Any still appropriate

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: Math only

Technical: Any

Wilderness: Any (+5%)

W.P: Any

Secondary Skills: The cyborg can select 7 secondary skills without benefit of bonuses from the previous list. The character gets 2 additional secondary skills at 3, 7, 11, 15 level. The additional skills start at first level of proficiency.

Starting Equipment: BattleStaff, 2 changes of clothes, 3 knives, 1 vibro-knife, 1 energy weapon of choice, 1d6+1 e-clips, rations, light MDC armor, canteen, binoculars, some personal items

Money: As the Battle Angel is a D-Bee cyborg, they usually do not start with money, but are carrying 3d6x100 credits in barterable goods

Cybernetics: All are rejected or modified to match the original cybernetics of the Battle Angel form within a few days to months.

BEAT COP OCC

Requirements: ME 9, MA 9, PS 12, PE 10

SDC: 3d6

OCC Skills

Math: Basic 98%

Literacy (Native Language) 98%

Native Language 98%

Skill Programs

Medical Program - Biology, Criminal Sciences/Forensics, (Chem, & Chem: Analytical prerequisites not necessary) Paramedic, Pathology. +20% to all skills

Police Program - WP Auto Pistol, WP Shotgun, Hand-to-Hand: Basic, Radio: Basic, Pilot: Auto. (+20%)

Select 1 other skill program, excluding Military, Espionage, Pilot: Advanced, or Stage Magic. +20% to all skills.

Secondary Skills: Select 10, +2 at 3, 6, 9, 12, 15

OR

Math: Basic 98%

Literacy (Native Language) 98%

Native Language 98%

Biology (+20%)

Criminal Sciences/Forensics (Chem, & Chem: Analytical prerequisites not necessary) (+20%)

Paramedic (+20%)

Pathology (+20%)

Radio: Basic (+20%)

Pilot: Auto (+20%)

WP Auto Pistol

WP Shotgun

Hand-to-Hand: Basic

Other Skills: 5

Communications: Any (+5%)

Domestic: Any

Espionage: Any (+10%)

Electrical: Basic Electronics

Mechanical: Basic, Auto Mechanics, Locksmith (+5% on Locksmith, Mechanical Engineer prerequisite not needed)

Military: None

Medical: None (see skill programs)

Physical: Any

Pilot: Any ground, air, sea. No Power Armor, Robots, or spacecraft.

Pilot Related: Any

Science: Chemistry, Chemistry: Analytical, Math: Advanced, Psychology (+10%)

Technical: Any (+5%)

WP: Any

Secondary Skills: 10, +2 at 3, 6, 9, 12, 15

XP: Use the Nega-Psychic from Beyond the Supernatural

Betazoids R.C.C.

By:

[Tim Santa Cruz](#)

Betazoids are a race of humanoid telepaths from the Federation planet Betazed. Most Betazoids develop their telepathic abilities in adolescence, although a few individuals are born with their telepathy fully functional. These troubled individuals generally require extensive therapy to survive in society, since they lack the ability to screen out the telepathic noise of other people. Betazoids are, however, incapable of reading Ferengi, Breen, or Dophtherian minds, possibly as a result of the anomalous 4-lobed construction of their brains.

Betazoids are considered minor Psionics

Alignment: Any

Attributes: IQ 3d6, ME 5d6, MA 4d6, PS 3d6, PP 3d6, PE 3d6, PB 4d6, SPD 3d6.

Hit Points: PE + 1d6 per level.

SDC: 20

P.P.E.: 2d6

I.S.P.: ME + 5d6 +10 + 1d6 per level

Natural Abilities: None

Combat: two plus those gained from hand to hand training and/or boxing.

Bonuses: + 1 to Save vs. Magic, +2 Save vs. Psionics, +15% to Trust/Intimidate.

Psionics: Empathy, Telepathy, plus two sensitive

Average life span: 120 years

O.C.C.: no Coalition military, priest, psionic R.C.C., Cyberknight, or mystic O.C.C.

Skills of note: All Betazoids will speak and be literate in both Betazoid and English at 98%.

Size: Five feet + 3d6 inches

Weight: 100-250 lbs.

Beyond Cyber-Knights OCC

By:
DaBeechMan

Believe it or not, once a Cyber-Knight (NOT Warriors, Rangers, or Ninjas, just Knights) reaches Level 15, the game's not over. It is possible to advance still further, but it is not easy. First, there are 3 paths to choose from : Cyber-Paladin, Cyber-Avenger, or Defiler (which, as any Cyber-fighter historian knows, was the original group from which the Cyber-Fighters sprang). The following applies to all of the "Super-Cyber-Knights":

-After reaching Level 15, the Cyber-Knight must spend 2 years in training in whichever new path is chosen.

-All of the paths use the Ancient Chiang-Ku XP Table. The difference in XP is gained through the training so that the new Super-Cyber-Knight begins anew at Level 16.

-Gains 1 secondary skill each level due to heightened concentration and mental abilities. In addition, all restrictions on skills are lifted.

-Gains the following bonuses: Add 1 to all mental attributes, add 3 to all physical attributes except PB, and cannot become a vampire. Also gains an awe factor of 10.

-At the end of the 2-year training period, the Cyber-Knight goes into a week-long trance. During this trance Lord Coake appears to the Cyber-Knight in a vision. When the Cyber-Knight awakes, all cybernetics, bio-systms, and bio-wizard ENHANCEMENTS (if a new limb, eye, or whatever was simply cloned because it had to be, it is not affected) are GONE with the exception of Cyber-Armor with full MDC restored. In place of the cybernetics are normal, living, human parts. From that point onward, the Super-Cyber-Knight may NOT get any more enhancements. If such an enhancement is necessary (to replace a lost limb, for example) it is allowed under the following conditions: it may NOT be enhanced (a perfectly normal version of what was lost,) it MUST be bio-wizardry or a bio-system (though the latter is somewhat reduced in efficiency; -1 to all physical attributes for that limb,) and its attributes cannot be above those of the original.)

Cyber-Paladin:

Requirements: PS 20, PE 18, Good or Unprincipled Alignment

Magic: At Level 16, starts with no spells, but may purchase and learn any spell s/he wants.

Gains 2D20 PPE immediately and 1D10 every level thereafter up until Level 26.

Psionics: Choose 1 from Super (except, of course, for Psi-Sword) and 2 from Healing. Gains 1d10 ISP and is considered a Master Psionic.

Powers:

1) Psi-Blast: The Psi-Sword of a Cyber-Knight becomes a new, terrifying weapon. While it cannot be kept "up" like the Psi-Sword, it is deadlier. A column of glittering psionic energy fires from the Cyber-Paladin's hand, first going out and then back in like a psionic yo-yo. This counts 2 melee actions.

Damage: Unchanged from Psi-Sword at Level 16, add 1d6 MD at Levels 17, 19, 22, 24, and 26.

2) Can use the psionic Healing Touch the same as the psionic power WITHOUT using ISP. This may only be done once per 24 hours, and it temporarily drains 1d4 SDC from the Cyber-Paladin.

Cyber-Avenger:

Requirements: 20 in all physical attributes, anarchist or evil alignment (this includes Aberrant)

Magic: See Cyber-Paladin

Psionics: Gains Bio-Manipulation and 3 of choice from Physical. Gains 1d6 ISP and is considered a major psionic. POWERS:

1) Physical Psi-weapon: The Psi-Sword can become a psionic version of any weapon the Cyber-Avenger wants, but it must have a physical core (a Psi-Chain must have a real chain, a Psi-Pistol must have a real pistol.) This physical core may not be changed once chosen, and the core must be used in conjunction with the weapon (if the core is stolen, TOUGH!) The advantage to this method is that any weapon with ammunition no longer needs it to shoot (a big plus for energy weapons.)

Damage: Same as for Cyber-Paladin.

2) Gains the ability to incite fear in any creature (horror factor 19) once per 24 hours. Like the Cyber-Paladin, this action drains 1d4 SDC from the Cyber-Avenger.

Defiler

Requirements: At least 20 in all attributes, any alignment

Magic: At Level 16 gains 10 spells of choice from any level 1 to 6 and gains 1 new spell per level. Gains another 6d6 PPE.

Psionics: 2 Super psionics (once again, not Psi-Sword) and 5 from any other category. Gains 2d20 ISP, master psionic, +4 to save vs psionics

Powers:

1) Can use both the Psi-weapons of any Cyber-OCC (except for the Paladin and Avenger's weapons; those weapons are unique to those OCC's.)

Damage: Unchanged at Level 16, add 1 die of damage (D6 for sword, D4 for bow, and so on) every other level. NOTE ON PSI-SWORD: A Defiler's Psi-Sword can be thrown 15 feet and it will return. This does the same damage as the Psi-Sword, but it costs 2 melee actions to throw it 2) Gains Nightvision 50 feet

BIO-ORGANIC CENTAUR RCC

By:

[David Rich](#)

(Note: The Races from Jolsun are very powerful, but they work!)

Alignment: Any, but typically good or selfish.

Attributes: I.Q. 3d6+2, M.E. 4d6, M.A. 3d6+4, P.S. 16/28(base), P.P. 12/14(base), P.B. 20(base), Spd. 132(base)
+3d6 discretionary points to divide between P.S., P.P., and P.B.

Points must be divided by each individual score in the cases of P.S. and P.P. the first is the upper humanoid torso, the latter for the equine portion.

For each point not spent in this manner the player may opt to spend it on a 1d4x10 per point basis (thus 2=2d4x10, 3=3d4x10 and so on.) Spd=Mph can be found on p.252 of the RIFTS sourcebook.

Size: Approximately 7-8.5' from hooves to topknot and around 9-11' long.

Weight: Roughly 1 ton.

Description:

A BIO-ORGANIC race that hails from a dimension called Jolsun that is near to all others. Being this close had caused a lot of RIFTS that pulled samples of many races into it. These races took this as a sign from their gods that this was their new home and to live with it. Thus it began, the races had lived quite peacefully for a while and as usual the humans got bored and started wars. The Elders saw

this happen-stance and were shocked, yet sickly amused. These Elders watched their people slay each other and began to take sides. Then a wise young God named Auhms (pronounced all-ms), who was Lord of machines and Dwarves, introduced BIO-ENGINEERING and enhancements. Soon everyone had been "enhanced" and peace eventually restored with the Wisdom that sometime comes with advancement. (**Note:** Being BIO-ORGANIC they may still reproduce)

Appearance: Think of a powerful robot horse that has a flesh humanoid body that attaches to the neck of the horse at the waist of the afore mentioned humanoid torso.

M.D.C.: The Enhancements increased everything including their stamina, and the energies involved make them Major Mega Damage Creatures.

Horse Body: 450

Torso: 320

Horror Factor: 12 (Awe do to extra-ordinary looks, wears off in 1d6 melees.)

Enemies: Non per se.

Allies: Any one else in their Clan.

Special Abilities:

2(base)attacks for torso and 2(base) for horse.

Gallop double speed for P.S. in minutes.

Nightvision 60'.

Can carry P.S.(horse)x300 lbs on horse back.

Hooves front: 1d6 MD, Buck: 2d4x10,

Trample:Spd/3+1d4/lvl (Gallop for full efficiency!),

Charge: Weapon Dmg.x3 if piercing, x2 for slash and blunt.

Psi-Bow same as Psi-Sword(p.126) 10 I.S.P. 2,000' range.

Eagle like vision.

Heals 3d6 MD Per Portion per day.

Metallic parts regenerate and powered by sustenance as is the rest of the body.

May use Rune Weapons, and Techno Wizardry.

Special Disadvantages:

Size causes difficulty in hiding

Weight causes a -30% to Prowl.

Must take individual fighting styles for each half.

Must have Robot Mechanics, Electronics, and an MD in Cybernetics to conduct at least First Aid, unless of course they're from the same clan then First Aid is all that is necessary..

Equipment: Backpack, 2 saddlebags, Tunic, 1 Weapon, Clan Medallion.

Money: 3,000 Credits

R.C.C. Skills:

Dollanthian (Jolsun's Common) (98%)

Knows two other languages (+15%)

Tracking (+20%)

Robot Electronics (+20%)

Robot Mechanics (+15%)

Land Navigation (+25%)

Horsemanship (100%) Well isn't it Ironic?

Torso: HTH: Basic may be increased to ASSASSIN, or MARTIAL ARTS for one "other " skill.

Horse: HTH: Basic may be increased to ASSASSIN, or MARTIAL ARTS for one "other " skill.

W.P. any three ancient

Secondary Skills: 6 "Other" skills from any category except Pilot. No Modern Weapons until level advancements are made: 2 at levels 3, 5, 7, 9, 11, 13, & 15

Psionics: All BIO-ORGANIC CENTAURS are major psionics with 2 from Super (except Psi-Sword), Any 4 from the remaining categories.

I.S.P.: M.E.+2d4x10, then +1d8/lvl.

Saves as: Techno-Wizard

Spells: None

Cybernetics: Special (I shall send their types last.)

Xp table: As a Techno-Wizard

Bio Wizard Half Elf

By:

[Matt "Redrum" Walsh](#)

In the dimension of Nycor, where humans and elves both dominate the universe (occasionally peacefully), there existed a splugorthian intelligence by the name of Korgyk. However, he was not faring well against the humans and the elves. He was falling short on minions and could not turn his slaves into T-men because he could not find many humans that would be loyal to him. So he turned to his bio-wizards and asked them to come up with a creature that had the best qualities of both humans and elves, but would be 100% loyal to him. They came back with the Half-elf (aka Mutie-elves, dark-elves, and half-breeders). The Bio wizards results exceeded his expectations in the fact that this creatures could reproduce and create more of themselves.

Alignment: 90% of the half elves are of selfish or evil alignments and 100% loyal to Korgyk. This was where the bio-wizards fell short in his expectations, usually the elves not loyal to Korgyk are killed before they become a nuisance, but some do escape.

Renegade half-elves are killed without mercy by all of Korgyk's minions.

Attributes: IQ 3D6, ME 3D6, MA 2D6+3, PS 3D6, PP 3D6+4, PE 3D6, PB 4D6, Spd 4D6

(Note: even if the attributes have pluses after them, they still get an extra die roll like if they did not have the pluses there. i.e. if a 14 was rolled on the dice for pp you would add 3 to make it 17 and then roll another dice.)

Hit points: Standard PE+1D6 per level

S.D.C.: 15+plus those gained from OCC and other stuff

P.P.E.: 4D6+6

Natural abilities: Nightvision 90ft

Psionics: Roll Percentile dice:

Major: 0-14

Minor: 15-35

Average life-span: 150 years

O.C.C.'s: Virtually any OCC (by discretion of GM, of course) Can even be T-Men!!!! With slight penalties.:

Damage from getting tattoos is the same as humans

Duration of penalties is doubled.

Each Power tattoo reduces PB by one and ages them 5 years.

Must spend extra PPE to activate tattoos.

Simple weapons and animals: add five PPE to cost

Magic Weapons and Monsters: add ten PPE to cost

Power Tattoos: add fifteen PPE to cost

Height: 5'10" + 1D6

Weight: 130-250lb

Note about appearance: Look like elves, this was one of the pluses of these creatures they can infiltrate elves bases and reek havoc.

Birdman R.C.C.

This race is from an unknown planet, even to them, that is said to have been destroyed. They are very aggressive, and lethal fighters. These creatures resemble a man with large leathery wings. Most of them will use magic and telekinesis. To allow them to fly faster and without strain. They are above average size of a normal human and can grow to be 15 ft tall. Because of their aggressive tendencies they rarely back down from a fight unless their M.D.C. is reduced to 10. Although they don't use magic too often they do use psionics alot.

Attributes: I.Q.: 2D6+3, M.E.: 3D6, M.A.: 3D6+2, P.S.: 5D6, P.P.: 4D4+1, P.E.: 5D4, P.B.: 2D4 Spd. running 4D6, flying 1D6x10

M.D.C.: 4D6x10

P.P.E.: 4D6 +2D6 every level

I.S.P.: 2D6x10 +1D4 per level

Spell Knowledge: All level 1 and 3 from level 2 at first level, every level they can select 3 spells from any level of their equal or less. If the character survives till level eight they can select any spell his P.P.E. allows!

Psionics: Starts out with 5 psionics any category, knows all physical at level 2, and can select 2 each level after that in any category.

R.C.C. Skills:

Speaks: Dragonese 98%

Speaks two additional languages (20%)

Literate one language (10%)

Basic Mathematics (5%)

Lore: Monster and Demons (15%)

Climb: (15%)

Land Navigation (10%)

Wilderness Survival (10%)

Identify Plants and Fruits (10%)

Holistic Medicine (15%)

Palming (5%)

Cook (10%)

Preserve Food (15%)

W.P. Archery

W.P. Sword

Hand to Hand: Expert

R.C.C. Related: Select 6 "other" skills. Plus select 2 additional skills at level two, three, and four, three at level five and six. Gets a plus 5% on all selected, can not select any power armors without a -10% penalty.

Equipment: Loincloth, robe with a rope belt, 30ft of rope and a sack, canteen, mirror, survival knife, vibro sword or knife, a bow with 30 arrows any kind.

Money: Starts with 10,000 credits and has 100,000 credits worth of black market items!

Cybernetics: Can start out with one, but it will lower the P.P.E. 10%, and if the character gets five or more they will lose all P.P.E., roll twice on the random insanity table.

Vehicles: Starts with none but can purchase any kind, (with certain penalties for some described earlier).

Blacksmith O.C.C.

By:

[FlashFire](#)

Well, here it is. The only thing I could get to a postable level for the GPC. I'm not sure if its covered in a book or not (probably is), and even if its not others have probably done it to death, but here's my version of a Blacksmith in Palladium Fantasy. Thoughts and criticisms greatly appreciated.

"Groovy."

Iron and steel. These two elements (okay, one element and one alloy) are absolutely essential to the formation of any advanced society. They are the most useful metals in the world that can be easily acquired and processed. The uses of these metals and their place in an even mildly advanced society are obvious. Nails, horseshoes, weapons, axles, hinges, and gates all require metal in their construction. And who makes these modern miracles of invention? The blacksmith.

A blacksmith is a person who works iron and other metals into useful shapes, such as latches and morningstars. This requires long hours of backbreaking labor over a blazing hot fire, giving Smiths a high tolerance to pain and heat. They are skilled laborers and

essential to any community or kingdom. Who else is going to keep the kingdom's swords or the village's plows in good repair?

Smithing is also a difficult trade to learn properly. Making a horseshoe isn't as easy as it might appear. Students may spend years learning in an apprenticeship, practicing the techniques used by masters to make even simple objects. Once trained, though, can make a decent living wherever they may go. Some people also may have a knack for making things, a natural talent for pounding metal into a workable shape. If training is added to this talent, the result can lead to astonishingly strong items and tools.

Becoming an adventurer may seem difficult for a blacksmith, but not overly difficult. The usual methods of getting the character on the road work, such as having the local priest send him on a quest or burning down his village. Alternately, the Smith could work for a travelling mercenary or military group, repairing their weapons and armor. Perhaps they are travellers, packing up their shop and going from town to town, selling their wares like merchants do. Or just make the character a Dwarf and have him toss back some moonshine in the local tavern (all kinds of trouble will result...).

Attribute Requirements: PE 12 or higher

Attribute Bonuses: +1D4 to PE and is slightly more resistant to high temperatures.

O.C.C. Abilities/Skills:

1. **Forging:** Forging, also known as smithing, is the practiced art and skill of creating metal items by hand. This is accomplished by heating the object and then pounding, welding, or otherwise shaping the metal into a desired shape. Common objects made by smiths include horseshoes, nails, hinges, latches, harnesses, and metal weaponry.

Base Percentage: 50% + 5% per level

Object	Time Required	Average Price
-----	-----	-----
Nail	10 min	1/2 gp each
Horseshoe	2 hours	5 gp
Small Latch	4-5 days	10 gp
Medium sized Latch	1 Week	20 gp
Large Latch	7-10 days	30 gp
Hinge	2-4 days	15 gp
Large Hinge	3 Weeks	30-50 gp
Chain	1 Week	15 gp per foot
Axle	3 Weeks	60 gp
Harness	3 Weeks	55 gp
Armor		
Chain Mail	1D4x2 months	See Book
Plate Mail	1D4 months	See Book
Scale Mail	1D4+2 months	See Book
Full Suit	x1.5 of type	See Book
Barding	Same as above	See Book
Arrowhead	30 minutes	1/2 gp
Spearhead	1 hour	10 gp
Dagger	6 hours	See Book
Short Sword	2 weeks	See Book
Long Sword	3 weeks	See Book
Large Swords		
(Claymore, Bastard, Broadsword)	4 weeks	See Book
Pole arm	1 week	See Book
Iron Ball (for maces, flails, cannonshot, and shotputs)	3-4 days	30 gp
Miscellaneous Parts/Tools	10 min and up depending on complexity	1/2 to 50 gp
Cast Iron Objects (plows, anvils, crappy swords)	1-4 weeks depending on size	50-200 gp
Unusual Designs (depending on how complex the design)	x1.5 to x3 of above	+40 to +1000 gp

2. **Enhance Object:** Only about 5% of all blacksmiths exhibit this ability. Those that have it are capable of enhancing a weapon or object they make by infusing it with their own PPE. These objects are more resistant to damage, sharper, last longer, and

are just generally better than their normal counterparts. Smiths with this ability can command at least twice as much as a normal smith for their products, with exceptional items gaining as much as Dwarven items.

Each point of PPE infused into an object grants an additional 5% to all positive stats; meaning SDC, damage, range, and life span; or -5% to weight. Stats cannot be increased or decreased more than 50% of their original values. Alternately, the smith can expend 10 PPE and decrease the time it takes to forge an item by half, with no detriment to the quality of the item (no increase/decrease are possible in this case).

Additional Bonuses:

+10% to all skills of a mechanical or repair nature

+4D6 to PPE

O.C.C. Skills:

Language: Native + one of choice (98%)

Basic Math (+20%)

General Repair (+20%)

Cook (+10%)

Field Armorer (+10%)

Recognize Weapon Quality (+15%)

Sculpting/Whittling (+10%)

HTH Basic

*HTH Basic can be traded for HTH Expert at a cost of two OCC Related or Secondary skills or Martial Arts at a cost of three. Assassin is not available.

O.C.C. Related Skills: Select Seven other skills. Gets two more at levels 3, 6, 8, 11, 13, and 15.

Communications: Language and Public Speaking only

Domestic: Any

Espionage: Detect Concealment/Traps and Pick Locks only (+10%)

Horsemanship: General only

Medical: Animal Husbandry, Brewing, and First Aid only

Military: Heraldry only

Physical: Any but Acrobatics and Gymnastics (+10% where applicable)

Rogue/Thief: Streetwise, Locate Secret Compartments (+10%), and Prowl only

Science: Archaeology only

Technical: Any (+10% to Gemology and Masonry)

W.P.: Any

Wilderness: Any (+10% to Boat Building and Carpentry)

Secondary Skills: Select five from the previous list. No bonuses.

Standard Equipment: A selection of hammers, chisels, and tongs. Also has a knife sharpening kit (whetstones, oil, rag, ect.), a handful of steel wool, and personal items Presumably, the character will also have a shop somewhere that contains a number of anvils, furnace, a greater assortment of tools, iron stock, and a number of premade sellable objects on hand.

Adventurers (or ex-adventurers) will also have two sets of travelling clothes, a hatchet, survival knife, 100' of cord or rope, tent, bed roll, backpack, 1D4 sacks, a water skin, emergency food rations (two weeks worth), a and a tinder box.

Armor: Will start out with a suit of studded leather armor (AR: 13, SDC: 38).

Weapons: Starts with a short sword, a dagger, his hammers, and one other weapon of choice. All are presumably made by the character or the character's master, and are medium to high quality. Magic weapons and other equipment must be made or otherwise aquired later.

Money: Has 4D6x100 gold in ready cash, plus will usually have a small assortment of sellable items worth 6D6x10+40 gold.

Cybernetics: What do you think this is? Army of Darkness?

Experience Table:

1	0 - 1,900
2	1,901 - 3,900
3	3,901 - 8,000
4	8,001 - 15,900
5	15,901 - 24,900
6	24,901 - 36,700
7	36,701 - 50,500

8	50,501 - 71,000
9	71,001 - 96,000
10	96,001 - 131,500
11	131,501 - 180,750
12	180,751 - 241,500
13	241,501 - 285,000
14	285,001 - 330,000
15	330,001 - 391,000

Blood Knight O.C.C.

By:

[Russell M. Howard](#)

This OCC was developed by the Thorn Elves of the BloodWood. The Blood Knights are guardians of the BloodWood that was transferred to Rifts Earth. The nature of blood knight power is through sacrifice, as much of the Thorn Elf magic is based off of this principle. The Knights sacrifice part of themselves to power their combat abilities. Only elves may be blood knights. The Blood elves were originally the guardians of the Blood Wood. However, several of them decided to rebel against what they perceived as a hopelessly insane Queen, and left the wood. With such incredibly powerful magic abounding in the Rifts world, they originally attempted to find a way to remove their thorn stigmata. When they found they could not, several committed suicide, but the survivors decided to pass on their training, to give themselves a reason to go on.

The blood is the life applies equally to blood knights as well as vampires. A blood knight gains their power by sacrificing a bit of their own blood everytime they need to use their abilities. This leads to an extremely pragmatic existance. They are perfectly willing to sacrifice one to save many -- "the good of the many outweighs the good of the few."

Alignment: Any

Attribute Requirements: PS of 14, PE of 14, ME of 14

Attribute Bonuses: PE: +2d4+1, PS: +2d4, PP: +1d4

Hit Points: PE +2d6 base becomes MDC

S.D.C.: 1d4x10 + skill bonuses becomes MDC

M.D.C.: SDC + HP Base, +5d4 per level

Special Abilities:

- LifeSense: 200' diameter, Regeneration: 2d4 MDC per hour, immune to life draining spells/effects, immune to vampiric abilities, including vampiric bite, pain resistant (1/2 normal pain penalties).
- Blood Powers: Each of the blood powers involves the character sacrificing some MDC to activate the ability and the blood to power the ability. The blood knight loses 1 P.B. every 2 levels due to scarring, but gains 1 M.A. every 3 levels (They've got to be some sort of fanatic to do this to themselves -- and this gives them a bit of "presence" to back them up when talking (If he does that to himself, what will he do to us? :-)).
 - ❖ Supernatural PS: Take 1d4 MDC
 - ❖ Bonus to Strike: +2 to strike for every 1 pt MDC (Max of +6 per level)
 - ❖ Bonus to Damage: +1d6 MDC for every 1 pt MDC (Applies only to melee weapons. Max of +5d6 MDC per level)
 - ❖ Blood Healing: Transfer MDC on a 1:3 ratio
 - ❖ BloodField: 1 MDC per 10 MDC forcefield (Maximum of 50 MDC per level)
 - ❖ BloodCall: 1 MDC to telepathically contact any other Blood Knight within range (10 miles +3 miles per level).
 - ❖ BloodFury: The Blood Knight takes 3d4 MDC damage as they strike themselves repeatedly with their hands or weapons to incite themselves into a berserker fury. The Knight gains +4 S, -3 P/D, +3 Initiative, +10 PS, +3 save vs magic, HF, psionics, immune to possession/mind control, +2 attacks.
 - ❖ BloodCurse: The Blood Knight picks his target and utters a mighty curse upon the target's head. The target will then take 1d4 MDC damage per MDC that the Knight has at maximum. However, the knight will die from the effort of the curse. The body then explodes into a blast of flame, doing 1d4x10 MDC to everything within 10 feet. This means after the curse, the knight WILL die, with no hope of resurrection.
 - ❖ Blood Vision: The knight takes 1d4 MDC, but temporarily gains clairvoyance and clairaudience equal to his level, usable at will, for 2 minutes +1 per level.
 - ❖ Blood Luck: +1 to a save for 1 melee for 2d4 MDC.

❖ **BloodFire:** The Blood Knight can fire bolts of flame from their hands, doing 1d6 MDC per MDC sacrificed.
Magic: None all Blood Knights are latent mages whose powers are being channeled through their bodies.

P.P.E.: 3d6

Psonics: Select 3 total from healing, physical, or sensitive. +1 every 2 levels.

I.S.P.: 4d6 +2d6 per level

Combat Bonuses: +1 init, +2 Roll with impact/S/P/D, +5 save vs poisons/toxins/gases

O.C.C. Skills: As a Royal Knight (Rifts: England)

Standard Equipment: As a Royal Knight (Rifts: England)

Money: 3d6x1000 credits, 1d4x100 black market items

Cybernetics: Can never receive cybernetics

Board Rider O.C.C.

By:

[Tim Santa Cruz](#)

The board riders are members of an exclusive society that is akin to the skateboarders of the 20th century. It is more of a religion in that the leader of the society takes care of the members spiritual needs. Each board rider uses a modified hover board that follows the users mental commands via a cybernetic implant. The riders also favor the use of one or two bionic limbs and/or implants. Any more and they would be expelled from the society for impurities of the soul. They are extremely paranoid of government, but will be more trustworthy of individuals or small groups.

They are becoming more common in the areas near the CS and the NGR. They will almost never enter the actual nations themselves, but know their limitations and will rarely venture into the unknown. They are tolerant of D-Bees and may befriend them, but none are allowed to become members of the society.

Attribute Requirements: ME of 10. The cybernetic implant adds 1D4 to PP with a minimum of 14.

O.C.C. Skills:

Language of choice - +20%

Pilot: Hoverboard - 98%

Land Navigation - +10%

Pick Pocket - +5%

Escape Artist - +5%

Prowl - +10%

Running

Athletics

O.C.C. Related Skills: Select 10 related skills.

Communications: Any

Computer: Any (+5%)

Domestic: Any

Electrical: Any

Espionage: Any

Mechanical: Any

Medical: First Aid Only (+5%)

Military: None

Physical: Any (+5%)

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any

Technical (Any +5%)

W.P.: Any

Wilderness: Any

Secondary Skill: 2 at levels 1, 4, 7, 10, 13, 16

Standard Equipment : 1D4 Rider Uniforms (A.R. 10, S.D.C. 50, Weight 5 lb.), Knife, Backpack, Two weeks of rations, canteen, binoculars.

Armor: Board Rider Body Armor

M.D.C. 45

Weight: 15 lb.

Weapons: One Non-Energy Weapon of choice, One Vibro Knife, One Energy Pistol of choice.

Vehicle: Hover Board

M.D.C. 20

Speed. 100mph

Combat Bonuses

+2 to Dodge

+1 to Initiative

The Hover Board has a self destruct mechanism that is enabled by the rider. Once enabled the rider can not switch it off. He may give any time interval that he wants between 1 second and 20 minutes.

Cybernetics: Board Riders may take up to two bionic implants of any kind except for ears. They may also take any cybernetic implants but start out with only the board control mechanism.

Board Control Implant: This implant is what enables the board rider to control his board. It transmits an inaudible radio frequency that only the board can hear. Someone can listen to this frequency but it cannot be disrupted. Someone listening will only hear gibberish since it is processing the brain waves of the rider. Someone with a radio transmitter cannot give commands to the board since it is programmed to only understand the commands of it's rider. If the implant is removed, the rider will die within 1D4 hours.

The Borg

Several centuries ago, there was a civilization of humanoid beings called the Gervase. They were an extremely noble and honorable race whose achievements included advanced cybernetics, interstellar travel, and even the secret of matter transmission (a technological equivalent to the Teleport spell.) They had conquered many of the mysteries of science, but they never once abused their incredible intellect or the power that came with it. The few times in their history that they ever resorted to violence, were always the result of other races that have coveted the incredible technology of the Gervase and have tried to take them over. The result of such attacks was always consistent, the would-be invaders were repelled.

The Gervase then came up with a brilliant plan for advancing the cause of knowledge. They would use their incredible skills in cybernetics to connect their minds to each other! With instant access to all the members of their race, discoveries would be made in leaps and bounds! The project, called Project Borg, was instantly hailed as an immense success. One thousand test subjects were implanted with cybernetic implants, and the results became evident immediately. The only flaw which was detected early in the experiment was that with the new communal mind, the "collective," if one person experienced intense emotions, all of the subjects would. This mass of conflicting emotions would quickly overwhelm all of the subjects in the experiment. To counter this, emotional inhibitors were installed in the cybernetic systems. Despite the loss of humanity, a number of the scientific elite within the Gervase quickly volunteered to join the collective, while only a few of the Gervase voiced any concern.

The scientific breakthroughs that followed quickly became unparalleled. It was roughly a year later when the standing military of the Gervase began serious inquiries into developing Project Borg for the purpose of planetary defense. After all, it is not hard to imagine how much more effective a military force would be with all it's members acting as one coherent unit. A special branch of the military was formed using the technology of Project Borg. The young conscripts into this new branch of the military were often selected on the basis of family life. People who had no families and truly desired one were the most quickly accepted into it. If they had no family before, they quickly gained a large one in the collective.

Calamity finally struck the Gervase when they were attacked by a neighboring star system. To further enhance the impressive unit of Borg soldiers, the soldier collective was put in contact with the scientific collective to help them more effectively combat the enemy. The results were incredible. While the Borg soldiers were extremely effective, they were also hopelessly outnumbered. They suffered horrible losses in the first 47 seconds of the battle, losing half of their force. After those first few moments of battle, the scientific collective was able to adjust the harmonics of the shields of the Borg vessels.

The enemy laser fire was thus rendered ineffective. With this sudden change in power, the battle quickly changed. The entire enemy armada was wiped out within 4 minutes 32 seconds. No further losses were suffered by the Borg soldiers with the exception of an enemy ship that engaged in a suicide run against one of the Borg vessels. All of the Borg soldiers on the ship were destroyed, but it was still an impressive victory considering the overwhelming odds against them.

This is when the Borg was truly born. For once the enemy armada was destroyed, there was no real need for the scientific collective and the soldier collective to maintain their connection. As the Gervase tried severing the connection between the two collectives, they discovered this to be impossible, for the two collectives had effectively become one. In a panic, the Gervase tried to pull the plug on their creations, meanwhile, the Borg ships simply remained in orbit to ponder their purpose. After deliberating for 52 seconds the Borg came to a number of conclusions: Their primary purpose was to serve sentient beings with their own race having the highest priority. After that, their next priorities were to advance scientific learning and ensure peace. They could most effectively accomplish these goals by assimilating all other sentient beings into the Borg.

There would initially be resistance, but in the end, when they were part of the collective, they would understand, and be grateful that they had become one with the Borg.

The war that ensued on the Gervase home world lasted three weeks. The armed forces that had not given over to conversion were no match for the collective.

Each time a member of the Gervase was captured, a new member of the collective was born within twenty minutes. The Borg remained on the Gervase home world for one month after it's conquest, totally assimilating all of the inhabitants and technology that their world had. During this month, two things of major importance happened. The first was that the off-world colonies of the Gervase prepared to combat the Borg. The second was that the Borg used the resources at their command to construct a ship that was made entirely by the Borg, not their Gervase ancestors. The ship was fearsome and awesome all at once. It was a giant mechanical cube! Totally devoid of any aesthetic design, it was completely functional without an inch of wasted space. Many people say that a spaceships design will speak volumes of the people who designed it, this can surely be said of the Borg. Their ship was cold, efficient, and totally functional.

With their new ship finished and operational, the Borg turned their attention to the off-world colonies of the Gervase. Despite the valiant efforts of these colonists, the results always followed the same basic pattern. The Borg would show up demanding that the colony surrender and submit to assimilation, the colony would resist and be defeated within a matter of days. After that, only one thing was left to happen, the population and technology of the planet would inevitably be assimilated into the Borg. With each planet assimilated, the

Borg grew stronger and stronger, building more and more ships. Within two years, the entire Gervase civilization, which spanned 18 planets over 16 star systems, was assimilated. The Gervase no longer existed, all that was left was the Borg.

Once the Borg had assimilated their former civilization, they turned their attention to other sentient races. After all, their purposes in life should not be limited to only their own race, they seek to raise quality of life for all species. If there was any resistance, it would be of no consequence. They too would become one with the Borg. The Borg spread across the galaxy like a plague, nothing seemed to stop them. Occasionally, exceptionally shrewd or powerful civilizations could repel the Borg, but the Borg threat has remained. Indeed, the Borg realize that with each new conquest they become more powerful and will return to these civilizations when they are confident that a subsequent assimilation will succeed. The only reason the Borg have not conquered the entire galaxy, is that they have not had enough time. The Borg have only been in existence for a few centuries, but if they are not stopped, eventually, they will spread their quality of life throughout the universe, and possibly, the megaverse.

Alignment: Abberant

Attributes: Because individuality is not practiced among the Borg, they all have identical attributes. I.Q. 32, M.E. see powers, M.A. 3, P.S. 20, P.P. 22, P.E. 15, P.B. 4, Spd. 10

Hit Points: See M.D.C.

M.D.C.: 20 plus force field (see powers)

Horror Factor: 13

P.P.E.: 1-2 (roll 1D4 divide by 2)

Magic: NONE!

Psionics: See Powers

Powers:

1. Link to the collective: This is the one strength that gives the Borg an edge over their enemies. This is where all of there other powers come from. This is also where the Borg have the greatest potential for being exploited. In essence, all Borg within a ten light-year radius share a communal mind. It is maintained through a new technological breakthrough called sub-space communication. Whenever a collective comes into contact with another Borg collective, they download all files to each other as part of their standard operating procedure. This keeps the entire Borg collective informed about itself. It should be noted that this interconnection is the Borg's greatest strength. As a result, whenever someone attacks and defeats the Borg, one can be sure that the Borg will have some counter measures for the next encounter.

For example, if the players manage to defeat a party of Borg using heavy rail-guns, some new defense against rail-guns will be employed by the Borg. To sum it up, this connectivity should terrify the players as they realize that this enemy will become better and

better the more that they are encountered. If the cybernetic implants that provide the connection to the collective are tampered with while the connection is still active, then the Borg will self destruct. However, if some other method of cutting off the collective is used (for example, destroying all other Borg in a ten light year radius, or somehow jamming the subspace signals) and the implants are then removed, the Borg will not self destruct. In any case, once the connection to the collective is severed, that particular Borg can potentially become an individual.

2. Force Field: While force fields are fairly common place around the megaverse, the Borg force fields are unusual in the great amount of adaptability they have.

A Borg force field will only stop 10 M.D.C. of damage. The strength lies in the fact that when an energy weapon is used against it, it may kill the Borg that it's used against, but it also tells the Borg what the frequency of the weapon is. From this information, the Borg have a 60% chance of adjusting the force fields of all other Borg in that collective so as to render that particular energy weapon totally ineffective. Thus, while the first couple of Borg that are met may be easily defeated, the rest will be much more difficult.

3. Tractor Beam: The tractor beam is a form of force field which can be used in a similar manner to Telekinesis. A favorite tactic of the Borg is to immobilize their target using a tractor beam, and assimilate them. Many would think this would take a lengthy conversion process, but the most basic implants needed to assimilate someone can be implanted in only ten minutes. Of course, full conversion with enhanced P.S., P.P. and P.E. requires 45 minutes, but once the initial implants are installed, there is no more resistance.

4. Matter Transmission: A technological equivalent to the Teleport spell! The range on the matter transmitter is 1500 miles. The area to be transported into must be scanned prior to the attempt, but the Borg have very good scanners.

5. Collective Mental Endurance: Psionic abilities are not effective against the Borg. The collective provides a great strength against outside influences. Any psionic abilities that will try to affect the thought process of the Borg won't work. This includes Hypnotic Suggestion, Empathic Transmission, and Bio-Manipulation. Some sensitive powers will be of some use. For example, empathy might give indications of what the individual Borg in question feels, but unless this particular member of the Borg has only recently been assimilated, there is very little chance of their being any emotions from that individual. Using telepathy against the Borg is a dangerous proposition at best. Trying to establish a connection will cause the telepath to make a save vs. insanity.

Failure results in the telepath going into a catatonic state for 4D6 minutes with an 80% chance of developing some sort of insanity. A similar effect can be established by someone with a cyber-jack if they can figure out a way to establish a connection with the Borg. If the initial save is successful, then the telepath can read information from the Borg collective. A person with a cyber-jack will have similar access, but they can also effect low-level changes within the collective... assuming they can get past the security measures put in place by the Borg.

6. Other abilities: All Borg have the following standard implants:

Collective Transmitter (the component which connects the being in question to the collective. It's removal will result in the immediate self-destruction of the being. It also acts as a homing beacon and allows for matter transmission without error.) Sensor hand, universal headjack, multi-optic eye, oxygen storage cell, and wrist needle & drug dispenser.

Combat: Three attacks per melee.

Bonuses: +5 to strike, + 4 to parry, + 4 to roll, and +2 to initiative.

Damage:

2D6+5 S.D.C. on a restrained punch.

1D6 M.D. on a full strength punch.

2D6 M.D. on a power punch.

O.C.C.: None. The Borg are inhumane monsters with no individuality whose only purpose is to assimilate any and all sentient life forms.

Skills of Note: All skills except physical skills at 98% (They have access to the collected knowledge of the collective. Average Life Span: The Borg are in many ways similar to humans physiologically. They also have medical capabilities that are superior to anything found on Earth. As a result, the average life span of a Borg is 160 years barring death in combat. As a side note, the Borg gave up the normal means of reproduction several years ago, it was too inefficient. Instead they reproduce via cloning.

Value: Are you kidding? The technology may be impressive, but they are too dangerous!

Habitat: Anywhere sentient beings can be found to be assimilated.

Enemies: Any sentient being that values individuality and freedom. Any being that is capable of sentient thought will be considered suitable for assimilation. If the being proves to be causing too much damage to the collective, then it is destroyed for the good of the collective. It should be noted that the only sentient beings that will not be considered suitable for assimilation will be vampires. This is because their incredible regenerative abilities prevent any and all attempts to implant cybernetics. Still, a confrontation between the Borg and vampires will result in instant war. After all, the Borg will realize that these creatures are a threat to the well-being of the collective.

Allies: The only allies the Borg have are those that have been assimilated, and those that are willing to undergo assimilation.

Description: The Borg look like partial conversion borgs. This is in essence accurate because that's exactly what they are. Unlike most borgs, whoever, they make no effort to hide their inhumanity. Looks are irrelevant. Aesthetics are irrelevant. One notable difference about the Borg is that they lose their color when they join the collective. Aliens that were once vibrant colors become dim and faded. When humans join the collective, their skin turns a somber gray.

Size: The humanoid Borg average about six feet tall. Of course, humanoids are not the only creatures that are assimilated.

Weight: About 220 lb. for humanoid Borg.

Note: Borg equipment is totally functional. It has no aesthetic design unless there is a need for it. For example, a Borg land skimmer will be sleek and aerodynamic, but not because it looks better, because it's more efficient in an atmosphere than the typical cube shaped ships they employ in space. All Borg are automatically armed with a laser pistol that does 3D6+3 M.D.

This however, is not the only thing that they can be issued. Equipment is issued according to the mission at hand and will always be what's best for the collective. It should be further noted, that generally, the most effective defense against the Borg is the one that is the most unorthodox. They are creatures of logic, and will always go under the assumption that the means of defense used against them will be the most effective.

Borowitz Giants R.C.C.

By:

[Dustin M](#)

The Borowitz are giant psychic humanoids from another world. Yet while they are massive and powerfully built beings, they are not supernatural in nature.

Despite what most smaller folk may think, the Borowitz are not plodding, dim-witted brutes. They are very intelligent and have keen minds, even though they are not very charismatic and tend to speak brutishly. All Borowitz have an intrinsic love for games, both mental and physical. Disputes even between mortal enemies are handled through gaming competition, whether it be athletic, intellectual, or psychic. They often view other races as being "uncivilized" because others are so quick to strike up arms against both friend and foe alike, when the entire matter could be so easily settled in "Personal Gaming Competition."

Worshipping no gods, the Borowitz have an almost religious devotion toward their Elders. Their society is organized around a family-unity type of structure. Each of the scores of different Orders are lead by a council of twelve Elders. Each Order is composed of dozens and dozens of Clans, all of which headed by their council of Elders. By tradition, every Clan in the Order has a specific occupation. Every Order has its own Clan of merchants, warriors, engineers, etc. The bitterest of competitions arise from clans competing with similar occupational clans in other orders. Every fifteen years, the occupational Clans from dozens of Orders will hold great Olympic-style competitions, each trying to out do the other.

Alignment: Any, however the vast majority are anarchist, unprincipled, and scrupulous. Regardless of alignment, all Borowitz are 100% loyal to their Order.

Attributes: The number of dice rolled is as designated: I.Q. 3D6, M.E. 4D6, M.A. 2D6, P.S. 4D6+10, P.P. 3D6+2, P.E. 4D6, P.B. 2D6, Spd 3D6. Their P.S. and P.E. are considered to be at the supernatural level on magic supercharged environments such as RIFTS Earth and Wormwood.

Hit Points: P.E.*5 +2D6 per level of experience.

S.D.C.: 2D4*100 on RIFTS Earth plus those gained from O.C.C.s and physical skills, making the giant an equivalent light mega-damage structure (every 100 S.D.C. equals one M.D.C.).

Horror Factor: 11

P.P.E.: 6D6

Natural Abilities: Exceptional long range vision, night vision 40ft, heals ten times as quickly as normal, and is naturally resistant to both magic fire and magic cold (does half damage). Additionally, these giants's natural psychic abilities are made even more powerful on RIFTS Earth.

Bonuses: +3 to save vs Horror Factor in addition to those gained from attributes, O.C.C., and skill bonuses.

Damage:

Restrained punch does 4D6 S.D.C. plus P.S. bonus

Full strength strike does 2D6 M.D.

Power strike 4D6 M.D. (counts as two attacks)

Kick does 3D6 M.D.

Magic: By O.C.C. only.

Psionics: All Borowitz giants are considered major psychics. Select five Physical psionics and any three additional psionics from the

categories of Healing, Physical, and Sensitive. At levels three, six, nine, twelve, and fifteen select one additional psionic from those categories. At levels four, eight, and twelve select one super psionic.

O.C.C.: Virtually any O.C.C. (except Glitter Boy), including the CS Military (equivalents).

Skills of Note: Speaks and is literate in Borowitz, and Troll, and speaks Gobblely, all at 98%. Knows one extra ancient W.P. in addition to O.C.C. skills. Also add +5% skill bonus to all Wilderness skills due to their natural aptitude in that area.

Average Life Span: 250 years.

Habitat: Can be found anywhere. Considered a monster or D-Bee on RIFTS Earth.

Enemies: Generally indifferent to most, however they view most short folk with disdain.

Allies: Non per se. May associate with anyone.

Physical Appearance: These beings are massively built humanoids. Their skin color varies in shade from a dark golden honey to a light brown. Their limbs are unusually long, resulting in a more gangly appearance. The most noticeable difference that separates them from most other giants is the fact that they are not cannibals!

Size: 12ft (3.63m) plus 6D6 inches.

Weight: 400 to 900 lb. (180 to 410 kg).

Notes: Borowitz tend to be surprisingly civilized, although they are more aggressive toward smaller or weaker beings. They have quickly adapted to RIFTS high technology and have a passion for vibro-blades and other weapons that show the full extent of their skills.

Bronids R.C.C.

By:

[Tim Santa Cruz](#)

The Bronids are a D-Bee from a dimension that has been cursed with war for thousands of years. The Bronids are hideous looking creatures with long animal-like snouts, sharp teeth, and red eyes. They have a muscular build and are extremely agile. However, despite their beastlike appearance, they are a peaceful race who was driven from their homeworld by the viscous Draykle.

They are somewhat of an anomaly in their own universe. And on RIFTS earth as well. The Bronids are trained from birth to be able to defend themselves from attack. However most of them are Farmers or Glep-herders.

But, those that do take up arms are among the best warriors in their Galaxy. Using ancient Martial Arts, they can quickly incapacitate or kill any that are foolish enough to attack them. They are not aggressors however, and will not attack an unarmed foe. They will fight with one, but only in self-defense and then only to incapacitate them so the proper authorities can arrest them.

The one thing that really sets off the Bronids is an attack on a family member (Friends and adventure partners are considered family). When such an attack is staged, Bronids go into a frenzy, usually killing the aggressors. Needless to say, Just because they are peaceful, doesnât mean you can piss them off.

The Bronids are simple people and do not invent high tech items, like spacecraft, and modern weapons of war. They are however, quick to learn, and can adapt to an environment like RIFTS. Especially if they have some kind of purpose to be there (i.e. Family was killed by CS, enslaved by Splugorth, etc.).

Alignments: Any, but usually good. You do run across the occasional evil Bronid, but they are as rare as a mailing list with no off-topic posts.

Attributes: I.Q. 2D6, M.E. 2D6, M.A. 3D6, P.S. 5D6 (Considered Supernatural), P.P. 5D6, P.E. 3D6, P.B. 1D6, Spd. 3D6

H.F.: 12

MDC: 4D6 x 10

PPE: 3D6

Average life span: 90 years

Natural Abilities: Nightvision 60ft, Claws on hands and feet do 2D6 MD plus Damage from punch, Heightened Sense of Taste (See HU), +3 Strike/Parry/Dodge This is in addition to hand to hand bonuses.

Combat: Hand to Hand Martial Arts

Psionics: Upon arrival to Rifts earth, MAY develop 1d4 sensitive Psionic Powers. 20 % chance.

Magic: None

R.C.C. Skills:

Language: Brono 98%
Language: Two of choice +20%
Basic Math: +10%
Horsemanship +20%
Wilderness Survival +15%
Track Animals +10%
Hunting +20%
Dance +30%
W.P. Knife
W.P. Two Ancient of Choice
W.P. One Modern of Choice

R.C.C. Related Skills: 10 plus 2 at levels 4, 7, and 11.

Communications - Any (-5%)
Domestic - Any (+5%)
Electrical - Any
Espionage - Any (+5%)
Mechanical - Any
Medical - Any
Military - None
Physical - Any (+10%)
Pilot - Any
Pilot Related - Any
Rogue - Any (+5%)
Science - Any
Technical - Any except Computers
Wilderness - Any (+10%)

Secondary Skills: 4 at levels 2 and 6.

Standard Equipment: Set of Wilderness Clothes, Backpack, Food rations for 3 weeks (Bronids eat food similar to earth food), A knife, Some kind of music player (PC's choice).

Weapons: B'ting Blade Does 1D6 MD, One Energy Weapon.

Money: 1D6 x 100

Cybernetics: Starts with none. Ends With none.

Cab Driver OCC

By: Dave Oughton

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Attribute Requirements: IQ of 10

Alignment: Any, but most lean toward the selfish.

OCC Skills: Radio: Basic (+15)

Math: Basic (+10)

Pilot: Auto (+15)

W.P. Any (2): Generally, cab drivers want something small, or easily concealed.

OCC Related Skills: Select 10 other skills at level one, add two skills at levels 3, & 6, two at level 8, and one at levels 9, & 12. All new skills start at level one proficiency.

Secondary Skills: Pick 7 of the above listed without bonuses inside ().

Money: 2d8 x 1000

Standard Equipment: A months worth of rations, 3 map-books of choice areas, flashlight, "jumper cables", knife, 2 (E) clips of selected weapon (if applicable), mega-damage armor (non-elemental)

Vehicle: Auto only, NOTHING BIGGER. Comes painted with custom logo.

I.S.P.: Base 2d30, or 3d20 plus 1d6 per level.

Special: Telemechanic "cab-light"; when placed on any vehicle gives the character a 50% chance of operating that vehicle successfully. When this light is removed, all bonuses are gone.

Vehicle Special: Glovebox of holding: 2000 lbs. capacity. Whatever is placed inside this glovebox has to fit inside the parameter of the actual glovebox.

Vans that are made into cabs have the option of an additional "box" under passenger seat.

CALLER OCC

By: Beecher Greenman

Based on a character in Final Fantasy II, this lesser practitioner of magic can do some amazing stuff.

Requirements: ME 16, IQ 15, must start training as a child (All Callers start at Level 2 except in a few special cases. For example, in Final Fantasy II, Rydia would start at Level 1 because of the Mist Dragon's defeat).

Alignment: Contrary to popular belief, most are Unprincipled or good. Many tend to perceive them as Miscreant or Diabolic, as the most famous (and nasty) are evil.

Bonuses: Add 1d6 to all mental attributes

Spells: Choose 1 from Level 1 (no spells yet in the case of a Level 1 Caller). Add two per level of XP, up to a level equalling that of the Callers. At every 1,000,000 XP above Level 15 may choose 1 Spell of Legend or 5 normal spells or 2 temporal spells. May learn spells normally, but do not like summoning magic (would rather use their own powers.) PPE 2d20 plus IQ plus ME. (only 1d20 for Level 1.) Add 2d12 per level.

Psionics: Telepathy and Empathic Transmission (only works on animals and monsters.) Good, Unprincipled, or Aberrant Callers also have Healing Touch while evil or anarchist have bio-manipulation. ISP 50, add 10 per level (starts with 25 if at Level 1)

Tattoos: Choose 3 animal and 1 monster. These are bestowed by the Caller's parent, who can only bestow the tattoos that he or she was given and will not bestow them upon anyone else unless they are to become Callers. May get any new tattoos later, but double effects and duration of damage to the Caller for Weapon (simple or Magic) and Power tattoos.

Skills:

Language: Dragonese (96% plus literate at 80%, drop literacy if at Level 1.) plus 1 other at 90%

HTH: Expert (may become Martial Arts at cost of 1 other skill or Assassin (evil only) at the cost of 2 other skills)

Horsemanship (+20%)

Acrobatics and Gymnastics

WP: Blunt +2 other

Streetwise (drop if at Level 1)

Athletics General

Sing at Professional quality (often used to calm animals, which it can do at a percentage equal to 3/4 the normal percentage. Can also calm people at full percentile chance) MD, but only works on animals (veterinarian, so to speak.)

OCC Related: Choose 2 more plus 1 at Level 5, 10, and 12

Radio: Basic

Domestic: Any

Espionage: Escape Artist only (+20% if a tattoo can be reached, but must make a roll to use the tattoo and another to get the animal to get the Caller out, and it only works on things the creature can break)

MILITARY: NONE

PHYSICAL: No types of fighting other than OCC skill, but WPs and athletic skills like running are allowed)

Rogue: So long as it doesn't involve computers, any
PILOT: Forget about Robots, PA, and APC's, but anything else.
Same story for Pilot Related (no robot, PA, or APC stuff allowed)
Science: Any but MD in Cybernetics Technical: Same story as for
Rogue, no computers, but anything else
WP: Any, but tends to use ancient weapons
Wilderness: NO hunting or fishing (the nature of Callers causes them to absolutely HATE eating meat; they won't comment on others eating meat though) but anything else.

POWERS: Can tame any animal (and, if caught at a VERY early age, like just born or hatchling, monsters) at a proficiency of 60% plus 2% per level. Can summon any creature or monster PPE: total possible damage in m.d.c./2+M.D.C armor/10=p.p.e.cost to call the creature. The technique for calling monsters is learned the same way as spells, with a different technique for each creature. The Caller MUST defeat that type of creature at least once before it can be summoned. only need a memento or a tattoo of the creature {more often a memento}. the monster if sentient must be of that alignment or gave consent . they start with 3 animals ,1 monster and, 2 lesser monster below . calls May have a familiar link like a Shifter . speaking of shifters a caller and a shifter can open a rift to an unknown plane or planet [in case someone is making some thing on espers and FF3] witch people other can people can go though. There's many creatures on this place {plain or planet} that know about callers and are willing to help. [note:there could be a natural rift open to that place.]

Limitations: If a called monster or creature dies, so does the Caller who summoned it. THERE ARE NO EXCEPTIONS TO THIS RULE! Same story for familiars, but the familiar will otherwise live as long as the Caller A caller must be a human or true atlantean.

Enhancements: No Cybernetics OR Bio-Systems! Bio-wizardry is allowed, but a Caller will still only get this when ABSOLUTELY necessary, and ONLY to replace something that was lost, NO enhancements. Even trying to get an enhancement will kill the Caller, though new things like arms may be added safely if used to replace a lost one. Also, something peculiar: If an enhancement is added against the Caller's will (such as being turned into a Slave-Borg for the Coalition) the Caller will survive.

Money: 2d20x1000 credits, 20d6x100 in black market items

Gear: light armor (most often Crusader), 1 ancient weapon, one energy pistol, several sets of travelling clothes, rations for 2 weeks, and a pet (most often a bird which may be used as a familiar.)

XP: Xp of a shifter

Calls:

Chocobo: Calls a Chocobo, who bites and kicks 1 person, doing 2D6 damage. 10 M.D.C. armor Costs 7 P.P.E. Level: 1

Mist: Calls a Mist Dragon, who blows a cold wind at 1 person doing 5D6 damage. 50 M.D.C. armor Costs 20 P.P.E. Level: 6

Titan: Calls Titan, quake 5d6 to 3 ground things , on water it can be used to make a tsunami wave 1d4+1m.d. 100 M.D.C. armor Costs 55 P.P.E.

Shiva: Shiva comes and casts a cold wind on up to 2 people. Does 6D6 damage 90m.d.armor and costs 45P.P.E. Level: 7

Indra: Indra hits up to 4 people with lightning, doing 3d6 m.d. 90m.d.armor Costs 45 P.P.E. Level: 7

Jinn: Jinn comes and creates a fire, doing 12d6m.d. 90m.d.armor Costs 45 P.P.E. Level: 7

Special Calls:

Asura: By defeating Asura, Queen of the Summoned Monsters, a Caller can call Asura for a healing a group of nine on up to repairing 60m.d.armor. 200m.d.armor Costs 50 P.P.E.

Levia: By defeating Leviathan, King of the Summoned Monsters, a caller can call Leviathan, who creates a huge wave doing 1D6x5 damage to 5 people. Costs: 80 P.P.E.

Odin: By defeating Odin, a caller can call Odin 50% of the time, who comes and kills enemies by cutting through them.200m.d.armor Costs 70 50+per extra enemy P.P.E.

Sylph: By doing a favor for the Sylph fairies, a Caller can call 3 Sylphs, who do 1D6x10 points to 1 person and give the points back to 1 person. 50m.d.armor per sylph. 17 P.P.E.

Bahamut: By defeating Bahamut, the most powerful summoned monster, Caller can Call Bahamut, who does 3d6x10 600m.d.armor.

Cambion RCC

The Cambions are a human-like race from fairly deep within the Thundercloud galaxy. They are the main force in a group of planets known as The Collective of Free Planets. The Cambion home world is situated in a stange solar system.

The only thing that is contained in this solar system is the sun, Cam Solim, the planet Cambi Prime with its five moons, and a spacial anomaly much like a black hole or worm hole. The hole, which has been named the Vortex, is the only thing which orbits the sun. This means that the planet of Cambi Prime orbits the Vortex! More precisely, the planet is caught in the Vortex, but surprisingly seems to be stable and in no trouble of falling in. From the earliest records of the Cambions it seems that the planet has always been there, or it has been there at least since the Cambions arrived. The Cambions were probably humans once, but millenia of living on the edge of the vortex has altered them making slight differences. **Note:** Cambions make up almost 45% of the Collective. See "The Collective" for more information.

Cambions are almost identical to humans in appearance, except their skin has a dusky grey tinge and their ears have a slight point. Hair colour is normally black, dark brown, or white, with other colors existing but very rare (red hair is considered a bad omen, and usually coloured).

Alignment: Any, but typically good.

Attributes: I.Q. 3d6+1, M.E. 3d6+3, M.A. 3d6, P.S. 3d6, P.P. 4d6+3, P.E. 3d6+1, P.B. 3d6, Spd. 4d6

Size: Five to seven feet tall.

Weight: 100 to 250 pounds.

M.D.C.: By armour or magic only.

S.D.C./Hit Points: Standard+30, and double normal hit points.

Horror Factor: None.

P.P.E.: 4d6, unless magic O.C.C.

Average Life Span: 180 years.

Natural Abilities: Nightvision 40 ft and immune to radiation. Also have near perfect hand to eye coordination when piloting vehicles, add +10% to any piloting skills.

Psionic Powers: Standard; basically the same as humans.

Magic Powers: Only if a magic O.C.C. is selected.

Combat: Normal; varies with skills.

Vulnerabilities/Penalties: None.

O.C.C.s: Virtually any! Most lean towards fighter pilots and other pilot classes. The Cambions discovered magic about fifty years ago from a highly magical race that the FWDC discovered (actually elves). Cambions have taken well to magic, and are especially favoured towards Techno-Wizardry. The Cambions also have a special class, known as the psi-pilot. These are people with ambient psionic powers, that develop a highly specialized form of telemechanics for the use of interacting with vehicles. In the last 25 years the Cambions have shared this knowledge with other races, and it has recently appeared among pilots in the CCW, making Turbo-Jockeys very jealous.

Alliances and Allies: The Cambions work well with all of the races in the collective, and are also friendly with most of the races near the collective that were not destroyed by the insectmen. They are also forming a treaty with the CCW, and are friendly with any race with a "goodly" disposition.

Cardassians R.C.C.

By:

[Tim Santa Cruz](#)

Humanoid race that has been involved in a bitter, extended conflict with the UFP that has just recently been resolved. The Cardassians annexed Bajor and striped it of it resources. The Bajorans are very resentful of this occupation of their planet and hate Spoonheads as a result.

Alignments: Any

Attributes: IQ 4d6, ME 4d6, MA 3d6+2, PS 3d6, PP 2D6+2, PE 3d6+1, PB 2d6, SPD 3d6+1

Hit Points: P.E. + 1d6

SDC: 4d6 + those from O.C.C. and Physical Skills

P.P.E.: 4d6

Horror Factor: 8 for those who have never seen a Cardassian

Natural Abilities: The Cardassians have the innate ability to sense deception in others. It may be some kind of latent psionic power but no one knows for sure, and Cardassians will not appear as psionic. Cardassians have a 60% chance of detecting deception, even from Psionics.

Bonuses: +1 vs. Poison, toxins, and drugs; +4 Save vs. Psionics.

Psionics: None

O.C.C.: any but Coalition.

Skills of Note: All Cardassians will speak and be literate in both Cardassian and English at 98%.

Combat: two plus those gained from hand to hand training and/or boxing.

Size: Five feet eight inches +3d6 inches

Weight: 120-250 lb.

Care Bears R.C.C.

NPC Villain, Optional PC {For those Really sick GM's}

By:

Synes01@aol.com

Attributes: IQ: 1D6+8 (Average to Mid), ME: 2D4+12 (Necessary to keep happy under pressure), MA: 2D6+6 (To make other people happy too), PS: 2D6+2, PP: 3D6+6 (To dodge Those "Mean People"), PE: 2D6+8, PB: 3D6+6, (They're so Durn cute), Spd: 2D6+4

P.P.E.: 3D6 X 10

I.S.P.: 2D6

H.F.: 8 (if you know what they are), 0 (Otherwise)

Description: The care bears are 3-4 foot tall pastel colored bears. Almost cartoonish in appearance, and insufferably cute, they tend to waddle instead of walking. Their fur is soft and their general disarming attitude almost makes you want to cuddle them. On their chest and stomach is a white patch of fur, with each bear's personal symbol on it. Always something harmless, E.G. a friendly sun, a rainbow, a heart, etc. Though not skilled athletically, the bears are masters of friendship and happiness. Just being in the presence of a CB will induce a sense of well-being (recovers PPE/ISP at twice the normal rate, heals 1/3 faster than normal) At least for the first couple of days. (Less for less "Tolerant" people) After that, the CB's incessant need to "Blow sunshine where the sun don't shine" will become grating and annoying. However killing the CB is difficult at best. For their main defence mechanism is the Care Bear "Stare". Simply by expending 50 PPE The furry little being can cause a ray of happiness th emanate from their chest. If struck, the attacker is filled with overwhelming feelings of love and happiness. Not just for the bear, but for everything in general. The assailant is powerless to resist. No save allowed (unless the GM is feeling nice, but do GM's ever feel "Nice? ;). The effects of this power last for 3D6+6 hours, which the bear uses to escape or summon others. After the effects wear off, the assailant is drained of energy (1 day to recover). Multiple bears can hold hands to increase the effect, or area of effect as follows:

- ❖ 2 Bears add 1D6 to duration
- ❖ 3 Bears add 1D6+6 to duration
- ❖ 4 Bears add 2D6+4 to duration and alignment shifts closer to the good end of the spectrum by 1
- ❖ 5 Bears add 3D6+10 to duration and alignment shifts closer to the good end of the spectrum by 2
- ❖ 6 Bears add 5D6+10 to duration and alignment shifts closer to the good end of the spectrum by 4
- ❖ 7-10 Bears, the target becomes a happy, drooling idiot for 3D6+6 Hrs, alignment shifts 6
- ❖ 10-15 Bears As above but duration increases to 2D6 days

- ❖ 15-20 Bears As above but duration increases to 2D6 weeks
- ❖ 20+ Bears As above, but shift becomes permanent (Allow save vs coma/death to avoid)

All durations double when within 1 mile of a nexus.

These messengers of happiness wander the multiverse to enlighten people and generally make the world a happier place to be. Singing happy traveling songs, the bears are generally found where strife is prevalent. Ridding worlds of pain and misery is their mission in life. They Mean Well, and they don't believe that the road to hell is paved with good intentions.

Other Special defences:

1. **Regeneration:** The CB can regenerate 3D6 HP/SDC each melee. Alternatively they become minor supernatural creatures in a PPE rich environment. Gaining (3D6X10)+PE+50 MDC
2. **Awe Factor:** They can use their cuteness as a defence mechanism. Anyone targeting a CB will have to save vs. Awe factor. Awe factor is determined by taking PB and halving it. Bonuses are added by applying 1/4 MA, and the known actions of the CB in question. For example: Saving a puppy from a burning house +10, Drinking a glass of milk and getting a milk moustache (Just cute) +1. Anyone failing to save vs. Awe factor cannot pull the trigger, swing the bat, whatever. Effects wear off after 1 melee round.
3. **Summon CB:** One CB can summon others at the rate of 1/melee round. The summoned CB can immediately attempt to summon another. This can lead to a building infested with CB's in a matter of minutes. PPE cost:30/ attempt. % chance to summon is determined by the GM.

CAT-GIRL R.C.C.

By:

[Kendra](#)

The Cat-girl, a beautiful humanoid female with a dual set of ears, one human in the regular spot and a pair of cat-ears on the top of her head, is the product of Pre-Rifts genetic engineering in Japan. With the genetic coding of a cat, they are all fast, agile, and have enhanced hearing and vision, and even have slightly elongated canine teeth, like their more domestic counterparts, as well as a slight increase in Physical endurance. If a cat-girl mates, the genetic information of the cat is dominant in the child, and if female, will be another cat-girl, if male, will be completely human. (NOTE: 75% of all cat-girl children are female)

They seem to have a genetic need to look for the biggest energy weapons they can find: They'll frequently forego using a more accurate energy weapon for one that's more powerful. Not wasteful though, they'll keep their old weapons until they need money to get new weapons, armor, or other needed supplies, but they'll sell the weapons weakest first, then second weakest, and so on. This need for energy weapons stems from one of the designing team watching too much Japanese Animation as a child, but was such a useful skill to have that the rest of the team let it stay. They have instinctive dislikes of Dog boys ONLY, and like all other canine races regardless of the feelings being returned. Dog boys can smell them from a rather long way away and will hunt them down to do battle unless restrained; it's instinctive for dogs to hate cats. Cat-girls are very intelligent, and if taking care to cover her cat-ears, will pass for a completely normal, or slightly cybered human (To account for the agility, reflexes, hearing, and eyesight)

Cat-girls and children of cat-girls are put through training with swords from a young age, as well as basic medical, computer hacking and mechanical training. Cat-girls are rather promiscuous, and will often flirt with complete strangers, sometimes unintentionally. Most are bisexual, but by no means are all of them. Cat-girls are very cheerful and happy beings, often singing to themselves as they work at something unless under stress, playing with cat-toys in their spare time(The genetic engineers tried to remove this characteristic from them during the testing stage of their development, but failed.) and generally laughing and smiling at people unless worried about something, sad, or under stress. Contrary to most domestic felines, they LOVE the water, and swimming comes naturally to them.

The Cat-girl has a VERY ADVERSE REACTION TO CATNIP! One good sniff of the stuff will send her into a slightly hallucinogenic state, although also very...aroused sexually (She'll give everyone that she likes big kitty kisses (She licks their faces)) She is basically berserk and uncontrollable for 2d4 Melees after a catnip attack(Self-contained air-supplies on armor make them immune to this), though she rarely gets violent during this time...she's just too horny! NOTE: Because she bounces around during the time she's under the spell of the catnip, she gets a +2 to dodge in addition to all other bonuses. The dodges are automatic, she doesn't even notice what's trying to hit her unless it actually manages to hit her, in which case she'll temporarily come out of the catnip spell and attack what hit her ONCE with whatever's in her hand(If nothing, she'll leap kick it) then resumes her bouncing and cavorting and basic stonedness :)

(Note when rolling a male cat-girl child: Males are fully human, use human rolls except for PB, which is the same roll as a cat-girl.)

Alignment: 90% of all cat-girls are of good alignments, the rest are shades of everything else. Male children of cat-girls are any alignment.

Note: The below tables are used in character creation. All bonuses are IN ADDITION TO the skills and abilities listed further down and chosen. The domestic version of the cat-girl is by far the most common, composing about 80% of the entire cat-girl population, so genotypes of other felines species are a rarity. Domestic genotypes are also less inclined to be evil for some unknown reason (Possibly due to the fact that domestic cats like to be around people more than the wilder versions do)

Domestic, Lynx and bobcat:

IQ: 4d6
PB: 5d6, min. of 16
PE: 3d6
PS: 3d6
ME: 3d6 +2
PP: 4d6 +3
Spd: 5d6
MA: 4d6

+1 Initiative

Bonuses for skills:

+5% climb
+5% swimming
+10% land navigation
+10% all tracking skills

(genotype is by GM's choice, if GM doesn't allow it, use the above table)

Tiger genotype stats are:

IQ: 4d6
PB: 5d6, min. of 16
PE: 3d6 +2
PS: 3d6 +4
ME: 3d6
PP: 4d6 +6
Spd: 5d6
MA: 4d6

+3 initiative

Bonuses for skills:

+20% swimming
+10% prowl
+5% on all tracking skills

Cougar and Mountain lion genotype:

IQ: 4d6
PB: 5d6, min. of 16
PE: 3d6 +2
PS: 3d6 +4
ME: 3d6
PP: 4d6 +3
Spd: 5d6 +2
MA: 4d6

+1 initiative

Bonuses for skills:

+10% climbing
+10% swimming
+5% prowl
+10% land navigation

+10% all tracking skills

African lion, Leopard and Jaguar:

IQ: 4d6

PB: 5d6, min. of 16

PE: 3d6 +2

PS: 3d6 +4

ME: 3d6

PP: 4d6 +6

Spd: 5d6 +2

MA: 4d6

+2 initiative

Bonuses for skills:

+10% climbing

+10% swimming

+10% all tracking skills

Psionic: Same chance as human

Magic: Same chance as human

P.P.E.: Same as human

Natural abilities: Night vision at 100 feet, enhanced hearing and day vision, the ability to prowl (starting at 80%, goes up by +5% per level like normal) and hunting, she can just let her feline side take over when she's in need of food.(Can only hunt for herself and only in places safe for her; she's away from any comrades she's got)

Language: English (98%) Literate (98%) Japanese: (+30) can read Japanese, 50% chance of being able to write it too (Roll percentile or flip a coin or something :)

Skills: (NOTE: Male children of Cat-girls automatically have all of the below skills except prowl and energy pistols, they can be chosen however). (Remember, skills are subject to the genotype bonuses listed in the char creation section)

Gymnastics (+20%)

Prowl (80%)

hunting

Mechanics: (+20%)

PA mechanics:(+20%)

Basic math (98%)

Advanced math (+10%)

WP: Swords (Due to training in Japan, best with katana and other oriental-style weapons)

WP: Energy Pistols

Basic medical (Can bind wounds with the proper medical kit)

Hacking

Swimming (75%)

Other skills and stats according to Dog Boy tables with the exception of magic/psi-sensing unless OCC. Pilot Hovercraft becomes Pilot Power armor or other vehicle, chosen by player.

O.C.C.: Any except CS military and OCC's that require them to cyber themselves visibility. Do well as power armor pilots. Males can be any OCC (including CS if they lie about their mothers)

Cybernetics/Bionics: May take limited cyber and bionics as long as they don't significantly alter her appearance; Bionic replacements looking exactly like her old limbs, wired reflexes, headjacks are allowed as long as on the back of her neck or just behind her ears. If other cyberware installed against her will, PB goes down -5 (ONCE, not per replacement/enhancement) and she will have them replaced with biosystems at the earliest chance (As soon as she gets enough money), regaining her normal PB. If possible she may even go so far as to have the limbs replaced with cloned flesh limbs, thou few are that obsessive about their appearance.

There are no full-conversion cyborg cat-girls to date, they will do it ONLY if it's the only way to save their life. -10 PB on full-conversion (PB can go no lower than 7).

Ironically, if full-conversion they will go all-out, upgrading whenever possible, turning her into a deadly foe. (NOTE: Male children

of cat-girls get cybered as any human would; if he wants it, he'll get it (If he has the money)

Cat-girls have a 25% chance of being covered with a fine layer of fur, either brown, golden colored, or black. If fur-covered, will have the set of cat-ears only, and another 25% chance of having a tail of about 2 feet long.

Hair: Any color! It's not unusual to see a cat-girl with purple or even green hair.

Eyes: Usually green but can be of almost any color

Height: 4'8" to 5'8" (If domestic cat table used, add a foot to max height if other feline genotype used)

XP table: Use the Dog Boy experience table

Caveman R.C.C.

By:
Ghoul

A Visit From the Prehistoric Past

Most learned people on Rifts Earth know of the famous "Dinosaur Swamps" in North America's southeast. In these wetlands and bogs, creatures from the planet's prehistoric past roam the land once more. Furthermore, due to the mystical nature of Rifts Earth, these beings are now mega-damage creatures!

However, the dinosaurs get undue attention. The fact of the matter is, there are lots of creatures from the distant past in those swamps! Some areas, called Lost Worlds by the few scholars who know of them, are practically like an area of prehistoric Earth. However, due to the chaotic nature of the rifts, beings from different times are all brought together in the one environment.

There is a large population of neanderthals in these swamps. There are hundreds of early homo sapiens, eking out an existence in those southern marshes. They are evolved enough to be considered human, but are still quite stupid yet tough by modern man's standards. In fact, the mystical powers of the ley lines have increased their physical powers greatly, to the point where they can withstand limited mega-damage!

These beings are called Cavemen (That's just what they're called, there are Cavemen of both sexes. Males and females respect each other equally, the men going out to hunt, and the women gathering food, rearing children, and protecting the clan's current home.) by the few who know of them, although most do not live in caves. They live in nomadic clans, staying in an area while the hunting and the weather are good, then packing up their few belongings and moving on when things become less pleasant. The majority of the Cavemen seem doomed, however, because in the danger-filled swamps they are easy pickings for predators like dinosaurs, and because the clans often engage in savage tribal warfare which invariably leads to the utter destruction of one or both of the warring groups.

There is also a group of Cavemen called The Clanless by scholars. They have no tribe, and live by themselves. A typical Clanless may have been born to Clanless parents, may have been kicked out of a clan for committing a great crime, or may be the last member of a clan destroyed in war or by monsters.

While most Cavemen stay in the swamps which they have become accustomed to, in recent years, many have been migrating north or to the west. Some entire clans have been captured by Splugorth slavers (Cavemen make good, obedient slaves), and others have been captured by vampires. A few of The Clanless are rumored to have become great heroes and adventurers, but nobody knows for sure.

(Note: I am presenting the Caveman in the format given in Rifts Conversion Book 1, with a few minor changes.)

Alignments: Any except principled or aberrant, both of those alignments are too reliant on concepts like honor and law, which the Cavemen don't really understand yet.

Attributes: IQ: 2D6, ME: 3D6, MA: 2D6, PS: 5D6, PP: 4D6, PE: 4D6, PB: 2D6, Spd: 5D6.

Hit Points: PE+20+1D6 per level of experience. **S.D.C.:** 1D4x100. **Natural Armor Rating:** None. **Horror Factor:** None. **P.P.E.:** 2D6.

Natural Abilities: Track by Smell: 10%+2% per level of experience.

Combat: One attack plus any gained by Hand-to-Hand or Boxing skills.

Damage:

Punch does 2D6 SDC damage Bite does 1D4 SDC damage.

Both get any PS damage bonuses.

Bonuses: +2 SDC damage in unarmed combat, +1 on initiative.

Psionics: None, their brains aren't developed enough for it.

Average Life Span: Normally 30 years, but can live to be 80 if not killed by monsters or disease.

Habitat: Normally found in the southern "Dinosaur Swamps" but have some clans have migrated as far north as Washington DC or as far west as Texas.

Enemies: Dinosaurs, vampires, Splugorth slavers, and each other.

Allies: None, but have learned to domesticate dogs and chickens.

Physical Appearance: They look like bulky, muscular humans. Their skin is tanned and thick, they have lots of dark hair, and they have big, thick bones.

Size: 4 to 6 feet tall, and very stocky.

Weight: 190 to 300 lb.

Notes: The Cavemen fear magic, technology, and most everything strange and unfamiliar. Their kneejerk reaction is to kill any sentient beings not of their clan. They speak a strange, guttural language called Caveman, which has no written form.

OCC Skills of the Caveman PC:

Track Animals (+10%) Land Navigation (+5%) Hunting Skin and Preserve Animals (+10%) Identify Plants and Fruits (+5%) WP Blunt WP Archery and Targeting Wilderness Survival (+10%)

OCC Related Skills: Pick 4 other skills at level 1, 3 other skills at level 3, 2 skills at level 6, and 1 skill at level 9. There is a special limitation on the technical skills, Languages. If the character has been living among normal human civilization or with normal humans, he may have the American skill at 25% proficiency. If not, he only speaks Caveman, and can not get the American skill until spending at least a year among normal humans. The same is true of the Modern Weapon Proficiencies.

Communications: None Domestic: Any (+5%) Electrical: None Espionage: Detect Ambush and Detect Concealment only (+10%)

Mechanical: None Medical: Holistic Medicine only. Military: None Physical: Any except SCUBA (+10% where applicable) Pilot:

Horsemanship only (+5%) Pilot Related: None Rogue: None Science: None Technical: Art and Demon Lore only WP: Ancient only

Wilderness: Any (+10%)

Secondary Skills: The character may select 4 secondary skills from the above list. These skills start at the first level of proficiency, without the bonuses listed in parenthesis.

Starting Equipment: Fur Cloak, Leather Shirt, Cloth Pants, Leather Boots, Quiver, Wooden Bowl, Belt, 1D4 pouches.

Weapons: Bow with 20 Normal Arrows, a Knife, and a Spear.

Money is unknown to the Cavemen, but they do treasure pretty things, especially shiny objects, and often use the barter system. The character has a collection of semi-precious gemstones, usually worth about 1D4x100 credits.

The Cetra

By:

[Jeremy David Balsley](#)

"Since the dawn of time, the Life Stream has flowed. We live and grow surrounded and nurtured by its wonderous energies. When we pass on, we return to its loving embrace. Then shall we find the Promised Land..."

-A quote from Kaerin Kinshiro, a Cetra on Rifts Earth.

The Cetra are a rare and unusual type of humanoid beings. They are powerful in the area of magic, and enjoy a unique link to Ley Lines and Mystic Energies.

Alignment: Principled, Unprincipled, or Abberant prevail. Scrupulous is not as common, but still present. Anarchist and Miscreant

are rare, Diabolic is almost unheard of.

Attributes: IQ: 3D6+3, ME: 4D6, MA: 3D6+3, PS: 3D6, PP: 3D6, PE: 4D6, PB: 4D6+3, Spd: 3D6

Awe factor: 4 (washed over with a sense of calm, projected by the Cetra)

Average Size: Human normal.

Average Weight: Human Normal.

P.P.E.: 3D6 * 10 + PE (+3D6/Level)

Hitpoints: PE+1D6 (+1D6/Level) (considered Megadamage)

S.D.C.: 3D6 * 10 in SDC Environments (AR:12)

M.D.C.: 3D6 * 10 in MDC environments

Natural Abilities:

1. The Link to the LifeStream: Due to the Cetra's link with the LifeStream, certain powers surface during the Cetra's childhood.
2. Sense leylines and magic energy: The Cetra is capable of sensing the presence of a Ley Line within 15 miles (+5 miles/Level), and can tell about which direction and how far the leyline is. To pinpoint the source of the feeling requires a percentile roll of 70% + 2%/Level.
3. The Cetra is also capable of sensing any Leyline Nexus in the area with the same abilities as above, but with a +10% bonus.
4. The Cetra can sense a Rift within an area of 60 miles (+10 miles)
5. The Cetra can feel the use of Magic energy in his/her sensing area (100')
6. Read Ley Lines: The Cetra can sense what direction the line extends and how far it extends, and where the nexi are. She can also feel the presence of any type of disaster or bad goings on along the line.
7. Leyline Rejuvenation: The Cetra can absorb leyline energy to double his natural healing. If he concentrates, he can restore 4D6MD / Minute.
8. Healing Touch: The Cetra can heal by touching anyone but herself. Cost: 2 PPE for every 1D6 MDC/SDC/HP.
9. Psychic Purification: The Cetra can focus on helping a being cleanse him/herself of poisons/toxins. The effects of a toxin are arrested at the beginning of her meditation, and are negated at the end of a 1D4 minute trance.
10. Induce sleep: The Cetra can induce sleep as per the psychic ability for 4 PPE.
11. Clairvoyance: The Cetra can use the psychic power of Clairvoyance for 4 PPE.
12. Create Materia: See Materia rules.

Spell Knowledge: A Cetra will typically not know any spell magic, but uses an alien magic based on crystalized PPE. A Cetra will typically start with 4 of these crystalized PPE orbs, each loaded with up to 4 spells each.

A Cetra will cast spells equal to one level higher than her current level of experience through her crystalized orbs.

To find out more, see the post on Materia.

Magic Bonuses:

A Cetra has the following bonuses:

Save vs. Horror Factor: +4

Save vs. Magic: +1

Save vs. Psyonics: +1

Save vs. Possession: +3

Spell Stregnth: +1 Through Materia

Save vs. Mind Altering Psyonics, Magic, and Drugs: +3

Any spells cast by a Cetra through a Materia functions as if she were a level higher than she actually is.

For every 3 levels a Cetra is carrying Materia, she is +1 to save vs. Magic (At Levels 3, 6, 9, 12, and 15)

For every 4 levels a Cetra carries Materia she is +1 to spell stregnth. (At levels 4, 8, and 12).

Available O.C.C.s: A Cetra can take any O.C.C. he or she chooses, though most simply roll on the education table in Beyond The Supernatural and choose skills from there. If a Cetra chooses a Psychic Character Class, the base PPE is reduced by 2/3. The rare Cetra who takes a Magic O.C.C. combines the base PPE from the class with his base PPE, and does not require the services of a mage to create any Materia of his magic class.

Skills that most Cetra take: These skills can be taken regardless of O.C.C. limitations.

Lore: Magic Lore: Demons and Monsters Lore: Geomancy, Lore: Cetra (Base 35+5/Lev, Technical Skill).

Terms used by the Cetra, and the terms that most Rifts mages know them as.

- ❖ Makou: Potential Psychic Energy
- ❖ Life Stream: The collective Ley Line network of the Planet.
- ❖ Materia: A small orb of crystalized PPE.

Changeling Shifter P/RCC

By:

[Mark Hall](#)

Some changelings, especially the young of Noah's Paradise (Palladium FRPG VI, Island at the Edge of the World), have become fascinated with their abilities, both psionic and physical, pushing these to their limits. They learned, through practice, the true grandeur of being a changeling, overcoming their bodies with their minds.

P/RCC Abilities

1. Psionic Powers: All shifters are master psionics, though they have fewer standard abilities than the title would indicate. At first level, a changeling shifter knows:
Meditation
Alter Aura
Impervious to Poisons/Toxins (useful for hiding weaknesses to alcohol and salt)
Resist Fatigue
Mind Block: Auto-Defense
One additional power from any of the three minor categories can be chosen at every odd level, beginning with level 3. One Super-psionic can be selected at levels 5, 9 and 15.
2. ISP: 2d4x10 + ME. Each level of experience adds another 8 ISP.
3. Enhanced Shifting: The changelings who have followed this discipline have learned to push their bodies to the maximum. While the restrictions against regrowing limbs and the limits of size still apply, their control of the ability is much finer than that of Joe Changeling. This is a difficult process, requiring a roll under the Enhanced shifting Skill, which has a base percentage of 20%, with 5% additional each level. IQ bonuses are applicable. Note that each attempt to change shape, whether successful or not, takes a full melee round. While the limitations of this ability are unknown, some documented abilities are listed below.
4. Limited Immortality: Once a shifter has reached ninth level, he has gained sufficient control over his body that he no longer ages in the normal fashion. While they have no special defense against death from other causes, they never suffer any further effects of age. 5 Bonuses: Save vs psionics at 10 (plus bonuses) or better
+2 vs any kind of mind control
+4 vs possession
+4 vs Horror Factor 09
5. Bioregeneration: With concentration, a shifter can actually heal his body by shifting it into a less damaged form. This allows them to heal at a rate equal to Treatment by a Professional at the rate of one day of healing each melee concentration can be maintained. This process is as painful as normal healing can be, so a save vs pain (12+ME bonuses) must be made to continue. If the save is failed, the shifter must begin again, at the slower initial rate.
Skill modification: Automatic. Aside from the save, this requires no skill roll to preform.

Reattach limb: While limbs cannot be regrown, the changeling's own recently severed limbs can be reattached if attended to within 1 melee round per level. This is a painful process, requiring a save vs pain at 16 (+ME bonuses).

Skill modification: -20%

Enhanced Senses: By altering his sensory organs, a shifter can increase his physical senses, or change them so they perceive things differently. Each sense must be enhanced separately, but there is no skill modification.

- ❖ Olfactory enhancement:20
Track by Smell 30% +4% per level
Recognize Scent 65% +4% per level Recognize Person by Scent 25% +4% per lvl
Tactile Enhancement:
Add +10% to skill requiring a delicate touch (art, picking pockets, etc)
- ❖ Aural Enhancement:
Can detect sounds of 1 decibel at 75 feet

Whispers are clear at 150 feet
Normal conversation is clear at 360 feet
Sounds can also be ID'd and located at 35% + 5% per level The amplified hearing will also provide +1 to parry, +2 to dodge and +6 to initiative, but loud noises will deafen the character.

- ❖ **Aural Alteration:**
The ear can also be made to hear sounds of higher or lower frequencies than normal, giving them hearing similiar to a dogs (for higher) or an elephants (for lower)

- ❖ **Vision Enhancement** (note that in this case, all require a separate roll to use):

Long range vision similar to a hawks, recognizing a face at 2 miles

Passive Nightvision

Infrared Vision

Ultraviolet Vision

Polarized Vision

Vision adapted to seeing underwater

6. **Respiration:** A changeling shifter can alter his respiratory system so he can breath in foreign enviornments, or even respire anaerobically. While the modification takes 1 melee, they can be maintained indefinitely (save the the anaerobic respiration, which has a limit of 15 minutes per level)

Skill Modification: +5% water, -10% other

7. **Extremeties:** One of the first things a shifter learns to alter is his extremeties, as changes here are easy to both observe and reverse. A truly skilled shifter is never without a weapon or means of transportation, and this list covers only the barest beginnings of their power.

- ❖ **Webbed fingers and toes:** +5% to swimming
x2 to swimming speed
Skill Modification: +20%
- ❖ **Flipper replacing arms and legs:** +15% to swimming
x4 to swimming speed
Skill Modification: -6%
- ❖ **Flying-squirrel-like glider membranes:** maximum glide ratio of 10:1 (for exceptionally long and lean changelings)
Skill Modification: -10%
- ❖ **Wings Replacing arms:** Bat-like or feathered
Flying speed is equal to 1/2 PS, for no more than half of PE (modified by Resist Fatigue, natch)
Skill Modification: -20%
- ❖ **Combat Claws:** +2d4 punch and +2d6 to kicks
Skill Modification: Automatic
- ❖ **Climbing Claws:** Hand claws: +1d4 to punch and +5% to climbing
Foot claws: +1d6 to kicks and +10% to climbing20
Skill modification: -0%
- ❖ **Digging Claws:** +1d6 to punch damage and allow for Digging (no tunnel) at a Spd of 4, or tunneling at a Spd of 1
Skill Modification: -5%

Other options being explored include fangs, tails (by elongating the cocyx), natural armor (either outgrowth of bone, chitin, or matted hair) and prehinsle feet. Those above are merely the most common. A changeling is limited only by his own imagination and the inability to grow new limbs, exceed a certain size, and a need to remain strictly organic.

P/RCC Skills:

Language: Elf 98%

Language: two of choice (+15%)

Literacy: Elf (+10)

Biology (+20%)

Math: Basic (+5%)

History (one race must be changeling) (+10%)

WP: One of Choice

Hand to Hand: Basic*

*Hand to hand: Basic may be improved to Expert at the cost of one skill, or Martial arts (or assassin, if evil) for two.

P/RCC Related Skills: 5 at level 1, +1 at levels 3, 6, 9, and 12

Communications: Any

Domestic: Any

Espionage: Detect Ambush, Detect Concealment & Traps, Disguise, Escape Artist and Imitate Voice & Impersonation only
+20

Horsemanship: General or exotic only (generally none, however)

Medical: Any
Military: Surveillance only
Physical: Any
Rogue: Any
Science: Any (+5%)
Scholar/Technical: Any (+10% on Lore, Language, and Literacy only)
Weapon Proficiencies: Any, save those forbidden to certain classes
Wilderness: Any⁰⁹

Secondary Skills: 4 at level 1, +1 at 4, 8, and 12th levels, with all the usual restrictions on Secondary Skills

Starting Equipment, Armor, Weapons and Money: As Psi-Mystic

Experience Table: as Mind Mage

The Children of Domhain Dorcha

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The Children of Domhain Dorcha

The Children of Domhain Dorcha are somewhat akin to dream ghouls, in that they like to haunt the dreams of children and, in some ways, feed upon their psychic energies. But in other ways, the Children are more like the Nightbane, in that they were once humans, themselves children who have become enamoured with the Shadows, drawn into the Night. But if they are related to the Nightbane race, few (if any) can tell what that relationship might be.

"Once you have spent a night here, child, you will become one with Domhain Dorcha, to live in this place of dreams and lost things. Beware that you do not become one of us, those who fear the light, play pranks from the shadows. Go home, pass through the Ceiling before the sun rises, and take care not to fall through again."

-Marathon of the Narcelesti

Imagine that you are a child again. You are perhaps 5 or 6 years old, lying in bed, awake because you are afraid to go to sleep. Afraid of the monsters living under your bed. Or in your closet. Or in the cellar, where you hear noises your parents tell you are just the water heater, but you know are really some beast's stomach growling as he prepares to snack on child's flesh.

Now you are an adult again, and you know for sure that those monsters in your closet were never really there- it was just your imagination. But then again, you also once "knew" that it was impossible for the entire world to go dark for a day. You also "knew" that things like Bigfoot and UFOs and supernatural beings from the other side of the mirror weren't real either.

You know different now. You've seen monsters strolling down Broadway, looking to the marks like just another human being. You've seen psychics that tap into the human mind's infinite power, Immortals that duel each other to the death, powered by the world's new magic energies. So why are those monsters in the closet so hard to believe in?

The goblins and the Children of Domhain Dorcha are those creatures under your closet and in your bed. Among them are the Boogey-Man and the Jack of the Whills. They, in reality, don't live in those places, but instead are from another plane of existence called Domhain Dorcha, or the Under-Realm. It is in those dark places, where we can't see if they exist, that the monsters can slip through the cracks in realities and haunt not just your dreams, but your real life too.

Domhain Dorcha- a Special Part of the Dreamstream

The Under-Realm is a special place within the Dreamstream. It is perhaps the part of man's subconscious that is closest (psychically speaking) to the physical world. It both exists and doesn't exist in the places of our childhood fears- the dark cellars, the closets, and under our beds- those places where we imagined (or thought we imagined) monsters, ready to spring out. The ancient Celts knew of this place and called it the Under-World, where the Dark Fey lived.

In some ways, Domhain Dorcha might be considered some sort of Nightlands mirror of the Dreamstream; it is, but not exactly. While Domhain Dorcha and the Nightlands share some elements, Domhain Dorcha (as part of the Dreamstream) is more intimately linked with Earth (more people to dream there).

The main feature that distinguishes Domhain Dorcha, the Under-Realm, from the rest of the Dreamstream is its portals to the physical world, similar to windows into the dream-world. Every closet, the space under every sleeper's bed, is a potential portal into (and out of) Domhain Dorcha. The Children, who have been seduced into spending a night and a day in the Innocent's Dreaming, all can access and use these dark spaces as portals to and from their world of dreams. There they think they are safe, for few others can follow.

Few, but some; dream psychics have in the past managed to find their way into Domhain Dorcha, and anyone accompanied (willingly or unwillingly) by one of the Children or goblins can pass through the floor and into the shadows. Also, a pure innocent who has seen the Children with his own eyes can occasionally pass through; usually a child looking to confront his nocturnal fears. Also,

interestingly enough, anyone that enters Domhain Dorcha, willingly or unwillingly, can get out through these portals in closets and under beds.

Another aspect of these portals is that they can also be used to enter straight into the dream pools of the person sleeping in that bed or nearest to that closet. In game terms, treat this as normal dream combat (see *Between the Shadows*), but the dream pool is -2 to save vs. intrusion.

The trick is, all of the portals to Domhain Dorcha are only accessible during the night! This means that the part of Domhain Dorcha that can be escaped or entered shifts with the day, gradually moving from East to West. Only the most powerful dwellers of the Realm, such as the Boogey-Man, can "force" open a portal under a bed or in a closet during the daytime. And any human trapped in Domhain Dorcha during the day will begin their slow permutation into one of the Children!

Accessing the Under-Realm from within the Dreamstream is easy; it is known to most experienced dream travelers (5th level and higher). All passage to and from Domhain Dorcha from other parts of the Dreamstream is not restricted at all, whether it be night or day- dream travel isn't restricted by the portals.

When you enter Domhain Dorcha, you find yourself passing through the ceiling, as if entering into a dark attic. Around you, the world is eternal twilight, as if you were in the Nightlands. Above you is what appears to be a solid wood ceiling. You are standing on the top of a long staircase, and around you a multitude of other stairways rise, some elegant, Victorian staircases with elaborately carved railings, others rickety wood steps, still others just rope ladders, and everything in between. Each stairway leads to a spot in the wooden Ceiling that, if you attempt to pass through, will lead to a different bed or closet.

Like in the rest of the Dreamstream, distance is distorted in Domhain Dorcha. The space between two sleepers is still determined by their emotional links, but, in Domhain Dorcha, physical places also have dark counterparts as in the Nightlands. But instead of the sprawling, gothic cities of the Ba'al, there are instead only small dwellings of Children and goblins that gather there to prey on the inhabitants above them. The cities appear to be nothing more than run-down wooden buildings, like ones that were built 150 years ago or more. Most of their windows are broken, out of sheer spite and mischief. Space is distorted in Domhain Dorcha to the point that an average person could cover the distance between the Under-Realm's equivalents of New York and L.A. in the space of a few hours! This means that the Children and the goblins that live there can (and often do) use the Under-Realm as a quick means of traversing from one end of the material world to the other. Their range of preying is wide, but still limited to the nighttime (but remember that which portals are open at any time shifts as the sun rises and sets in new places).

Interestingly enough, despite (or perhaps because of) the differences in space between the Under-Realm and the "real" world, time runs at the same rate in both worlds. This also means that once a human spends a night (8 to 12 hours) in Domhain Dorcha, they begin the slow metamorphosis into one of the Children!

This brings up yet another strange aspect of the Under-Realm. Any human being caught overnight in Domhain Dorcha begins a slow, sometimes painful mutation into one of the Children of the Under-Realm! The poor victim finds himself changing, his features shifting to any of a myriad of freakish forms. Some are unwilling, children kidnapped and held in the dark of the Dreaming, but most others have become seduced by the lure of the freedom of the Dreamstream and the Under-Realm, and wish for this change (see the character stats for the Children, below).

For centuries, Domhain Dorcha was relegated to myth and fantasy, as were most kid's reports of monsters under the bed or in the closet. For most people, the thought of real monsters existing was absurd.

Then the Dark Day came, and the world's nightmares swept the Dreamstream. The dream storms themselves shook and darkened Domhain Dorcha. The world's magic energies burst into fury, and the goblins and Children found themselves awash in new power. It then became apparent, both from their excursions in the Dreamstream and the real world, that an influx of supernaturals had happened. The leaders of the real world were no longer human; the number of Nightbane had exploded, and vampires walked the night. The Boogey-Man has seen his chance, and he is readying his Children and the goblins for war! The Goblins, The other inhabitants of Domhain Dorcha are the goblins. No one knows where these Fey come from; some have suggested they were a race spawned in the Dreamstream of man's dark fears and nightmares. Others have pointed to the Nightlands, a place strangely linked with Domhain Dorcha.

But there is another legend about the goblins, connecting them with Dagda, the World-Singer. It is said that the goblins were chosen by the Singer of Worlds from among the Fey to become the Gatekeepers, guardians and patrons of gateways, portals, bridges, and the like. The Gatekeepers were to keep forces of evil from gaining passage through such places, keeping the balance of the Life-Maze, the Mor Cylche. It was after the creation of the goblins (or Gatekeepers as they were called then) that the Dark is said to have cursed them. The once smart and handsome Gatekeepers were warped and twisted by the Dark's malevolent intent, becoming cunning, ugly, and greedy. Interestingly enough, the goblins (as they came to be called) kept their original charge of guarding dimensional gates, standing stones, cairns, bridges, and underground passages. But now they exacted a large toll, often to be paid in gold, but more often in human flesh.

No matter their origins, the goblins are the other half of boogey-man legend. They are the trolls under the bridge, waiting to exact their toll. They are the guardians of the caves leading to the underworld. They are those who reside in Domhain Dorcha. They are amphibians, in a way- creatures born of both the Dreamstream and the material world, who straddle two realities, so therefore it is logical that they were given the charge to guard passages from one place to another, whether it be the Mirrorwall or a bridge over a river. It is those places between the places in which the goblins are most at home.

Over the centuries, as the Earth's magic energies waned, many of the goblins left, fleeing to the Nightlands or staying in Domhain Dorcha. The tales of trolls hiding under bridges, of semi-human creatures haunting the fairy mounds and cairns, became nothing more than legends.

Now, the goblins of Domhain Dorcha have allied themselves with the King of Nightmares, the Boogey-Man, and are readying themselves to declare war on the material world. These reprehensible little monsters have even dared to challenge the Nightlords!

They think to control the world via its dreams and nightmares, no longer allowing themselves to be left to myth and legend. Since the Nightlords have little direct influence over the Dreamstream, the Boogey-Man thinks it to be their Achilles Heel. Little does he know...

Goblins: Optional Player Race

The goblins of Domhain Dorcha can be found not only in the Dreamstream, but also on Earth and in the Nightlands, usually lurking in places like caves, sewers, under bridges, and similar places (they love hiding in cities, right under humans' noses, because there are a lot of children to scare and neat trinkets to steal).

Goblins can be an optional player race, but note that a PC will usually be a rogue, as most goblins are evil.

Basic stats are the same as the goblin race in Palladium Fantasy RPG or Rifts

Conversion Book 1, with the following exceptions:

P.P.E.: 1D4*10 P.P.E. +1D6 per level of experience. They use this innate energy to fuel their limited dream and dimensional shift talents.

Special Abilities: In addition to those mentioned in the book:

1. Dreamdance: All goblins have the psionic ability to enter the Dreamstream, the same as the psychic ability Dreamdance: Superior (Between the Shadows, p. 113), except that the power is fueled by P.P.E. instead of I.S.P. (same cost).

2. Mirror Walk: Same as the Nightbane power, but costs 10 P.P.E. and the goblin can only carry 50 lbs. of material/equipment.

3. Fey Banes: The goblins have their roots in the Fair Folk; as such, they are vulnerable to such fey banes as salt (goblins can't cross a line of salt, and throwing it on them causes severe itching) and cold iron (iron filings act as acid on a goblin, and all pure (75% pure) iron weapons do damage direct to the goblin's hit points (regular, not doubled).

The goblins' major weakness is like that of the Children: sunlight will bring an end to their existence. When a goblin is caught in sunlight (not Globe of Daylight), they will immediately turn to stone, permanently. Only a stone-to-flesh spell can release them from this; if the goblin-statue is destroyed, the goblin is killed (no chance of resurrection).

Cobbler goblins (who still keep their Fey heritage) also exist, and are slightly more common than in other worlds (perhaps 1 in 10 goblins). Also, cobbler goblins can elect to become Dream Dancers or Dream Makers, gaining all the abilities of one of those P.C.C.s instead of the traditional cobbler powers.

The Children

"We're the monsters under your bed, the boogey-men in your closet. We're the ones who move your things from where you left them, steal the remote and hide it in the couch cushions- I love doing that. We're your nightmares, kid."

-Maurice, one of the Children of Domhain

Believe it or not, all of the Children were once human. They were born as humans are, of mortal coil (without the mysterious origins of the Nightspawn), and became seduced into the Shadows. Most like living in the shadows, popping up in people's homes to play not-so-friendly pranks, such as frightening children by making subtle noises, clanking chains, moving around in the corners of a darkened room, and even making the occasional direct appearance (letting the child see them and start screaming, then dive back under the bed). They also occasionally venture into sleepers' Dream Pools, causing nightmares and draining away their psychic energies little by little. Most of the Children are pawns of the Boogey-Man, drawn into his lust for dominating people's dreams. They follow his orders out of fear of him, rather than any loyalty or love for the Nightmare King. It is under his guise that the Children comb the world, causing people to lose sleep and worry about what may or may not be happening while they sleep. Only the Narcelesti faction (see below) remain relatively free from the Boogey-Man's control (and even then, only relatively).

Without exception, the Children all began life as humans. They were drawn into the Under-Realm, and stayed there through the night, whether by choice or by force. It was with the dawn of the new morning that the lost soul began to transform into something no longer fully human, a twisted shape out of man's dreams and nightmares.

Once a Child is born, they will invariably discover their greatest weakness- light. Any bright light (normal lighting) will cause one of the Children to shrink, disappearing inside of their clothes to protect themselves. They will be trapped, barely able to move (can shuffle along at a Spd. of 2; cannot use any skills or other abilities), until the lights are dimmed. This is also, interestingly enough, a great way to hide, as nobody will think a pile of laundry is really some boogey-man in disguise. This, unfortunately, also means that sunlight will kill the Children of Domhain Dorcha!

The Children are, for the most part, pranksters, enjoying their powers and nocturnal life. Most of them chose their fate, out of a desire to escape their lives, out of mischief, or other reasons. The few that didn't were trapped by accident; most of these loathe their very existence and would do anything to be human again.

The Children of Domhain Dorcha: Optional Player Race

Note: The Children of Domhain Dorcha can be player characters, but, like vampires, are limited to nightly excursions. During the daytime, the character is confined to the Under-Realm (and the rest of the Dreamstream).

Common Alignments: Most (94%) of the Children are unprincipled, anarchist, and miscreant- for the most part, they are only out to have fun at someone else's expense. A few genuinely enjoy causing trouble for people, and even outright torture; these generally fall into the diabolic alignment.

Scrupulous Children can exist (5%), and will probably be members of the Narcelesti faction. Highly honorable (principled and aberrant) Children are rare in the extreme; less than 1%.

Attributes: Normal human; all 3D6, plus any possible bonuses from appearance (see below).

Hit Points/S.D.C.: Same as human + any possible bonuses from appearance (see below).

P.P.E.: 1D4*10 P.P.E. +1D6 per level of experience. They use this innate energy to fuel their limited dream talents.

R.C.C. Abilities:

1. Monstrous Appearance: Once a person begins to become one of the Children of Domhain Dorcha, they gain a new, twisted appearance, usually influenced by their subconscious (much in the same way as the Nightbane themselves). Roll on the Nightbane morphus tables, or choose the characteristics you want. The character does not get any of the other Nightbane R.C.C. powers or abilities, just the appearance and bonuses/abilities associated with it, nor can they learn Nightbane talents. Also note that this change is permanent; the Children do not have a Facade form.
 2. Dream Travel: All Children have the psionic ability to enter the Dreamstream, the same as the psychic ability Dreamdance: Superior (Between the Shadows, p. 113), except that the power is fueled by P.P.E. instead of I.S.P. (same cost).
 3. Nightvision: All of the Children of the Under-Realm have nightvision to a range of 1000 ft. (plus possible appearance bonuses).
 4. Supernatural Lifespan: The Children's lifespan is greatly increased; on average, they live about 500 years.
 5. Vulnerability to Light: The Children's greatest weakness is to light. They can only endure half normal lighting; turning on a lamp nearby will cause the half-human creature to shrink into their clothes and have to remain there, unable to move, until the light is turned off (they don't take any damage; they're just trapped there). Sunlight inflicts 2D6 damage to the Child per melee, (note that they are trapped inside their clothes while this is happening) and the Globe of Daylight spell inflicts 1D6 damage per minute (too weak to do more). Fire and light expulsion attacks (ie, Guardians and lasers) do double damage to the Children and may (50% chance) cause them to retract into their clothes. Darkness-based attacks (ie, Shadow Bolt) and even hand-to-hand attacks from creatures like shadow beasts do half damage.
- Skills: Same skill packages as Nightbane R.C.C.; however, most will have very minimal skills (high school equivalent). Can also elect to be of a magic O.C.C. or P.C.C., but at half "Related" skills.
- Money: Usually has about 1d4*10 dollars; money doesn't mean much, except as a pretty.
- Equipment/Other Stuff: Again, stuff is pretty meaningless to a nocturnal prankster. Assume typical kids'/teenage stuff.
- Experience table: Uses Nightbane xp. table.

Cheetara R.C.C.

The Cheetara are a race of tall, slim feline humanoids. Despite their animal appearance, they are highly intelligent and have built a fairly advanced civilization. They resemble a Cheetah in the surface, but their culture surprisingly closely resemble those of the wolfen world. They respect honor and will fight for goodness. One of the reasons is that wolfen were those that "discovered" them. Before then, the Cheetaras were still at middle age level, somewhat because of their Psionic abilities.

When the wolfen first found them, they were already highly respectable beings, and the wolfen taught them their code of honor, together with space flight ability. From then on, Cheetara has improved dramatically in science, and starts to contribute to the matters of the Three Galaxies.

Alignment: Any, but tend toward principled and aberrant; both alignments have a strong personal code of honor.

Attributes: IQ 3D6, ME 4D6+6, MA 4D6+6, PS 3D6, PP 4D6+8, PE 3D6, PB 3D6, Spd. 4D6+6. PS and PE are considered to be supernatural.

Size: Six to seven feet (1.8 to 2.1 m) tall.

Weight: 100 to 160 lb (45.5 to 72.5 kg).

M.D.C.: Natural M.D.C. creatures. 1D6x10+10 M.D.C., plus 2D4 per levels of experience.

Horror Factor: 12

P.P.E.: 3D6

Average Like Span: 200 years.

Natural Abilities: Nightvision 40ft (12.2m), superior sense of smell and hearing, recognize common/known smells 50%+3% per level of experience. Track by smell alone 20% +4% per level of experience.

Psionic: All Cheetara have the following powers:

Bio-Regeneration (6), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Sixth Sense (2), and Telekinesis (varies).

I.S.P.: 5D6 plus ME attribute at first level, plus 1D6 per level of experience. Considered to be major psionics.

Magic: Only if a magic O.C.C. is selected.

Combat: Three (two plus tail) hand to hand attacks without combat training, or two plus those gained from hand to hand combat and/or boxing.

Damage:

Prehensile tail does 1D4 M.D. (+1 to strike and parry with tail, the tail has +5 to dodge. +20% to climbing), and retractable claws does 2D4 M.D. in hand to hand combat.

Vulnerabilities/Penalties: None; roughly equivalent to humans in environmental requirements, diet, and chemical tolerances.

O.C.C.s: Virtually any non-restricted O.C.C.; they lean towards wilderness and highly skilled warrior occupations, or to magic. However, science types are usually avoided. (Native Language: Chicar + Trade Three)

Alliances and Allies: The cheetaras always respects and honors the wolfens, and had sworn never to fight against them. They also share common allies and enemies with the wolfens.

Money: Per O.C.C.

Weapons and Armor: Vary with O.C.C.; most Cheetara favor ancient styles of weapons and W.P.s. It had not been many years since the wolfen bought them high technology, and they always carry a sword as a symbol of honor. (2D6 M.D. vibro-sword, slightly decorated)

Cybernetics: Per O.C.C.; but prefer not to have any.

Experience Level: Varies.

ChemTek Headstim O.C.C.

By:

[Robert J Allan](#)

In the search for the ultimate soldier, a ChemTek scientist by the name of Stephen Delapore began experimenting in chemically stimulating the human brain. Using captive subjects, he surgically installed incredibly delicate sensors, electrodes, and injection rigs INSIDE the brains of test subjects, monitoring brain activity and injecting a variety of endorphins, stimulants, and hormones directly into the recipient's brain tissue. Early tests almost always resulted in insanity, brain damage and/or death, but Delapore soldiered on, refining his technique and adding a variety of microscopically small electronic components to aid the monitoring and stimulation of the brain. Eventuall, three years after his first subject went under the knife in 2001, Delapore managed to sucesfully implant his device into the brain of one John Averson, ex-soldier and "volunteer" patient. The results were astounding. Although Averson seemed to suffer a severe degradation of sanity, his mental faculties went throught the roof. Suddenly he could calculate incredibly complex mathematical functions in seconds, his memory was phenomenal, and his reflexes were far superior to those of normal human beings. And then there were the unforeseen psychic abilities. Specialists in the paranormal from the Pandora Project confirmed that Avery's mind was now brimming with mystic energy, and that he was now capable of performing feats of psionic ability. :Unfortunately Avery killed Delapore and escaped a month after his conversion, using his abilities to force his way out and kill three guards in the process. Fortunately, Delapore's notes and equipment were largely untouched, and the Headstim project was able to continue. Today a little over thirty succesful conversions have been performed. Psychics, mages, and normal human beings have all been converted in order to see the effects that this form of augmentation has on existing paranormal abilities. Regardless of the gifts of the recipient, only two things are a certainty, all recipients are gradually going insane, and the variety of powers granted is incredibly diverse.

Powers and abilities of the Headstim OCC

1. **Increased mental faculties.** Add 1d6 to IQ, and 1d4 to ME and MA. Also, every skill receives a one time bonus of 2d6% to every skill (roll seperately for each), and takes half as long to perform any skill which doesn't involve physical work. Also, the brain has no need for sleep, although the body still does. Will need only 5 hours sleep a night, and during this tme the brain is still fully concious and able to use any spells or psychic abilities it may have.
2. **Increased reflexes.** The entire nervous system is now on a twenty four hour a day high. Add 2d4 PP, and +2 to all combat actions except damage.
3. **Increased PPE.** Add 3d6+PE to PPE base, plus another 2d6 per level of experience. It appears that as the treatment continues, more and more of the mind's energies are unleashed. Mages merely receive an additional 2d6 PPE, plus 1d4 per level in addition to their own reserves. ChemTek speculates that this is because much of a mage's energy has already been unlocked.
4. **Psionics and increased ISP.** Non psychics effectively become master psychics. Base ISP is ME+1d4x10, and an additional 2d6 ISP per level. Those with existing psionics receive 4d6 ISP, plus an additional 1d4 per level in addition to their own reserves.
5. **New Psionic Powers.** The enhanced individual undergoes a spontaneous flowering of psionic abilities. ALL recipients receive the following: See Aura, Sense Evil, Speed Reading, Total Recall, and Presence Sense. Speed Reading and Total Recall are automatic and require No ISP.

Those with existing psionics receives one new Super ability and two new abilities form each other category. Non psychics roll on the table below to see what manner of powers are awakened.

01-10% Astral psionics. See table A

11-20% Dreamstream. See table B

21-45% Physical. See table C

46-70% Sensitive. See table D

71-95% Healer. See table E

96-00% Jackpot! Super Brain. See table F (but you probably already guessed F)

A. Astral Psionics. The character has gained access to and some control of the mysterious astral plane. He spends much of his time either in a trance or bodily within the astral plane and can easily move between Earth and the Atral Plane, testing his powers and savouring his freedom in a place where ChemTek can't reach him. Gains the following powers: Astral Projection (Double duration, only requires 2 ISP), Astral Reconfiguration (as per Astral Lord power 5, but costs three points per pound). Plus two powers each from physical and sensitive at first level, and one power from ANY lesser category every level thereafter. About 10% can also perform Astral Transferral, and frequently use this power to bodily escape the Chemtek

complex.

B. Dreamstream. The psychic can enter and leave the Dreamstream with relative ease. He/she uses this as their own personal domain where they can escape from Chemtek and all the demands it places upon them. Gains the following powers: Minor Dreamdance (only requires 2 ISP, double duration), Dream Dancer Abilities 2 through 6 (all at double ISP cost). Plus to powers each from healer and sensitive, and one power from any lesser category for each level thereafter.

C. Physical. The headstim conversion unlocks incredible psychic abilities, allowing the recipient phenomenal control over the physical world. Receives the following powers: 8 physical powers of choice at level one, and a choice of one master psychic power from the following list (PPE Shield, Psi-shield, psi-sword, Supercharge, TK Force Field or Telemechanics). Every level thereafter the character receives one new physical power, except at levels 3, 7, 11 and 15 where he may pick one master power from the above list.

D. Sensitive. The headstim conversion unlocks incredible psychic abilities, allowing the recipient phenomenal control over his mind and the minds of others. Receives the following: 8 Sensitive powers at level one, and one master ability from the following list (Block Breaker, Mind Block Auto-Defense, Mind Bond, Mind Wipe, Possession, Superior Psychic Mirage). Every level thereafter the character receives one new sensitive power, except at levels 3, 7, 11, and 15 where he may pick one master power from the above list.

E. Healer. The headstim conversion unlocks incredible psychic abilities, giving the psychic phenomenal powers to both heal and abuse his own body and the bodies of others. Receives the following: 8 Healer abilities at level one, and one from the following list (Super Bio-regeneration, Group Mind Block, Mind Bond, Mind Wipe, PPE Shield). Every level thereafter they may pick one healer power, except at levels 3, 7, 11, and 15, where they may pick one master power from the above list.

F. Jackpot! Super Brain. Incredible amounts of psychic energy have been released by the conversion, turning the recipient into an incredibly powerful psychic. Receives the following powers: 3 powers from EACH category including master at level one, and one power from master or two from any lesser category each level thereafter.

6. **Bonuses:** Automatic parry. +6 vs psionics, +3 vs magic, +3 vs mind control of any kind.
7. **Penalties:** Although the chemicals involved in the process have remarkable effects on the mind, they have increasingly debilitating effects upon the body over time. At the same time, the character's mind starts to deteriorate, so although he is now a genius, he becomes increasingly deranged and has more and more trouble distinguishing fantasy from reality. Note: these guys are designed to be even less stable than crazies, to represent the more primitive nature of the conversion.

level 1 -5% vs coma. -1 Spd.

level 2 -1 PE. -1d6 SDC. Gains one phobia (likely to be of scientists, psionics, the astral plane/dreamstream, supernatural beings, or juicers)

level 3 -1 PS. -5% vs coma. Roll once on Obsession Table

level 4 -2 Spd, -1 PP. Roll once on Psychosis Table

level 5 -1 PS. -2 SDC damage.

level 6 -1d4 PP. -1 All combat bonuses (reflects the physical deterioration starting to erode former bonuses). Roll once each on neurosis and phobia tables.

level 7 -1 PE. Halve SDC. Roll once on obsession and affective disorder tables.

level 8 -1d4 Spd. -1 PP. -1 all combat bonuses.

level 9 -1 ME. -1 PS. roll once on phobia table

level 10 -1 PE. -1 vs poison/disease.

level 11 -1 PS, -1 Spd, -2 strike, parry and dodge. Roll one random obsession.

level 12 -1d4 PP. -2 initiative. -1 attack per round. roll on Random Insanity table

level 13 -2 IQ. -2% all skills. -2d6 PPE and ISP. Brain is starting to burn out. Roll again on random insanity table.

level 14 -1 IQ, PS, PE, Spd. -1d6 PP. -10% vs coma, -5% all skills, -1 all combat actions. Roll on obsession, phobia, and random insanity tables

Physical vegetable. reduce ALL physical attributes to 6+1d4, reduce IQ by 1 and ME by 2, -5% vs coma, -5% all skills. Roll on Random insanity table. Character is in a near comatose state for the 3d4 hours a day he can remain physically awake, and remains physically inactive for the rest of the day. However, his mind is alert 24 hours a day, and he can still use ALL his powers, including spells if a mage. Dreamstream and astral travellers are likely to spend less than 6 hours a day in the physical world. Any character who makes 15th level WILL be dead within 2d4 weeks, no saving throw.

level 15

level 15

level 15

level 15

Inevitable Death Note: Due to the physically harmful nature of the many drugs involved, death is an inevitability.

Headstims have a lifespan of 6 years plus 5d6 months from the time of conversion. For some unknown reason, those with existing psychic or magic powers die sooner, with only 5 years plus 2d6 months of life to look forward to. Chances of detox are as per usual, except instead of becoming a physical wreck, surviving ex-headstims become mental wrecks. Reduce PP to half it's enhanced level and all mental attributes to 8+1d4. Also, the absence of the headstim drugs causes a major psychic burnout. Non-psychics lose all ISP, and psychics are left with half the amount they had before the conversion. All characters will have their PPE levels reduced to one half it's pre-conversion level.

Alignment: Any

Attribute Requirements: None. Candidates are chosen from a wide range of physical and mental strengths to better determine the effects of this treatment. Must be human.

P.C.C. Skills: Exactly the same as the Psychic PCC from Nightbane main book. Most headstims are ordinary people.

Standard Equipment: Those still residing within Chemtek don't own anything, although they are given good food and accomodation, with all the creature comforts. Astral and Dreamstream headstims are likely to have accumulated a small treasure trove of trinkets kept in a safe place in their otherworldly haunts. Escaped headstims are likely to have virtually nothing. The clothes on their back and perhaps a knife and a stolen wallet.

Experience: Use the Mind Master Xp table from Nightbane Sourcebook One.

GM and Player notes: For most campaigns, any Headstims are likely to be NPCs. The most likely form of contact with a headstim will either be by contacting one in the Astral Plane/Dreamstream, being ordered by the Spook Squad to hunt one down, or meeting a headstim on the run. PC headstims should note that their supply of drugs is limied to about 3d6 months worth, and that ChemTek will go to extreme lengths to take them back in. Also, former escapees are unlikely to be killed unless their insanities make them too hot to handle. Astral and Dreamstream Headstims are the least likely to attempt a physical escape, as they already have access to an entire other world where ChemTek has no control. Also, keep in mind that ALL headstims so far created have not been volunteers. However, this is likely to change in a year or two. Either ChemTek will develop safer drugs, or more likely, the Spook Squad will be more desperate. Either of these two scenarios could result in volunteer headstims being used to fight the Ba'al, despite the hideous side-effects the recipient inevitably suffers. Spook Squad would be especially likely to use Astral and Dreamstream Headstims, as these are two realms where the Spook Squad has little or no influence.

Chi-Symbiote R.C.C.

By:
Brian Green

Alignments: any

Attributes I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 3D6, SPD. 3D6

P.P.E.: 2dD6 (Gets drawn by the Armor)

I.S.P.: 2d6 (" " " ")

Skills: depends on O.C.C.

HTH: O.C.C. restricted

Natural Abilities:

1. Symbiote: A suit of nano-technology which feeds off the characters ISP, PPE, and CHI and augments it into a cocoon of energy which surrounds him when he concentrates (like a bubble). This field prevents him from damage. Does not need to eat or drink while surrounded. color of the shield depends on the character but cannot be changed. Shield can be formed into any melee weapon and does 5d6 MD (cannot leave characters hand)

Bonuses:

300 MDC Regeneration: regenerates 1d6 x 10 every 20 min.

Penalties:

-2 s/p/d/r

- 15 % all skills

* Note:when around undead creatures: eg: vampires,zombies, concentration is a little harder

5 undead : - 4 s/p/d/r
10 undead : - 5 s/p/d/r
11+ undead : - 8 s/p/d/r

Can stay in suit for 1 hour + 30 min per lev of exp. After that character feels sluggish and tired reduce attacks and speed by half and character has no bonuses to S/P/D/R

. **Eyes:** The color of the characters eyes change depending on the mood of the character. somebody seeing the eyes change color for the first time roll vs a horror factor of 8.

Happy: Blue Angry: Scarlet Shame: Pale Blue Jealousy: Dark Green Lust: Gold Rage: Black Sad: Faded Grey Terror: Royal Purple Excitement: Constantly Changing Shock: White Calm: Yellow Love: Pink

Chronogean R.C.C.

By:
[Greyw1200](#)

Chronogeans is a race of time travellers who stumbled onto Rits Earth during a major leyline storm. It temporarily knocked the alignment of their chrono-anchors, and caused their timeship to "crash" here. Seeing that Earth was much like the Chronogean homeworld, they decided to start a colony and study the variety of creatures present on here. Understanding that their presence might disrupt the normal time continuum, the Chronogeans have worked hard to advance ahead of the technology level they found on Phase World. Using cloaking technology to hide themselves, only a few venture to the cities; when they do, however, they have never been detected by any scanners. One reason is that Chronogean physiology can mimic any size or shape, Brain waves can also be copied superficially, but that takes years to master.

The Chronogeans have yet to discover how their natural time traveling ability works. However, they have created bio-organic chips that when activated, coordinate a massive time shift within an area of up to 200ft.

By amplifying the affected area, the whole colony (pop. 100,000) can bring their ship with them by time shifting a maximum area of 10,000 miles. That is barely enough to bring the entire transport through the temporal stream. The energy required for this is 10 million P.P.E. or 2 years of exposure to the sun. The colony transport can absorb the P.P.E. at a rate of 3000 a day from any leyline within a 100 mile radius. The absorption rate increases x2 with every leyline nexus within a 50 mile area. A leyline can provide adequate energy within a year, and a leyline and a nexus point nearby will make it 6 months. Danger is involved in mass time-travel because of the leylines tendency to open a rift during a massive energy use.

The chance of a rift occurring in the fabric of time increases by 2% for every year the colony transport travel through the temporal stream. There is a 50% chance that a time hole will open in a leyline within a 5 mile radius. Roll 2D6 for number of years the time hole expands to. There is also a 70% chance that a dimensional rift will occur within 20 minutes of landing and takeoff. Chronogean technology has advanced to the level where they can control the opening and closing of rifts(as to not attract any attention), but there is still a tendency for there devices to fail (save vs. magic).

The Chronogean colony ship though unrecognized is considered a magnificent work of art as well as an excellent example of high technology. It has been seen for many ages by different races. The cave paintings made by some of the Neanderthal tribes resemble the Chronogean ship and was later described by the acient Egyptians as a "vehicle of the Gods." North Americans coined the term, "E.T." and "flying saucer" to describe the physical appearance of these creatures and their disc shaped space ship that occasionally passed though American airspace. Many cultures, however, have regarded the alien transport as threatening. One example is that because the Chronogean ship has been present at human kidnapping by the Splugorth slavers. Although the other races are not aware that these are time traveling beings, the ship is still associated with the disappearances and is viewed with fear on post-apocalyptic Earth.

Alignment: Any, but predominately of a good alignment

Attributes: I.Q.: 4D6+2, M.E.: 3D6+5, M.A.: 4D6, P.S.: 3D6+2, P.P.: 4D6, P.E.: 3D6+10, P.B.: 4D6 (P.S. and P.E. are considered supernatural)

M.D.C.: 1D4x20+20+P.E. attribute + 3D6 per level experience

Horror Factor: 8 (awe)

P.P.E.: 2D6x10+10

I.S.P.: 1D4x10+10+M.E. attribute + 1D6+4 per additional level experience (major psionic)

Average lifespan: 10,000 years (may be longer, but for game purposes, this is the temporal shift span for any Chronogean)

Appearance: In his/her natural form, the Chronogean look like a transformed star child. They also have the ability to metamorph. (see below)

Magic: as per magic O.C.C.

Psionics: see #11 below Natural Abilities

Natural Abilities

- Energy form:** The Chronogean's natural form is that of an energy being in a state of temporal flux. This means that they are impervious to energy and can absorb any blast of plasma, electricity, and fire, then transmute it into extra M.D.C. Take the damage that the shot does and add it to the M.D.C. This absorption lasts for 10 minutes per level experience.
Note: Absorption can only take place while in energy form.
- Leyline Boost:** Leyline energy has a subtle effect on the Chronogean physiology. It increases strength, endurance, and height as well as enhances the intensity of the Chronogean's light aura.
Duration: 1 hour + 30 minutes per level experience.
Length of Trance: 2D6 minutes

Note: Chronogeans can only access the leyline boost power while in energy form.

	Within 1 mile of a leyline	Within 400 ft of a leyline	Within 1 mile of a nexus pt.	Within 400 ft of a nexus pt.
M.D.C.	Raise by 1/3	Raise by half	Double	Triple
P.P.E.	Raise by half	Double	Triple	Triple+1/2 of b. P.P.E.
I.S.P.	Raise by 1/3	Raise by half	Double	Triple
P.E.	+1	+2	+3	+4
P.S.	+2	+3	+4	+5
Height	Add 1 ft	Add 2 ft	Add 3 ft	Add 4 ft
Range	Increase by half	Increase by half	Double	Triple
Duration	Increase by 1/3	Increase by half	Double	Triple
Aura Damage	+1D4	+1D6	+2D4	+2D6
Spell Strength	+1	+2	+3	+4

- Light Aura:** Each Chronogean creates an intense bright light around them. It causes 2D6 damage to vampires and shadow beasts every melee exposed to the light. It extends a maximum of 50 ft and can be dimmed to a 2 ft area. When used against attackers, they are -5 to strike within 30ft and -2 to strike beyond that. During metamorph, however, the light can only be detected through see aura. **Note:** As a result of this aura, the Chronogeans can see up to 250 ft as if it were normal daylight in total darkness.
- Metamorphosis and Brainwave mimicking:** The Chronogeans are masters of disguise through morphing and the manipulation of their brainwaves to mimic other lifeforms. This is used often when they visit areas of civilization.
 - Metamorphosis:** The duration and limitations are the same as the Chaing-ku dragons. Also, Chronogeans can also attempt to shape-change into any person or animal they've seen. **Base Skill:** 35% + 15% per additional level of experience
 - Brainwave mimic:** After a period of 1D6 hours of concentration, a Chronogean can disguise his surface thoughts with those of other people. **Base Skill:** 30% + 10% per additional level of experience .

While this technique is used, the character cannot be discovered with telepathy, empathy, detect psionics, or sense magic. See aura will detect them; however, alter aura will make detection impossible. The brainwave mimic can be taught, though only to master psionists who are at tenth level. **Cost:** 30 I.S.P.

Range: Self Duration: Varies

- Temporal Shift:** Every Chronogean has the ability to perform a temporal shift with the same limitations as leyline teleportation.

The range of this shift is limited to the Chronogean; however, through millenia of development, the Chronogeans have created a bio-organic chip which amplifies the temporal shift up to 200 ft. The range can be adjusted and modified to include persons and items of the Chronogean's choice to a maximum of 1200 lb. The saving throw for unwilling travelers is standard at +2 save vs magic.

Time traveling range: Chronogean's average lifespan (which by the way, is 10,000 years)

- Automatically** senses the opening and closing of dimensional rifts, envelops, mystical portals, dimensional teleportation, and time holes within 1 mile.

7. **Can see** dimensional envelopes and pockets, as well as characters transformed into fourth dimensional beings, two dimensional beings, astral travelers, and the invisible energy essence of alien intelligences and entities.
8. **All Leyline Walker powers** 1-7
9. **Leyline Regeneration** of all M.D.C./P.P.E./I.S.P. 2 times a day
10. **Total bio-regeneration** of lost limbs, including the head within 1D4 hours of losing them.
11. **Psionic Powers:** Most Chronogeans are major psionists, although there are a few master psionists among them, such as mind melters, bursters, and mind bleeders. Pick 6 powers from any of the three lesser categories at Level 1.
Level 3: the character gains mind bond and telemechanics.
Level 5: the character gains psi-sword and psi-shield.
I.S.P.: 1D4x10+10 + 2D6 per additional level of experience
12. **Bonuses:** +4 save vs horror factor, +3 save vs magic and psychic attacks, +2 save vs poisons, drugs, toxins, and disease, +1 spell strength if a magic O.C.C. is chosen (+2 if temporal O.C.C.), +2 strike, +1 parry and dodge, +2 initiative

R.C.C. Skills:

Language/Literacy: Chronocean 98% and pick 3 additional lang/lit +20%
 Computer Operation +20%
 Computer Programming +15%
 Computer Hacking +10%
 Math: Basic +10%
 Math: Advanced +5%
 Disguise +20% (10% added to metamorph roll if disguise skill is used successfully)
 Concealment +10%
 Detect Concealment +15%
 Detect Ambush +15%
 Anthropology +10%
 Intelligence +12%
 Prowl +10%
 Escape Artist +5%
 Streetwise +5%
 Imitate Voices and Impersonation +15%
 WP: pick 2 from any category
 Hand to Hand: Any of choice

R.C.C. Related Skills: Select 5 other skills from the categories below

Communications: Any +5%
 Domestic: Any +5%
 Electrical: Any +5%
 Espionage: Any +15%
 Mechanical: Any
 Medical: Any +7%
 Military: Any +5%
 Physical: Any (+10% where applicable)
 Pilot: Any +10%
 Pilot Related: Any +5%
 Rogue: Any +12%
 Science: Any +5%
 Technical: Any +7% (10% to languages and writing)
 WP: Any
 Wilderness: Any +2%

Secondary Skills: Select 4 secondary skills from the above categories plus 2 at Level 2, 3, and 5. At Level 8, 10, and 13, select 1 additional skill. Secondary skills do not get the bonuses listed above, and they start out at first level proficiency.

O.C.C.: Any O.C.C. except Borg O.C.C.'s, Coalition O.C.C.'s, Juicer O.C.C., and Crazy O.C.C. Leans toward temporal O.C.C.'s and special forces O.C.C.'s. **Note:** Chronogeans suffer no penalties for being a temporal O.C.C.

Cybernetics: None, they interfere with the temporal energies within the Chronogeans' physiology and would kill them a few minutes after surgery.

Money: 2D6x100 credits and 1D4x1000 credits worth of black market items.

Equipment: (In addition to O.C.C. equipment) Hand-held computer with TW modem (has powers of telemechanics and telepathy at Level 5 proficiency built into it; modem range: 200 ft, range can be extended with a transmitter. Cost to activate: 30 I.S.P. or 60 P.P.E.), Standard Chronocean chronometer (keeps time for 2D4 dimensions and can be aligned for an additional 1D6 different

dimension(s), Tracking gem (homes in on fellow Chronogeans and the colony ship no matter where or when they are), 4 universal computer disks, 2 energy weapons of choice, light body armor with 4 Techno-wizard features at Level 3 proficiency, and teleport crystal (Same as teleport spell Lvl 10, can be cast 3 times every 24 hours)

Experience Table: Use Chaing-ku experience table

Chupacabra R.C.C.

By:

[Joshua-Aaron Haskett](#)

The subjects of Mexican mythology are very real indeed, but they are nothing like what the legend suggests. These are intelligent and fearful creatures, and no one knows their true reason for being on earth. For hundred of years, the Chupacabra have been sending scout ships to Earth to research the Terran way of life. For this task they had used specially designed cyborgs, who's appearance is what spawned the Chupacabra legend. The reason they built these cyborgs was the fear that their appearance would startle the humans more, causing hate and anger between the two races. The cyborgs were designed to be more human (at least what the Chupacabra originally thought humans looked like) in appearance.

The cyborg plan failed and did in fact scare the citizens of Mexico, the land the Chupacabra researched, so they stopped sending the scout cyborgs to Earth. Years later, a Chupacabra prophet foretold the coming of the Rifts to Earth and said that once this P.P.E. energy was released, Earth was to be the Chupacabra promised land. So the Chupacabra waited, and when the Rifts came, so did enormous amounts of the Chupacabra.

The Chupacabra that believed the prophecy migrated to the northern regions of the land known as Mexico. Here they set up small villages for their kind, and any other races they deemed friendly enough.

Originally, the Chupacabra appeared as tall, six armed, semi-pedal creatures with bronze skin, lizard like tails, and heads resembling that of a bull's, sans horns. But when migrated to Earth, their children began developing "abnormalities". They were being born with white, smooth skin, segmented tails, and heads that were almost human, with two huge black eyes, and only a small fang filled mouth as facial features. Also, they were developing a strip of black hair, running from in between their eyes, behind their heads and down to the middle of their backs.

These offspring were originally thought to be mutants, but when all the Chupacabra being born on earth were looking like this, they realized it was an accelerated form of evolution, and this is what they were meant to look like. But looks weren't the only things that changed.

Before, they were asexual, laying 2-8 eggs every few years. But now, male and female variants were being born, and instead of laying eggs, they were giving live births. A Chupacabra female, once impregnated, will go through 3 months of pregnancy, giving birth to a single Chupacabra afterwards, which the parent will "mother" for about 5 years, before letting the young Chupacabra off on it's own. As being highly intelligent beings, most Chupacabra end up being scientists and scholars. Very few become warriors. The average Chupacabra will live for 200 years before dying. Despite having a strange weakness to magic, the Chupacabra are fascinated by it, and have been known to use Rune and TW devices. Most Chupacabra can be found in small villages scaling the Arizona-Mexico borders, and also around the New Mexico-Mexico borders. They are wanderers by nature and have been seen as far north at North Dakota, and as far east as the Ohio Valley. They will befriend almost anyone, if they deem the person worthy. They have also been known to be found in the company of Rahu-Men, as the two races are very fascinated by each other.

Alignment: Any. Majority lead towards Aberrant.

Horror Factor: 12

Size: 10-14 feet (head to toes), 14 foot long tail, 24-28 feet long while in running stance.

Weight: 700-1000 lb

Average Life Span: 200 years.

P.P.E.: 2d4

Attributes: I.Q. 4D6+1, M.E. 5D6, M.A. 4D4+1, P.S. 3D6+4 (supernatural), P.P. 4D6+1, P.E. 3D6+3 (supernatural), P.B. 1D6+4, Spd 4D6 running, twice that flying. (I.e. Spd 20 running would be Spd 40 flying.)

M.D.C.: Base M.D.C. is 1D6X10+10. Add 1D4 M.D.C. per additional level.

Combat: 4 attacks per melee (without hand to hand bonuses), +2 to parry, dodge, and strike, +1 on initiative and +1 to pull/roll with punch, fall, or impact.

Natural Weapons: Claws (1d4M.D.), Tail (2D4+5 M.D.), and Psionics (see below)

Chupacabra Abilities/Penalties:

1. **Psionic Powers:** The Chupacabra has the following psionic abilities. Psionic Sight (takes no I.S.P.), Alter Aura, Clairvoyance, Empathy, See Aura, See the Invisible, Sense Evil, Sense Magic, Total Recall, and Telemechanics. I.S.P.: 5D6+10, add 1D4X2 per level.
2. **Imitate sounds:** The Chupacabra can imitate any sound it hears almost perfectly (95%), it can even mimic the volume and force.
3. **M.D.C. Recharge:** The Chupacabra can "recharge" his lost M.D.C. by grabbing onto something (trees, power armor, the earth, other M.D.C. beings, etc.) and draining it's energy, causing equal Mega-Damage to the victim. Can absorb up to 1D4M.D. every 6 hours.

4. **Weakness to Magic:** For an unknown reason, magic inflicts double damage when cast upon Chupacabra. They are also at a -3 save vs any magic.
5. **Blood Drinker:** The Chupacabra cannot survive unless it drinks warm blood. It's blood of choice is that of farm animals (goats, horses, cattle, etc.). It will NEVER drink any avian, amphibious, or reptilian blood. It can last up to one week (7 days) on just one pint of blood.
6. **Commune with Avians:** The Chupacabra can "speak" with any kind of bird or bird-related creature. This isn't actually speaking at all, it's more like the Chupacabra and the avians can read each other's thoughts (90%).
7. **Saving Throw Bonuses:** +1 save vs Psionics, +7 save vs Mind Control (psionic, magical, and chemical), +40% save vs Coma/Death.
8. **No Magic:** The Chupacabra cannot cast spells but are extremely fascinated by and will use Rune and TW devices.

R.C.C. Skills:

Literacy (+10%)
 Radio: Basic (+15%)
 Computer Operation (+10%)
 Computer Programming (+8%)
 Computer Repair (+5%)
 Basic Electronics (+10%)
 Read Sensory Equipment (+5%)
 Mathematics: Basic (+15%)
 Language: Chupacabra 98%
 Language (select three additional languages; all are +20%)

R.C.C. Skills: Select seven other skills. Plus select an additional two skills at level 4, two at level 6, one at level 9, one at level 12, and one at level 14. All new skills start at level one proficiency.

Communications: Any (+5%)
 Domestic: Any
 Electrical: Any (+5)
 Espionage: Wilderness Survival only.
 Mechanical: Any (+2%)
 Medical: First Aid or Paramedic only.
 Military: Any
 Physical: Any
 Pilot: Any (+10%), as long as it's a vehicle the Chupacabra can fit into.
 Pilot Related: Any (+5%)
 Rogue: Any
 Science: Any (+15%)
 Technical: Any (+5%)
 W.P.: Any
 Wilderness: Any

Secondary Skills: The Chupacabra also gets to choose six secondary skills from those listed above. These are additional areas of knowledge that do not get any of the bonuses in parenthesis. All secondary skills start at the base level.

Equipment: Anything they can steal from victims and other people, or whatever they can buy with the money they gather from the victims.

Weapons: Natural attacks or energy weapons.

Cybernetics: None.

O.C.C.s Available: Any except Coalition and Magic. Tend toward highly scientific and technical classes.

Experience: Uses the Dragon's Experience Tables (See RIFTS page 17)

Civilian Martial Artist O.C.C.

The Dedicated Martial Artist is a pure scholar of the arts, and the Worldly Martial Artist is more of a transient scholar. But the Civilian Martial Artist has little experience with the monastic lifestyle, having grown up surrounded by the arts as part of their everyday existence. These persons grew up as part of another martial artist's household; usually as the child or fosterling of their sensei. Their training starts long before puberty, and often continues into their college years. In fact, these martial artists often start their own satellite schools of their art, if not actually inheriting the sensei's own dojo.

Attribute Requirements: None

Starting Age: 8

Base S.D.C.: 35

Super-spy Modifications: None, and will probably never even KNOW about them, let alone get them. The character would consider modifications not required medically as repugnant.

Martial Arts Forms: Choose one Primary form (and its automatic skills), plus three physical skills. Also, choose two domestic skills from the Cultural skill list (i.e. ones found in the household). For example, the skills Cook and Sewing can be found in most households, but more esoteric skills such as Bonsai, Calligraphy, Gardening, gaming skills (such as Go), Floral Arrangement, Poetry and/or Singing vary in availability, generally from culture, the school's martial art and/or the teacher's own knowledge.

Basic Minimum Skills: Native Language (with literacy) and Basic Mathematics.

Educational Level & Skill Programs: Varies, based on final age (after training) or culture, if no other factors used. Will almost always have at least the equivalent of a high-school education. Choose (with GM's approval), or roll on the following table (percentiles):

01-20 High School Graduate: Physical Program, plus two other Basic skill programs.

21-35 Military: The character joined the military after finishing training and high school. Basic Military Program, Physical Program, plus two other Basic programs and one Military program.

36-48 Vocational School: Physical Program, plus 3 Electrical skills (no engineering or robot skills, but can include Computer skills), the Mechanical Program, and one other Basic Program.

49-68 Associate Degree (two years of college): Physical Program, plus three other Basic skill programs.

69-88 Bachelor Degree (four years of college): Physical Program, plus four other Basic skill programs. Two of the non-physical programs may be traded for a Gizmoteer or the Basic Military programs.

89-93 Special Training: As High School, plus Basic Military and choice of Professional Thief or Guerilla Warfare programs. Very Rare.

94-97 Masters Degree: As Bachelor Degree, but with +5% to non-physical skills.

98-00 Doctorate: As Masters Degree, but with +10% instead of +5%. Can trade two Programs for Medical Doctor program, Holistic Medicine skill (from Rifts), and six science and/or medical skills related to (or required by) a medical degree.

Secondary Skills: Choose any eight. Receive one additional skill at each level evenly divisible by four. Also, can use the rules for learning additional skills from page 36 of Heroes Unlimited.

OPTIONAL: "Second Edition" Skill format. Actually, this is for skill selection in the format of Rifts, Nightbane, PFRPG (2nd ed.), etc. This will require a good, comprehensive skill list (I suggest the one on my web site).

O.C.C. Skills

Martial Arts Form: Choose one Primary form (with its automatic skills)

Choose three physical skills (+15% where applicable).

Choose two domestic skills (as in old-style description above) (+15%)

Native Language (with literacy): 98%

Basic Mathematics

O.C.C. Related Skills: Choose 12; four must be physical skills.

Communications: Any, except Electronic Counter-Measures.

Domestic/Cultural: Any (+5%)

Electrical/Computer: Basic Electronics and Computer skills only.

Espionage/Military: None.

Mechanical: Aircraft, Automotive and Basic Electronics only. Armorer (up to 20th Century technology only) can be taken, but costs triple.

Medical: Any 20th century skills, but Medical Doctor costs 3 skills and has many requisites. Holistic Medicine costs only one skill, however.

Physical: Any (+5%).

Pilot: Any non-space conventional skills, but military vehicles, aircraft, and high-tech water craft cost double.

Pilot-Related: Any non-space.

Rogue: Any, but the truly criminal skills cost double (whereas those useful for subterfuge or stage magic cost normally).

Science: Any, but add 4 years to character's age for every skill over 3 taken.

Technical: Any, except demolitions. Lores are at the GM's discretion, but Geomancy/Ley Line lore is the most likely to be possessed.
Weapon Proficiencies: Any, but tends toward ancient weapons, and especially to those used in the martial art (i.e. those with bonus or available katas)
Wilderness: Any (+5%).

Secondary Skills: Choose any eight from those choices above, but without the listed bonuses. Receive one additional skill at each level evenly divisible by four. Also, can use the rules for learning additional skills from page 36 of Heroes Unlimited.

Special Martial Arts Bonus: The character can select one additional Martial Arts Power from those available through his martial arts form at level one and level six. At level ten, select a Zenjorike power.

Money: \$3D6x1000; depending on character background, may be in like to inherit a dojo, but would never consider selling it or the land.

Income: \$250 per week as a martial arts instructor working for someone else (such as a family member). If actually running the dojo, income is \$50 per week per student, and may have class sempai (high-ranking students; younger siblings?) helping teach classes under him (lower level classes, or as temporary substitutes while he's away). If so, then income is split 3/1 between the character and the sempai, in favor of the character.

Social Contacts: As Worldly Martial Artist, but not from travels. More likely, the knowledge/contacts come from years of other, traveling martial artists boarding, training, or visiting at the character's home dojo.

18% chance of Recognizing a major martial artist (5% chance of having met, or at least having that person recognize the character as someone they last saw as a child).

30% of tracking down another, known martial artist.

Coalition Centurion O.C.C.

By:

demoniac@aol.com

The Coalition Centurion is a combat specialist who is trained to work with Inquisitors. Primarily, they aid the with investigations, although they are also used as a highly visible police force.

Centurions are an elite group, numbering even less than the Sea Wolf oceanic units. They are usually arrogant and ruthless in fulfilling their duties, especially when dealing with non-humans. Centurions will occasionally be deployed as members of regular fighting groups, but will mostly serve with the Inquisitors.

Inside the Coalition States, the sight of a Centurion will often bring some fear and uneasiness into the hearts of criminals. The sight of a Centurion is usually the first sign of a major crackdown of Coalition law-enforcement. They are part of the Coalition police forces, but are principally the enforcers of the will of the Inquisitors.

Centurions begin their career at the rank of Sergeant, although they are not bound to obey orders from superior officers unless they have been assigned to a regular soldier's unit.

Although it is not a requirement, at least 55% of all Centurions are minor and major psychics. Telepathic individuals are valued highly and placed with psychic sensitive Inquisitors.

Attribute Requirements: P.E., P.P., and I.Q. 12 or higher

O.C.C. Skills:

Radio: Basic (+15%)

Literacy (+15%)

Intelligence (+15%)

Robot Combat: Elite (with two separate robot/armor types)

Read Sensory Equipment (+15%)

Weapon Systems (+15%)

Prowl (+15%)

Detect Ambush (+15%)

Detect Concealment (+15%)

Running

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert (can be changed to Assassin for 1 "other" skill)

O.C.C. Related Skills: in their duties, Centurions are given more leeway and access to knowledge than most Coalition soldiers.

Centurions may select 10 skills, of which 2 must be Espionage and 2 must be either Science or Technical. Gain additional skills as follows: 2 at level 3, 2 at level 6, 2 at level 9, and 1 at level 12.

Communications: any

Domestic: any

Electrical: any except Electrical Engineer

Espionage: any (+10%)

Mechanical: Automotive and Locksmith only

Medical: First Aid or Paramedic only

Military: any (+5%)

Physical: any

Pilot: any

Pilot Related: any

Rogue: any (+5%)

Science: any

Technical: any

Weapon Proficiencies: any

Wilderness: any (+5%)

Secondary Skills: The character may also select six secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and sidearm of choice with five extra E-clips for each, six grenades, survival knife, distancing binoculars, robot medical kit, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and two additional energy or non-energy weapons of choice (may include a light rail gun). Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc) for daily use. Centurions are also issued a standard Legionnaire's suit of power armor.

Equipment Available Upon Assignment: Centurions are allowed to commandeer any vehicle in the execution of their duties, but they are typically assigned a modified Coalition Sky Cycle which has 35% more armor, and have an integral jet pack on their body armor.

Money: Centurions are given a roof over their heads, food, clothing, and all other basics provided as part of their pay, as well as access to all Coalition facilities. They also receive a monthly salary of 2350 credits, beginning with one month's pay. Their quarters are identical to those for military specialists.

Cybernetics: None to begin with, but implantation is not restricted.

Xp table: same as CS Military Specialist

Coalition Combat Artist O.C.C.

By:

[soulcatcher](#)

Sergeant major Rawls turned to his newest charge, not sure whether to scowl or encourage, he decided to be aloof, dusting off his Dead Boy helmet.

'Corporal Graddeesh, in today's Coalition States, Emperor Prosek needs good people, good soldiers, to portray our valiant and noble warriors and the hideous creatures that would take out cities and ruin us. You have been trained by the Department of Propaganda Ministries to portray our heroes in the best light possible. Today, you will be on the battlefield, you will record and represent the Coalition States for the glory of Humanity and our Emperor. Do you understand, Corporal?'

Without hesitation, without a hint of fear, the Combat Artist squared his jaw and looked up at his commanding officer before leaving the bunker.

'Yes, Sir!'

'Very good, Graddeesh, carry on.'

Adjusting the video eyepiece, Corporal Graddeesh stepped out of the bunker and into an early morning warzone, small portable computer and art pack on his back, C-12 laser rifle in his hands, a dark grin on his face behind the helmet.

Glory to Emperor Prosek burning in his mind.

In preparation for Coalition citizen's waning interest in war, the Department of Propaganda Ministries trained an elite group of artistically skilled soldiers to help give the people visual aides to remind them just what the Coalition was protecting them from. These soldiers begin at Corporal rank as any technical division of the military. Uses same experience table as Coalition Ranger/Scout.

Attribute Requirements: IQ 13, PP 13.

O.C.C. Skills:

Math:Basic +20%

Radio:Basic +15%

Language:American at 98% and one of choice at +20%

Literacy:American at +30%

Computer Operation: +15%

Computer Programming: +10%

Computer Hacking: +10%

Computer Imaging ([New!](#)): +20%

Intelligence: +10%

Technical:Art +25%

Lore: Demon/Monster +20%

Climbing: +10%

Prowl: +10%

Land Navigation: +20%

W.P.: Energy Rifle

W.P. Ancient

Hand to Hand:Basic, can be changed to expert at the cost of two occ skills, to martial arts at the cost of three skills.

O.C.C. Related skills: Select seven other skills. Plus select two additional skills at level three, six, nine and twelve. New skills begin at level one proficiency.

Communications:Any +10%

Domestic:Any at +10%

Electrical:Any at +5%

Espionage:Any at +5%

Mechanical:None

Medical:First aid and holistic health only

Military:Any +5%

Physical:Any

Pilot:Any +10%, except robots, power armor and combat aircraft

Pilot related:Any

Rogue:Any

Science:Any

Technical:Any +10%

WP:Any

Wilderness:Any +10%

Secondary Skills: Player gets to select four secondary skills from the list above at no bonus, i.e., starting at base level.

Standard Equipment: A suit of light or heavy Dead Boy armor, uniform, dress uniform, tinted goggles, pocket laser distancer, video and audio recording equipment, pocket mirror, binoculars, vibroblade, portable computer, portable airbrush and paint/stencilling equipment, paper tablets (note, video equipment can scan painted/recorded images into computer for records/enhancement), binoculars, backpack, sacks, spikes, 100 feet of mdc rope.

Equipment available on assignment: Vehicle (according to any piloting skills), rations, portable tent, radio.

Money: Starts at 1700 credits per month.Outstanding combat artists can make a great deal more by catching the eye of the rich.

Cybernetics: Starts with none, but may get basic systems, tends to try to be 'all natural'.

Experience: Same as CS Ranger/Scout

Coalition Commando O.C.C.

By:

demoniac@aol.com

The Coalition commando is a highly trained, combat-oriented specialist whose job is to act as counter-insurgent and counter-terrorist. These soldiers are deployed under the command of Coalition military specialists, and are used extensively as members of long-range patrols outside the borders of the Coalition States. They are also deployed as members of reactionary units within the Coalition States to quell uprisings or other threats to the Coalition States. Due to the speed and efficiency that Coalition commandoes carry out their assigned tasks, they are known as "Swifts" both within and without the Coalition States. All commandoes begin at the rank of corporal.

Attribute Requirements: P.E., P.P., I.Q., and M.E. 10 or higher.

O.C.C. Skills:

- Radio: Basic (+10%)
- Literacy (+10%)
- Intelligence (+10%)
- Robot Combat: Elite
- Read Sensory Equipment (+10%)
- Weapon Systems (+10%)
- Wilderness Survival (+15%)
- Prowl (+15%)
- Running
- W.P. Energy Pistol
- W.P. Energy Rifle
- Hand to Hand: Expert (can be changed to Martial Arts or Assassin for 1 "other" skill)

O.C.C. Related Skills: Select 12 other skills. 2 must be Espionage, 2 must be Physical, and 2 must be Weapon Proficiencies. Gain additional skills as follows: 2 at level 3, 2 at level 6, 1 at level 9, and 1 at level 12.

- Communications: any
- Domestic: any
- Electrical: Basic only
- Espionage: any (+5%)
- Mechanical: Automotive or Locksmith only
- Medical: Paramedic only
- Military: any (+5%)
- Physical: any
- Pilot: any
- Pilot Related: any
- Rogue: any
- Science: Math, Chemistry, or Anthropology only
- Technical: any
- Weapon Proficiencies: any
- Wilderness: any

Secondary Skills: The character may also select eight secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-clips for each, four grenades, survival knife, distancing binoculars, robot medical kit, 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.

Equipment Available Upon Assignment: Vehicles include SAMAS power armor, Spider-Skull Walker, Enforcer UAR-1, other robot vehicles, conventional military vehicles, hovercraft, jet pack, tank, APC, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for weeks. Also has access to 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(s), the availability of items may be extremely limited.

Money: The commando 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. Plus a monthly salary of 2000 credits, starting off with one month's pay. The quarters for the commando are the same as those for the military specialist.

Cybernetics: None to start with, but implantation is not restricted.

Xp table: same as CS Military Specialist

Coalition Commisar

The Coalition's propaganda was a double edged sword. While it kept the public in order and justified the genocide of D Bees, it has also instilled the population with a permanent fear of them. This has reached even the dedicated soldiers of the Coalition. During a recent campaign against a D Bee outpost half the men had gone AWOL in fear of the D Bees, due to the lies they were fed as children. It was decided that a new specialist was needed to deal with the morale and dedication of the Coalition army.

What was needed was a soldier who would lead by example. He himself must be fearless and utterly dedicated to the army. It was thus that the Coalition Commisar was formed.

The Coalition Commisar are the most respected figure in the armies. They act as a bond between the commanders and soldiers. To the higher ranking officers they are advisors; they speak the views of the troops and other personnel info. To the grunts they act as figures of inspiration as well as a trusted counselor. As such they step outside the normal boundaries of rank; a general may overrule the suggestion of a Commisar major, but the Commisar has the side of the army with him, so that the general has to have a pretty good excuse as to prevent a mutiny. However, all Commisars are extremely dedicated to the Coalition; however, their loyalty ultimately lies with the men. Many have a political career; some retired commisarss are high level states men.

Sometimes a Commisar may be used to spy on their own troops, in case of a mutiny. The commisar would join a squad disguised as a grunt and report to a commanding officer of the goings on. Role playing note: this is great fun. One of the players is a commisar, disguised as a SAMAS pilot or otherwise. If the squad ie. the other players decide to go AWOL, the commisar is faced with a major decision; rat on the PC's, remain silent and go AWOL with them, or reveal his true rank and beat them all up by himself.

The Commisar also wears a distinct uniform. Like all other soldiers he has a suit of "Dead boy" armor. On top of this he wears a long coat, usually covered in badges of bravery and so on. He seldom wears a helmet; they use eye contact to invoke trust. Instead, they wear their uniform hat as part of their armor.

The Commisar is many things; he is a preacher, inspiring men even in the face of oblivion; a war leader, charging into battle with the rest of the soldiers; and above all, a dedicated soldier, following orders without question.

Many have become national heroes, charging into battle with a personalized suit of armor or a "trademark" weapon (see below.) The Commisar symbolizes the loyalty, the dedication and the honor due to the Coalition. They are known throughout the Coalition states and beyond, as the most noble soldiers of the Coalition. (The Commisar is considered an officer, starting at the rank of lieutenant.)

Attribute Requirements: I.Q., M.E., P.E. 12 or higher. M.A. 17 or higher.

Bonuses: a few receive experimental treatment. See below. All are extremely dedicated to the Coalition and get a + 5 save vs. HF.

O.C.C. Skills:

Radio: Basic (+15%)

Radio: Scrambler (+15%)

Literacy (+15%)

Intelligence (+15%)

Interrogation Techniques (+15%)

Robot Combat: Elite

Read Sensory Equipment (+10%)

Weapon Systems (+10%)

Detect Ambush (+15%)

Detect Concealment (+15%)

First Aid (+10%)

Sniper

W.P. one archaic of choice

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert (can be changed to Martial Arts or Assassin for 1 "other" skill)

O.C.C. Related Skills: Select 15 other skills. 2 must be Espionage, 2 must be Physical, and 2 must be Weapon Proficiencies. Gain additional skills as follows: 2 at level 3, 2 at level 6, 1 at level 9, and 1 at level 12.

Communications: any

Domestic: any

Electrical: Basic only
Espionage: any (+5%)
Mechanical: Automotive or Locksmith only
Medical: Paramedic only
Military: any (+5%)
Physical: any
Pilot: any
Pilot Related: any
Rogue: any
Science: Math, Chemistry, or Anthropology only
Technical: any
Weapon Proficiencies: any
Wilderness: any

Secondary Skills: The character may also select eight secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-clips for each, four grenades, survival knife, distancing binoculars, robot medical kit, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and SDC weapon of choice.

Commissars also get a few more personalized items, such as a distinct SAMAS suit, a special uniform, the Commisar long coat (see below) and anything else a GM can allow. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use. One "trademark" weapon or item of choice.

Equipment Available Upon Assignment: Vehicles include SAMAS power armor, Spider-Skull Walker, Enforcer UAR-1, other robot vehicles, conventional military vehicles, hovercraft, jet pack, tank, APC, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for weeks. Also has access to vehicle and equipment repair. Note: All weapons and equipment are given out more freely to the Commissars than to most soldiers, as they are trusted individuals. will most likely choose a Coalition vehicle above all else, showing his confidence in Coalition technology. Some have personalized APC's, so that when they ride down in the midst of battle to raise the troops's morale.

Money: The Wolf-guard 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. Plus a monthly salary of 3000 credits, starting off with one month's pay. The quarters for the Commissars' are the same as those for the Officers'.

Cybernetics: Up to 4 cybernetic implants

Xp table: same as CS Military Specialist

A few Commissars have also received treatment to enhance their physiology. However, this is extremely rare. The Commisar must have a PE of 20 or above to endure the treatment. These rare soldiers are genetically engineered so that they become more and more powerful. They get the following bonuses:

Gene Engineered bonuses:

+4 PS, +4 PE, +2 PP, +4 SPD, +50 SDC, +1 attack per melee, can lift 2x person of normal strength. Needs only 6 hours of sleep. Can stay alert and ready for up to 3 days.

Coalition Death knight OCC (Elite Infantry)

By:

Capt MJB (Mike Best)

During Prosek's improvements in the army, he came up with an idea. Take the best Raw recruits and put them through a year of training that would make hell look like fun. There is an amazing 54% fatality rate in the training!

Nonetheless, it has created the ultimate unit. Dedicated, trained, and most definitely lethal. If that wasn't enough, they are given a DNA modifying virus that enhances their attributes (as if they weren't high enough all ready).

Note that Prosek has made this OCC available only to men. This is following with his idolization of Hitler, who didn't like women in his spec ops units.

Note: Because this unit is new, no member is currently above 3rd level, and none are older than 19.

Attribute Requirements: IQ:14, ME: 17, PS: 17, PE: 20, PP: 17, SPD: 14

Training Bonuses:

+3 PS, +6 PE, +2 PP, +2 SPD, +40 SDC, +1 attack per melee, +2 save vs. Horror Factor +1 roll with punch/impact, +1 dodge, +1 strike (hth and ranged weapon), +3 save vs. psionics, +5 save vs. Mind Control, +1 save vs. Poisons

Gene Engineered bonuses:

+4 PS, +4 PE, +2 PP, +4 SPD, +50 SDC, +1 attack per melee, can lift 2x person of normal strength. Needs only 6 hours of sleep. Can stay alert and ready for up to 3 days.

PPE: Standard

Magic: None

ISP: 2d4

Psionics: Because of their unusually harsh training, they have the natural ability to, twice daily, do either Impervious to Cold, Impervious to Fire, Nightvision, or Summon Inner Strength. They can also use the powers Resist Fatigue, Resist Hunger, and Resist Thirst indefinitely. These are not true psionics, so they require no ISP to do. It is possible because of the ultra-intense nature of their training. All of these are the equivalent of a third level psionic.

Healing: Because of their DNA modification, they recover 2d6 SDC/HP every 2 hours.

Power Punch: The Power Punch of a Death Knight does 1d4-1 MD (if zero, its still the equivalent of 50 sdc damage)

Senses: The Death knight has senses that are as good as a human can get. Even if they had an impairment before, the DNA modification changed that. This is represented in their training bonus.

OCC Skills:

Language: 2 of choice at 98%

Literacy: 1 of choice at 98%

Radio: Basic (+30%)

Basic Electronics (+30%)

Detect Ambush at 98%

Detect Concealment at 98%

Escape Artist (+10%)

Intelligence (+40%)

Sniper

Tracking (+20%)

Wilderness Survival at 98%

Basic Mechanics (+35%)

First Aid (upgradeable to paramedic at the cost of two occ related skills) (+30%)

Hollistic Medicine (30%)

Demolitions at 98%

Demolitions Disposal at 98%

HTH: Expert AND Assassin!!! (gets the bonuses of both at the same level)

Athletics: General

Body Building and Weight Lifting

Boxing

Climbing (+20%)

Gymnastics (+10%)

Prowl (+60%)

Running

Swimming (+15%)

Scuba (+5%)

Wrestling

Drive: Automobile (+25%)

Drive: Tanks and APCs (+15%)

Read Sensory Equipment (+30%)

Math: Basic (+30%)

Computer Operation (+5%)

3 Ancient W.P. of choice

5 modern W.P.s of choice

Land Navigation (+25%)

OCC related Skills: (pick 5)

Communications: Any (+10%)

Domestic: Any
 Electrical: Any (+10%)
 Mechanical: Any (+10%)
 Medical: None
 Military: Any (+15%)
 Physical: Any (+15%)
 Pilot: Any BUT Robots and PA or Robot Combat (both types)
 Pilot Related: Any (+5%)
 Rogue: Any (+5%)
 Science: Math Advanced (+20%), Biology, Chemistry
 Technical: Any (+20% language/literacy, +5% others)
 WP's: Any
 Wilderness: Any (+15%)

Secondary Skills:

Choose 2 from the list above without the bonuses. Choose an additional 2 at levels 2, 6, 9, 13, and 15

Standard Equipment:

3 Energy Weapons (literally ANYthing the player wants) of choice with 5 clips for each, 1 vibroweapon of choice, 1 ancient weapon of choice, 1 sd gun of choice with 3 clips. Suit of Death Knight Heavy Enhanced Armor (see below), Dress Fatigues (Patch is a Skull with a Broad sword sheathed in energy pointing downward in front of skull), Camo Fatigues, 2 pairs of boots, regular clothes, black 'Ninja' style outfit (complete with shoes) for sneaking and prowling, Binoculars, Tinted Sunglasses, Gas Mask, Survival Knife, Pocket Computer, walkie-talkie (2 mile sending range), two canteens, 14 MRE's (one days meal in each), Vehicle of choice (can opt to share a Modified Iron Maiden APC with 3 other soldiers).

Equipment Available upon Assignment: Anything but Robots or Power Armor.

Money: Has all the same benefits as a Military Specialist OCC, but gets paid 3500 a month salary. Has 1d4x1000 Credits to start with.

Cybernetics and Bionics: Player can have up to 2 bionic implants (excluding limbs, but including hands), and/or 5 cybernetics implants.

Note: This is an EXTREMELY powerful OCC, and pound for pound they're probably the best trained soldiers on the planet.

Exp Table

Level	Exp
1	0- 4,500
2	4,501- 9,000
3	9,001- 12,000
4	12,001- 23,000
5	23,001- 40,000
6	40,001- 90,000
7	90,001- 150,000
8	150,001- 190,000
9	190,001- 250,000
10	250,001- 500,000
11	500,001- 830,000
12	830,001-1,000,000
13	1,000,001-1,300,000
14	1,300,001-1,600,000
15	1,600,001-2,000,000

Death Knight Heavy Enhanced Armor

Realizing the Need to give these new troops their own unique armor, Prosek allowed the creation of a suit of armor that almost borders on being a full PA.

MDC: 120

Weight: 75 lb. (supported by exoskeleton)

Fair Mobility: (-10% prowl)

Exoskeleton Bonuses: +6 PS, +10 Speed, +5 feet jumping distance (up and across), +5% climb, reduces fatigue by 50%. Also Allows character to punch for 1d4 MD and Power Punch for 1d6 MD.

Penalty: Takes 2x longer to suit up.

Black Market Cost: NOT AVAILABLE! If for some reason it would be become available, we're talking 2 to 3 million because of its

scarceness.

Colors: Solid Black

Note On Death Knights

These characters, including PC's, are 100% LOYAL TO THE CS. There are NO exceptions. You're probably saying "Why, surely one of them would want to defect." Let me explain something. Neither myself nor any of you out there could possibly understand the bond between Death knights. We have neither the honor, nor the experience required to realize just how strong this bond is.

We're talking a bond that, in all likelihood, could transcend even Death itself. There is no such thing as a traitor. This is, admittedly, part of their genetic code, but it goes beyond even that. GM's take note, THERE ARE NO EXCEPTIONS! This means there alignment is ALWAYS aberrant.

Coalition Entertainment Specialist O.C.C.

By:

demoniac@aol.com

Coalition entertainment specialists are a small and select group of people who couldn't quite cut it as soldiers, but are still dedicated to the cause of the Coalition. Rather than not use these men and women at all, someone had the bright idea of creating a new position for these people.

Thus, Coalition recruits who are better suited for fun and games instead of combat are intensely trained to become entertainment specialists. They are sent to remote outposts to help bolster the morale of front-line personnel, and are occasionally sent to help "break the ice" when the Coalition is negotiating to annex new areas.

The entertainment specialist has gained the nickname of "Gomer Boy" from fellow Coalition troops, and this is the name that outsiders tend to refer to them with. Cruel officers will sometimes assign a Gomer Boy to a SAMAS RPA Elite officer, just to see the Sam suffer under the attention of the Gomer Boy. **Note** that Gomer Boys can be either male or female, and are pretty much permanently stuck at the rank of corporal, much to the dismay of the Coalition Grunts, who sometimes take orders from the Gomer Boys.

Attribute Requirements: P.P. 10 or higher.

O.C.C. Skills:

Radio: Basic (+10%)

Pilot Hovercraft (+10%)

Robot Combat: Basic

Read Sensory Equipment (+10%)

Weapon Systems (+10%)

Running

Acrobatics

Juggling

Sleight Of Hand (+15%)

Disguise (+15%)

Imitate Voice (+15%)

W.P. Knife

W.P. Energy Pistol

Hand to Hand: Expert (can be changed to Martial Arts for 1 "other" skill)

O.C.C. Related Skills: Select 8 other skills. Gain additional skills as follows: 2 at level 3, 2 at level 6, 1 at level 9, and 1 at level 12.

Communications: any (+5%)

Domestic: any

Electrical: Basic only

Espionage: any (+5%)

Mechanical: none

Medical: First Aid only

Military: any

Physical: any

Pilot: any

Pilot Related: any

Rogue: any (+5%)

Science: Math only

Technical: any

Weapon Proficiencies: any
Wilderness: Land Navigation only

Secondary Skills: The character may also select six secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, Gomer Boy beanie helmet, various inflatable things, various stage magic items, energy sidearm of choice, four extra E-clips, survival knife, robot medical kit, pocket computer, utility belt, uniform, combat boots, canteen, and additional non-energy weapon of choice. Gomer Boys invariably use a flashy, multi-colored, garish-looking hovercycle that catches the eye of everyone and everything it passes. Usually has a few wind-driven noisemakers attached as well, for that added touch of the absurd.

Equipment Available Upon Assignment: Vehicles include conventional military vehicles, hovercraft, and jet packs. Most weapon types, extra ammunition, camera equipment, sensory equipment, and food rations for weeks. Also has access to 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(s), the availability of items may be extremely limited.

Money: The entertainment specialist 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. Plus a monthly salary of 1900 credits, starting off with one month's pay. The quarters for the entertainment specialist are the same as those for the SAMAS officer.

Cybernetics: None to start with, but implantation is not restricted.

Xp table: same as CS Grunt

Coalition Inquisitor O.C.C.

By:
demoniac@aol.com

Within the ranks of the Coalition States is a secretive band of internal police known as the Inquisitors. They are the shadowy figures in the background who appear from nowhere to deal out justice to wrongdoers.

An inquisitor is an extremely well-trained and highly motivated individual who operates slightly out of the normal chain of command. An inquisitor answers to no one in the military hierarchy, and instead follows only the commands of the highest echelons. Likewise, they cannot legally issue orders to the military, but their soft-spoken "advice" is usually followed to the letter. However, they are commonly allowed to commandeer units up to squad size to aid in the capture of criminals.

The inquisitors serve as a preventative measure against insurrection and unrest among the populace, as opposed to the more reactionary stance of the military. Their mission is to search out rebels and eliminate the threat they pose to the survival of the Coalition States, and thus to the survival of the human race.

Inquisitors are not restricted in the methods that they may use to roust terrorists. Indeed, they are highly rewarded for creativity in their pursuit of dangerous criminals. They also command a special military cadre known as Centurions, who aid them in their investigations.

It is a unique phenomenon that the inquisitors actively recruit psychics. Their paranormal abilities allow them to discover bad elements in Coalition society that much easier, and add to the fear and mystique that accompanies their profession. As a result, 75% of all Inquisitors are major psionics, and are so heavily indoctrinated into Coalition beliefs that they would never consciously betray the Coalition.

Attribute Requirements: I.Q., and M.E. 14 or higher.

O.C.C. Skills:

Radio: Basic (+15%)

Cryptography (+15%)

Literacy (+15%)

Intelligence (+20%)

Interrogation (+20%)

Investigation (+20%)

Psychology (+20%)

Mathematics: Basic (+15%)

Escape Artist (+15%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Martial Arts (or Assassin, at player's choice)

O.C.C. Related Skills: Select 10 other skills, of which at least 2 must be Espionage. Gain additional skills as follows: 3 at level 3, 2 at level 6, 1 at level 9, and 1 at level 12.

Communications: any

Domestic: any

Electrical: any

Espionage: any (+10%)

Mechanical: any

Medical: any

Military: any (+10%)

Physical: any

Pilot: any

Pilot Related: any

Rogue: any

Science: any (+5%)

Technical: any (+5%)

Weapon Proficiencies: any

Wilderness: any

Secondary Skills: The character may also select six secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-clips for each, four grenades, survival knife, robot medical kit, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Also has full ceremonial Inquisitor outfit, including unique personalized uniform, Inquisition staff, and a full range of interrogation devices. Has a conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use.

Other Available Equipment: Vehicles include power armor, robot vehicles, conventional military vehicles, hovercraft, jet pack, tank,

APC, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for weeks. Also has access to vehicle and equipment repair. Note: Due to their special status, inquisitors may commandeer virtually anything that aids in the pursuit of terrorists.

Money: The inquisitor gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to all Coalition facilities. Plus a monthly salary of 2500 credits, starting off with one month's pay. The quarters for the inquisitor are the same as those for the military specialist.

Cybernetics: Any two cybernetic implants to begin, and additional cybernetics or bionics are not restricted.

Xp table: same as Techno-Wizard

Coalition States Postal Worker O.C.C.

By:

[Manuel Haendler](#)

The CS used a postal service similar to that of pre-Rifts Earth for years after its founding. The CS Post Office delivered packages, letters, and messages to anyone within CS territory, for a relatively low charge. However, with new advents in communications technology and the messenger skelebots, a few months ago the agency was deemed wasteful and unnecessary. Emperor Prosek disbanded it. Bad idea.

All of the postal workers had been given training in armed combat. This is because they often were alone in highly hostile territory surrounded by D-Bees, bandits, and the like. In addition, many of them were weirdoes anyway, with psychotic tendencies, who had been building their own stockpiles of weaponry for years. In short, Emperor Prosek fired a large army of mad dog killers.

Fortunately, many of these weirdoes were caught before they snapped. Some were thrown into maximum security mental institutions, and are now on their way to becoming productive members of society. Some were enscribed into the Coalition Special Forces, where they serve as assassins and extra firepower. But a few managed to slip through the fingers of the Coalition police, and ran off screaming and cackling into the night.

Now, the former postal workers are an unstable and heavily armed force of lunatics. They always travel and work alone. About half of them travel the major roads of North America, bushwhacking innocent passerby and stealing food and ammo. The other half engage in terrorist actions such as bombing or sniper warfare against any target which suits their fancy.

Strangely enough, few of these maniacs bear a huge grudge towards the CS. They were thoroughly indoctrinated during their training, and so most of them remain loyal (in their own strange way) to Prosek and the Coalition. No, these lunatics are far more likely to commit acts of violence upon D-Bees, men of magic, and innocent passerby. They are becoming a growing nuisance in Tolkeen (nobody knows how the bastards keep slipping in), and are a great plague to small towns bordering the CS. One postal worker, Dave Maxwell, has been engaging in a guerrilla campaign against the Xiticix for months. Rumor indicates that he single-handedly blew up a small hive city.

Alignment Require of lunatics. They always travel and work alone. About half of them travel the major roads of North America, bushwhacking innocent passerby and stealing food and ammo. The other half engage in terrorist actions such as

O.C.C. Skills:

Radio: Basic (+10%)
Detect Ambush (+5%)
Sniper
Wilderness Survival (+10%)
Demolitions (+20%)
Prowl (+20%)
Pilot Truck (+10%)
Navigation (+5%)
Read Sensory Systems (+5%)
WP Energy Rifle
WP Submachine Gun
WP of Choice
Hand-to-Hand: Basic

O.C.C. Related Skills: Select 6 skills from the following list.

Communications: Any (+5%)
Domestic: None
Electrical: Any except Robot Electronics
Espionage: Any (+10%)

Mechanical: Automotive and Weapons Engineer only
Medical: First Aid only
Military: Any (+10%)
Physical: Any
Pilot: Any (+10%)
Pilot Related: Any (+10%)
Rogue: Pick Locks only
Science: None
Technical: Any
WP: Any
Wilderness: Any

Secondary Skills: Pick 6 skills from the above list. All secondary skills begin at the base level of proficiency, with no bonuses.

Standard Equipment: CS Energy Rifle of Choice with 4 extra clips, Energy Pistol of Choice with 4 extra clips, 6 Grenades, 5 lb. of Plastic Explosive and Assortment of Detonators, Assault Rifle of Choice, Vibro- Knife, Survival Knife. Backpack, Binoculars, Air Filter and Gas Mask, Utility Belt, Camouflage Fatigues, Postal Uniform, Street Clothes, Tinted Goggles or Sunglasses, Compass, Maps of North America, Combat Boots, 1D6 x 100 credits. MDC Armor of Choice (usually repainted Coalition armor).

Vehicle: The vehicle will be either an automobile or a hovercycle. At the first opportunity, the character will probably want to steal a military vehicle (provided he or she knows how to drive one). Postal Workers like using power armor, but hate being cooped up inside it for too long (they get claustrophobic easily).

Cybernetics: None to start.

Xp table: Uses the Crazy experience table.

Coalition Psi-SAM OCC (also known as Psykers)

Attribute Requirements: IQ:12, PP:10, ME:12

OCC Skills:

Radio: Basic (+10%)
Pilot: Hovercraft(+15%)
Robot Combat Elite: UAR-1
Pilot: Robot's & Power Armor (+20%)
Read Sensory Equip(+15%)
Weapon Systems (+15%)
Running
W.P. Energy Rifle
W.P. Energy Pistol
W.P. Heavy Energy Weapons
HTH: Martial Arts
Boxing

OCC Related Skills: Select 7 at lvl 1, 2 at levels 3 & 6, 1 at levels 9 & 12

Communications: Any (+10%)
Domestic: Any (-5%)
Electrical: Basic (+5%)
Espionage: Any
Mechanical: Basic % Auto (+10%)
Medical: First Aid
Military: Any (+5%)
Physical: Any
Pilot: Any (+15%)
Pilot Related: Any (+10%)
Rogue: Streetwise

Science: Math Basic, Adv
Technical: Any
WP: Any
Wilderness: Land Nav & Hunting

Secondary Skills: Select 8

Standard Equipment: Same as SAM OCC, except UAR-Pysker replaces SAMAS

Equipment Available Upon Assignment: Same as SAM OCC

Money: Same as SAM OCC

Cybernetics: Not likely, prefer natural abilities.

Bonuses: +2 save vs. Psi., +1 save vs. Magic, +2 PE, +1D4 ME, +1D6 PP

Psionics: Roll D100

01-30: Minor Psionic: Select 2 from any one category except Super

-ISP: 2D6 + ME + 1D6/level

31-40: Major Psionic: Select 6 from any three categories except Super

-ISP: 4D6 + ME + 1D6+1/level

41-50: Major Psionic: Select 8 from any one category except Super

-ISP: 4D6 + ME + 1D6+1/level

51-70: Master Psionic: Select 2 from any one category including Super

-ISP: 4D6 + ME + 2D4/level

71-80: Master Psionic: Gets telemechanics at first level

-Select 1 additional power from any category at levels 3, 6, 9, 12 & 15

-ISP: 10 + ME + 5/level

81-99: None: Roll again on this table at levels 2, 4, 6, 8, 10, 12, 14 & 15 until a psionic type is aquired.

-Cannot pilot UAR-Pysker

-When character does get a psionics, multiply ISP by 2 and select 1 (possibly additional) Super power

00: Master Psionic: Select 2 from every category at level 1 including Super

-Select 1 from any category (except Super) at levels 3, 6, 9, 12 & 15

-Select 1 Super power at levels 4, 10 & 14

Coalition Special Service Commando O.C.C.

By:

[Christopher "Big C" Ferguson](#)

With the increasing numbers of enemies of the Coalition forces and the greater need for elite men to fight Prosek's battles comes the need for an elite fighting force that is not as expensive to operate as others. While his Swifts are excellent soldiers they are not quite as elite as Prosek wants them. The answer to that was his Death Knights. His Death Knights are without a doubt the absolutely best trained troops in the entire world. There is quite possibly no mission existing that they cannot finish. They can complete any mission versus any opposition under any circumstances any where, and any time. But, he found himself continually frustrated by the expense of the Death Knights. With their special Powered Armor and training, they were also pound for pound the most expensive troops on the planet. And the fact that half of the men he paid a million credits a piece to train didn't even live through it just made things worse. Effectively, he paid two million per troop. But one thing was certain, they were worth what he paid. The only problem is that he cannot afford to expand his Death Knights.

He decided that he needed some commandos that would be much cheaper to train and supply, but would nevertheless be elite. The result is the SS. The Special Service are given very little training indeed. Their primary means of training is field operations.

Recruits are heavily screened to ensure that they are fit for training, all but eliminating the possibility of training deaths. There are still many who drop out, but they are always given the opportunity to tryout for Centurions. This certainly cheapens recruiting costs. The training regimen is fast paced and intense. The entire training sequence lasts a mere 45 days, with classes in mental and physical hardening every day.

Reveille is at 4 in the morning. Students are herded directly into classrooms where they begin their studies. They receive training in piloting, first aid, intelligence, and survival. Their morning meal is eaten during the classes. At 8, when their morning classes end, they are ushered outside and put through torturous dexterity and agility exercises and intense stretching. After a noontime meal they

concentrate for four hours on physical endurance, doing hours and hours of impact aerobics until they feel like jello. At 4 the afternoon physical fitness ends, and they take their evening meal with them to their evening classes. Evening classes are marksmanship, mechanics, electronics, and physics. Now, granted, at the end of the 45 day training period they are not all THAT well trained. Their final test is a real mission. Because of their green status they are given a relatively easy mission, but the threat is very real. Those who return from a successful mission are placed in the SS ranks.

To simplify their logistical procedures and lessen the expense of equipping notoriously expensive Special Forces, these men are trained to use their enemy's weapons. They typically go very light, carrying only about ten pounds of equipment. They live off the land and their enemies. When they reach their objective, they either salvage assault vehicle parts for demolition, swipe heavier weapons from the armory, steal an enemy hover tank for a direct assault, or something similar. It is not unusual at all for them to return to Coalition territory flying enemy aircraft, or piloting enemy robots, or simply hauling all sorts of artifacts for the Coalition tech-weenies to drool over.

Alignment: Aberrant or Unprincipled only

Attribute requirements: IQ 14, ME 16, PS 10-14, PP 16, PE 16, Spd 12

Appearance: These commandos are relatively short and thin. Any recruit who is over 6 feet tall, or weighs over 200 lb. is dismissed and encouraged to join the Centurions, who adore large people. The reason for this is that Prosek can't afford to let anybody with a tremendous amount of muscle in. While anyone with a PS of less than 10 would be too weak, anyone with a PS of over 14 would simply be too big. There is a certain amount of muscular bulk that comes with being that strong, and that bulk would slow you down. (Note: I know the rules let someone built like Arnold Schwarzenegger move like Bruce Lee, but realistically I don't think so.) They don't want huge hulking men who need 10,000 calories a day to keep up their muscles, they need men who are relatively small and fast. Someone weighing 170 pounds will typically eat half as much as an avid weight lifter of PS 19 and 250 lb.

Special Abilities: Training bonuses: ME +1, PE +3, PP +2. With their special training and equipped with typical starting gear, an SS soldier can trek 50 miles a day without suffering any fatigue.

O.C.C. Skills: Because of the nature of their training, they do not receive any OCC Skill bonuses until after their Final Exercise. If the player wishes to begin playing the character after he has completed the mission, then this does not apply to you, but it gives the GM the opportunity to give you a Final Exercise as your first adventure.

Basic Electronics +15%

Electrical Engineer

Detect Ambushes +10%

Detect Concealment +10%

Land Navigation +10%

Intelligence +15%

Wilderness Survival 98%

Basic Mechanics +15%

Mechanical Engineer

First Aid

Acrobatics

Gymnastics

Prowl +15%

W.P. Energy Pistol starting at level 3

O.C.C. related skills: Because they spend so little time in training, they have few skills to start out with. But they learn them very fast. Choose 3 additional skills, 1 must be Piloting, and one must be Mechanical. Choose one additional skill with each increase in level.

All new skills begin at 1st level. The additional skills chosen are not limited by the below, which reflects training limitations. Rather, the new skills are limited to any skill which the character attempted on a mission during the previous level. The character need not have succeeded. For example, if a character tried picking a lock at 3rd level, whether he was successful or not, he may choose that skill when he reaches fourth level. The only exception is Physical. The character may not choose any skill which will bring his PS over 14 at any time.

Communications Any

Domestic Any

Electrical Any (+5%)

Medical Paramedic only

Military Any (+10%)

Physical Any that will not bring PS above 14

Pilot Any

Pilot Related Any

Rogue Any
Science Any (+5%)
Technical Any (+5%)
W.P. Any
Wilderness Any (+15%)

Secondary Skills: None. They are reflected in the above OCC related skill choices later. The nature of their missions, being long treks over land treks prevents them from having much free time, and limits their hobbies. The hobbies they do take up are the skills they choose as they progress.

Psionics: Under no circumstance will Prosek allow any psionics in the SS. There are many reasons for this. High ISP levels are much too easy to sense, Psionic powers are much too unreliable, and Emperor Prosek doesn't want any of his SS troopers to become reliant on anything other than their own target.

Starting Equipment: The SS is typically supplied with nearly nothing. What little they are equipped with is commonly available. The lack of equipment allows Prosek to supply them without much hassle. Small amounts of weapons that are assigned to them can easily be accounted for in inventories as stolen or missing without much question. Average SS operative will be issued a canteen, two grenades, a vibro-knife, an E-pistol with two extra E-clips, and cheese and crackers as survival rations. Anything else they steal from the enemy. One of the general assumptions is that if the enemy has no heavy weapons, then if you have hauled a bunch of heavy weapons 300 miles, you have essentially done it for nothing.

Equipment Available: None. They are expected to equip themselves.

Money: They are given a modest barracks room, 4 meals a day, and full access to recreational facilities. In addition, they have a 24,000 credit salary, 2000 a month. Each additional level of experience warrants a promotion, and each promotion gives them a 200 a month pay raise. So while a 1st level SS would receive 2000 a month, a 3rd level would be paid 2400 each month, and a level 10 commando would get 4000 a month.

Races allowed: Because of Prosek's intense hatred for anything not native, only humans are allowed. However, because of the fore mentioned reason that he doesn't want them reliant on anything but their target, he does not even allow any sort of enhanced human in. This includes cybernetics. Cybernetics might be traced to the Coalition. Cybernetics are also detectable, and they give the SS something besides the enemy to rely on. This also includes genetically engineered or drug-enhanced humans.

Enemies: Because of the nature of their operations, they really have no enemies. This is mostly because nobody knows who they are. These men are loyal only to themselves, other Special Service members, and Prosek. They answer directly to Prosek. The total lack of administration or paper work allows them to work in secret even within the Coalition. When they are sent on missions, they take generic, commonly available weapons and equipment so that if one is caught there will be nothing to implement the Coalition States.

Allies: None. See above.

Experience table:

- 1 0- 5,000
- 2 5,001- 10,000
- 3 10,001- 20,000
- 4 20,001- 40,000
- 5 40,001- 70,000
- 6 70,001-110,000
- 7 110,001-160,000
- 8 160,001-220,000
- 9 220,001-290,000
- 10 290,001-370,000
- 11 370,001-460,000
- 12 460,001-560,000
- 13 560,001-670,000
- 14 670,001-790,000
- 15 790,001-902,000

The Coalition Wolf-guard

By:
[D B Chow](#)

The soldiers known as the Wolf-guard are the mechanised arm of the Wolf-skin division. It was seen that while they were excellent for lightning attacks, a more powerful force was needed for a massive assault from the Coalition borders. The Wolf-guard are designed especially for combating in the wild, especially in forests, where they could make use of the natural cover. The Wolf-guard also adorn their suits with the hide of wild animals, giving them a fierce image.

Attribute Requirements: I.Q., P.E., P.P., M.E. 12 or higher.

O.C.C. Skills:

Radio: Basic (+10%)
Literacy (+10%)
Robot Combat: Elite
Read Sensory Equipment (+10%)
Weapon Systems (+10%)
Detect Ambush (+15%)
Detect Concealment (+15%)
Tracking (+10%)
Wilderness Survival (+10%)
First Aid (+10%)
Running
W.P. Energy Pistol
W.P. Energy Rifle
Hand to Hand: Expert (can be changed to Martial Arts or Assassin for 1 "other" skill)

O.C.C. Related Skills: Select 12 other skills. 2 must be Espionage, 2 must be Physical, and 2 must be Weapon Proficiencies. Gain additional skills as follows: 2 at level 3, 2 at level 6, 1 at level 9, and 1 at level 12.

Communications: any
Domestic: any
Electrical: Basic only
Espionage: any (+5%)
Mechanical: Automotive or Locksmith only
Medical: Paramedic only
Military: any (+5%)
Physical: any
Pilot: any
Pilot Related: any
Rogue: any
Science: Math, Chemistry, or Anthropology only
Technical: any
Weapon Proficiencies: any
Wilderness: any

Secondary Skills: The character may also select eight secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-clips for each, four grenades, survival knife, distancing binoculars, robot medical kit, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and SDC weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use. And of course, the infamous Wolf Guard power armor.

Equipment Available Upon Assignment: Vehicles include SAMAS power armor, Spider-Skull Walker, Enforcer UAR-1, other robot vehicles, conventional military vehicles, hovercraft, jet pack, tank, APC, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for weeks. Also has access to 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(s), the availability of items may be extremely limited.

Money: The Wolf-guard 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. Plus a monthly salary of 2000 credits, starting off with one month's pay. The quarters for the Wolf-guard are the same as those for the SAMAS pilots.

Cybernetics: Up to 4 cybernetic implants

Xp table: same as CS Military Specialist

The Wolf-guard armor was built around the core of the SAMAS suit. The flight system was removed, as that would be of little help in a forested area, and replaced with the following systems:

1.) Extra SAMAS rail gun and targeting system: especially designed for fighting in forests. With the trees acting as a barrier, repeating rifles, like the rail gun, were considered ideal. The Wolf-guard has an extra rail gun for increased efficiency; the difficulty in wielding two rail guns is compensated for by the "smart gun" system. The system does several things in addition to targeting. It can synchronize both rail guns to fire at the same target, become self independent firing (with no help from pilot) for one of the rail guns, and track the target.

Synch firing: the pilot fires at a single target, rolling to strike once for both guns. + 3 to strike in addition to the pilot's bonuses.

Independent firing: this is usually for the rail gun for the pilot's bad hand. The pilot tells the computer to lock on to one target and fire repeatedly at it. The computer has a + 3 bonus to strike. If the target is moving too fast, the computer may lose it. Also, the rail gun continues to fire until commanded not to.

Tracking target: this is mainly to conserve ammo. The computer estimates the target's speed and movement so that it could predict its movement. With the guidance of the pilot the rail gun could track a target if it is moving in and out of cover, and fire a controlled burst. + 4 to strike, in addition to the pilot's bonus.

2.) Extra grenade launchers: on the back where the engine should be are the grenade launchers loaded with 24 grenades. The pilot can choose the types of grenades. They will fire volleys of 1, 2, 6, 12, or all 24.

3.) radio, radar, and locker: below the grenade launchers are located the radio system, the radar, and a locker for the pilot's survival kit and personal items.

Roleplaying note: The Wolf-guard nicely complements the Wolf-skins, giving them extra cover fire and fashion tips on the wolf culls they both wear. Here's an few example. The Wolf-skin scouts may booby trap an area with trip wires and mines. When an enemy approaches they may set some off. Realizing that the Wolf-skins are around, they make a hasty retreat, only to find the Wolf-guard blocking the way, and become surrounded. The speed and agility of the Wolf-scout, also helps the Wolf-guard relative clumsiness.

A typical "Wolf pack" consists of the following:

1 Coalition Commissar
7 Wolf-skin scouts
3 Wolf-guard pilots

They also make great OCC's together, being specialized in different areas.

Coalition Wolf-skin Scout O.C.C.

By:

[D B Chow](#)

As more and more D bees crossed the Coalition's borders from the wilderness, Prosek and his generals realized that a new type of defense was needed to safeguard their territories. They would use grunts who had experience surviving in the wild as their first line of defense against "illegitimate immigrants"; these soldiers would become to be called the Wolf-skin scouts. They get their name from the hides of wolves they wear on top of their standard issue armor as well as their ferocity and organization in battle. They would be stationed at the borders of the state for months on end, keeping observations on any possible threat to the Coalition and acting as a watch out and sentry. Since their formation they have been used as hunting parties, escorts, trackers (usually with Dog Boys) and wilderness scouts.

The Wolf-Skin scout, known also as plain "Wolf-skins," is a versatile soldier, an expert in guerrilla warfare. In addition to the normal training they get at the Coalition's boot camps they are taught to live in the wild lands. Many were raised in the small villages around the Coalition wilderness in the first place, and already had experience living in the wild. Where your normal grunt could only secure a forest area, your Wolf-skin scout could hold it without assistance indefinitely. Where your normal wilderness scout could find the best possible trail, your Wolf-skin scout would make sure that it was free of any ambushes or traps. The Wolf-skin scouts have earned a reputation as the toughest and most hardened soldiers serving the Coalition.

Attribute Requirements: P.E., P.P., M.E. 12 or higher.

O.C.C. Skills:

Radio: Basic (+10%)
Literacy (+10%)
Fishing (+20%)
Detect Ambush (+20%)
Detect Concealment (+20%)
Tracking (+30%)
Sniper
Wilderness Survival (+20%)
First Aid (+10%)
Holistic Medicine (+10%)
Climbing (+15%)
Prowl (+15%)
Running
Swimming (+10%)
W.P. Knife
W.P. Energy Pistol
W.P. Energy Rifle
Hand to Hand: Expert (can be changed to Martial Arts or Assassin for 1 "other" skill)

O.C.C. Related Skills: Select 12 other skills. 2 must be Military, 2 must be Physical, and 2 must be Weapon Proficiencies. Gain additional skills as follows: 2 at level 3, 2 at level 6, 1 at level 9, and 1 at level 12.

Communications: any
Domestic: any
Electrical: Basic only
Espionage: any (+5%)
Mechanical: Automotive or Locksmith only
Medical: Paramedic only
Military: any (+5%)
Physical: any
Pilot: any
Pilot Related: any
Rogue: any
Science: Math, Chemistry, or Anthropology only
Technical: any
Weapon Proficiencies: any
Wilderness: any

Secondary Skills: The character may also select eight secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and energy sidearm of choice, four extra E-clips for each, four grenades, survival knife, distancing binoculars, robot medical kit, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, hunting rifle and shotgun of choice, nightvision goggles and sights. Conventional military vehicle of

choice (motorcycle, jeep, hovercycle, etc.) for daily use.

Equipment Available Upon Assignment: Vehicles include SAMAS power armor, Spider-Skull Walker, Enforcer UAR-1, other robot vehicles, conventional military vehicles, hovercraft, jet pack, tank, APC, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for weeks. Also has access to 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(s), the availability of items may be extremely limited.

Money: The Wolf-skin 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. Plus a monthly salary of 2000 credits, starting off with one month's pay. The quarters for the Wolf-skin are the same as those for the grunts. Most are currently stationed in the borders.

Cybernetics: None to start with, but implantation is not restricted. However, some may dislike cybernetics as they are unnatural.

Xp table: same as CS Military Specialist

I see these scouts more as outdoors men than regular grunts. They are like the really cool and silent scouts and green berets in those army movies, who could see a broken twig and identify who went where when and for what reason. As I said, they could survive in the wilderness indefinitely, by hunting any game nearby. Though they only get 2000 credits a month for their dangerous duty they make additional money selling furs and trophies to the black market. They may not be as loyal to the Coalition as other specialists, but Prosek has chosen to overlook this as they are such useful soldiers.

The Collectors R.C.C.

By:

[Argh23](#)

The Collectors are mysterious beings who began life as mindless probes sent by a forgotten race over five millennia ago. Only a few hundred years after their initial release, the probes were caught in a massive solar radiation storm that sent them careening thousands of light years off course and directly into a cluster of meteors. Most of the simple machines were destroyed in the violent waves that washed over them, but those who survived drifted across the emptiness of space for almost a thousand years, trapped in stasis as a result of their primitive programming. When they awakened, they had developed human-like sentience and abilities far beyond their original design. The memory of their origin was lost, but their mission remained; to gather information, to explore the many worlds of the universe. As they traveled from planet to planet, their numbers grew as did their knowledge.

Eventually, they made their home in the fourth moon of Tatstan, where the High Watcher sent forth the youngest of the Collectors to spread across the galaxy to complete the mission. After five hundred years of exploration, the Collectors will return home to share all that they have learned. The Collectors have developed a number of defenses as well as tools to help in their exploration of the many worlds of the Megaverse. They have developed some minor psionic powers, as well as a highly advanced multi-tool system. This system started as a basic repair system that was part of their original design, but has grown into a vastly superior function. All Collectors are born with the basic tools, but must use the Channeling, a form of meditation, to use the other devices. This involves lowering the internal power systems to allow the Collector to search its programming for the command codes to access the tools. To them, however, this is a religious rite, as they don't fully realize what they are. When they use a tool, it slides out of a small doorway in their skin. These doorways remain after the tool is used, and is how the Collectors determine age. The greater number of marks on the skin, the older and therefore wiser the Collector. All Collectors' tool commands are different, with the exception of the ones they are born with. However, on rare occasions, a Collector may discover that the command is common. This is revealed not by a message or a feeling; the Collector will just know. The tools vary from a gripping hand to a laser torch.

The Collectors are floating, metallic spheres roughly the size of a basketball. They vary in color, although all are a dull metallic, with most being a dull copper. All Collectors look pretty much the same, aside from color and tool pattern variation. They refer to themselves as "Collector (inset name)," and use the third person when communicating with others. They travel alone, but will gladly come to the aid of other Collectors whenever needed. There are about 400 Collectors currently exploring Rifts earth. They are very curious about the Coalition and will often openly ask how such a narrow minded group can lead so many. They will also want to examine the nexus points and ley lines.

The nature of the Collectors' internal systems is a mystery. The metal they are composed is impervious to anything found on Rifts Earth. Close inspection reveals that their bodies are made up of five separate pieces of this metal with paper-thin seams between them. Coalition scientist theorize that the Collectors are surrounded by a field of quantum energy controlled by some internal mechanism. This would explain the fact that the Collectors can be harmed; it is the energy field and not the being itself that takes the damage.

When a Collector "dies", the metal parts fall to the ground to reveal an incandescent orb of energy that invariably charges into space, presumably back to its place of birth. The metal shards left behind are only 1 inch in thickness, and the inner side is covered in highly advanced microcircuitry beyond the understanding of any scholar on Earth. The Coalition has also discovered that the energy field is only regenerated when the Collector absorbs energy from an outside source, be it from an E-clip or a human's ISP.

The Coalition sees these creatures as another alien threat that must be destroyed, but they also see in it the potential for a powerful weapon if they can control it.

It should be noted that the Collectors see themselves as observers and therefore do not believe they can be judged by human laws. They are intensely dedicated to acquiring knowledge and will often become impatient when kept from the unknown. They will not, however, harm or kill to obtain information. They do not think of themselves as higher beings and will treat others kindly and fairly and are eager to assist those in need as long as it doesn't keep them from their main goals.

Alignment: Typically good, seldom selfish, and almost never evil

Attributes: IQ 4D6, MA 1D6, ME 2D4, PS Sorry, no arms or legs, so NA, PP 2D4+10, PE 4D6 PB 16, Spd-Flight:2D4x10, Land: NA

Size: 1 foot diameter

Weight: 165 pounds

M.D.C.: 4D6+50

Horror Factor: 5

P.P.E.: 2D6

I.S.P.: ME+3D4x10

Average Life Span: Effectively Unlimited

R.C.C. Skills:

Speaks Binary (complex language using a series of 0's and 1's to relay data quickly and efficiently. A speech that would take an hour to speak in English takes only a few seconds in binary) 98%

Literacy 98%

Land Navigation 55%

Basic Math 98%

Advanced Math 80%

Tracking 45%

Locksmith 30%

Detect Concealment 35%

Intelligence 75%

Radio Basic 45%

Basic Electronics 50%

Track Animals 45%

Natural Abilities:

1. Levitate-up to 50 feet off the ground
2. Sense Psionics or Magic Energy up to 100 feet.
3. Doesn't Breathe, so immune to gas or suffocation.
4. Doesn't Eat, so immune to poison
5. Multi-tools (Special)-takes 1 melee to load a tool, can use up to two at one time. Player begin with the basic tools as well as three from the Minor list
6. Channeling (Special)-Can Channel once every day; loses 5 MDC for every hour of Channeling; Player can roll on the Minor list once for every 3 hours of Channeling at level one. At level three, the player can roll once on the Major list for every 6 hours; At level 6 the player can roll on the Minor once for every 2 hours, or the Major once for every 5 hours. Because of the complex nature of the energy field that keeps the Collector alive, they cannot heal without absorbing energy of some kind.
7. They can convert their own ISP or PPE into MDC at a rate of 2 ISP or PPE for 1 MDC. See the Energy Absorption tool for rules on external energy sources.

Basic Tools:

- ❖ Energy Absorption Tool: Able to absorb most forms of energy (ISP, PPE, electricity..) Range: 20 feet
Rate of Absorption: 1d4 ISP or PPE per hour, can be used to recharge ISP or MDC-1 ISP to 1 ISP or 4 ISP to 1 MDC;
Electricity works differently, converting the power directly to MDC, 1d4 MDC per hour
- ❖ Energy Detector: Detects energy and determines what kind it is. Range: 1 mile
- ❖ Flight Adapter: Allows the Collector to fly with a speed of 25 mph, unlimited range
- ❖ Language Translator: Translates language for the Collector. Requires 2D6 hours of calculation and at least 1 hour of observation of the language to translate; Collector will start with the language at 70%
- ❖ Utility Arm: A small arm that extends 1.5 feet with a three pronged claw at the end. Equal to PS of 15
- ❖ Ambient Energy Collector: This unit absorbs ambient energy and converts it MDC. Rate: 1 MDC per hour in most areas, 4 MDC per hour near or on Ley line
- ❖ Energy Pistol: Small pistol that feeds of internal power systems.
Rate of Fire: 1 per melee
Range: 50 feet
Payload: Unlimited (uses own internal power system)
Damage: 2D6 MDC
- ❖ Replication Systems: These systems are essential to the reproduction of Collectors. Each Replication system contains one of the five pieces of metal that make up a Collector. The reproductive process involves five Collectors joining in a pyramid-shape and expending 2/3 of their energy over 100 days time. In that time, the metal shards slowly separate from the five globes as they each give up a portion of the quantum energy field that surrounds them. At the end of the final day, the Collectors will separate to reveal a new, sixth Collector. The reproduction process is a sacred rite to the Collectors, and has little to do with love. Collectors reproduce after they have finished their five hundred year journey and have returned home.
Sensors of Note: Full 3-d vision, able to see infrared and ultraviolet light, nightsight up to 200 feet; hearing equal to that of the average human

Psionics: Telekinesis (Super), Telekinetic Force Field, Electrokinesis

Magic: None

Combat: Two Attacks per melee; attacks only with psionics or tools

Bonuses: +2 initiative, +3 to dodge, +2 strike, +5 save vs. horror factor

Damage: Only that done by psionics or tools

Equipment: none except their tools; they view anything else non-essential and a waste of time, but will, however, use guns or other external weapons if they think it is needed

Money: none; see above

Equipment: Just about anything can be used. Below is a listing of some other tools used by the Collectors.

Allies: trusts most humanoids

Enemies: Coalition

Collectors: Tool List

Here's the Tool lists for the Collectors. It's kind of small right now, but I'm working on a larger list.

A note about the Collectors and their tools: Collectors use the tools mainly to assist in exploring and not as weapons. However, if faced with a threat, they will resort to force. Some of these might seem unbalanced, but they were designed as construction devices rather than weapons.

Minor

- ❖ 1-8 Cloaking Device: This device bends light so that the Collector becomes invisible. It only affects light, though, so the Collector will still show up radar or any other sensor that doesn't rely on light.
- ❖ 9-17 Holographic Projector- Projects an exact duplicate of any image the Collector has scanned. It can be used to imitate a person or animal, equal to Impersonation skill 45%. The unit can be used with the Cloaking Device to allow the Collector to disguise itself. (Note- the use of a Cloaking Device for disguise is needed only when the Collector is too big to be covered by the holograph) Range: 5 feet The largest possible image is 50 feet tall by 10 feet wide Duration: Up to Five hours per day
- ❖ 18-27 Buzz Saw: A buzz saw mounted on a small arm. Range: 2 feet Damage: 4D6 SDC
- ❖ 28-36 Bio Scanner: Scans area for life forms. Can detect and locate life as small as an ant. Range: 1000 feet

- ❖ 37-45 Chemical Analyzer: Analyzes and identifies chemical compounds. Equal to Chemistry skill 60%. Range: 20 feet
- ❖ 46-54 Targeting Computer: Adds +5 to strike, adds 300 feet to optics range Motion Detector: Adds +1 to initiative, +1 to parry and dodge. Range: 100 feet
- ❖ 55-63 Computer Interface Port: Adapting interface port that can hook up to most computers. Equal to Computer Operations 50%
- ❖ 64-70 Force Shield: An invisible shield that adds 40 MDC Duration: 2 hours
- ❖ 71-79 Small Laser Torch: A small torch capable of cutting through most SDC materials Range: 5 feet Damage: 4D6x10 SDC Payload: Effectively Unlimited
- ❖ 80-87 Additional Utility Arm: Same stats as the basic utility arm
- ❖ 88-93 Spotlight: Think about it. Range: 2000 feet
- ❖ 94-100 Mini ECP Launcher: A smaller version of the ECP Launcher. ECP stands for Electrically Charged Pellets, highly-energized particles fired at high speeds to stun threats. Range: 600 feet Damage: 1D6 MDC, plus the victim must make a Saving Throw vs. Non-lethal poison or be paralyzed for 1D4 melee rounds. Payload: 10 shots; requires one full day to replicate 10 more shots at a cost of 5 ISP

Major

- ❖ 1-10 Particle Accelerator: A beam of magnetic charge that causes molecules to speed up to point that they dissipate, effectively disintegrating an object. It has two settings- organic and inorganic. If combined with the Chemical Analyzer, the beam can be set to affect specific substances; for example, the Collector could set the beam to a tumor without harming the patient, or destroy the sugar in food while keeping the rest intact. Range: 20 feet Payload: 5 shots per day
- ❖ 11-20 Particle Decelerator: A beam of magnetic charge that causes molecules to slow down to the point that they no longer move at all, causing the object to become solid to the point that the object shatters with a mere touch. It has two settings- organic and inorganic. If combined with the Chemical Analyzer, the beam can be set to affect specific substances. Range: 20 feet Payload: 5 shots per day
- ❖ 21-30 Magnetic Field Disrupter: A beam of magnetic charge that either increases or decreases the magnetic pull on objects. The beam has three settings: light- the gravitational pull of the object is increased or decreased by 1/3. If increased, those affected lose 1/3 of their speed and gain 1/3 of their PS/ if decreased, they gain 1/3 of their speed and lose 1/3 of their PS; medium- the gravitational pull of the object is increased or decreased by half. If increased, those affected lose 1/2 of their speed and their PS is doubled/ if decreased, their speed is doubled and their PS is reduced by half; heavy- the gravitational pull of the object is either too great for the object to move or reduced to nothing. Those affected will either be stuck flat on the ground or float away, completely at the mercy of the wind. Range: 50 feet Duration: 2D4 hours Payload: 3 uses per day.
- ❖ 31-40 Micro-replicator- Can replicate small, uncomplicated weapons (normal MDC swords or knives..), small foods, even clothing. The Collectors often use this to gain help from other beings Payload: Can replicate up to 200 pounds before it needs a recharge; recharge requires two full days Rate: Each 1/4 pound requires 1D6 melee rounds to replicate. Requires 1 ISP per 2 pounds replicated.
- ❖ 41-50 ECP Launcher: Electrically Charged Particle Launcher Range: 1200 feet. Damage: 4D6 MDC plus victim must roll Saving Throw vs. non-lethal poison with a -3 modifier or be paralyzed for 1D6 melee rounds Payload: 10 shots; requires one full day to replicate 10 more charges at a cost of 10 ISP
- ❖ 51-60 Advanced Cloaking System: Same as the Cloaking System above except this system leaves no energy traces of any kind; the Collector is totally invisible (with the exception of magic or psionic sensors) Duration: Up to 5 hours
- ❖ 61-70 High Powered Laser Torch: Able to cut through most MDC materials. Range: 5 feet Damage: 4D6x10 MDC Payload: Up to 10 hours per day
- ❖ 71-80 High Powered Buzz Saw: A buzz saw made of super-tough MDC metal mounted on a small arm Range: 2 feet Damage: 4D6 MDC
- ❖ 81-90 Null Force Field: A field of null for that stops all physical attacks, but not magic or psionic assaults Duration: up to two hours; requires 30 ISP to recharge before further use.
- ❖ 91-100 Storage Compartment: An internal storage compartment. The compartment is 15 feet high by 10 feet wide by 20 feet long. There is no air or communication with the outside world within the compartment, so transporting living beings inside isn't a good idea.

When I first created the tools, there were a bit more than this. However, while play testing, some of the tools turned out useless or insanely unstoppable. I just haven't taken the time to come up with more tools for the time being; however, creating tools is rather easy and leaves the character a lot of room to be creative. Enjoy.

Combat Joker O.C.C.

By:

[Joseph W House](#)

The Combat Joker came about along with the coming of the Rifts, as there were some unusual occupational hazards that had suddenly arisen with travelling across the country. Bumbling Brothers and Rally's Circus would have been decimated by the Rifts

and hordes of monsters, not because of the monsters but because of all of the pansies that kept running off because they were scared of the monsters - "you're a girly man." The only ones who had been nuts enough to stay and protect the circus from the hordes of angry, hungry, and generally unhumorous monsters were the clowns of Bumbling Brothers (don't touch this one. I'm gonna make this one later - so just step).

After about the first four months of general chaos all of those who'd run away from the circus eventually came back, much to the chagrin of the clowns. Many times the strong man or the acrobats would return and treat the clowns just as they had before, second rate, second string, sloppy seconds clowns. Of course this pissed a lot of the clowns off so the head clown Sir Pepsee gathered the clowns of the circus together and they had an ultra secretive high tech GATHERING OF THE CLOWNS... all of the clowns in the area crammed into the one and only outhouse that remained from before the coming of the Rifts.

At this ultra secretive high tech GATHERING OF THE CLOWNS <thunder> it was decided by the clowns that if they were to be the true protectors they would have to leave for a short time to train together and master their newfound combat abilities, but first they'd go and beat some respect into those damn strongmen and acrobats. After they'd felt that both the strongmen and the acrobats were significantly beaten they headed off into the local pubs and strip joints (those women clowns were a bit strange like that) none came out nor went in for three months.

None know just what happened in those pubs and strip joints, but what they did know is that those damn clowns came back with a vengeance (and they had these weird powers) ready for anything to come and try and destroy their circus - or take their beer and pornos. Since then they will not let any call them by the lesser term of Clown as some had now left to the courts of rulers of the world new kingdoms. Those clowns were clowns no more, now they were COMBAT JOKERS!

<eat popcorn in fear evil!>

Attribute Requirements: P.P. 12, M.A. 16, and a P.E. of 12 (for all of the alcohol)

O.C.C. Abilities and Bonuses:

1. Super Sobriety: it takes about one fourth (a fourth oz. of beer) per level of the Joker to get inebriated. Once inebriated the Joker may make a save every other mellee against the possible coming hangover. (Shoot you'd drink too!)
2. Funky Little Dance: The Joker knows how to do the super duper Funky Little Dance of Joker fame - you know the one, that damn little jig they do. For the dance to work they must first make a skill roll to see if they are successful (if they aren't they fall to the ground in a hilarious jumble). If successful the victim (the audience) may then make a roll to save (if they so choose to do so) against the Funky Little Dance. If a save is either not attempted or is failed the victim falls straight to the ground in gut busting bouts of laughter and is reduced to one attack per mellee and is -2 to strike. The Funky Little Dance is at 30% +5% per every level thereafter. **Note:** This can be attempted only twice per level per day. This can also be attempted during combat and the victim is at -2 to save since it's unexpected.
3. Talk Sh!t: this skill is perhaps the most dangerous of the Combat Joker's repertoire. The Joker must first make a roll to get the targets "buttons" (what pisses them off), if this roll is failed the target just sits and laughs along with the rest of the crowd. If the roll is successful then the Joker may make another roll to find something humorous to others about this (if this roll fails the crowd just sits there looking at the Joker because he just bombed the joke) if the second roll is successful then the target is now in a complete rage (and looking like an @ss) trying to attack the Joker, and the crowd is busting up. Bonuses: this is +1 to attempt at levels 3, 6, 9, 12, 13, 14, 15
4. Goof Ball: The Joker's basic Charm/intimidate is either +20% or 60%, whichever is higher. the joker can also go ahead and say whatever pops into their head attempt to make a charm/intimidate roll and if successful then the victim is laughing. If it is unsuccessful then they just seem weird.
5. Enhanced Healing: Heals three times faster than normal +10% to save versus coma/death. Each fourth ounces of beer consumed will heal 1D6 hit points and will grant a bonus of +5% to save versus coma/death.

Heavy Weapons: These guys just love big guns and cannons and sh!t like that. Due to their extreme love (they're freaks) for heavy weapons they suffer no penalties while using a heavy weapon and have a +1 to strike with a heavy weapon.

Horror Factor: When dealing with circus personnel (anywhere on Earth) they have an effective HF of 10 plus one at levels 3, 5, 7, 8, 9, 11, 13, 15. In other areas of the Megaverse (like phaseworld) this is an awe factor.

Falling/hits: due to their always falling and getting hit they have a bonus of +4 to roll with fall or punch

Low Life Span: These guys tend to make juicers and Crazies look sane (shoot these guys'll pick a fight with a Juicer or a Crazy)

O.C.C. Skills:

Speaks American 98%

Speaks one other 98%

Speak one language (+10%)

Acting/Impersonation (+15%)

Acrobatics (+10%)

Juggling (+15%)

Gambling (+10%)

W.P. Blunt

R.P.G. Design (+20%)

Offensive Driving (+15%)

Begging (+15%)

H2H Basic

O.C.C. Related Skills: Select four other skills from the choices below. Plus one at levels two, five, ten, and eleven.

Communications: any

Domestic: any (+5%)

Electrical: Basic only

Espionage: any (+10%)

Mechanical: Basic only

Medical: any

Military: Demolitions, Find Contraband (+5%)

Physical: any (+10%)

Pilot: any

Pilot Related: any

Rogue: any (+10%)

Science: Math Basic only

Technical: Lore and Art only (+10%)

W.P.: Any (tend to like big guns)

Wilderness: any (+5%)

Secondary Skills: none at first may choose two at second level, one at fifth, seventh, ninth, and eleventh.

Standard Equipment: Three tenpins (with silver bases do 2D6 S.D.C. as clubs), a vibro weapon of choice, a pistol of choice (energy or nonenergy), and a heavy weapon of choice, suite of light M.D.C. armor, clothes, two Jester's suits, goggles, oxygen mask, portable translator, survival knife, a knapsack, four wooden stakes, two supersoakers XP-250, and a hoverbike.

Money: depends on what circus they're with. Usually 2D6x100 per month, plus room and board. If the circus needs a protector then the pay will be 500\$ higher if they know the player is a Combat Joker.

Cybernetics: three to start (legal or not, it don't matter)

Combat Mage OCC

Roll up stats as normal for a human. Humans are the only race allowed for this OCC. The Combat Mage is a man of magic OCC. The combat mage must be male. Sort of like a Valkyrie must be female. Remember to get your GM's approval before using this powerful OCC. This class can be of any alignment, but only rarely are they evil.

Requirements: IQ: 12, ME: 10, PS: 12, PP: 10, PE: 12, Spd: 8

Bonuses (Special)

+3 to save vs. Horror Factor at Level 1

+1 to save vs. Horror Factor at levels 3, 5, 8, and 12

+1 to ME +2 to PS +2 to PP +2 to PE +1 to SPD

+5 HP +3d4x10 SDC

Psionics: A Combat Mage has the following Psionics:

Healing: Bioregeneration

Physical: Impervious to Fire, Impervious to Cold, Summon Inner Strength

Sensitive: Mind Block, See the Invisible.

Plus: Choose 2 more from the Physical category and 1 from the Healing category.

At Level 5, the Combat Mage gets the Psi Sword super psionic, but it costs 2x the normal amount of ISP and lasts for only 3 minutes per 4 levels of experience. At Level 7, the mage gets the Psi-Shield ability, but it only lasts for 1 minute per 5 levels of experience and it only ever has 45 MDC.

I.S.P.: 2d4x10+ME at level 1. Add 2 per additional level of experience. Saves as a Master Psionic.

Magic:

Base P.P.E.: 2d6x10+PE. Add 3d6 per level of experience.

At first level, the character has the following spells:

Thunder Clap, Fear, Befuddle, Turn Dead, Armor of Ithan, Energy Bolt, Invisibility: Simple, and Fire Bolt.

Also choose 3 first level spells and 1 second level spell at first level.

At every Level, a character may choose as many spells as his new level. He may choose them from the level 1 below his current

experience level.

X.P Lvl	# of Spells	Max Lvl
2	2	1
3	3	2
4	4	3

and so on.

Other Bonuses

- +1 to save vs. Psionics at levels 2, 3, 5, 7, and 13
- +1 to save vs. magic at levels 2, 4, 6, 7, 8, 10, 12, and 14
- +1 to parry and dodge at levels 2 and 7
- +1 attack at levels 3 and 10
- +1 to HTH damage at level 5

The Combat Mage and Vampires

A Combat Mage may never be turned into a vampire. Vampire MD attacks to SD if they are in direct contact with the Combat Mage. This means vs. Armor and MDC protection spells and psionics, the attacks are still full MD, but against the skin of the mage, they're only SD. Finally, by using all his melee attacks, a Mage can permanently remove 1d6 HP/SDC from a vampire. This damage is never healed back by the vamp., and it can kill a vamp. If the vamps HP falls below -30, but it would take to long unless the vamp. is properly restrained. On the same hand, if the vampire that the Mage harmed by this method kills the Mage, it gains back all the previously permanently lost HP/SD

The Combat Mage and Dragons

When a Combat Mage is fighting a dragon, the dragon's MD attacks on the mage's skin react just as the vampires MD attacks do, they convert to SD.

The Combat Mage and Other Supernatural Foes

When other supernatural foes but the above 2 fight a combat mage, they're attacks against the skin of the C. Mage are reduced by 1/2. The are not converted to SD and the minimum for a MD attack is 1.

OCC Skills:

- Radio: Basic (+10%)
- 2 Espionage of choice (+15%)
- First Aid (+10%)
- Demolitions (+20%)
- 2 Physical(+10% if applicable)
- 1 Pilot of choice, excluding Robot and Power Armor (+5%)
- Math: Basic (+15%)
- 2 Languages (+45%)
- 1 Literacy (+20%)
- 2 WP Modern
- 2 WP Ancient
- HTH: Expert

OCC Related Skills: Chose 5 from the following list. Chose an additional 2 at levels 3, 5, 7, and 13:

- Domestic: All (+5%)
- Electronics: Only Basic Electronics (+5%)
- Espionage: Any (+10%)
- Mechanics: Only Automotive mechanics (+5%)
- Military: Demolitions Disposal (+10%)
- Physical: Any (+5% if applicable)
- Pilot: Any but Robots or Power armor
- Pilot Related: Any (+5% on Weapon Systems)
- Rogue: Any (+5%)
- Science: Any but Archaeology, Botany, and Chemistry: Analytical
- Technical: Any (+5% on Lores)
- WP: Any
- Wilderness: Any (+5%)

Secondary Skills: Choose 3 from the above list, without bonuses. Choose 1 additional skill at levels 2 and 8

Equipment: Suit of LIGHT megadamage armor. Energy Pistol with 3 clips. Ancient Style Knife, Sword, Staff, or Club (SD ONLY). Canteen. A pair of sunglasses. Regular everyday clothes, a 2 piece suit, and a black ninja-type outfit complete with Tabi Boots for Prowling. A pair of combat boots for everything else and a backpack.

Credits: 2d6x10

Cybernetics: Will never willingly get cybernetic or bionic implants. They are also rejected by the body and fall off 2d6x10 hours after being implanted. If a stump is left, so be it.

Levels of Experience

1	0- 3,500
2	3,501- 5,000
3	5,001- 9,000
4	9,001- 30,000
5	30,001- 50,000
6	50,001- 90,000
7	90,001- 140,000
8	140,001- 190,000
9	190,001- 250,000
10	250,001- 350,000
11	350,001- 500,000
12	500,001- 700,000
13	700,001-1,000,000
14	1,000,001-2,000,000
15	2,000,001+

Combat Psionic OCC

Sort of like my combat mage, only this time it's a psionic. They tend to be heroic, with less than 4% in all the megaverse being evil.

Attribute Requirements: IQ 9, ME 13, PS 8, PP 7, PE 10, SPD 7

PPE: 3d6

ISP: 4d6x10+10 (add 10 per level of experience). Regains 4 ISP per hour of activity, 9 per hour of sleep/meditation

Bonuses:

+4 to save vs. Horror Factor
Considered to be a Master Psionic
+3 save vs. Psionics
+2 save vs. Magic
+2 save vs. Insanity
+1 save vs. Poisons
+1d4x5 SDC, +1 PS, +1 PE, +1 ME

Natural Abilities:

See the Invisible is automatic (like a dragon)

Psionics:

The following is a list of Psionics available to the character automatically:

Bio-Regeneration, Deaden Pain, Exorcism, Impervious to Cold, Impervious to Fire, Levitation, Mind Block, Nightvision, Resist Fatigue, Summon Inner Strength, Telekinesis, Sixth Sense, Bio-Manipulation, Mind Bolt (costs only 1/2 normal ISP), Psi-Shield, Psi-Sword (treat as if it were at third level up until 4th level), Telekinetic Force Field

Also Chose 1 additional power from all categories (including super) Thats a total of 4 more psionics powers.

Chose 1 additional Psionic from any category at levels 3, 5, 7, 8, 11, 13, and 15

Magic: None

Note: The Combat Psionic CANNOT be turned into a Vampire.

OCC Skills

Chose 2 Languages each at 85%
Wilderness Survival (+15%)
First Aid (+5%)
Athletics: General
Chose 1 pilot (+5%) excluding Robots and PA
W.P. Sword
1 modern W.P. of choice
2 Ancient WPs of choice
HTH: Basic (Can be upgraded to Expert at cost of 2 OTHER skills, assassin and martial arts not possible)

Other Skills: Chose 4 from the following list. Chose 1 additional at levels 2, 4, 6, 9, 12, and 14.

Radio: Radio Basic (+5%)
Domestic: Any
Electronics: Basic Electronics(+5%)
Espionage: Any (+10%)
Military: Any (+10%)
Physical: Any (+5% when applicable)
Pilot: Any but Robots and PA
Pilot Related: Any
Rogue: Any (+5%)
Science: Math Basic
Technical: Any (+5% to Lore, Languages, and Literacies)
W.P.: Any
Wilderness: Any (+5% when applicable)

Secondary Skills: Chose 3 skills from the above list without the bonuses.

Equipment: Traveling Clothes (Blue Jeans, T-Shirt, Underwear, etc.), Combat style Boots, Tinted Sunglasses, Canteen, backpack, 5 MRE's (each one has 1 days worth of food energy).

Armor: Chose one armor from the following: Urban Warrior, Plastic Man, Huntsman.

Weapons: Chose 1 Vibro Blade (including Neural Mace) of choice and 1 Ancient SDC weapon. Does not start with any MD blasters/Guns. Would rather use a Mind Bolt anyway.

Xp table: Use the Dog Boy experience table.

The Comquere

The Comquere are a race of humanoids from a planet in the Alpha Centauri system who were chased off of their homeworld by the vicious race of cyborgs known as the Mechanoids. The Comquere are, or were at one time, one of the most technologically advanced races in the galaxy, having produced clean burning energy sources, devices that cleaned and restored their once polluted atmosphere back to normal. They have produced devices of such wonder that most other races could not even comprehend their most basic function.

They have created living, sentient machines/computers, and traveled through the stars in massive spaceships capable of leaping across the galaxy in moments. The Comquere have explored every aspect of their nature, they have mapped their minds, stamped out disease, and made their world a utopian paradise.

But nothing warned them of their impending doom. One fateful day they watched in disbelief as the clouds of invaders swarmed in on their world and began to destroy everything in sight, their only contact was a radio message saying simply "Humanoids must be destroyed!" The following months were a living hell for the Comquere as they were hunted by the mechanoids, hunted and slaughtered. Finally they made a plan to escape their now hellish world.

They transported themselves to their fleet of ships and made a run for the open space beyond their system, with their superior engines and craft, they easily outran the mechanoid terrorists that pursued them.

The Comquere now wander the galaxy, searching for a new place to live, a new place to rebuild their fallen society. In their attempt to build the perfect, utopian society the Comquere had ruled out the possibility of needing weapons to defend themselves with, this mistake cost them their entire world, now they are among the finest weapon designers/builders in the known galaxy, if you want a good weapon, or any other piece of technology, the Comquere are the people to see.

Attributes: I.Q. 4D6, M.E. 3D6, M.A. 3D6, P.S. 3D6+4, P.P. 4D6, P.E. 3D6+6, P.B. 4D6, Spd. 3D6+5

Hit Points: P.E. + 1D8 per level)

S.D.C.: 1D4*10

M.D.C.: By armor only

P.P.E.: 3D6 or by O.C.C. (whichever is greater)

I.S.P.: 2D6 or by O.C.C. (which ever is greater)

Magic knowledge: The Comquere can learn to use any type of magic, the same as humans.

Psionic Abilities: Standard chance of having psionic abilities.

Natural Abilities:

All Comquere have the super power of Location Bridging. It is not known how or why they have this ability but they all have it. There is also a 10% chance that any individual Comquere will have more powers (roll on the table for number and type).

All Comquere have the ability to sense their exact location in the universe at all times. This is not useful for giving directions or coordinates, but the individual will remember exactly where they were if they ever need to transport themselves there again. A very few Comquere (1%) have a heightened Location Bridging ability, the same as that of Shifter, that allows them to traverse not only space, but time and dimensions as well (remember that this power only allows the individual to go to places that they have all ready been). In other words they can travel to any time period they have already been. Imagine fighting one of these guys who suddenly have sixty duplicates appear who attack at once then shift out!!!)

Combat Abilities:

Most Comquere do not train for combat, however, those that do train in a type of combat that closely resembles Ninjitsu (use the Ninjitsu Martial Art).

Bonuses:

+5% to all skills

+1 to Strike, Parry, and Dodge

Allies: Anyone, Comquere do not have any instinctive allies.

Enemies: The only instinctive enemy of the Comquere is the maniacal race known as the Mechanoids.

Appearance: The Comquere appear to be totally human except for their hair color which is sometimes not a color that native humans have, roll on the following table:

1-10% Green

11-20% Brown

21-30% Blue

31-40% Blond

41-50% Purple

51-60% Black

61-70% Orange

71-80% White

81-90% Red

91-100% Silver (metallic)

Life Span: 250 years

The Condemned O.C.C. Men of Armsa Optional O.C.C.

By:

[Lord VorTE](#)

Prologue #1

"You can't do this to me! I'm innocent dammit! Fuck you this is a big mistake! You guys are gonna be in for it! Let go of me!"

"Please! There's no point in struggling, you're only making this more difficult."

"I'm innocent dammit!"

"Please, we've been over this. Just lie still."

"You guys are gonna burn for this!"

"Would you like me to read you your last rights my son?"
"What? Shit. This is stupid I didn't do anything."
"My son, please, do you wish for me to read your..."
"Shut the hell up!"
"Very well. God bless."
"This is not happening. This is not happening."
"Syringe ready sir."
"Oh-my-god!"
"Do it."
"Get away from me! No. No! No! Ahhhhhh!"
"Little bugger!"
"Uhhh. I'll see you... in hell!"
"Is he?"
"Yes sir."
"Time of death, sixteen forty-three. Lets get him out of here."

Prologue #2

"Don't bother kid."
"What? Who are you?"
"Epsilon Six. I mean don't bother trying to remember. It doesn't really matter anymore who you were. Whoever you were you aren't anymore."
"But I don't even have a name dammit!"
"Right there on your shirt boy. Omega Nine. You're the last one in our battalion it would seem."
"I don't understand."
"You're not supposed to. If you were they'd of told us long ago. I've been here for three years, believe me, you're supposed to be in the dark, that's the way they like it."
"Three years? And you still don't know who you are?"
"I don't know who I was. Listen, around here its not who you were, its what you are, what you do that matters. I've been through over a hundred engagements and I'm still alive. I'll tell you what I am. I'm a survivor, and a damn good soldier. That's what matters."
"But why? Who are we fighting? What's with all the training? All the secrecy?"
"Dammit don't ask questions. There aren't any answers. We train and we fight, and we do it because they tell us to."
"But why do what they say?"
"Open your shirt."
"What?"
"Just do it... You see that scar on your chest? That's why. There's an implant in there, they put it there before you even wake up for the first time. They can use it to track you anywhere within a hundred miles of the nearest base or plane, they know where you are every second of every day. They can also use it to give you a pretty nasty jolt if you get out of line. If you push it too hard they can fry 'ya with the push of a button. That's why we do what they tell us to do."
"I don't believe this! What did I do to deserve this?!"
"Who cares. They certainly don't, I don't, you shouldn't either, cause once you're here you don't leave until you're dead. You're a nobody, just a number on a sheet, a statistic. The best thing to do is do your job and do it well. You screw up you die, you do your job you live. You keep the big guys happy everything'll be fine, you piss 'em off and you'll regret it."
"Well I'm not going to just sit by and let them screw with me."
"Listen kid! I've seen a lot of guys tougher than you come through here with big ideas! You know where they are?! They're all six feet under or in a bizillion pieces on some god-forsaken planet god-knows where! You hear me? There's no room for heroics here kid. The sooner you get your ass in gear the less painful its gonna be... There's the bell. Time for practice on the range. You just remember, don't be a smart-ass, you're here for one thing and one thing only..."

Good soldiers are hard to come by and casualties in war can quickly diminish the ranks of any army. In ancient times on old earth the armies of a nation were often filled with criminals since no one in their right minds wanted to be in the army and risk being killed. Recently the government of a fairly major insterstellar power has decided to recommence the practice of admitting condemned criminals into their ranks, effectively killing two birds with one stone. Conscripting heinous criminals guilty of such crimes as murder, rape and torture into the military would be intolerable to the general public and extremely dangerous on the battlefield, so a solution had to be found...

Criminals who have been sentenced to death and display the desired physical strength and skills are selected for the reorientation process. The criminals are taken to a standard looking execution. The standard lethal injection however is replaced with a metabolism reducing drug that from all outside appearances makes the victim appear to be dead. The body is carried away, supposedly to be buried or cremated, in reality the sedated criminal is taken to the government labs and the process of "reorientation" begins. This deception satisfies the victims and hides the terrible truth of what has just begun.

The criminal undergoes several medical procedures including neural surgery, injections, and sensory input in the procedure of erasing

the memories of the criminal and reinforcing a sense of duty, responsibility and submissiveness in the subject. They are then implanted with a small computerized chip about the size of a quarter in their chest. This implant can be used to track the exact position of the new soldier anywhere within a hundred miles of a special sensory device carried by supervisors and mounted on most military vehicles. The implant can also be used for discipline, delivering a nasty electrical shock directly to the soldier's nervous system inflicting great pain and stunning them for one melee (-3 to strike, parry and dodge). If the soldier persists in undesired behavior the implant can put the soldier into a coma or even kill him/her.

Once the criminals have been reoriented they are sent to join a company or battalion of other reoriented criminals like themselves. They are assigned a designation consisting of a greek letter (alpha, beta, omega) and a number from one to ten. The troops are expected to participate in daily grueling training and excersises to refine and maintain their combat skills. Insurrection or refusal to work is met with immediate punishment. There is no tolerance for poor behavior. Most reoriented soldiers never come face to face with any non-reoriented personnel with the exception of their commanding officer. The ex-criminals are deployed independently of the regular forces and isolated from the outside world at all times.

They have gained the nickname "The Condemned" from both their superiors who knows who they were and they have adopted it for themselves since they're destined to die one way or another. Be it on the battlefield or from their implants for disobeying their superiors. Most Condemned despise their superiors and their predicament but have broken spirits with no will to do anything about it. They fight because if they don't they'll die.

Attribute Requirements: P.S.: 12, P.E.: 12 or higher.

Alignment: Any except good.

O.C.C. Skills: All the old O.C.C. skills are frozen at whatever level they were when "killed" and "reoriented".

A total of five new secondary skills may be selected from the categories of communication, domestic, physical, pilot, rogue, technical, W.P. and/or wilderness. Only these five new skills continues to increase with experience (no bonuses). All "reoriented" soldiers are required to learn the following skills; W.P. Energy Rifle, W.P. Energy Pistol, and Running. If they do not have these skills from their previous O.C.C. they must select them as part of the five skills above.

Standard Equipment: GR-15AR Assault Rifle, HI-10 Heavy Laser Pistol, CAF Battle Armor or equivalent, field uniform, additional ammunition, two weeks of field rations and a medical kit containing 6 BTB tubes, an RMK and an IRMSS.

Additional Equipment: Weapons, armor, explosives, optics and military vehicles. The more loyal and trustworthy the soldier the more likely he/she will get requested equipment and may even get to use said equipment on a frequent basis.

Money: Gets 500 credits a month. Is provided with all lodging, food and clothing by the military.

Cybernetics: All have the tracer/pain implant described above. Some may have other cybernetics to replace lost limbs or as a reward for loyal service.

Conversion Notes:

- ❖ **Rifts:** While the Coalition would be more than likely to implement a program like this it is unlikely that they have the technical knowledge or time to do so. Triax would almost certainly not participate in such a program. W.P. Automatic Rifle and Automatic Pistol become W.P. Energy Rifle and W.P. Energy Pistol.
- ❖ **Palladium Fantasy RPG:** While the technological aspects of the process are obviously impossible in this setting they could easily be replaced by psionic or magic equivalents. Characters are likely to have been mercenaries, pirates, assassins or thieves.
- ❖ **Robotech/Macross II:** The world governments in either of these games are unlikely to be involved in such a program. This leaves either aliens or other, smaller governments such as the E.B.S.I.S.
- ❖ **Ninjas and Superspies:** Any major world government could run such a program. W.P. Energy Rifle and Energy Pistol become W.P. Automatic Rifle and W.P. Automatic Pistol.
- ❖ **Beyond the Supernatural:** Basically unchanged from above. Any major world government could run such a program, or could be sponsored by supernatural/alien beings.
- ❖ **Nightspawn:** This could be a project under the War Room or Spook Squad before or after Dark Day. In the alternative it could be a Nightlord sponsored operation.
- ❖ **Heroes Unlimited/TMNT:** Basically unchanged from above. Any major world government could run such a program, or could be sponsored by supernatural/alien beings.

The Courier and the New Pony Express

By:
[Rodney Stott](#)

The Courier O.C.C. based in part on the Pony Express Riders, and Truck drivers.

Please feel free to comment, in fact I would appreciate any comments on the courier and related material.. Hadrian

The courier is a adventurer who has a natural tenderness to explore and wander. The courier is a pilot/driver first and a warrior second. The courier is a skilled pilot preferring small fast vehicles, in the American west some couriers prefer real and robot horses. The courier fills an important roll in the post rifts world with its intermittent communications limited by lack of orbital satellites, ley line storms and mystical energy interfering with radio traffic. Only large empires such as Triax and the Coalition States could afford the infrastructure required for microwave and laser communications base and relay stations within its territory. Outside these area magic can fill in the need, but not everyone has access to the magic, let alone trusting a practitioner of magic. Out of this rose the need for men and women to carry messages and packages from one town to the next. The job of courier is a tough job, and a code of honour has developed between them (this code is detailed below and is similar to the code of the west).

Couriers tend to get to know a specific area, but are quite willing to explore the world, are a major conduit of news and ideas throughout North America.

Why a Courier O.C.C.?

Any character can deliver messages from one point to another, but the courier is a dedicated professional, trained in the arts of piloting. Couriers in the New West Couriers in the New West prefer to ride real and robot horses, but those closer to the coalition territories tend to ride hover cycles. For bigger jobs some couriers operate big transports, but these are pretty rare. The transport couriers prefer to call themselves Truckers than Couriers, messengers, or express riders.

The New Pony Express

The New Pony express was set up by a group of Courier Riders based out of Silvereno about 50 years ago, to provide communal support and protection for their members. The people who work for the Pony Express call themselves Express Riders, and the majority (85%) ride Robot and Real Horses on their errands.

The Express has set up small way stations throughout the West, with the old American states of Colorado, Kansas, Oklahoma, Texas and Arkansas. The way stations are small family places also acting as coach hoses and inns along the major trail routes. These way stations are supplied by the Pony Express and many run at profit. The way stations keep a supply of several fresh horses for Express Riders (see below for Rosie's a example Way Station).

Eastern Couriers

The couriers of the east have not formed a coalition like the express riders in the west and operates in small businesses. Most offer courier services to nearby communities but some offer delivery to other parts of North America. Eastern couriers prefer fast All terrain vehicles, hover cycles and even light aircraft, though some operate larger transport aircraft. They do not prefer to use real or robot horses, preferring in modern technology.

Couriers and the Coalition

The coalition sees couriers as a possible threat, and inconvenience, but also as a useful tool for propaganda purposes. The threat from the couriers is that they bring new and foreign ideas with them, and as such could pollute the idealism of the average CS citizen (e.g. bring in a copy of Erin Tarn's latest book of word of life outside of the CS). The CS does use the courier network for propaganda purposes though, for without it the recruitment of Juicers as part of Operation Phoenix Rising would have gone a lot slower that originally planned without the courier network spreading word or the treatment.

Couriers around the World

Couriers also exist in other parts of the world, I will only be covering published world books here, but is should be easily extracted to other places as they are published.

England and Europe

Couriers in Europe prefer light fast vehicles, and are generally restricted to the NGR and New Tarnow. Those who operate in England prefer using horses (both real and robotic) but some use magic.

Africa

No known courier networks are known to exist in Africa, but Non-human couriers may operate out of New Phoenix.

Atlantis

Inhuman couriers operate in Atlantis, and several known groups operate out of the Dimensional Market in Splynn.

South America

In South America couriers tend to use small fast bots and light aircraft operating down the eastern coast. The most numerous courier networks exist in the Silver River Republics.

Japan

The emergence of the Republic of Japan is pretty recent, but it did bring with them there own courier and postal services. These companies had reached out into the New Empire offering a non-technological based courier service.

Underseas

There are no known courier services operating in the Pacific and Atlantic oceans, but some Dolphins carry out some message delivery services.

Couriers in other Dimensions

Phase World

Courier services operate throughout the Three Galaxies, and generally consist of small operators in fast ships contracting out their services to freight companies. Phase World couriers could be best played by playing Runners

Wormwood

Couriers could be considered a life line throughout the kingdom of light, bringing news from remote settlements to the main cities, and bringing the news back again to the small settlements. Couriers also spare the need for knights of the Temple and Hospitallers to act as messengers for all but the most important of military messages, allowing the soldiers to be placed where they are most needed.

Courier O.C.C.

Base S.D.C.: as per adventurer

Alignment: Any generally a honourable alignment

Attribute Requirements: P.P. 12 and a P.E. pf 12 or higher

O.C.C. Skills:

Speak Native Language (98%)

Literacy Native language (+20%)

Basic Maths (+10%)

Radio Basic (+15%)

Land Navigation (+25%)

Read Sensory Equipment (+15%)

General Repair/Maintenance (+10%)

Horsemanship: Cowboy

Pilot Hovercycle (+20%)

W.P. Revolver

W.P. Energy Pistol

Hand to Hand: Basic

The Eastern Courier can trade in Horsemanship: Cowboy for any of the following skills at +10%, Pilot Automobile, Pilot Hovercycle or Pilot Airplane.

Hand to Hand: Basic can be upgraded to Expert for 1 O.C.C. related skill, and to Martial arts for 2 O.C.C. related skills.

O.C.C. Related Skills: At first level the courier can select 7 "other" skills, plus one additional skill at levels 3, 7, 11 and 15.

Communications: Any

Cowboy: None

Domestic: Any

Electrical: Basic Electronics only

Espionage: Any (+5%; +10% on Detect Concealment and Wilderness Survival)

Mechanical: Basic and Automotive Only (+5%)

Medical: First Aid or Paramedic only

Military: Any

Physical: Any, except acrobatics

Pilot: Any (+15%)

Pilot Related: Any (+15%)

Rogue: Any

Science: Maths and Astronomy only.

Technical: Any (+5%; +15% to all lore skills)

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets to select four secondary skills from the list, excluding those marked "None, o/oo at level one, plus 1 additional skill at levels 3,4,5,6,7,8. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All secondary skills start at the base skill level.

Standard Equipment (Western Express Rider): Suit of light M.D.C. body armour, Riding clothes, Saddle bags, Bedroll, Leather boots, High quality saddle, Spurs, Holster, 2 canteens, Sunglasses, Cowboy hat, A small hatchet, Survival knife, Vibro-knife, Utility

Belt, Binoculars, Laser Distancer, Flashlight.

The Express Rider can choose either a Horse or a Hovercycle.

Weapons include a S.D.C. six shooter (revolver or automatic pistol), a M.D. energy Pistol. The S.D.C. revolver comes with 48 rounds, and 24 silver rounds, and the pistol with 2 spare E-clips.

Standard Equipment (Eastern Courier): Suit of light M.D.C. body armour, suit of clothes, back pack, boots, utility belt, canteen, sunglasses, survival knife, vibro-blade, binoculars, laser distancer, flashlight.

The Eastern Courier can select a Hovercycle, motorcycle, or hover vehicle.

Weapons include a Energy pistol with 2 spare e-clips, and a energy rifle with 2 spare e-clips.

Money: Starts with 3D6x10 credits in universal credits, and 1D6x1000 credits in trade goods or black market items.

Cybernetics: Starts with none. Most couriers do not rely on cybernetics, and will only get them for medical replacements, and then they prefer bio-systems.

The Trucker Variant is a modified Courier, who instead of piloting small fast vehicles and horses they drive the big transport rigs. Truckers provide a necessary service transporting valuable materials to remote communities.

Truckers operate as independent operators, or sometimes work directly for a government or company.

Replace the following skills:

Horsemanship: Cowboy
Pilot Hovercycle (+20%)
W.P. Revolver

With the following:

Pilot Automobile (+25%)
Pilot Truck (+20%)
Pilot Tanks and APC's (+10%)

Standard Equipment (Trucker): Suit of light M.D.C. body armour, Travelling clothes, Bedroll, Leather boots, Holster, 2 canteens, Sunglasses, A small hatchet, Survival knife, Vibro-knife, Utility Belt, Binoculars, Laser Distancer, Flashlight.

The Trucker has their own truck, generally capable of being a all terrain vehicle (like the Mountaineer A.T.V.)

Weapons include a M.D. energy Pistol. And either a large bore shotgun or energy carbine The pistol has 2 spare E-clips, the rifle or shotgun will have 3 complete reloads if magazine feed or 30 rounds if single or double barrelled.

Experience Point Table: Use the Cowboy experience table from New West.

Code of the Courier

The couriers, especially those who are express riders have adopted a code, or creed that has become synonymous with the courier services in the post-rifts world. The creed adopted by the Express, and other couriers is based on a creed found in a book dating back to pre-rift times on the U.S. Postal Service. This creed changed slightly to that found in the book "Neither snow nor heat nor demon nor gloom of night stays these couriers from the swift completion of their appointed rounds" Those couriers who work for the Express live by this creed, as well as many other independent couriers and courier businesses. Couriers who do not at least attempt to get their deliveries through are looked down upon by others. The worst couriers though are those who throw their parcels away and run, or hand them over to bandits without a fight. In the express couriers who abandon their parcels are thrown out of the service unless they can prove extenuating circumstances (like magic).

Rosie's Way Station Rosie's is a typical Pony Express way station in the American New West, and is run by a middle age widow of Asian descent with the help of her 5 children. Rosie's way station consists of 3 wooden buildings, a stables, Inn, and the Express house. The stables houses the Pony Express horses (generally about 5 or 6 horses), as well as fodder and grain. Attached to the barn is a operators workshop, containing a small nuclear generator that provides power to all the buildings in the complex. The resident operator (Mark) offers basic repairs and energy clip recharging services for reasonable rates (book price + 5%) as well as offering recharging of electric vehicles. The Inn building is a two storey building, with a tavern on the lower storey, and rooms for rent on the top floor. The tavern on the ground floor is divided into several sections, a bar, restaurant and kitchen.

The prices at the tavern and restaurant are standard (as per New West) and accommodation is 40 credits a night. Both the Inn and operators workshops accept NGMI credits, Black Credits, CS Credits as well as Barter goods.

The Express house is a single storey house, and is the family home, it is also here that the Express riders stay overnight. Rosie operates the Tavern, and is the head cook, her eldest son Mark is a qualified operator/blacksmith and works out of the stables. Donna the eldest daughter looks after the accommodation, and helps out in the kitchen. Anne is a Express rider, based out of the Way Station, who acts as a courier for the local district, and is responsible for delivering parcels to the next station in the line. Frank the second eldest male, is a gunfighter and is responsible for the defence of the Station if it comes under attack (he took over this role after his

father was shot by bandits in a unsuccessful raid). Kerry and John are coyboys and look after the small cattle herd and farmland belonging to the Station. They also look after the Express horses stabled there and any coach traffic.

Creature Containment and Elimination Specialist O.C.C.

By:

[Andrew Brookins](#)

The Creature Containment and Elimination Specialist (now referred to as the CCES) is a different kind of Parapsychologist than the Ghosthunter and Psychic Detective. The CCES is primarily focused on investigation, and elimination of supernatural beasties. He has a big heart and cares for the innocent. He lives to see the lives crushed out of monsters that terrorize humans. These men and woman are often laughed at by most universities. To combat this common problem, the CCES usually uses normal Parapsychological research as a front for his more "exotic" studies. So, for example, Duke University (supposing they have a Parapsychology research department) is financing John Smith (a renowned parapsychologist-and secretly a CCES) for the study of DMILS theories and human behavior, while he's actually planning a trip to Tibet to investigate the disappearance of three villagers and claims of a "three-eyed snake-beast" sleeping quietly in the bowels of the villagers water well. He would have his colleagues setup a small "mock" experiment back at Duke to show the relation between DMILS (which, for those of you who don't know, stands for Direct Mental Influence on Living Systems) and human behavior-which will usually do very well, but somehow will be kept low-key and un-published. While, for the duration of the experiment, Smith will be fighting demons and atrocities with a couple of his team members. Of course, the CCES will know a few rogue skills (hey, if someone has a record that John Smith was in Tibet AND Duke at the same, his funding is screwed and he'll never get a job again-so he's going to need a few identities). He'll also probably have some kind of secret laboratory dedicated to the study of the anatomy of supernatural creatures and a large library of books and ancient mythological teachings. But now, without further interruptions, here it is.

CCES OCC Special Abilities and Bonuses:

1. **Recognize Supernatural Species on Sight:** This skill gives the CCES the ability to recognize what species a monster is, on sight. This ability is similar to the Lore skill group, although it is much more powerful. Because, as the Lore skill group divided into about five different skills, this ability encompasses all forms of supernatural beings. **Base Skill:** 30% + 4% per level of experience.
2. **Determine Species Weaknesses:** This skill fits hand-in-hand with the Recognize Supernatural Species on Sight skill. With this skill, the CCES can discover the weaknesses a certain species of supernatural creature has. Before he can do this, however, he must make a successful identification of the creature using the Recognize Species skill. Then he must follow the beast around for 1d4 days, logging his every move. After these things are done, the CCES is set to prepare a hypothesis on the nature of the creature's weaknesses. Of course, this is very risky, because the CCES will not know if his hypothesis is correct until properly tested (usually in the middle of combat with the beast). **Base Skill:** 30% + 5% per level of experience
3. **Distinguish Factual Information from Non-Factual Information:** With this ability, the CCES is able to separate the false claims or reports of supernatural beasts from the truly significant ones. Without this skill, the CCES would be risking his life and his career often times for nothing more than the wild ramblings of an old woman. **Base Skill:** 45% + 5% per level of experience
4. **Recognize Hidden Supernatural Terrors:** With this skill the CCES can, with a little investigation, see past a story or report that may be more than just a triple homicide with no suspect. He can gather information about the area that the murders were committed and cross-reference the place with any other significant happenings in the past 50 years. He may discover that the homicides have been happening like this for a long time, only nobody has ever noticed that the murders always occurred on Red Ridge road at 3:00 am on a Sunday, July 24th and always involved a young woman with blond hair. Just as they might have overlooked that every 5 years the same kind of murder happens again. This is just one example of the use of this skill. The CCES can also, with the use of this skill, recognize supernatural beings that may be hiding under human faces. Like say on his trip to Tibet, John Smith sat next to a man with white eyes that seemed to stare into him. Smith realizes something is wrong with this man after sitting with him for 4 and-a-half hours and decides he may be a vampire-slave of some sort. He uses his Recognize Supernatural Species on Sight ability to determine what kind of creature the man really is, and discovers that he is actually a Wempyre. **Base Skill:** 30% + 5% per level of experience.
5. **Calm Others:** The CCES can calm others when they are frozen in fear (by the use of verbal calming techniques, the CCES can reduce the horror factor of some form of Monster or Supernatural creature by 1 per level). The ability can work on 1 person per level of the CCES. **Base Skill:** 35% + 5% per level of experience
6. **Knowledge In The Use of Weapons Technology and Combat:** The CCES has trained himself (or taken part in classes) in the use of firearms and some basic martial arts moves that help him combat the supernatural. The character gets to pick 2 WPs of choice at 1st level. He gets an additional WP at levels 6, 10 and 15. Bonuses: +2d6 SDC, +1 PP, +1 ME, and +1 PS. The character is also skilled in HtH: Basic.
7. **Knowledge In the Use of Scientific Equipment:** The CCES is trained in the use of all the scientific equipment he uses to track, study, and kill supernatural predators. This includes imaging systems (infrared/ultraviolet, thermal-imaging, passive

night goggles, etc.), special cameras and recording equipment, atmospheric condition analyzers, etc. **Base Skill:** 50% + 5% per level of experience:

8. **Bonuses:** +1 save vs. possession, +4 save vs. HF, +2 save vs. psionics, +1 save vs. magic

Alignments: Any, but most tend to be of a good alignment, with some that lean towards selfish. Evil CCES are virtually unheard of, but there's always some guy who wants to rule the world :)

Minimum Attribute Requirements: IQ: 15, ME: 16

O.C.C. Skills:

Native Language of choice at 98%

Literacy: One of choice 98%

Math: Advanced (+20%)

Radio: Basic (+15%)

Computer Operation (+10%)

Research (+15%) Note: this skill is in BtS.

Psychology (+30%)

Parapsychology (+30%) Email me for this one.

Pilot: One of choice

Forgery (+20%)

Note: Special combat stuff is listed above in special ability #6.

O.C.C. Related Skills: Select 10 other skills, but at least four must be selected from Science.

Communications: Any

Domestic: Any

Electrical: Any

Espionage: Disguise, Forgery, and Tracking only

Mechanical: Basic Mechanics or Automobile Mechanics only

Medical: Any (+10%)

Millitary: None

Physical: Any

Pilot: Any, except millitary vehicles

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+15%)

Technical: Any (+15%)

W.P.: Any

Wilderness: Any

Secondary Skills: The CCES also gets to select 6 secondary skills from the previous list. These are additional areas of knowledge that do not get the bonus listed. All secondary skills start at first level. Also, skills are limited to Any, All, and None.

Standard Equipment: The usualy CCES who is funded by the Parapsychological Research area of a university or private organization will have the following items (or will need to buy them): 1d4 fake IDs, utility belt, 100 ft. light rope, sunglasses or tinted goggles, 1 or 2 small sacks, a backpack, flashlights and extra bulbs/batteries, petrie dishes, 35mm Cameras, Video Recorders, a transportation vehicle, Infra/Ultra optics systems, thermometers, portable temerature/humididty recorders, a laptop computer, portable magnitometer, all-weather matches, notebooks, tape measure, extra pair of clothes, travelling gear, and personal items. Note: see that post about Parapsychologist's Equipment for more ideas on equipment. The CCES is more of a rogue Parapsychologist than the others, and can acquire certain "special" equipment through underground connections. The GM should determine what to let the PC be able to get.

Weapons: include one handgun of choice and 10 reloads (however many bullets/clips that may be), one laser pistol of choice if in Rifts or any other MDC world and 2d4 e-clips for it, and each CCES will usually have some junky old illegal heavy weapon like a LAW Missile launcher in a secret compartment of the company van. This weapon will usually only have one or two shots left as a payload. Also, other weapons can be purchased, but they will have to be bought out of the CCES's salary.

Money: 2d6x100 credits or the same ammount of dollars.

Cybernetics: None to start, may get optical enhancements or whatever he needs to get the job done.

Crimson Warrior O.C.C.

By:

[Jonathan Willis](#)

Crimson Warriors are the elite shock troops of the city state of New Picton. The power armor is a holy relic, far superior in design to anything Triax or the CS have produced, and completely irreplaceable. All known suits of CW armor are accounted for by NewPic. Renegades exist, but these are rare and generally hunted down.

In general Crimson Warriors are much like GBs, except much more patriotic.

They are proud, brave and noble, the defenders of their people.

Alignment: Any but generally Good. NewPic military forces cannot have a criminal record so most are good or Unprincipled.

Attribute Requirements: P.P. 12, I.Q. 10, P.E. 12 or better

Appearance: Crimson Warrior armor is described below. The pilots must be healthy and fit.

Enemies & Allies: Same as NewPic. They have neutral relations with the CS, friendly with Traix and hate demonic legions like Atlantis

Starting Equipment: Crimson Warrior power armor with full weapons, Any light body armor, Energy rifle and 4 E-Clips, 6 signal flares, survival knife, utility belt, air filter & gas mask, walkie-talkie, three uniforms, dress uniform, boots, canteen, first aid kit, and personals.

Money: 2d6 x 1000 in credit. CWs get top money and luxuries.

OCC Skills:

Languages (English, Japanese) +20%

Literacy (English, Japanese) +10%

Land Navigation +8%

Radio: Scramblers +10%

Demolitions & Disposal +15%

Robot Combat Basic

Robot Combat: Elite (CW and one of choice)

Read Sensory Equipment

Weapons Systems

Intelligence

Boxing

Basic Electronics

W.P. Energy Rifle

Hand to Hand: Martial Arts

OCC Related skills areas/Secondary skills areas: Same as GB

of OCC related skills: 4

of Secondary skills: 6

Cybernetics: Starts with a universal headjack. May get other cybernetics later, but avoids bionics, since Borgs can't be pilots.

Races available to: Humans, Elves, Dwarves, Halflings and any other mortal humanoids. No race with natural magic.

Experience table: Same as GB

Crimson Warrior Power Armour

This type of power armor is depicted on the cover of Aliens Unlimited. It stands about 8 feet tall, fairly short and squat compared to other PA.

Its armor is a dark crimson colour (due to the construction, and this can't be painted over) with four gray spheres on the chest, and two gray cones protruding from the back.

Model Type: Gamma Technologies GT-4

Class: Heavy Assault Power Armour

Crew: One pilot

M.D.C. By Location:

Main Body - 820

Head - 350

Legs(2) - 350 each

Arms(2) - 300 each

Reinforced Pilots Compartment - 100

Phase Rifles(2) - 120 each

EMP Mines(4) - 60 each

Speed:

Running: 45 mph maximum

Leaping or Flying is not possible

Statistical Data:

Height - 8 feet 4 inches (2.5m)

Width - 5 feet (1.5m)

Length - 6 feet (1.8m)

Weight - 1.4 tons fully loaded

Physical Strength - Equal to a P.S. of 35

Cargo - Space for all the pilots possessions, but little more.

Power Systems - Unknown, average energy life is unknown but greater than 20 years

Black Market Cost: Not available. If a CW armor was to become available it would go for 200 million or more, plus NewPic would go to great lengths to retrieve it.

Weapons Systems

1. GT-4.1 Phase Rifles: These characteristic weapons of the CW armor fire high volt, phased electrolasers. Duplicating these weapons is the subject of much research at NewPic.

Primary Purpose: Assault and Anti-Armour

Secondary Purpose: Defense

Weight: Built into the armor

Mega-Damage: Inflicts 1d6 x 10 M.D. to mechanized opponents, plus pilots suffer 4d6 S.D.C.! The electrolasers are conducted straight through even M.D. insulation and protection.< Fires straight through force-fields (magical, psionic or otherwise) inflicting damage only to the physical body.

Rate of Fire: Equal to the pilots hand to hand attacks. Bursts and sprays are not possible.

Maximum Effective Range: 4000 feet

Payload: Effectively Unlimited

2. EMP Mines The CW also carries a set of mines on the shoulders. These mines operate on a similar principal to the phase rifles.

Mega-Damage: 1d6 M.D. plus pilots suffer 6d6 S.D.C. Same as Phase Rifles.

Blast Radius: 120 feet!

3. Hand to Hand Combat Same as a GB.

4. Sensor Systems of Note The CW uses a virtual reality interface. The pilot must have a universal headjack, and once plugged in can use any of his normal senses, including touch, taste, smell, sound and sight. Also get equivalent to multi-optics, radar, motion detection, and all the normal robot features.

Crystal Dragon Hatchlings R.C.C.

[Jonathan Willis](#)

Otherwise known as Diamond Dragons or Glitter Dragons, these magnificent beasts are incredibly beautiful, and hunted for their priceless skin.

Crystal Dragons are fairly rare. They resemble normal dragons, except their skin is a brilliant reflective surface like a diamond, giving them the benefits of Laser Resistant armor. This skin is usually white/translucent but can be blue, red, green, black and virtually any other non-metallic color. Crystal Dragons aren't as tough as other species of dragon, but still very powerful on a human scale.

Attributes: I.Q. 6D6, M.E. 5D6, M.A. 5D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 7D6 Spd. 5D6

P.P.E.: 1d4 x 10 + 20

M.D.C.: 1d6 x 50

Armour Rating: Skin is a mega-damage substance that is impervious to normal weapons. Magic, Psionics and most mega-damage weapons have full effect. The shimmering skin of a Crystal Dragon is laser resistant, so lasers and any light based attacks do half-damage.

Natural Abilities: Nightvision 90 ft, see the invisible, resistant to fire and cold, can bio-regenerate 1d4 x 10 MD every 5 minutes, and is never blinded by light regardless of intensity.

Fly: 50mph (80 kph)

Wings are laser immune (no damage from laser attacks) and can be used to parry such attacks (+3 to parry)

Aura of Light: The dragon can generate a bright blindly white light around itself. No damage (unless Vampire or similar, then 4d6) but opponents within 40ft are -8 to strike, parry and dodge while the light is in effect and 1d4 melees afterwards. Opponents within 120ft are -4 to strike, parry and dodge while the light is in effect.

Super-Nova: as a last resort the dragon can explode in an intense thermonuclear fireball, inflicting 2d4 x 100 MDC on everyone within 200 ft and 1d4 x 100 MDC on the dragon itself.

Psionics: Major Psionic, select any 8 powers from healing, physical or sensitive, and 2 super psionic powers except Mind Wipe, Psi-Sword and Possess Others.

I.S.P.: 3d6 x 10

Magic: Full understanding of Magic, but can cast no spells until 3rd level.

CS Anti-Juicer OCC

By:

[Manuel Haendler](#)

Shortly after the Juicer Uprising, Emperor Prosek and the heads of the CS military truly realized the destructive powers which those doomed warriors wield. Their perceptions and assessments of the Juicers changed greatly, and with it, their fears of the chemical warriors intensified a hundredfold.

It became clear that Juicers could not be allowed to exist within the underworld anymore. Their presence seemed too great a risk to take. So, the specially trained Anti-Juicers were created to destroy this menace or at least lessen its power. Anti-Juicers are volunteers who are specially trained in the tracking and assassination of Juicers. They are ruthless, loyal, and very effective.

The most important thing to remember about the Anti-Juicers is that they are unaugmented humans. They have no MOM implants, no bionic implants, no bio-comp systems, nothing other than their training and perhaps a few minor cybernetic implants. This is for two reasons; first off, Emperor Prosek did not feel comfortable having the "monsters" police their own, for fear that his assassins might turn against him. Secondly, the Juicers have a tendency to greatly underestimate humans, a fatal flaw which these lethal squishies can exploit very well.

All Anti-Juicers are extensively trained in terrorist and sniper tactics. It is clearly suicide for them to go against Juicers in hand to hand combat, so they use bombs, long-range rifles, poisons, and other such tools of assassination. If the Juicer catches wind of their presence and tries to attack, the Anti-Juicer will almost always flee (they are instructed to always have an escape plan ready).

In fact, Anti-Juicers are encouraged to use remote control bombs, so that they are not at the scene of the deaths and will not be identified or attacked. Juicer bars are a great place to leave such lethal packages. If that tactic can not be used, then the Anti-Juicer is trained to attack when the target is alone or vulnerable, and always from a distance. They typically aim for the head.

More than a few Anti-Juicers work undercover, getting jobs at local chop-shops, and then hunting down the customers or arranging for their Juicer conversion to go horribly wrong. The moment they fall under suspicion, they quit the job, kill the cyber-doc who employed them, and torch the clinic. Then, they move onto the next nearby chop-shop.

Currently, there are only 250 Anti-Juicers in the ranks of the Coalition. 75 of these live in Chi-Town and the Burbs, 50 are in Lone Star, 50 are in Iron Heart, 50 are in Free Quebec (trapped behind enemy lines), and the remaining 25 wander the smaller towns, tracking down individual Juicers.

So far, the Juicer community is oblivious to these assassins. Some have noted that Juicers (especially those who were leaders during the Juicer Uprising) have been dying or disappearing at a phenomenal pace and that Juicer bars and clinics keep getting torched, but nobody has linked these to the Coalition. Those few Juicers who have survived assassination attempts have not guessed the identities of their attackers, and any who have vanish within a week or two. Violence and sudden death are very common for Juicers, so nobody is really paying much attention to the sudden rash of murders.

However, the sporting community has been in a state of shock for the past few months, due to the recent deaths of so many of its finest Juicer athletes. The entire El Paso Assassins Juicer Football team was recently wiped out by a gas leak and cigarette spark in their hotel room, and famous gladiators Hans Mulman and Zeke Anthrax recently died (the former an apparent suicide, the latter a drug overdose), and more than a few minor-league Deadball and Murderthon players have simply vanished.

Notes to the GM: These characters would make very good NPC villains, and are an excellent way to spank Juicer PCs. They might make for good player characters in a Coalition-based adventure, having turned against their Coalition masters or helping a CS squad hunt down Juicers and bandits.

Attribute Requirements: IQ: 12 or higher, PP: 12 or higher.

Bonuses: +2 to strike on an aimed shot, +1 to initiative.

O.C.C. Skills:

Speak American: 98%
Literacy: American (+20%)
Three Languages of Choice (+10%)
Streetwise (+14%)
Streetwise: Drugs (+14%)
Prowl (+15%)
Demolitions (+15%)
Demolitions Disposal (+15%)
WP Sniper
WP Bolt-Action Rifle
WP Energy Pistol
Hand-to-Hand: Expert

O.C.C. Related Skills: Select 6 skills from the list below.

Communications: Any
Domestic: None
Electrical: Basic only (+5%)
Espionage: Any (+20%)
Mechanical: None
Medical: Forensics and First Aid only
Physical: Any (+5% where applicable)
Pilot: Any (+5%)
Pilot Related: None
Rogue: Any (+5%)
Science: Any (-5%)
Technical: Any except Art and Faerie Lore
WP: Any
Wilderness: None

Secondary Skills: Select 6 skills from the above list. Remember, secondary skills start at the first level of proficiency, and get none of the bonuses listed in parenthesis.

Standard Equipment: Triax Plain-Clothes Armor, 30-06 Rifle with Telescopic, Thermographic Scope and Two Clips of Ramjet Ammo, CP-30 or NG-45LP Laser Pistol (Player's Choice) with 4 extra E-Clips, 2D4 lb. of high explosives and an Assortment of Detonators.

Several suits of clothing, Dress Uniform, Distancing Binoculars, Utility Belt, Backpack or Suitcase, Flashlight, Lockpicks, Gas Mask, Portable Telephone, Phone Taps, Laptop Computer.

The character's vehicle will be nondescript and easily replaceable. Typically either a hoverbike or an automobile.

Money: 1D4 x 1000 credits for personal and living expenses, as well as a salary of 2500 credits every month. The CS will provide special equipment when needed.

Cybernetics and Bionics: Anti-Juicers get only minor cybernetics, nothing that they can become dependent upon. It is always their own skills which are their strength, not any cyber-doc's enhancements. All Anti-Juicers start out with a Drug Dispenser (great for faking overdoses), Motion Detector, and Type AB-2 Cyber-Disguise. They may get medical prosthesis later, but anything more is frowned upon.

Xp table: Use CS Special Ops experience table.

CS FASSAR-70 Skelebot R.C.C.

Recently, a Coalition squad operating in the Eastern United States came upon a strange, apparently D-Bee robot. The thing was very powerful, and had better armor or weaponry than any CS droid or borg had ever been given. After a long, hard battle, the squad managed to overwhelm and capture the bizarre robot. It was taken back to Chi-Town, where it was vivisected and studied. The robotics geniuses working there came to the conclusion that the alien robot had been a self-aware, sentient being, by studying its programming and memory banks!

Actually, the robot had been an experiment of ARCHIE 3 and Hagan Lovonovich. They had decided that they wanted to spy upon the inner workings of the CS, so that they would be aware of and could prepare for any Coalition actions which might affect them. Their robot had a small, almost microscopic implant located in the central core, which would transmit what the robot saw back to ARCHIE.

The Coalition scientists had recently been trying to create a new type of Skelebot, which would be sentient, but totally loyal to the CS. These intelligent robots could lead Skelebot squads into regions believed to be too dangerous for humans, but where sentient judgement or emotion would be needed.

Predictably, the CS tried to make a Skelebot based on the captured technology. So far, a dozen of these new, improved robots have been created. Of these, three are still in basic training, two are being tested at a secret military base, and the others are all leading squads of standard Skelebots on scouting missions around Free Quebec.

These FASSAR-70 Skelebots are transmitting everything that they see and hear back to ARCHIE, although they do not realize it. ARCHIE 3 and Hagan are generally satisfied with the results. While the spies have not transmitted back any useful information (yet), at least watching the war against Quebec is good entertainment.

FASSAR-70 Skelebots look pretty much like the normal "new style" Skelebots, but there are a few minor changes. To begin with, the sentient robots have heavier armor plating, resulting in a slightly bulkier appearance. Also, their heads are a tad more elongated, to store the large programming core.

They are capable of wearing modified body armor, but can not wear power armor. So far, the ones in the field have been instructed to wear Dead Boy armor at all times, so that people will think that they are merely humans.

It is important to remember that these robots each has an individual personality and mindset. They have to be taught most of their skills (although Basic Math, Languages, and any skill involving science or electronics can be programmed in before the robot's activation.) FASSAR-70 Skelebots have only two major commands in their programming, otherwise, they have totally free will. The prime directive is to remain loyal to the Coalition, not deserting or defecting, and following orders well. The secondary directive (one which the CS is unaware of) is to never, ever fire upon any of ARCHIE's robots.

They do not have any programmed opinions on D-Bees or men of magic, but in basic training, these robots are taught that non-humans are evil. However, like regular troops, some Skelebots may learn the truth (none have yet). While these enlightened robots know of the Coalition's evil, they are helpless to desert or disobey orders, due to their programming. Sometimes they have their programming changed by their new friends, or sometimes they manage to rationalize the decision to desert enough so that their programming doesn't act on it (Well, there's an evil dragon a few thousand miles away who could be a danger to the CS, so I'll help these guys defeat it, then return to my post). This is tough, though, requiring an ME everyday. Failure means that the FASSAR-70's mind is subverted by the programming, and it tries to travel back to its headquarters.

If the FASSAR-70 manages to desert, no Skelebots under its control will follow it. Their simple minds can not handle any deviations from the original plan, and they will just continue on to their mission, leaderless.

Emperor Prosek is of two minds on the FASSAR-70s. On one hand, he is deeply disturbed by the concept of a sentient robot. But on the other, he realizes that the FASSAR-70s could be used to safeguard valuable human life, and that their presence could make Skelebot squads almost totally independent. He may leave the ultimate decision up to his generals, who are passionately arguing the matter among themselves.

With a Robot Electronics roll at -30%, another person can rewire the programming in 1D4 hours. This can erase the existing programming, but cannot write in new programming. Failure means that the FASSAR-70 Skelebot self-destructs, doing 2D4 x 10 MD damage to anything within 10 feet, and killing the Skelebot instantly.

Alignments: Any. Many of them are aberrant, but the full spectrum of alignments and personalities is represented.

Attributes: PS: 30, PP: 18, PE: NA, PB: NA, IQ: 3D6, MA: 3D6, ME: 3D6, Spd: 23.

MDC by Location:

Hands (2): 30 each
Arms (2): 55 each
Vibro-Blades (2): 25 each
CV-213 Laser Rifle (1): 30
Legs (2): 85 each
Head: 90
Main Body: 195

*Destroying the head or main body will instantly kill the character.

Statistical Data:

Height: 7.5 feet

Width: 3.3 feet

Length: 3 feet

Weight: 425 lbs.

Cargo: None. Most FASSAR-50 Skelebots wear backpacks or utility belts.

Power System: Nuclear, average energy life is 10 years. At the end of that time, the power pack can be replaced.

CS Cost: 30 million to build. This will be cut in half if mass-production ever begins (50-50 chance). The Black Market has not even heard of these top-secret robots yet.

Weapons Systems:

FASSAR-30: C-200 Dead Man's Rail Gun: This is the same gun used by typical Skelebots, and is standard issue to the sentient robots. Some FASSAR-70s dislike this gun, and use a different weapon instead.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: Gun: 45 lbs, Short Clip: 10 lbs, Light Ammo Drum: 30 lbs, or Heavy Ammo Drum: 100 lbs.

Mega-Damage: A burst of 20 rounds does 4D6 MD, a single round does 1D4.

Rate of Fire: Equal to the bot's hand-to-hand attacks per melee round.

Maximum Range: 4000 feet.

Payload: Short Clip: 20 bursts, Light Drum: 30 bursts, Heavy Drum: 100 bursts.

Special Features: Laser targeting provides +1 to strike.

Hand-to-Hand Combat:

Restrained Punch: 3D6+15 SDC

Full Strength Punch: 1D6 MD

Power Punch: 2D6 MD, but counts as 2 attacks

Kick: 2D4 MD

Tackle: 1D6 MD

Head Butt: 1D6 MD

Vibro-Wing Blade (2): 2D6 MD.

Alternatively, the Skelebots may use practically any hand-held weapons, or can even pilot robot vehicles!

Bonuses: Impervious to biological attacks, and are +6 to save against magic or psionics affecting the mind. +2 to dodge and parry.

Sensor Systems of Note:

Optics: Full optics program, including visible light, infrared, ultraviolet, polarization, passive nightvision, laser targeting, and telescopic sight.

Radar: Can track up to 20 targets simultaneously, with a 2 mile range.

Motion Detector: 100 feet.

Radio Communication: Long-range radio (40 mile range), with a 70% chance of being able to listen in to enemy communiques and track transmissions. A radio network set up between the Skelebot and its squad allows it to silently communicate with and order around the non-intelligent robots under its control, and to take orders from headquarters.

Speech: FASSAR-50 Skelebots can speak in any language they understand, although their voices sound inhuman and mechanical.

O.C.C. Skills:

Hand-to-Hand: Expert
American: 98%
Two Languages of Choice (+25%)
WP Sword
WP Knife
WP Energy Rifle
WP (One of Choice)
Pilot Automobile (+20%)
Pilot Hovercycle (+15%)
Pilot Jet Pack (+15%)
Pilot of Choice (+10%)
Read Sensory Equipment (+20%)
Intelligence (+10%)
Basic Math (+5%)
Land Navigation (+20%)
Demon Lore (+10%)

O.C.C. Related Skills: Select 7 skills from the following list.

Communications: Any (+15%)
Domestic: None
Electrical: Any (+15%)
Espionage: Any except Pick Locks (+5%)
Mechanical: Robot Mechanics and Weapon Engineer only (+10%)
Medical: None
Military: Any (+20%)
Physical: Prowl only (+5%)
Pilot: Any (+5%)
Pilot Related: Any
Rogue: None
Science: None
Technical: Any
WP: Any
Wilderness: None

Secondary Skills: Select 4 skills from the above list. Remember, these skills get no bonuses and start at the 1st level of proficiency.

Cybernetics: None, and can never get them.

Equipment: C-200 Dead Man's Rail Gun with Ammo Unit of Choice, Energy Pistol with 2 E-Clips, 6 Grenades, Utility Belt or Backpack, Modified Dead Boy Heavy Body Armor.

The vehicle will be a CS jet pack. Since the character can run at speeds of up to 90 mph, land travel usually doesn't require a vehicle.

Xp table: Uses the Borg experience table.

The Cursed Psychic R.C.C.

By:
[James Calder](#)

The cursed psychic is a person who is frequently forced to sense the supernatural unwillingly. Nightmares, sensings, and haunting visions persistently plague this character. Whether it is clairvoyance, precognition, or telepathy, the character feels that the powers s/he has been granted are more a curse than a blessing. Sometimes the supernatural abilities manifest themselves randomly or when the character is in danger. Either this serves to help the

character or helps him go insane.

A disadvantage of the cursed psychic is the apparent lack of control over his supernatural abilities. There is one spectacular advantage of this class. Since the character does not have control over the powers, he does not "register" as a psychic. P.P.E. vampires and See Aura will not reveal the cursed psychic as a psychic.

Determining P.P.E.: Figuring out the character's potential psychic energy points is quick and simple. The total P.P.E. is 1D8. This is because the cursed psychic does not need the P.P.E. to select psychic abilities.

Determining I.S.P.: All psychic powers require the expenditure of psychic inner strength points (I.S.P.). With the case of the cursed psychic, there is no willing expenditure of I.S.P., but there is still the expenditure. The cursed psychic's I.S.P. is 4D6 plus 10 per level of experience beginning with second level.

Determining Psychic Abilities: The cursed psychic's abilities are slightly different from other psychics. The character does not choose the abilities. Instead, the character randomly rolls the abilities and then determines how they manifest themselves.

Powers Manifests (roll percentile):

01-20 Randomly

The powers and abilities appear at seemingly random times. It is left to the GM when and if the abilities manifest themselves.

21-40 Subconsciously Controlled

The powers and abilities surface when the character needs them most. Not by choice, just when the subconscious needs them. These experiences may explain some guardian angel phenomenon.

41-60 In Times of Duress

The powers and abilities manifest when the character is under strong or severe emotion. For instance, when the character is severely frightened (maybe when the character fails a horror factor check), a cursed telekinetic will suddenly throw a rock at a fiend.

61-80 In Times of Danger

The powers and abilities manifest when the character or his compatriots are in danger. For instance, a cursed clairvoyant will sense an oncoming car when his dog steps out onto the road.

81-00 In Times of Relaxation

The powers and abilities manifest when the character is at rest, meditation, or sleep. Visions and/or nightmares plague this character constantly.

1. **Power:** The character now decides with which power the cursed psychic is "afflicted." The player may choose a power that is apropos to how the power manifests itself. For instance, if the power manifests whenever the character is at rest, the player may want an ability that conveys information. The player may select any physical, healing, or sensitive ability. The power itself is a stronger version of the original ability (but at twice the cost). Double duration, range, and any effects. The player may select one psychic ability at levels 1, 4, 7, 10, and 13.
2. **I.S.P. Expenditure:** Because the character has no choice in the execution of her abilities, I.S.P. is expended a little differently. The character can actually use their abilities into the negatives. If this occurs, after the ability is used, the character drops into unconsciousness and will not awake until the I.S.P. level is brought back past 0.
3. **Psychic Invisibility:** The cursed psychic does not register as psychic. That means see aura will not reveal the cursed psychic as a psychic and P.P.E. vampires will not deem the character worthy to feed upon. These characters are not psychic beacons.

Bonuses and Vulnerabilities:

- ❖ Special: Needs a 13 or higher to save vs. psychic attacks.
- ❖ +2 to save vs. horror factor
- ❖ +1 to save vs. possession
- ❖ The character has a 5% chance of developing a random insanity (usually a phobia or may develop alcoholism or drug addiction) each time the power manifests. Only one insanity will be developed.
- ❖ The character may or may not have control of the effects of his abilities. They could be beneficial or detrimental.

Cyber-Farie RCC

By:

[Carl Backstrom](#)

Here is Doctor Artculus's (Rift's Sourcebook #1) newest creation's.

How he talked a band of faries, close to 500, to be transformed into mystical cyborg's is unknown. He was fascinated by using the faries inherent P.P.E to power their mystical cybernetic implant's. By sacrificing their magic powers and some of their natural powers the faries have been changed into powerful, if small, cyborg's. Even though most these faries enjoy their new powers some have been having second thoughts about their transformation and are searching for Doctor Articuluss to have him change them back (these are the most common to be found on Rift's Earth). Basically these faries have been changed from happy go lucky pranksters to serious little tank's.

M.D.C.: 15x1d6 **Note:** To completely destroy must be taken to -50 or they will regenerate)

Alignment: Any But most are Unprincipled

Horror Factor: 10 (by people who know faries and see what these have become)

Size: 5 to 9"

Weight: 4 pounds

P.P.E: 1d6

Age: Unknown (suspected immortal)

Attributes: I.Q. 3d6, M.E. 3d6+6, M.A. 2d6, P.S. 2d6 (supernatural), P.P. 4d6+4, P.E. 3d6, P.B. 2d6, SPD. 3d6

Disposition: Are more serious than normal faries, except when they are in the company of normal faries which is when they act extremely foolish.

Magic Powers:

Regenerates 1d4x10 MDC every thirty minutes.

Limb's grow back in an hour

Chameleon at will for 1 hour per day

Globe of Daylight (equal to level) 4 times a day

Sense Magic (automatic)

Teleport: Lesser (equal to level) 2 times a day

Psionic Powers: None

Natural Powers: Flys at 2xSPD Attribute

Attacks per Melee: 4

Bonuses: +6 to dodge, +4 vs. all poisons, +4 save vs. psionics, +3 to roll with punch

Cybernetics: All of these are magical and will regenerate if destroyed. Sensor hand, Multi-optic Eye, Wrist or Palm Needle with farie sleep serum (same as the farie sleep arrow), Magical Forearm Laser Blaster 2D6 M.D Range 200 ft (609m) 10 blasts recharges at 1 shot every 2 minutes

Weapons: Sometimes fairy bow or a specially designed weapon.

Skills of note: Same as Vagabond O.C.C.

Description: Basically the look like a tiny cyborg with metal lace wing's.

Xp table: Same as Vagabond

Cyber-Ranger O.C.C.

80 Years ago the Cyber Knights appeared. 60 Years ago the Cyber-Warriors appeared. A mere 20 Years ago (Circa 83 P.A.) the Cyber-Rangers appeared. A sort of super wilderness scout, the Rangers are the stealth and senses of the Cyber trilogy. They are silent and can make normal wilderness scouts seem as natural as Chi-Town.

Training: The Cyber-Rangers have probably the hardest training of any of the three Cybers. Their training begins at age 10, and continues until age 20. They must be taught by a Cyber Ranger of at least 7th level. Word has it that Lord Coake himself encouraged this branch's creation and helped in its separation from the Cyber-Knights.

Alignment: Any good or selfish.

Attribute Requirements: IQ 9, ME 12, PS 10, PP 6, PE 14, Spd 7

Psionic Powers:

Roll a 1d10. On a 1-8 The character has no psionics (With the exception of the choices provided later), only 1d6 ISP, and is considered a Minor Psionic. On a 9-0 (10) the character is a Major Psionic and may chose 5 powers from the following list at level 1 and 2 more at levels 3 and 7:

Bio-Regeneration, Deaden Pain, Healing touch, Increased Healing, Alter Aura, Impervious to Cold, Impervious to Fire, Impervious to Poison/Toxin, Resist Fatigue, Resist Hunger, Resist Thirst, See the Invisible, Sense Evil, Sense Magic, and Sixth Sense.

Powers: Chose 2 from the following 5:

1. Psi-Bow: A bow that shoots MD arrows up to 500 feet away. This is like a Psi-Axe/Sword in that it can be used indefinitely and costs no ISP/PPE. It does 1d4 MD at level one, 1d6 at level 3, 2d6 at level 6, 3d6 at level 8, and 5d6 at level 13. Effective range is 500 feet. If character chooses this, he automatically receives WP Targeting.

2. MDC Being: Drop all HP/SDC and the character becomes a MDC being with 3d6+1 MDC. Add 1d4 MDC at levels 5, 8, and 1. All physical skill SDC bonuses are DROPPED. They do not become MDC.

3. Enhanced Senses: Character automatically has nightvision to 200 feet, see the invisible to 500 feet, sense magic, sense evil, sixth sense, see aura, and can hear as well as a dog and smell as well as a Crazy.

4. Super Stealth: The character can, 3 times a day with each time lasting 2 hours, become totally Invisible to ALL methods of detection. This means not even see the invisible will detect him. He cannot be heard (unless he wants to be), and cannot be smelled. He still appears on Radar, and can be felt and has weight.

5. Enhanced Abilities: Add 2D6 to PE, 2d4 to PS, 1d6 to PP, 1d4x10 to SPD, 1d4 to ME and IQ, 1d6 to HP, and 1d4x10 to SDC (These latter two become +2d6 MDC if choice 2 is chosen).

Special Bonuses: Add a one time bonus of 2d6 to PE and SPD, 2d4 to ME, 1d6 to PS and PP, 1d4 to IQ. Add 1 attack per melee. Add +3 to parry and Dodge. Add +4d6 to SDC.

Saving Throw Bonuses: +2 save vs. poisons, +1 save vs. insanity, +5 save vs. Horror Factor, +1 to save vs. Magic. Cannot be turned into a Vampire.

P.P.E.: Permanent 4d4

OCC Skills

Language: 3 of choice (95%)

Literacy: Chose 1 from the above 3 languages (85%)

Cook (+5%)

Fishing (+15%)

Sewing (+5%)

Detect Ambush (+20%)

Detect Concealment (+20%)

Intelligence (+15%)

Tracking (+20%)

Wilderness Survival (+40%)

First Aid (+10%)

Holistic Medicine (+15%)

Athletics: General

Climbing (+20%)

Prowl (+30%)

Horsemanship (And riding animals in general) (+15%)

Math: Basic (+10%)

Lore: Demons and Monsters (+15%)

WP 3 ancient of choice

WP 1 modern of choice

Hunting

Identify Plants and Fruits (+30%)

Land Navigation (+50%)

Track Animals (+20%)

HTH: Expert (Can be changed to Martial Arts at the cost of 3 Other Skills)

Other Skills: Chose 5 from the following list. Chose 1 more at levels 4, 5, 7, 9, 12, and 15

Communications: Radio: Basic (+5%)

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+10%)

Mechanical: None

Military: Any (+5%)

Physical: Any (+10% when applicable)

Pilot: Any but Robots and Power Armor & Tanks and APCs

Pilot Related: Any

Rogue Skills: Any but Hacking (+5%)

Science: Biology and Botany (+10%)

Technical: Any but the 2 Computers. (+10%)

WP: Any

Wilderness: Any (+15%)

Secondary Skills: chose 4 more from the above list without the bonuses.

Gear: One set of light or medium MDC armor. One MD rifle with 3 clips, Vibro Knife, Combat Fatigues and Combat Boots. Blue Jeans and T-Shirt, Backpack, Canteen, 1 Protein Healing Salve. Do not like vehicles and prefer riding animals.

Money: 1d4x25 Credits

Cybernetics and Biosystems: CANNOT RECEIVE THEM. Some strange force will not let a doctor implant a bio or cybersystem on a Cyber Ranger. The object being placed will not go with in a 1/2 inch of the character. No matter how hard or fast it is being pushed/going. This does not affect other characters cybernetics or biosystems. Only ones that are being put in the Ranger.

Code of Honor: Defend the Weak. Protect the Innocent. Help the Needy. Slay Evil. Protect INNOCENT animals (this does not include intelligent species, they fall under the Help Needy clause).

Xp table: Use the Dragons table.

CYBER-RUNNER O.C.C.

By:
DaBeechMan

Designed For Use As An NPC Villain

None of the -Runners likes or even respects the Cyber-Runners, or CR's. To call any other -Runner a CR is an incredible insult, and will likely get the one who said it killed. CR's are ruthless, uncaring souls who seek only to destroy the other types or -Runners and anything that stands in their way. Their powers are gained by way of a techno-wizard cybernetic implant so powerful that even the hyper-phobic Coalition has looked into these.

Alignment: The C-Runner will have eight personalities, one of each alignment.

To see which one comes out at any one time, roll 1d20. On a 1-19, the diabolic personality will surface, On a 20, roll 1d8 and consult the table

Surfacing Personality Table

- 1=Diabolic
- 2=Aberrant
- 3=Miscreant
- 4=Anarchist
- 5=Unprincipled
- 6=Scrupulous
- 7=Principled
- 8=Diabolic

The number that is rolled corresponds to the personality that surfaces. Note that only the Diabolic and Miscreant personalities can use the CR powers, but each personality is only aware of the other (the Diabolic personality will NOT let the Miscreant personality out because "he's a wuss." The Miscreant personality won't let the Diabolic personality out because "that guy's crazy.") The other personalities, however, are aware of all the other personalities and usually (50% likely for anarchist, automatic for others) will feel guilty for the havoc the evil personalities bring about. NONE of these personalities will let the Diabolic or Miscreant personalities surface if they can help it.

Requirements: none

Bonuses: +3 to all attributes

Psionics: Psi-Sword, Psi-Armor, Bio-Manipulation, all kinds of -kinesis, Hypnotic Suggestion, Telepathy, and Death Trance.

I.S.P.: 500 Permanently

Magic: None.

P.P.E.: 6d6

Skills: As per former OCC, but gains Pilot Robots & PA (what's honor to a CR?)

Money: These guys are greedy beyond all human belief. Often, the typical CR (which, I will stress again, is a VILLAIN and should NEVER be used as a player character,) has at least 20 million credits and 100 million in black market items.

Gear: Varies from CR to CR, but ALWAYS has: a suit of power armor, various kinds of rune weapons, usually several robots, and a whole lot of other valuable stuff.

Allies: Evil personalities: Splugorth and Coalition

Other personalities: Anything else (note that Aberrant counts as an "other" personality)

Enemies: Evil personalities: Anything that could be considered a friend of the other personalities

Other personalities: Splugorth and Coalition

Enhancements: Any

Cyber-Warrior O.C.C.

About 80 years ago, the Cyber Knights emerged. What no one knew was, about 60 years ago, an off shoot of the Cyber Knights occurred also. Called the Cyber-Warriors, they are similar to the Cyber-Knights, but more concerned with raw combat. They were also mostly Unprincipled. Their numbers remained few (less he 100) up until 5 years ago. Their numbers have since tripled and are still growing (Only nowhere near as fast). The Cyber Warriors are all good, but a good comparison between the Cyber Warriors and Cyber Knights would be the Knights of Camelot and the Rival Cavaliers. The Warriors are a rowdy bunch who love a good scrap and never back down. But their nowhere near as civilized or intelligent as the Cyber-Knights.

Training: Unlike the Cyber-Knights, all the Cyber Warriors have do is train with a high level Cyber Warrior for 2 years. He teaches them all they need to know. This warrior must be of at least 5th level. The PC will always start at first level.

Alignments: Any, but only .5% are ever evil. If evil, the character loses the Psi-Axe ability.

Attribute Requirement: PS 12, PP 6, PE 11, Spd 6.

Psionic Powers

Roll a 1d10. On a 1-9, the character has no psionic powers but the Psi-Axe, and has only 1d4 ISP and is considered a Minor Psionic. On a 0 (10), the character gets the Psi-Axe AND chose 1 power from each of the categories (Not including Super). ISP is 1d4x10 +2 per level of experience and the character is considered a Major Psionic.

Powers:

Psi-Axe: Similar to the Psi-Sword, the Psi Axe is more powerful. It follows the same rules of it looks reflect its user. The starting MD is 2d6. Add 1d6 at levels 2, 3, 5, 7, 8, 10, 13, and 15.

Special Bonus: Add a one time bonus of plus 1d6 to PS, PE, and Spd. Add a 1d4 Bonus to PP and ME. Add 2d4x10 to SDC and 1d6 to HP. Add a +1 to roll with punch and a +5 to SD damage from HTH. Add a +1 save vs. Magic and Horror Factor. Heals 2x Normal Human Speed.

P.P.E.: 4d6.

OCC Skills

Language: 2 of choice at 80%

Radio: Basic (+10%)

Detect Ambush (+15%)

Detect Concealment (+10%)

Wilderness Survival (+20%)

First Aid (+10%)

Demolitions (+15%)

Demolitions: Disposal (+15%)

Body Building and Weight Lifting

Boxing

Climbing (+15%)

Prowl (+15%)

Wrestling

Pilot: Chose 2 (+10%)

WP Axe (I am not sure which book this is in, but if you can't find it, use WP Blunt.)

WP 2 ancient of choice

WP 2 modern of choice

Lore: Demons and Monsters (+10%)

Land Navigation (+15%)

HTH: Expert (Can be changed to Martial Arts at the cost of one Other Skill.)

Other Skills: Chose 4 at level one, and an additional 2 at levels 3, 5, 7, 8, 12, and 14.

Communication: None

Domestic: Any (+5%)
Electrical: Basic Electronics
Espionage: Any (+5%)
Mechanical: Automotive Only (+5%)
Military: None
Physical: Any (+10% when applicable)
Pilot: Any (+5%)
Pilot Related: Any
Rogue Skills: Any but Hacking (+5%)
Science: Math: Basic Only (+5%)
Technical: Any (+5%)
WP: Any
Wilderness: Any (+5%)

Secondary Skills: Chose 5 skills from the above list without bonuses.

Gear: One set of MDC armor (usually Heavy), One MD Rifle with 4 clips, A set of Dress Clothing, Gas Mask, tinted sunglasses, 2 quart canteen, 2 Protein Healing Salves, Combat Fatigues and Combat Boots. Has no vehicle to start with.

Money: Starts out with 1d4x100 Credits.

Cybernetics: Starts with Cyber Armor identical to Cyber-Knights and chose one type of cyber eyes if you want. May get cybernetics later, but after three types (Not including Above eyes and Armor) reduce PPE and ISP by half. Never below 1 and round up. Cannot receive Bionics.

Code of Honor: Follows the code of the Cyber Knight.

Xp table: Use the Cyber Knight table.

Cyborg Reporter O.C.C.

By:
[BJ](#)

Despite the secrecy surrounding their Cybog modeling, these folks are usually good people. They're helpful, nice, and, while they're first priority is a story, they do do that whole "heroics" thing and help others. They also share the company's open-mindedness to Non-Humans, magic, mutations, psionics, and the whole bit. But, the only belief which they all hold and will NEVER betray is their secrecy over their alien cyborg model. Nobody learns anything about it, except trivial stuff like it's origin, the company's reason for secrecy (which is perfectly good and legitimate-no secret agendas), and other such unimportant information. Note that this is a bit of a combat oriented reporter, sort of like a beserk Rogue Scholar on Steroids.

Attribute Requirements: IQ 12, ME 7, MA 13, and a willingness to submit oneself to bionic conversion.

O.C.C. Bonuses (NOT including Cybernetics): +2 to Initiative, +1d4 to MA

O.C.C. Skills:

Cryptography (+10%)
Radio: Basic (+30%)
TV/Video (+20%)
2 Espionage Skills of choice (+10%)
First Aid (+5%)
1 Pilot Skill of choice (+15%)
3 Rogue Skills of choice (+20%)
Streetwise (+25%)
Literacy: 2 of choice (+20%)
Language: 3 additional (+30%)
Writing (+40%)
WP Energy Pistol
Hand to Hand: Expert. Can be upgraded to Martial Arts at the cost of one "other" skill.
O.C.C. Related Skills: Select 8, and an additional 2 at levels 3, 6, 9, 12, +15.
Communications: Any (+20%)

Cowboy: None
 Domestic: Any
 Electrical: Any
 Espionage: Any (+5%)
 Mechanical: Any
 Medical: Any, except the two MDs
 Military: None
 Physical: Any, except Gymnastics and Acrobatics
 Pilot: Any (+5%)
 Pilot Related: Any
 Rogue: Any (+10%)
 Science: Any
 Technical: Any (+20%)
 WP: Any except Heavy and Heavy Energy
 Wilderness: Land Navigation only
Secondary Skills: Select 6, +2 at levels 4,7,10,13
Standard Equipment: Portable recorder/player and headphones, portable language translator, notebook, 3 pens, backpack, set of TX-11 "Plain Clothes" body armor of choice, suit of light body armor of choice, energy rifle, 2 energy pistols, and vibro-blade of choice, 2 extra E-Clips for each weapon, and a hover vehicle or ATV of choice.
Money: 2d4X1000 in credits
Cybernetics: See CB-1 Recorder 'Borg model, and select 3 implants of choice.
Experience Table: Use 'Borg Experience Table.

Daemonite R.C.C.

The Daemonites are a race of evil alien creatures who came into this world before the time of rifts. There was originally a mistake in sending the Daemonites and Kherubim (their arch enemies) were sent to earth. It was a small number of each race transported. Both integrated into the earth society and prospered. The Kherubim had good intentions, while the Daemonites sought to conquer the earth. They slowly built their numbers and sought out a way to bring their kin to earth in order to conquer it.

The Daemonites were not very successful in their quest until the time of rifts. The Daemonites are magical creatures who gained strength and confidence with the rebirth of magic on the earth. With this new found strength and power, the Daemonites set their plan in full gear. They utilized their unique power to gain strong warriors and to discover ways to find their home world.

The Daemonites continue to work to find their home world. When and if they do, they will call forth all of their forces to conquer earth and all the connecting realities through the rifts. The Daemonites are not super powered or super strong creatures. It is there amazing ability that sets them apart and their devotion to the cause that motivates the entire race to succeed. The Daemonites can possess and take control of any being. This process is painful and destructive for the victim, while quite rewarding for the Daemonite. The Daemonite gains all the abilities and skills of the victim while retaining its own psyche. The only ways to remove the Daemonite are through exorcism, or by killing the Daemonite and victim.

The frightening part about the Daemonite's ability is that they may possess any person that they want. They can possess the regular "Joe" or a Splugorth. Any person that they possess is under their total control. The only limitation is that they may possess only one being at a time. They must also possess intelligent life forms. The Daemonite race as a whole has a sick obsession with the conquering of worlds and the destruction of other races or complete control over them (especially the Kherubim). Throughout the world, Daemonites are driven by their obsession and live with no code; merely to conquer.

*Information based on ideas and characters of Jim Lee's "WildC.A.T.s,"
 Image Comics

Typical Daemonite

All Daemonites fall into the same general class. There appears an unspoken hierarchy of strength and intelligence who step up to lead the mass destruction.

Alignment: All of evil alignment, possibly anarchist.

Attributes: IQ: 3D6+2, ME: 5D6+2, MA: 3D6, PS: 6D6+2 (supernatural), PP: 4D6+4, PE: 4D6+6, PB: 1D6, Spd: 4D6

MDC: 1D4x100

Horror Factor: 14

P.P.E.: 1D6x10

I.S.P.: 1D4x10

Weight: 250 to 400 lb.

Height: 8 to 10 feet

Average Level of Experience: 1D4+4

Natural Abilities: Possession- the Daemonite may possess any intelligent creature. By doing so, it gains all the abilities and skills of that creature. The Daemonite knows all magic, psionics, powers, etc. associated with the victim.

The Daemonite retains its own psyche and doesn't know the memories of the victim, only his skills etc. The Daemonite can only be removed through exorcism or by killing the victim and Daemonite together (usually the Daemonite will abandon its host before it dies).

_ Exorcism of the Daemonite causes 5D6 MDC damage to the creature and temporarily stuns it (loses one attack, no initiative). Night vision- 400 ft.

Note: The creature's strength does not come physically, it is in its ability to take over powerful beings and control them. Most often when left out of its host, the Daemonite will run and fight at a later time, with a powerful host.

Combat: Five physical attacks, or number of attacks of host body (only if greater).

Damage:

Claws do 3D6 MD

Bite does 2D6 MD

5D6 on power punch

Critical strike on a roll of 19, or 20.

Bonuses: +4 to dodge and parry, +2 to strike, +4 vs horror factor, +2 vs psionics. Invulnerable to a vampire's bite, or other forms of transformation.

Magic: None.

Psionics: Bio-Regenerate (self), Mind Block, Alter Aura, Sixth Sense

R.C.C. Skills:

Basic Math (30%)

Radio Basic (+20%)

Cook, Disguise (+10%)

Tracking (+15%)

Intelligence (+10%)

Prowl (+10%)

Wilderness Survival (+10%)

Piloting select one

WP's select two

Science select one

Physical select two

Also any skills of the possessed victim.

Physical Appearance: A tall pinkish-gray humanoid. It is hunched over and has an elongated head with large sharp teeth. Large hands with big claws on each finger are connected to long strong arms. A small pair of arms is located underneath the first pair. These are extra claws for damaging foes. The two legs are thin and quick. Daemonites are very hideous looking. They are seldom seen in their natural state, for they are usually in possession of someone else's body. Seldom will wears body armor in natural state.

Average Life-Span: 3000+ years

Insanity: Multiple exorcisms can lead to insanity. Each time it takes place, after the initial time, roll on the following table.

01-20 Frightened, will run from the chance of being exorcised, when it feels its losing.

21-40 Frightened of psychics, will never possess one and will not ally with one.

41-60 Never will possess someone again, would rather die.

61-80 Loves it, will almost invite exorcism upon itself.

81-00 Frightened of Daemonites, will hunt them down to kill them, still evil.

The Dakota

The Dakota was an American Indian nation that was thought to have fallen victim to genocide. In the late 1800's the Dakota were targets for American settlers moving through their northern territories. Being a warrior's nation, the Dakota fought back against the advancing hordes of white men. The battles were fierce with the Dakota refusing to give ground to an enemy that had him outnumbered and attacked with superior firepower. The conflicts and skirmishes lasted for years. Knowing the native ground far better than the Europeans and settlers, the Dakota were able to stave off attack after attack and repel what they considered white man invasions. The Dakota attempted to rally support from surrounding tribes, but were unable to generate allies. The other local tribes had learned to profit from their associations with the white man and were unwilling to believe that the newcomers would take over the entire continent.

— In the early half of the 19th century, the Dakota were feeling the impact of the long fighting. Their numbers had dwindled and their resolve was collapsing. In despair the tribal Shaman turned to the great spirits and asked for advice. In a ceremony that involved two weeks of fasting and peotey induced visions, the Shaman eventually came into contact with the spirits of his ancestors who advised

him to collect the tribe and to leave the white-man infested lands. The spirits also granted the Shaman the ability to accomplish this task. The Shaman emerged from the ordeal with his magical prowess increased one-hundred fold. He was able to tap into the life all around him and to use the magic of that life in order to empower his mystic spells.

Collecting all of his tribe together over several months, the Shaman learned more about his new powers and taught some of his more accomplished apprentices the ways of this new magic. Finally with every last living member of his tribe present, and an Army regiment bearing down on them, the Shaman conducted the ceremony of the Ghost Dance, in which he transported all of his tribesmen and women into an alternate dimension. The Shaman was unfortunately unable to follow his kin to their new home, but he continued living in the north for several years. Whether or not he actually died is a matter of contention. His magical ability was thought to have been sufficient for him to survive for hundreds, maybe even thousands of years.

In their new dimension, the Dakota found that many things were totally familiar to them. The world was virtually the same as the one that they had just left, except that they were the only humans on the planet. The terrain and the wildlife was exactly as they had remembered it, untouched by human hands. Whether this was simply an alternate earth where man-kind had never evolved, or this was a planet that the great spirits created specifically for the Dakota, was a discussion that was never fully answered.

This new world was very rich in magic as the wildlife was unprotective of their inherent magic energy in a world ruled by the natural order of life. The young Dakota shamen learned how to tap this energy and use it for the benefit of the tribe. They also learned how to contact spirits outside of the realm of the Dakota with greater ease and efficiency. To their shock however, they were unable to reach the spirits of their ancestors and only the most intensive ceremony could gain the audience of the great spirits. The animal spirits were everywhere though. These spirits assisted and aided the Dakota because the tribe sought to blend in to the natural flow of life, rather than to upset it by gaining dominance over their animal brethren.

Every Dakota, upon reaching the age of 'ability' (somewhere between 13 and 18) travels into a lonesome part of the world and begins his/her search for a totem animal. The search is taught to be impassive in that the animal should seek out the Dakota and welcome him/her into the animal's spirit world. Every animal spirit is different but oftentimes the Dakota is required to slay the animal and drink of its blood as it is pumped from the heart. Likewise the Dakota spills his own blood and allows the dying animal to drink of it. In this communion of blood and souls the Dakota and the animal spirit are forever bonded. These communions also indicate which Dakota shall become warriors and which shall become shamen.

The shamen are usually not contacted by a spirit but connect themselves to the flow of magic in the world. In this way they allow the currents of magic(ley lines) to guide their path.

The warriors gain the ability to transform themselves into extensions of the sponsoring animal spirit, gaining its abilities and skills. The invocation to call the spirit is simple but different for each Dakota, oftentimes requiring as little as touching the bone of the animal worn on a necklace and declaring the spirit's name. The Shamen gain mastery over spell magic and learn how to contact spirit forces.

For over a century the Dakota lived in their new world acclimating themselves to it. By so doing the Dakota became minor mega-damage creatures. The novelty and the joy of the new world began to wear off after a time however. Lacking the ability to contact their ancestors, some of the Dakota felt that their traditions and history could not be accurately recorded (remember, these are hunter/gatherer people who do not write books or take pictures).

This sense of loss prompted some shamen to attempt to find a way to return to earth and regain their heritage. Every attempt failed because of the inability of the shamen to break the dimensional barriers that a magically drained earth created. With the coming of the Rifts however, the shamen suddenly found themselves able to craft spells and conduct ceremonies capable of bridging the gap between worlds. Only a few of the more adventurous Dakota (warriors more often than shamen) traveled to earth in order to find their heritage and perhaps to regain the land that they once lost.

It is estimated that there are fewer than 1,000 Dakota on earth with about 10% of those being shamen capable of making the return trip.

Dakota society is still very suspicious of the white-man and any other kind of D-Bee or alien. As such they never reveal to an outsider their tribal name as that would give anyone some power of 'bad magic' over the Dakota. When encountering strangers a Dakota will simply refer to himself as Dakota. That makes about 1,000 people named Dakota running around in North America. Also no arrival location will ever be willingly revealed to a stranger as those are sacred places. In Dakota society men are the traditional hunters and warriors but some dynamic women have transcended tradition and assumed positions of great warrior status. The male to female ratio in the ranks of the shamen is about 50/50. Both sexes are equally as adept at controlling the forces of magic. Shamen tend to have positions of leadership within any smaller tribal unit even though it is the Warrior Chief who has the actual power.

Attributes:

Warrior--IQ: 3D6, ME: 3D6, MA: 3D6, PS: 4D6, PE: 5D6, PP: 4D6, PB: 3D6, Spd: 6D6

Shaman--IQ: 4D6, ME: 5D6, MA: 4D6, PS: 3D6, PE: 4D6, PP:3D6, PB: 3D6, Spd: 6D6

Skills: Choose 12 skills from Domestic, Wilderness, Physical (except boxing and acrobatics) and any ancient WP.

Special Abilities: Warriors roll on the following table to determine what animal is their totem symbol:

1-5% -Grizzly Bear
6-12% -Deer
13-19% -Weasel
20-26% -Wolverine
27-33% -Eagle
34-40% -Wolf
41-47% -Porcupine
48-54% -Falcon
55-60% -Polar Bear
61-66% -Cougar
67-73% -Rabbit
74-80% -Coyote
81-87% -Bison
88-94% -Ram/Big Horn Sheep
95-100% -Lynx

-A warrior's personality can be determined from his sponsoring spirit. He will show characteristics that are often connected with that animal.

-Totem transformations require a specific item for the warrior to use. The items are usually different but must always represent their totem animal. The items can be claws or feathers or something actually taken from a totem animal. The warrior also takes on physical characteristics of their totem. Transformations last 1 hour per level and there is a two hour rest time between a full hour of use and the next transformation.

-Grizzly: +5D6 PS, +1D6 Spd, +3D6x10 MDC, Claws inflict PS damage +5D6 MD/hand, grows 1D4 feet in height and 1D4x100 lb in weight, bite does 4D6 MD, +2 strike, +4 save vs. magic, +4 vs horror factor.

-Deer (white tail or mule): +3D6 PE, +1D6 PP, +2D6x10 Spd, +1D6x10 MDC, butt w/ horns 4D6, kick 6D6, +2D6x10 lb to weight, +1 strike, +2 initiative, recognize by smell 55%

-Weasel (mink, ferret, otter): +1D6 PS, +1D6 ME, +2D6 PP, +1D6 Spd, bite does 2D4 MD, size and weight decreases by 1/2, tunnel 2D6 ft/minute, track by smell 65%, +1 strike, +3 dodge, +1 initiative, +1D4x10 MDC.

-Wolverine: +2D4 PS, +2D4 PE, +1D6 Spd, claws do PS damage +3D6/ hand, bite does 3D6, all magic attacks do 1/2 damage and duration, +1 strike, +1 dodge, track by smell 70%, +2D4x10 MDC, +2 save vs horror factor.

-Eagle: +1D4 PS, +2D4 ME, +2D4x10 MDC, winged flight - 120 mph, superior vision 1500 ft, claws +2D6 MD, +2 strike, +5 dodge in flight, +2 initiative, weight decreases by 1/2, can carry up to normal weight.

-Wolf: +1D6 ME, +1D6 PS, +2D6 PE, +5D6 Spd, +2D4x10 MDC, track by smell 90%, claws +1D6 MD, bite 4D6 MD, nightvision 100 ft, keen hearing, run at spd for 2D4 hours, +2 strike, +2 dodge, +2 vs. horror factor, +1 initiative, prowl at 75%.

-Porcupine: +1D4 PS, +2D4 x10 MDC, AR of 16, Physical attacks do half damage even if over the AR, bite 1D8 MD, slash w/ quills 4D6 MD, tunnel at 1D6 ft/min, +1 strike, +2 initiative.

-Falcon: +1D6 PS, +1D6 PE, + 1D6x10 MDC, winged flight - 150 mph, superior vision 2500 ft, claws + 1D6 MD, + 2 strike, +7 dodge in flight, +2 initiative, reduce height and weight by 1/2, can carry 1/2 of regular weight.

-Polar Bear (Alaskan Brown Bear): +7D6 PS, + 3D8x10 MDC, claws inflict 7D6 MD/hand, grows 2D4 ft in height, + 2D4x100 lb in weight, bite 5D6 MD, + 3 strike, + 4 save vs. horror factor, cold attacks inflict 1/2 damage(even magic).

-Cougar (Mountain Lion, Puma): +4D6 PS, +1D4 PP, +1D4x10 Spd, +2D6x10 MDC, claws 5D6 MD, bite 5D6 MD, nightvision 100ft, prowl 85%, +2 strike, + 2 initiative, +3 horror factor, + 2 save vs. magic.

-Rabbit: +2D4 PP, + 1D6x10 Spd, + 1D4x10 MDC, kick 2D6 MD, leap 25 ft, chameleon like the spell, super keen hearing, + 3

dodge, + 1 initiative, + 2 attacks/melee.

-Coyote: + 2D4 ME, + 1D6 PS, +1D4 PP, + 2D6 PE, + 3D6 Spd, + 1D6x10 MDC, claws + 1D6 MD, bite 4D6 MD, nightvision 60 ft, run at Spd for 2D4 hours, prowl 65%, resist fatigue, eat anything for sustenance, + 1 strike, + 1 dodge, + 1 horror factor.

-Bison (Buffalo): + 4D6 PS, + 2D6 PE, + 1D4x10 Spd, +3D6x10 MDC, ran with horns 1D4x10 MD, stomp 4D6 MD, gains 2D4 x100 lbs, + 1D4 ft in height, + 1 strike(+2 at speed), + 2 save vs horror factor.

-Ram (Great Horned Sheep): +2D6 PS, +2D4 PE, +1D6 PP, + 2D4 x10 Spd, +1D6x10 MDC, full speed ram 2D4x10 MDC, kick 5D6 MD, +1 strike, + 2 dodge.

-Lynx: +2D6 PS, +2D6 PP, +1D4x10 Spd, +2D4x10 MDC, + 1D6 ME, claws 3D6 MD, bite 2D6 MD, nightvision 60 ft, prowl 90%, + 2 strike, +4 save vs. psionics, + 2 save vs. magic, +3 dodge.

Shaman: A shaman's powers are exactly like those of a shifter on Rifts Earth except that any connection that a shaman makes to a supernatural being will be to one of the spirits of his ancestors. Don't forget though that not all ancestors are good and benevolent. The six extra spells taken from a connection to a spirit can also be selected from dimensional spells levels 1-8.

Darkchilde R.C.C.

By:

[Jeremy Puckett](#)

With the advent of Dark Day and the increase in mystic energies on Earth, it is inevitable that the fallout of the great, secret war currently being fought would infect innocent victims. As with any terrible war, the victims are almost always the most innocent and vulnerable. And humans are rarely as vulnerable at any point in their lives as in their childhood. This makes this war doubly terrible--not only are the good beings of Earth being murdered left and right, but the next generation is being corrupted by the nature of the murders.

Since so many of the battles between Nightbane and Nightlord minion take place in inhabited areas, most often ghettos or slums, it is a given that there will be witnesses. It is just as given that a percentage of these bystanders will be children. Because children are so much more sensitive (both emotionally and psychically) than adults, they are much more prone to mental trauma from witnessing such struggles. Also, because of their high psychic potential, they are more receptive to the energies released by the loser of the struggle. This can be for good or for ill, depending on the loser of the conflict. If the deceased was a warrior of justice, the spiritual energies released will be imbued with his sense of good and right; if evil, the energy will be tainted with the reek of destruction and the screams of his victims, resulting in even worse trauma. Sometimes, this has the reverse effect--that light nearly blinds the child, making it hate good; or the screams scare it so badly that it runs to the light for protection.

The beings created from the melding of a supernatural life essence with a child's spirit are known as Darkchilder (the plural of Darkchilde). Sharing human origins with unnatural ones, they are most assuredly not human, but neither are they supernaturals. Scholars (the few that know such things exist) argue about their nature and almost never come to the same conclusion. Theories include that the Darkchilder are humans imbued with great powers, supernatural beings attempting a permanent possession, half-breed demons, and any number of other things. Not even the Darkchilder themselves know what they really are.

Because of the rarity of supernatural beings and magic before Dark Day, only a tiny percentage of Darkchilder are older than ten or fifteen years old. Those few created before Dark Day seemed to continue aging as normal until puberty, when they simply stopped. Some Darkchilder have survived in this state for hundreds of years. It is unlikely that they are immortal, and more likely that they are instead just extremely long-lived, like Nightbane or Guardians.

Much like Nightbane, all Darkchilder have different appearances, some seeming quite normal, while others are monstrosly deformed. Unlike Nightbane, their powers also vary greatly from one individual to the next, ranging from simple magic and psionics to super powers and Talents.

Darkchilder can be player characters or NPC villains, depending on the needs of your campaign.

Alignment: Due to the nature of their creation, Darkchilder tend to have very polarized views on the world. Darkchilder may not be Unprincipled, Anarchist, or Miscreant. Such alignments are too wishy-washy in their views to be acceptable. This may be modified by certain subtables.

Attributes: See below.

S.D.C.: See below.

Hit Points: Standard; PE +1d6 per level. This may be modified by the tables below.

Natural Abilities: All Darkchilder have a few common abilities:

Nightvision (50 feet, unless a power makes it farther); impervious to possession and mind control; recognize supernatural beings on sight (50% +5% per level). Roll on the following table (1d100) to determine the source of the Darkchilde's powers.

Roll source

- 1-10 Superhero/villain: Guess super powers weren't enough to save 'em, huh? Roll on the Super Powers subtable
- 11-20 Guardian: The Lightbringer passes into darkness. Roll on the Guardian subtable.
- 21-30 Vampire: Bloodsuckers' revenge. Roll on the Vampire/Wampyr subtable.
- 31-45 Nightbane: The race of a thousand shapes. Roll for appearance on the standard Nightbane Morphus tables, but that's what you look like all the time. See below for standard powers.
- 45-60 Minion of the Nightlords: Mu-ha-ha-ha-ha! Your essence is fused to a grotesque mockery of Earthly life--have a nice day. Roll on the Nightlord Minion subtable.
- 61-75 Wizard: Demons worry when the wizard is near... but apparently not enough. Roll on the Magic Powers subtable.
- 76-90 Psychic: Something's coming--I feel it... aaagh! Sixth sense didn't give nearly enough warning. Roll on the Psychic Powers subtable.
- 91-95 Geomancy: Nothing died to give you your powers, and that's gotta be good. The surging of the ley lines mutated you in a drastically different fashion than the death-tainted Darkchilder. Your powers are somewhat less than theirs, but you may be of any alignment, and you know that your powers aren't from some inhuman beast.
- 96-00 And now for something completely different: Some unknown force has merged with the child, producing a Daekchilde that does not know its own limits. Have the GM roll on the Unknown Powers subtable.

Super Powers: These are the powers from Heroes Unlimited and its supplements. If you do not have those books, then it is suggested that you replace this table with one of your own devising. Base SDC for super-powered characters is 30, modified by power bonuses and physical skills. Attributes are standard human, modified by powers. PPE is 1d6.

Roll	Number of Powers
1-20	One major ability and one minor ability
21-40	One major and three minor abilities
41-60	Four minor abilities
61-80	Five minor abilities
81-00	Two major abilities

Super powers may be chosen from among the following:

Minor Powers	Major Powers
Adhesion	Alter Metabolism
Alter Physical Body	Animal Abilities
Bend Light	Animal Metamorphosis
Energy Expulsion (any)	Chameleon
Energy Resistance	Control Elemental Force (any)
Extraordinary Attribute (any)	Create Force Field
Flight: Wingless or Glide	Darkness Control
Healing Factor	Disruptive Touch
Heightened Sense (any)	Energy Absorption
Impervious to Fire and Heat	Gravity Manipulation
Multiple Limbs	Intangibility
Nightstalking	Invisibility
Super Vision (any)	Karmic Power
	Mimic
	Shape Change
	Sonic Flight
	Sonic Speed

Teleport

For every minor super power or twice for every major one, roll once the following mutations table.

Roll Mutation

- 1-30 No unusual features
- 31- Large or pointed ears
- 35
- 36- Odd skin color (if this is rolled more than once, treat it as stripes or patches)
- 40
 - 01-10 Yellow
 - 11-20 Green
 - 21-30 Red
 - 31-40 Grey
 - 41-50 Blue
 - 51-60 Albino White
 - 61-70 Purple
 - 71-80 Coal Black
 - 81-90 Orange
 - 91-00 Metallic (any)
- 41- Odd hair color (treat multiple rolls on this table as streaks)
- 50
 - 01-10 Green
 - 11-20 Blue
 - 21-30 White streaks
 - 31-40 Bright red
 - 41-50 Solid white
 - 51-60 Purple
 - 61-70 Orange
 - 71-80 Metallic (any)
 - 81-90 Two different colors
 - 91-00 Three different colors
- 51- Glowing eyes (roll on the hair table for color)
- 60
- 61- Scales: The body is covered with green or yellow reptilian scales. Add 25 SDC.
- 70
- 71- Claws: The character has claws 2-4 inches long on each finger. 2d4 +PS bonus.
- 80
- 81- Horns: These can be small, demonic horns (1d6 from head butt) or curving, ram-like horns (2d6). Player's choice.
- 90
- 91- Roll on the Nightbane characteristics table, substituting
- 00 "Animal Form" for 81-90, "Stigmata" for 91-95, and "Unearthly Beauty" for 96-00.

Guardian: The Lightbringers are the symbol of good and purity in the world of Nightbane. Characters rolling on this table must be Good or Aberrant in alignment.

Base S.D.C.: 2d6x10.

Attributes are human, modified as follows: +1d6 MA, +1d4 PS, +1d6 PP, +1d6 PE, +2d6 PB, and +2d4 Spd. PPE is the PE attribute times three.

Roll Lightbringer Feature

- 1-13 Guardian Senses: The character has powers #1 and 2 from the Guardian RCC.
- 14- Guardian Healing: As per power #3 of the Guardian RCC.
- 26
- 27- Light Powers: As per power #4 of the Guardian RCC.
- 39
- 40- Null Magic: This differs from the Guardian RCC in that the character cannot negate magic selectively, but is continuously null to magic! This means that the character may not be the target of magic spells, rituals, wards, incantations, etc. Magic weapons inflict only standard weapon damage and supernatural creatures inflict damage as though they had normal strength. Only spells that create a physical effect (like fire ball, call lightning, etc.) can target the character. This has a downside, though: while the character cannot be harmed by magic, he cannot receive beneficial effects either. PPE is only 1d4.
- 52
- 53- Guardian Life Functions: The character can hover and fly, as per power #6 of the Guardian RCC. Also, the character does not breathe, eat, or drink, but requires sunlight to stay healthy, just like a Guardian. Life span is tripled or quadrupled. Strength and endurance are supernatural.
- 65

- 68- Guardian Psionics: The character is a master psionic, with the following powers: Empathy, mind block,
78 presence sense, and see aura. For each new level of experience, add one power from either the sensitive or healing categories. ISP is the ME attribute plus 1d6x10, plus 10 per additional level of experience. PPE is only 1d6.
- 79- Guardian Attributes: Ignore the first paragraph of this subtable. Roll attributes, SDC, hit points, and PPE as per
91 the Guardian RCC. Bonuses, appearance, and horror factor are identical to that of the Guardians. Strength and endurance are supernatural, but no other powers are possessed.
- 92- Full Guardian! Use the Guardian RCC for all stats, powers, bonuses, etc. In essence, the character is a
00 Guardian! However, use the Darkchilde RCC for experience table and skills.

Vampire/Wampyr Subtable

These bloodsucking creatures of the night are among the most romanticized and feared supernatural predators in existence. They are also powerful beyond belief. Those that roll on this table must be Scrupulous, Aberrant, or Diabolic in alignment. Stats are normal human except where otherwise noted below.

Roll Vampiric Powers

- 1-13 Vampire Strength: The character's strength and endurance are supernatural. Raise PS to 3d6+14 and PE to
1d6+16. SDC is increased to 3d4x10, plus physical skill bonuses. Hit points remain normal. Damage is done as per a vampire's attacks. Has the equivalent of Hand to Hand: Expert.
- 14- Vampire Speed: Vampires are renowned for their grace and unnatural quickness; so is this character. PP is
27 3d6+8 and Spd is 3d6+10. Use the selected hand to hand skill for bonuses only; the character has five attacks per melee, plus one at levels 5, 10, and 15
- 28- Vampire Toughness: Some of the vampire's incredible healing and invulnerability powers have been developed
41 by the character. Normal weapons and forces have no meaning to the character; while they may pierce his clothes, they will not leave a mark on his skin. Wood and silver weapons inflict full damage, as do magic, psionics, and the attacks of supernatural creatures. Sunlight burns the character, inflicting 3d6 points of damage directly to hit points per melee exposed. Crosses and garlic will repel the character, but neither water nor holy water have any effect. A wooden or silver stake (or silver bullet) through the heart (called shot at -6 to hit) will immobilize the character, leaving him vulnerable. Hit points and SDC are recovered at the rate of 1d6 per melee, but the character still enters coma and dies as a regular human. The character must still eat, breathe, and sleep. SDC is 2d4x10 and hit points are normal.
- 42- Vampiric Charisma: Vampires are reputed to be attractive and charismatic; this character actually is. MA is
55 3d6+12 and PB is 2d6+16. The character also has the psionic power of super-hypnotic suggestion for those pesky people that won't obey their every whim. The character is a minor psionic with ME+2d6 ISP.
- 56- Vampire Metabolism: This character does not eat, drink, or breathe, but must supplement his diet with blood!
69 Unlike a real vampire, the blood need not be human; animal will suffice, but the creature must be warm-blooded and the blood must be fresh. Two pints are required per 36 hours. Sleep is required, but in greatly reduced amounts, only 3 hours out of every 24. Hit points recover at the advanced rate of 2d6 per hour.
- 70- Metamorphosis and Summoning: The character can become a bat, wolf, or mist, just as a true vampire.
83 Vermin, canines, and fog may be summoned at the usual numbers and duration. The character has 1d4x10 PPE.
- 84- Vampire Psionics: The character is a major psionic with 2d6x10 ISP. The following powers are possessed, and
95 no more are ever gained: Death trance; alter aura (self); empathy; mind block; hypnotic suggestion; presence sense; sense evil; deaden pain; induce sleep. All powers are used at the character's normal experience level.
- 96- Wampyr: The essence of the vampire bonded to the character in such a way that he has actually become a
00 wampyr! Roll up stats, bonuses, etc., as per the Wampyr RCC, but use the Darkchilde RCC for experience table and skills.

Nightbane Subtable

Roll on the Nightbane creation tables to find this character's appearance and abilities. The Morpheus is the character's only form, and it cannot be changed. SDC, hit points, PPE, horror factor, and bonuses are identical to the Nightbane RCC. Use the Darkchilde RCC for skills and experience table.

Nightlord Minion

Uh, oh... This character's spirit has merged with one of the grotesque minions of the despicable Nightlords. The character's human will has managed to eliminate the Nightlords' control from his mind, but the trauma resultant is severe, as is the struggle to stay in charge of his own mind. Roll on the random insanity table at first level, and again at levels 4, 8, 10, 12, and 14.

Roll Minion and Powers

- 1-20 Hound: The most common minion of the Nightlords, Hounds are the foot soldiers of the Nightlands. This
character has developed some of the more notable powers of these metal-clad warriors: Immune to illusions and concealment powers; nightvision 2000 feet; tracking (animals and humans; 80%); track supernatural beings (60 feet; 50% +5% per level; supernatural strength and endurance. Bonuses: +2d4 PS; +2d4 PE; +1 attack per melee. Penalties: -1d4 IQ; -1d6 MA; -1d6 PB. Base SDC is 2d4x10; armor rating is 10 against mundane attacks.

- 21- Ashmedai: The creeping horrors... This character has the shape-shifting powers of the terrible Ashmedai (see

- 40 the Nightbane RPG, page 166). Base SDC is 15.
- 41- Necrophim: The character is essentially a material plane version of a Necrophim. Ignore the Astral Form and
60 Materialization powers, but all other abilities and bonuses are as per the Necrophim RCC. Skills and
experience table are as the Darkchilde RCC.
- 61- Great Hound: This character has been fused with the essence of the huge, even more dangerous versions of
80 Hounds called Great Hounds. Roll stats as human, with the following adjustments: -1d6 IQ; -1d4 ME; -2d4
MA; +20 PS; +6 PP; +8 PE; -2d4 PB; +1d4x10 Spd. Strength and endurance are considered supernatural. SDC
is equal to 4d6x10 +200, and hit points are doubled; armor rating is 12 against mundane (non-magical) attacks.
Regenerates damage at the rate of 1d4x10 per hour; immune to illusion and powers of concealment; nightvision
2000 feet. The downside to this power is the character's great size, standing well over ten feet tall (10' +4d6")
and weighing close to half a ton!
- 81- The Beautiful People...: For good or ill, the character has been bonded to one of the vain, self-serving Beautiful
00 People. Unlike other Darkchilder, this character may be Selfish; in fact, the only alignments possible are
Selfish and Evil. Attribute Bonuses: +1d6 MA; +1 PP; +9 PB. Penalties: -1d4 IQ; -1d6 ME. Base SDC is
2d6+10.

Wizard Subtable

The source of your powers was the demise of a powerful wizard. While you don't rival his skill (yet), you have picked up some of it. Roll on the following table to determine what class you are treated as for the purpose of spells and PPE. You have no true knowledge about the theories and practice of magic, and still advance on the Darkchilde experience table and use its skills.

Roll Magic Class

- 1-20 Sorcerer: Not an apprentice, but the full-blown thing!
- 21-40 Shadow Warlock: Ad noctum.
- 41-60 Fleshsculptor: By the pricking of my thumbs, something wicked this way comes.
- 61-80 Mirrormage: The Mirrowall separates here from there... wherever "there" is.
- 81-00 Astral Mage: When bad places happen to good people--on the next Geraldo.

Psychic Subtable

A psychic backwash flooded the child's mind at the moment of death, triggering the activation of the child's own powers. The trauma almost destroyed the child's mind, but imbued him with vast mental prowess. All characters rolling on this table gain +1d4 to both ME and PE, but must roll twice on the random insanity table.

- 01-10 Psychic: As per the class in the Nightbane RPG. Ho, hum.
- 11-20 Astral Lord: We're the princes of the universe...
- 21-30 Dream Maker: Get them a lava lamp and these guys would be all set.
- 31-40 Dream Dancer: Let's just hope that it isn't "Dirty Dancing." That movie sucked.
- 41-50 Mind Master: Master of the mind, or mastered by the mind?
- 51-60 'Kinetic: Heh, heh. We like to break stuff. Breakin' the law! Breakin' the law!
- 61-70 Natural/Genius: "You run at the football, and I promise that I'll hold it still until you kick it."
- 71-80 Psi-Mechanic: They may be crutches, but they're pretty useful crutches.
- 81-90 Mystic: Is that magic I see on the psychic table? Oh, bite me, it's fun!
- 91-00 Latent Psychic: Your powers still haven't fully developed. Too bad! Use the Latent Psychic PCC from Beyond the Supernatural.

Geomancy

While geomantic Darkchilder are slightly less powerful than the others, they are much more in control of their own lives and destiny. They may be of any alignment, gain more skills (more time for mundane learning), and never have to worry about another life essence merging with their own.

Attributes are rolled as a normal human (3d6 for all), but strength and endurance are supernatural. Base SDC is 30. The character can sense ley lines within ten miles, nexuses within twenty, and open dimensional portals (not counting breaches in the Mirrorwall) within fifty! By standing on a ley line, the character's healing rate is doubled; at a ley line nexus, it is tripled. Also while on a ley line, SDC is +30 and PS is +5.

The character has a small selection of spells. He may select two spells from each level 1-3 (six spells total), gaining one new spell at each additional level from a spell level equal to or less than his own. PPE is 2d4x10 plus the PE attribute. Extra PPE may be drawn from ley lines as per the Sorcerer OCC. If truly desparate, the geomancer may convert his own body into PPE, with every hit point "burned becoming two PPE points. **Bonuses:** +3 vs. magic; +4 vs. horror factor

Unknown Source

This table is for the GM's eyes only! Players, do not read this section, or you may find that some of the fun has gone out of your character. The whole point of running a Darkchilde with an unknown power source is the mystery and paranoia behind it. Who am I? Where do my powers come from? Am I being used somehow? All these are good questions for the "unknown" Darkchilde to ask about himself.

Roll on the following table, but only tell the player his obvious stuff (attributes, SDC, hit points, etc.). Do not tell him his special abilities--activate them for him without telling him you are doing so, and let him try to guess the nature of his powers. Every time he goes up a level, tell him the true nature of one of his powers. (ie: Tell him the game stats for it. Instead of "a blue energy field protects you from your opponent's strike," let him know that he's been unconsciously casting Armor of Ithan and give him control over that spell.)

Roll The Truth Is Out There

- 1-10 Spirit of Nature: The character's powers come from the rape of the natural world and the death of one of its spirits. Attributes are normal human; base SDC is 15. For no cost, the character may telepathically communicate with animals, often doing so unconsciously ("The squirrel's talking to me! I swear!"), and can also speak to plants. Try to remember though that most plants know nothing about what goes on beyond their general vicinity (except grapevines) and that most animals aren't terribly intelligent. The character also has magic spells relating to the natural world. These spells are used unknowingly, but still require PPE; the character has 2d4x10 PPE. The following spells are possessed, and no more can be learned: Globe of daylight; thunderclap; climb; extinguish fire; fingers of wind; fuel flame; ignite fire; negate poisons/toxins; night vision; repel animals; swim as a fish; call lightning.
- 11-20 Deific Power: The powers the character believes that he got from a killed being are actually from the god or supernatural intelligence that was the being's master. It has decided not to reclaim the power yet for some obscure reason of its own (GM's call). Roll on another table for the actual powers, but keep in mind that the deity may be able to impose its will upon the character for tasks (often without the character even knowing he's being manipulated). Roll on any subtable except Nightbane, Guardian, Vampire/Wampyr, or Nightlord Minion. PS and PE become supernatural and base SDC is doubled.
- 21-30 Ancient Master: The spirit of a powerful martial artist has bonded with the character, giving him all the abilities and skills of either the Ancient Master (Heroes Unlimited) or the Dedicated Martial Artist (Ninjas and Superspies). Experience point table is the same as any other Darkchilde. This character is fast, strong, and adept at a specific martial art, but ignorant of the teachings behind it--he may not even know how he does what he does (think Jackie Chan if he had partial amnesia).
- 31-40 And Now For Something Completely Different...: The character gained his powers from the death of something not of this Earth. Virtually any class with "unnatural" powers from any of Palladium's games can be used. Options include the Earth and Star Children (from Rifts England), Mind Bleeder (Rifts Africa), Stone Master, Undead Slayer (both from Rifts Atlantis), or Pneuma-Biform (Rifts Underseas). The character gains all of their innate powers and uses their attributes and bonuses. Not gained are bestowed or granted powers, like the Atlantean tattoos or Pneuma-Biform Whale Singer spells. Skills and experience are used as per the Darkchilde RCC.
- 41-50 Double, Double, Toil and Trouble: The character has gained the powers of a Witch, without the side effects of being linked to a supernatural intelligence! Look up the Witch OCC in Rifts Conversion Book (One) and design a character using one of the three "gifts," and then eliminate the necessity for a pact. The character also does not have a "devil's mark." Besides the powers, the character conforms in all respects to the Darkchilde RCC.
The supernatural being that created these powers in the first place (presumably for another being) knows about the character and is really pissed. While it won't send hunters after him at all times or in large numbers (intelligences have a lot to do), it can be assumed that at any given time, there is at least one such hunter on Earth looking for the character. Hunters can be any of the usual minions of supernatural intelligences (goqua, sowki, dybbuk, etc.), there can also be specific minions, depending on the intelligence's species (ie: send Kittani and Kydians for a Splugorth, vampires for a vampire intelligence, or even Chaos Priests of the Old Ones if you aren't feeling particularly generous).
- 51-60 Bestiality: Whatever it was, it had an animalistic side that has become all too obvious in the character. Roll on the Nightbane Animal Characteristics table for the animal and how it has fused with the character. Roll attributes as a normal human, modified by the animal's abilities. Strength and endurance are supernatural.
- 61-70 Item of Power: Nothing has actually bonded to the character except for an item of great power that believes it has found its new owner. Use the Sword Bearer OCC or the Enchanted Weapon/Item power category from Heroes Unlimited to design the item and its powers. The character has normal human attributes, 10 SDC, and 3d6 PPE, modified by the powers from the item.
- 71-80 Lighting Never Strikes Twice: This character is different from other Darkchilder in that he did not gain his powers through any death but his own. Some major injury killed the character, but he came back, possibly after seeing a "tunnel of light." However, he came back changed. Give the character psionic, magic, or super abilities based on the force that killed him. (ie: struck by lightning, gains electrokinesis or energy expulsion: electricity; drowned in a flood, gains hydrokinesis, control elemental force: water, or water warlock abilities; etc.). Normal human attributes, modified by the power(s) gained. Base SDC is 5d6 and base PPE is 2d6. If the powers gained are psionic, the character is a major psionic with 1d4x10 ISP. If they are magical, increase PPE to 1d4x10.
- 81-90 Childe of the Dark: When a Nightlord's minion died near the character, it opened a direct link to the entity known as "the Dark." While it empowered the character, it has also taken a terrible toll on his mind; roll once on the random insanity table at first level and again at levels 4, 8, 10, 12, and 14. Characters so empowered are

likely to be Aberrant or Diabolic, but any allowed to the Darkchilde RCC are allowed to this character.

Bonuses: The character's attributes are supernatural; raise PS, PP, and PE by 1d6. Base SDC is 2d4x10 and starting hit points are doubled (but new ones are gained at the standard rate). Nonmagical weapons inflict only half damage. The character has 1d4x10 PPE and all spells of levels 1-3; no more are ever gained. Finally, the character is able to Mirror Walk with little difficulty; there is no PPE cost, but a full two melees of concentration, plus two for any other person brought along, are required to use the Mirror Walk.

Penalties: Reduce MA and PB by 1d4. Psionics, the attacks of supernatural beings, explosions, and laser/energy weapons inflict full damage. Magic and magic weapons do double damage to the character! This can be really bad if he comes into contact with a Dark Destroyer. Minions of the Nightlords (Hounds, Hunters, etc., but not Ashmedai or Namtar) can sense the character at a distance of 100 feet; this sensing is very precise, like a blip on a radar screen. They will detect him as an extension of the Dark, and will either report his presence to their commander or approach him to determine the cause for his presence. They will not automatically attack him like they would any other creature, but will attack in self-defense, if ordered to do so, or if the character is obviously an enemy of the Nightlords (has Nightbane and vampire companions, leads a platoon of Guardians, etc.).

91- The Hell If I Know: The character really has been bonded to something demonic, gaining its appearance, physical attributes, SDC, and natural abilities. Mental attributes remain human and can be any alignment. The character may be bonded to any of the lesser demon types presented in Nightbane World Book Two: Nightlands, but not a Demon Lord. This can cause confusion on the part of other characters, enemies, and even real demons.

R.C.C. Skills:

Language/Literacy: Native (98%)

Basic Math (98%)

Computer Operation (+10%)

One Domestic skill of choice (+15%)

One electrical, Mechanical, Science, or Technical skill of choice (10%)

WP: one of choice

Hand to Hand: Basic

Hand to Hand: Basic may be changed to Expert for two "other" skills or Martial Arts (or Assassin of evil) for four.

RCC Related Skills: Select ten other skills. Gain two additional skills at levels two and five, and one more at levels eight, twelve, and fourteen.

Communications: Radio: Basic only

Domestic: Any (+10%)

Electrical: Any

Espionage: None

Mechanical: Any (+5%)

Medical: First Aid only (+5%)

Military: None

Physical: Any

Pilot: Any

Pilot Related: Navigation and Read Sensory Equipment only

Rogue: Any

Science: Any

Technical: Any

WP: Any "civilian" weapon

Wilderness: Any

Secondary Skills: Choose six secondary skills from the above list. These are additional areas of knowledge that do not receive the bonuses in parentheses.

Equipment: The character is allowed to have 2d4x100 dollars in equipment, plus whatever personal items the GM allows.

Money: 1d4x100 dollars in cash and 1d4x1000 in a bank account/trust fund

XP Table: Use the Hound Master experience table

Dark Dragon - The Mist Dragon R.C.C.

By:

[Robert J. Trotter](#)

The Mist Dragons are a part of a kind of dragon known as the Dark Dragon's. They like the other Dark Dragon's draw their powers from the force known as the Dark. They are the oldest of the four Dark Dragons having made their connection with the Dark millions of years in the past. How they or the other Dark Dragons draw their power from the Dark is not known, but what is known is the Elder

Dark Dragons, any of the Dark Dragons who live for over 10,000 years of age, are greater in power than the Night Lords themselves! There are only 10 Elder Dark Dragons known in all the Megaverse at this time.

The Mist Dragons were at one time a powerful race who ruled over dozens of worlds and numbered in the hundreds of thousands. But like all great and powerful races they would fall. On the Palladium world long ago in its past known as the Age of Chaos the Mist Dragon's tried to invade that world and destroy all other dragon's on the planet and claim the world as their own. They appeared in the hundreds of thousands and would have one if it were not for a group of dragon's known as the Elemental Dragon's who fought the Mist Dragons in a thousand year war known as the Fang and Claws war that ended in the near destruction of both powers.

The Mist Dragons envious of others of power and will plan their destruction with great delight. Often playing with their enemies before they destroy them. They also love treasure and can be "bought" with large sums of gems, in the millions, and will let their targets live for a short time.

Alignment: Any selfish or evil.

Attributes (adult): I.Q. 2d6 + 10, M.A. 2d6 + 10, M.E. 2d6 + 10, P.S. 2d6 + 18, P.P. 2d6 + 10, P.E. 2d6 + 10, P.B. 4d6, Spd 1d6 x 10 + 10 running.

Attributes (hatchling): I.Q. 2d6 + 5, M.A. 2d6 + 5, M.E. 2d6 + 5, P.S. 2d6 + 10, P.P. 2d6 + 5, P.E. 2d6 + 5, P.B. 3d6, Spd 1d4 x 10.

Size: 20 feet long (6 to 8 m).

Natural A.R.: Adult 14 and hatchling 10.

M.D.C. (in MDC-worlds): 1d4 x 1000 Adult and 1d4 x 100 hatchling.

S.D.C. and hit points (in S.D.C.-worlds): Adult: 3d6 x 100 S.D.C. and 4d6 x 100 + P.E. hit points, hatchling: 3d6 x 10 plus 2d6 S.D.C. per level of experience and 1d4 x 100 hit points.

P.P.E.: Adult: 1d4 x 100 plus P.E., hatchling: 2d4 x 10 plus 10 per level of experience.

Horror Factor: Adult: 15, hatchling: 10.

R.C.C. Skills: Lore - Demons and monsters and mystically speak all languages at 98%. They also have 10 - 20 other skills in any other area with just I.Q. bonus. The Hatchling gets Lore - Demons and monsters and mystically speak all languages at 96% and 5-10 skills in any other area with just the I.Q. bonus.

Natural Abilities: Nightvision 100 feet (30.5 m; even in total darkness), see the invisible, turn invisible at will (unlimited duration), bio-regeneration 1d4x10 SDC/HP (MDC in MDC-worlds), impervious to poisons, toxins, and disease (does no damage, not even magical or psionics), metamorphosis at will (duration: 4 hours per level and 2 hours per level for the hatchling), teleport 66% at will, dimensional teleport 24% plus 4% per additional level, astral travel 98%, and all other dimensional powers, magic spells and knowledge common to most "true" dragons.

Spit Poison Mist: Range: 100 feet and 50 feet radius with a damage of 1d6 times 10 plus 10 points of damage to anyone who breathes in the poison mist.

Create Astral Domain: This power is the same as the Astral Lords. Most Mist Dragon's have large Astral Domains that they share only with their mate. Any others are destroyed on sight!

Vulnerabilities and Weakness: None!

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +3 to parry & dodge, +4 pull punch, +4 to roll with impact, +6 to save vs HF, and +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +2 to parry and dodge, +2 pull punch and roll with impact, +4 to save vs HF, and +2 on all other saving throws.

Attacks per melee: Adult: 7 physical attacks per melee! Or 4 by breath weapon and 3 physical, or 2 by magical spells.

Hatchlings: 4 physical per melee. Or 2 physical and 2 breath, or 2 by magical spells only.

Damage: Varies by supernatural strength.

Magic (Adults and hatchlings of 100 years or older): 1d6 + 6 level Astral Mages with all spells level 1-10 plus 1 spell from each

level from 11 to 15.

Magic Knowledge of Pearl Dragon hatchlings: Starts with no spells but has full understanding of magic and advance at the same rate as a Astral Mage at later levels starting with 2nd level.

Psionics: Adult: ALL sensitive and physical psionic powers! ISP 2d6x10+30.

Hatchlings: The player (or GM) can select a total of six powers from the sensitive and physical areas plus chose 2 more at levels 3, 7, & 12. ISP 1d6x10 + ME attribute number.

Habitat: The Mist Dragon can be found only in the astral plane.

Average Life Span: 6000 years but the oldest are over 30,000 years old.

Enemies: Pearl Dragon's and the other Elemental Dragons plus any beings of good alignment.

Allies: The other Dark Dragon's - the Nether Dragons, Nightmare Dragons, and the Necro-Dragons.

Description: They are small for a dragon, and have fine mirror like scales and they look like they are covered with chrome. They also have a short mane of white hair that float in the air around them.

Dark Dragon - The Nether Dragon.

By:

[Robert J. Trotter](#)

The Nether Dragon is an ancient species of Dark Dragon that clams a large dominion in the Night Lands on the east coast on the land mass in what would be North America on Earth. But like all other dragon's their influence far exceeded their numbers for no Nether Dragon bows to the Ba'al but they support the Ba'al from the background. Most dragon's have an area of control of about a 20 mile radius and will fight to the death with any other dragon invading their area of control. Nether Dragon's are free agents in the Night Lands hierarchy and are to come and go as they please so line as they do not disrupt the Ba'al's control over the Night Lands.

They are powerful supernatural being who are psychic vampires that feed off the death-energies of other living beings (which double at the moment of death). Many Nether Dragons enjoy hunting Nightbane and they do form the main "past time" of the dragon's when they find them in their area of control all dragon's stop all other activities go after the Nightbane. The monsters can survive for a few (1d4) weeks with out any "food" and my survive indefinitely on ley lines and the like. Some of the dragons have moved to Rifts Earth in small numbers, mostly hatchlings, in and around the New York area but they can be found in other areas as well but are very small in number (about 1 in 2000 miles at the present). They have no knowledge of technology and can at first be taken by surprise by this new "magic" but they will learn quickly to use it them selves but with rely on their own powers.

The most elder of the Nether Dargon's are equil to the Night Lords in power and draw their power from the Dark it's self. Only they have the power to create a powerful minion know as a Lightbane. They are created from two or three nightbane fused to gether with a powerful spell of legend known as the Create Lightbane spell.

Alignment: Diabolic (Evil) Only!

Attributes (adult): I.Q. 2d6 + 10, M.A. 2d6 + 10, M.E. 2d6 + 10, P.S. 2d6 + 30, P.P. 2d6 + 10, P.E. 2d6 + 10, P.B. 2d6 + 10, Spd 1d6 x 10 running, Flying 2d4x10 + 100

Attributes (hatchling): I.Q. 4d6, M.A. 4d6, M.E. 4d6, P.S. 5d6, P.P. 4d6, P.E. 4d6, P.B. 4d6, Spd 4d6 running and 2d4 x 10 flying.

Size: 20 to 30 feet tall (6 to 8 m) and up to 70 feet long (21.3 m), wing span of 120 feet (36.6 m).

Natural A.R.: Adult 14 and hatchling 10.

M.D.C.(in MDC-worlds): 1d6 x 1000 + 1000 Adult and 1d4 x 100 hatchling.

S.D.C. and hit points(in S.D.C.-worlds): Adult: 4d6 x 100 S.D.C. and 1d4x1000 + 1000 hit points, hatchling: 4d6 x 10 plus 3d6 S.D.C. per level of experience and 1d4 x 100 hit points.

P.P.E.: Adult: 2d4 x 100, hatchling: 2d4 x 10 per level of experience.

Horror Factor: Adult: 18, hatchling: 14.

R.C.C. Skills: Occult lore (or demon and monster lore in Rifts-Earth) and speak all languages at 98%. They also have 10 - 20 other skills in any other area (but at the moment no technology but this will change as they get in more contact with Earth (both Rifts and Nightbane)) with just I.Q. bonus.

Natural Abilities: Nightvison 200 ft (61 m; even in total darkness), excellent colour vision, see the invisible, turn invisible at will (unlimited duration), bio-regeneration 1d4x10 SDC/HP (MDC in MDC-worlds), impervious to fire and cold (does no damage, not even magical or psionics), metamorphosis at will (unlimited duration), teleport 88% at will, dimensional teleport 32% plus 4% per additional level, and all other dimensional powers, magic spells and knowledge common to most "true" dragons.

Hell Fire Breath (Special): Range: 200 ft. (61 m), 15 ft. wide (approx. 4m), inflicts 1d6x10 damage. Blue fire that does damage even to beings immune to fire!

Vulnerabilities and Weakness: Takes double damage from magic but not magic fire or magic ice/cold.

Bonuses (in addition to attribute bonuses): Adult: +3 on initiative, +4 to strike, +3 to parry, dodge, and pull punch, +3 to roll with impact, +7 to save vs HF, and +3 on all other saving throws.

Hatchling: +1 on initiative, +2 to strike, +1 to parry and dodge, +2 pull punch and roll with impact, +3 to save vs HF, and +1 on all other saving throws.

Attacks per melee: Adult: 9 physical attacks per melee! Or 4 by breath weapon and 5 physical, or 2 by magical spells.

Hatchlings: 5 physical per melee. Or 3 physical and 2 breath, or 2 by magical spells.

Damage: Varies by supernatural strength.

Magic (Adults and hatchlings of 100 years or older): 1d4 + 6 level sorcerer with all spell magic (no rituals) of 1 to 10 level plus 1d6 plus 1 higher level spells.

Magic Knowledge of Nether Dragon hatchlings: Starts with no spells but has full understanding of magic and advance at the same rate as a sorcerer at later levels.

Psionics: Adult: ALL sensitive and physical psionic powers!

ISP: 2d6x10+20 + ME attribute number.

Hatchlings: The player (or GM) can select a total of six powers from the sensitive and physical areas. ISP 1d6x10 + ME attribute number.

Habitat: They can be found in the Night Lands along the east coast on the land mass the area that would be north america, but can be found anywhere.

Average Life Span: 6000 years but the oldest are over 30,000 years old, but they are very rear and powerful (drawing power from the Dark and are more powerful then the Night Lords!).

Enemies: All good beings and other dragons (other then mates).

Allies: Their mate and the Ba'al and their minions. Also the other Dark Dragons.

Discription: A dark grey dragon with a spiny row of horns that run down the dragon's back.

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Dark Elf R.C.C.

By:
Gil Jyhaud

Dark Elves Discovery

Eons and Eons ago before the fall of the Old Ones, the animosity was beginning to be felt. As a precautionary measure the old ones create a race of Half Elves. They were a Hybrid of the first elfs and of Dragons, they appeared to be normal elves. They became the Avatars and Knights of the Old Ones. They were the Purest of all the races. They knew they had power, but they couldn't harness it because of there masters -- The Old Ones. As the Animosity and Tensions grew, so did the daringness of the Dark Elves. Then without warning the Dark Elves turned there backs on the Old Ones. They did this Hours before there slumber, it is rumored that the Dark Elves may have been there true Killers. They will never talk about that time.

The years that followed proved to be the Golden Age for the Dark Elves. They Built Mighty Empires and became a major force, but there numbers were small, only perhaps 100,000. Then came The Great Awakening when their Evil Finally Began To Leave Them. This only Happened to Three-Quarters though, they called them selfs' the "Dea Simil'rians" which is Translated to "High Elves". This started a great war Between the Mor'drow Simil'rians and The Dea Simil'rians. This almost destroyed both races.

The Mor'drow's have learned to accept the Dwarven nations due to a certain trait they share with a majority of them, Elven Hatred.

Now The Mor'drow number may be as high as 15,000. But no matter how many there are they are Evil.

Ala'raz Azure Tek'laus Scribe of the Arcannus

Notes Taken By Ala'raz about 10 years ago in a dimension that was up For Arcannus takeover.

Day 25 of Observation

I write from a Dimension we will call De'Alps it is a fairly advanced dimension. They are composed of 7 Kingdoms all Under there own Kings, but they answer to a head of Dimension, they call him De'alps Lucard Di' Dead' Dor. He is a powerful Priest and Mage of an Unknown Religious order, it appears to be an off shoot of the Dragonwrite religion.

Day 35 of Observation

I write now from a hidden Elven alcove in a forest just 25 miles north of Lucard's Palace. I was hunted down the last 7 days. Some how or another Lord Lucard has a copy of my first Note. My Inquiries to the Arcannus Circle still say the take over is still going to happen.

Day 48 of Observation

Battle!!!!

The Invasion has started i now fear for my life knowing that within the first day of battle the death count ratio is 10:1 favoring Lucard. This appears to be the first down fall of the Arcannus.

Day 50 of Observation

After a Discussion with some of the rebels on our side i have come to the conclusion that the Arcannus Must leave, I fear Lord Lucard and his Noble men are Dark Elves. My guide Treador Kaldean was once a slave for Lucard he explains, "After some years i notices a change in my master his evil ways have begun to show, an aura of Darkness fills his Black Marble Palace."

Dark Elves

Alignment: 95% are evil, But any are acceptable

Attributes: I.Q. 4D6, M.E. 4D6+3, M.A. 3D6+3, P.S. 5D6, P.P. 4D6, P.E. 5D6, P.B. 4D6, SPD 4D6+2, All Attributes are Supernatural

M.D.C.: 3d6x10 + P.P.E., + Every level add 1d6x10 and any P.P.E. bonus. Plus any gained from Magic or Skills.

P.P.E. Base: 4D6x10 + 1D4x10 per level, or if a Dark Elven Wizard 2D6x100 + 1D6x10.

I.S.P. Base: 2dD4x10 + 2D6 per Level

Horror Factor: 12 radiate evil

Natural Abilities: See in absolute dark, See the Invisible, Ta-Itaik -- i highly focuses outburst of P.P.E. similar to a Chi blast does damage equal to P.P.E. expenditure x 10 (P.P.E. X 10) range is limited to 200 ft, they can also defend at the same rate but they must declare amount before damage is taken., Change form to regular elves, just a color change, may not use powers in this form, absolute no detection of trueness in this form, Shadowmeld, They may also heal using P.P.E. at P.P.E. x 5.

Bonuses: +4 vs magic, +3 vs Elven Magic, Immune to Illusions, +6 vs Horror Factor

O.C.C.: Any magic, Tattoos, no Rift Military OCC, any Psionic

Special Skills:

Language: Mordrow 98%

Select two other languages and Literacies at 98%

Lore: Demon +20%

W.P. Throwing Claw (use the Knife Table)

Equipment: Mesh Armour similar to the netting that the Predators wear, magically adds 200 MDC to body, Cloak of Drudane 100MDC, Talisman of Moriquendi (shows clan), TK Flame Pistol 1D4 x 10 2000ft rang take 20 to recharge, Any type of Sword usually a Katanna or Flamberge 1D6 x 10

Money: About 1D4 x 100,000 in Gold and another 3D6 x 10,000 in Gems

The Dark Ones R.C.C.

By:

[Malcolm Edwards](#)

This is the first race for Caldera, the rulers of most of the planet's cities.

The Dark Ones have been the rulers of most of the cities of Caldera for as long as recorded history. Their race seems to take naturally to controlling other species and using them to their own ends, however they seem to lack the conquering spirit to form a galactic empire such as the Slugorth or Kreegor have. The Dark Ones are left with only one world, due to this and their lack of space travel technology.

The race evolved on Caldera, and has been the dominant race for as long as recorded history, long before space travel ever touched the planet. The Dark Ones are used to using lesser races to do their bidding, they consider themselves natural leaders and will never willingly give up control of anything (even to another Dark One).

Physically they appear as a patch of darkness, this is all anyone has ever seen of them. They usually wear a simple robe (without arms) as a garment, with elaborate decorations depending upon their station. This apparent lack of physical manifestation does not appear to hamper them in the least, they use telekinesis to manipulate objects and have excellent senses.

90% of the intergalactic trade on Caldera comes from metals taken from the system, and items manufactured from the metals. The Dark Ones have completely monopolised this trade by the simple expedient of making it illegal for anyone other than a Dark One to own a mining company, and illegal for anyone other than a mining company to collect or sell ores or metals. Thus the Dark Ones in general have a huge income, although some are wealthier than others.

The pastimes of the Dark Ones are generally intellectual, they seem to love hatching plots to gain themselves more power, which makes their politics continually unstable. However, they never used physical violence upon one another to this end, and even the lowest Dark One has a ruling position within a city. Struggles between the Dark Ones usually take the form of political maneuverings, espionage, sabotage and sometimes assassination of minions.

The Dark Ones are also very adept scholars in general, and it is not unusual for them to learn 4 or 5 languages, and learn much about science and technology. They also love vehicles, the most prominent on Caldera being the anti-gravity skimmer. Dark Ones also keep slaves, although usually they treat them well (as long as the slaves please them), so that their conditions are actually very similar to hirelings.

Gender between Dark Ones is very easy to distinguish, females are on average about a foot taller than males and they usually wear very heavily decorated robes. There are very few females (about 10% of the population) and most of them are powerful magic users. They appear to mate for life, although they do not have the same concept of "marriage". Mates appear to form some kind of mind bond, and can communicate empathically at any time.

Mated males appear to have some kind of dominance over other males, it is very difficult for an unmated male Dark One to achieve a high office. Thus female Dark Ones are sought after, courting often involves masses of presents being heaped upon the family of the prospective bride, as well as visits in which the suitor attempts to prove his worth and power. Female Dark Ones thus have a lot of power even though they never hold public office, some will remain unwed for up to 50 years, taking part in politics and advancing their family without holding office themselves.

As for sex, the method of reproduction of the species is unknown, new Dark Ones are produced by a couple at most once every 20 years, it seems the young ones are never seen by anyone until they are at least 10 years old, the females appear to take care of and educate them. Their start in life is provided by their family, they will start working in the families business and political affairs immediately, but may not move out of their parents home(s) for many years.

The race is divided into "Scientists", "Psychics" and "Mages", although these do not determine their station or prestige in any way. Dark Ones of the highest offices tend to be Scientists or Psychics, as Mages spend a lot of time studying magic.

Scientists gain 4 extra related OCC skills and gain a bonus of +10% to and two of the categories: Communications, Electrical, Mechanical, Medical, or Science (extra 10%). This bonus is for related skills only.

Psychics gain ME + 2d6x10 + 10 / level ISP, and gain 3 powers from each section as well as one extra power per level. They cannot gain the following super powers: Bio-Regeneration, Group Mind Block, Mentally Possess Others, Psi-Sheild, Psi-Sword. Gains +1 to psionic strength every 3 levels.

Mages gain 2d4x10 + 2d6 / level PPE if male, 3d6x10 + 4d6 / level if female. They begin with 2 spells from levels 1 to 3, and can learn other spells normally. Gains +1 to spell strength every 3 levels.

The approximate distribution between these is as follows:

	Males	Females
Scientists	62%	25%
Psychics	24%	3%
Mages	14%	72%

Biomechanists can come from any background, they are apprenticed to an existing biomechanists for about 20 years before they begin practicing for themselves.

Alignment: Any except Principled. The vast majority are Miscreant or Unprincipled.

Attributes: IQ 12+3d6; ME 6+3d6; MA 6+3d6; PS 3d6; PP 4d6; PE 2d6+4; PB **; Spd 10+3d6

** - it appears The Dark Ones have no difference in physical beauty, and do not take it into account when dealing with each other.

MDC: 1d4x50+100, gains 3d10 per level

PPE: Normally 4d6, if a mage has 2d4x10 + 2d6 / level if male, 3d6x10 + 4d6 / level if female

ISP: ME + 2d6x10 + 10 / level if psychic

Horror Factor: 12 + 1 / 2 levels for males, add 2 for females. This is actually an aura around the creature, and can be controlled by them.

Weight: Unknown

Height: 5 to 5.5 ft for males, 6 to 6.5 ft for females.

Allies and Enemies: Varies wildly. There are no particular races or people the Dark Ones like or dislike in general.

Average Lifespan: Over 1000 years. They have been known to die of old age, but this is not common.

Natural Abilities:

- ❖ All Dark Ones always appear to be floating at least 1 foot above the ground.
- ❖ They do not sleep, and feed from PPE (usually from slaves / hirelings), at least 200 per week. A dark one can also feed on PPE to replenish theirs if they have been casting spells.
- ❖ They automatically have prow, this starts at 50%. They can also "Meld with Shadows" as per the spell at will, if they are not wearing robes.
- ❖ Natural telekinesis, equivalent to their strength. Range 15m plus 5m per level for males, double this for females.
- ❖ Their "vision" requires no light, and is effective to 300m. They can distinguish colour perfectly and also see in infrared.
- ❖ Immune to kinetic attacks, including punches, kicks, slug-throwers, explosions, railguns, etc. Cannot be held, can pass through a passage down to 10cm square if they wish.
- ❖ Lasers do double damage.
- ❖ Mega-damage fire, including magical and plasma does half damage.

- ❖ Can withstand temperatures up to 400 degrees but only down to 0. Below this they begin to slow down, about half speed at -5 degrees, by -15 degrees they will be unable to move. Below -15 degrees they will take 2d6 MDC per minute. Pieces of ice can be used as weapons against a Dark One, inflicting 1D6 damage.

RCC Bonuses: +4 vs. Psionics; +8 vs. HF; +4 to Dodge; +4 to initiative; 5 attacks per melee

RCC Skills:

Language: Dark One (98%)

Literacy: Dark One (98%)

Language: English (98%)

Literacy: English (98%)

Mathematics: Basic (+10%)

Computer Operation (+20%)

Intelligence (+10%)

Pilot: Skimmer

Navigation

Read Sensory Equipment

RCC Related Skills: Select 8 from the following list at first level. Choose one more at levels 3, 6, 9, 12, and 15.

Communications: Any

Domestic: None

Electrical: Any

Espionage: Detect Ambush, Detect Concealment, and Forgery only

Mechanical: Any

Medical: Any except Holistic Medicine

Military: Any

Physical: None

Pilot: Any except Horsemanship (+5%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Any (+10%)

Technical: Any (+10%)

WP: Any except Archery and Targeting

Wilderness: None

Secondary Skills: 5 from the list above.

Equipment: Will have a home in the upper tower of a city, at least one skimmer and a larger vehicle. May have several homes, including places in other cities.

The house of a Dark One will usually be dimly lit (they do not require light) but will usually have artworks prominently displayed (another indication of status), statues are preferred. The house is usually kept at a higher temperature than is comfortable for other beings (about 40 degrees), but is not particularly humid. Each Dark One owns at least a dozen slaves or hired underlings which run their household and assist them, and the same number again as bodyguards or goons. Dark Ones which are higher in status will own more powerful slaves, they often receive them as "presents" from trading partners or other Dark Ones.

Personal belongings will include a large library, household items, works of art, computers and perhaps some kind of laboratory. Will very seldom own personal weapons, may have a few powerful weapons which their most trusted henchmen use. Dark Ones will almost never engage in combat themselves.

Money: Depends upon their current station, but always rich, the riches are often part of a family fortune. from 2d6x100,000 cr for the beginning "councilor" to billions for the ruler of a city.

Experience: Use the dragon table in the Rifts main book.

Darter R.C.C.

The Darter race has earned it's name for 2 reasons. One is their incredible speed, which they use in their chose roll as adventures, scouts, and messengers. 2 is the power that allows them to shot MD darts from their hands (see powers later on). They look like bald humans with blue-green, red, or silver skin. The one thing different is that their skin looks thicker and their arms look weaker. Their legs, however, are always very muscular.

Alignment: Any, but most are good (40%), or selfish (35%).

Attributes: IQ 3D6+1, ME 6D6, MA 3D6, PS 1D6+2, PP 4D6, PE 4D6, PB 3D6, Spd 3d6x10

M.D.C.: 3D6 +1 per level of experience.

Base P.P.E.: 3D6+2

Base I.S.P.: 2d4x10

Magic: Character may chose 2 spells from first or second level.

Psionics: Considered a Major Psionic. Psionics include: Deaden Pain, Impervious to Cold, Impervious to Fire, Levitation, Nightvision,, Resist Fatigue, Resist Thirst, Summon Inner Strength (SDC bonus becomes MDC), Astral Projection, Object Read, Sixth Sense, Speed Reading, Total Recall.

Powers

Recovers 1d6 MDC per 6 minutes

See the Invisible up to 200 feet away

Cannot be turned into a vampire

Dart Launch: Once every other melee, the Darter can launch up to 20 darts from his hand traveling at high speed. Each dart does 1d4 MD. Multiply as needed. Range: 150 feet (+20 feet at levels 4 and 7), Bonus: +2 to strike.

Other Bonuses

+3 to save vs. horror factor, +2 to save vs. magic, +2 to save vs. psionics, +3 save vs. Insanity, +1 to save vs. Poisons and other drugs, +4 to dodge, +2 to parry and roll with punch, +4 to initiative, +1 attack per melee

Habitat: Darters can live in temperatures up to 130 degrees and down to 10 degrees without discomfort. They prefer dry, low altitude climates. They like temperatures from 70 to 90 degrees. Needs to eat and drink only 1/3 what a normal human does. Prefers high protein foods.

Darters are sexual and mature just like humans. They even look similar to humans. Darters have no home planet, and it is believed their are only around 1 million left in the megaverse. There are an estimated 600 living in the Rockies. Perhaps a total of up to 5,000 are on Earth, but probably not more. Most are kindhearted and help a soul in need. It is believed the Darters may have been created centuries ago by the true Atlanteans as one of their first attempts at modifying humans.

Average Life Span: 70 years

Size: Humans size

Weight: Humans weight

RCC Skills:

3 Languages of choice at 97%

Literate in the above languages 90%

Radio: Basic (+30%)

Sing (+10%)

Detect Ambush (+15%)

Intelligence (+20%) Tracking (+10%)

Wilderness Survival (+10%)

Running

Climbing (+15%)

Swimming (+20%)

2 Pilot of choice (+5%)

Read Sensory Instruments

Math: Basic (+20%)

2 WPs of choice (Ancient or Modern)

Land Navigation (+20%)

HTH: Basic (Can be changed to Expert only for 3 OTHER skills.)

Other Skills: Chose 5 from the list below. Chose an additional 1 at levels 3, 5, 7, 8, 10, 12, and 14

Communications: Any (+5%)

Domestic: Any

Electrical: Basic Electronics

Espionage: Detect Concealment or Escape Artist (+5%)

Medical: First Aid or Paramedic (Paramedic costs 3 OTHER skills) (+10%)

Physical: Any but Boxing, Wrestling, and Gymnastics (+10% when applicable)

Pilot: Any (+5%)
Pilot Related: Any (+5%)
Rogue Skills: Any
Science: Mathematics: Advanced, Biology, Chemistry, Botany, and Astronomy (+5%)
Technical: Any (+5% on Lore, +15% on Languages)
WP: Any
Wilderness: Any (+5%)

Secondary skills: Chose 4 fro the above list with out the bonuses listed.

Gear: Light MD body armor of choice, light MD pistol of choice or vibro weapon (excluding sword and claw {s}), Running Clothes (Sweat Pants, Sweatshirt, and Running shoes), Normal clothes (Jeans, T-Shirt), Canteen, 3 food rations, light backpack (2 MDC).

Money: 1d6x100 Credits.

Cybernetics: None. Cannot receive Cybernetics or Bionics of any sort.

Xp table: Uses the Juicer experience table.

Data Pirate

In the age of computers, machines, and super technology, information is fast becoming one of the most valuable commodities on the open market. Corporations, and governments have risen and fallen on the basis of the information they obtained and or lost. Corporate espionage has become big business, and government espionage can bring about the downfall of entire areas of civilization. With all of this information transferring going on it stands to reason that there should be someone to move that information from one lace to another, enter the Data Pirate!

The Data Pirate is an individual who has dedicated his/her life to the cause of profit! This individual will transfer valuable information from one location to another for a price. These individuals are usually concerned with nothing but themselves, and will do almost anything that will gain them something they want. They demand high fees, and live fast paced lives. A Data Pirate will pick up information and carry it to the ends of the earth for the right price. They are quick thinking, fast lane individuals that love the thrill of being followed and sought after by everyone. If you are looking to have a non stop adventure, hang out with one of these guys, turmoil is sure to follow.

Data Pirates tend to be quick thinkers, who have grown up on the streets, and want something more. These individuals are almost always suave people who buy only the best and accept nothing less. These people usually have some form of cybernetic implants, and some have a few bionic additions. With the advent of QI's Memory Management system, the Data Pirates have become more involved in the cybernetics industry, everybody wants one! With this system in their head the Data Pirate is capable of transferring information, hands free, and with no knowledge whatsoever of what they are carrying! This protects all parties involved from any unfortunate "complications" that have cost many Data Pirates their lives.

Attribute Requirements: A high ME is preferred but not mandatory.

Alignment: Almost always selfish, but can be any.

O.C.C. Bonus: +1 to save vs. mind control of all kinds.

O.C.C. Skills:

Literacy: Two of choice (+10%)

Languages: Three of choice (+15%)

Computer: Operation (+20%)

Computer: Programming (+15%)

Computer: Hacking (+15%)

Streetwise (+15%)

Disguise (+10%)

Pilot: Automobile (+30%)

Radio: Basic (+15%)

T.V./Video (+10%)

W.P. Energy pistol

W.P. Ancient: One of choice

Hand to Hand: Basic

Hand to Hand: Basic can be change to Hand to Hand: Expert at the cost of one "other" skill or to martial arts (or assassin if an evil alignment) at the cost of two "other" skills.

O.C.C. Related Skills: Select 10 other skills, at least two must selected from Espionage and two must be from Rogue. Two more

skills may be selected at levels 3, 6, 11, and 15. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Any except for Robot Electronics

Espionage: Any (+10%)

Medical: First Aid or Paramedic only

Military: Any

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any (+15%)

Science: Any

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select eight secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: Black fatigues or jump suit for moving at night, in addition to a small, fairly expensive wardrobe. The Data Pirate also starts with a portable language translator, a Pocket digital disk player, Flashlight, Backpack or brief case, Sunglasses and/or Tinted Goggles, Small two way Radio, Air Filter, Gas Mask, and Lock Pick Tools (where appropriate), and a portable computer work station.

Weapons: Survival Knife, Energy Pistol of choice with four extra clips, plus two S.D.C. weapons of choice. The Data Pirate will also start with a set of light or medium mega damage armor, such as the Urban Warrior, or Huntsman armor.

Money: Starts with 3D6*1,000 credits cash, and an additional in 5D6*1,000 credits worth of black market saleable items/information.

Cybernetics: Character may have 1D4+5 cybernetic implants of choice, usually including the QI-MM 12.4 system for data storage.

Death Dragon RCC

By:

[Sean](#)

Background:

The Death Dragons are the rarest and most mysterious of all Dragons known to mankind. They have been seen only a few times in the last 5 years. When Death Dragons are seen it is usually over a battlefield or over a town that will be destroyed. That is how Death Dragons got their name. They seem to be harbingers of destruction; wherever they go death seems to follow. This makes Death Dragons look like evil beasts that kill people and suck their soul into a hellish imprisonment. These rumors are somewhat true, but due to people's fear have grown out of proportion. It is not entirely impossible to hear tales of villages leaving at the sight or rumor of a Death Dragons nearby. If you ever managed to talk to a Dragon about Death Dragons, they seem indifferent and won't answer your question.

The Death Dragons are from the unknown planet Dragii. The planet is nearing extinction due to the overpopulation of Death Dragons. Fortunately for the Death Dragons, a Shifter happened to come across Dragii through a Create Rift spell. The Death Dragons killed the Shifter immediately. The Death Dragons, using the last of their PPE, were able to keep the rift open long enough for a few hundred to escape to Earth. The Dragons they left behind will probably die within 50 years unless they are able to find a way to get off the planet.

Alignment: ANY but usually selfish or evil; some are good.

Attributes: IQ: 2D6+4, ME: 10D6, MA: 9D6, PS: 5D6, PP: 4D6, PE: 5D6, PB: ?, SPD: 7D6 PS is supernatural. 85 mph FLYING

PPE: 1D6x10 (+3D6/level)

ISP: 1D10x10

MDC: 1D4x100+100

Horror Factor: 20

Natural Abilities:

1. Mesmerize: This power is sort of like the spell the King priest of Istar uses in the Dragonlance Legends series. People remember the horror and fear of seeing the Dragon but won't remember the exact details of the Dragon.

2. Death Sense: The Dragon is able to sense, through the use of PPE, where there is going to be major amounts of deaths occurring.

This sense does not tell exactly where or when it is going to happen or who is going to die. It is more like a force that pulls the Dragon to the place of oncoming death.

3. Soul Trap: This is not what the rumors make it out to be. Instead of entrapping the soul, it absorbs the released PPE that creatures emanate upon death. This is different than most other creatures that use PPE to function, instead of only using a small amount of that released energy and having to use it right away, the Dragon will store all the released energy and can store for up to 2 months. There is a limit to how much PPE the Dragon can store, the limit is 800 PPE. There are two ways the Dragon can use this PPE:

PPE Discharge: This is the release of all the stored PPE at one time. This discharge inflicts 1D6+10 MDC to the Dragon itself. Once it leaves the Dragon's body it forms an oddly shaped 50 foot ball of energy that can only go in a straight line for 2,000 feet:

1st 500ft. is 3d6x10 MDC to anyone hit

2nd 500ft. is 2D6x10 MDC

3rd 500ft. is 1d6x10 MDC

4th 500ft. is 4d6 MDC

PPE Withdrawal: The scales can hold the PPE for up to 2 months, and while this the Dragon can use the PPE anyway it wishes. Once a Dragon reaches 5th level it is able to manipulate PPE even better than before. It is able to mold PPE into a solid object that resembles anything the Dragon wants it to look like. The object can walk and do simple tasks. But the creation is actually a shell of what it is made to resemble, it can't talk or think, and it shall die out after a month. The Dragon has total control over his own creation. Cost to create one is 100 PPE.

4. Smoke of Anger: If the Dragon is running low on PPE or hasn't come upon any deaths yet it will probably resort to this attack in order to get more PPE. If a character fails a roll vs. spell at -4 then they fall into a rage, attacking anything it sees except the Dragon. The smoke cloud is actually a very fine mist that covers a 100ft radius for 1D6 rounds.

5. Feed off PPE: When people die their PPE is released from their body. PPE is doubled at time of death. The dragon is able to absorb any PPE within a 100ft radius.

Death Dragons don't like ley lines or Nexus points. This is due to the fact that their scales overload in their attempt to absorb all the PPE. If the Dragon is too close to a ley line (500 ft) it will eventually die.

1st minute: Dragon is slightly dizzy -2 to strike, parry, and dodge

2nd minute: Burning sensation on Dragon's scales

3rd minute: Pain increasing Dragon takes 1D6x10 MDC

4th minute: Pain intense take 3D6x10 MDC

5th minute: Roll vs. unconsciousness take 3D10x10 MDC

6th minute: Roll vs. Death take 6D10x10 MDC

7th minute: Dragon explodes

If dragon dies at any stage his PPE will be released at triple the range and damage of the PPE Discharge ability. Also blast is not in just one direction it occurs in all directions, there is no chance to dodge this blast.

6. Nightvision with a range of 1000 ft.

Skills: Same as all other Dragons (see page 98 of Rifts book).

Psionics: Dragon considered a minor psionic due to their inability to manipulate their powers so that they can gain powers. The powers that they had at birth are the only ones they can have. Pick 7 from the following list:

Deaden Pain

Detect Psionics

Induce Sleep

Alter Aura

Mind Block

Telekinesis

Astral Projection

Empathy

Clairvoyance

See Aura

Sense Magic

Sixth Sense

Telepathy

Empathic Transmission

Hypnotic Suggestion.

Spells: At 1st level knows all 1st and 2nd level spells along with the following spells:

Energy Bolt

Paralysis: Lesser

Blind

Fire Bolt

Life Drain
Call Lightning
Agony
Fire Ball

At 2nd level can learn 10 new spells from 3rd and 4th level
At 4th level can learn 5 new spells from 3rd through 5th level
At 6th level can learn 3 new spells from 3rd through 7th level
At 8th level can learn 3 new spells from 3rd through 8th level
At 10th level can learn 2 new spells from 3rd through 9th level
11th through 15th level can learn 1 new spell between 3rd and 12th level.

Note: The Dragon ABSOLUTELY cannot learn any teleport spells or any spells that have to do with rifts or dimensional travel.

Physical Description: Dragon is all black when fully charged with the exception of a white skull shaped blotch on its chest. When either empty or not totally charged the color of dragon will be different shades of gray.

Length: 25ft.

Height: 15ft.

Weight: 6 tons.

Wingspan: 70ft.

Physical Attacks:

Bite: 1D6x10 MDC

Punch: 5D6 MDC

Tail: 2D6x10 MDC

Stomp: 6D6 MDC

Body Ram: 2D6x10 MDC

Claws: 6D6 MDC

Dragon considered an expert in HTH combat with +1 to strike and +2 to parry and dodge.

Average Life Span: 10,000 years. Achieves adulthood at 1,000 years of age.

Allies: None

Enemies: Fellow Dragon, besides that nothing considered a threat.

Death Seeker O.C.C.

By:

[Morpheus](#)

This is a special OCC that replaces the former one, not by player choice but by the choice of the GM (If you're a player and you really want to play one... you know how to bug the GM ;)

* Note this OCC's main purpose is for Role Playing, and redefines the course of a characters development dramatically. All skills, experience, cybernetic options etc.. remain the same however if the character does not already have psionics the character gains minor psionics in the sensitive category. ISP starts out a ME + (3d6 X 10)

A Death Seeker is a character that has had a traumatic event happen to them during the course of the game, ie: a lover murdered, their village torn to shreds while they were away etc.. The Death Seeker then starts to see visions, and these visions reshape the characters life, maybe add powers, but in any case the Death Seeker has a specific task to accomplish whether or not they realize it, but the GM knows. Unfortunately for this character this task will mean certain (unavoidable?) death to the character: this is known as the Death Bond.

The period of time between this event and the creation of the character can be determined by the GM... it could happen at level 3 or level 13, the longer the period of time that elapses, and the more the character develops the visions become clearer and the steps, people, and resources the Seeker needs to accomplish this task become defined. A Seeker may need a specific character to help accomplish his or her final task, in which case the seeker will first offer to help the other character to accomplish their goals. Or the Seeker may need a specific Item that is across dimensions.... etc... these are ways to incorporate the seeker into your campaign easily.

When a death seeker dies, the character is reincarnated. Time is not a factor for this reincarnation, meaning that the "soul" of the character can travel into the past or the future. It is entirely possible for the new character to be ready to join the party soon after the Seeker dies... It also sets a stage for so many possible twists involving the seeker in his or her first form interacting with the reincarnated one, in fact a seeker might be avenging the death of his or her reincarnated form! The new character will have some memories of his or her past life as a seeker, but new OCC's/RCC's are chosen for the reincarnation, and the character starts out at a level between one and three. If the seeker had any special powers than those powers might be tranfered over to the reincarnated character.

* Note the Death Seeker only gets reincarnated IF he or she can accomplish the specific task they need to do.

The Death Seeker gains the following powers:

- 1. Sense upcoming death:** A death seeker is attuned to death so strongly that the seeker will know if someone in the vicinity is going to die in the next hour. The Death Seeker however stays very calm about it, feeling death is the normal ending of life and will in most cases do nothing to prevent the occurrence from happening. This death that the Seeker feels is by no means assured, intervention on the part of another party often throws the seekers sense off kilter, and the seeker does not know who is going to die unless the Seeker has physical contact with that person.
- 2. Visions of tomorrow:** A Death Seeker is sensitive to the mystical patterns in the universe many call fate. The Seeker's dreams are tormented, yet always give the Seeker some cryptic information on the forthcoming events of the next day. As time goes on the seeker learns to better interpret the dreams but the dreams become more and more cryptic... with one exception. As the Seeker approaches the time of the "proper" death those dreams become extremely clear. The Death Seeker may see his or her death as it actually should happen, or they might see something completely off, or anywhere in between. They just clearly see how they want to die, it is their subconscious effecting their visions that brings about this amazing clarity.
- 3. Final Sacrifice:** A Death Seeker may heal and revive a person who has been dead for less than 3 hours and has at least 60% of their body left. The Seeker does this by transferring his or her own life energies into the corpse, and this kills the Death Seeker. This may or may not be the Seekers proper death, if it isn't the Seeker is reincarnated (and may rejoin the party...), but not free of the Death Bond.
- 4. Feign Death (Meditation):** Seekers can control their bodies mentally so to all people examining the body are fooled into thinking the Seeker is dead. This is a very relaxing state for the Seeker, and while in this state, the Seeker heals at 3 times the normal rate, and is completely rested in 4 hours. The disadvantage of this is the fact that the Seeker does not know what is being done with his or her body and will not wake up until ready to do so. After 8 hours in this meditation, the Seeker dreams heavily and comes out of meditation with a resolution or plan of action for matters currently at hand.
- 5. Speak with the Dead:** This power enables the Seeker to communicate with "spirits" of dead beings, however it requires the Seeker to be at the location of the death, and for the seeker to meditate for 5 minutes uninterrupted. This is dangerous for 2 reasons, the first one would be false information the spirit gives to the seeker that might mislead and harm the seeker, and secondly a particularly powerful spirit might posses the Seeker's body. The Seeker and the Spirit now fight for control of the body... the rules for this are at the discretion of the GM... The spirit also might play a "parasite" tagging along in the body, letting the Seeker do the acting, but during this time the spirit feels, hears see's, and tastes just as the Seeker does.

The Deimaire R.C.C.

By:

[Da Harlequin](#)

The Deimaire is a race of unknown origin, possibly from some distant rift. They are a diminutive people with exceptionally large, bald heads and powerful psionics. They currently number in the thousands and more are being discovered. They have their own corporation too, called KonstruX, which they make incredibly cool stuff with.

Alignment: Any, but usually good.

Attributes: IQ: 2D6 + 18, ME: 4D6 + 6, MA: 3D6, PP: 3D6, PS: 2D6, PE: 2D6, PB: 3D6, SPD.: 4D6 + 6

O.C.C.s Allowed: They favor the Operator and the Cyber-Doc, although some without psionics are Techno-Wizards, and a few are Men of Arms O.C.C. (except Juicers, Crazies, or Borgs).

Avg. Height: 4' plus 2d4 inches

Avg. Weight: 100 + 2d4 x 10 lbs.

Life Span: 200 years.

Genders: Male and Female

ISP: M.E. x 10 + 100! They are powerful psionics but are limited in offense. They get +6 to save vs. psionics and M.E. bonuses don't apply. So to save vs. psionics, they need a 4 or higher to save!

Psionics: Gets Resist Fatigue, Resist Hunger, Resist Thirst, Telekinesis, Telekinesis(SUPER), Object Read, Speed Reading, Total Recall, Electrokinesis, and Telemechanics plus an additional 3 from each category (except Super) and gets one additional power from any category at levels 3, 6, 9, 12, and 15. Unfortunately, any offensive powers are at 1/2 damage and duration.

Magic: Not usually wizards, although 10% of the Deimaire are born without psionics and usually become Techno-Wizards (double PPE but when using spells to attack, they are at 1/4 damage and duration unless they channel it from a TW device).

Skills:

Advanced Math (+30%)

Basic Electronics (+50%)

Basic Mechanics (+50%)

Literacy (+40%)

Optics Systems (+20%)

Robot Electronics (+30%)

Robot Mechanics (+30%)

Plus those from their O.C.C. but +10% to technical, mechanical, electrical, communications, pilot, and pilot related.

All others are same, except *no* HTH to begin with! Basic costs 2 skills, Expert 3, and Martial Arts/Assassin cost a whopping 5!

Also, -1 to all combat skills.

Secondary Skills: Add on 6 but otherwise the same.**Everything Else:** Same as class.

Detective O.C.C.

Requirements: IQ 12, ME 11, PS 10, PE 10**SDC:** 3d6**OCC Skills**

Math: Basic 98%

Literacy (Native Language) 98%

Native Language 98%

Biology (+25%)

Criminal Sciences/Forensics (Chem, & Chem: Analytical prerequisites not necessary)

Paramedic (+25%)

Pathology (+25%)

Radio: Basic (+25%)

Pilot: Auto (+25%)

WP Auto Pistol

WP Shotgun

Hand-to-Hand: Basic

Skill Programs:

Medical Program - Biology, Criminal Sciences/Forensics, (Chem, & Chem: Analytical prerequisites not necessary) Paramedic, Pathology. +25% to all skills

Journalistic/Investigation Program - Computer Operation, Intelligence, Photography, Research, Writing (+25%)

Police Program - WP Auto Pistol or Revolver, WP Shotgun, Hand-to-Hand: Basic, Radio: Basic, Pilot: Auto. (+25%)

Select 1 other skill program, excluding Military, Pilot: Advanced, or Stage Magic. +20% to all skills.

Other Skills: 5

Communications: Any (+5%)

Domestic: Any

Espionage: Any (+15%)

Electrical: Basic Electronics

Mechanical: Basic, Auto Mechanics, Locksmith (+5% on Locksmith, Mechanical Engineer prerequisite not needed)

Military: None

Medical: None (see skill programs)

Physical: Any

Pilot: Any ground, air, sea. No Power Armor, Robots, or spacecraft.

Pilot Related: Any

Science: Chemistry, Chemistry: Analytical, Math: Advanced, Psychology (+15%)

Technical: Any (+10%)

WP: Any

Secondary Skills: 10, +2 at 3, 6, 9, 12, 15**Xp table:** Use the Parapsychologist from Beyond the Supernatural

Devil Hunter O.C.C.

By:

PinckertOL%DFYC%USAFA@dfmail.usafa.a.mil

Devils, demons, and other supernatural creatures have plagued mankind since long before the coming of the rifts. Many of their efforts went unhindered by human-kind... but not all.

In ancient Japan, before the birth of Christ, there was a noble family. This family was granted special powers by an unknown deity, a Champion of Light! This family, which has since gained the name of the Devil Hunters, has gained infamy among the forces of Darkness. Their battle cry is terrifying to demons, and causes many of them to turn tail and run... such is the grief caused by the Devil Hunters on their supernatural foes.

Those people that have had the opportunity to meet with Devil Hunters, have often commented that they are as noble as any Cyber-Knight they have met. Unfortunately, there are not very many Devil Hunters about. The reason for this is two fold... first, in order to be a Devil Hunter, one must be descended from the original line of Devil Hunters. Second, until a Devil Hunter gains their legacy of powers, they must remain pure of body and soul... too many time have a prime candidate for the legacy been cut short by a "teen- age indiscretion." Luckily for the line of Devil Hunters, once they have received their legacy, they no longer need to remain pure of body, only soul (in other words, they can have sex and children.)

There are two things which will often indicate the presence of a Devil Hunter. The first is that they all have an ornate ring which is given to them by the Devil Hunter that initiates them into their legacy. This ring is not the source of their powers, but it is a focus that is necessary to use their powers. If it is lost, it will take 1D4 weeks to create another and will cost at least 25,000 credits in materials and labor.

The second, and more obvious way to discover a Devil Hunter, is by their battle cry. The battle cry serves as their warning to Devils as well as initiates their battle transformation. The battle cry does not have to be something rehearsed, and can be different each time it is uttered, but it MUST contain the Devil Hunter's name, generation number, and the fact that the person is a Devil Hunter. Many Devil Hunter's will even include a little spiel about the history of Devil Hunters, or the Devil Hunter's purpose in battle. A common battle cry goes like this:

"I hold no enmity against those coerced into evil...
But to those vile beings who toy with the hearts and souls of men...
We, since the time of ancient gods, have been your destroyers.
Now, the 125th generation Devil Hunter Tanaka is here! Beware!"

Attribute Requirements: None. The only thing that is required is that you are a member of the family and that your alignment is good. If your alignment changes to anything other than a good one, you will lose your powers!

Bonuses: Often, Devil Hunters are trained from early in their youth to prepare them for their legacy. As a result, they are often stronger and more resilient than the average human. As a result, they get the following bonuses:

+1D4 P.E. +1D6 P.S. +1D6 P.P.

+2D6 M.E. +2D6 Spd. +1D4x10 S.D.C.

P.P.E.: 1D6x10 plus P.E.x2. Add 3D6 P.P.E. per additional level of experience. The Devil Hunter can not draw P.P.E. from ley lines, nexus points, or other people.

Powers:

1. Battle Cry. By yelling the battle cry, the Devil Hunter activates several startling powers. The first is that the Devil Hunter gains a Horror Factor of 16 against supernatural evil. Further, any supernatural evil creature that rolls a modified 5 or lower on their Horror Factor check will flee from the Devil Hunter as quickly as possible. The second is that the Devil Hunter becomes an M.D.C. creature in the magic rich environment of Rifts Earth. The Devil Hunter's strength is also considered supernatural. The third is that the Devil Hunter's clothing changes to a functional but elegant dress with the Devil Hunter signal across the breasts for women, and a martial arts gi with the Devil Hunter signal across the upper right breast for men.

2. The Weapon of Your Soul. This magical weapon is created by the Devil Hunter focusing on all that is good within them. Unlike a psi-sword, this is a solid object that the Devil Hunter summons! It is formed out of thin air, can be knocked from the Devil Hunter's hand, and even used by another. When the Devil Hunter is through with it, it disappears. This weapon can be created as often as desired, but only one can be formed at a given time. The weapon can be any ancient Hand-to-Hand melee weapon of the Devil Hunter's choice, but once the choice is made, it will always be in that form. The weapon has the following abilities:

1. Indestructible

2. Damage: 1D6x10 vs. supernatural evil (including vampires) 4D6 vs. all others

3. Return to the Devil Hunter on command. Takes one melee action.

4. The weapon can be used to parry energy blasts. It is done without the benefit of any bonuses or penalties.

3. Powers: The Devil Hunters are not spell casters, they are soldiers... yet they do have certain powers that closely resemble spells and do draw on the Devil Hunter's P.P.E. These powers include:

Dispel Magic Barrier Cost: 20 P.P.E.

Fire Bolt Cost: 7 P.P.E.

This version of the spell draws on the fires of goodness and as such will do 4D6 MDC against normal foes, but 2D6x10 MDC against supernatural evil foes.

Globe of Daylight Cost: 2 P.P.E.

Exorcism Cost: 30 P.P.E.

This version of Exorcism will also free a victim from any form of mind control. This power can be used instantly and without a long ritual.

Armor of Ithan Cost: 10 P.P.E.

Banishment Cost: 45 P.P.E.

This version of Banishment can be used instantly and without a long ritual.

4. Immune to all forms of mind control and possession. One of the most frustrating things for the various enemies of the Devil Hunters is the fact that they can not be possessed. Hence, they know they will always have an enemy... They also receive a bonus of +5 vs. all forms of psionics, +8 vs. horror factor, +1 vs magic at levels three, seven, ten, and thirteen, and +1 to "spell strength" at levels five, ten, and fifteen.

5. Sense Supernatural Evil. This ability is automatic and instinctual. It is more akin to a chill that goes down the Devil Hunters back when supernatural evil is near. There are also times when the Devil Hunter will get supernatural visions, but the Devil Hunter has no control over them. (Note: This is a great plot device for GMs to use...)

O.C.C. Skills:

Language: Japanese and Native Language at 98%

Literacy in both

First Aid (+10%) or character can take Holistic Medicine (+20%) at the cost of one other skill.

Acrobatics (+10%)

Prowl (+10%)

Lore: Demons & Monsters (+25%)

Lore: D-Bee (+15%)

W.P. Sword

Hand to Hand: Martial Arts

Any three additional W.P.

Any two domestic skills (+20%)

Any two pilot skills (+10%)

Any three physical skills (+15% when applicable)

O.C.C. Related Skills: Select 10 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: Any

Domestic: Any (+20%)

Electrical: Basic electronics only

Espionage: Any (+5%)

Mechanical: Automotive and Basic Mechanics only

Medical: None

Military: Any (+5%)

Physical: Any (+10% when applicable)

Pilot: Any except robot and RPA skills (+5%)

Pilot Related: Any

Rogue: Any (+15%)

Science: Any

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonuses listed in parenthesis.

Standard Equipment: Extra set of traveling clothes, and boots. A set of mega-damage body armor (generally light), hat, sunglasses

or tinted visor, air filter, backpack, bedroll, a couple of sacks, utility belt, several short pieces of cord, 100 feet of lightweight rope, 6 iron spikes, 10 wooden spikes (generally for vampires, but not exclusively), a hammer, hand axe, and utility knife.

Weapons: Can include just about anything, but Devil Hunters generally rely on their Soul Weapon for any combat. They will usually have a silver knife, an energy weapon of some sort, and S.D.C. fire arm of some sort. Vehicle can be any non-military means of transportation, and some Devil Hunters just prefer to walk.

Money: 3D4x1000 in black market items, and 1D6x1000 in credits.

Cybernetics: Devil Hunters will not get cybernetics except in the most dire of circumstances (such as imminent death.)

Diabolist O.C.C.

By:

The Alchemist (12-17-94)

The Diabolist was originally a magic class from the Palladium dimension, brought to Earth by dimensional travelers/magicians. The art of wards and runes is a secret to most, due to the exhaustive study it requires and the mastery of magic forces it takes to use. But of late, several Diabolists have begun to teach Earth natives the ancient art, and enough Earth-based Diabolists have popped up to warrant the class usable by all (or, phrased differently, the class is an open O.C.C.).

Diabolist Abilities

- 1. Can read runes.** The Diabolist knows how to read and interpret runes of all make and form. The rune language/symbology is a jealous secret, and carefully guarded. It will NEVER be taught or shared with anybody who is not a Diabolist.
- 2. Knows all symbols, power words, and wards.** This knowledge is essential for the functioning of the Diabolist's wards. On Rifts Earth, the materials necessary for the creation are not really required; it is the idea, power words, and the design of the ward that are important, the physical composition only lends itself to remembering the exact workings. The Diabolist knows not only how to create the ward/circle, but the power words for it, and the symbols used.
- 3. Deciphering Circles.** The Diabolist is so skilled in magic wards and cryptography that he or she can attempt to deduce the function of a magic circle when encountered. The Diabolist makes notes about the design, materials, and other clues, and then studies it. When the Diabolist wishes to discover if his knowledge is enough for a successful invocation, he must try it and then roll under his percentage. If he fails, the P.P.E. vanishes (used up) and the player is knocked unconscious for 1d4 hours. There is also a small explosion, which causes 4d6 S.D.C./H.P. damage to the Diabolist and those around him in a 20 ft. radius. The Diabolist's skill in deducing the function of a circle is 20% +5% per level of experience. His skill in deducing the invocation necessary for the circle is 15% +5% per level of experience (I.Q. bonus is applicable to both skills).
- 4. P.P.E.:** 2d6 x 10 + P.E. and 2d6 additional P.P.E. points per level of experience.
- 5. Bonuses:** +2 save vs. Horror Factor at level one, with an additional +1 at levels four and eight. +1 to save versus magic at levels two, five, eight, eleven, and fourteen (includes all ward and circle magic, as well)
- 6. Other bonuses:** +10% to recognize magic items, +15% to recognize enchantment.

Diabolist O.C.C. Skills

Languages (native, 96%)
Languages (three additional, +30%)
Literacy (three, +40%)
Mathematics: Basic (+20%)
Forgery (+10%)
Cryptography (+10%)
Land Navigation (+5%)
Wilderness Survival (+5%)
Lore: Magic (+15%)
Lore: Demons & Monsters (+10%)

Hand to Hand: Basic can be selected at the cost of one "other" skill, Hand to Hand: Expert as two, Hand to Hand: Martial Arts (or Assassin, if evil), at a cost of three "other" skills.

O.C.C. Related Skills: Choose six from any available category below. Plus, select two at level three, two at level seven, one at level ten, and one at level thirteen. All new skills start at level one proficiency.

Communications: Radio Basic only (+5%)
Domestic: Any
Electrical: Basic only
Espionage: Intelligence only

Mechanical: Basic only
Medical: First Aid only (+5%)
Military: None
Physical: Any except acrobatics, boxing, and gymnastics
Pilot: Any (+2%)
Pilot Related: Any (+5%)
Rogue: Any
Science: Any (+10%)
Technical: Any (+15%)
W.P.: Any
Wilderness: Any (+2%)

Secondary Skills: The character can also select five secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Robe or cape, two sets of clothing, one set of traveling clothes, light M.D.C. personalized armor, knapsack, backpack, 1d6 small sacks, 1d4 large sacks, a dozen wooden stakes and mallets, canteen, binoculars, sunglasses/tinted goggles, air filter and gas mask, flashlight, 200 feet of rope, pen and pencils, note pad, sketchpad, various other drawing utensils (such as erasers, colored markers, paints), 35mm camera with 12 discs of film (48 exposures each disc), two blank books, and a portable hand-held computer (if proficient in it's use).

Weapons: One energy rifle with 1d4 extra clips, one other energy weapon of choice (1d4 extra clips), survival knife, automatic pistol, and a hand axe.

The vehicle of choice of the Diabolist tends to be either a horse or motorcycle. Diabolists also like TW items.

Money: The Diabolist starts off with 2d6 x 100 credits in cash, and has about 1d6 x 1000 credits in saleable Black Market Items. Most of his/her money has been spent of art supplies and paper/books.

Cybernetics: Starts with none and avoids them unless necessary for medical reasons (though not every Diabolist is opposed to them). Bio-system replacements will be considered, if necessary.

Digoshi O.C.C.

By:
[Kevin CL Sullivan](#)

Here is a new martial arts OCC that kicks ass. This may seem a little munchkin, however, you must realize that this occ CAN NOT and WILL NOT learn modern or futuristic weapons!!! This OCC is really mean when it comes to HtH, but that is because it knows nothing else. Well here it is.

This has been revised and makes a lot more sense now. I left some questions that were asked in the Disruptions to better explain there answers. Please comment.

Requirements: Must be of good alignment/ ALL mental attributes must be 10 or better.

Chi: P.E.+1D6 (see MA powers)

Disruptions: Tend to be casual. Can vary from loan wolf to talkative friend. All are likeable and easy to make friends with. Almost always do the Digoshi stay in the background, or at least until the fighting starts. Normally the Digoshi will disguise themselves as entertainers, however some have been known to disguise themselves as weapons\armor smiths of ancient weapons. All are part of the Digoshi intelligence service, and all know how to find one another by looking for patterns in designs or decoration. They will wear armor that has NO prowl penalty. Will also wear loose fitting, easy to move in cloths. The ONLY modern weapons they will use are vibro-blades, plasma-blades/whips, and high tech arrows (the high explosive, armor piercing exc.) Using these weapons the Digoshi do damage as per weapon (in other words if the weapon does MDC damage they will only do MDC, if it is an SDC weapon it will still do MDC to MDC objects).

Stance: They have many stances. One is a casual stand stance with hands free of pockets or with thumbs in pockets and legs are never locked. This can also be used while leaning up against a wall or chair. They are ready to fight from any position. This includes sitting down with feet resting on a table. The last stance is laying down as when asleep. Note that all Digoshi sleep in ruffly the same position and it is nearly impossible to sneak up on them (-20% to prowl) when they are sleeping. Stances snipped, meaningless to me. I put that in for the sake of the GM that's in a bad mood and says it is a surprise attack because you were sitting down and not expecting it. Which I can see if it is coming up from behind.

MA Exclusive to the Digoshi Warrior OCC.

Who teaches it to them and only them? Why? What if I change classes and start teaching it to others? I really hate things so restrictive. Because I haven't gotten around to making the MA yet. The Digoshi can teach it to others, but it will not be exactly the same. For instance they will not be trained in using the chi. If a Digoshi teaches a student for the full 16 years you have a first level Digoshi. Note that to teach the full OCC you have to be at least 9th level.

Character Bonuses:

Add +2 to P.E.

Add +1 to P.S.

Add +1d6 to P.P.

Add +1d6 to S.D.C.

WoW, that high!! A full 6 to PP!! That's to much!!

Its only a full 6 if you are lucky. It could just as easily be a full 1.

Combat Skills

Attacks per Melee: P.P divided by 4 rounded down. Example: A 17 P.P. gives you 4 attacks in addition to the 2 for being a P.C.

Escape Moves: Roll w/punch/fall/impact, Somersault (Normally a back or forward Somersault over the opponent Using his body for support) can be used as an attack.(You can do it with out need of escape).

Basic Defense Moves: Dodge / Parry / Auto Dodge / Auto Parry

Auto dodge! This seems to be more aggressive, and auto dodge is for the highly defensive MAs. This uses your own momentum against you, so I can dodge and you have to step out of stance to catch your self and I have an opening.

Advanced Defense moves: Parry Strike and Dodge Strike

What the hell are those?

You are punching me with your left hand. I am going to parry it to your left with my right arm and knee you in the crotch at the same time. That is an example of parry strike.

Dodge strike?ø? You are in a boxing stance and are punching me with a right hook. I am going to dodge down and past your left side punching you in the stomach as I pass.

What type of strikes can you do?

Normal punch/kick or somersault kick (say you dodge backward over a table, you can somersault backwards over it to dodge and kick them at the same time).

Does it count as an attack?

YES it counts as an attack, you can not use it with the auto dodge.

Hand moves: Strike (Punch) / Guide This is a type of parry (the ability to move the opponent's punch or kick aside to give you an opening to attack and not get hit. This throws the opponent off balance because he never lost any momentum and never hit any thing.) The opponent loses his next action do to having to correct his balance and that leaves him wide open.

Just a natural roll higher then their strike or do you get bonuses? You must state you are doing it, and you roll to parry with half your bonuses.

Foot Attacks: Kick, Jump Kick, Somersault Kick, (can be done from some ones back or on the ground, across the table, exc.). Somersault Kick does 1d8 damage.

Spacial Attacks: Death Blow, Disarm, Penalize limb (must be done on a called shot) Duration 15sec., Penalize opponent (must be done on a called shot and is -5 to strike) Duration 1d4 Minutes.

Spacial Defense: Blade Catching. This is the ability to catch a swung or thrown blade weapon by the flat of the blade, stopping it before it hits the intended victim. If the weapon is swung the move is followed by a disarm. If the disarm fails the Digoshi loses his hold on the blade, but gets away without a scratch!!! This move can be done with MDC weapons as well. Note that plasma will still hurt unless it is only on the edge of the weapon. GM I leave it to you to decide if the plasma is only on the edge or if it is on the flat as well.

Again how does this work using game mechanics?

Roll a parry w/PP bonuses for swung and thrown, but strait roll of the dice for arrows and such (they are travelling at a much faster speed).

Natural rolls or PP bonuses? Does this apply to arrows and such?

Weapon Katas: WP Blunt, WP Staff, WP Whip, WP Sword, WP Knife, WP Sherkin, WP paired weapons Swords, Sword and knife, WP Bladewhip (optional)

Modifiers to Attack: Pull Punch, Knockout/Stun, Penalize opponent (1d4 minutes), Critical Strike, Critical Strike From Rear

How does this paralyze work or is it a repeat of the one listed above?

Repeat, sorry.

MA Powers: All Digoshi have the ability to do damage as is taken. In other words, if you punch an SDC object it takes SDC damage, if you punch an MDC object it takes MDC damage. This also works with ancient weapons that are SDC, the SDC weapon will do MDC to MDC objects and not be harmed it self. This is do to the Characters Chi, and is the only way the Character can use his chi.

Interesting idea, go for some game balance.

The Character still cant take MDC.

Level Advancement

1. P.P. divided by 4 = the number of HtH attacks, +2 to Roll/Dodge/Parry
2. + 2 to Strike/Parry/Dodge/damage
3. Critical Strike on a natural 19-20, +1 to initiative
4. +1 Attack per Melee, Death Blow on natural 20, +2 to damage
5. Critical Strike on a natural 18-20, +2 to Parry/Dodge +2 to Strike
6. +3 to paralyze limb, +1 to initiative
7. +3 to paralyze body, +1 strike
8. +1 Attack per Melee, +2 to Parry/Dodge/damage
9. Critical Strike on 17-20, +1 to initiative
10. Death Blow on a natural 19-20, +2 to Strike/Parry/Dodge/damage
11. +1 Attack per Melee, +2 to Roll
12. +1 to initiative, +2 damage
13. +1 to Strike/Parry/Dodge/Roll, +3 to Paralyze Limb and Body
14. +1 Attack per Melee, +2 damage
15. +1 initiative, Critical Strike on natural 16-20

O.C.C. Skills:

Read, Write, Native Language 98%

Read, Write, and Speak 3 additional Languages (+30%)

Advanced Math: 98%

Pilot Automobile +10%

Acrobatics +20%

Prowl +10%

Climbing +20%

Select one of the following programs:

1. Mechanic - all skills at +20%
 - Basic Mechanics
 - Automotive Mechanics
 - Aircraft Mechanics
2. Merchant - All skills at +20%
 - Streetwise
 - Concealment
 - Palming
 - Recognize Quality (same as weapons quality, but for general items)
3. Entertainer - All skills are at +20%
 - Disguise
 - Forgery
 - Storytelling (same as singing)
 - Singing
 - Dancing
 - Palming
 - 4 musical instruments

O.C.C. Related Skills: 3 additional skills can be selected from any category except Modern Weapons.

Secondary Skills: 6 other skills can be selected from any category except Modern Weapons, but have no bonuses. +2 skills at levels 3, 6, 10, and 1 at levels 12 and 15.

Standard Equipment: Two spare sets of cloths, a first-aid kit, two weeks of food rations, dark hardened oak staff, two swords (SDC only), 1-100 sherkin (roll 2d10), two other weapons of choice (ancient weapons only), 100 ft of lightweight strong rope with grappling hook, backpack, knapsack, canteen, and some personal items.

Money: 4d6X100 credits and 1d6X1000 in gold coins.

Cybernetics: NONE and WILL NEVER GET ANY, may have bio-systems if they are necessary to sustain life.

History: The Digoshi were rifted here from their own world for some unknown reason. In their own world they were the eyes and ears of the king. They were loved by the people because they did not show themselves or flout their power unless they were attacked. Thief primary purpose is to guard the towns against attack. However, as the king's eyes and ears they listened to the people and their responses to new laws, reasons for going to war, and the like. Also the Digoshi are used to hunt down highly wanted criminals and to keep peace among the people. Every where a Digoshi goes he makes contacts and establishes safe houses for himself and others of his choosing. All Digoshi now how to find these safe houses and any one is allowed to use them. The houses will provide food and a safe place to rest up from a long jerny or a safe place to hide if the Digoshi is being hunted himself. The Digoshi will often take others in need of help to these houses. The last purpose of the house is to get information of the surrounding area to pass on to any one who knows how to use the houses. There is a greeting ritual to identify the Digoshi or one they are helping. There are currently over 2000

safe houses in North America and 950 in Europe (2 are in London and 3 are in Munich).

Diplomat O.C.C.

By:

[Steven Trustrum](#)

The lifeblood of any government, especially ones as turbulent and conflict oriented as those of the Warspheres, the diplomat is a master of manipulation and double dealing.

Filling the roles of staffers, dignitaries and ambassadors, these characters are essential to interfaction relations and are often the difference between two factions settling their differences or going to war.

Perhaps not the most glamorous or exciting of the jobs one can have in an environment such as the Warspheres, it remains a vital one none the less.

Bonuses: +2 to M.A., gets two attempts to make any trust/intimidate rolls and diplomacy rolls.

Attribute Requirements: None.

O.C.C. Skills:

Diplomacy (+30%)

Bureaucracy (+20%)

Lore - Law (+15)

2 additional Lore skills (+10%)

Literacy and Speaking with 3 languages of choice (+15%)

Hand to Hand Basic costs one, Expert costs two or Martial Arts costs three "O.C.C. Related Skills" to attain.

O.C.C. Related Skills: Select 12 other skills. Plus select one additional skill at levels three, six, ten, and thirteen. All new skills start at level one proficiency.

Communications: Any (+15% on Performance)

Domestic: Any

Electrical: Basic only

Espionage: Forgery, Intelligence, Interrogation Techniques and Pick Locks only.

Mechanical: Basic only

Medical: First Aid only

Military: Military Etiquette only.

Physical: Any

Pilot: Any but is very unlikely to take Power Armour/Robot or combat vehicle skills

Pilot Related: Any (-10% on Weapon Systems)

Rogue: Any (+10%)

Science: Any (+15%)

Technical: Any (+15%)

W.P.: Any

Wilderness: Hunting and Land Navigation only

Secondary Skills: The character gets to select 8 secondary skills from the previous list. These skills do not get the advantage of the bonus listed. All secondary skills start at the base level.

Standard Equipment: Many fine sets of clothes, clothes suited to the environ to which the diplomat is assigned, a pocket computer, an armoured briefcase (75 M.D.C.), a small (and easily concealed) weapon, long/trenchcoat (with armoured lining; 25 M.D.C.), video and audio recorder with several extra recording disks, a vehicle suitable to the diplomat's assignment.

Equipment Available upon Assignment: Depends upon corporation/government employing the character. Usually includes armoured vehicles for dangerous expeditions, a staff, computer access, spy equipment and other such devices.

Money: 1d4x1000 in cash plus 2d6x1000 in valuables

Cybernetics: None to start

Xp Table: Use rogue scholar chart

The Domovoi

Based on Quest for Glory 4 by Sierra Online

By:

[Crow T. Robot](#)

The Domovoi are legendary creatures from Slovic legends, who inhabit houses, inns, taverns, etc. and bring the inhabitants good luck. The mythical creatures do exist, although their populations are few and far between.

The creatures appear as a small (2-3 1/2 feet tall) humanoid, with elongated appendages. Their faces resemble older humans, and their nose tends to be long and rough, much like a gnomes. They are covered in a thin layer of fur, which is either blue, green, or brown. Their hair is long and of the same color of their fur, and they often have long beards.

Once a Domovoi finds a home, it will settle their, and true to the legends, bring their owners good luck. Once they link with a house or building, they are bonded with it eternally, and will serve as its protector, for as the home goes, so do the Domovoi. Arcanists theorize that the Domovoi may be a male counterpart to the Dryads of the forest, as they share somewhat similar characteristics in regard to their bonding with the buildings.

Although the Domovoi will do everything in its power to protect their homes, and to an extent, the inhabitants of their homes (Woe to the thief that attempts to break into a Domovoi's home), they are extremely secretive, and use their magical powers to conceal themselves. They occasionally show themselves, most of the time to small children or in times of need even adults. Glimses of Domovoi may have given rise to many a childrens tales about ghosts and monsters in closets, and under beds.

Alignment: Scrupulous or Principled

Attributes: IQ: 3d6, ME: 5d6, MA: 2d6, PS: 3d6 (Supernatural), PP: 3d6+2, PE: 3d6, PB: 3d6, Spd: 3d6

Hit Points: PE + 2d6 per level of experience

S.D.C.: 6d6

M.D.C. (On Rifts Earth): 6d6

P.P.E.: 2d4x10

I.S.P.: 1d6x10

Psionics: Pick 8 Minors from any catagories besides super.

Magic Knowledge: May pick 2 spells from their level of experience or lower every level.

Natural Abilities:

1. Bond with building - A Domovoi will choose his home carefully, for once he has bonded, it is never reversable. The creature will become tied to the building, suffering penalties described below if he is away too long. When connected to the building, they recieve +6 to all physical attributes, +1d4x10 PPE, +3d6 ISP, +4d6 SDC/MDC
2. Grant Good Luck to inhabitants - If the Domovoi feels the Inhabitants of his building are good aligned, he can bring good luck upon the house. Naturally, all skill rolls are at +3% and combat rolls are at +1, but if the Domovoi spends 15 PPE, they can raise this to +6% and +2 to combat rolls for 1 hour per level of experience. For 30 PPE he can give the inhabitants +10% to skills and +3 to combat rolls, and for 60 PPE he can give +15% to skills and +4 to combat rolls, +1 Attack Per Meele. A Domovoi in a house is a blessing indeed.
3. Invisibility - The Domovoi, once bonded, can render himself totally invisible at will.
4. Nightvision - 200 Feet
5. Doesnt need to eat, sleep, drink, or breath. Impervious to poison

Weaknesses:

1. Linking to House - The bond does not allow the Domovoi to go outside of the house's yard (Be it a mansion or an apartment), if he does this, he will begin taking 1d4 damage to hit points and begin to shrivel up for every 5 minutes away. Once hit points are gone, the Domovoi shrivels up and goes into a form of stasis, only curable if the Domovoi is somehow hydrated and brought back home.
2. Obsession: Protecting their Home - The Domovoi will also be obsessive about protecting their homes and inhabitants, and will not go along with any plan, regardless of how much the need is, if it damages their home.

Bonuses (In House Only) - +6 to initiative, +4 to strike/dodge/parry, +1 Attack Per Meele, +6 Save vs. Magic/Psionics

Life Span: Effectively Immortal

Draconchilde (or, the Draconkind)

By:
[Spiral](#)

****Origins****

In 89 P.A., the techno-wizard Regius created the first of a new breed of warriors. These chosen few, originating in the city-state of Kingsdale have since begun to appear all over the North American continent. It has been just over fifteen years since the creation of the first Dragon Juicer. They have made their place in the world, as all juicers inevitably do. As with all juicers, many fade into oblivion, their short lives accented only by the deeds they achieved in life. So they live fast and die young. They taunt death and play gods. They party hard along the way.

And they are leaving children as their legacy.

Who could have known what their offspring would produce? These men, who became changed creatures through the mingling with potent, mystical blood, have somehow passed some arcane essence to their offspring. The result of this change has created creatures unlike their human parents. In some ways, they are even more alien than the Dragon Juicer, with certain draconian traits and instincts that are second nature to them.

****Draconkind****

This curious, new race -- Draconkind, as they are called by some -- display varying levels physiological mutations, from merely cosmetic differences to actual supernatural changes. However, even the least of them rival skilled warriors and scholars. They exhibit many of their dragon-like qualities at birth, including some level of cognicent reason. Many practitioners of magic attribute this to the dragon's blood: in much the way that dragon hatchlings are born with skills and abilities, the Draconkind are born with some remnant of the skills of their progenitors.

At birth, the average Draconchilde looks human, with no overt differences to the naked eye. They are born as S.D.C. creatures, and need all the normal care of an infant. However, creatures sensitive to the supernatural, including psi-stalkers and dog boys, will instantly recognize the newborn as a creature of magic. See Aura will reveal the Draconchilde's supernatural nature.

As the child grows, it's true nature readily becomes evident. First of all, a Draconchilde will grow at four times the normal rate for the first five years of their life. During this time, their body undergoes several physiological changes that result in supernatural abilities ranging from enhanced strength and endurance, supernatural regeneration, and magical and psionic abilities.

By their fifth birthday, all Draconkind have reached full maturity (look about 20 years old). At this stage, all inherent abilities are known, and the Draconchilde will have become somewhat skilled in using them. Perhaps it is the solitary nature of dragons that still reside within them, but most Draconkind will leave their parent (or parents, if the Dragon Juicer is still living) and begin a life of wanderlust. They have little tolerance for others of their race (similar to the territorialism exhibited by dragons) and can sense the presence of another Draconchilde within a half-mile for every experience level.

To create a Draconchilde, first choose the character's race. Remember that Palladium does not allow inter species offspring, so the character's race must be one of those listed as being compatible with Juicer augmentation (Humans, True Atlanteans, Elves, Dwarves, Ogres, some Wolfen, etc.). Since the Splugorth do not allow Dragon Juicer conversion, their expanded list of compatibility is not applicable. Once the race is chosen, add the following bonuses:

I.Q. +2
M.E. +1D4
M.A. +1
P.S. +1D6
P.P. +2
P.E. +2D4
P.B. +1D4
Spd. +2D4

Note that strength and endurance are NOT automatically considered supernatural. See below.

Powers common to all Draconkind: Nightvision 25 ft.; +2 to save versus toxins; +2 to save versus magic; +1 to save versus psionics.

Add one attack per melee.

Next, roll 1D4 times using a D20 on the following table to determine the character's appearance and abilities:

1. Skin discolorations that resemble the markings of a dragon. May sometimes be mistaken for elaborate tattoos. Will cover at least 60% of the character's body. Add 1D4x10 to S.D.C. or 2D6 M.D.C. (this power does not MAKE you M.D.C., but will add to it, if it is already possessed)
2. Body hair has become a porcupine-like substance, resembling quills or spines. This covers the entire body, but is most prominent on the head, back, and forearms. 50% chance of being strong enough to use as a weapon: 2D6 from a backhand punch, 4D6 from a body block.
3. Skin is scaled, like a reptile. This turns the character into an M.D.C. structure with a 20 point base.
4. Eyes are slitted and reptilian, providing Nighvision 90 ft. These can be hidden with reflective sunglasses.
5. Fingernails resemble animal claws and are hard enough to be used as weapons. 2D6 damage.
6. A breath weapon has formed. Choose fire, ice, acid or poison. Does 3D6 damage. Can be used as an additional attack once per melee.
7. Heightened reflexes provide 1D4 to P.P. and an additional attack per melee.
8. Character has a supernatural P.S., and a base M.D.C. of 5.
9. Character's body naturally generates some Juicer chemicals, providing an additional attack; +1D6 to P.P.; +2D6 to P.S., P.E., and Spd.; and +3 to Strike, Parry, and Dodge. Also receives Auto Dodge. Life span is about fifteen years (ten years of maturity).
10. Enhanced Healing regenerates four times the normal rate.
11. Enlarged canines can be used for attack. 2D6 damage.
12. Increase any one attribute by an additional 1D6.
13. Eyes are slitted and reptilian, providing See The Invisible. These can be hidden with reflective sunglasses.
14. Character adds 2D4x10 to his P.P.E. base. Has a +15% chance when rolling for psionics. These characters will be bent toward magic use or psychic character classes.
15. Character has a tail, 1D6+1 feet long. Can do a whip attack for 2D6 damage.
16. Teleportation (per a Dragon's powers) is possible once per hour, 35% chance plus 2% per additional level. Takes an entire melee.
17. Character adds 15% to 3 skills of choice.
18. Increase height by 1D4 feet and weight by 2D6x10 lb. PS +1D6. Add 2D4x10 to S.D.C. or 4D6 M.D.C. (this power does not MAKE you M.D.C., but will add to it, if it is already possessed)
19. Limited shape-change ability allows the character to appear completely human. Duration: a half-hour for each level of experience.
20. Character possess large, reptilian wings that provide a flying speed of 2D6+10. OR (OPTIONAL) the dragon's blood provided a catalyst for a new mutation. Choose one minor power from Heroes Unlimited, Villains Unlimited, Aliens Unlimited, or Spiral's powers. :)

Available O.C.C.'s: Can be any Adventurer or Scholar (including Gypsy classes, Sailor, Gaucho, or any class not overtly combat-related). Can select any Man-At-Arms except Borg or Crazy. Can select any Magic O.C.C. (see notes on Symbiotes and Tattoos below). Among Juicers, only the Dragon Juicer type can be chosen, but the Draconchilde burns through the achemically treated dragon's blood in ONE MONTH, leading to exhorbant expense or a life of hunting down dragons. In addition, the IMRSS unit cannot be installed due to the Draconchilde's natural immune system, so the standard Juicer regenerative powers are not present. Finally, a Draconchilde will only live a total of 2 years plus 3D6 months as a Dragon Juicer. Less than 0.01% choose this.

Cybernetics, Implants, and Symbiotes: All Draconkind possess auto-immunities to implants, and thus, can never receive cybernetics: their bodies will not accept them. Neither can they accept symbiotes. Magic tattoos are ineffective, regardless of the original race (True Atlanteans will possess the marks of heritage, regardless of their uselessness).

Psionics and Magic: Same as original race, unless other bonuses are rolled.

A note about Lifespan: No one knows how long the Draconkind will live. It has been fifteen years since the first was born, and many show no signs of aging since maturity. Others (like those with natural Juicer abilities) have already begun to die. Roll D6 to determine the approximate life span (GM may wish to do this without the player's knowledge). This is in addition to the five years of growth at the start of life.

- 1 2D4+5 years
- 2 2D6+10 years
- 3 3D6+20 years
- 4 2D4x10 years
- 5 3D6x10 years
- 6 1D4x100 years

Xp table: Use the table corresponding to whatever O.C.C. is chosen.

Dragon-Girl R.C.C.

Attributes: IQ: 3d6, MA: 4d6, ME: 3d6, PS: 5d6, PP: 4d6, PE: 4d6, PB: 5d6 (min 16), Spd: 4d6

P.P.E.: 2d4x10+40

M.D.C.: 2d6x10+30, +2d6 MD per level PS and PE are supernatural.

Height: 6'7" + 1d8 inches.

Weight: 150 lb, plus.

Sex: Female only.

Psionics: Minor psionic; base ISP is ME + 2d6, plus 1d6 per level.

Magic Knowledge: Instinctive understanding of magic (vague, general stuff); will not learn spells unless a Practitioner of Magic OCC or Dragon Hatchling RCC is chosen. Can intuitively use techno-magic devices, read magic, use scrolls, and recognizes magical circles and enchantment (still requires Lore: Magic to identify). Can sense ley-lines, nexuses, and dragons within 5 miles (general distance and direction only; no specific locations).

Combat abilities: Claws add 1d6 MD to punching damage, does not have a breath weapon.

Average life span: 600 years. At this point, the character will reach full maturity and metamorphose into an adult dragon. They cannot bear young until they reach full maturity.

Cybernetics: None. Cannot get cybernetics or bionics.

Description: Dragon-Girls generally look like amazonian women with strong draconic influences. The body is generally humanoid, with fine silver scales covering the skin, and slender musculature. Luxuriant silver hair grows on the top and back of the head (but not on the sides); otherwise, they are hairless. The hands and feet are longer and narrower than normal; the feet have three equally-sized clawed toes growing from the front, and another clawed toe growing from the heel. The hands have five fingers, each ending in a sharp talon. A long, whiplike tail emerges from the lower back and base of the spine; it can push buttons and pull triggers, and has a PS of 1/3 the character's regular PS (+1 attack/melee).

A pair of large, draconic wings grow from the shoulders and upper back. The head and face are very draconic, with reptilian eyes, pointed rear-swept ears, and a flattened nose. Vestigial horns grow just below the hairline. The face is long, narrow, and almost snoutlike. The lips, tongue, and teeth are human. The character's original features are still vaguely recognizable, but only at close range.

Despite their inhuman traits, Dragon-Girls are captivatingly beautiful.

Origins: When Dolmeris became pregnant, the Beef Baron began worrying about how to deal with several very affectionate, very Mega-Damage daughters (to quote the hatchling from page 6 of Sourcebook One: "Oh!!! These humans are so fragile!). At the same time, he became more enamoured of the draconic form, and resolved to find a way to make himself into a being similar to his mate. During a profoundly bizarre sequence of events, in which the Beefster, his ally Joe (of Joe's Happy Joyous Coalition-Bashing Circus), and far too many Dyna-Bots broke into Lone Star, and made off with two genetic-engineering devices.

Another ally, Filthy Harry, recruited two city rats (a male and a female, both human) as experimental subjects (the Beefster was very unhappy to find out that Filthy Harry had recruited them on the premise that they were to be fitted with experimental cybernetics). About a year later (shortly before another very bizarre sequence of events), the male subject was decanted. Unfortunately, the uncontrolled DNA recombination rendered him neuter, with stunted growth and absolutely no mind whatsoever; it had become a mindless predator. Dubbed "Rupric" (a corruption of the name of Steve Martin's character from the movie, Dirty Rotten Scoundrels), it was released inside Chi-Town (see the Rifts/Robotech Timeline on [Scott Hayden's homepage](#) for details). Its "sister's" tube was reprogrammed to slow the transformation, and hopefully retain her higher brain functions. After three years, the other subject was decanted. Her mind is sharp, although her memory was almost completely wiped by the sudden changes in brain chemistry she underwent during the first year.

Dolmeris and the Beef Baron have "adopted" her, and named her Artaela. By comparing the logs of the gene-tubes in which Rupric and Artaela were gestated, their DNA, Dolmeris' DNA, and praxian DNA, the Beef Baron (with the help of a lot of computer-time) has developed a serum, that, when combined with immersion in a gene-splicing tube, will turn any non-supernatural humanoid into a Dragon-Girl (because both the dragon and praxian DNA tend to dominate, he couldn't get any sort of gender variation). Artaela's transformation took about three years; if the same process was repeated using Kittani or Phase World level genetic technology (or possibly Splugorth transmutation vats), it could presumably take less time.

O.C.C.s: Dragon-Girls may take any OCC (excepting any that require augmentation: juicers, borgs, etc). A Dragon-Girl who takes the Dragon Hatchling RCC gain the Hatchling's Teleport percentages, psionic skills, and magical abilities.

Combat: Hand to Hand skill starts at Basic (one extra skill slot for Expert, two for Martial Arts).

R.C.C. Skills: The Hatchling RCC Dragon-Girl begins with twenty additional skills that she can take from any skill area (including Physical). At levels two and three, she gains an additional five skills (gains one skill per level thereafter).

Note: A Dragon-Girl who does not take the Dragon Hatchling RCC/OCC must switch to it upon reaching adulthood.

Dragon-Girls who do not take the Dragon Hatchling RCC, or someone who finds him/herself trapped in the form of an adult dragon do not gain the adult's natural abilities all at once. Rather, they gain the abilities over the course of ten levels (most dragons reach adulthood between tenth and twelfth level). The table is designed for use with silver dragons, but could conceivably be altered for more generic purposes.

Dragon of the Lightning Claw

By:

IainHend@aol.com

Hyper Dragon Hatchling

Description: The dragon of the lightning claw is an incredibly hyper supernatural being. They have much less P.P.E. or I.S.P. than other dragons, this is because they have a higher 'metabolism' and the mystic energy they absorb is used to fuel their active nature and extreme speed. In addition to being the equivalent of a human with the 'Crazy-man' insanity, they are incredible dare devils. Often one will see a dragon of the lightning claw rush towards something at full speed and veer off with only inches to spare (full speed is about 670 mph!!!). Players should remember this when playing a dragon of the lightning claw.

Attributes: The numbers indicated under each attribute is the number of dice to be rolled for each. Speed attribute is roughly MACH 1.

I.Q.: 4, M.E.: 4, M.A.: 6, P.S.: 5, P.P.: 6, P.E.: 5, P.B.: 5, Spd.: 3D6 +1000.

These attributes stay pretty constant until the dragon reaches full maturity at about 400 years of age. At that time the physical attributes increase dramatically(except speed).

Skills: At Prst level the Hatchling can select six skills, but is automatically literate in dragonese and one additional language and also knows basic math. Each of these skills are at 98% proficiency. Also the player should choose a hand to hand type, either martial arts or expert. At fourth and Eighth levels an additional four skills can be selected. Available skill categories are limited to:

Communications: Any

Domestic: Any

Physical(no attribute bonuses): Acrobatics, Climbing, Gymnastics, Prowl, and Swimming only

Pilot: Any

Pilot Related: Any

Rogue: Any

Technical: Any

Wilderness: Any

Ancient Weapon Proficiencies: Any

The hatchling is too busy testing his natural abilities, instinctively developing magic skills, and learning about the cosmos to concentrate on mundane human skills. Also, because of their hyper nature sonic dragons get -10% on all skills other than physical, piloting and weapon proficiencies. Add +10% to prowl, climbing, swimming, gymnastics, and dancing skills.

Mega Damage/Hit Points: 7D4 x10 +200

Natural Abilities: Fly 670 mph, Run 670 mph, Leap 60 ft straight up, and 100 ft across, Nightvision: 1000 ft, Vision TEN times greater than a human's (can see an 18 inch object with perfect clarity at two miles away), can bio-regenerate 1D4 x5 M.D. points every five minutes.

Mucus Ejection

Range: 60 feet

Duration: 1D4 melees

Attacks Per Melee: Once per melee, but counts as 2 attacks.

The dragon can expel a large, sticky glob of mucus to incapacitate its target. Those struck are incapacitated while they struggle free. A very disconcerting attack, it has a horror factor of 17 (The damn thing spit at me?!?!?). Those struck get +2 to save versus horror factor, but only when facing this attack. This bonus is cumulative.

Metamorphosis: Is another natural ability. The dragon can completely alter his physical shape, transforming himself to look like any living animal, from a human being to a raven. There are some limitations; the dragon can not metamorphosize into inanimate objects or insects.

The minimum size is about the size of a cat and maximum size cannot exceed his own. The transformation can last up to two hours per level of experience (an adult dragon can maintain the transformation for 48 hours). If on or near a ley line/nexus point (within two miles), the time is tripled. Note: Regardless of his shape, a dragon is a dragon, with all its natural powers and abilities. So a hatchling metamorphosed 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 cute appearance.

Teleport: 35% +2% per level of experience. Teleportation is a special power common to most dragons. The character can teleport, at will, up to 5 miles 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 does 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.

Psionics: Minor Psionic; player can select a total of four abilities from sensitive, physical, or healer. An additional one ability may be selected at level 3, 6, and 9 with two selected at levels 12, 15, and 18. I.S.P. base gains 1D6 per level of experience.

I.S.P.: 1D6 x5

Magic (spells and knowledge): Full understanding of magic, but knows no spells yet. However, can intuitively use all types of types of Techno-Wizardry devices without instruction, can read magic, use scrolls, and recognize magic circles and enchantment. Can also sense ley lines and nexus points and other dragons; range: 20 miles. Note that this sensing ability can not pinpoint specific locations, only nearness and general direction. Learns three spells at level four and an additional one at each level. The level of all spells learned is equal to or less than the current level of the dragon. Ley lines, nexus points, and any other high P.P.E. phenomenon will cause the dragon to get 'high'. This is because the dragon's "metabolism" will automatically "metabolize" 25% of the available P.P.E. and only 75% will be available. The details of the experience are left up to the player, this can lead to some pretty wild "trips".

A dragon of the lightning claw will never become addicted (but can become obsessed see insanity) to ley lines, nexus points, or other phenomenon, this is a completely harmless high. P.P.E. base gains 2D4 per level of experience.

P.P.E.: 2D4 x5

Instinctive Combat Abilities: Attacks per melee: 5(+1 at level 3), +1 to strike(+1 in air), +4 to parry(+2 in air), +7 to dodge(+6 in air), +8 on initiative, +10 roll with punch, fall, or impact

Fast Punch: 1D6

Fast Kick/Claw: 2D6

Super Fast Punch: 4D6(2 attacks) Super Fast Kick/Claw: 6D6(2 attacks)

Fast Bite: 2D4

Super Fast Bite: 6D4(2 attacks)

400 mph ram: 1D6x10(5D6 to self)(3 attacks)

Sonic two footed flying ram style punch at 400 mph or greater: 1D4x10(3D6 to self)(2 attacks).

Average Life Span: 4,000

Insanity: Dragons of the lightning claw are wild, flamboyant, and jocular. One might consider them a cross between Daffy Duck, Errol Flynn, and a stand-up comic on speed. Zany, dynamic, caustic, and hyper. These dragons seem to be as cocky and carefree leaping into the jaws of death as they would be at a tea party.

They will batter opponents with sarcastic quips, bad jokes, and silly observations while socking it out or facing the barrel of a gun. These dragons are always getting. Tapping claws, cracking knuckles, tapping feet, wringing hands, pacing, flapping wings, standing on one's head, doing cartwheels, suspended by rope, balanced on one's tail, bouncing a ball, flipping a coin, ect. They are extremely hyper and can't seem to sit still. In combat, they are usually the ones bounding into a group of baddies, hanging out the window, or displaying dazzling footwork. Dragons of the lightning claw seem to have a consistent habit of laughing, giggling, or snickering at the most unusual times. Usually this occurs during combat, under high pressure situations, or when triumphant. Sometimes this can be extremely effective in rattling one's foe. Other times it is downright annoying. They also tend to come up with inane battle cries.

In combat, a dragon of the lightning claw usually appears to be fearless, leaping into battle with a joke on it's lips and armed with it's bare claws and a rune sword(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.

Bonuses and Penalties: These dragons 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.

Note: As a reactionary, the dragon of the lightning claw tends to be naive and a sucker for a sad tale, good cause, or pretty face. Also, roll once on the dragon obsession table.

Dragon Rider R.C.C.

By:

[Kelsey Seale](#)

Dragon Riders are a race of humanoids that have learned to mentally tame and control Dragons for a short period of time. During the waning days of the second magic epoch, a pair of Chinese magicians learned how to use their minds to control Dragons for a short period of time. Persecuted for teaching their "Black Magic," the Chinese magicians fled through a dimensional portal to a world filled with Dragons. The magicians also found a civilization of humans that feared the Dragons because of their might and mysterious powers. The Chinese magicians then felt it was their duty to train these people to be on more equal terms with the Dragons and so the people of this planet were taught the way of the Dragon Rider. After a century of peace with humans and Dragons living together, a horde of evil Dragons found their way to the planet of the Dragon Riders and promptly invaded the once peaceful planet. It was during this invasion that the Dragon Riders were formed into an army to combat evil; also, the properties of Dragon skin were unlocked at this time and the powerful Dragon Rider Combat Armor was created. With the coming of the Rifts, the Dragon Riders have found their way to earth and are continuing their constant battle against evil.

Alignments: Any, but tends toward Principled & Scrupulous

Attribute Requirements: ME: 10, PS: 12

HP: Standard (PE +1D6 per level)

SDC: 3D4*10

PPE: 1D8

ISP: ME+1d4*10 (+1D10 per level of experience); considered a major psionic.

Attributes: IQ: 3D6+5 PP: 3D6 ME: 4D6+5 PE: 4D6 MA: 3D6 PB: 3D6 PS: 4D6 Spd: 3D6

Special Abilities:

Automatic telepathy & empathy with Dragons: 100ft range.

High Mental & Physical Endurance.

Impervious to a Dragon's Horror Factor.

Resistant to Dragon attacks (1/3 damage).

See aura of Dragon through Metamorphosis: 30% +5% per level of experience, -20% to see Chiang-ku.

*Mentally control up to 4 Dragons for 1D8 days; **Base Percentage:** ME% +1/2 ME per level of experience.

RCC Skills:

Language & Literacy: Chinese(+20%)

2 additional languages(+10%)

Paramedic(+5%)

Escape Artist(+15%)

Tracking(+10%)

Wilderness Survival(+10%)

**Dragonship(+20%)

Land Navigation(+10%)

Acrobatics

Boxing

Three Ancient WP of choice

Hand to Hand Martial Arts

RCC related skills:

Dragon Riders can pick 7 RCC Related Skills from the following categories at level one and one additional skill at levels 3, 6, 9, 12, and 15

Communications: Radio: Basic only

Domestic: any(+5%)

Electrical: none
Espionage: Any(15%)
Mechanical: none
Medical: Holistic Medicine only(+15%)
Military: none
Physical: any(+10%)
Pilot: any except Robot skills
Pilot Related: Navigation only
Rogue: Any except Computer Hacking(+5%)
Science: Math only
Technical: Any except computers(+15%)
WP: any except Heavy & Heavy Energy
Wilderness: Any(+20%)

Secondary skills:

Can select 6 Secondary skills from the above categories, but without the benefit of bonuses; can pick one additional secondary skill at levels 5, 10, and 12.

Psionics: Select 4 psionic powers from the Physical and Sensitive categories; add 1 power from either category at levels 5, 10, and 15 Saves as a Major Psionic.

Bonuses: +1 melee attack, +4 to save vs HF, +3 to save vs Magic

Weapons: Select three ancient weapons that are equal to the character's RCC skill WP's and one Light energy Rifle with 1D4+2 E-Clips.

Starting Equipment: Set of Clothing, Set of battle clothing, Tinted Goggles, one large sack, 2D4 small sacks, binoculars, Utility/ammo belt, Thermo-Optic sight, Flashlight, Portable Language Translator, Pencils and Notebook, Canteen, Silver Cross, Dragon Rider Body Armor***

Money: 1D4*100 in credits; 3D4*1000 in Black Market Items

Appearance: Normal human

Average Lifespan: 100+ years

Enemies: Evil of any kind.

Allies: D-Bees, Champions of Good

Cybernetics: Will only take Bio-Systems to replace damaged parts.

Xp table: Use the Dragon R.C.C. EP table.

* GM rolls secretly as the player doesn't know how long his control will last.

** Dragonship is a skill exclusive to the Dragon Rider; use it when flying Dragons in Combat and making critical maneuvers. **Base Skill:** 30% plus 5% per level of experience.

***Dragon Rider Body Armor is armor that been created from the hide of a powerful Dragon, instilling limited regeneration powers into the armor.

MDC: 135 **Wt:** 30 lb Regenerates 5D4 MDC per hour. **Penalties:** -30% to prowl.

Dragon Slayer O.C.C.

By:

Stewart Lane & [Ben Wagg](#)

On Palladium one of the most misunderstood and feared (some nearly as much as gods!) creatures is the dragon. While some are known to be good and kind, the majority of stories that filter through the songs and tales of bards are of dragons that terrorize people and destroy their homes. The reasons for these actions are many and varied, some are driven by greed, some by a lust for magical knowledge and some even for pure pleasure.

Occasionally a hero will emerge to rid the peoples of these menaces but heroes of this caliber are few and far between. As a result of the frequency of the attacks and the rarity of people with the power to combat this menace many churches have utilized the training centers that are used for the training of Holy Crusaders*. The top 1% of all trainees are slated to become Dragon Slayers.

The reason for this action is because churches are a prime target for dragons seeking riches and wealth as well as trying to subdue the local population. If the dragon slayers are successful in killing or subduing the dragon then they will gain the lasting gratitude of the peoples. This is a great advertisement for their religion and it might even boost membership which will then lead to more donations. (Which are greatly accepted!)

N.B. Dragon slayers are expected to perform the duties of a Holy Crusader* on top of their own.

DRAGON SLAYERS & JOB BENEFITS

Armor: Because of the dangers inherent with their profession only the heaviest of armors should be chosen.

Equipment: Initial equipment includes: A set of armor(Studded leather -Full plate), holy symbol (typically a medallion), backpack, good boots, notebook, grooming utensils, ink, crow quill, pen, three sets of clothes, belt, gloves, boots, 460 gold, 4 doses of dragons breath poison.

Horse: A horse (usually a war-horse) will be provided to dragon slayers when they have assisted in the subduing of a dragon.

Salary & Booty: The conditions of payment and advancement are identical to the Holy Crusader* with the addition of the following rules:

- 1:- The dragons body parts must be given to the church and no profit out of them can be made by the dragon slayer.
- 2:- If the local population, as they usually do, shower the dragon slayer with gifts then 99% of all the proceeds must be donated to the church.

Magic Weapons/Items (The Dragon Slayer is given two of the following):

Dragonsbane (Holy lance):

Damage:- 3D6+4.B
4D6+10 Vs Dragons.
+2 to strike.

Abilities: Heavy touch 3D6 damage up to two times daily.
Healing touch 2D6 HP up to three times daily.
Call lightning (6th level) up to three times daily.

Far-Reacher(Holy long bow):

Damage:- 2D6+6.
4D6+2 Vs Dragons.
On a called shot to the dragons heart (-5 to strike) an additional 2D6+6 damage
+3 to strike.
24 Holy arrows.
N.B. the bow itself is not magic/holy and therefore requires the holy arrows to function properly.

Wyrmsshield(Large shield):

+3 to parry.
Indestructible.

Wyvernreaper:

(Can be any hand-held weapon)
Damage:- 2D6+6.
+2 Strike/Parry.
Abilities:- Immobilize, circle of rain, blinding flash.
Any combination up to three times daily.

Blessed Medallion: Creates a magical armor (A.R. 20, S.D.C. 40) for 1D6 melees. Can be used up to two times daily.

N.B. At no time are these items owned by the Dragon Slayer but are on loan from the church.

THE DRAGON SLAYER

Alignment: any (except miscreant & diabolic).

Attribute Requirements: I.Q. 14, P.S. 15, P.E. 12, P.P. 12.

O.C.C. Skills:

Hand to Hand:Palladin
W.P. Lance
W.P. Large sword
W.P. Large shield
Horsemanship:Knight
Religious doctrine (+20)
Speak additional language(+20)
Read/write (+20)
One weapon proficiency of choice.

O.C.C. Related Skills: Choose 5 at level one, and 2 at levels four, eight and twelve.

Electives:
Weapon proficiencies:
Polearms
Axe
Hammer
Crossbow
Longbow
Shortbow
Short swords
Paired(counts as two)
Targeting(counts as two)
Spear
Small shield
Running
Witch lore(+10)
Undead lore (+10)
Sniping(counts as two)
Medical(+6)
Prowl
Stalk/capture
Wilderness survival(+10)
Armor and weapon decoration(+5)
Streetwise(+10)
Scale walls(+10)
Track
Disguise(+4)
Hunting

Secondary Skills: Choose 8 at level one, and 3 at levels five, and ten. Any but the following have O.C.C. bonuses.

Faerie lore(+10)
Speak additional language(+15)
Racial histories(+5)
Recognize weapon quality(+7)
Dance(+10)
Heraldry(+15)
Mathematics(+10)
Read/write additional language(+10)
Recognize precious metals/stones(+8)
Sailing(+3)
Swimming(+10)
Writing(+8)

Magic Abilities: Initial spell knowledge: Armour of Ithan, Strength of Utgard Loki, Blue flame, Impervious to fire.

Abilities:

Spell strength is equivalent to a level 2 wizard.
The spell strength does Not increase.
Gains 1 extra spell per level of advancement.

Can cast number of spells daily as equal to his experience level.

The spells are limited to levels 1 to 6.

+6 to save against any magic cast by a dragon.

At third level the character gets the heavy touch ability. (See Holy Crusader O.C.C.*).

Does Never have to perform a save verses horror factor against dragons.

Experience Levels:

1. 0 – 2,200
2. 2,201 – 4,800
3. 4,801 – 9,600
4. 9,601 - 17,000
5. 17,001 - 25,000
6. 25,001 - 35,000
7. 35,001 - 50,000
8. 50,001 - 70,000
9. 70,001 - 95,000
10. 95,001 - 135,000
11. 135,001 - 177,000
12. 177,001 - 227,000
13. 227,001 - 277,000
14. 277,001 - 327,000
15. 327,001 - 377,000

Dragon Warrior O.C.C.* for the Palladium Fantasy Roleplaying Game® 2nd Edition

By:

[Canadian Guy](#)

Dragon Warriors are highly trained men-at-arms that are hand selected by a Dragon 'liege' to serve them. After selection, the Warrior is put on a strict regime of vigorous training and conditioning.

Often the Dragon Warrior's role is adventuring for the dragon (who could not bother to was any of his/her valuable time finding a simple magic item), or protecting the dragons 'interests'.

The Dragon Warrior first forges his/her body and soul into a lethal weapon, and then usually begins an adventure to prove their 'worth' to their dragon lord. Failure to do so, usually means death; however, if the Dragon Warrior proves himself worthy he under goes the 'initiation ceremony'. The Dragon breaths on the Warrior with its breath weapon.

The result is astonishing: when the Warrior awakes his chest is covered with an image of his Dragon lord in flight. The image is covered with runes (the properties of which the Dragon Warrior learns as his level progresses and at high levels the Warrior gains the ability to cast rune magics). The Warrior also gains the ability to speak 'common dragon'* (high dragonese), this enables him/her to converse with hatchlings in their own language.

The Dragon Warrior worships his dragon liege as a 'God' and views it as the only lord with authority in the realm (IE the dragon's word is law and no other). The Warrior is often supplied with magic weapons and armor amongst other items by the dragon; however, the Dragon Warrior must select three weapon proficiencies. After this selection has been made, the Warrior never uses any other weapons.

Attribute Requirements: IQ: 12, ME: 12, PS: 12, PP: 13, PE: 12

Alignment: Any, but usually matches that of his/her dragon lord

Gender: Male or Female

Race: Any

O.C.C. Bonuses: +2 Strike, +1 Damage, body runes, ability to cast rune magic, Dragon H-t-H*

O.C.C. Skills:

Hand to Hand: Dragon

WP Unarmed

WP Small Shield

WP Paired Weapons

Select Three Weapon Proficiencies

Weapon Crafting (+12%)

Armorer (+15%)

Armor/Weapons Decoration

Horsemanship: General

Blind/Night Fighting (+10%)

Languages: Native Tongue at 98%, Common Dragon 50% (+5/level), 2 of choice (+15%)

Literacy: Native Language (+20%), Common Dragon 30% (+5/level)

O.C.C. Related Skills: Choose 2 other skills from the military skill category and five other skills at level 1, plus 1 per level starting at level 2. All new skills start at level one proficiency.

Communications/Performing Arts: Any

Domestic: Any

Espionage: Any

Horsemanship: Exotic only (+5%)

Labour: Any

Medical: First Aid Only

Military: Any (+15%)

Physical: Any

Rogue: Any

Science: Math Only

Scholar/Technical: Any

Weapon Proficiencies: Targeting and Sniper ONLY (these are refinements not true WPs)

Secondary Skills: Choose 4 at level 1, plus 1 per level starting at level 2. All new skills start at level one proficiency. These are additional areas of knowledge that don't get the OCC bonuses.

Body Runes*: This is a GM discretion section (be creative its more fun for the player); however, here is the basic one that I use. Note that activating runes does not cost the player PPE points but the runs can only be activated the listed number of times.

Level 1: Heal 3/day 1d8+5 HP

Level 2: Wind Rush (See Air Warlock) 3/week

Level 3: Call Lightning 1d6 damage/level 1/day

Level 4: Increase AR (+1) Duration: 1hr 1/day

Level 5: Mind Link with Dragon 'liege' 1/day

Level 6: Dragon Breath 3d6+6 Damage Range: 150' 3/day (counts as 2 attacks)

Level 7: Teleport Self 500 yards 2/day

Level 8: Dragon Flight Duration: 1 day 1/week

Level 9: Heal Superior: heals to full HP and SDC 2/week

Level 10: Super Strength (+10 to PS) Duration: 1hr 2/month

Level 11: Mystic Portal 1/day

Level 12: Metamorphosis Self (GM Discretion) 2/day

Level 13: Anti-Magic Cloud 2/year

Level 14: Call Lightning Superior (calls 5 lightning bolts) 2d6/level each 1/month

Level 15: Call/Control Major Elemental 1/year

Level 16: ***become Dragon Hatchling***

Level Experience - Hand-to-Hand Dragon

Level 1: 0-2,400 - 2 attacks per melee; +3 role, +3 pull punch

Level 2: 2,401-4,800 - +3 Strike/Parry/Dodge

Level 3: 4,801-9,600 - 3 attacks per melee

Level 4: 9,601-17,000 - Disarm opponent 17-20

Level 5: 17,001-25,000 - +1 Damage

Level 6: 25,001-35,000 - Critical Strike 17-20

Level 7: 35,001-50,000 - 4 attacks per melee

Level 8: 50,001-70,000 - Stun Opponent 17-20

Level 9: 70,001-95,000 - +2 Strike

Level 10: 95,001-135,000 - Death Blow on 19 or 20

Level 11: 135,001-177,000 - 5 attacks per melee

Level 12: 177,001-227,000 - +3 Strike

Level 13: 227,001-277,000 - +4 Damage

Level 14: 277,001-327,000 - 6 attacks per melee

Level 15: 327,001-377,000 - +4 Strike/Parry/Dodge

Rune Spell Magic: When the Dragon Warrior Reaches Level 8- He can be taught how to cast Rune Spell Magic.

*The Dragon Warrior OCC is the design, creation, and property of. The Experience table and The Dragon Hand-to-Hand Combat skill was first developed by Dave Anhorn for the Battle Lord OCC and has been given to the Canadian Guy through exclusive consent of the said party. Reproduce, redistribution, or re-publication of this OCC Class without consent is strictly forbidden. This consent is obtainable by me first.

Draykle R.C.C.

By:

[Tim Santa Cruz](#)

This is a follow up to my post of the Bronid. These guys are essentially the antagonists in the Bronids Universe. Again, comments welcome.

Many thousands of years ago, the Draykle came to power in their galaxy. The Draykle Empire is evil. The Draykle see other species as nothing more than slave labor. They kill the innocent, torture for fun, and devastate whole world without blinking an eye. In the years of Draykle history it is estimated that they have eradicated over 634 different species and killed trillions. They are without mercy, without compassion.

Appearance wise, they Draykle are very similar to humans. The only difference being the eye and hair color. They hair is either blue, bright red, or green. The hair color also denotes a Draykles place in society. The blue hairs are the nobility. They have the most prestige and authority. Red hairs are military. Green hairs are peasants. The eyes are either white or black. They have no pupils so the eye is just one color. The Black eyes are male and the white eyes are females.

The other distinguishing factor of the Draykle is that they are born with cybernetic implants. These implants are simply brain stimulants. They increase intelligence and agility. Red hairs are born with, among other things, a tiny microchip that, when activated, cuts oxygen to the brain. This allows the blue hair to keep control of the military. Also the red hairs have an internal compass, that lets them know the direction of north at all times. Since Draykoon's (The Draykle Home World) magnetic poles are very similar to earth, this compass works very nicely.

Upon Discovery of Rifts earth (Their scientists perfected dimensional portals a few years ago and they are only now beginning to invade new dimensions), the Draykle have sent an advance scout to find out more about this new world. They were assigned to split off and make good with the locals. 500 Army Groups (50 million troops) are waiting to invade when word comes back from the advance scouts.

Red Hairs

Alignment: Evil or selfish. Good Alignments are Very Rare. Also Unprincipled is very rare.

Attributes: I.Q. 4D6, M.E. 3D6, M.A. 2D6+2, P.S. 4D6, P.P. 4D6+1, P.E.

3D6+1, P.B. 2D6, Spd. 3D6

HF: None

MDC: 3D6 x 10

PPE: 1D6

Average Life Span: 110 Years

Natural Abilities: While the Draykle do not have "Supernatural Strength" they can do a power punch that does 1D4 MD, but counts as 2 attacks. Also they have telescopic sight (2 miles, +2 Strike with Ranged Weapons)

Combat: Hand to Hand Expert

Psionics: None

Magic: None

R.C.C. Skills:

Language: Dryke (98%)

Language: Pick 3 (+20%)

Radio: Basic (+10%)

Pilot Spaceship: Fighters (+10%)

Read Sensory Equipment (+10%)

Weapon Systems (+10%)

Movement: Zero G (+5%)

Computer Operation (+15%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy

R.C.C. Related Skills: 10 Other Skills. Plus 2 at levels 5 and 10.

Communications - Any (+5%)

Domestic - Any

Electrical - Any
Espionage - Any
Mechanical - Any
Medical - First Aid Only
Military - (+10%)
Physical - Any
Pilot - Any (+5%)
Pilot Related - Any
Rogue - Any
Science - Any
Technical - Any
W.P. - Any
Wilderness - Any

Secondary Skills: 2 at 3, 7, and 12

Standard Equipment: 3 Military Uniforms (2 Combat, 1 Dress), Binoculars, Wrist Communicator, 3 Weeks Food Rations, Survival Knife, Back pack.

Weapons: Standard Military Laser Rifle (See below), Standard Military Side arm (See Below), 6 Plasma grenades.

Money: 3D6 x 1000

Cybernetics: Brain Stimulator (+1D6 to I.Q. and P.P., already included in attributes), Gyro Compass, Brain Cutoff device.

Experience: Use table for CS Grunt

Weapons

1. Standard Military Rifle - REi237
Range: 5000 ft
Damage: 6D6 MDC
Ammo: 30
2. Standard Military Sidearm - REi236
Range: 3000 ft
Damage: 3D6 MDC
Ammo: 10

Special Operations Group Drop Commando OCC

By:

[Chris Curtis](#)

Note: this is a rather powerful OCC that was designed more for the Phase World universe, but is fine for the normal Rifts Earth. The Drop Commandos are from an alternate dimension in which the primary human galactic organization is the Terran Confederation of Allied Worlds (TCAW). Approximately 500 years ago the human race had colonies spread throughout a fair percentage of their home galaxy. Different colonies had been founded by varying Terran cultures and thus there was competition and animosity between many of the worlds. Fortunately (or perhaps unfortunately) there was not a great extent of armed conflict and thus not a need for a large or advanced military. For the next hundred years the worlds traded among themselves. They grew complacent, for they had not found any trace of other sentient races in all of their travels.

Finally, an unarmed transport fleet, which had somehow been thrown off course, stumbled upon an outpost of another race. The fleet tried to contact the new race by every means at their disposal, but to no avail. Suddenly, a burst of roaring sound came over their ancient back-up radio system. The Sound was immediately followed by the sight of alien warships racing toward them. The fleet commander, fearing the worst, ordered four of the transports to leave the system and attempt to find their way back to the colony worlds. Only one ship from the entire fleet made it back to a colony world.

The news of the race, and their apparent hostility, sent the independent worlds into a panic, and chaos quickly followed. The small defense forces of the independent worlds were mobilized and sent to defend outlying worlds. Soon the most distant colonies began to be attacked and destroyed by the mysterious alien race. It became obvious that a government and military force would have to be established. Hastily, representatives from the different worlds met and discussed the problem. Soon a rough government, the TCAW, was Hashed out.

However, there remained a problem just as desperate: the need for a military force. The technology of the new TCAW was highly advanced, except in the areas of weapons and combat technologies such as warships. Immediately, massive research efforts were initiated, but they needed time to get results. There was a need for immediate defense, so they turned to areas in which their technology was advanced: cybernetics, computers, pharmaceuticals, and other fields. The idea was to combine these technologies to make a super-soldier. Scientists had soon devised a way to combine these to create soldiers that were stronger, tougher, faster, and deadlier than any other soldiers known. Training and implementation of the program was quickly started. Due to time limitations, the

new soldiers were organized into special forces teams called Special Operations Groups (SOGs). Thus was born the SOG Drop Commando.

The Drop Commandos were an incredible success. They bought the TCAW enough time to get other new technologies produced. Eventually, the TCAW fought the invading aliens to a standstill. However, this was not before over 35% of their worlds and billions of people were obliterated.

After the war ended the government was finalized and instituted. The SOG Drop Commandos were deemed a complete success and it was decided that the program should continue (though in a more subdued fashion) and be upgraded as newer technologies became available. The current Drop Commandos are the finest soldiers in the TCAW military, and have yet to find their equal.

Note: There are only about fifty SOG Drop Commandos in Rifts Earth/ Phase World universe. A combat transport carrying two platoons of Drop Commandos had a Hyper-Jump drive malfunction and was transported into the Rifts Megaverse where they seem to be trapped, at least for now.

Alignment: Any, but only 8% are either Diabolic or Miscreant.

Attribute Requirements: IQ 13, ME 13, PS 11, PP 11, PE 11

Drop Commando Augmentation System:

Note: All Drop Commando (DC) augmentations are rendered out-of-phase (see Phase World) after being installed. This renders them invisible to any means of detection except by those able to sense phase technology.

1. **Cybernetics:** Each DC's body is enhanced through the implantation of the most advanced cybernetics in the TCAW. Note: These systems are decades ahead of anything that can be achieved on Rifts Earth, with the possible exception of Atlantis. Multi-Optic Eyes: These are the same as in the basic book, but are indistinguishable from normal eyes.
Headjack with Long-range Radio
Amplified Hearing and Sound Filtration
2. **Chemical Drug Dispenser:** DCs are outfitted with a drug dispenser which is implanted in the skull behind one ear. The dispenser, when activated by thought, releases a dose of a drug, commonly referred to as "Speed", into the blood stream. Once released, the drug has an incredible effect on the DC's reflexes, speed, reaction and agility. However, the effects only last for one hour per dose and is followed by violent nausea and headaches. The access for the drug port is located behind one ear and is unnoticeable under even fairly close inspection.
Note: Bonuses are effective one action after activated.
+1 attack per melee
+3 to parry and dodge
+3 to initiative
3. **Servo, Muscle, and Bone Augmentation:** At each major joint of the DC's body, power-enhancing servos are implanted. All major muscle groups are augmented with the addition of artificial bio-organic muscle fibers. In addition, all of the primary bones of the body are coated with a carbon- graphite ceramic laminate that effectively makes each bone over 10X stronger than before.
+1D6 to PS, +2D4 to PE and PP, +3D4x10 to SDC
4. **Nano-Computer and Servo Control System:** Implanted in the skull of each DC is an incredibly small and efficient nano-computer (NC) and a control system/interface for the joint servos. This combination essentially gives the DC computer controlled combat reflexes. It also acts as an interface for all of the augmentations, thus allowing mental control of the cybernetics.
Effect: If the DC is in immediate, potentially life- threatening, danger (i.e. being shot at, etc.) and fails to avoid danger by either dodging, parrying, etc the NC/servo system will attempt to save the DC from the danger. The NC/servo system will assume momentary control of the DC's movement and attempt to dodge, parry, or roll with damage, depending on the circumstances. **Note:** the NC/servo system will attempt to save the DC without his conscious thought whether the DC wants it to or not. The DC has *no* conscious control over the system.
5. **Psionic Dampers:** Each DC has advanced electromagnetic anti-psionic fields and mental enhancers installed. +1D6 to ME
6. **Combat Bonuses:** These include bonuses from all of the augmentation systems except the Drug Dispenser.
+1 attack per melee +2 to roll with punch, fall, or impact
+3 to parry +2 to pull punch
+4 to dodge +2 to strike
+6 to save vs. psionics +5 to initiative

O.C.C. Skills:

Lang/Lit: (Native) at 98%

Lang/Lit: Any (+20%)

Radio: Basic (+10%)

Basic Electronics (+10%)

Intelligence (+10%)

Detect: Concealment (+15%)

Tracking (+10%)

Pilot: Contra-grav (+10%)

Pilot: One of Choice (+10%)

Prowl (+25%)

Read Sensory Equip. (+10%)

Weapon Systems (+10%)

Gymnastics (+10%)

Boxing

WP: E-Rifle

WP: E-Pistol

WP: Knife

HtH: Martial Arts

O.C.C. Related: Select 6 other skills plus 2 at lv13, and 1 at lvls 6, 9, 12.

Communications: Any

Domestic: Any

Electrical: Any

Espionage: Any (+10%)

Mechanical: Any (+5%)

Medical: First Aid or Paramedic Only

Military: Any (+10%)

Physical: Any (+5%)

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any (+10%)

Science: Any

Technical: Any

WP: Any

Wilderness: Any

Secondary Skills: Select 5 skills as from the OCC related list. These do not get any of the bonuses listed in parenthesis.

Standard Equipment: Normal dress, covert op clothing, backpack, utility belt, survival kit (equivalent to the NG-S2), gas mask, air filter, hand-cuffs, 75' of super-lightweight rope and grappling hook, flashlight, sunglasses, personal items, etc.

Armor: Drop Commando Environmental Combat Armor. This is the standard armor issued to all DCs. It is suitable for outer space or underwater work, and has all of the standard features. Special Features: All features are built in to the armor. Defensive Phase Field, Language Translator, Contra-grav Pack Survival Kit, Maneuvering Thrusters (for movement in space and water only), Chameleon System (equivalent to the Silver Hawk system)

Weight: 30 lbs (13.6 kg)

Prowl Penalty: -5%

MDC: 80

Weapons: E-Rifle or heavy weapon, E-Pistol, 2 modern weapons of choice, 1 silver vibro-knife (2D4 MD), and 1 other ancient weapon of choice. Each weapon has 1D6 clips. (As an option, in place of the E-Rifle and E-Pistol, the DC may have the Gravatonic Assault Cannon and Particle Pulse Pistol.)

Note: The following weapons are the standard issue weapons for a DC. They are incredibly powerful compared to normal pistols and rifles.

1. Gravatonic Assault Cannon: The GAC employs the latest discoveries concerning the manipulation of gravity.

Weight: 30 lbs (13.6 kg)

MD: 4D6 for one rnd, 2D6x10 for a burst of 5, and 3D6x10 for a burst of 10

ROF: Single shot, or a 5 or 10 round burst

Range: 5000 ft (1520 m)

Payload: 35 rounds per half clip. Every clip is actually 2 clips connected facing opposite directions.

Note: Targeting systems add a +2 to strike on aimed and +1 to bursts.

2. Particle Pulse Pistol: This weapon uses a recently perfected technology: Confined Charged Particle Pulse Acceleration.

Weight: 7 lbs (3.2 kg)

MD: 4D6 for a single shot, 1D6x10+10 for a burst of 5

ROF: Single shot or a 5 round burst.

Range: 1100 ft (335 m)

Payload: 15 shot Energy clip. (Normal Earth-type E-clips, or the weapon itself, could probably be modified to work together.)

Note: Targeting systems add a +1 to strike on aimed shots.

Drow Elf R.C.C.

By:

[Dave Anhorn](#)

The Drow

Ages past, when the Elven folk were but new to the face of the world, their numbers were torn with discord, and those of moral

disposition drove from themselves those elves who were selfish and cruel. Constant warfare between the two divisions of Elven kind continued with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the sky and seek safety in the realms of the underworld. Here in the lightless caverns and endless warrens of twisting passages and caves hung with their icicles of stone, the dark Elven folk found both refuge and comfort. Over the centuries they grew strong again and schooled themselves in the arcane arts. They were strong enough to face and defeat their former brethren in battle, but no longer desired to walk upon the green lands under the sun and stars. Yet they neither forgave nor forgot and above all else, they bear enmity for all their distant kin--elves and faeries--who drove them under. They are seldom seen by those from above. They still persist and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

Drow are black skinned and pale haired (the few exceptions tend to be bone-white albinos.) Rare Drow have naturally silver or copper-hued hair, although there are those who deliberately dye their hair silver. Most Drow have red eyes, but some others have green, brown, or black. Various shades of amber and rose-hued eyes are not unknown. All Drow eyes tend to grow redder when they are angry or upset. Yellow eyes usually denote illness, disease, poisoning, or the presence of certain detrimental magics. Blue and purple (and all the tints thereof) are the most unusual eye colors, and usually denote human or surface-Elven blood somewhere in the Drow's ancestry.

Drow have superior night vision, seeing up to 120 feet in total darkness. They move almost silently and can blend into the shadows with 75% chance of success (only when underground or in a very familiar area however.) They are highly coordinated and ambidextrous. They have a +2 on all magic saves.

Drow are slight of build and have delicate fingers and toes. Their features are somewhat sharp and their ears are pointed and large. Drow do not naturally show age until well after their 600th year.

The usual Drow garb includes: Finely tailored silks, black boots, ankle length black silk cloaks, and very fine, mesh chain armors of exquisite workmanship. Most usually carry a small amount of personal wealth in a soft leather bag worn around the neck.

Because the Drow have dwelled so long in the dark labyrinthian places under the surface of the earth, they dislike bright light. Drow, for the most part, will not venture forth into daylight, except on the cloudiest and gloomiest of days. In daylight the Drow have a -2 penalty to strike/parry/dodge, and it is 75% likely that they will retire from situations due to the light. In addition they are at a -10% on all skills (due to a lack of concentration), and have a -1 to all saves. They are not affected by torches, lanterns, or faerie fire. After one year on the surface world, Drow can become acclimatized to the bright light, and will only suffer half of the above penalty but from this time onward will only have a +1 save vs. magic until 1 year is spent below the surface. After 2 years on the surface they will no longer suffer any penalties save that of the reduced magic savings throw bonus.

Drow society has developed along strongly matriarchal lines, with females holding all positions of power and responsibility in government, the military and at home (although this is not always the rule in all Drow houses or cities.) The Drow worship a variety of gods, with Lloth the Spider-Demon Goddess being the most common, although the worship of Nocticula is on the rise in many places. Even among Drow who do not worship Lloth, an affinity for arachnids is strong and the Drow emulate spider-like characteristics in many ways. Their cities, buildings, and cavern networks are often created in a web pattern. Traps among these structures channel creatures to the center of the web. Spiders and similar creatures often dwell among Drow communities, and are prominent in Drow sculpture, art, and fashion. Drow door-carvings and frames for example, are apt to sport a motif of repeatedly crawling spiders. Drow homes are often decorated by translucent, draped, gray hangings that emulate spider-webs. Even games of tag, especially the courting games of hide and seek played at festival times by young Drow, are known as "spider hunts". Any battle or endeavor in which a Drow dies fighting is known as his last bite.

The Drow culture is perhaps the most widespread and firmly entrenched of all underground cultures. The Drow make treaties with other races when it serves their interests, but are quick to break these agreements if the terms are no longer advantageous (agreements with lesser races are not considered binding); this of course makes other races reluctant to enter into alliances with them. The long term objective of the Drow is to rule over all other subterranean races, and to control all access to and from the underworld. The secondary goal is the extermination of all other Elven races, including the ceasing of their surface lands and holdings.

All of the dark elves can use the following spells once/day:

Dancing Lights Faerie Fire Darkness

Those above 4th level can cast:

Detect Magic Know Alignment Levitate

Drow Clerics can cast (at level):

1. Detect Lie

2. Detect Undead

3. Suggestion

4. Clairvoyance

5. E.S.P.

6. Invisibility to Undead
7. Dispel Magic

and have a 20% chance each level of improving previous level magics (i.e. cast more times/day, not to exceed base spell-like abilities.)

Drow of noble blood or name gain the ability to use all of their base and mature powers more than once per day. An additional daily use is granted at the end of each decade of life. All Drow with I.Q.'s of 16 or higher, and of 6th level or greater, can wield a natural spell-like power and a spell simultaneously, or employ a maximum of two natural spell-like powers.

R.C.C. Skills:

- Sign Language: Drow 98%
- Locate Secret Compartments and Doors (+10%)
- Prowl (+20%)
- Recognize Precious Metals and Stones (+10%)
- Blind Fighting (+5% to fighter classes only)
- Weapons (to Fighters and Clerics only.)

Hand to Hand Combat: Drow (this is Hand to hand Martial Arts with the following additions and replaces all other Hand to Hands, regardless of O.C.C., with the exception of the Paladin and the Weapons Master. For these classes see Hand to Hand: Spider Weapons Master.)

1. One extra Attack at First Level
2. +1 to strike/parry/dodge at 2nd Level
3. Death Blow on natural 20 At 13th Level
4. Knockout/stun on unmodified roll of 18, 19, 20 at level 15

Hand to Hand: Spider Weapons Master (See Weapons Master O.C.C.)

Drow Patrols: There are three types of Drow patrol

1. Male
2. Female
3. Mixed

Each are as detailed:

1. 7-10 soldiers of 2nd level
1 soldier of 4th level
1 Knight/wizard of 5th/3rd level
1 Priest of 7th level or higher as leader
2. 7-10 soldiers of 3rd level
1 Knight of 5th level
1 Knight/Wizard of 5th/3rd level
1 Priestess of 7th level or higher as leader
3. 4-12 soldiers of 2nd level
1 soldier of 4th level
1 Knight of 5th level
1 Paladin/Priest(ess) of 7th level or higher to lead
11-16 bugbear slaves of 2nd level
2 troll slaves of 4th level
11-16 goblin slaves of 2nd level
4 ghosts of 6 hit dice
7-12 ghouls of 4 hit dice

A Drow war party will be made up of:

- 7-10 type 1 patrols 7-10 type 2 patrols
- 10-15 type 3 patrols 8-14 wizards of 8th level
- 8-14 Priest(esse)s of 8th level 12-17 knights of 9th level
- 1 Paladin or Priest(ess)/Wizard/Noble of 10th/7th/5th level as leader

In each of these patrol/war groups all Drow will be mounted on special lizard mounts.

Lizard Mounts:

A.R. 10 Spd. 30 H.P. 4-40

No. of Att: 2 Dam 2-8 (Claws)

Drow Noble's Hunting Party (used to track and kill escaped slaves) consists of:

3-6 Bugbear trackers armed with heavy morning stars and spears

2-4 displacer beasts as bloodhounds

5-8 Soldiers of 3rd level

2-3 Soldiers of Noble standing of 6-8th level

1 Knight/Priest(ess) of Noble standing of 7th /5th level

All Drow are mounted on lizard mounts detailed earlier; the knight is armed with a death lance which discharges a negative force that does 5-30 damage in addition to weapon damage and bonuses.

Social Organization

Social station is the most important thing in the world of the Drow. Ascension to greater power is the ultimate goal in Drow society. Assassination is the preferred tool in this job. It must be used discreetly in the city, for to openly murder or wage war (on a rival House) brings down the merciless might of Drow justice (not because of the act itself, simply as punishment for the boorish act of fighting in public.) Outside the patrol-range of cities, however, might is right, and Houses and merchant clans often battle each other openly in the wild Underdark.

There are two major social groupings among the Drow. These are the relatively unimportant (according to the priestesses of Lloth) merchant clans, and the staid, monolithic noble houses. In truth, both establishments are vital to the survival of the Drow.

Merchant Clans

Merchant clans vary in organization. They are usually headed by an "inner ring" or council of the most experienced and/or wealthy merchant members, and hence are usually led by males (the demeaning and dangerous occupation of trading with outsiders is an almost exclusively male one).

The membership of the inner ring of a given merchant clan consist primarily of male wizards, and priests of 4th level (or less). Removed as they are from Drow society at large, the merchant clans have little compunction about dealing with the surface world. In fact, a few of the "second ring," or managers, are non-Drow of various races.

The lowest rank in the merchant clan, the "assets," are a mix of Drow, and non-Drow. these are the laborers and soldiery of the merchant house. Together, the merchant clans forge links with the outside world that enables the Noble Houses to survive.

Merchant trains consist of:**Small Mercantile Train Medium Mercantile Train**

1-2 merchants 3-4 merchants

Type 1 Drow patrol Type 3 Drow patrol

* 5-8 slaves and 1 slave master *9-16 slaves and 2 slave masters

1-2 pack beasts 3-4 pack beasts

Large Mercantile Train

5-8 merchants

1 type 1 Drow patrol

1 type 3 Drow patrol

*17-24 slaves and 3 slave masters

5-8 pack beasts

*Slaves in Drow communities are far less valued than those owned by surface dwellers. To a Drow a slave is but a pair of hands without limits that need to be thought of. If it is killed there are millions of replacements to be had.

Types of Slaves:

1. Bug Bear
2. Dwarf
3. Elf
4. Gnoll
5. Goblin

6. Half-Elf
7. Half-Orc
8. Hobgoblin
9. Human
10. Orc
11. Troglodyte
12. Gnome
13. Kobolds
14. Ogre
15. Wolfen
16. Trolls
17. And in some cases other Drow

Pack Beasts:

A.R. 10 Spd. 20
 H.P. 3-30
 No. of Att: 1 Dam 2-8 (Bite)

Merchant Trains will typically carry normal goods such as cloth, leathers, wood, food stuffs and the like, there is also the following chance of some valuable items on the train--30% for a small train, 45% for a medium train, 75% for a large train. Merchant train treasure types will be as follows (only 2 types will be found in a single merchant train.)

1. Slaves
2. 110-300 silver ingots worth 100gp each
3. 31-50 gold ingots worth 100gp each
4. 5-10 platinum ingots worth 100gp each
5. 2-5 mithral ingots worth 100gp each
6. 1-4 adamantine ingots worth 100gp each
7. 1-100 gems worth 60gp each
8. 5-12 potions
9. 1-4 scrolls
10. Political passengers or nobles
11. Magic items
12. Magic weapons, and/or armor

There are 9 Drow merchant clans

1. The Black Claw: Black iron hook or green enameled lozenge (Sponsored by Baenrae)
2. Sloane: Violet enameled urn or white enameled morel mushroom
3. The Toiled Pleasures: Bronze coiled whip or pink enameled horsetail mushroom (Sponsored by Noquar).
4. The Silver Crescent: Silver crescent or red enameled gemstones
5. The Brown Mushroom: Tan enameled puffball mushroom or lilac enameled pentagram (sponsored by Fey-Branche)
6. The Mystic Prism: Blue enameled prism or pewter bars (Sponsored by Sorcere)
7. The Skull: Russet enameled shelf fungi or white enameled bone.
8. The Flail and Chain: Brass chain links or silver flail
9. Pierced Mushroom: Yellow enameled mushroom or gold crossbow.

Drow Noble Houses

Noble houses are led by a matron mother (or in extremely rare cases a patron father, however never in a House that follows Lloth,) the senior priest(ess). In Lloth-worshipping Drow communities, her rule is absolute, enforced by the priestesses beneath her (usually her daughters.) All females of the mother's blood, in order of their age, follow in rank, although they wield no authority until they are trained and of age (past puberty.)

Below the daughters come the male officers of the House: the weapon master (leader of the fighters,) (chief) House wizard, and the patron (current consort of the matron mother.) These ranks may be combined, and even held by the traditional next rank down in the hierarchy: the male heirs of the House.

Male heirs are also ranked by age: elderboy, secondboy, thridboy, and so on. the are not allowed to look at the faces of other Drow, or speak unless spoken to or bidden. This treatment teaches them their subordinate place in Drow society. (Of course in cities where other gods hold power this hierarchy is suitably altered.)

Below them come the "war-leaders" of the House (veteran warriors, who lead House patrols, attack squads, and guards, under the command of the weapons master,) and the House mages (under the command of the House wizard.)

Beneath these "blood" members and officials of the House rank are its common warriors, its crafts people, its servants, and its slaves. All ranks are decreed, and can be changed at the whim of the matron mother. Her position changes at death--often at the hands of her eldest daughter.

(Even if freed from the authority of an established House, ruler, or realm, Drow instinctively band together in groups. Survival, to these warlike folk (so often at swords' points among themselves) is often a matter o numbers, trusted battle companions, and tactics.)

House Ranks (A - Allies R - Rivals G - God (secretly worshipped in house by at least one.))

(Ruling House)Noquar A-23, 27, 28 R-1, 3, 4, 5, 6, 7, 8, 20, 22, 24, 26, 29 G - Noctacula

1. Baenrae A-4, 5, 6, 20 R-2, 3, 23, 27, 28 G - Lloth
2. Barrison Del'Armgo A - 3, 19 R - 1, 3, 17 G - Noctacula
3. Oblodra A - 2, 24 R - 1, 4 G - Lloth
4. Faen Tlabbar A - 1, 5 R - 3, 6, 7 G - Lloth
5. Xorlarrin A - 1, 4, 22 R - 6, 7 G - Lloth
6. Agrach Dyr A - 1, 7 R - 3, 6, 7 G - Lloth
7. Mizzrym A - 1, 5 R - 4 G - Lloth
8. Fey-Branche R - 10 G - Lloth
9. Tuin'Tarl R - 10 G - Vhaeraun (Eilistraee)
10. Duskryn A - 11, 26 R - 8, 9 G - Lloth
11. Srune'lett A - 4, 10, 25 R - 14, 15 G - Lloth
12. Horlbar A - 13 R - 9 G - Vhaeraun
13. Kenafin A - 12, 19, 29 R - 8 G - Lloth (Ghaunadaur)
14. Druu'giir R - 11 G - Vhaeraun
15. Hunzrin A - 1 R - 16 G - Lloth
16. Shobalar R - 17, 18, 19 G - Lloth
17. Vandree A - 1 R - 2 G - Lloth
18. Symrivvin G - Lloth
19. Rilynt'tar A - 2, 12, 25 R - 16, 24 G - Lloth
20. Everhate A - 1, 22, 24 R - N, 23 G - Lloth
21. Nurboinns R - 25 G - Noctacula
22. Despana A - 5, 20, 24 R - N, 23 G - Lloth

23. Kilsek A - N, 27, 28 R - 1, 22 G - Noticula
24. Aleva A - 3, 20, 22 R - N, 19 G - Lloth
25. Millithor A - 11, 19 R - 21, 40, 41, 42, 43 G - Lloth
26. Tormtor A - 10, 29 R - N, 28 G - Ghaunadaur
27. Godeep A - N, 23, 28 R - 1, 29 G - Noticula
28. Iasta A - N, 23, 27 R - 1, 20, 26 G - Noticula
29. Eilservs A - 13, 26 R - N, 27 G - Ghaunadaur
30. Arabani G - Noticula
31. Arkhenneld G - Lloth
32. Auvryndar G - Noticula
33. Claddath G - Noticula
34. Helviiryn R - 40, 41, 42, 43 G - Lloth
35. Hlaund G - Vhaeraun
36. Maerret G - Lloth (Vhaeraun)
37. Melarn A - 36, 39 G - Lloth (Vhaeraun)
38. Silver Thorn/Archill'kharkon A - 40, 41, 42, 43 R - 39 G - Nocticula/Styphon
39. Mylyl A - 37, 49 R - 38, 40, 41, 42, 43 G - Lloth
40. Dreth A - 41, 42, 43 R - 25, 34, 39, 48 G - Nocticula
41. Aleanrahel A - 40, 41, 42, 43 R - 25, 34, 39, 48 G - Nocticula
42. Zauviir A - 40, 41, 42, 43 R - 25, 34, 39, 47 G - Nocticula
43. Celebryl A - 30, 40, 41, 42 R - 25, 34, 39, 47 G - Nocticula
44. Porador A - 46 G - Vhaeraun
45. Felistyr R - 46 G - Lloth (Eilistraee)
46. Gelbalf A - 44 R - 48, 45 G - Vhaeraun
47. Gilfronden A - 48 R - 40, 41, 42, 43 G - Lloth
48. Galeifel A - 47 R - 46 G - Ghaunadaur
49. Chossum A - 39 R - 40, 41, 42, 43 G - Ghaunadaur
50. Syrklist G - Nocticula
51. Membrium G - Nocticula
52. Drannor G - Vhaeraun
53. Simbul G - Lloth
54. Prakis G - Lloth
55. Inglorion G - Vhaeraun

- 56. Ousstyl G - Ghaunadaur
- 57. Maaril G - Nocticula
- 58. D'uranthor G - Nocticula
- 59. Ledathiss G - Styphon
- 60. Andahl G - Nocticula
- 61. Roemossnep G - Nocticula
- 62. Dellnaoks G - Ghaunadaur

Extinct Houses--Devir Do'Urden Hun'ett Freth Teken'duis

Outside the hierarchy is the mercenary band Bregan D'aerthe, led by Jarlaxle (a 17th level Drow mercenary.)

Drow Customs

- The Drow gesture of peace is crossed arms. Disarming an opponent, and then ceasing the fight is also considered an indication of peaceful intent.
- The Drow gesture of surrender is dropping to one knee, letting fall any weapons before the being one submits to (usually performed by a male Drow to a female Drow).
- Drow like to give and receive massages; long scented massages involving scented oils, hot water, and steam.
- Drow enjoy magic and exalt in wielding its unleashed power; they are fascinated by new spells and effects.
- Drow love beauty, the beauty of sculpture and made items (especially weapons), and of the body. Drow of both sexes are proud of displaying their physiques and all children exhibiting any physical deficiency are slain or sacrificed.
- Drow like to party.
- Drow love to hunt, and use it as a rite of passage.

The Ten Attributes Number of 6 sided dice rolled is designated below.

Race I.Q. M.E. M.A. P.S. P.P. P.E. P.B. SPD. PER. LUCK

Dark Elves 3+1 3 2 3 5 3 4 3 4 3
(Drow)

Psionics: Standard

Hit Points: Standard

S.D.C. Base: 10

Horror Factor: 12

Alignments: Any, but tend toward evil (good alignments are almost unheard of).

O.C.C.: Any.

Physical Appearance: see above

Height: 6' to 7' tall

Weight: 150 to 200 lb.

Average Life Span: 1000 years

Special/Natural Abilities: Night vision 120', Natural Spell Like Abilities (as above)

Enemies: Almost every other race, especially Surface Elves.

Allies: Demons and evil denizens of the underground world.

Favorite Weapons: Darts, swords, and crossbow pistols.

Racial Skills: as above

Duster O.C.C.

By:

demoniac@aol.com

Dusters are mystic warriors schooled in the traditional arts of assassination and equipped with the weapons and techniques of the future. They also study mental discipline and the development of the mind's hidden potential.

The Dusters originated as another step in the search for the perfect human warrior. During the emergence of the Juicers and Crazies, certain factions of world governments became interested in creating formidable human warriors without the need of artificial augmentation. The forefront of this movement was ironically located in Japan, one of the most highly advanced technical nations. Researchers discovered a combination of training techniques and disciplines that produced a highly capable warrior, although one that was not as devastating as either the Juicers or Crazies.

In the Time Before Rifts, some of the Dusters secreted themselves away and managed to survive the waves of destruction that ravaged the Earth. The training is now passed on from Duster to trainee, just like the martial arts of the ancient Orient. There are no known groups of organized Dusters, although rumors of a monastery located in Japan are still heard from time to time.

Instead of relying upon chemical treatment or cybernetic implantation, the Dusters manifest their abilities through physical and mental training. From youth, Dusters constantly engage in training, personally supervised by a Master (level 9 or higher). When a Duster trainee is ready to venture forth on his own (achieving 1st level) he leaves his Master to seek his path in the world. A Master will usually only train one student at a time, although they are able to train two at once. Pairs which are trained at the same time tend to develop a complementary fighting style, and will stay together after their training is finished. These rare Duster warriors are known as Tai Dusters, and are almost never separated from their partner.

Dusters live according to their own personal code of ethics (generally determined by alignment), and are not bound to follow the particular code used by their Masters, except by choice. Some might choose to be wandering heroes of justice, mercenaries for hire, or anarchistic killers.

Due to their intensive mystic training, Dusters have developed minor psionic abilities, and the ability to use techno-wizardry items. As trained mystics, they are the only Men of Arms whose P.P.E. actually increases as their level of inner consciousness rises.

The Coalition views the Duster caste of warriors as useful tools in their expansionist policy. However, a Coalition Duster will never be completely trusted and will typically be assigned to duty with a Psi-Stalker and Dog Pack.

Duster Powers

1. Enhanced endurance. Add 2d4 x 10 S.D.C., 3d6 hit points, and 1d4 to P.E. Can last up to five times longer than normal human exhaustion levels.

2. Increased speed. Add 2d6 to Speed attribute.

3. Enhanced reflexes. The Duster's high level of combat training provides the following bonuses. Bonuses: +2 to roll with punch, fall, or impact; +1 on initiative; +1d6 P.P.

4. Minor Psionics. Select any three psionic abilities from Physical or Healer categories.

Attribute Requirements: P.P. and M.E. 12 or higher.

P.P.E.: P.E. + 3d6. Add 1d4 per level of experience.

I.S.P.: 5d6 + M.E. attribute number is the base I.S.P., plus 1d4+1 I.S.P. per level of experience.

O.C.C. Skills:

Detect Ambush (+10%)

Escape Artist (+10%)

Acrobatics (+10%)

Climbing (+15%)

Prowl (+20%)

Land Navigation (+10%)

Speak Japanese and language of choice (98%)

W.P. Sword
W.P. Knife
W.P. Archery and Targeting
W.P. Modern (choice of two)
Hand to Hand: Martial Arts (or Assassin)

O.C.C. Related Skills: Select 8 other skills. Add 3 skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: any
Domestic: any (+5% to Dance)
Electrical: none
Espionage: any (+5%)
Mechanical: none
Medical: Holistic Medicine or First Aid only
Military: none
Physical: any (+5% where applicable)
Pilot: any
Pilot Related: any
Rogue: any (except Computer Hacking)
Science: Basic Math or Anthropology only
Technical: Art, Language, Literacy, and Lore only
Weapon Proficiencies: any
Wilderness: any

Secondary Skills: The character also gets to select six secondary skills from the previous list. These additional areas of knowledge do not get the bonuses listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Set of wilderness style clothing suitable for combat. One suit of M.D.C. armor, usually a lightweight and flexible model. Two Ancient weapons and one Modern weapon (including Energy Weapon). Backpack, two sacks, utility belt, two canteens, four week's of rations. Vehicle choices tend toward smaller and faster styles, ranging from horses to hover cycles to wing boards.

Coalition Dusters have greater access to a wide variety of equipment which may be issued according to the Duster's assignments. Standard equipment for a Coalition Duster will include "Dead Boy" environmental armor, marked with the PSI insignia, and some sort of vibro-weapon.

All Dusters prefer high-tech or magical versions of ancient weapons, especially vibro-blades and flaming swords.

Money: Starts with 3d6 x 100 in credits, and 1d6 x 1000 in black market items. Tends to spend on improving weaponry arsenal. A Coalition Duster will earn 1950 credits per month.

Cybernetics: Dusters will generally avoid cybernetic implantation except to replace missing body parts, preferring to rely upon their training.

Special Note: Tai Dusters

Tai Dusters gain special bonuses to their offensive capabilities when fighting as a pair (bonuses apply to both Dusters): one additional attack per melee, automatic dodge, and +2 to strike.

Special Note: Martial Arts

A Duster or Tai Duster trained in a true monastic environment will receive the Hand to Hand skill of Ninjitsu instead of HTH: Martial Arts or Assassin. However, such characters also forfeit their O.C.C. Related skills and Secondary skills when initially created, but the five W.P. skills may be changed to any other skills allowable to the O.C.C. (gain W.P. skills from studying Ninjitsu). Monastic Dusters also gain the specialized Martial Arts Powers inherent to Ninjitsu.

Xp table: same as Mystic

The Dynari (Based on Star Control 2)

By:
[Crow T. Robot](#)

The Dynari is a race that looks like a mix between a toad and a brain. Picture a large bullfrog with complex eyes whose skin is composed of Brain Matter and you will get a good idea of what a Dynari looks like.

While physically inept, they are psychics of incredible strength and ability, and have the ability to control and compel other sentient beings to suit their evil purposes..

Millennia ago, in another dimension they controlled a collection of races known as the Sentient Mileu.. For over 8 centuries they controlled this collection, until finally their downfall was engineered. The only surviving races were the insect like Ur-Quan, and the One eyed Melnorme. In the end, the dynari were labotomized and used as mindless translators known to the Ur'Quan as talking pets..

Unknown to everyone, a small ship with a nest of Dynari was lost in a hyperspace accident, and resurfaced in the Phaseworld Universe.. Here the remaining Dynari hope to forge an empire for themselves..

Dynari Stats (Not meant as a PC!)

Alignment: Evil, usually miscreant/diabolic

Attributes: IQ: 5d6, ME: 5d6, MA: 4d6, PS: 1d6, PE: 1d6, PP: 3d6, PB: 1d4, 3d6 to other Dynari

S.D.C.: 5

Hit Points: PE + 1d6

I.S.P.: 4d6x10+ME + 4d6 per level of exp

Psionic Abilities:

Pick 4 From Each Catagory at Level 1

Pick 3 From Any Catagory each additional level!

Special Dynaryi Abilities:

Ultra Mental Compulsion:

ISP Cost: 100

Duration: 1 day per level of exp

Range: 10 miles per level of exp

Targets: 250 People/Sentient Beings Per level of experiance.

This amazing ability allows the Dynari to control a large amount of people mentally, and force them to obey orders. All targets must make an initial save (-1 per lv. of dynari), otherwise they will be mentally to do whatever the Dynari asks. If asked to kill a loved one, or do something totally against alignment, or commit suicide the target gets to roll an UNMODIFIED save vs. psionics (Roll Above a 12), if they succeed they wont do the command, and cannot be further compelled to follow that command (Note they are still under command of the Dynari)

The only way to Break the compulsion is pain. Extreme pain for 5 minutes continuously will break the mental compulsion. This is how the Ur-Quan eventually over through the Dynari. Note that people already in a state of pain cannot be affected by this power.

Telepathy/Empathy at NO isp charge, natural communication for race.

Nightvision

Lifespan: 1500 Years

Please note that while the Dynari may seem powerful, they are meant to be. They are bad guys and if you are dumb enough to let a player play one. Well you deserve what you get.. Hopefully this will spawn some interesting comments ;)

Ean/Rune Lord R.C.C.

Alignment: Any, but typically good or selfish.

Attributes: I.Q. 3d6+3, M.E. 3d6, M.A. 3d6, P.S. 3d6+1, P.P. 3d6, P.E. 4d6+3, P.B. 3d6, Spd. 3d6

Size: Same as humans (Six feet average).

Weight: Same as humans (160 lb. average).

M.D.C.: Years of living in the Nexus has changed the Ean into mega-damage beings like the natives of Wormwood (Note they are the exception to the rule that mega-damage beings cannot be rune casters). M.D.C. is $4d6 + P.E. \times 2 + 6$ per level, in addition to any gained by runes, if any.

S.D.C./Hit Points: N/A, they are now minor mega-damage beings.

Horror Factor: None.

P.P.E.: $1d6 \times 10$ for non-rune casters, $2d6 \times 10 + 20 + P.E. + 20$ per level for rune casters (the Rune Lords).

Average Life Span: 250 years.

Natural Abilities: Natural mega-damage, plus see runes under magic.

Psionic Powers: Standard, basically same as humans.

Magic Powers: All Ean have runes inscribed on their bodies at birth including the heart rune and the warning rune, may have as many as three more runes. Most (85%) also have the healer rune. Rune casters have all of the standard abilities, but have four more rune spells/powers/body runes at first level, and gain one additional rune at levels four, eight, twelve, and fifteen, in addition to the standard runes. Otherwise only if magic O.C.C. is taken.

Combat: Normal; varies with skills.

Vulnerabilities/Penalties: None.

O.C.C.s: Any but avoid technology. Very few, less than 100, have ever received bionics, juicer, or crazy enhancements. Most common breakdown is as follows:

Rune Caster: 50%

Ley Line Walker: 15%

Temporal Wizard: 12%

Mind Melter: 10%

Mystic: 8%

Other Practitioners of magic: 3%

Other: 2%

Appearance: Appear completely human, except they often have unusual eye and hair colors, and they have rune drawn all over their bodies.

Alliances and Allies: All forces of good are their allies, but even most of their allies do not know that they possess the secrets of runes.

Enemies: All of the forces of evil, especially the Splugorth and other alien intelligences (they remind them of the Old Ones).

Eastern Warrior R.C.C.

By:

[Allan Harrison](#)

Alignment: Any; however no Warrior will EVER do battle with another, and no means of persuasion will convince them otherwise.

Attributes: IQ: $3D6$ ME: $4D6 + 6$ MA: $4D6 + 6$ PS: $5D6 + 22$ PP: $4D6 + 6$ PE: $4D6 + 6$ PB: $3D6$ Spd: $5D6 + 10$ PS and PE are supernatural.

M.D.C.: $2D6 \times 100 + 1D4 \times 10/\text{level}$

Note: All Eastern Warriors are totally impervious to magic, but they can ALLOW beneficial magic to affect them if they wish.

Magic Knowledge: None; incapable due to invulnerability to it.

P.P.E.: $1D4$

Psionics: As human, but there are no Master-level Eastern Warriors.

Eastern Warriors are a Warrior Race (Phase World, pg. 108)

R.C.C. Skills:

Detect Ambush (+20%)

Detect Concealment (+20%)

Tracking (+15%)

Wilderness Survival (+15%)

Holistic Medicine (+10%)

Horseanship (+15%)

Prowl (+20%)

Art (+10%)

Literacy: Eastern
Warrish/Japanese: 98%
Writing (+20%)
WP Sword
WP Archery and Targeting
Hand to Hand: Martial Arts

R.C.C. Related: Select 10 skills from Domestic, Physical, Pilot (Warr Machines), Pilot Related (Warr Machines), Espionage, WP, and Wilderness. (Any at +5%) At least 4 must be Physical, and all attribute bonuses ARE added to scores, and any SDC bonus becomes MDC points. Can also select from Concealment, Palming, Math (either), Languages (+10%), Literacy (+10%), and Lores (any; +10%)

Secondary Skills: Select 6 from the same list as Related, but with only IQ bonus, if any, and the other usual restrictions on Secondary Skills.

Standard Equipment: Full suit of Samurai-style, mystic EBA (120 MDC), ordinary Katana and Daikyu, magic Katana (4D6 MD) and Daikyu (2D6 MD and 2x range), rations for 1 month. Usually rides a Warr Horse (coming soon), but can learn to pilot anything at a later date (Base skill + IQ bonus only; only after 3rd level; only applies to non-Warr machines, which can be learned immediately)

Combat: +2 attacks, +3 to Initiative, +3 to Strike, Parry, Dodge, and Roll, all in addition to any attribute bonuses.

That's all for them. Some of the details (Warr Horses, Warr Machines) will be explained later. Bye.

Enhanced Biocontrol and Response Soldier (EBRS)

Sort of a mix between the Juicer and the Crazy, the EBRS is a system installed in the HUMAN brain that enhances the body's abilities by speeding up and organizing the messages sent by the body's nervous center. It also controls cell growth, increasing the density of the skin the person becomes light MDC.

The Coalition has just recently discovered this, and has given EBRS's the same treatment as Juicers and Crazies...DEATH ON SIGHT. There is no real way to identify an EBRSer because the only physical difference is the thick skin, and even that isn't very weird.

Requirements: None

Drawbacks: The change is permanent, and after a month (when the skin starts to thicken and densify and becomes MDC) reduce PB by 2. Removing the system will kill the person.

Powers

Heightened Attributes: Add 2d4 to PS. Minimum is 13. Increases willpower: add 1d4 to ME and +1 save vs. insanity.

Greater endurance and respiratory system: add 3d6 to PE and +1 save vs. Poison Gases.

Tougher Body: 1 month after the system is installed the skin becomes thick and increases density. Drop ALL SDC. Keep HP. SDC becomes 2d4 MDC. After one year, add 1d6 MDC. After 5 years, add 2d4 MDC.

Improved Immunity: add +3 to save vs. Poisons and Harmful Drugs, +5% vs. Coma and Death. Increased Speed: add 3d4 to Spd. Can leap 10 feet across or 6 feet vertical. Double from a running start.

Improved Reflexes: add 1d6 to PP. Minimum is 14. Add +1 to initiative. +3 to Dodge, +2 to Parry. +1 to Roll with punch/fall. Add 2 attacks per melee.

Natural Psionic Powers: The device activates certain psionic powers within the character's mind, Chose 1 power from each category except super. Automatically has Mind Block and Nightvision. ISP: 2d6+ME add 1 at levels 3, 7, and 11. Saves as a minor psionic. +2 **save vs. psionic**. Regains 1 ISP per 2 hours awake, 3 per hour asleep.

PPE: 3d6

Other Bonuses: Can lift and carry 2x what a normal person of equivalent strength could. Needs only 3 hours of sleep normally and can stay fully alert, with no penalties, for up to 5 days. Only needs 1/2 the food and water a normal person does. The character NEVER feels pain and never falls unconscious till he has less than 1/3 his HP (Round Up) left.

Healing: Until the character becomes partial MDC, healing is 3x normal. After 1 month, the character heals 1d4 MDC/HP per 2 hours. After 2 years, the character heals 1d6 MDC/HP per 15 minutes. The system can repair ANY body system, even brain cells, but takes a long time to do some. Cannot restore entire brain. At least 2/3 of Brain must be left. Same with heart. At least 3 chambers must be left to avoid death. The character becomes immune to all NORMAL diseases. +6 to save vs. all diseases that are extremely powerful, rare, or other worldly.

OCC Skills

Chose 1 Language at 95%

Get literacy in the above language at 85%

Radio: Basic (+15%)

Wilderness Survival (+20%)

First Aid (+5%)

Athletics: General

Prowl (+10%)

Climbing (+10%)

Chose 1 pilot at +5%

Read Sensory Instruments (+5%)

Math: Basic (+5%)

1 ancient WP of choice

3 modern WPs of choice

Land Navigation (+10%)

HTH: Expert (Can be changed to Martial Arts (or Assassin) at the cost of 2 OTHER skills)

Other Skills: Chose 6 other skills from the list below. Chose 2 more at levels 3, 5, 8, 11, and 14.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic Electronics only

Espionage: Any (+10%)

Mechanical: Automotive Only

Military: Any (+15%)

Physical: Any (+5% when applicable)
Pilot: Any
Pilot Related: Any
Rogue Skills: Any (+5%)
Technical: Any (+5% to languages and literacy)
WP: Any
Wilderness: Any (+5%)

Secondary Skills: Chose 3 more skills from the list above without the bonuses.

Standard Armor: Character does NOT begin the game with armor. May buy it later.

Standard Weapons: Chose 1 energy rifle w/ 3 clips off ammo, chose 1 energy pistol with 3 clips of ammo (The NG-Super and Coalition C-14 Fire Breather take up BOTH the above choices, but you get 3 clips for both the weapon and the GL). Vibrodagger. Chose 1 SDC ancient weapon.

Standard Gear: Traveling Clothes (Jeans, T-Shirt, Sweatshirt, etc.), Combat style boots, Backpack, Tinted Sunglasses, Canteen, 1 Protein Healing salve, Black ninja style outfit with tabi-boots for prowling, Gas Mask, Pocket Night Viewer.

Cybernetics: CANNOT receive them. The system will slowly destroy them until they are destroyed, then put the character into a coma until it can replace whatever system it expelled.

Money: Starts with 1d6x100 Credits. The EBRS soldier can get high pay in most armies. 1d4x10,000 credits a year to as high as 1d4x100,000 credits a year, although the latter is rare.

Xp table: Use the Techno-Wizard experience table.

Elemental Blade Master O.C.C.

By:
[Zach Jackson](#)

The three man unit pushes into the forest on standard recon for the city of forces. In the front was Lagoth, a master of the fire element and the leader of the recon team. Behind him in a triangle pattern were Xrisa, a water master, and Aldius, a air neophyte.

For three hours, the team made their sweep in the damp forest of the glades. The trees, noble fir and hemlock, smelled of a slight rot from the excessive moss on their sides from the rainfall that was all to often in the land of zelion. The three were wary still, for the demonic forces that come from the eclipse were still numerous.

To the left, Lagoth felt a presence. His training made him aware of the slightest variation to his own personal space. A glance showed nothing there, nothing visible that is. Lagoth drew his weapon, a long curved sword specializing in slashing first. His eyes scanned the area, as the others; seeing the leader pause, also drew their weapons.

The attack came, not from the left, but the right. A small boulder, easily fifty pounds, smashing into Xrisa, shattering his right arm, and sending him to his knees. The demons came in to finish the others. Dropping their invisibility, the four demons attacked the two standing warriors, confident in their abilities and thirsting for victory.

But Lagoth was not considered a true blade master for nothing. With a cry, he sent a wheel of fire into one of the demons, lighting him aflame. The second demon raked with his claws, only to find a wall of steel in the form of Lagoth's blade in the way. A red flicker appeared around Lagoth, and his aura of fire manifested itself.

The demon, unfamiliar with this world, and it's people, attacked with his claws again, only to find it blocked with the blade of the master. The sword lightly tapped out in a X pattern, and the demon fell. A quick thrust, and the burning demon was gone as well.

Lagoth turned to see how his friend fared, and saw that his fight was over as well. Aldius had sheathed his twinned short blades and was on his way to tend to the wounded Xrisa.

"Now you see why we do this," said Aldius to the wounded warrior.

"If we didn't can you imagine what would happen to the normal people who live in the city? As well as some of the mages. Don't worry, you'll be back on your feet in a while, no problem."

As Aldius spoke, Lagoth felt another entity enter his field of *touch* and he thought, "here we go again."

The elemental blade master is a invention of a world that is similar to the palladium world in economics and technology. This world, known as Zelion, has the same magical potential as the palladium dimension, with a small difference. Every 100 years or so, a conjunction with the other three planets in the system opens dimensional rifts to other planes for 24 hours. Invariably, several things slip into the world. For the inhabitants of Zelion, this may not be so bad, except that 90-99% of all the rifts lead to dimensions inhabited by minor demonic forces. Individually, the demons are not very tough (see the PFRPG for details on minor demons), but entire armies of them could and have decimated most of the planet.

The major bastion of humanity (and Dwarves also) is in a city known as the city of forces. It is called this due to the major religion/way of life/magic style. That style is elementalism. In the days of the first demonic hordes, the warlocks would summon elemental fragments and other elemental minions to destroy the rifted demons, no matter the cost. However, the literal minded elementals often would destroy huge areas in efforts to kill one or two demons. This tactic seemed to the warlocks as being a *scorched earth* style campaign, and one that they could'nt continue forever.

In desperation, the warlocks were able to contact spirits of light to help them. The spirits arrived into the city of forces to train a new way of warlock, one who takes much of his magic potential and channels it into a aura of elemental force. This limits their spell powers, however, their fighting abilities were honed by practice in the sword, chosen as the weapon to use against the demonic forces. This creation of a order of warlock-sword bearers occurred over 800 years ago, and still keeps the planet of Zelion safe.

Alignment: any good or selfish alignment are allowed training.

Attribute Requirements: IQ 10 also see specific element for further requirements.

Races allowed: currently human. The dwarves of Zelion have a distinct dislike of magic (no one on Zelion knows why)

choose only one element from the four, cannot take two

Fire Blade requirements: PS 12 PP 11

Powers

1. Fire aura. This technique allows a aura of fire to surround the blade master. The name fire aura is some what of a misnomer, as the aura does not burn anything that it touches. It does, however toughen the blade master and give him the capacity to go toe to toe with some of the tougher demons around. The aura possesses a coloration that tends to reds and oranges. Also note for parry purposes, a sword parry does no damage to the aura itself, due to the special swords used (covered later).

-Aura SDC: equal to twice the SDC of the blade +15 per level. (in Rifts, protects with the MDC equivalent of the SDC and HP combined plus 10 per level)

-Aura strength: changes the PS of the blade into supernatural PS

-Aura blade damage: when using their special swords, the damage is increased by 1d6 at lv 1,4,8,12. (in Rifts, the sword inflicts MD plus 1D6 at the indicated levels)

-cost: 15 PPE

-Duration: 5 minutes per level

2. Spell Magic: choose two spells at lv 1 from the first level of fire spells. Every level after that, choose only one spell from any level equal or below the blade master's own level.

3. Sword Technique:Double Slash This sword strike has been developed by the fire school of Elemental Blade Mastery. The fire blade can slash twice in one attack at a enemy (only one roll to strike, either they hit or miss, for speed in combat). This attack uses the normal strike roll, but can only be done once per melee. Add a additional double slash at lv 4,7,10 and 14. This technique can only be used with a katana, no other blade will do.

4. Martial Art Technique: Zanshin The art of constant awareness has been drilled into the fire blade so that they know exactly what occurs around them.

-range 6' plus 2' per level.

-all other abilities of the N&SS power, Zanshin, including bonuses.

5. PPE: 2D4*10 (+PE) add 2D6 per level

6. Only Speak Elemental and sense Elemental from the Warlock OCC powers. The fire blade cannot summon a elemental. Note that

elementals will sense the fire blade in a similar sense as a warlock and will not attack him, as per etiquette. The fire blade also follows this etiquette.

7. WP Katana: a special weapon that a Seraph brought to Zelion and taught to the fire blade school. The fire blade has adopted this weapon and is extremely adept with it. starts out at lv 2 with Katana WP.

Fire blades are one of the aggressive schools of blade mastery. They tend to try and fight their way through several demons single handedly, for no real reason, other than to see if they can. needless to say, several beginners die quickly. The survivors of combat quickly learn to use tactics, but still enjoy challenging the strongest/toughest demon to personal combat.

Ice Blade requirements PS 13 PE 14

1. Ice aura: the Ice Blade has a similar aura power as the fire blade, only the appearance is different. The color runs to blues and purples.

-Aura SDC: same as fire blade

-Aura PS: same as fire blade

-Aura sword damage: same as fire blade

-cost: 15 PPE

-Duration: 5 minutes per level

2. Spell magic: choose 2 spells from water elemental magic level 1. Add one spell per level, at magic levels lesser or equal to the Ice Blades own.

3. Sword Technique: Parry Objects The Ice blade is trained to deflect objects in several conditions and directions. This emphasis on deflection gives the Ice Blade a +2 to parry arrows (and a bullet in other worlds, +1 to parry energy blasts in Rifts). This is in addition to normal hand to hand and WP bonuses. Add a additional +1 at level 4,8,11,15. These bonuses only apply when using the bastard sword

4. Martial art technique: Kime Kata

-same as seen in N&SS

5. P.P.E.: 2D4*10 (+PE) add 2D6 per level

6. Speak elemental/sense elemental, same as warlock and fire blade.

7. WP Bastard Sword: Begins at lv 2. This weapon is the primary weapon of the Ice Blade.

Ice Blades tend to run battles more defensively than their fire or air companions. They make for exceptional commanders, and several are leaders who take a secondary role from fighting to assist in the overall battle plan.

Lightning Blade requirements PP 14 Spd 14

1. Electrical aura: similar to the fire blades, the aura tends to whites and silver colors. The effects of the aura are the same for the lightning blade.

2. Spell magic: 2 spells from the air elemental magic lv one. at each level choose one spell from magic level equal to or less than the level of the blade master.

3. Sword Technique: advanced paired weapons The Lightning blade is so adept at using two short swords that he can do twin actions without losing his automatic parry. He can do this once per melee, with an additional 1X at lv 4,7,10,14. Only when using two short swords.

4. Martial Art Technique: Iai-Jutsu (sword drawing) gives the lightning blade a quick draw on the blade.

-Identical to the N&SS power.

5. P.P.E.: 2D4*10 (+PE) add 2D6 per level.

6. speak elemental/sense elemental: same as fire blade.

7. WP paired short swords lv 2 (use same bonuses as short sword WP)

Lightning blades also tend to be front line fighters. Their style involves often getting inside the reach of a opponent and using their short quick weapons to stab several times, before the demon can react.

Earth Blade requirements PS 14 PE 13

1. Earth aura: same as above auras, the color of this one tends to browns and greys.

2. Spell Magic: choose 2 spells from lv 1 earth elemental magic. add one spell per level from magic levels below or equal to the current level of the blade.

3. Sword Technique: Overhead Whirl By using their great two handed swords, the earth blade can be at the center of his own mountain, standing resolute, cutting down all who get in his reach. The blade can strike all targets in a 6 ft radius from his hands (the swords' length). He must use a entire melee to to use this technique, his first attack must be to start the whirl. After the first melee of whirl, the first attack of the next round (must be his first attack) the earth blade can strike down with a slash causing a critical strike to his target. (of course, the whirl is over untill the next melee, when the earth blade can begin the whirl as his first attack) The earth blade can continue his whirl for one melee per level and strike his opponents at -2 in the radius and parry at a -2. Due to the impressive look of the Technique, raise the MA attribute by 2 during the whirl (impress). Again, this technique can only be used with a 2 handed sword.

4. Martial Art Technique: Tamashiwara (the art of breaking) -same as N&SS power; note that if the strike fails when the aura of the blade is up, only the aura takes the damage. This technique can be used with or without a sword in hand

5. P.P.E.: 2D4*10 (+PE) add 2D6 per level

6. Speak/sense elemental: same as fire blade.

7. WP 2 handed sword (or Zweihander according to the weapons book) Starts at lv 2.

Skills (from the PFRPG book) all schools of blade mastery have the same skills.

O.C.C. Skills:

Speak English (the native tongue on Zelion) 98%

Literacy (+5%)

Lore: Demon/Monster (+15%)

Lore: Faerie (+5%)

Land navigation (+10%)

Wilderness Survival (+10%)

WP Sword (general type, begins at lv 1)

one physical skill of choice

Hand to Hand: Martial Arts

O.C.C. related skills: choose six skills of choice from the list +1 skill at lv 3,6,9,12.

Communications: any

Domestic: any

Espionage: Detect Ambush, Intelligence, Disguise only (+5%) horsemanship: General or Exotic only

Medical: any

Military: Recognize Weapon Quality only (+5%)

Physical: any (+10%)

Rogue: any (+5%)

Science: math skills only

Scholar/Technical: any (+10%)

WP: any bladed weapons and short bow

Wilderness: any

Secondary skills: choose three from the list above, with none of the related bonuses. Add one skill at lv 5,10,15

Equipment: same as warlock from PFRPG

Armor: Can use any type, but metal armor tends to interfere with magic (same as other mages) starts with studded leather AR 13 SDC 38

Money: 100 gp

Weapon: Sword that the blade type has mastery in. The magic of the aura or the blade master requires a special sword to use its powers. The sword, crafted by the dwarvish weapon smiths of the city of forces has 3% silver and 3% nickel in its mixture. In fact, silver and nickel must be in the sword to use the aura's damage abilities at all.

For the starting sword, choose either +2 to damage or +1 to parry/strike.

Katana 3D6

Bastard sword 2D6+2

Short Sword 2D4

2 Handed sword 3D6

Xp table: Same as paladin from PFRPG 2ed.

Elemental Dragon - The Pearl Dragon

By:

[Robert J. Trotter](#)

The Pearl Dragon is apart of the rare breed of Elemental Dragons. They originally come from the Palladium World during its age of chaos before the coming of the Old Ones and the great wars that followed. They along with the other Elemental Dragons lived in peace with each other and most of the different life forms across the Palladium World at this time, but all that changed for the Pearl Dragon's when another race of dragon's came to the Palladium World from deep in the astral plane known as the Mist Dragons. When the Mist Dragons came they at first played the role of the friend to the Elemental Dragons who opened their arms in friendship to the new comers, but the Mist Dragons really came to invade the Palladium World and claim it as their own and destroy all other forms of dragons and hunt the mortals at their whim in great games of "cat and mouse". With small numbers at first the Mist Dragons scouted through out the world gauging the numbers and strength of the other dragon's the Mist Dragon's found the numbers of the other dragon's were small they believed they could win a quick all out war with the other dragon's with overwhelming numbers. So tarring a hole in time/space the Mist Dragons came down to the Palladium World in the hundred's of thousands in the middle of the lands that would someday be called Old Kingdom. Spitting poison mists and tarring apart with their claws any who they could find the Mist Dragons swept through out the world and came very close to destroying the other dragon's out right. But instead they got a thousand year war called the Fang and Claws War that ended in their near destruction. The Pearl Dragon's on seeing the destruction caused by the Mist Dragons called on the other Elemental Dragons to join forces and defend the other life on the planet from the Mist Dragons savagery. With the end of the war the Elemental and Mist dragons each left for their home planes leaving the Palladium world to the other life forms and in time the Old Ones would rise to power and change the face of the world again as the ancient war had done.

The Pearl Dragons are mostly known for their guardianship of the smaller races. Often taking the form of a dolphin along the coast to play with small children time and time again often visiting the same coastal towns over the years and protecting them from attacks by sea monsters and others. Pearl Dragons often form small extend families that stay together their entire lives which is very different then other dragons. The oldest female is the leader 90% of the time for these small family groups, leading them for hundreds of years across the many worlds of the Megaverse. They will take the form of the most powerful creature and live among them for years never letting on they are dragon's often helping them and then leaving that world to help others.

Alignment: Good Only!

Attributes (adult): I.Q. 3d6 + 8, M.A. 2d6 + 12, M.E. 2d6 + 12, P.S. 2d6 + 26, P.E. 2d6 + 12, P.E. 3d6 + 12, P.B. 4d6 + 6, Spd 2d4 x 10 running and 1d6 x 10 plus 100 swimming.

Attributes (hatchling): I.Q. 3d6 + 3, M.A. 2d6 + 6, M.E. 2d6 + 8, P.S. 2d6 + 18, P.P. 2d6 + 8, P.E. 3d6 + 6, P.B. 4d6, Spd 6d6 running and 2d6 x 10 swimming.

Size: 20 to 30 feet tall (6 to 8 m) and up to 65 feet long (20 m).

Natural A.R.: Adult 14 and hatchling 10.

M.D.C. (in MDC-worlds): 1d6 x 1000 + 100 Adult and 1d4 x 100 hatchling.

S.D.C. and hit points (in S.D.C.-worlds): Adult: 4d6 x 100 S.D.C. and 1d4 x 1000 + P.E. + 1000 hit points, hatchling: 4d6 x 10 plus 3d6 S.D.C. per level of experience and 1d4 x 100 hit points.

P.P.E.: Adult: 2d4 x 100, hatchling: 2d4 x 10 plus 10 per level of experience.

Horror Factor: Adult: 15, hatchling: 10.

R.C.C. Skills (Palladium): Basic & advanced math 98% Literate in Dragonese/Elven 98% & 3 other languages of choice

Speaks 5 additional languages at 98%

Demon & monster lore (+20%)

Faerie lore (+10%) As well as 13 skills from the following:

Communications

Espionage

Military

Physical (but not hand to hand)^{2BR}> Rogue

Scholar/Technical
Wilderness
Weapon proficiencies

All skills are at a 1d6+6 level of experience. The hatching begins with language and basic math skills at 96% all other skills start at first level.

Natural Abilities: Nightvision 100 feet (30.5 m; even in total darkness), sonar 100 feet (30.5 m), excellent colour vision, see the invisible, turn invisible at will (unlimited duration), bio-regeneration 1d4x10 SDC/HP (MDC in MDC-worlds), impervious to cold (does no damage, not even magical or psionics), impervious to water depth, breath underwater, metamorphosis at will (duration: 4 hours per level and 2 hours per level for the hatchling), teleport 66% at will, dimensional teleport 24% plus 4% per additional level, and all other dimensional powers, magic spells and knowledge common to most "true" dragons.

Spit Mystical Pearl (Special): Range: 100 feet. (30.5 m), inflicts 2d4x10 damage.

Vulnerabilities and Weakness: Takes double damage from magic fire and magical weapons.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +3 to parry & dodge, +4 pull punch, +4 to roll with impact, +6 to save vs HF, and +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +2 to parry and dodge, +2 pull punch and roll with impact, +4 to save vs HF, and +2 on all other saving throws.

Attacks per melee: Adult: 7 physical attacks per melee! Or 4 by breath weapon and 3 physical, or 2 by magical spells.

Hatchlings: 4 physical per melee. Or 2 physical and 2 breath, or 2 by magical spells only.

Damage: Varies by supernatural strength.

Magic (Adults and hatchlings of 100 years or older): 1d6 + 6 level water warlock with all water elemental spell magic from level 1 to 8.

Magic Knowledge of Pearl Dragon hatchlings: Starts with no spells but has full understanding of magic and advance at the same rate as a water warlock at later levels starting with 2nd level.

Psionics: Adult: ALL sensitive and physical psionic powers plus hydrokinesis! ISP 2d6x10+30.

Hatchlings: The player (or GM) can select a total of six powers from the sensitive and physical areas plus choose 2 more at levels 3, 7, & 12. ISP

1d6x10 + ME attribute number.

Habitat: The Pearl Dragon's can be found only in the water elemental plane as well as the astral plane and the Palladium world through out its seas and oceans.

Average Life Span: 6000 years but the oldest are over 30,000 years old.

Enemies: Sea monsters, vampires, and Mist Dragon's.

Allies: Other Elemental Dragon's and all fun loving beings no matter what their alignment.

Description: The Pearl Dragon is a sleek wingless dragon with mother of pearl skin that radiates small rainbows of light as the move. They have small legs for moving on the land, and swim in a spiral motion underwater. When in dolphin form they often appear as ivory coloured dolphins who sleek bodies are seen jumping through the waves of the sea.

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Elite SEAL

By:

[Chris Gath](#)

Here's an updated version with many minor changes. Enjoy...--

The Elite SEALs were designed in the past few years to further fight off supernatural monsters and to be able to succeed on the most deadly of missions. In 103 PA is when the first six man squads of Elite SEALs started to be deployed. They are usually dropped off behind enemy lines and will have no back-up. Their missions are usually the most dangerous, the most daring. They can act as spies, assassins, saboteurs, as well as an elite fighting force. These young men and women undergo extensive training for two years before they are permitted to go on any mission.

The training includes superior fighting abilities (taught only to Elite SEALs), greater knowledge in most fields (there are few skills the Elite SEAL cannot learn), and the continued physical and mental training throughout their career. They are considered on call for every hour of their service. Any leave granted can be, and usually is, interrupted for missions. If a skill might have use in the field, the Elite SEAL will have it. Elite SEALs sign on for an initial five years (two of training and three of service) and they can renew their term for three years at a time (most do).

Once an Elite SEAL decides to leave the service he/she must choose a new carrier to pursue (Must Change OCC), no exceptions. Teams of Elite SEALs are trained at Salvation and Refugee underwater bases. As of 104 PA the number of Elite SEALs is about 200, with that doubling within the next year. Five teams (30 Elite SEALs) are assigned to each of the four fleets. The rest are divided up between the bases and the five individual Trident Submersible Carrier Subs (the subs have one team each, and the bases can have as many as twenty teams depending on the amount of Elite SEALs available). A few teams have also been assigned to short and long

range exploration of the continents. They are mostly equipped with energy weapons only (lighter ammo, easier to recharge), and lots of equipment.

Note: Sea Titans can take this OCC with GMs permission, however they will either have no psionics or be a minor psionic. Sea Titans with major or master psionic powers can not be Elite SEALs. Replace the skills found on pg 115 in Rifts: Undersea with the Elite SEALs skills. Sea Titans also get the extra Secondary Skills as they go up in levels as described on page 115 of Rifts Underseas. They use the Sea Titan Experience table and ignore all SDC bonuses. Everything else remains the same.

Alignment: Any (98% are Principled, Scrupulous, or Aberrant)

Attribute Requirements: I.Q. 12+; P.S. 10+; P.P., M.E. 14+ ; and P.E. 16+ OCC Bonuses: +2 on initiative, +2 to roll with a punch/fall and pull punch, +2 on perception, +2 to HF and if the SEAL misses his HF roll by less than 4, he only loses initiative and does not lose one attack.

Limitations: Characters with Major or Minor psionic powers cannot be Elite SEALs. The training for an Elite SEAL leaves no time to also work on psionics. The New Navy is thinking of adding a special branch of Elite SEALs that have psionic powers and are trained to use them as Elite SEALs. Such plans are still on the drawing board and are years away from happening.

OCC Skills

1 Major Skill Program (+20%)

5 Minor Skills (+15%)

Speak and Literate in American 98%

Basic Math (+15%)

Radio Basic (+20%)

Computer Operation (+10%)

Navigation (+10%)

Demon and Monster Lore (+10%)

SCUBA (+25%)

Swimming 98%

Military Etiquette (+15%)

Choose any 5 W.P.

Hand to Hand: Seal

Major Skill Programs (choose any one program and Skill programs can only be selected once):

1. Espionage - Detect Concealment, Detect Ambush and Intelligence
2. Demolitions - Demolitions, Demolitions Disposal, and Undersea Demolitions
3. Wilderness - Undersea and Sea Survival, Wilderness Survival, Undersea Navigation, Land Navigation
4. Weapons - Choose two more W. P. Each has an additional +1 to all combat maneuvers (strike, parry, entangle, or throw) and Armorer
5. Communications - Electronic Counter Measures and any three Communication skills
6. Pilot (land based) - Choose any 4 Land Based Vehicles (Note: Pilot Related Skills must be taken as OCC Related Skills)
7. Pilot (Water based) - Choose any 4 Water Based Vehicle (Note: Pilot Related Skills must be taken as OCC Related Skills)
8. Pilot (air based) - Choose any 4 Air Based Vehicles (Note: Pilot Related Skills must be taken as OCC Related Skills)
9. Medical - Medical Doctor, Pathology, Biology, and Chemistry
10. Computer Specialist - + 10% to Computer Operation, Computer Programing, Computer Hacking, Cryptography
11. Linguist - choose any 4 Languages (Note: Literacy may be taken as an OCC Related Skill or as a Secondary Skill)
12. Mechanical - Mechanical Engineer, Basic Electronics, and any 2 Mechanical skills
13. Electrical - Electrical Engineer, Advanced Mathematics, Computer Repair
14. Magic Specialist (This offers no spell casting abilities) - Lore: Magic, Lore: D-Bees, Lore: Faerie
15. Science - Any 4 Science skills
16. Sniper (+3 on an aimed shot) and Sharpshooting

Minor Skills (choose any five skills at level one and one more for each additional odd level (3,5,7 ect))

Strategy/Tactics, Military Intelligence, Camouflage, Parachuting, Underwater Salvage, Escape Artist, Pilot: Advanced Deep Sea Diving, Track and Hunt Sea Animals, Paramedic, Pilot: Water Scooter, Pilot: Warships and Patrol Boats, Pilot: Submersibles, Pilot: Robots and Power Armor, Robot or Power Armor Combat Basic or Elite, Sea Holistic Medicine, Holistic Medicine, Armorer, NBC Warfare(Nuclear, Biological, and Chemical Warfare), Radar/Sonar Operations, Interrogation Techniques, Fortification, Recognize Weapon Quality, Trap Construction, Trap and Mine Detection, Field Medic, and Pilot: Motor Boats and Hydrofoils.

Note: Strategy/Tactics (30% + 5% per Level) can be found in Nightspawn pg 52. Military Intelligence (42% + 4% per Level) can be found in Ninjas and Superspies pg 42. All other skills can be found in varies Rift books.

O.C.C. Related Skills: Select ten other skills. Plus select two more or another Major Skill Program at levels three, six, nine, twelve, and fifteen. All new skills start at level one proficiency. Major Skill Programs can only be learned at base, not in the field. Elite SEALs may choose skills listed in any of the Rifts books provided they have a logical reasoning for learning those skills (a character on Rifts Earth has almost no chance of learning any of the skills in the Phase World book, but a character trapped in Phase World would)

Communications: Any (+5%)

Cowboy: None (Any can be learned if the Elite SEAL is in the American west at no bonus)

Domestic: Any

Electrical: Basic Electronics and Computer Repair only
 Espionage: Any (+10%)
 Mechanical: Basic Mechanics and Locksmith only
 Medical: First Aid only (+5%)
 Military: Any (+5%)
 Physical: Any (+15% to Prowl and Climbing; all others +5%)
 Pilot: Any Except PA or Robot skills
 Pilot Related: Any
 Rogue: Any (+5%)
 Science: Any
 Technical: Any (+10%)
 W.P.: Any
 Wilderness: Any (+10%)

Secondary Skills: Select four from the previous list. These are addition areas of knowledge that do not get the advantage of the bonuses listed in parentheses. All secondary skills are limited (any, only, none) as indicated by the list above.

Skill note: The Elite SEAL is only able to learn all of these skills if they continually get to go back to base for additional training. In game terms this means that a PC must wait to learn all new skills back at a New Navy Base. This is not always possible. For Elite SEALs that are unable to get back to base, they learn one OCC related skill at levels 3, 6, 9, 12, 15. They cannot learn any more minor skills until they get back to base.

Standard Equipment: SEAL-1 Frogman Armor, an SL-S2, choose of any two SEAL weapons (more may be provided if the Commanding Officer allows), any 6 grenades, a SNARLS Sensor System or a Multi-Optics Helmet (either will be built into the armor), one in each six man squad will be assigned a LAWS-4. [Additional](#) and special equipment may be assigned for special missions (see appendix 12).

Money: 6d6x100 credits to start and a monthly salary of 2500 (officers get double). Remember food, equipment, clothing, room and board is supplied by the Navy. At the GMs discretion, a player may have a considerably higher amount. The character has spent the past two years in training and getting paid for it. They earned 60,000 credits during that time and the GM can let the PC have a savings of some of that. If the PC is an officer, he/she may have up to 120,000 credits depending how long he/she has been an officer.

Cybernetics: None to start. Usually limited to prosthetics after the loss of a limb. Remember, Salvation and Refuge Bases do not have extensive cybernetic facilities, only basic medical systems.

Special Abilities: An Elite SEAL can hold his/her breath for a number of melee rounds equal to his/her Physical Endurance. An Elite SEAL also gets an addition +1 to strike (Aimed shot, Burst, or Wild) with a modern weapon of his/her choose. That is a specific weapon, the characters favorite. Any weapon can be chosen despite the maker/designer if GM approves. 95% of all Elite SEALs choose SEAL weapons. A character does not necessarily start off with this weapon.

Hand to Hand: SEAL

The following techniques are known at first level: Break Fall, Disarm, Body Block/Tackle, Roll with Punch/Fall/Impact, Pull Punch, Body Flip (1d6), Punch (1d4), Elbow/Forearm (1d6), Kick Attack (2d4), Snap Kick (1d6), Knee (1d6), and the usual strike, parry, and dodge.

Bonuses: +4d6 S.D.C., +1d4 P.S., +2 P.E. and P.P., and + 2d4 Spd.

Level:

1. 3 attacks per melee round to start, Critical Strike from behind
2. +2 to strike, +3 to parry and dodge, Karate Kick (2d6), Karate Punch (2d4), Palm Strike (2D4)
3. +1 attack, Knife Hand (2d4), Back Hand (1d6)
4. 1 initiative, +1 Disarm and Break Fall, Roundhouse Kick (3d6), Drop Kick, +1d6 S.D.C
5. Power Punch, Backward Sweep, Tripping Leg Hook, +1 Disarm and Break Fall
6. +1 attack, +1 to strike, Arm Hold, Leg Hold, Body Hold, and Neck Hold
7. Wheel Kick (2d6), Leap Attack, +1 Disarm and Break Fall, +1d6 S.D.C.
8. Critical Strike 18-20, Paired Weapons
9. +1 attack, Power Kick, +1 to parry and dodge
10. Jump Kick (6d6), +1 to strike, Disarm and Break Fall
11. +1 initiative, Knock-Out/Stun and Critical Strike from behind (triple damage!)
12. +1 attack, Knock-Out/Stun 17-20
13. Death Blow!, +2d6 S.D.C.
14. +2 to strike, parry, dodge, Disarm and Break Fall.
15. +1 Attack, +3d6 S.D.C.

At the Gms option a character can also learn the following abilities from Rifts: Japan Art of Stealth or Pi Mi Hsing Tung at level one. The Characters gets +10% to Jung Hua Select an additional Art of Stealth at levels 7 and 14 Select A body Hardning Exercise at level 2, 6, 10 (These do not grant the ability for the Elite SEAL to turn into a MDC creature)

Experience Table

1. 0,000- 2,300
2. 2,301- 4,600
3. 4,601- 9,000
4. 9,001- 17,000

5. 17,001- 26,000
6. 26,001- 38,000
7. 38,001- 55,000
8. 55,001- 77,000
9. 77,001-110,000
10. 110,001-145,000
11. 145,001-200,000
12. 200,001-260,000
13. 260,001-330,000
14. 330,001-400,000
15. 400,001-500,000

Elven WarMaster R.C.C.

By:

[Lee Casebolt](#)

An addition to my Elven version of Nightspawn.

"As has been noted in previous encounters, the Elven tendency is towards magical development. The Elven warrior who lacks this magical talent is frequently viewed with distaste, even contempt, by his sorcerous bretheren. In most cases, he can expect ridicule or abuse from his superiors; at best he may suffer under silent disdain. For the "mundane" warrior, there is little recourse from this treatment.

"There is, however, one glaring exception to this rule of thumb. A small group of warriors (perhaps 3%; information is sketchy) who show great physical and psychological potential, but no hint of magical talent, recieve a unique combination of physical and spiritual training vastly superior to the norm. Details on this training have been difficult to discover, but from what we do know, it might be most closely compared to the traditional martial arts training methods of the Orient. Hand to hand and melee weapon combat skills are taught alongside spiritual development and altered states of conciousness. The end result is an elite warrior. Or, as the Elves put it, a WarMaster."

- excerpted from Dr. Robert Meier's

Elven Cultural Overview report,

published February '05

After seven years of war, the human resistance forces have gained a number of insights into Elven culture and psychology. Still, it seems that even now new surprises arise. One of the most unpleasant of those surprises was the discovery of those the Elves call WarMasters. It didn't take long for resistance forces to learn ways of differentiating between Elves with magical talents and those without, and to almost universally adopt a policy of directing attacks primarily at the "mundane" forces. One might understand the shock of the soldiers who attempted to ambush a routine Elven patrol, only to discover that not only were the Elves not at all surprised by the "ambush", but they were capable of a number of feats that could only be explained as "magic", despite the evidence to the contrary.

So they met for the first time - WarMasters, meet the humans; humans, meet the WarMasters...

WarMaster training is rigorous almost beyond description. Their bodies are subjected to tortures (sure, they're *called* "exercises"...) that break more students than they mold. The "spiritual training" methods drive more to madness than they do to expanded conciousness. All in all, only one WarMaster will graduate from a class of ten. Those that emerge believe themselves to be the ultimate biological weapon. Few who have faced them would argue the point.

WarMaster OCC

Entrance Requirements: A minimum of 13 is required for the ME, MA, PS, PP, and PE attributes.

O.C.C. Skills:

Lore: Demons and Monsters (+10%)

Ghosts and Faeries (+15%)

Magic (+10%)

Prowl (+20%)

Tracking (+10%)

Wilderness Survival (+15%)

Sylvan Ars Martial (see below)

O.C.C. Related Skills: Select a total of six from the following catagories, plus one additional skill at levels 3, 7, 10, and 12.

Communications: None

Domestic: Any

Electrical: None

Espionage: Any (+10%)

Mechanical: None

Medical: First Aid and Holistic Medicine (+15%) only

Military: None

Physical: Any (+15%)

Pilot: Horsemanship only (+15%)

Pilot Related: Navigation only (+10%)

Rogue Skills: None

Science: None

Technical: Any except Computer skills or Photography (+10%)

Weapon Proficiencies: Any Ancient

Wilderness: Any (+15%)

Secondary Skills: Select 5 from the list above, without the listed bonus. Select one additional secondary skill at levels 4, 8, 11 and 14.

At the GM's option, some of the restrictions on available skills may be lifted at these later levels.

Sylvan Ars Martial (Unique Elven Martial Arts Form)

The Sylvan Ars Martial is a sophisticated body of physical and spiritual techniques, similar in many ways to advanced kung fu systems.

As with all things Elven, its movements are graceful and beautiful to watch. Movements appear at once dazzling and effortless. That impression lasts until the brutal applications of those ballet-like movements are realized.

Appearances to the contrary, there are no wasted movements in the style; no energy is expended except to destroy the enemy quickly, brutally, and (hopefully) elegantly. A full body of techniques are taught - punches, kicks, grapples, weapons, and spiritual methods. A WarMaster is truly prepared for any situation.

Character Bonuses

Add 10 to CHI

Add 2 to ME

Add 1 to PS

Add 1 to PP

Add 1 to PE

Add 10 to SDC

Combat Skills

Attacks per Melee: Three

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Backflip Attack Moves: Leap, Backflip

Basic Defensive Moves: Dodge, Parry, Automatic Parry Advanced Defenses: Combination Strike/Parry, Multiple Dodge, Circular Parry, Disarm

Hand Attacks: Strike (punch), Knife Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Crescent Kick, Tripping/Leg Hooks, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Forearm, Elbow, Knee, Body Flip/Throw, Critical Flip/Throw, Death Blow

Holds/Locks: Wrist Lock, Arm Hold, Body Hold

Weapon Katas: WP Sword, WP Staff

Skills Included in Training

Martial Arts Powers: Select a total of three (3) Powers from Chi Mastery, Martial Arts Techniques, and Special Katas (including Chi Katas)

Physical Skills: Archery, Climbing, Gymnastics, Swimming

Level Advancement Bonuses

1. +2 to Strike, +2 to Roll with Punch/Fall/Impact, Critical Strike or Knock-Out/Stun from behind
2. +2 to Parry/Dodge, +1 to Leap/Back Flip
3. +1 to Body Flip/Throw, +2 to Maintain Balance
4. +1 Attack per Melee
5. +2 to Parry/Dodge, +1 to Disarm
6. Select one (1) Additional Martial Arts Power from Chi Mastery, Martial Arts Techniques, or Special Katas (including Chi Katas)
7. +1 to Strike, +2 to Damage
8. Critical Strike on Natural 18, 19, or 20, Death Blow on Natural 20
9. +1 to Leap/Back Flip, +2 to Maintain Balance
10. +2 to Roll with Punch/Fall/Impact, +1 to Body Flip/Throw
11. +1 Attack per Melee, +1 to Initiative
12. Select one (1) Additional Martial Arts Power from Chi Mastery, Martial Arts Techniques, or Special Katas (including Chi Katas)
13. +1 to Strike, +1 to Parry/Dodge
14. +1 Attack per Melee
15. Select one Zenjorike power

Elves R.C.C.

By:
[Lee Casebolt](#)

Now that we're back (thanks, Gabe!), I'm reposting a revised version of my Nightspawn elves. Thanks to Jim Cannon and SAMHAIN for their comments, which were instrumental in improving some very rough work.

From the notes of Friar Aldridge...

"In this, the Year of Our Lord Twelve Hundred and Seventy Seven, we have won a great victory for Christendom. The summoned armies of these several Christian lords have, at long last, ridded Europe of the scourge known as the Fey. Their centuries-old menace to the bodies and souls of good men, and likewise to the virtue and well-being of honest women, will now know end as, armed with blades of cold Iron, and supported with the blessings of His Holiness, these Paladins have exterminated those Children of Lucifer to the last. In a spirit of thanksgiving we honor thee, Lord, with our prayers. Amen."

Personal Notes, Col James Franklin, Human Resistance Army

"March 13, 1998 - Two years to the day since the Elves popped in; a little over a year and a half since they took over. Five and a half months to take a planet? Dear God, what are we facing? Seems like our weapons don't have the "pop" against Elves that they do against regular people. And theirs... Lord, what are they using? Magic? Since when did my life become a Tolkien novel? I'm definitely too old for this shit. "At least we can operate (more or less) freely during the day. If only we could figure out a way to avoid losing everything we gained the next night..."

"Damn, I hate Elves."

Elves

Attributes: IQ: 3d6, ME: 4d6, MA: 4d6, PS: 3d6, PP: 4d6, PE: 3d6, PB: 4d6, Spd: 4d6

S.D.C.: By OCC

Hit Points: Standard

PPE: Non-Magical OCC - 5d6

Magical OCC - As per OCC, +10%

Natural Abilities:

- ❖ **Magical Affinity** - The Elvish connection with magic (see appendix 14) is so strong that they both cast and resist magic with greater ease than mortals. Spell-casting Elves subtract their level of experience from the PPE cost of any spell they cast, to a minimum cost of the spell's level in PPE (ie, a Call Lightning spell from a 5th level elvish sorcerer costs only 10 PPE, but a Globe of Daylight will cost one). In addition, all Elves have an additional +3 to save vs Magic, +1 for every additional four levels after first.
- ❖ **Immortality** - Elves are immortal, to the extent that they have no natural limit to their lifespans. In addition, their alien nature reduces their vulnerability to normal weapons. In game terms, subtract one from every die of damage dealt to the Elf from normal weapons or hand to hand attacks.
- ❖ **Silver** - The metal of the moon cannot harm the Fey. Elves take no damage from silver weapons.
- ❖ **Nightvision** - Roughly the equivalent of human day vision.

Vulnerabilities:

- ❖ **Sunlight** - Elves are creatures of the night; as such, they are affected by sunlight as are vampires.
- ❖ **Cold Iron** - Iron disrupts Elvish magic, and severely harms Elves. Merely carrying a pound or so of iron on one's person grants a +3 to save vs Elvish magic, while greater amounts give an even greater bonus (GM's discretion). In addition, weapons of at least 50% pure iron do double damage against Elves, and even scattered iron filings (or similar) affect them as a similar quantity of acid would normal people.

Skills: By OCC. Elves are generally either Sorcerers or Mystics (See Nightspawn RPG); those with no talent for magic become Elven Warriors.

Elven Warrior O.C.C.

The Elven Warrior is, in essence, the "grunt" of the Elvish community. Lacking talent for the greater pursuit of magic, he or she instead follow the lesser path of physical combat. At least, that's how the Elves see it. In fact, an Elven warrior is a capable, skilled combatant, one generally the equal of two "mere humans".

O.C.C. Skills:

Lore: Magic (+10%)

Demons & Monsters (+10%)

Ghosts & Faeries (+15%)

Tracking (+15%)

Wilderness Survival (+15%)

Archery

Fencing

Prowl (+20%)
 WP Sword
 Hand to Hand: Expert (may be changed to HtH: Assassin at the cost of one Other Skill)
OCC Related Skills: Select ten other skills, plus two at level four, and one at levels 7, 10, 12, and 15.
 Communications: None
 Computer: None
 Domestic: Any
 Electrical: None
 Espionage: Any
 Mechanical: None
 Medical: First Aid and Holistic Medicine only (+10%)
 Military: Etiquette and Strategy/Tactics only (+10%)
 Physical: Any (+15% where applicable)
 Pilot: Horsemanship only (+10%)
 Pilot Related: Navigation only
 Rogue: Any except Computer Hacking
 Science: Any (-10%)
 Technical: Any (+5% on Lore skills)
 Wilderness Any
 WP: Any Ancient
Secondary Skills: Choose five from the above list, without listed bonus (Science penalty still applies) at first level. Choose one additional secondary skill at levels 3, 5, 8, 10, and 12. These additional secondary skills do NOT have the limitations placed on them that initial skills do.

Enhanced Gromek R.C.C.

This R.C.C. is for those Gromek who have undergone Bio-wizard reconstruction, to improve their natural abilities and defenses, including providing Supernatural Strength and M.D.C. skin, and other supernatural powers and abilities.

These Gromeks are the chosen warriors and the future leaders of Gromekian civilization and culture on rifts Earth.

Alignment: Any tend to be selfish or evil

Attributes: I.Q. 2d6+1, M.E. 3d6, M.A. 2d6, P.S. 4d6+12, P.P. 3d6, P.E. 4d6, P.B. 2d6, Spd. 6d6+6 running, 6D6+6 for Flight
M.D.C.: 150

Horror Factor: 16

P.P.E.: 2D6

Natural Abilities: Fly, keen hawk like vision, resistant to fire and cold (takes half damage), extremely aggressive, can breath fire (dragons breath) 4D6 M.D. 30 ft range Combat: 2 hand to hand attacks plus those gained from Hand to hand combat training.

Bonuses: +1 strike, +2 parry and dodge, +4 to dodge in flight, +2 on initiative

Damage: As per supernatural strength tables (punch damage as listed, kick/clawed feet does punch damage plus 1D6 M.D.) or by weapon (most likely).

Magic: None

Psionics: None

R.C.C. Skills:

Hand to hand Expert

Wrestling

W.P. Sword

W.P. Blunt

W.P. Energy Rifle

W.P. Heavy

W.P. Archery and Targeting

Language and Literacy Gromek 98%

Enhanced Females also know Holistic Medicine (+10%)

Language Demongogian (+10%)

Language Dragonese

Tracking (+10%)

R.C.C. Related Skills

Select 10 other skills, at least 3 skills must be selected from physical and one from physical. Plus select 3 additional skills at level 3, 1 at level 6, 1 at level 9, 1 at level 12. All new skills start at level one.

Communications: Any

Domestic: Any (+15%)

Electrical: Basic Electronics only.

Espionage: Any (+10%), except forgery and pick locks.

Mechanical: Basic or Automotive mechanics only.

Medical: First Aid (+10%) or holistic Medicine (+20%)

Military: Camouflage only

Physical: Any except Acrobatics, (+10% where applicable).

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Maths: Basic, anthropology, biology, and botany only.

Technical: Any

W.P.: Any

Wilderness: Any (+20%)

Secondary Skills:

Select 8 skills from the above list, they start at the base level, and no bonuses apply (except I.Q.)

Average Life Span: 180 years

Enemies: Humans and most intelligent life.

Allies: Surkreeth, and other Gromeks, still loyal to the Gromek home world.

Height: 8 to 10 ft tall

Weight: 600 to 800 pounds

Equipment and Weapons: Enhanced Gromek Body Armour (120 M.D.C. Wings exposed), Giant Size Vibro-Sword (3d6 M.D.), 2 Energy Weapons of choice (can be from phase world/ Antarctic Federation or knock-offs of Federation weapons which are just starting to be produced from the factories under the Queen Maud mountains), and two e-clips for each weapon. Plus any other reasonable piece of equipment.

Xp table: use the dragon table

Emperor's personal Guard O.C.C.

By:

[Shawn Merrow](#)

Stormtroopers when they reach 5 level get the chance to be trained to become a member of the Emperor's Personal Guard.

The training is extremely hard and 97% of the class flunk out. If the survive the training then they become the elite of the Emperor's troops. Note the training last for a year and during this time their is no contact with the rest of the universe.

Attribute Requirements: A P.S. and P.E. of 12 or higher.

Alignment Requirements: None, though most Stormtroopers will start to move to the evil side of the spectrum after a while.

Racial Requirements: Due to the Empires extreme Xenophobia only Humans are allowed to join the Emperor's Personal Guard.

O.C.C. Skills: If the guard member already has the skills listed below than they get a one time bonus of +10% to that skill.

Radio: Scramblers (+5%)

Detect Ambush (+10%)

Detect Concealment (+10%)

Intelligence (+5%)

Tracking (+5%)

Prowl (+15%)

Demolition's (+15%)

Demolition's Disposal (+10%)

W.P. Force Pike*

W.P. Heavy Energy Weapons

W.P. Two others of choice

Hand to Hand: Martial Arts

Hand to Hand: Martial Arts can be changed to assassin if an evil alignment at no cost.

* Uses the same bonuses as W.P. Polearm.

O.C.C Related Skills: Select two "other" skills, plus one additional skill at levels six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic Electronics only

Espionage: Any (+5%)

Mechanical: None

Medical: First Aid and Paramedic only

Military: Any (+10%)

Physical: Any

Pilot: Any (+10%)

Pilot Related: Any

Rogue: Any (+5%)

Science: None

Technical: Any

W.P.: Any

Wilderness: Any

Secondary Skills: The player gets no more secondary skills. Their time is way to busy for hobbies.

Standard gear issued to the Emperor's Personal Guard: Heavy Ceremonial Stormtrooper Armor (the red suit), force pike, standard Stormtrooper armor, blaster rifle and blaster pistol with six extra e-clips, plus any gear any other gear Stormtrooper could normally get.

Equipment available upon assignment: They have access to anything they may need or think they may need. Local commanders can say no to their request but very few ever do.

Money: The Emperor's Personal Guard gets a roof over his head and all his basic needs provided free as part of his pay. The trooper gets a monthly salary of a 4,000 credits. The Emperor's Personal Guard quarters will vary quite a bit between different assignments, but they will usually be some of the best available.

Cybernetics & Bionics: Can select up to four cybernetics and bionics.

Experience Table:

1. 0,000 - 2,120
2. 2,121 - 4,240
3. 4,241 - 8,480
4. 8,481 - 16,960
5. 16,691 - 24,960
6. 24,961 - 34,960
7. 34,961 - 49,960
8. 49,961 - 69,960
9. 69,961 - 96,960
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

Emperor's Personal Guard Gear

1. Blaster Pistol: There are dozens of types of blaster pistols, below is a generic blaster pistol.

Weight: 4 lbs.

Mega-Damage: 4D6 M.D.
Rate of Fire: Standard.
Effective Range: 500 ft.
Payload: 20 shots per e-clip.
Black Market Cost: 10,000 credits.

2. Blaster Rifle: There are dozens of types of blaster rifles, below is a generic blaster rifle. The user of the rifle can chose from a stun setting or a mega-damage setting.

Weight: 8 lb.
Mega-Damage: 5D6 M.D.
Stun Setting: Use the effect of the Neural Mace from the main book to handle the stun setting.
Rate of Fire: Standard.
Effective Range: 2,000 ft.
Payload: 30 shots per e-clip.
Black Market Cost: 24,000 credits.

3. Force Pike: This is a pole with an enhanced vibroblade on the end and a power tip that can shock, stun, or kill anything it touches. Their are switches on the side of the pole to control all the functions of the pike. These weapons are used for ceremonial guards and shipboard guards and where weapons may look undiplomatic or endanger the ship. The power tip is in the but of the pole and works like the Neural Mace, except the kill setting will kill anyone who fails the savings throw.

Weight: 14 lbs.
Mega-Damage: 2D6 + M.D. + P.S. damage bonuse
Black Market Cost: 60,000 credits.

4. Heavy Ceremonial Stormtrooper Armor: Has all the properties of body armor described in the main Rifts book. Usually painted red in color.

M.D.C.: 50 M.D.C.
Weight: 35 lbs.
Mobility: Fair, -10% prowl penalty.
Black Market Cost: Illegal to own, 50,000 credits.

5. Grenades: Just use the Grenades from any of the Rifts books.

The Eternal R.C.C.

By: [Jim Cannon](#)

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Author's Note: I've always loved Vampires. First as terrible villians like Dracula, as tragic protaganists in the Vampire Chronicles, and even as heroes like Hannibal King. Being a creative sort, I once drew up my own rules for Vampiric society, complete with lords and factions and quirks. Recently I found the game Vampire: the Masquerade, which I think is a great read, and I was excited to material similar to my own ideas in the book. Of course, they published first, so I have to acknowledge them as inspiration, even though some of the ideas below came to me years before I read the book. Though there is material below that is directly inspired by V:tM as well. Enjoy.

Twenty-five thousand years ago, the Earth was a battleground. The lords of the Earth, the Blood, were waging terrible war against the Nightlords, a group of human mages who had wrestled the secrets of magic from their rulers, the Blood and sought to take their place as lords of reality. Despite initial successes againts the usurpers, and the added strength of the Were, the Blood found themselves quickly overmatched by their proteges. The Nightlords and their armies of Hounds and Hunters overpowered the relatively small amounts of Blood and their allies.

The Blood scrambled for answers. Some plumbed the depths of their magical skills, seeking the perfect spells to use against the Nightlords. Others unleashed the artifacts of Valusia, and these seemed successful. Yet victory still eluded the Blood.

A radical sect of Blood mages thought the answer lay with the Nightlords themselves, and their strange pact with the otherwordly power known only as the Dark. These mages contacted the Dark through an elaborate ceremony, and sought to gain power of their own from the Dark, power they could use against the Nightlords. But the arrogance of the Blood, that which facilitated the rise of the Nightlords from the beginning, proved their undoing once again. The Dark granted them their wishes, but in so doing bound them to it, transforming them from Blood into a hybrid of the Kindred and the Nightlords, a terrible white-fleshed creature that would become known as the Vampire.

The newly created Vampires stepped into the Nightwar on the side of the Nightlords and their mutual master, the Dark. They proved adept at subverting the Blood and the human population, creating new Vampires through the Dark Gift. A small number of the Vampires retained the fortitude and character to resist the mastery of the Dark, and tried to use their new gifts and abilities in the service of their own species, the Blood.

In the end, it was not the Vampires who turned the tide, but a band of Blood mages who were able to exile the Nightlords to the Nightlands. The Vampires would prove as much a hindrance in the Blood Civil War, as their meddling nearly cost the Blood a victory over the Thirteen. Like the Blood, the Vampires found their numbers culled considerably following the banishment of the Thirteen to the Astral Plane. Like the Blood, the Vampires found it necessary to hide within the burgeoning masses of humanity.

The Vampires have survived the millenia despite having a legion of foes, and have even prospered while the Were have begun to die out, the Blood remain scattered and weak, and the Nightbane are isolated. Vampires are the ultimate survivors, existing like vermin in the cities of humanity, feeding of the masses and ruling them through carefully controlled businesses and political puppets. Though confined to the hours of the night, many Vampires ruled cities and even whole countries; they found that nobles and wealthy people were easily tempted with the transformation into eternally extant, incredibly powerful creatures. And those who ruled in life found the allure of political power too tempting to resist even in undeath.

By the time the Nightlords invaded, Vampires were firmly entrenched in human society. They hunted where they wished, took what they wanted, and protected that which they ruled over. They saw the Were as pests to be eliminated, and the Blood as weaklings whose time had passed. The Nightbane could be made to serve the Vampires, or destroyed as one wished. The Vampires were the lords of the Earth, in all but name. Only a few groups -- the Order of the Grendel for example -- caused them any kind of consternation.

Until Dark Day.

The Nightlords and their invasion changed everything. Vampires and their servants found themselves thrown out of power, replaced by Avatars, Doppelgangers, and Ashmedai. The mastery of the Vampires was broken in one spectacular day, mostly while they slept, and nothing would ever be the same again.

The Vampires realized that the other supernatural races would not help them; millenia of persecution cannot be forgotten in a day's time. So, those among the Eternal who were desperate, who needed to maintain their status as rulers no matter what the compromise, allied themselves with the Nightlords, much as their ancestors did twenty-five thousand years ago. Other Vampires have decided to fight the invasion, to regain their standing as rulers; these Vampires represent a small group who are afraid to ally with the other enemies of the Nightlords. Still others have been able to weasel into the good graces of the Seekers, the Blood, or the Nightbane, and have become capable warriors in the Nightwar.

Vampire Factions and Groups

"The Ageless? Bah, they cannot match our ferocity. The Were? They are but a pale imitation of our strength. The mortals? Heh. Food, nothing more." -- Azmodeus, leader of the Overlords

Despite their posturing, Vampires are as much social creatures as the Blood or humans. They need the stability, comraderie, and comfort that society and friendships bring. But as always, the nature of the Dark and its influence perverts Vampire society into a mockery of Blood or human culture.

All the Vampires descend from a small group of Blood mages who summoned the Dark and became something greater and lesser than what they were. As such, all Vampires can trace their ancestry back to those Blood mages, most can recite their ancestry. The longer it takes to a Vampire to recount his ancestors, the less status he has in Vampire society. Thus, those who are closer to the oldest, those who are least removed from the eldest Vampires, are those most highly revered. Because Elder Vampires still create progeny, and have throughout the ages, it is possible for a relatively young Vampire to command the respect of an Elder, simply by virtue of the blood in her veins.

There have been fifteen generations of Vampires through the millenia, though nearly all of the first four generations are no more. Because of the great respect accorded the older generations, and the corresponding power they wield, the factions of the Vampires tend to grow around individual Vampires who develop a sort of cult of personality; typically every Vampire in the faction can trace his or her ancestry back to the Vampire Lord who rules it.

THE ARCHONS, also known as the Harmonizers: This is a group of about 800 Vampires who, led by a Vampire Lord known as Archimedes, believe that Vampires are just one more part of the Earth's complex ecosystem. They are hunters and predators, and feed on human blood, but they do so in a manner not unlike animal predators. They cull the herd of humanity, preying on the sick, the old, the depraved. Criminals and murderers are favorite prey of these Vampires. Also, the Harmonizers tend to retain more of their humanity than others of their kind, and often show genuine affection for the "lesser" races. They will fight the Nightlords when they can. Archimedes is one of the oldest living Vampires, and claims to be eight thousand years old, born of the second generation. His progenitor was one of those Vampires who resisted the Dark and fought against the Nightlords on the side of the Blood and the Were. Archimedes has tried to maintain his progenitor's legacy throughout the ages.

THE CZARIN: also known as the Overlords: Azmodeus the Vampire Lord has ruled this faction with an iron fist from Moscow since the days of the first czar. The Overlords are typical for the Vampire breed; they rule over the masses of humanity, either directly or indirectly, manipulating human history, art, and culture for the sake of wielding power. They were displaced by the Nightlords, but Azmodeus was able to negotiate a peace between the Overlords and the Nightlords. Azmodeus fully expects Moloch to double-cross him in the future, and has contingency plans already set in place for such an eventuality. Indeed, he plans to turn the tables on the Nightlords himself soon enough.

Azmodeus is six thousand years old, hoary, incredibly canny and powerful. He is a master manipulator and gamesman, and his progeny are just as slick. The Overlords are perhaps the largest Vampire faction, with enough members to place up to three agents in every major city worldwide -- consider any city with more than 300,000 inhabitants "major."

THE TLOTALC: also called the Singularists: This is a small faction, barely a 100 strong, who, like their master, the Vampire Lord Klytus, believe that Vampires are a race separate and apart of the rest of the Earth's inhabitants. Though small, this group includes many of the most powerful Vampires of Earth, those who are old enough to master the Thirst and exist apart from a ready food supply. They will not involve themselves in the Nightwar unless forced to do so. The Nightlords are aware of the Singularists, and are wary of them. There is too much resistance at the moment for the Nightlords to concern themselves with Klytus and his brood, and these Vampires tend to live in out of the way areas like Antarctica or the Gobi Desert, places where the citydwelling Nightlords are uncomfortable.

THE SHIVISTS: Named for the Hindu god Shiva the Destroyer, this is a tiny group of about twenty or so Vampires, quite ancient, who not only wish to commit suicide, but want to take the Earth with them. They will actively support the Nightlords, seeing them as the harbingers of greater destruction to come. Indeed, several of them already work for the Nightlords in one capacity or another. The Nightlords use them sparingly, as the Ba'al-ze-neckt only wish to eliminate every living thing on Earth, they don't want to destroy the planet itself. Meanwhile, the Shivists wouldn't mind seeing the Earth perish in nuclear fire.

MICTLANCOATL: The Vampires of Central and South America were able to live freely among the people, without subterfuge or guile. They were worshipped as gods, or seen as the blessed of the gods, given eternal life and great power. Most importantly, however, the Vampires served as the surrogates for the gods during sacrifices. The bloody and often monstrous sacrifices of the Toltecs, the Aztec, the Maya, and others fed the Vampires and made them strong and respected. The werejaguars caused a little trouble, and the Blood hiding among the populace eyed the Vampires suspiciously, but for the most part, the Mictlancoatl, "the serpents of death," commanded respect and reverence.

Until the Europeans arrived, and native religions were destroyed. Members of the Order of the Grendel, recognizing the Vampires for what they were, slaughtered them whenever possible. The Mictlancoatl were driven into hiding, and forced to adopt a more European-type of Vampiric existence to survive.

Strangely enough, the Mictlancoatl never really developed the contempt and hatred of mortals that most European Vampires possess. They had served as gods and priests for the people, and they held the religion they practiced as sacred, and the bond they shared with the mortals as sacred, too. These Vampires see the Thirst and the hunt for blood as part of their holy duty, and they see the oppression of humanity as practiced by European Vampires and the Nightlords as a violation of that duty.

Tezcatlipoca, the progenitor of the Mictlancoatl line, perished most spectacularly at the hands of Lilith's avatar during Dark Day. The Mictlancoatl scattered and now lack direction, though most of them advocate resistance to the Nightlords in some fashion. Though they have small numbers, the Mictlancoatl are not to be trifled with; they are dedicated and powerful foes. And their numbers are growing, as the threat of the Nightlords has forced many of the Mictlancoatl to Embrace youngsters to battle the invaders.

THE NIGHTRUNNERS: This is a new faction, arisen in the past twenty years, founded by a small group of young rogues. The Nightrunners began as a means for Rogues to protect themselves against the predations of other Vampires, a loose alliance of individualistic Eternals. They discovered that co-operation and solidarity can not only increase the chances of survival, but also increase one's personal power. So the group that banded together for defense against other Vampires began to actively rebel and attack their perceived oppressors, and when they defeated the older Vampires, the Nightrunners took their places as rulers of cities. The Nightlords recognized excellent resources when they saw it, and were able to support the Nightrunners from the other side of the Mirrorwall; when Dark Day dawned, the Nightrunners helped the Nightlords destroy other Vampires. Since Dark Day, the Nightrunners have become influential members of the Cult of Night, and are trusted by their new masters.

Nightrunners tend to be among the very youngest Vampires; none of them are older than the twelfth generation.

ROGUES: Not really a faction, this is a catch-all term for the rest of Vampire-kind, who do not ally themselves with any of the factions mentioned above. They are often wild, cruel, beautiful, and rather individualistic. Reactions to the presence of Nightlords will vary greatly. Typically, Rogues are looked down upon by other Vampires, considered "clanless" and weak. Rogues are often hunted by other Vampires seeking to increase their Blood Pool, because the need not fear retribution from another faction.

The Vampire R.C.C.

Alignments: Typically evil, but any non-good.

Attributes: I.Q.: 3D6, M.E.:4D6, M.A.:4D6, P.S.:4D6, P.P.:4D6, P.E.:4D6, P.B.:3D6, SPD:4D6

SDC/HPS: PE x 10 SDC, PE x 2 HPS + 1D6/level

PPE: 2D4 x 10 + PE

ISP: 1D6 x 10 + ME

Natural Abilities: nightvision 200 ft, immune to all diseases and sickness, toxins, gases, poisons, drugs, and chemicals are 1/3 as effective, regenerate 2D6 SDC/HPS per melee, supernatural strength and endurance, limited invulnerability (see below),

Aura: all living things possess auras, varying in size and strength with the life-force of the individual. Since Vampires are Undead, they do not possess Auras. However, Vampires can see the Auras of Blood and other living things, and thus recognize their cousins and their own kind on sight.

Special Abilities: The Eternal have access to a wide variety of powers and abilities, ranging from increased physical attributes to the ability to use magic or fly. Like a Blood or a Nightbane, the Vampire must permanently sacrifice PPE to gain these abilities. Vampires have a large pool of PPE with which to buy talents, but there are many to choose from and individual Eternal are often quite varied. It should be noted that, since Vampires can absorb PPE through feeding, they can use PPE from the Blood Pool (much as Blood can) to purchase new abilities. Some restrictions apply, however. Abilities purchased after first level can only be bought at levels 5, 10, or 15, and no more than one ability can be purchased at each time, regardless of how much PPE the Blood Pool may contain.

Vampires can also choose a new ability every two and a half centuries of un-life. Thus, Elders will be extremely powerful, perhaps even approaching Nightlords in power levels. It should be noted that NO player character Vampire is older than fifty years at first level.

Note that any PE gained through these talents does not affect the Vampire's PPE level.

1. Detect Magic [5 PPE]: As the Blood power of the same name.
2. Detect Supernatural Entity [5 PPE]: As the Blood power of the same name.
3. Enhanced Nightvision [7 PPE]: The Vampire's eyes will now give off a noticeable glow in darkness, and will take on a distinct reddish tint. The Vampire's vision can now penetrate the deepest darkness, and the Vampire can see accurately in the dark or at night for 2000 ft.
4. Enhanced Senses [10 PPE each]: With this ability, the Vampire can make one of his senses superhuman, that is, one per 10 PPE spent. Heightened Sense of Hearing: Can hear a one decibel sound at the range of 100 feet; ten decibels at 200 feet, and so on. Can estimate distance of sound at 65%+5% per level, estimate speed of sound's approach at 55%+5% per level, and recognize a voice or sound at 35%+5%. Heightened Sense of Sight: The Vampire has excellent sight, like a hawk's or eagle's. Can read a street sign at a distance of two miles. Heightened Sense of Smell: An excellent ability for a hunter like a Vampire; able to identify smells within 100 feet of the Vampire. Can identify scent at 70%+5% per level, recognize a person, toxin, or poison at 50%+5%, and track by scent at 55%+5% per level. Heightened Sense of Taste: The Vampire has such a delicate sense of taste that she can identify specific ingredients in anything she tastes at 70%+4% per level. The Vampire can usually detect any foreign elements in a prey's bloodstream as well. Heightened Sense of Touch: The Vampire has a finely tuned touch sensation, and can identify substances simply by their texture. Gains a +10% to skills that require a delicate touch.
5. Jump [10 PPE]: The Vampire can leap 10' per level.
6. Spider Climb [10 PPE]: The Vampire can climb sheer surfaces like a spider or fly, clinging to them with her hands and feet. She can move across totally sheer surfaces, such as glass or windows, at half normal speed, a brick or concrete surface at normal speed, and a mountain or other surface pockmarked with handholds at twice normal speed.
7. Enhanced Strength [20 PPE]: Vampire's already have supernatural strength, but choosing this ability makes them a bit stronger than the average Eternal. Raise PS by 2D4+4; The Vampire can carry 100 x PS and lift 200 x PS. Add 1D4 to PE, and 1D4x10 SDC.
8. Enhanced Endurance [22 PPE]: As Undead, Vampires have exceptional stamina already, but choosing this ability enables a Vampire to resist the effects of sunlight one round per PE point. Raise PE by 2D6, and the Blood also gains 2D6x10 SDC, 2D6 HPS, and a +2 vs. poisons and drugs.
9. Enhanced Agility [24 PPE]: As the Blood power of the same name.
10. Enhanced Mentality [26 PPE]: As the Blood power of the same name.
11. Summon and Control Vermin [25 PPE]: The Vampire can send out a silent call to rats, cockroaches, worms, and other types of vermin, summoning 1D4x100 of the beasts from up to 1000 feet away. Vermin do little but swarm, cause a diversion, or freak out enemies (HF 12), but the rats, cockroaches, locusts, and other dangerous creatures can do damage, swarming over people and biting, nipping, clipping, etc. Insects will do 1D4 points of damage per round of swarming over a being, while rats will inflict 1D8 points of damage per round.
12. Summon and Control Canines [30 PPE]: Similar to the summon vermin ability, the Vampire can emit a silent call to canines in her immediate vicinity -- the adjacent 1000 feet or less. 2D6 canines plus 2 per level will answer the call. In a city environment, dogs will answer the summons, while in wild areas wolves may hear the call.
13. Flight [45 PPE]: As the Blood power of the same name.
14. Weather Manipulation [50 PPE]: As the Nightbane Talent, Storm Maker; it costs 50 PPE to acquire, and the effects of the ability require the expenditure of PPE just like the Storm Maker talent.
15. Metamorphosis: [45 - 55 PPE]: The ability to transform the body according to one's wishes is a powerful one. There are three levels of metamorphosis, though Vampires are not as adept at transforming as Blood are. Whichever style is chosen, the Metamorphosis lasts 2 hours per level, after which the Blood reverts to normal. If the Blood sacrifices an additional 10 PPE, they gain the ability to make their transformations "permanent," much like a Dragon. For 45 PPE, the Blood gains the Metamorphosis: Bat ability; 50 PPE grant him or her Metamorphosis: Wolf; 55 PPE gives them Metamorphosis: Mist.
16. Psionics: [50 PPE]: Vampires are able to choose from three psionic disciplines, each costing 50 PPE to acquire. Only one category of psionic discipline can be taken for each character. The disciplines are: 'Kinetic: the Vampire gains all physical psionic abilities; Healer: the Vampire gains all psionic healing abilities; and Empath: the Vampire gains all sensitive psionic powers. Vampires can convert PPE from their Blood Pool into ISP at a ratio of 5 to 1.
17. Mage [75 PPE]: As with Psionics, the Eternal can choose from a variety of magickal disciplines, but one Vampire can choose only one type of discipline to follow. Each discipline costs the same amount of PPE to acquire. Most likely, this purchase and others will leave the Vampire with a tiny amount of PPE with which to become a sorcerer. To counteract this, the Vampire gains two-thirds of the amount of PPE for each discipline, as listed under the description of the discipline's OCC. The same rationale for human mages possessing this PPE bank is used to explain how the Vampire acquire it. Any of the Vampire's natural PPE left over can be looked on as a one time bonus. Disciplines of Magic open to Vampires are: Sorcerer, Astral Mage, Arcane Detective, Cybermage, Fleshsculptor, and Mirror Mage.

Bonuses: +2 save vs. magic, +6 vs. horror factor.

Vulnerabilities: By embracing the Dark, the Vampires of old lost the Blood vulnerability to Darkmetal, and their progeny share this gift. Indeed, there is little Vampires fear at all. They are virtually invulnerable, capable of shrugging off most attacks as if they were nothing. Vampires have a number of easily exploited weaknesses, however. In descending order, those weaknesses are:

1. Sunlight: Sunlight will destroy a Vampire in 1D4 rounds (unless the Enhanced Endurance ability is chosen), no saving throw allowed.

2. Fire: Fire reacts badly with Undead flesh, and the tiniest flame can prove deadly to a Vampire. Any damage caused by Fire must be recovered at a normal, human rate; it cannot be bio-regenerated at all.
3. Wood and Silver: Objects and weapons made of wood or silver not only hurt Vampires, they do double damage. If a sharpened silver or wooden object is driven through a Vampire's heart, the Vampire is placed in a state of suspended animation.
4. Decapitation: Once staked and placed in suspended animation, a Vampire can be slain by decapitation.
5. Magic and Magic Weapons: Vampires take double damage from rune weapons and other attacks that specifically target supernatural creatures.
6. Daily Rest: Vampires must sleep during the day; as the sun rises, the Vampire feels sleepy and increasingly lethargic. She must seek out a safe area to rest as soon as possible, as she will lose consciousness within fifteen minutes of sun rise. While asleep, Vampires are exceedingly vulnerable to attacks from humans and other enemies. This is prime staking time, and Vampires know it. Most of them take care to keep their sleeping areas secret, and may keep a number of them scattered throughout a city. Vampires do not fear water, holy symbols, garlic, or other herbs. They do not require the soil of their homeland to sleep.

Average Lifespan: Unknown as yet, as no Blood has ever died of natural causes.

Habitat: Anywhere.

Typical Allies: like minded Vampires, humans, or Nightlords.

Enemies: Lycanthropes, Blood, Nightbane, and most human beings. Size: Human size(5' to 7' on average)

Weight: Varies with size.

Standard Equipment: varies from Vampire to Vampire; most rely upon their formidable natural abilities

Money: 2D6 x 1000 in gold coins, 4D6 x 10000 dollars on hand. Many Vampires also have access to hidden treasures or caches, typically used only in emergencies, that can number in the millions of dollars. Newly Embraced Vampires are typically much poorer.

R.C.C. Skills:

Basic Math(+10%)

Native Language and Literacy(+15%)

Two Domestic Skills of Choice(+10%)

Three Technical, Science, Rogue, or Physical Skills of choice (+10%)

Hand to Hand Basic

Note: Hand to Hand Basic can be upgraded as per usual Palladium rules. (i.e. Expert costs two skill selections, Assassin or Martial Arts costs three)

Note2: for a Vampire with Mage abilities, substitute the skills of the appropriate OCC.

R.C.C. Related Skills: Select 10 other skills. Gains two additional at levels 3,6,9,11, and 13.

Communications: Any

Domestic: Any(+10%)

Electrical: Any

Espionage: Any(+10%)

Mechanical: Any

Medical: Any

Military: None

Physical: Any

Pilot: Any(+5%)

Pilot Related: Any

Rogue: Any(+5%)

Science: Any

Technical: Any(+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: Vampires gain six secondary skills at first level, with an additional two at levels 5 and 10.

The Thirst:

Vampires come in all shapes and sizes, from all ages and times, with varied powers and abilities, alliances and schemes. But there is one thing that equalizes all the Eternal, one facet of their existence that no Blood can ignore. The Thirst.

Though Undead, Vampires require nourishment and rest like all living things. Their rest comes when the sun is high, and their nourishment comes from blood.

The Thirst is an overriding need to consume blood (and potential psychic energy as well) on a regular basis. Young Vampires, like player characters, need to consume at least one liter of blood per night; if they do not, they suffer the effects listed on page 183 of the Nightbane main book. As Vampires age, their bond with the Dark strengthens, and their need for blood diminishes bit by bit.

Vampires that are 250 years old need only feed once per week, with each succeeding two and a half centuries extending the period between feedings by an additional week. So, a Vampire that hits the millenia mark will be able to survive without blood for an entire month. This isn't an exact method, as those ancient creatures known as Vampire Lords can survive for years without drinking blood, though few Vampires ever choose to abstain from feeding, no matter how old they are.

Drinking blood in the modern age is dangerous, even for Vampires. Drugs in a bloodstream can effect a Vampire (though at a much reduced rate), and a Vampire can contract blood-borne diseases through ingestion. The Vampire herself won't be affected by the

disease, but they can transmit these diseases through feeding, or allowing another Vampire to feed upon them. The AIDS epidemic in the early eighties was in part facilitated by Vampires.

As mentioned above, Vampires feed on PPE as well as blood; indeed, they absorb the PPE they need by drinking blood. They gain the requisite amount of PPE for survival from the liter of blood they drink a night (about 1D6 PPE a night), but when drinking the blood of magic-users, Nightbane, Blood, or other Vampires, Vampires can absorb greater amounts of PPE. PPE which is absorbed, and stored within the Blood Pool.

The Blood Pool:

One of the remnants of the Blood heritage of the Vampire, the Blood Pool is a finite battery of PPE stored within the Vampire's body, an extra source of PPE that can be used to fuel spells, purchase more abilities, to utilize the control weather ability, or to be converted into ISP for the use of psionic abilities. Once spent, this PPE cannot be recovered, so some Vampires hoard it, while others actively hunt the types of prey that provide this extra PPE.

Draining half of a victim's blood supply (typically a liter and a half to two liters) will drain the victim of all his present PPE. Draining all the blood will naturally kill the victim, and at the moment of death the PPE doubles, thus creating a hearty meal for the Vampire. Humans have always been and will always be the best prey; human mages are dangerous to hunt, but far easier to kill than a Blood, a Nightbane or another Vampire. There is an inherent danger in killing Blood as well, since at the moment of death they disincorporate into pure energy. This makes it difficult for a Vampire to gather the PPE, and only a quarter of the Blood's PPE can be absorbed by the Vampire. Nightbane are also difficult to feed from, for some as yet undetermined reason (some scholars theorize that the Nightbane, being the enemies of the Dark, are resistant to Vampiric efforts to feed from them), and Vampires can only gain one-tenth of a Nightbane's PPE. Despite these hindrances, Vampires frequently hunt Nightbane and Blood, particularly young members of these species that are young and inexperienced.

The Dark Gift:

The Vampiric bond with the Dark enables them to create more of their kind through the transfer of blood. The creation of an Eternal is similar to the creation of a VI Vampire; a prospective candidate is slowly fed upon for three consecutive nights, until on the third night, the last of the candidate's blood is consumed. As the mortal lies dying, the Vampire opens one of his own arteries (typically in the wrist) and offers it to the mortal. If the mortal takes the offering, and drinks the blood of the Vampire (really the mortal's own blood recycled through the Vampire's supernatural system), the mortal is herself transformed into one of the Undead, gaining the power and majesty of one of the Eternal. This is the Dark Gift.

But there is a price. After the initial transformation, the young Vampire is ravenously hungry, suffering the effects of starvation as listed on page 183 of the Nightbane MB. The elder Vampire will usually have a human close on hand to provide sustenance to his progeny. Evil Vampires will often place a family member or loved one in close proximity of the starving fledgling, thus awakening the fledgling's own capacity for evil and binding her to her progenitor all the more easily.

Progenitor and progeny share an empathic bond. They can tell what the other is feeling, gauge their relative health, estimate the distance between them, and in what direction they lay. Only the progenitor can control the flow of information; she can read her progen whenever she feels, but the progeny can only detect what the progenitor wants her to detect. Evil Vampires use this as a tool to better control their progeny, while selfish Vampires often allow a more give and take relationship to develop.

The Dark Gift is not lightly proffered. Some Vampires have been known to watch mortals for decades before performing the Embrace. Others seek out kindred spirits amidst the teeming masses of humanity and give them the Dark Gift.

Most supernatural creatures are immune to the Dark Gift of the Vampires; Nightbane, Lycanthropes, Gargoyles, and Deadmen are all immune to the Embrace. Blood are not.

Alternatively, a Vampire may feed her blood to a mortal without first draining the mortal of blood. This will create a bond between the Vampire and the mortal, one not dissimilar to the dominance between a VI Secondary Vampire and a VI Wild Vampire. Regular consumption of the blood is required to maintain the bond, at least one feeding per week, and the mortal will quickly find himself addicted to the blood, and perhaps the domination as well.

Eternal Knight O.C.C.

By:

DaBeechMan

Anyone who's read the section in the RIFTS ENGLAND book on the Eternal City knows about the Eternal Knights. For those of you who haven't read about them, the 500 Eternal Knights are "official champions of the city." The trouble is, the book never rounded out the Eternal Knights by telling us what exactly they were, so they have often been assumed to be ordinary knights with a name for their organization. However, Mrrlyn's spies recently found out that the Eternal Knights are more. Much more.

Requirements: PS 15, IQ 15, PE 17

Alignment: Principled, Scrupulous or Unprincipled. Most are Scrupulous.

Magic: Knows none at start, but may learn 1 spell per level. May not learn spell magic above level 5 or any temporal or warlock spells.

P.P.E.: 4d6, add 1d6 per level

Psionics: An Eternal Knight has the power to send brief telepathic messages in the form of an image to another Eternal Knight or the King, who also has this power (very effective distress call.) This power costs 5 ISP and has an unlimited range (with the exception that

the sender and receiver must be on the same dimension.)
I.S.P.: 3d6 (a roll below 5 is adjusted to 5), minor psionic.

O.C.C. Skills: Select 4 other skills, add 1 at levels 3, 7, 11, 15, and then 1 more every
Land Navigation +10%
Wilderness Survival +15%
Paramedic
Speaks and reads Euro, +20% for both. Speaks 2 other languages at +20%.
Reads one of these languages at normal proficiency.
Acrobatics
Gymnastics
Escape Artist +10%
WP Sword
WP 2 ancient, 3 modern
Horsemanship
HTH Expert. Can be upped to Martial Arts at the cost of 1 other skills

Other Skills:

Communication: Any
Domestic: Any
Electrical: Basic
Espionage: Any +10%
Mechanical: Auto
Medical: None
Military: None
Physical: Any
Pilot: Any except tank or spacecraft. VERY few get Robots & PA (dishonorable except in cases of extreme emergency)
Pilot Related: Any
Rogue: Any + 20%
Science: Any, but must be chosen at Level 1. May not be added later.
Technical: Same story as Science.
WP: Any
Wilderness: Any
Choose 3 secondary skills without bonuses.

O.C.C. Bonuses: Add 30 SDC in addition to the 1d4x10 used for men of arms. +2 to initiative, +4 to save vs horror factor, lives 4 times as long as normal humans, 240 to 400 years. How this is accomplished is not known (only the king of the Eternal City and perhaps the Eternal Knights know, and no one is telling.)

Enhancements: May be gained, but if they are gained the Eternal Knight loses the longevity that gives the Eternal Knights their name. This can be very depressing if the knight is more than the age at which a human knight would retire or worse, older than a normal human lives.

Gear: first-aid kit, camping gear, 150 ft. rope, a grappling hook, an IRMSS kit in case of emergency, 2 weeks' worth of rations, and 3 weapons of choice. The exact weapons can vary from Eternal Knight to Eternal Knight, but most have at least 1 ancient weapon or a high-tech version of one (like a vibro-blade) and an energy pistol with another "signature weapon." TW weapons are popular. Also starts out with MDC armor of any type (sorry, no power armor.)

Money: The Eternal City pays the Eternal Knights well, 3000 credits per month. Starts with 2 months' pay.

Important: Always remember that all the Eternal Knights are employed by the Eternal City as an elite fighting force. An Eternal Knight is a member of this force FOR LIFE, as a rogue Eternal Knight is hunted down and killed for fear of the secret of their longevity being revealed. However, every 4 years the Eternal Knight gets a year "off" to adventure, as the Eternal City knows that adventuring is good for the knights and can be used as training. If this entire year is not used, the time can be saved up. There is a catch: If a war breaks out, all 500 Eternal Knights must fight; those on vacation are called back (see the Psionics section.)

Xp table: Use the Royal Knight XP table

Etherials R.C.C.

(Not intended for PCs)

By:

[I. Major](#)

The Aliens Background

Millions of years ago, in another dimension, there was an empire whose name has been lost through the passage of time. The founders of this empire were a telepathic race known as the Darcons. When they first began to explore their space, they were much like humans in form, but as the centuries passed, their sun got older and colder. To combat this, the Darcons began experimenting on themselves, in an attempt to save their race. Their major success was in increasing the Darconian's own natural psionics, and then letting their telekinesis take over the roles of their organs & muscles, and then let the body organs and muscles become vestigial. This new subspecies was called the Etherials for their thinned forms. What the scientist didn't know was that a side effect of this experiment was a dramatically increased intelligence and the creation of a group mind between the Etherials. The Etherials hid this development from the scientists who created them, and all of the newly transformed were joined into the mind. When their numbers grew large enough, they took over the minds of the Darconian scientists, and transformed them as well. With their newly enhanced powers and knowledge, they then told the populace they had an answer to the sun problem. Any Darconian who opposed them was transformed into an Etherial.

This, however, was not the fate of the general public. A lesser version of the transformation was done to them, giving them a much weaker increase, but still making them a part of the group mind, but subservient to the Etherials. This group was named the Sectoids. In order to enhance their group mind, the Etherials then created a gigantic organic supercomputer known as the Overmind, which increased their intelligence and powers tenfold. The Overmind soon realized that an element on their planet which had been until then ignored, was actually, when harnessed, was an extremely efficient and long lasting source of energy. This was the element known as Elerium-115.

Once they had the Elerium as a power source, the Etherials soon created starships to leave their dying world. They soon discovered other races and easily defeated them. The Overmind transformed each of these races into forms that best suited it's purposes. It constructed an immense army and starfleet, and for 3000 years ruled the spaceways. However, this was not to last forever. As the empire expanded, the Elerium supply dwindled, while the Overmind's forces were sent desperately looking for another source of Elerium, as their original source, their homeworld, was destroyed. Unfortunately for the Overmind, they failed. With the supply of Elerium rapidly diminishing, revolts broke loose on thousands of worlds. With anarchy breaking loose throughout the empire, the Overmind sought madly for a solution, and, eventually found one. Elerium is formed over millions of years, deep within a planet's core. The solution was that if there was no Elerium now, if they found another planet similar to Darco, then put themselves in suspended animation for the requisite time, then more Elerium would develop. After another hundred years of search, the Overmind located a world of the correct type. It was the fourth planet from its' sun, in an insignificant solar system.

The Overmind brought all its' remaining forces to the planet, and went into suspended animation. The requirements for its' reactivation were a high level of Elerium on the planet, and a planet ready for colonization, with a species with industrial level tech base for slave labor and as of food source for their armies. Periodically, a small scout with Sectoid crew was activated, and sent to investigate the nearby worlds, and check the level of Elerium on the planet. The Sectoid were selected because they could work without the full activation of the Overmind. The Overmind underwent a partial activation during the landing of a space probe, causing it to send increasing numbers of scouts. One of these scouts crashed, and was disconnected from the Overmind. However, it was not until the landing of a space probe directly over the Overmind's resting place and its stored Elerium that it was fully re-activated. . The Overmind then began the conquest of the third planet, known to its inhabitants as Earth.

The X-COM Program And Rifts

The first actual proof that Earth governments had that there were aliens was when a small Sectoid scout crashed near Roswell, New Mexico. A secret program was set up between the heads of NATO to study the crashed ship. However, the differences in technology levels meant that the scientists made little progress researching the ship, and the corpses of its occupants. The scientists had no clue as to the origins of the ship, and assumed it was from outside the Solar System. They had no idea how close the threat was. It was not until the Sojourner caught a passing glimpse of a landing ship that they realized how close the threat came from. The ship was shown landing during a live video, but only a few realized what it was they had seen. The NATO investigation team then informed the United Nations of what they knew. The X-COM program was then conceived as a collective effort by the members of the UN, each nation pitching in as much as they could. Unfortunately, this funding was rather low until the first of what came to be known as Terror raids on New York City on December 25, 1997. Thousands of citizens were slaughtered or kidnapped. This was when X-COM truly got the support they needed.

This gave X-COM the support they needed. Elite teams of scientists were recruited from all branches of science. They managed to begin making breakthroughs both with the aliens and terran technology. They developed hand held laser weapons and deciphered the alien's plasma weapons. They were able to construct fighters that combined the best of both Terran and Etherial technologies. Another breakthrough came with the understanding of the Etherial's psionics, and shortly thereafter, ways to enhance the human's natural psionics through psionic training and the weapon known as a Psi-Amp. Their greatest breakthroughs came first with the discovery of an alien base on Earth, and then, after the base was destroyed, in the interrogation of the Etherial Commander, the discovery of the location of the Mars Base and the Overmind. X-COM also discovered that certain humans had willingly joined the group mind. An assault force attacked the Mars Base and destroyed the Overmind, and they believed all was over.

Unfortunately it was not over yet. The Overmind, seeing the possibility of its destruction, began seeking an alternative escape route. It had a duplicate of itself be made, to lead the escape. With the addition of the fresh semi-independent minds of the humans, the Overmind discovered there was a relationship between transdimensional energies and the Elerium. It discovered that one of the reasons Elerium is so powerful is that it is four dimensional. With the discovery of this property came the capability to open a rift. Through this rift the Overmind sent the duplicate, a fleet of ships, and half its supply of Elerium. This undirected rift was drawn like iron to a magnet to the strongest source of interdimensional energy, Rifts Earth. The rift opened in the heart of Russia, and a new hive was constructed.

Alignment: 60% diabolic, 25% Miscreant, 10% Aberrant, 5% other.

Attributes: IQ: 4D6+3, ME: 4D6+3, MA: 2D6 (bonus for intimidate only), PS: 1D6, PP: 3D6, PE: 4D6 (due to telekinetic reinforcement of body), PB: 1D4, Spd: 2D6

Hit Points: PE + 1D8

S.D.C.: 1D6*10 (For non-MDC worlds)

M.D.C.: 75+1D10 +1D4 per level

P.P.E.: 2D6

I.S.P.: 1D6*10+100 gains 1D20 per level.

Natural Abilities: Flight(wingless) 20 MPH; immune to normal heat and cold, 1/2 damage from MDC heat and cold; master psionic;

R.C.C. Skills: All Etherials are linked to the Overmind(see Background), thus these characters have highly limited free will and skills, but to supplement that lack, they have access to the Overmind's skills which include:

Pilot Spacecraft 40%

WP: Plasma Weapons

WP: Heavy launcher

WP: Small bomb launcher

All science except for Archaeology, and Astronomy +10%

Radio: Basic and Scramblers

Computer Operations

Language & Literacy: English(American) & Darconian 98%

Plus Occupation bonuses:

- ❖ Soldier: Attribute reqs: PP 12+
+10 to SDC/MDC, +1 to S/P/D.
All Physical skill +10% where applicable(except swimming & SCUBA) Tracking +10%
Sniper
- ❖ Medic: +1D6 to IQ
All medical except Holistic and Forensics (+10%) adds 20% to biology and Chemistry
- ❖ Pilot: +1D6 to PP
Navigation
Navigation: Space
Read Sensory Equipment:
Weapon Systems
+30% to Pilot Spacecraft(Darconian)
- ❖ Leader: IQ > 14
+10 to MA
All military skills
+100 ISP
Mind-block Auto-defense
+2 to HF
- ❖ Commander: IQ > 18
all Leader Bonuses
+2 to HF
+10% to all skills performed by allies
+3 for allied initiative rolls

Psionics: Detect Psionics, Mind Block, Panic (see new psionics), Mentally Possess Others (Modified, see new psionics), Overmind Link (mental link with the Overmind always active)

Equipment: Plasma Weapon of Choices +2 clips, 1D4 Alien Grenades, 30% chance of having Mind Probe. Medic: Small Launcher + 4+1D4 stun bombs.

The Evolved

By:

[Crow T. Robot](#)

The master race of To'bw-ork

When the master arrived in our Arydia, he scoured the outer realms to find the elements of a superior race. He returned to the heavens and in his laboratory labored for decades.

We are what resulted, the ultimate in evolution, made to continue the work of our master.

The Evolved are a race of creatures created by the renegade Gene Splicer To'bw-ork. His attempt was to create an 'ultimate' creature of sorts, something that he could perfect. His obsession with his new 'children' led him to create 5 versions of the same race, each one a step further on the evolutionary chain.

Originally, these creatures resided in an Astral realm in which To'bw-ork had settled, a place called Arydia. But To'bw-ork was not content to keep his 'children' trapped in a small, but safe, astral paradise. He knew that he must test the worth of these creatures, to see if they could survive in the hostile megaverse that existed. Thus he released several batches of these creatures into various portions of Rifts Earth and Phase World. He has inserted into these places bands of Evolved of all stages, and he observes from afar, watching the progress of his children, and seeing if he has, indeed, created a 'perfect' race.

First stage of evolution

Second stage of evolution

Third stage of evolution

Fourth stage of evolution

Fifth stage of evolution

Notes about the Evolved

The Evolved: First Stage

Description

The first stage of the Evolved is a roughly 7 foot tall reptilian like creature, with tough, leathery bluish gray skin, it stands upright on two powerful, three-toed (and clawed) feet. The body has two separate pairs of humanoid arms. The upper pair are well muscled with fully articulated hands. The lower pair is a smaller, boney, tough skinned and clawed pair of appendages. Despite the apparent thinness, the crab like claws at the end can cut through the hardest of steel. The also have a short pair of leathery, bat like wings protruding from their shoulder blades (The outside of the wings is a light greenish color, the inside is a dark gray). Along with this, they have a prehensile tail which ends in a tri-pronged boney outcropping. Their head highly resembles that of a human, with pointy ears, larger eyes, and a beak. The skin on the face is a mottled gray, with a touch of flesh tones in it. The creature betrays its reptilian nature in the fact that facial hair can grow, in the same areas as a human being. This seems to further suspicions that the origins of this creature could partially be attributed to mankind.

Biology

The internal biology of the First Stage Evolved is much like that of a human, with the same basic organ layouts. There are more bones, and muscle mass is greatly increased. The heart of the creature is five chambered, giving them incredible abilities to oxygenate their blood much more efficiently than a human being. Their blood is a brighter tone of red, almost an organism color when oxygenated, and a dark brown when not oxygenated.

They are omnivores, instinctive hunters, but they also have the ability to survive on vegetation and are not an overly violent species, unless threatened.

The first stage of the race lay eggs, but fertilization is internal. The eggs are roughly 1 foot across, and the creature gestates inside the egg for roughly 5 months before hatching. They lay 1d4 eggs at a time.

Intelligence wise they are very similar to chimpanzees, with a very high animal intelligence and the capacity to learn simple communication methods, faces, places, etc. They are a social animal and enjoy their own company, they mate for life.

Stats

Attributes: I.Q.: 2d4 (High Animal), M.E.: 3d6, M.A.: N/A, P.S.: 4d6 (Consider the strength supernatural), P.P.: 3d6, P.E.: 5d6, P.B.: 1d6 to humans, 3d6 to selves, 2d6 to more evolved members of the race, Spd: 3d6 On Foot, Can fly slowly at a speed of 6d6 (Cannot get above 30 feet)

M.D.C.: 1d6x10+15

Hit Points: PE+1d6

Natural Abilities:

- ❖ Heightened Senses of Hearing and Smell (2x as good as humans)
- ❖ Poor sense of Touch (1/2 as good as humans, good pain tolerance)
- ❖ Increased Healing Rate: If the Evolved gets at least 2000 calories a day (Its digestive system is very efficient), than it regenerates at the amazing rate of 1d4x10 MDC a Day. If it doubles this amount, the creature can regrow limbs in 1d4 days, and regenerates full MDC after a 8 hour sleep.
- ❖ Needs only 6 Hours of Sleep per Night
- ❖ High efficiency Respiration, needs only about 3/4 the oxygen as a human

The Evolved: Second Stage

Description

The Second stage is similar to the First Stage, with several distinctly new characteristics. The first of these being that the creature adds 1 foot to its height, due to lengthening of legs and the development of a more distinct neck. Their leathery skins begins to loose the bluish tint and becomes more obviously gray. The upper arms increase in length, and the hands become smaller and better suited to handle objects. The crab like appendages on the bottom remain relatively the same, however the outer covering becomes boney, an exoskeleton on that one part of the body.

At this stage their wings begin to expand slightly, and at the bottom of each side are newly developed hooks so they can close their wings around themselves like a bat (not comfortably at this stage). The wings are still a bit awkward and clumsy, but they can manage to fly. The inner portion turns a lighter gray, and the outer side of the wings becomes a much darker shade of green. The tail becomes more responsive and articulated, and another spiked protrusion appears from the end, making the tail a more devastating weapon. The head becomes much more elongated at this point, with more pink pigmentation evident beneath the scaly skin.. Their eyes reduce in size and become more slanted, their nose also becomes more like humans. The ears at this point are shaped leathery and bat like, with a green color to match their wings (both are made of the same sinewy material). The head is also slightly larger, due to a more complex brain.

Biology

The mating process remains the same, however the egg is kept inside for 2 additional months before laying, resulting in only 3 months of the egg being outside of the mother.

Internal biology remains relatively the same, although they do have 2 additional ribs, and a more complex reproductive system. The females also develop mammary glands and can nurse their young after hatching, very unusual for a reptilian based species indeed. The bone structure also strengthens, making this stage able to withstand more physical punishment. Their larger size also means they need more food per day than the 1st stage Evolved.

At this point the Evolved are evolved enough to speak (although rather gutturally) and learn skills. Their intelligence level is not incredibly high, but they can be taught simple skills, and make excellent soldiers due to an instinctive tendency to be loyal to their own race, especially those of superior stages.

Stats

Attributes: IQ: 3d4+1, ME: 3d6, MA: 2d6, PS: 4d6+4 (Considered Supernatural), PP: 3d6, PE: 5d6, PB: 1d6 to humans, 3d6 to selves, 2d6+2 to more evolved members of the race, Spd: 4d6+5 On Foot, Can fly slowly at a speed of 1d4x10+20 (Cannot get above 120 feet)

S.D.C.: 2d4x10+40

Hit Points: PE+2d6

I.S.P.: N/A Cannot Develop Psionics at this stage\

P.P.E.: N/A

Natural Abilities:

- ❖ Fly Slowly (Defined by SPD)
- ❖ Heightened Senses of Hearing and Smell (2x as good as humans)
- ❖ Poor sense of Touch (1/2 as good as humans, good pain tolerance)
- ❖ Increased Healing Rate:

If they double their voracious appetite (Which would come out to about 6000 Calories a day, normal diet is 3000 a day. Can live on 1000 a day, but are at 1/2 healing rate. They are genetically engineered not to produce body excess fat) they can regenerate 2d4x10 MDC in a single night. Can also re-generate limbs/organs in a matter of 1d4 days.

- ❖ Needs only 6 hrs of sleep per night to function efficiently
- ❖ High efficiency Respiration, needs only about 3/4 the oxygen as a human

The Evolved: Third Stage

Description

The Third Stage develops the features of the second stage, and adds several more. This is a huge jump in the Evolution, and marks the midpoint between the creatures least and greatest stages

The basic structure of the Evolved is still somewhat the same, however this form settles at a height between the first two, at about 7 feet 5 inches, which remains relatively standard throughout the race. Their mottled blue-grey skin settles at a light shade of gray, and the skin becomes harder and more rigid in certain areas (more flexible around the joints as not to damage mobility).

Their forearms begin to grow solid, boney plates for protection, as do the shoulders, chest, and shin. Their crab appendages are now fully shelled, and the pincers can now secrete an acidic enzyme that begins to dissolve through mega-damage materials - a new defense mechanism. The wings are fully developed at this point, and they are much more suited for air travel. The wings fully fold around their bodies at this point as well. The outside wings get to be an even darker green, and the inside is a pale shade of gray, resembling the color of light pencil shading.

The tail goes through several changes. At this point it is about half the size as the previous stages, and it loses its spikes. However, this is now fully articulated as another limb, which can be controlled with amazing precision.

The head becomes even larger, and the face becomes more human like, with more flesh tones evident. They lose their second row of teeth, now having only one, but making up for this is the fact that they can talk as normally as humans. In the middle of the forehead are several ripples, standard throughout the species. In the center of these ripples is a oval shaped patch of dark gray skin, without pigmentation.

Perhaps one of the biggest evolutionary advantages is the fact that these creatures become adapted for underwater survival. On their necks form a pair of simple gills, giving them the ability to breath (albeit difficulty) underwater.

Biology

The internal biology changes somewhat. Their systems become much more efficient than the previous stages, requiring less caloric intake to survive. Their heart develops another chamber, a total of 6, granting these creatures amazing ability to pump blood to their large bodies. The nervous system of these creatures develops much more, and has increased regenerative abilities.

At the third stage the creatures also no longer lay eggs, they bear live offspring, always in twins (1 male, 1 female). The gestation period is longer in this form (1 year), but the children develop to adulthood by the age of 10, fully mentally capable. The 3rd stage shows amazing longevity, and members have been known to live for up to 300 years. Mentally, the creatures at this stage are slightly superior (on average) to humans, and they have the same innate curiosity and drive to learn as humans do. This is the most numerous of Evolved, and makes up most of their society. First and Second stage Evolved, even if in the wild, will show an instinctual submissiveness towards this stage. One quarter of this stage also begins to show Psionic potential.

Stats
Attributes: IQ: 4d4+2, ME: 3d6, MA: 3d6, PS: 5d6 (Considered Supernatural), PP: 3d6-2 (Boney plates decrease mobility a bit), PE: 5d6+2, PB: 2d4 to Humans, 3d6 to selves, 3d4 to other stages of evolved, SPD: 5d6 On Foot, Can Fly at a speed of 2d4x10+20 (cannot achieve an altitude above 1000 feet)

M.D.C.: 3d4x10+20

Psionics:

01-04% Mind Melter Caliber Psionic

05-12% Major Psionic

13-25% Minor Psionic

Natural Abilities:

- ❖ Flight (as in speed)
- ❖ Heightened Senses of Hearing and Smell (2x as good as humans)
- ❖ Night vision, 1000 Feet
- ❖ Slightly Impaired Sense of Touch (3/4 as good as human, due to thickness of skin, but is better than earlier stages due to better nervous system)
- ❖ Increased Healing Rate:
The third stage heals better than the previous two, and on their normal diet of 2000 Calories a day, they regenerate 3d6 MDC per day. If they feast (About 5,000 Calories) and then go into a regenerative trance for 18 hours, they can emerge 100% healed. (Limbs, organs etc., will be regenerated)
- ❖ Immunity to Disease/Sickness/Poison:
Normal Poisons/Diseases do not affect the evolved. Only a specially engineered or mutated Bacteria/Poison could Kill the evolved.
- ❖ Needs only 5 Hours of Sleep per Night
- ❖ High efficiency Respiration, needs only about 1/2 the oxygen as a human
- ❖ Can Survive Underwater for up to 6 hours, but must emerge after this for 1d4x10 minutes to refresh oxygen in their system (Gills are not fully functional)
- ❖ Low Body Fat: Obesity does not exist in their race due to metabolism
- ❖ Pincer attacks cause 1d4x10 MDC initially, plus 6d6 MDC per subsequent melee action due to the acid. The acid can be washed off with water, or will wear out one minute after application.

Life span: 250+ Years

The Evolved: Fourth Stage

Description

The Fourth Stage of the Evolved is physically very similar to the Third Stage, and the two could almost be mistaken for one another, if it were not for a few key differences.

The first key difference between the two is that the boney plates become a deep gray color, and offer slightly more protection. They also do not hinder the movement of the creature as much, enabling them to react to situations much quicker. The tail of the creature also gets slightly longer, usually by about 4-5 inches. The gills of the Fourth Stage are more operable, and the creature can indefinitely live under water, if necessary.

The most startling difference between the Third and Fourth stages however, is that the patch of light skin on the Third stage has changed into a third eye on the Fourth stage. This third eye has the ability to see into various different spectrums of light, and gives amazing telescopic vision, making it a match for many technological optics systems.

Aside from these changes, the Third and Fourth stages are exactly the same, at least physically.

Biology

As with the external physiology of the Fourth Stage, the internal Biology remains greatly unchanged. The two exceptions to this rule are the Respiratory system and the Nervous system, both of which undergo serious changes.

The Respiratory system becomes more efficient, requiring less oxygen to support the bodies. The creatures have the ability to hold their breaths for long periods of time due to this fact. The gill system of the creature also becomes fully effective, and they can remove oxygen from water as easily as any fish.

The brains of the Fourth Stage go under a startling development - every Fourth Stage is psionic! The psychic portions of the brain are much more developed, giving these creatures several standard powers - along with a startlingly high ratio of Mind Melter class psychics, an amazing 10% of the population!

Stats

Attributes: IQ: 4d6+2, ME: 4d6, MA: 3d6, PS: 5d6 (Considered Supernatural), PP: 3d6+2 (Boney plates decrease mobility a bit), PE: 5d6+2, PB: 2d4 to Humans, 3d6 to selves, 3d4 to other stages of evolved, SPD: 5d6 On Foot, Can Fly at a speed of 2d4x10+20 (cannot achieve an altitude above 1000 feet)

M.D.C.: 3d6x10+30

I.S.P.: (For non Mind Melters): 1d4x10+25+ME

Psionics: All Fourth Stage Evolved receive the following powers free of charge: Presence Sense, Sixth Sense, Mind Block: Auto Defense. Plus they can pick 4 powers from any of the minor categories, and 1 additional for each level of experience. They also receive a natural telepathy that takes up NO ISP, but only works within their own race (Yes, this ability can be used to communicate with different stages of Evolved). Furthermore, 10% of the Evolved have powers equivalent to that of a Mind Melder. In this case, use the Mind Melder OCC, but give the player the free Psionics that come with being a Fourth Stage Evolved.

Natural Abilities:

- ❖ Flight (as in speed)
- ❖ Heightened Senses of Hearing and Smell (2x as good as humans)
- ❖ Night vision, 2000 Feet
- ❖ Increased Healing Rate:
The third stage heals better than the previous two, and on their normal diet of 3000 Calories a day, they regenerate 3d6 MDC per day. If they feast (About 5,000 Calories) and then go into a regenerative trance for 18 hours, they can emerge 100% healed. (Limbs, organs etc., will be regenerated)
- ❖ Immunity to Disease/Sickness/Poison:
Normal Posions/Diseases do not affect the evolved. Only a specially engineered or mutated Bacteria/Poison could Kill the evolved.
- ❖ Needs only 5 Hours of Sleep per Night
- ❖ High efficiency Respiration, needs only about 1/4 the oxygen as a human. Can hold breath for 1d4 hours!
- ❖ Can Survive Underwater indefinitely.
- ❖ Low Body Fat: Obesity does not exist in their race due to metabolism
- ❖ Pincer attacks cause 1d4x10 MDC initially, plus 6d6 MDC per subsequent melee action due to the acid. The acid can be washed off with water, or will wear out one minute after application.
- ❖ Third Eye Optics - Can see in Infrared, Ultraviolet, or Thermal spectrums. The eyesight becomes about as keen as a hawk, and underwater they can see perfectly clearly.

Lifespan: 250+ Years

The Evolved: Fifth Stage Stage (Not meant as a PC Class)

Description

The Fifth Stage of the Evolved represent the pinnacle of evolution. They are a marvel of genetics technology and a credit to the genius of the Gene Splicer To'Bw-Ork. There are few Fifth stage Evolved, due to a biological defense mechanism that has been created by their maker. This mechanism will be described later in the Biology section.

Externally, the creatures grow to their maximum height of 8 feet tall. Their wingspan at this final stage is nearly 15 feet, and the wings are more powerful then any stage before them. The Exo-Skeleton becomes black, and is extremely dense, offering great protection for the Fifth Stage. The crab like arms gain the ability to shoot their acidic secretions at a distance of 100 yards, and the tail gains a mouth like opening to do the same. This stage no longer has a beak, it now has a humanoid face, with boney plates running up the back, sides, and between the three eyes, the nose, and the mouth. The top of the head has no hair, but is encased in the boney substance for maximum protection.

Biology

All of the Biological systems of this creature are completely maximized for efficiency, with one exception - the reproductive system. In fact, there is NO reproductive system, these creatures are 100% sterile, unable to be reproduced without cloning technology.

To'Bw-Ork was no fool, he was not about to give a race with the incredible powers of the Fifth Stage Evolved the ability to multiply. If they could, they could become extremely disruptive. Because of this, very few of these powerful creatures are in existence in the Megaverse.

Their psionic potential is maximized, and each of these creatures has psychic abilities that rival those of the Mind Melters. These creatures also have the ability to psychically compel other members of their race, except for other members of the 5th Stage. This makes them the ultimate leaders of Evolved society. To'Bw-Ork programmed into their nature the compulsion to follow his orders without question, and to see to the protection of the lesser stages. Thus, the Fifth Stage, like To'Bw-Ork, see themselves as the protectors of their race.

Stats

Attributes: IQ: 20+2d6, ME: 4d6+2, MA: 4d6, PS: 6d6 (Considered Supernatural), PP: 4d6+2 (Boney plates decrease mobility a bit), PE: 5d6+4, PB: 2d4 to Humans, 3d6 to selves, 5d7 to other stages of evolved, SPD: 7d6 On Foot, Can Fly at a speed of 3d6x10+20 (cannot achieve an altitude above 5000 feet)

M.D.C.: 1d4x100+50

I.S.P.: 3d6x10+30+ME, +15 per level of experience

Psionics: All Fifth Stage Evolved are amazingly powerful psychics, who get the following abilities automatically: Sixth Sense, See Aura, Mind Block Auto Defense, Telepathy (Free within own species (all stages)), Telekinetic Force Field and Clairvoyance. They also get to pick three (3) abilities from each of the four categories, including super. Along with this, they get 2 other abilities from any

category they want. At each additional level the Evolved can select 1 psychic power from each category. The Fifth Stage are such potent psychics, that the effective level is raised by two (So if it is a level 1 Evolved, for all Psychic intents and purposes, it is level 3). The fifth stage evolved use the Dragon Hatching experience chart, or their OCC experience chart, whichever is greater.

Natural Abilities:

- ❖ Flight (as in speed)
- ❖ Heightened Senses of Hearing and Smell (4x as good as humans)
- ❖ Night vision, 6000 Fee
- ❖ Increased Healing Rate: The Fifth Stage Evolved has the most efficient healing system of any previous evolved. As long as they maintain 1000 calories a day, they regenerate at the amazing rate of 1d4x10 per minute. They can survive on 1/2 this, and can live for months without food. Limbs regenerate in a matter of 1d4 hours.
- ❖ Immunity to Disease/Sickness/Poison:
- ❖ Normal Posions/Diseases do not affect the evolved. Only a specially engineered or mutated Bacteria/Poison could Kill the evolved.
- ❖ Needs only 4 Hours of Sleep per Night
- ❖ High efficiency Respiration, needs only about 1/10 the oxygen as a human. Can hold breath for 3d6 hours!
- ❖ Can Survive Underwater indefinitely.
- ❖ Low Body Fat: Obesity does not exist in their race due to metabolism
- ❖ Pincer attacks cause 1d4x10 MDC initially, plus 6d6 MDC per subsequent melee action due to the acid. The acid can be washed off with water, or will wear out five minutes after application. The Acid can be shot at 100 yards, and inflicts 6d6 MDC on impact, and 6d6 MDC on each subsequent melee.
- ❖ Third Eye Optics - Can see in Infrared, Ultraviolet, or Thermal spectrums. The eyesight becomes about as keen as a hawk, and underwater they can see perfectly clearly.
- ❖ Cannot Reproduce/No Females of the Species Exist

Life span: Effectively Immortal

Notes on the Evolved

1. The Evolved can be found almost anywhere a Gene Splicer can be. To'Bw-Ork's ship travels all over to deposit his specimens in different environments.
2. First and Second stage Evolved are likely to act like intelligent animals, form small communities and stay to themselves. However, Third-Fifth stage Evolved have personalities as diverse as humans, and could be travelers, they could set up a town, or they could become conquerors. First and Second stage Evolved can be trained by higher stages to be obedient and to serve if necessary. The possibilities are endless.
3. Fifth stage evolved are RARE! Use them sparingly, and only let them be PCs on certain circumstances. They are very powerful creatures for campaigns where the players are mostly SDC based, and they are ultra geniuses in any circumstance.

Ewok R.C.C.

By:

[Tim Santa Cruz](#)

Intelligent omnivores from the forest moon of Endor, Ewoks helped the Rebel Alliance defeat the Empire in one of the most famous battles of the galactic civil war. Prior to the Battle of Endor, Ewoks were almost entirely unknown, although some traders had visited the planet prior to the Empire's second Death Star project.

Ewoks stand roughly one meter tall and are covered by thick fur; the pattern and color of Ewoks fur varies widely. Individual Ewoks often wear hoods, decorative feathers and animal bones. They have very little technology and are a primitive culture, but during the Battle of Endor these diminutive warriors demonstrated a remarkable ability to learn and follow commands (as well as displaying a fair amount of courage and resourcefulness).

Alignments: Any, but usually good. You do run across the occasional evil Ewok, but they are rare.

Attributes: I.Q. 2D6, M.E. 2D6+1, M.A. 3D6, P.S. 2D6+1, P.P. 4D6, P.E. 3D6, P.B. 3D6+1, Spd. 3D6

Hit Points: P.E. + 1D6 per level, SDC: 2D6

P.P.E.: 3D6

Average life span: 40 years

Natural Abilities:

Tracking by Scent at 30% + 3% per each additional level.

Recognize by Scent at 25% + 2% per each additional level.

Combat: Hand to Hand Basic

Psionics: None

Magic: None

R.C.C. Skills:

Language - Ewok (98%)

Language - One of choice (+5%)

Basic Math - (+5%)

Wilderness Survival - (+25%)

Track Animals - (+20%)

Prowl - (+20%)

Hunting - (+20%)

W.P. Bow

W.P. Spear

W.P. One Additional Ancient of Choice

Hand to Hand: Basic

R.C.C. Related Skills: 8 plus 2 at levels 4, 7, and 11.

Communications - Any (-5%)

Domestic - Any (+5%)

Electrical - Basic Electronics Only

Espionage - Any

Mechanical - Basic Mechanics Only

Medical - First Aid Only

Military - None

Physical - Any (+5%)

Pilot - Only low tech Pilot skills.

Pilot Related - None

Rogue - Any (+5%)

Science - Any

Technical - Any except Computers

Wilderness - Any (+10%)

Secondary Skills: 3 at levels 2 and 9

Standard Equipment: One outfit made of animal skins, Backpack, Food rations for 3 weeks, A spear, a quiver with 10 arrows.

Weapons: Ewok Hunting Bow, Damage 2D6, Range: 200 feet.

Money: Several precious gems worth about 1D6x100 credits

Cybernetics: None.

Experience: Use Experience Table for City Rat

The Fairie Dragon R.C.C.

By:

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Background:

Somewhere in the vast megaverse there was an alien intelligence that had acquired a race of followers that had technologies that rivaled those of the Gene-Splicers. Non of his followers were supernatural nor were they MDC, thus he had them use their technology to create a race of warriors to fight for the intelligence. Using the genes from a few select supernatural creatures such as dragons and fairies along with the genes from humans and a few other creatures the fairie dragon was born. With the appearance of beautiful humans with wings of various shapes and sometimes tails or body fur, they were immediately put to war. After the race had been at war for some time the sought independence and thus they sent a group of 5 particularly powerful fairie dragons to assassinate the

intelligence. After 5 hours of non stop battle the intelligence and all but one of the 5 fairie dragons were dead! Soon after liberating themselves the race began to explore the megaverse and all of its possibilities.

Attributes: IQ 5d6 ME 5d6 MA3d6 PS 6d6+20 PE 5d6 PP 4d6 PB 6d6 Spd 4d6+6 Flight Spd =Spd*5

MDC: (1d6+2) times 10 plus 1d4 per level

PPE: 2d6*10 +1d6 every other level ISP: see psionics

Horror factor: 1d6+8

Natural Abilities: winged flight, 90ft nightvision, fire/cold resistant(takes 3/4 damage), regenerate 1d4*10 MDC per minute, Alter Physical Structure:pick from HU, teleport 100ft per level 40%+2% per level, 2d6 fire breath, pick one other Major(2 minor) powers from HU, Males can metamorph into creatures 3 times their normal size for 24+1 hours per level within a 48 hour period, Females can pick one other Major(2 minor) powers from HU. Plus all have a new power...

Bionic meld: Genetically and magically created to accept bionics fully without many major side affects (do NOT lose any of there abilities even if full conversion borg, but for each implant roll on the following chart (only roll once if full conversion)

1-10 gains all attributes of bionics added to his/her own!

11-85 no penalties or additions (attributes are the same as before operation)

86-94 Attributes are same as implants and abilities are halved in power and duration

95-00 character will die in 1d4 weeks. Note that all effects can be canceled if implants are removed.

OCC: can pick any OCC par GMs rule (no CS or glitter boy OCC's or such)

Bonuses: +1 attack +2 vs magic, HF, and to roll

Psionics: roll %; 1-80 the character is a minor psychic with 10 minor abilities or two super(no mix and matching: 5 minor 1 super), and has 3d4*10 plus 1d6 ISP per level; 81-00 is a major psychic with all sensitive, 5 physical, 4 healing, and 4 super, has 6d6*10 plus 10 ISP per level.

Magic: all fairie dragon understand and know how to use magic an TK devices. Minor psychics learn/figure out one spell of equal level each level of experience in addition to what they may buy or find, while major psychics must purchase all of their spells.

Average life span: 1d6*10000 years Plus! Age as humans till 20 then stop aging till slain! Can regenerate limbs in an hour and can only be killed by decapitation!

Size: same as humans

Weight: same as humans but +10 lb due to wings

Appearance: Look like beautiful humanoids with wings, 30% chance of having dragonoid tail, 10% of having long silky fur except on face, hands, feet, stomach, crotch, and nipples. Eyes, hair, and skin can be of any color!

Cybernetics and Bionics: even with their Bionic Meld few will become partial or full conversion borgs.

Note: only 10% of the fairie dragon population is male. All Fairie dragons are highly sexual as well as bisexual!

Fallen O.C.C

By:

[Ross Payton](#)

Among campfires, huddled conversations in bars, and other traditional places of storytelling, one legend is common to most of the sentient races of the Megaverse. The tale states that when a great warrior falls from grace, whether from horrific deeds or the betrayal of a trust; evil spirits will seek out the warrior and recruit his soul to the cause of a great evil only known as "The Nameless One". Once recruited, these warriors carry and wield only one weapon, a blade that is said to be a fragment of the Nameless One's soul. This is only a legend of course, and no proof of their existence has ever been found...

The Fallen are just that, sentient beings who fell from a state of grace. Most (95%) were warriors either entrusted with the guardianship of a faith (paladins, cyber-knights etc.) or the defense of a people (The knight charged with defending his people from any threat). In any case, the warrior betrays his cause or his people, which causes a great tragedy. If the warrior survives the punishment or escapes it, he or she may be contacted by a fragmented essence of the Nameless One. The essence assumes the shape of a shadowy humanoid shape and gives the warrior a deal; accept ultimate power and immortality in exchange for his undying loyalty and eternal soul. If the warrior accepts, the essence transforms into a melee weapon, often a great sword or blade but not always.

What the warrior doesn't realize is that the blade is in control now and will push the new Fallen to new and even more depraved deeds. The blade is a P.P.E vampire, able only to absorb the energy from dying beings. The more P.P.E a Fallen collects with the blade, the more powerful the blade and his connection to the Nameless One becomes. However the blade can only collect P.P.E from a being it has slain, so the Fallen can use no other weapon except the blade.

In many ways, the Fallen can be considered part demonic scavenger, part serial killer. A typical Fallen in Rifts Earth, wanders from town to town, killing every sentient being it can get away with. Fallen are known to slay entire villages in a night, through stealth and cunning. Fallen prefer mages due to their high P.P.E base. However mages are usually much harder to kill than an unarmed peon. Hence, old, vulnerable mystics, mages, and sometimes even supernatural beings are targeted by a Fallen, stalked for several days or even weeks, then killed in a brutal ambush. It should also be noted that Fallen are usually cowards and bullies, and value their own existence over that any other being. Fallen work well with other forces of evil, but NEVER with other Fallen. They always leave one another alone and seldom fight. As long as they get to kill, they're happy little evil pawns of the Nameless One.

Fallen make great quarry for a bounty hunter campaign or adventure. Several low level players could be hired to find a demonic entity responsible for wiping out several farming villages and a few mystics. Since Fallen work alone most of the time, a mid level Fallen presents a challenge for a group of low level characters but not impossible to kill. Even high level Fallen would fall against a group of mid to high level PC's though. They also make great henchmen, enforcers, and assassins (maybe hired to kill the players perhaps).

Fallen O.C.C (NPC only, not for use by PCs)

Alignment: Miscreant or Diabolic only!

Requirements: None except those mentioned above.

Skills: All Fallen were a warrior before they changed to their current state. Use a cyber-knight or similar O.C.C for skills (They still advance in those skills) All have W.P Sword though.

Magic/Psionics: NO magic except those granted from blade. Any psionics held before receiving the blade are kept.

P.P.E: 1D8x10 + P.E + 2D6 per level. Used to activate Fellblade powers only. Can not be taken or given to others for ANY reason.

Fellblade powers:

1. Indestructible: As rune weapon. Disappears when wielder is slain
2. High I.Q (16) but does not communicate to wielder except for empathic flashes.
3. Pitch black in color, appearance varies from Fallen to Fallen, at will the weapon can change shapes. This shape can be as small as a ring or necklace or as large as a robot sized sword. In all shapes, the blade is indestructible, appears to be made out of metal and is pitch black in color.
4. Radiates Supernatural evil. Can not be stolen from wielder. However, if the blade is in a non weapon shape, it radiates *no* evil unless touched by a psychic sensitive. Anyone using object read on the blade in any form must save vs insanity or receives one permanent insanity from the experience (the sensitive sees the thoughts of the alien intelligence for a split second).
5. Stores the P.P.E for all it slays like a battery. Used to improve blade's powers. When a blade's power is improved, remove that stored P.P.E permanently. Every ability marked with a * uses the blade's P.P.E to acquire.

*5. Does 2D6 M.D damage at first level.

Cost to improve:

Damage	Cost in P.P.E
3D6	140
4D6	260
5D6	375
6D6	500
7D6	660
8D6	820
9D6	1,000
1D6x10	2,400

6. Wielder has presence sense and alter aura at first level. At 3rd level wielder gets sense magic. At 5th level wielder receives 6th sense. All powers are constant and automatic except alter aura which can only be used when the wielder is not in battle, or hasn't killed anyone in the last 5 minutes.
7. *Wielder may spend 250 P.P.E to get a +1 strike and parry bonus. (250 the first time, 500 the second time etc.) to a maximum for +4 strike and parry.
8. The Fallen may shadow meld at 3rd level at normal spell cost. At 6th level the wielder may cast invisibility:superior.
9. *The wielder may spend 666 P.P.E to instill certain powers in the blade. These powers may be turned on or off at will. Only one power may be activated at a time but can change instantly (between attacks).
 1. Fire: The blade does double damage to creatures vulnerable to fire. It may also shoot a small fireball twice a melee (3D6 M.D per blast)
 2. Unholy essence: The wielder does double damage to all holy beings including good dragons and cyber-knights.
 3. Acid: The Fellblade constantly drips acid. Every time it strikes something the residue of the acid does 3D6 M.D per melee round for 1D4 melee rounds. Results are cumulative.
10. The Fallen receives one extra attack when using the blade at level 1, 3, 5, 8, 12, and 15.
11. At level 5, the Fallen can send a wave of fire, acid, or unholy energy at his foes. The wave costs 25 P.P.E for the Fallen and does 5D6 M.D of the appropriate type.

12. The Fallen may summon a suit of armor by spending 75 P.P.E. The armor has no prowl penalties, and has 12 M.D.C per level. It is permanent until destroyed and resembles a suit of pitch black plate mail.

The Fedaykin Warrior O.C.C.

By:

[Galahad](#)

Background info: The Fedaykin are the death commando trained by Paul Muad'Dib. They are fanatically loyal to the Fremen people and are the most ferocious warriors in the Megaverse. A Fedaykin has never been and will never be taken captive.

Attribute restrictions: PP and PE of 12

Alignment restrictions: none, just the unwavering belief in the Fremen way

Bonuses: +20 MDC, +2 to PE, PP, and MA

Skills:

Radio: Basic +10%

Exotic Horsemanship +20%

Detect Ambush +10%

Demolitions +5%

Demolitions Disposal +5%

Sniper

Prowl +30%

Concealment +5%

Wilderness Survival +15%

Boxing

Wrestling

WP Energy Rifle

WP Knife w/an additional +3 strike/parry

3 WP's of choice

Special Skills

- ❖ Language: Fremen Battle Language +20% (learned from Paul Muad 'Dib, this is a signal of language and hand signals used on the battle field for communication.)
- ❖ Hand to Hand: Wierding Way (a martial art exclusive to the Fremen, it uses primarily knives, developed with training from Paul Muad 'Dib. For gaming purposes, use Hand to Hand: Commando as found in The Coalition War Campaign.)

OCC Related Skills: Select eight other skills. Plus two additional skills at level three, two at level six, one at level nine, and one at level twelve. All skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Any

Espionage: Any (+10%)

Mechanical: Any

Medical: First Aid only

Military: None

Physical: Any except Swimming

Pilot: Any land vehicle

Pilot Related: Any

Rogue: Any (+5%)

Science: Any

Technical: Any (+5%)

WP: Any

Wilderness: Any (+10%)

Secondary Skills: The character also receives six secondary from the previous list without the benefit of the bonuses.

A note on skills: When choosing skills, keep in mind that the Fremen live only in the deserts of Utah, nowhere else, and are therefore not exposed to many things. For example, a Fremen could not get Swimming or Literacy: Euro. Despite some limitations, these characters are very fun to play.

Standard Equipment: A stillsuit, a crysknife, a wierding module, one other weapon of choice with two extra clips of ammunition (or it may be a TW converted weapon), and one suit of personalized spice armor with the TW modifications of Invisibility: Superior and an Armor of Ithan forcefield with 100 MDC.

Money: Has no currency at all, but has 2D4x10 water rings, each representing one gallon of water.

Cybernetics: None and will never have any. A Fremen would rather lose an arm than have a prosthetic.

Ferengi

By:

[Tim Santa Cruz](#)

The Ferengi are a race in interstellar traders who care about nothing but Profit. They are an economic giant, and a military mouse. While their military does boast some decent ships, the focus of the Space Program is to augment their importing / exporting business.

Their role as interstellar profit seeker has earned them a bad reputation in their galaxy. Their race has no political allies, and there are many races which would gladly conquer the Ferengi, but their economy helps the galaxy to thrive. Their recent negotiations within a deep region of space (which they use a wormhole to travel to) has proven extremely profitable and has only caused to add more lust for profit to the Ferengi mindset.

The Ferengis are ruled by an individual titled "The Grand Negas". All Ferengis are butt kissers and will do anything to get close to such an individual.

Alignments: Mostly Selfish.

Attributes: I.Q. 2D6+2, M.E. 3D6, M.A. 4D6+2, P.S. 2D6+2, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6

Hit Points: P.E. + 1D6 at level one, plus 1D6 each additional level

S.D.C.: 20

Natural Armor Rating: None

Horror Factor: None

P.P.E.: 3D6

Natural Abilities: Superior Mental Affinity.

Combat: 2 Attacks, plus those gained from Hand to Hand Combat and/or Boxing.

Bonuses: +10% to Trust Intimidate, +1 Save vs. Psionics. This is in addition to any attribute bonuses.

Psionics: None

Magic: None, The Ferengi don't believe in Magic.

Average Life Span: 60 years ?

Rifts O.C.C.s: Any Except for CS Military, and Cyber-Knight. Ferengi will shy from all Men of Arms OCCs due to a fear of combat.

Skills of Note: Speak Ferengi at 98%

Size: 60 + 2D6 inches.

Weight: 150 to 200 lbs.

Equipment:

Ferengi Disruptor

Weight: 10 lbs.

Range: 1000 feet

Payload: 10

Damage: 4 Settings

1. 1D4 (Stun)

2. 5D6

3. 1D6x10
4. 1D4 M.D.C.*

*This last setting is generally referred to as Kill and will vaporize in an instant.

Fighter Pilot O.C.C.

By:

[Jason Bridgman](#)

The fighter pilot is the master of any type of flying vehicle, especially space fighters. They are highly skilled in other vehicles as well, if they so choose. They are also highly skilled in using and weapons on board a vehicle. Almost no one is a match for skill in a dog-fight with a fighter pilot.

Attribute Requirements: I.Q. 10, M.E. 12, and P.P. 14 or higher.

O.C.C. Skills:

Language: Native language (98%)

Language: Select one additional (+30%)

Literacy: Native language (98%)

Radio: Basic (+10%)

Basic Math (+10%)

Pilot: Space Fighter (+30%)

Pilot: One air/space vehicle (+30%)

Pilot: Any two (+20%)

Fighter Combat Elite [one type] (+1 to all bonuses)

Fighter Combat Basic (+1 to all bonuses)

EVA (+10%)

Weapon Systems (+15%)

Read Sensory Equipment (+15%)

Computer Operation (+10%)

W.P.: Any two

Hand to Hand: Expert

Hand to Hand: Expert can be changed to martial arts (or assassin) at the cost of one "other" skill.

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at levels four, seven, and nine, and one at level twelve and fifteen.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Wilderness survival only.

Mechanical: Automotive and basic only (+5%)

Medical: First aid only.

Military: Demolitions only (+5%)

Physical: Any, excluding acrobatics.

Pilot: Any (+15%)

Pilot Related: Any (+10%)

Rogue: Streetwise only.

Science: Any (+5% on math)

Technical: Any (+5%)

W.P.: Any

Wilderness: Land navigation and hunting only.

Secondary Skills: The character can select seven secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses.

Standard Equipment: Space capable M.D.C. body armor suit, two energy weapons and an S.D.C. weapon. Also has ammunition/E-clips for all weapons, knife, hand-help communicator, as well as personal items.

Will always have access to some sort of fighter or ship (either owns one or is in military).

Money: 4d6x1000 for an independent or 1d6x100 for military pilot.

Cybernetics and Bionics: Starts with none, but may get cybernetics and/or bionic enhancements.

Fighter Pilot O.C.C.:

- 1 0,000- 2,150
- 2 2,151- 4,250
- 3 4,251- 8,850
- 4 8,851- 17,000
- 5 17,001- 25,000
- 6 25,001- 35,000
- 7 35,001- 50,000
- 8 50,001- 70,000
- 9 70,001- 95,000
- 10 95,001-130,000
- 11 130,001-180,000
- 12 180,001-230,000
- 13 230,001-280,000
- 14 280,001-330,000
- 15 330,001-400,000

Firedrake R.C.C.

Firedrakes are the smallest of the dragons and probably the least mischievous. They tend to keep to themselves but are very outgoing when angered (this is never good). They always keep a treasure hoard, usually equal to that of a kukulcan or basilisk, which is about twice what most dragons have.

A firedrake will almost always have his own lair, usually a cave in a mountain or something similar, and it will always have at least one or two other creatures guarding the treasure other than the dragon himself. They have a keen eye for gems, which they make their beds out of.

Firedrakes are small and fast, though not as powerful as most other dragons, they are more cunning, and will use whatever means they can to extract revenge or get something they want. Usually, a firedrake will be perfectly content letting someone else do the dirty work, impressing people with the fact that it is a dragon (very high MA).

A firedrake's biggest weakness in comparison to other dragons is lack of the ability to metamorph, although many use spells to achieve this effect. They are very avid practitioners of magic and most know a handful of circles of power!

Physically, they are anywhere from bright red to a dull orange color, small, for a dragon, with somewhat large wings that are very powerful. When they walk, it is always on all fours, their arms are just as strong and about the same size as their legs.

Alignment: Any, but usually very selfish (anarchist)

Attributes: IQ 2d6+10 ME 2d6+12 MA 3d6+12 PS 2d6+16 PP 2d6+12 PE 2d6+10, PB 4d6+6 Spd 1d6x10 running but 2d6x10+80 flying!

M.D.C.: 2d6x10+100 (1d6x10+50 for hatchlings)

Horror Factor: 15 (because they try to look impressive)

P.P.E.: 2d6x100 (half for hatchling)

Natural Abilities: Nightvision 100ft (can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 4d6 MD per minute (per five minutes for hatchling), teleport self 88% (22% +2% per level for hatchling)

Combat: Hand to Hand: Martial Arts, plus 2 levels (i.e. 5th lvl dragon, 7th lvl HTH). 3 Attacks per melee by magic. Favorite weapon is magic.

Damage: As per Supernatural damage table (Rifts: Conversions pg. 22), fire breath does 1d4x10 MD Range: 300ft can be used 3 times per melee.

Bonuses: In addition to Hand to Hand: Martial Arts: +3 to initiative, +2 to dodge, +3 to dodge while flying (in addition to other bonuses), +1 attack per melee. Hatchlings do not receive these bonuses.

Magic: All spell magic levels 1-10, plus summon lesser being, dimensional portal, summon greater familiar (Rifts: Conversions pg. 51), and metamorphosis: mist. Roll on the following table. Hatchlings learn magic as normal for hatchlings (Rifts pg.100, Great

Horned Dragon, under "spells") but do not get any of the above and do not role on table.

1-40 knows all spell magic through level 15

41-65 1d6+2 level diabolist

66-85 1d6+2 level Shifter/Summoner

86-100 1d6+2 level warlock (fire or earth)

Psionics: Select any six, excluding super. Adults may choose 1 super ability at levels 5, 7, 9, 13, and 15.

R.C.C. Skills: Same as the Kukulcan.

Habitat: Indigenous to an alien dimension. Can be found on Rifts Earth but rare anywhere else.

Average Life Span: 2000 to 3000 years. Reach full maturity at 300.

Enemies: Any who annoy them or invade their lair.

Allies: Other protectors of the lair. Will sometimes ally themselves with other powerful forces (hard to impress, they are very conceited).

Size: 4 to 5 feet at the shoulder, about 15 feet long (including tail), 15-20 foot wingspan.

Weight: 1000-1500 lb.

Flesh Peddler O.C.C.

By:

[SAMHAIN](#)

Once again I bestow upon you people yet another character class spawned out of the rotting depths of my corrupted soul... so enjoy :)

Parental Warning: Those under the age of eighteen should not read this as it pertains to sexuality, drug abuse, and graphic violence. I do not condone the existence of the character class, but be advised these people do exist and are far more numerous than any dare acknowledge. This is your FINAL WARNING

Game Master Note: The following is truly sick and twisted and not recommended as a player character class, except to the most adult, perverted, and demented of players. This is not a joke. This class was created for one particular campaign that revolved around issues of sexual degradation, fear, and the reflection of the horrors of the world about us. With that being said, I give you..

The Flesh Peddler O.C.C.

"Come here little girl, are you lost or troubled. Let me help you, I can take your pain away. I'll be your friend. I'll love you forever," these are the lines of the Flesh Peddler as it sizes up a new potential victim.

Bringing in a new ripe young person in to its dark embrace is its first move and surprisingly easy depending on the individual. The favored prey are run always, a naive lot who have usually been abused sexually and/or physically and emotionally. The young person easily gives the Peddler their trust as no one else has every shown them any kindness. Once alone with them, the Flesh Peddler begins to ply his trade. The process of removing any inhibitions about the sexual act and nudity begin. Different Peddlers have different knacks for breaking their victim, some being quite brutal and down right deadly if the youth has enough will to resist. Sadly, most youths willingly submit themselves to their degradation, falling in to old patterns set by whomever they had been with before, feeling that this is the only way they will receive any love or affection. Once broken, the youth will obey any and all commands. The Flesh Peddler, then decides to sell or rent out the new slave depending on the price others are inclined to pay for their pleasures.

No one can ask where the first Flesh Peddlers made their debut, as for as long as people have enslaved others the Peddlers have existed. They have evolved over time, adapting to each culture that they find a home within. They traffic along the fringes of highly moralistic cultures and more in the open in societies that are less inclined to stop their trade. Flesh Peddlers often meet with one another, their own subculture being dark but highly sociable. New techniques are constantly being taught and novices to the trade are always welcome as long as their trade does not infringe on the business of others.

The potential Flesh Peddler is first introduced to the society by friends or relatives already in the trade. Soon they learn the profit made by the buying and selling of flesh which quells most moralistic opposition that they may initially have. Then the become an apprentice to an already thriving Peddler who chooses them for not only their eagerness to join the fold, but also for their ruthless ideology (a necessity in this business).

The tutoring procedure starts with the basics of locating potential victims. This includes the skill of appraisal, which is essential for the Flesh Peddler. The skill allows them not only to identify the price that may be granted for a youth, but also what it would take to break the will of the youth to a point that would make them sellable. Once mastered, the novice can be taught where to look for the different types of youths (runaways, the abused, drug addicts, ect.) and the places where the highest quality of victim can be found.

The second stage of instruction is the skill of training. Once found, the youth's will must be broken to the point of complete submission by any owner. This is where the most work of the Flesh Peddler is done and where many end their training, finding a

lucrative business in the breaking of wills - they are known as Dominators and Masters who are an important subclass of the Flesh Peddlers. Depending on the actual tutor of the novice, the type of training they will learn will vary.

Youth seduction is by far the most common because it involves using charm, intelligence, and the promise of love to win over the youth to obedience and submissive behavior. A youth promised love and affection in return for "favors" will always be loyal to their trainer, but in that fact the problem lies. The trainer may not be the owner and so the youths have a tendency to rebel against being sold, forcing themselves to be retrained in a more direct manner. Overall, seduction is the best method, lacking the brutality and possible bruising and hospitalization caused by other forms of enslavement.

Sheer physical dominance is the second most popular form of training. The youth is brutalized in to submission. Negative reinforcement is utilized to break down any will remaining in the youth. The process is very violent, desiring constant beatings and bondage. Novices often ruin (read: kill or maim) any youths that they use this technique upon. Only the very experienced are advised to use this style and even they make mistakes that lower the price of the youths (scars being the most common, death being the least). Once mastered, this dominance will create slaves that of unquestioning loyalty to any and all masters.

There are of course other methods of destroying the will of any victim, from mental torture to addiction to narcotics, the above tend to be the best used and the least consuming of time and resources.

The Master subclass includes a skill not studied by other Flesh Peddlers, that of torture. The individual learns to break the will of anyone (youth or adult) using a process of physical degradation and humiliation that is intermixed with brutal "strong-arm" tactics. The skill allows the Master to proceed in destroying any willpower over the victim without creating any significant or lasting bruises. Failure in this skill means a bruise develops or possibly the victim still remains some will power. Master's never kill their victims unless they desire to.

Once trained, the youth is now put to work. The process of selling someone is not difficult depending on the actual contacts that the Peddler has with the seedy side of humanity. A good sale can occur within 4-24 hours of the merchandise becoming submissive and appraised by the buyer. Of course, some intrepid Flesh Peddlers love to keep their wares to themselves and only rent them out to others. This is a more time consuming task for unless the Peddler is well established they will need to make far different contacts and the difficulty of this for some forces them to take their youths to the streets; prostitution.

"Pimping ain't easy," as the old song goes. The Flesh Peddler is forced to become an overseer to its "children", watching their every move. Authorities are quick to frown on youths selling their bodies in the open and many a Peddler has seen its stock sent off to a juvenile home and the Peddler must now be wary for they police may be on to them. In addition, other Peddlers may pass themselves off as mere renters and may desire to steal away youths for their own sales. Only the most desperate or stupid of Peddlers dares to attempt this dauntless task.

Much simpler than street whoring is the most endearing of propositions, video and picture sales. The luxury of staying in the privacy of your own home with your stock is something Peddlers have come to enjoy since the advent of photography. A well equipped Peddler can attain a small fortune if the right contacts are had in the pornography industry. Under assumed names and through false or numerous titles, the "kiddie porn" business has flourished within recent years. The video tapes and pictures are sent out by mail or messenger with none of the authorities the wiser. And of course once a youth has well saturated the market with its image, the process of selling can be begun to make that final profit.

Other new skills:

Bribery - no dishonest individual can be without this skill. This applies to the knowledge of who can be bribed - using a system of eyeing the possible general alignment of the subject - and then how much to be bribed. Failure to accomplish this skill means that either the person being bribed has taken offense and now the character is in serious trouble, or that the bribe was foolishly too small and now it will take even more money to get out of the predicament. Barely succeeding at a bribe means that the offer that the character has decided on is more than actual amount the subject would have taken (game master prerogative in these instances, personally I favor double or triple depending on how arrogant the player has been with me). 30% +3% per level.

Contacts - Buyers - applies to the finding and knowing of those who wish to buy the many products that Flesh Peddlers have. Also includes the necessary knowledge of identifying law officers passing themselves as buyers and entrapment by those authorities.

Meeting and finding a buyer often takes place through acquaintances and third parties, though some novices have few contacts and may desire to avidly search for themselves using other means. A successful roll means the acquisition of a buyer, but another roll must be made after initial meetings to determine whether the offer is genuine or not. 25% +5% per level.

Contacts - Flesh Peddlers - applies to the knowing of other Flesh Peddlers within a given area. Unlike other skills, the character begins with a rating instead. At level one the rating is one, meaning the character only knows his/her a single Flesh Peddler. At each level, this rating goes up by two (the character knows two more Peddlers). Of course during the course of game play, a character may meet and acquire contacts of numerous more Flesh Peddlers, but this rating represents the given contacts that a character gains automatically (possibly during non-game or down time).

Streetwise - Prostitution - applies to the underworld of hookers. The character learns the business of street selling of people, including prices and possible ambushes by more larcenous prostitutes and their pimps. The skill allows the identification of undercover police officers and potential usurpers of territory. The character also knows who owns what prostitutes in the area that they are in, and is able to keep up with changes of owners. 20% +5% per additional level FLESH PEDDLER character class.

Attribute requirements: high intelligence and mental endurance, at least average strength for those of the Master subclass.

Alignment requirement: Evil alignments only

O.C.C. Skills:

- ❖ Youth appraisal 30% +5% per level (+10% bonus for each week of observation) - unavailable to Masters
- ❖ Training 25% +5% per level (at fifth level, a youth can be trained to obey the commands of others)

- ❖ Torture - available only to Master subclass - 30%+5% per level to break will +10% per week spent. 25% +3% to avoid bruising. Streetwise (+20%)
- ❖ Contacts - Flesh Peddlers (novices begin with at level two - three contacts -, one contact being their mentor)
- ❖ Choose one orientation from the following:
Streetwise - prostitution - (+30%, the skill is specifically geared to whoring out of individuals.) includes Bribery (+15%) and W.P. automatic pistol
or
T.V./Video (+30%): includes Computer Operation (+10%), Basic Electronics (+5%), and Contacts - Buyers (+15%)

Other Related Skills: Select six skills at first level, at least two must be technical or rogue. Choose an additional Other Skill at levels 3, 7, and 10.

Communications: any (+10% to T.V./Video)

Domestic: any (+5%)

Electrical: any

Espionage: interrogation techniques +5% and forgery (excluding Masters) only.

Mechanical: any, except weapons engineer and aircraft mechanics.

Medical: any

Military: none

Physical: any Pilot: any

Pilot Related: navigation only

Rogue: any (+10%)

Science: any

Technical: any (+10% to photography except for Masters)

W.P.: any, except polearm, battle axe, and heavy.

Wilderness: land navigation and carpentry (+20% to Master subclass) only

Secondary Skills: Select four using the above guidelines, minus the bonuses. An additional two may be chosen at level two.

Standard Equipment: Novices begin with an automobile or van that is less than a year old, lap top or table version computer with a/v hardware and modem link, a good quality camera and/or video camera, normal personal affects (television, VCR, clothing, toothbrush, comb, ect.), pair of gloves, stereo system, and a large collection of pornography in the form of photos and video tapes. Masters have also a few durable set of chains and manacles, an assortment of quality whips and black jacks, a taser, gags, and a strong stock with locks and hooks (we will not mention the high quality of other items that they may have, leaving them up to your own incredibly warped imagination). Both normally take homes where the neighbors do not care what goes on, and Masters normally sound proof their dwellings.

Money: starting, the majority of the Flesh Peddler's money has been spent on equipping themselves to their lifestyle leaving them with 2-12 x 100 in ready cash. Masters have only 1-6 x 100 in ready cash due to the expense of restraints and other bondage equipment.

Table of Experience: as the P.A.B. agent

Fremen O.C.C.

By:

[Galahad](#)

This is a race developed from Frank Herbert's book Dune (which I highly recommend) and the movie. So, just a disclaimer saying that these are not my original ideas, I have just adapted them for game play. Enjoy!

--Galahad--

Background info: The Fremen are a human-like race of desert dwellers. They know not whether their ancestry is truly human or dee-bee, but either way they have developed some interesting adaptations to the harsh conditions of the deserts of pre-rifts Utah where they live.

With the coming of Rifts, the deserts of the West retook the cities. All water dried up and left a barren wasteland thought to be uninhabitable. Virtually all of the limited ley line activity in Utah is underground so, with a few exceptions, monsters and demons are rare. Some of these exceptions include the various Worms of Taut, the Living Sand, the occasional elemental, and the notorious Makers. The Makers, also known as Shai-Hulud by the Fremen and Sand Worms by most everyone else are terrifying creatures of the

sand reaching 600 meters long and 120 meters in diameter (there are rumors that even larger ones exist in the deep desert.) Another anomaly from the Rifts is Melange, or Spice. This cinnamon smelling and tasting spice is found in the sands of the desert and has many supernatural properties. The details are discussed later.

The Fremen have managed to survive in the deep desert since the coming of Rifts. They live in scattered communities known as Seitches and have taken Techno-Wizardry to a new level.

Description: The Fremen are completely human upon first glance except for their eyes, which are solid blue, with no white in them. (This feature is known as the eyes of Ibad.)

Upon closer examination, one will find that their skin is super-tough and capable of withstanding extreme punishment. Other adaptations include extra platelets in the blood to prevent blood loss, and decreased need for water. One reason for these adaptations is the addiction to the spice Melange.

Alignment: Any, usually selfish

Attributes: IQ: 3D6, MA: 4D6, ME: 3D6, PS: 3D4+10, PE: 3D6+6, PP: 3D4+10, PB: 3D6, Spd: 3D6

Average Size: 5' 6" to 6' 4"

Weight: 120 to 200lbs

Hit Points/SDC: See MDC

MDC: 1D4x10+50 (Note: the MDC transformation is the product of the addiction to the spice melange. See section on the spice for details.)

PPE: 4D6 plus PE

Natural Abilities: Wound healing- doesn't suffer blood loss penalties after one round, limited need for water.

Magic: All Fremen know how to use Techno-Wizardry and use it frequently. Other available by OCC.

Psionics: Standard. Limited psionics can be attained by using the Spice.

OCC: Any, except for Borg, Juicer, Coalition, or Water Warlock. Also, no OCC's foreign to US. Fremen can choose the OCC "Fedaykin Warrior" found elsewhere on this page.

Additional Skills and Modifiers: Fremen receive additional skills:

Wilderness Survival +15%

Exotic Horsemanship (Sand Worm) +15%

Prowl +15%

WP Knife with an additional +1 strike/parry

HtH: Martial Arts

Game Hunter O.C.C.

(Scholar/Adventurer) v1.0

By: [FlashFire](#) Created: 970727

NOTE: Yeah, yeah. It's just a hyped-up Wilderness Scout.

"I'm going to sort it out." The Earth has been reclaimed by the wilderness. Animals as big as houses and possessing the strength of creatures twice their size roam the countryside. When the local sentient life forms are threatened by these monsters and the people can't kill the beast themselves, they call for the Game Hunter.

A combination Assassin/Wilderness Scout, Hunters are practiced in the near-mystical arts of tracking down creatures, intelligent or not, and dealing with them in a precise and definite fashion, killing them. Not satisfied with being just a soldier or woodsman, these trained, and often gifted, killers use their skills in hunting to find and destroy the most elusive prey in the hardest lands. Some will know the villages and customs in the region, as well as having the help of the local Indian tribesmen. But, most importantly, they know the ways of nature and the wilderness.

Some Game Hunters make their living leading others on "safari," basically a high-priced field and/or hunting trip for those few rich, or insane, enough to pay for the luxury of such a trip. This isn't a common occupation though, due partially to the fact that few on Rifts

Earth are capable of affording such a trip and partially because those who do have the money to set up a safari into the planets more dangerous regions will only hire the best, the "Great White Hunters". The vast majority of Hunters must fare as best they can, hiring themselves out as professional exterminators.

While they do this for money, they are not exactly Bounty Hunters. Bounty Hunters track down sentient life forms, the criminal element on the run. Game Hunters specialize in finding animals, rather than civilized prey. They search for predators on their home turf, they seek out the most dangerous creatures in the worst terrain on Earth, often choosing to do so alone. As such, they have become better hunters than even the Wilderness Scouts who freely roam the wild lands.

Alignment Restrictions: Cannot be Principled, unless the player can come up with an exceptional background piece on why a person with such high moral standards would go around wasting Bambi. Even in those cases, the character would be limited to hunting evil creatures, man-killer animals or supernatural monsters. They will also avoid taking money for their services, or at least taking only enough to pay for their expenses.

Attribute Requirements: IQ of 10, PP of 10 and PE of 12 or higher. A above-average ME is recommended for good or unprincipled hunters, but is not necessary.

O.C.C. Skills:

Speak Native Language - 98%

Language: Choose one (+10%)

Land Navigation (+15%)

Track Animals (+20%)

Hunting (Double bonuses)

Prowl (+20%)

Detect Ambush (+15%)

Trap Construction (+10%)

Wilderness Survival (+15%)

First Aid (+10%)

Running

Lore: Demon and Monster (+15%)

Sniper

WP Rifle

WP Energy Rifle

WP Choose Two

HTH Basic

HTH Basic can be traded for Expert at a cost of one, or Martial Arts/Assassin at a cost of two, O.C.C. Related Skills. Commando is not available.

O.C.C. Related Skills: Select Ten other skills, but two must come from Wilderness, one from physical, and one from Technical.

Select two new skills at levels three, five, eight, twelve and fifteen.

Communications: Radio: Basic only

Cowboy: Roping only

Domestic: Any (+10% to Cook and Fishing)

Electrical: Basic only

Espionage: None

Mechanical: Basic only

Medical: Hollistic Medicine and Brewing only (+10%)

Military: None

Physical: Any, but Acrobatics and Wrestling (+10% where applicable)

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Any

Science: Math: Basic and Biology only

Technical: Any (+10% to Lore)

W.P.: Any

Wilderness: Any (+15%)

Secondary Skills: Select Seven from the previous list. No bonuses

Standard Equipment: Starts with two sets of clothing, probably made out of buckskins or are camoflaue clothes of some type.

Alternately the can have a full set of Triax Plain-clothes armor made to whatever design they want. They will watch the weight of their equipment carefully, not wanting to get weighed down by useless items in their packs.

Other equipment will include an gas mask and air filter, tinted goggles or non-reflective sunglasses, hatchet, survival knife, 6 wooden stakes plus mallet, walkie-talkie radio, 100' of nylon cord or rope, flashlight, tent, sleeping bag and pillow knapsack, backpack, 1D4 sacks, utility belt, two canteens, small cooking set, fire starter, three small animal snares, emergency food rations (two weeks worth), Geiger Counter, RMK Medical kit, and personal items.

Weapons will include one energy rifle, one SDC rifle, and a side arm, preferably all long-range. Both rifles will be equipped with infrared targeting scopes (+1 to Aimed Shot). 2D6 E-Clips and 3 full loads of iron, and 3 more silver, bullets for the SDC rifle. Also

carries a dagger or bola. Armor *can* be of any type, but Hunters will always choose whatever armor allows them to move the most silently. Vehicles can be of any non-military type, but horses and hover-bikes will be the choice modes of transportation.

Money: Starts with 2D6x100 in credit, plus 1D6x1000 in Black Market items.

Cybernetics: Starts with none, but is not normally opposed to cybernetic implants. Prefers items that make them better hunters (advanced hearing, thermo-optic eyes, ect...)

Experience Table: Use the Wilderness Scout XP Table.

Gardener O.C.C.

By: [Gerald Minser](#)

Note: No real notes, other than if you have a copy of the original posted somewhere (I think Mad Dog's the only one) I ask that you either replace it with this or post this next to it.

The Gardeners started appearing in England, predominately among Herbalists and Druids while some appeared among Earth and Star Children. They are a rare breed, having developed their unusual powers from their closeness to the Earth instead of the powers normally found among members of their chosen profession. When they realize their different powers, Gardeners will often give up pursuing the powers of their chosen profession in favor of refining and controlling their own wondrous powers. These incredible individuals have somehow developed the abilities to tap plants and use their powers for their own, and to physically join with plants. How is unknown, and few have sought to find out.

Gardener RCC Powers

Level 1 Powers:

1. Bonuses: +2 vs. Chemical Mind Control, +2 vs. Horror Factor, +3 vs. Poisons & Toxins.
2. PPE: 3D4x10 + 1D6 per level.
3. Psionics: Select 4 powers from Sensitive.
4. ISP: 1D6x10 + 1D4 per level.
5. Commune With Plants: If the Gardener encounters a plant he is unfamiliar with he can learn about the plant by spending time concentrating on the plant. What the Gardener learns is limited to the amount of time spent concentrating on it. Trance: 1D4 minutes - edible or poisonous, 1D6 minutes - growth cycle, 2D6 minutes - growth conditions, 3D4 minutes - how to grow/transplant plant, 4D4 minutes - medicinal properties, 3D6 minutes - magical properties. PPE Cost - 10

Level 2 Ailities

1. Absorb Plants: By placing plants next to wounds and expending PPE, the Gardener can physically absorb small plants or parts of plants to heal themselves. The downside is that the area where the plant has been applied tends to turn the same color as the plant applied to that area. However, this affect usually only lasts for a few minutes, 1D6 minutes. Additionally, if the plant absorbed had medicinal or magical properties, the Gardener can use those properties for short period of time, typically 15+1 minutes per level. Naturally one of the drawbacks is that the plant either withers, or dies completely. The only exception is the Millenium Tree. While the leaves and bark can be tapped, the tree itself is immune. Cost - 1 PPE per 2 SDC for small plants, 1 PPE per 4 SDC for large plants. Absorbing magic plants cost twice as much.
2. Camouflage - B using small amounts of PPE, Gardeners can create an aura around themselves which changes color to blend in with their surroundings. Works similar to the Chameleon spell. Costs - 10 PPE per 10 minutes.

Level 3 Powers

1. Adopt Natural Powers: Having tapped a plant, a Gardener can use the natural abilities common to most plants. These are typically heightened senses. The Gardener can: Sense coming of rain, fire, smoke - 40% + 5% per level; Sense wind direction - 53% + 4% per level; Sense time of day and compass direction - 60% + 3% per level; Sense temperature - 65% + 3% per level; Sense ground vibrations - 2 miles + 1/2 mile per level; Sensor Invisibility - 75%; Breathe through all skin. PPE Cost - 5 for normal plants, 10 for magical plants. Duration - 20 minutes per level.
2. Adopt Medicinal Powers: When a Gardener absorbs a plant, he can use the plant's medicinal properties. He can use these powers to soothe, reduce or cure the afflictions associated with them. The Gardener can also reverse the effort,

causing or inflicting the afflictions. The Gardener can use a plant's poisonous or hallucinatory powers on others. PPE Cost - 15 for normal plants, 30 for magical plants. Duration - 20 minutes per level.

3. Adopt Magical Powers: After a Gardener taps a plant, he can use the magical abilities of the plant. He creates a natural version of most druidic potions, teas, and herbs. PPE Cost - Cost is same as that listed in Rifts England. Duration - 20 minutes per level.

Level 4

1. Nature Limb: If a Gardener loses a limb, he can attempt to replace that limb with plants, typically with vines. The initial joining process takes 3-18 (3D6) minutes. After this time, the limb does not need to be held in place. However, it will take another 5-30 (5D6) minutes before the new limb is fully joined to the body. For the next 1D4 weeks the limb will be at half strength, after that the Gardener's arm returns to it's original strength. If the plant chosen to replace the lost limb has any medicinal or magical properties, the Gardener can draw on them at half strength. PPE Cost - 30 for normal plants, 60 for magical plants
2. Absorb Physical Properties: After the Gardener taps a plant, he can assume some of the physical properties of that plant. These changes range from growing thorns - small thorns 1D4, large thorns 1D6; a skin thickening - Armor Rating 8 for small plants, Armor Rating 10 for trees, increased pain resistance - +20 SDC normal plants, +20 MDC magical plants, increased healing - twice recovery rate, or resisting hunger - same as psionic power. PPE Cost - 15 for normal plants, 30 for magical plants. Duration - 20 minutes per level.

Level 5 Powers

1. Plant Meld: The Gardener can physically meld plants to his body to create extra limbs, natural body armor or weapons. Vine-like plants can be attached to the body to form tentacles. 6 small tentacles with a PS of 8, 4 medium tentacles with a PS of 10, or 2 tentacles with a PS of 12 can be attached to both sides of the body and the back. Thin plant armor provides 2D4x10 SDC/MDC while thick plant armor provides 2D6x10 SDC/MDC and -5% prowl. Plants used as weapons will do the same damage and have the same strength as they normally do. If plants are melded to a Gardener for more than 2 days, they will begin to grow into the Gardener, physically harming him until they're removed, doing 2D4 damage daily and all combat abilities are at half of normal. The only exception is when the plant is used as a limb. PPE Cost - 5 for 6 small vines, 10 for 4 medium vines, 15 for 2 large vines; 10 for thin plant armor, 20 for thick plant armor; 5 for each small plant, 10 for each large plant. After the initial melding, the cost of keeping the plants on is half the initial cost.
2. Metamorphosis Plant/Plant Being: The Gardener can change his shape to match any plant or plant-like being that he is familiar with. Unfortunately, this is only a physical transformation, the Gardener does not get any of his chosen shapes powers or abilities.

Gardener's get most of their skills and equipment from the occupation he originally discovered his powers in. 60% are herbalists. 10% are Scathach Druids. 9% are Filidh Druids. 8% are Dryad Druids. 4% are Earth Children, and 3% are Star Children.

R.C.C. Skills:

Mystic Herbology +20
Holistic Medicine +10
Identify Plants & Fruits + 15
Wilderness Survival +20
Land Navigation +10
Math: Basic +10
Language: English & 2 others +15
Literacy: English & 1 other +15
Weapon Proficiency: Select 3
Hand to Hand: Basic

Related and Secondary skills, Equipment, & Money are from the class chosen.

Cybernetics: Gardeners will never get cybernetics unless against their will. They would rather undergo bio-wizardry, limb-cloning, or replacing the limb with a plant, or doing with out. If a Gardener is subjected to cybernetic or bionic limb replacement, they will make *every* attempt possible to get rid of it.

Some Gardeners have been seen using a strange brown and green armor instead of normal armor. This armor appears to be a combination of a Mega-Damage jumpsuit made of Millenium Leaves with Millenium Bark used in panels similar to Juicer Armor.

Millenium Armor: 120 MDC, -10% prowl, 4D6 PPE which can be tapped by the use.

Gargoric Aliens

By: [Edahsetin](#) Created: 970726

This is a creation of mine that I hope you all enjoy. This is a first draft so all criticisms are welcome (and in fact I encourage them!). Before we get into this just yet I'll just mention that these creatures are made out pure energy. They appear to be large humanoids that are made of fire and are immune to most physical weapons. Just one more thing, I don't have Phase World (In fact, I haven't even seen the book IRL) so please tell me if I have unknowingly copied anything.

Translated from the journal of Vegoth Stolan

" . . . they came like a wave of terror over the planet. Males, females, young ones... all slaughtered. They are like nothing we have ever encountered before. They are able to see us and kill us with something we don't understand. We, creatures that have been on this planet since it was created will be destroyed if something drastic is not done. We must either fight or flee, but without any weapons to harm our attackers there is only one option. I write this so that you, my son, will know that what I do is to keep you safe. I must stay behind with the other sentries and keep the way for your escape clear. Only remember this, we will meet again in the Great Orb of Wisdom . . . "

An uncountable number of years ago the Gargons suddenly came into existence. For many eons they lived peacefully far from the reaches of all creatures known to them. They had no enemies and had very few weapons. Then came the The Day of Terror. Thousands of primitive beings suddenly appeared on their planet. The creatures that came were immune to their energy weapons and were able to injure and kill the Gargons. This came as a complete shock to all of their race. They rushed to find a way to fight these creatures and within a year of Earth time, they had come up with Protect Metal. With this they were able to physically harm their slaughterers and drive them back. Unfortunately by this time they were barely able to keep control of even part of their planet. On a planet twice the size of Jupiter, less than 1% of their population survived and only 3% of the planet was under their control. Because of their extremely slow reproduction process (a child is produced only once every century) they had to decide quickly what they were going to do. They decided that they must flee and come back to reclaim their planet. Going to the one place that they knew their attackers could not follow, they evacuated to the center of their specially created sun.

After killing all of remaining Gargons on the planet their attackers left as quickly as they came, unable to retrieve the treasure that they came for. The Gargons mourned for their lost ones and for the first time in their history they felt hatred. Knowing that they could not strike back at their killers they started creating weapons of war. They made many different weapons:

The Blood Beast

A creature that could appear to be a type of fluid in the body of the host. Once inside the body of the host it would replicate to the point where all of the blood in the target creature was the Blood Beast. The Beast could then take over the mind of the host and steal his memories.

The Sand Beast

A formless creature that can transform its body structure to appear to be any type of rock it touched. The size of this creature varies. It could be as small as a human fist to as large as a 100 foot building (It can change its size at will).

Protect Metal

Dimensional armor that forms around the host protecting it from physical attacks. When it forms around Gargons they appear to be large humanoids with wings.

The Astroid Cannon

A large cannon that would use astroids with a large iron content as ammunition. (Think of a rail gun that uses astroids as ammunition).

Energy Absorbing/Redirecting Shields

Force fields that can absorb energy attacks to regenerate or can charge those energy attacks and release them at a target

The Black Hole Time Alteration Portal

Using a black hole, the gargons have found a way to alter time. While in the black hole they can time to appear to slow down or speed up drastically. Time carries on "normally" inside the black hole and things age at the normal rate.

Taken from an unknown person's personal log

"Although it upsets me deeply that many of our people have died, I am optimistic for the future. We have lived in comfort too long. Our civilization has deeply needed a change. We had stopped learning about our universe and had become un-unique in our thoughts. We must now explore and understand all creatures and forces in this universe. We realise that it will be an endless task, but now The Great Orb of Wisdom now glows with a brightness that hasn't been seen in generations. I believe that the Great Orb had foreseen the bleak future of our people and had sent the Primitives to make us thrive again."

Forced to travel into the unknown they realised that they must travel in such a way that they could travel great distances and remain undetected. They created a new way to travel. They called this new technology Sun Folding. They were able to travel great distances extremely quickly by using the energy of the sun. Using one of their ships they are able to travel instantly to any previously charted sun (unless it is within visual range, then it can be done without the need for sensor verification).

Ninety million Gargons, each in their own ship, left for a different star with only sensory equipment for a thousand years. This was named "The Day of Exploration". After the thousand years was up they returned with many stories and discoveries. One of the greatest discoveries was that they discovered how the Primitives had slaughtered them so long ago. It was a thing called Magic. Many

of the adventurers had found different types of magic and they saw that it was extremely powerful. They also discovered many different creatures. These discoveries both excited and disturbed them. They knew that they must learn even more about these creatures and their magic.

For the next few billion years they're numbers grew and so their knowledge. They were able to achieve many amazing things. They converted an area the size of five solar systems into a gigantic lab where they conducted many experiments. To name only a few: They have catalogued billions of different life forms. They have traveled to countless dimensions. They have saved many creatures from extinction and recreated their worlds inside the Lab. They have a complete understanding most of the creatures that they have encountered.

They have captured several supernatural beings (including seven Splugorth, 3 vampire intelligences and several other powerful beings. Using their Blood Beasts, they have taken over all of them and released them back into their natural environment. The Blood Beasts will continue to act as the creatures did before and supply all information that they receive back to the Gargons.)

They have a complete knowledge of inertia and gravitationally based technologies (although they do not need to make weapons, with their technology, they could easily do so.) They have achieved a great (but not total) understanding of all forms of known magic and can wield obscene amounts of magical power. The Lab is equipped with extremely powerful defence systems (both magical and technological ones). The Lab also has many ley lines that surround it. These ley lines are directly controlled by the Great Orb of Wisdom. In addition to this, no being that enters the Lab may use magic or magical abilities without the consent of the Orb (It will allow most magic, except when it is used by evil or for evil purposes).

One day the Great Orb grew bright and forever changed the Gargons. Each individual Gargon was no more. One hundred Gargons were merged into one form and sent through time and space to a place of the Great Orb's choosing. This process continued until all of them were converted. They were beings of energy no longer, but now beings of flesh and blood. Their memories were hidden from them and they were given a new identity. It was chosen that each of them would live a hundred lifetimes. During this "Time of Humility" the Orb will wait patiently for all of his children to return home. Each one of them has been given a belt with 11 jars. Each jar has either a Blood Beast or a Sand Beast (usually 7/4). The jars are indestructible and cannot be opened except by an Azeel (the name that the Gargons now call themselves by).

The Gargoric Aliens (the Azeel) R.C.C.

Alignment: Any but evil alignments (May choose Aberrant but not Anarchist as an alignment).

Attributes: I.Q. 4d6+6. M.E. 4d6+6. M.A. 3d6+6. P.S. 5d6+6. P.P. 4d6+6. P.E. 4d6+10. P.B. 4d6+10. Spd. 5d6+10.

M.D.C.: P.E. x 10, plus P.E. attribute every level.

P.P.E.: 2d6 x 15 + P.E., plus 15 per level.

Average Life span: Does not physically age, but at 100 years of his last regeneration he will automatically regenerate.

Natural Abilities: See the Invisible, regeneration (1d4 x 10 M.D.C per minute), Nightvision 200 feet (60m).

Other Abilities:

- ❖ **Magic:** Knows 4 spells from levels 1-3 at first level. 2 additional spells can be gained per level but the Azeel's level must be equal to or above the level of the spell he wishes to learn.
- ❖ **Psionics:** Knows 3 healing or sensitive powers at first level. Learns 1 additional psionic power from any area (even super) every 2 levels.
- ❖ **Special powers:** Regeneration: One day after the Azeel is reduced to 0 M.D.C the Azeel will start to glow brightly for five minutes then it will suddenly be totally healed. Each Azeel can do this 100 times. On the one hundred first time the Azeel will become a Gargon again and travel toward the nearest sun where a ship will be waiting for him to take him back to the Lab.
- ❖ **Immunity** to all forms of possession, mind control, and non-voluntary metamorphosis.
- ❖ **Flight:** Can fly at speeds up to Mach one for 24 hours at a time. For each hour of flying, 15 minutes of rest is required.
- ❖ **Size control:** The average height of the Azeel is twenty-three feet. In order to fit in with other beings more easily the Azeel can adjust it's height. It can shrink to just under 5 feet and can grow to 40.
- ❖ **Disrupt Magic:** The Azeel can disrupt and control all magic within one mile for one hour. Once the hour is up the Azeel will then faint and go into a coma for exactly one week. During the time that the Azeel is in the coma he becomes an S.D.C creature. At the end of the week the Azeel will be fully recovered (and M.D.C again).
- ❖ **Additional Experience:** After an Azeel reaches level fifteen he may choose an other O.C.C and learn in that character class until he reaches level fifteen again. He is then able to repeat the process indefinitely.

Experience table:

1.	0 – 5 000
2.	5 001 - 10 000
3.	10 001 - 20 000
4.	20 001 - 40 000
5.	40 001 - 80 000
6.	80 001 - 120 000
7.	120 001 - 160 000
8.	160 001 - 200 000
9.	200 001 - 250 000
10.	250 001 - 300 000
11.	300 001 - 400 000

12. 400 001 - 500 000
13. 500 001 - 600 000
14. 600 001 - 1 million
15. 1 million - 2 million

Psionic Powers: As determined above. All Azeel have the following

I.S.P: 2d4 x 10 plus M.E. attribute per level.

Magic Powers: As determined above, plus add one attack/action per melee.

Combat: As per skill.

Damage: Supernatural P.S. or by weapon or power.

Bonuses: +1d4 on initiative, +1 to strike, parry and dodge, +3 to save vs magic, +7 save vs horror factor.

Vulnerabilities/Penalties: None.

R.C.C Skills: Knows all languages 98% Advanced Math (+10%) Wilderness Survival (+15%) W.P.'s: 3 of choice. HTH: Martial Arts

R.C.C Related Skills: Select ten other skills. Plus select two additional at levels 3, 7, 10, and 14. All new skills start at level two proficiency.

Domestic: Any (+10%)

Electrical: Basic electronics only Espionage: Any (+5%)

Mechanical: Locksmith and Automotive only

Medical: Holistic medicine only (+5%)

Military: None

Physical: Any (+5% where applicable)

Pilot: Any, except robots and power armor.

Navigation: Any except weapons systems.

Rogue: Any Science: Any

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character gets to select 6 secondary skills (the usual restrictions apply).

Body Armor: Wears enchanted clothing with 90 M.D.C. (this clothing can be of any style the character wants). This body armor grows or shrinks to fit the wearer at all times and regenerates at a rate of 1 M.D.C. per 5 minutes.

Money and Equipment: Each Azeel starts off with basic survival equipment (including fishing hooks, rope, one week's rations, holistic first-aid kit, a hammock, and a tent) in a backpack, and 1d8 x 1000 + 2000 credits.

Blood Beast

Alignment: Any, except evil (Aberant may be chosen)

Attributes: I.Q. other (See Possession). M.E. 4d6. M.A. 3d6. P.S. as host, or 1d6 (supernatural). P.P. +6 to host, or 2d6 + 3. P.E. +5 to host or 3d6. P.B. as host or 1d6. Spd. as host or 3d6. *The BB causes the host's P.S. to become supernatural

M.D.C.: 20 + 1d10

Horror Factor: 16 when true nature is revealed.

Average Life Span: The Blood Beast will effectively live forever until killed. Every fifty years the Blood Beast produces an offspring.

Natural Abilities:

- ❖ **Regeneration:** Unless it is totally destroyed it can (and will) regenerate within one day (at a rate of 1 M.D.C. per hour).
- ❖ **Possession:** The Blood Beast, once inside the body, take over the blood of the victim until the only fluid in the host is the Blood Beast. Once it has reached this stage the BB can at will take over the body at will and steal all of the memories of its host. The BB can act in the exact same manner as the host so not even the host's closest friends or family will realise the change. If the BB wants, it can leave the host in control, but one inside the body the BB cannot be removed without killing the host. The BB starts at 1 I.Q. and each time that it takes over a host it permanently gains an I.Q. point. until it reaches 15. Then it needs to possess 100 creatures to go up one point. After it reaches an I.Q. of 25 it takes 500 possessions to raise I.Q. by one point.
- ❖ **Total Obedience:** (It's not really ability, but oh well) The blood beast will always totally follow the commands of it's master (a Azeel or Gargoric alien).
- ❖ **Total Recall:** The BB can recall all information it has stolen from it's host.

Combat: 1d6 + 3 or the # of attacks the host has, whichever is greater

Bonuses: +1d6 + 8 to save vs horror factor, +1d4 to initiative.

PPE: None.

Psionics: 3 from each category except super, it gains only one from super (with same restrictions as Mind Melter).

R.C.C. Skills: The BB only can gain skills and learn by possessing a host that has a new skill (or an old skill at a new level).

Gargoric Dimensional Armor, also known as Protect Metal

Protect Metal is one of the few creations that can be found in the possession of someone other than an Azeel (Gargon). It was created to give their weak bodies the ability to protect themselves from several of their primitive enemies.

This Protect Metal is a suit of living metal armor that can surround the host and protect him from physical attacks. The PM is stored in another dimension until mentally called into service by the host. In only 5 seconds the PM starts at the feet (or whatever's applicable)

and works its way up to the head (again, whatever body part that's applicable). The Protect Metal only protects the skin of the host (it in fact forms under any clothing) with one exception. The Protect Metal forms wings onto the host (if he already doesn't have them) and allows the person to glide on the wind (if he already had wings he can still fly with a 50% reduction in speed). The PM also enhances PS. The person's strength score is now considered to be supernatural. If the strength score is already supernatural add 10 pts PS. This increase in strength does come with a small price. Creatures that didn't have supernatural strength already will have a 20% reduction in speed.

MDC 200

Weight 45 lb.

Good Mobility: -5% to prowl

Cost: None

Note: The Azeel can use the wings to dodge more effectively while flying. They suffer no reduction in speed and gain a bonus to dodge, and roll with impact of +3.

Sand Beast

Attributes: P.S. 40. P.P. 18. Spd. 6d6+10

M.D.C.: 1d6 x 100 + 100.

Horror Factor: 12, P.P.E.: 1d6 x 100

Natural abilities:

- ❖ Does not breathe air.
- ❖ Nightvision 1200 feet (366 m). Identify all minerals and earth substances.
- ❖ Transform body structure to imitate its surroundings (It can even imitate stone buildings).
- ❖ Magically knows all languages.
- ❖ Regenerate 1d4 x 10 M.D.C. per minute.
- ❖ Travel through earth at will. Can ooze through cracks and openings. Increase, or decrease size at will.
- ❖ Immune to poison, fire, cold.
- ❖ While in semi-solid form it is impervious to kinetic type weapons (rail guns, vibro-blades, explosions) do no damage. Note: Large explosions (over 50 M.D.) while they do not cause damage to the Sand Beast they do cause it to lose one melee action/attack per round while it reforms itself.

Combat: Five HTH attacks per melee or 2 spell attacks per melee.

Bonuses: +4 to strike and parry, +5 to save vs magic, +4 to save vs psionics, +14 to save vs horror factor, +14 to save vs possession.

Damage:

Restrained Punch 4d6 S.D. + P.S. bonuses.

Normal Punch 3d6 M.D.

Power Punch 6d6 M.D.

Body Block/Ram 4d6 M.D. 75% chance of knocking over victim.

Elemental Magic: All level one through 5 earth warlock spells.

Spell strength is 14 (Opponent need 14 or higher to save).

Psionics: None

Size: Varies (from 3 inches to 100 feet tall)

Weight: Varies (can weigh from 1 pound to 10 tonnes at any size).

Note: When in a solid form, the Sand Beast has complete movement capabilities and kinetic attacks can harm it.

The Gelfling

By: David Maika

Gelflings are a race of short beautiful humanoids who look somewhat like diminutive elves. Although they may look like elves they have a somewhat surreal look as if they were living dolls. Also they are natural magicians and have befriended the dwarves. The subterranean race does not extend the animosity they feel towards the elves to these smaller look-alikes.

Alignment: Any but lean toward unprincipled and anarchist.

Attributes: I.Q: 3D6, M.E: 3D6+6, M.A: 2D6, P.S: 2D6+3, P.P: 3D6+6, P.E: 2D6+6, P.B: 3D6+4, Spd: 3D6.

Size: 4 to 4 ft 6 in. tall.

Weight: 80 to 130 lb.

Age: Typical life span of 100 years. Don't fully mature until about 18.

S.D.C.: By O.C.C and skills only.

Hit Points: Standard, P.E.+1D6 per lev.

P.P.E.: 1D4x10+20+P.E.+3D4 per lev. If a magic O.C.C. is chosen roll up P.P.E. for level one and add it to O.C.C. base. Gains no more P.P.E. other than from the chosen O.C.C.

Natural Abilities: Nightvision 80 ft., can master a language quickly (gets a bonus of +10% on all languages), as well as a natural resistance to psionics (M.E). All female Gelflings have small wings which resembles those of fairies but much larger. They do not instill the ability to fly but does allow them to glide for short periods of time. They are of magical make so they can allow the Gelfling and up to 150 lb. of passenger to safely glide to the ground. The female's wings do not manifest until maturity. Psionics: None.

Magic: All Gelflings are born with a great affinity for magic. Once a Gelfling matures they begin to exhibit signs of magical ability. For game purposes all PCs are mature Gelflings. At level one the character can select any level one spell. At level two select one spell from each level one and two. At level three select one spell from each level one to three. At each subsequent level starting at four select one spell from level one, two, or three. These are all in addition to any spells learned from an O.C.C. O.C.C.s: Any except P.C.C.s. They tend to lean more to simple occupations such as peasants.

Bonuses: +2 to save vs. magic and psionics.

Note: Due to their smaller stature Gelfling weapons do less damage than normal. If normal damage is 2D6 or higher reduce it by 1D6. If 2D4 or higher reduce by 1D4. If 1D6 reduce to 1D4, and if 1D4 reduce to 1 point of damage. Long bow is 2D4, short bow is 1D4, and large cross bow is 2D4 damage.

Personal Note: All of this is something that I've made up so if it seems a little exaggerated that's because I needed to spruce them up a little or else they'd be little more than cute goblins. If it seems interesting see if it will fit into your campaign. You never know, if y'all like it maybe I'll design the striders and skexies or whatever those dudes are. And my explanation for the two Gelflings in the movie is that they hadn't had much time to develop their magical powers. They were after all the two last Gelflings left on the planet.

Genetically Enhanced Man (G.E.M.) O.C.C.

By:
The Reaper

The GEM s are a product of an unearthed Pre-Rifts Technology, discovered about 10 years ago but a small kingdom in the middle of what used to be Alaska. This technology was used to engineer genetically perfect men and women for use in war. Now the kingdom sells the transformation for 100000 credits and Military service for 3 years.

The Transformation is both painful and dangerous, only about 40% of the recipients survive the process.

Major Powers:

Choose 1 of the following powers:

1. Genetic Cyborg: The Characters entire body is transformed into an organic steel. The characters entire body , tongue, eyes, teeth, in fact, every thing except the brain and nerves has its cellular structure altered. This steel, while flexible for the most part, is a Mega Damage structure. The character starts with a PS of 30 (not supernatural), and a speed of 132 (90mph). The main body has a starting MDC of 300 and regenerates at double the normal healing rate. Starting Weapons include 1 forearm laser (left arm, uses regular E-clips) and 1 set of Vibro blades (right forearm, retractable)

Adverse Effects cost:

Basic - 4

Extra Limbs:(Arm&hand, tentacles,etc.) - .5 ec

Effective Bionic Features - Multi optic eyes: .5 for a pair

-Lungs with all the options .5

- All others .25 each

Weapons- Each additional weapon - .5 each

Regeneration- 1d8*10 MDC per day and can regenerate a limb or weapon within 3 days. - 1.5

Extra MDC- 1 per 100 MDC

Extra PP- .5 for every +5 with a maximum of +20,(not to exceed 45 total)

Extra Speed- .5 for a speed of 176

2. Molecular/Atomic Transformation: The Character is given the ability to change their entire bodies shape and molecular structure totally. In addition , they can shift atoms within their body thereby changing the entire molecular structure of about 50% of their total body mass. This means that the character can change them self into almost anything they wish. Basic mechanical items, Solid structures, etc can be duplicated, but computers and the like are impossible. Unfortunately for the character, they can be spotted by a careful scan. You see, the GEM must keep the brain , heart and circulatory system going, otherwise they die. Also the character retains the same total mass, so their ranges of sizes and shapes are severely limited.

Along with indoctrination on how to use their powers, they are also trained in how to change their entire bodies into three MDC forms, The first of these forms is Stone. In this form the character can easily be mistaken for an earth elemental. Punches do 3d6 MD, Kicks do 4d6 MD. Speed is halved, weighs 2 times normal,and the character regenerates 1d4*10 MD per minute. This form has an MDC of 200 and can be maintained for 2 hour + 1 hour per level of experience. At the end of that time ,or when the character wants to , the character reverts back to his normal human form and cannot use his powers for half the time he was in it.

The second form is of MDC steel. Punches do 4d6 MD, Kicks do 5d6 MD. Speed is halved. The form regenerates 1d4*10 MD per minute and weighs 4 times normal. This form has an MDC of 300 but can only be maintained for 30 minutes + 10 minutes per EL

before reverting back to human form. After using this form, the character cannot use his powers for the same amount of time that he was in it.

The third form is that of pure energy. This is by far the most deadly and draining of the three. In this form, the GEMs entire body is converted into pure energy that is held together by the force of the characters will. The MDC of this body is only 125, but it is totally impervious to lasers, plasma, and all other forms of energy/cold/heat. Particle beams will actually add/regenerate this form on a point for point basis. All physical attacks only do 1/2 damage. Punches do 6d6 MD, Kicks do 7d6 MD, Blasts of Energy do 1d6 MD +1d6 MD per EL. Time limit in this form is 5 minutes + 1 minute per EL, and after the character reverts, he goes into a coma for twice the amount of time as he was in the form.

If the MDC of the characters form is depleted or taken below 0, then the character instantly reverts to humanoid form. The shock of this instant transformation causes 1d10 HP damage and a 1d6 hour coma.

Time to change a form is 1 action for the three, or 1 melee for any other. Reverting back is instantaneous.

Adverse Effect Cost: 8

3. Superhuman Attributes: Similar to the Juicer but without the drugs and dependency. The entire body is altered to press and exceed the limits of a normal human body. The G-Man adds 1d4*10 to PS and PE, 3d6*15 to speed, 4d6 to PP 1d6*10 to HP, and 1d6*100 SDC or 1d6 * 10 MDC. The character can fall into a restorative trance that will restore 1d6*10 HP and 1d4*10 SDC or 1d6*10 MDC per hour.

Adverse Effect Cost: 2, but must choose at least 2 minor powers.

Minor Powers: The player may choose up to 3 minor abilities, but only if they want to.

Magic Use: The Character can intuitively use Techno-Wizardry, and starts with 4 spells from first level, all at 1/2 range, duration, effect, etc. New Spells can only be learned and they are all at 1/2 range, duration, etc. **P.P.E.:** PE + 1d6*10 +1d6+1 per level.

Adverse Effect Cost: 4

Master Psionic: Choose Two powers from each of the categories, Including Super Psionics. At level five, choose 1 from each of the lists. At levels 9 and 11 choose four from any of the lists. **I.S.P.:** ME+30+10 per level

Adverse Effect Cost: 3

Super Human Attributes: One Physical Attribute per Choice is hyped up. Each one may only be selected twice at the most.

Strength: Add 2d6 to PS and is considered Supernatural.

Prowess: Add 1d6 to PP, and +2 to intuitive.

Endurance: Add 3d6 to PE, +5% on all saving rolls and +10% vs Coma/Death

Speed: Add 3d6*10 to speed, and +2 to strike, parry and dodge.

Adverse Effect Cost: 1 Each

Partial Transformation: This power is somewhat like the major power of transformation, but is limited to only 1/4 the GEMs body at one time. To be effective, the GEM must have touched the material at least once. Duration of the transformation is 1 hour per level of experience.

NOTE: any character with the major power of transformation cannot take this power.

Adverse Effect Cost: 4

Bio Regeneration: The character can slip into a 15 minute trance in which all HP and 1d4*10 SDC, or 1d6*10 MDC, are regenerated. In addition, physical attacks only do 1/2 damage, (Energy, magic, and psionics do full damage.). Also gives the character +3 vs poisons/toxins and +20% vs Coma/Death

Adverse Effect Cost: 2

Increased Mental Powers: No normal people have an organ that can regenerate brain cells, but that is not true with this GEM. This organ can replace up to 75% of the brain cells lost each day. This gives the character a bonus of 2d6+3 to IQ and ME. In addition, the GEM gets 4 total psionic powers from physical, sensitive, and healing. (Sorry, no super psionics).

Unfortunately, all that energy being expended on the mind, lowers the other attributes, -2 from PS, -1 from PP and PE, but +1 to Strike Parry and Dodge

Adverse Effect Cost: 1

Adverse Effects: The character must pick a number of Adverse effects equal to the total cost of all the chosen powers.

The number in parenthesis indicates the number of A.E. it is worth.

Excessive Body Odor- The characters glands constantly excrete a foul smelling pheromone. -1d4 from PB and +15% to track the character by smell. (1)

Excessive Body Hair- The characters body hairs all grow thicker and darker than normal, similar to true lycntracopy. -1d4 PB unless shaved daily. (1)

Excessive Body Hair and Odor- The character has a combination of the previous two problems, the the combination of hair makes it worse, trapping the smell, like a wet dog. +20% to track the character by smell and halves PB. If the character shaves daily and uses large amounts of deodorant, (cologne just makes it worse), then add 4 to PB, (But it can never exceed the original attribute.) (3)

Weakened Intellect- This just lowers the GEMs IQ and ME by 1d4 and MA by 1d8 (Minimum of 4 in each Attribute) (2)
Severe Muscle Cramps- The characters muscles start spasming and knotting at odd moments. 75% chance of cramping after 1 hour of sustained activity. The cramps are very painful and distracting, (-4 to Parry and Dodge, -8 to Strike, and -20% on all skills). The cramps will go away after 5 minutes of total relaxation (3)
Severe Acne- The character is constantly breaking out in pimples and white heads, making people disgusted at the character. (-2d4 from PB) The acne is permanent and scarring, even plastic surgery will have no effect. (2)
Low Resistance to Magic and Psionics- The character perceptions are altered, giving them problems distinguishing reality from illusion, and opening their mind to control from outside forces. -5 to save vs psionics/magic/ and possession, in addition to -3 from ME and -1 from IQ. 55% chance of alcoholism or drug addiction. (4)

Permanent Powers of G-Men:

Night vision as good as Day vision, Very acute Sight (Like a hawk, can read a sign or ID a face at two miles away.), Normal Healing rate is doubled, along with a tough skin and dense flesh, (SDC weapons do 1/2 damage). The GEM characters are also forever sterile, to prevent the spread of enhanced genes or unfavorable mutations. Also, add 1d6 to all physical attributes except PB, 1d4*10 SDC and 10 Hit Points.

O.C.C. Skills:

The GEM s are well educated, but most of their time was spent learning how to use their powers.

Radio: Basic (+10%)

Acrobatics (+10%)

Climbing (+5%)

Prowl

Land Navigation

Language and Literacy: Native language only (+15%)

Pilot: One of Choice (+5%)

W.P. Energy Rifle

W.P. Modern (2 of Choice)

W.P. Ancient (3 of choice)

Hand to Hand Expert. Can be upgraded to Martial Arts at the cost of two OCC related skills

OCC Related: Select 7 from the following list at level 1. Also, choose 2 more at third, sixth, ninth, and eleventh levels.

Communications: any

Domestic: any

Electrical: Basic only

Espionage: any

Mechanical: Automotive only

Medical: First Aid Only

Military: any (+10%)

Physical: any (+5% where applicable)

Pilot: any (+5%)

Pilot Related: any

Rouge: none

Science: Any except Archeology and Analytical Chemistry

Technical: any

W.P.: Any

Wilderness: any (+5%)

Secondary Skills:

Select 7 from the above list without the bonuses and within the limits (Any, None, Only)

Standard Equipment:

A set of dress clothing, a set of black of camouflage covert clothes, a gas mask and air filter, a pair of sun glasses, hatchet, 1d4 knives, tent, knapsack, backpack, saddle bags, 2 canteens, 2 weeks emergency rations, Geiger counter, and personal items. Armor can be of any kind, but is usually heavy for maximum protection.

Weapons: 2 ancient weapons of choice and 2 modern weapons of choice with 4 E-clips apiece.

Vehicles: Can be anything, but are usually either light and fast, or heavy and well armed.

Money: G-Men start with 2d8*1000 in credit and a black market item(s) worth 1d8*1000 credits. G-Men tend to live fast and die hard.

Genestealers

By: [Da Harlequin](#)

Here are the Genestealers, for all of you that have been waiting. and if anyone plays and is interested in some Ork groups or armies made to fight others that work really well, e-mail me.

These purplish abominations are feared throughout the Megaverse as for their inability to scare or intimidate them and the fact that they have razor-sharp claws that can rip the average PA apart. They are larger than most humans and can weigh up to nearly half a ton. They have three upper arms, with two forearms coming out of each (for a total of 6 arms). They have sharp, pointy teeth and huge, bug-like eyes. They have only one purpose in life: to consume. They have incredible bio-systems as they can eat any substance at all and be nourished. Their leaders, called Hive Tyrants, command them to a planet, in which they kill all life and eat until the planet is a barren wasteland. Then they move onto the next planet. All are evil and deadly in hand-to-hand; they have no long-range weaponry.

Height: 7' - 7' 4"

Age: Immortal; until killed

Weight: 800 - 900 lb. Gender: Asexual

MDC: 3d6 x 10

SDC/HP: Not applicable. In BtS, they have 1d4 x 100 SDC and their PE in hit points + 15.

Attributes: IQ = 1*, PP = 2d6 + 10, ME = 3d6, PE = 4d6 + 6, MA = 2d6, PB = 1d6, PS = 6d6, SPD. = 2d4 x 10

*They have little of intelligence; they are controlled by the Hive Tyrant and are not capable of lengthy instructions or big words. "Get so-and-so" would mean nothing but "Eat!" makes sense to them.....

Natural Abilities:

1. Claws do 3d6 MD and bite does 1d6 MD. In BtS, double these and turn them into SDC/HP damage.
2. Keen hearing (+1 initiative).
3. Bio-Regenerate 4d6 MDC/melee.
4. Exoskeleton gives them a natural armor class of 10. This counts only in BtS.
5. Horror Factor 13
6. Can automatically see the invisible and has infrared vision at 500'; gives them limited nightvision of 90 feet in moonlight or complete darkness.
7. Track by Smell (75%)
8. Can regenerate limbs at an incredible rate: one limb every five minutes!
9. Can fight without a head as they have no actual brain. When fighting without a head, they suffer -9 Strike, Parry, and Dodge with no chance of surprise.
10. Never tire or fatigue from long exertions and can lift/carry double of what a *normal* creature with MDC strength could (so a Genestealer with a PS of 25 could lift 2500 lb.. and carry 5000 lb.).

Attacks Per Melee: 7. This usually is one claw from each hand and a bite. They never power claw or restrain as power clawing wastes needed melee attacks and restraining is never done (why the hell would they restrain anyways?)

Bonuses: +1 Strike, +3 Parry, +1 Dodge, and +5 initiative, including the bonuses from high attributes.

Genetic Cleanser R.C.C.

By:

[Brian](#)

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Genetic Cleansers are the newest development from the lone star labs. The ultimate predators, they have powers and abilities that make them the ultimate in genetically engineered beings. Since the Genetic Cleansers are based on a human personality, there are rogue Genetic Cleansers, if encountered they are executed on sight.

Currently there are only 5100 Genetic Cleansers in existence and they are used by the Coalition States on search and destroy missions where D-bees, aliens, and mutants are involved. Chi-Town has 1200 Genetic Cleansers. In Missouri, 400 Genetic Cleansers are stationed on the border areas. Lone Star has 600 Genetic Cleansers with 30 more produced each month. Iron Heart and Free Quebec are each home to 1000 Genetic Cleansers. The remaining 800 Genetic Cleansers are divided between the area infested by Xiticix (600), where they may be encountered in groups of 4 or more, while the others are being routed to Tolkeen (50) or scouring the North American continent on various reconnaissance missions. There are presently 100 known rogues.

Requirements: ME, MA, PE of 14 or higher.

MDC: 6d6x5

PPE: None.

ISP: 40 (Does not change.)

Psionics: Has the following powers at first level and never gains any new ones:

Alter Aura, Sense Magic, Presence Sense, Detect Psionics, Sense Evil, Mind Block, See Aura, See The Invisible

RCC Powers

Metamorphosis: The Genetic Cleanser can change its appearance to resemble any living thing, a fool proof imitation (90%).

Energy Absorption/Redirection: Can absorb any kind of energy (kinetic, laser, etc.) up to PEx5. It then may use the energy to increase its PSx2, MDCx2, size4 or reflect the energy back at the attacker for 1/2 damage.

Intuition: Can tell when it is facing another Genetic Cleanser. It cannot be tricked by illusions, or Metamorphosis.

Techno-Organic Body: Its body is both machine and meat; not like a borg but intertwined.

Mass Redemption: The Genetic Cleanser can absorb metal into its body to heal 5 MDC a pound or can add flesh by ingesting (sick but true) humans or human-like D-bees to regain 50 MDC per person plus an extra 5' with each person and/or lb. of metal.

Super Endurance: Can go 5 weeks without eating/absorbing. after that loses 2 MDC a day without feeding, down to 2, after that it begins shrinking 1/4 ft a day until its 2 ft, then it goes into a fury until it kills and/or absorbs any metal or flesh that is larger than 50 lb.

Weapon Meld: Genetic Cleansers can absorb weapons into them and use their abilities (NO magical weapons). The weapon does 1d6 MD no matter what kind it is. The Genetic Cleanser also provides the power and ammunition, losing 1' per 4 e-powered weapons.

Auto-Pilot: Since the Genetic Cleanser is techno-organic it can automatically pilot any vehicle, alien or otherwise (90%).

Appearance: When not morphed they are a 6' fleshy/metal humanoid shape with yellow eyes, no nose and no hair.

Flashback: If a Genetic Cleanser receives a considerable amount of damage (only has 5 MDC or less). Its flesh half takes over (brain) and it remembers who it was. at this point it will stop fighting, Resume the shape of its original form and wander off to try and find the remains of its life or do whatever it wants, these are the rogue type.

RCC Skills

Basic radio +15%

Tracking +20%

Detect ambush

Escape artist

Intelligence +25%

Prowl

Concealment

Language: American 98%

Language: Spanish 98%

Language: any one 96%

lit American 98%

lit Spanish 90%

Track Animals

WP Select 4

HTH Assassin

RCC Related Skills: Select four other skills from the list below at first level, plus select one more at levels 3, 6, 9, 12, & 15.

Espionage: Any (+10%)

Medical: First Aid only.

Physical: Any

Rogue: Any

WP: Any

Secondary Skills: Select 2 from the list above without the bonus listed in parenthesis at first level plus an additional one at levels 4, 8, and 12.

Equipment: Usually doesn't carry any, it can make anything it needs from its body.

Weapons: Usually absorbs a large kind of weapon before departing on missions.

Money: Same as Coalition Borg.

Xp table: Use the Dragon experience table

U.E.G. Genetically Engineered Fighter pilot

By:

[Jeremy Balsley](#)

[MAXIMUM SECURITY CLEARANCE REQUIRED]

United Earth Government

Project: Overlord

Objective: Create a genetically enhanced human for use in U.E.G. StarFighters.

Project Overlord was conceived to rectify a growing problem facing the U.E.G.'s space defense force, U.N. Spacey. With the improvement of the various Threat forces (the Zentran/Meltran, the Varunta, the Protodeviln, various Space Pirates), a decision was made to pursue improvements in the genetic structure of humans. The experiment was to precede in three phases.

Phase One was a straight computer simulation.

Phase Two was the manipulation of a fertilized egg donated by one of the R&D staff and the observation of the resulting Zygote.

Phase One and Two succeeded beyond the specifications, so it was decided to seed 4 volunteers with modified eggs. Each family was selected based on criteria such as fertility, location, family stability, and military history. The families and some important data about them are listed below:

1. Max and Jennifer Collins

Reside in: San Francisco, North America

Gender of Child: Male

2. Hiroshi and Yuuko Hayashi

Reside on: Le'grange Point Station 4, Earth Le'grange pt.

Gender of Children (Identical Twins:) Male

3. Karl and Gretchen Schwarz

Reside in: Frankfurt, Europe

Gender of Child: Female

4. Gouki and Emiko Yamada

Reside in: Kyoto, Japan

Gender of Children (Fraternal Twins, only one GELF)

GELF: Female

NORM: Male

Results:

Baby Collins: Died before birth, Miscarriage

Baby Schwarz: Died at birth. Cause: Asphyxiation

Baby Yamada: Died at age 12: Cause: Asphyxiation

Baby Hayashi: Missing with U.N.S. Nevada, presumed lost/KIA.

Conclusions:

Due to the subject's vastly increased metabolism, the subject required nearly double the partial pressure of O₂, requiring the subject to be raised in a controlled environment. When this unfortunate oversight was found, the project was terminated, and the last living member of the project was released to follow his own goals.

U.E.G. Genetically Engineered Fighter pilot

Attributes: IQ: 3D6, ME: 3D6, MA: 3D6, PS: 2D6, PP: 5D6 (Min 22), PE: 3D6, PB: 3D6, Spd: 4D6.

Alignment: Any

R.C.C. Bonuses: Only from Attribs (those actually ARE the bonuses :) If you don't use some kind of bonus to APM (Attack Per

Melee) based on high PP, I'd recommend giving this character one extra APM.

R.C.C. Penalties: See low PS: Engineered for speed and agility, not Strength

High O2 requirements: An incredibly high metabolism requires this character to receive a Partial Pressure of O2 of 6.5 psi (Partial Pressure of O2 in standard atmosphere at sea-level is ~3 PSI. Generally more than 4 to 5 PSI Partial Pressure O2 causes Oxygen poisoning in normal humans [Someone mind checking that one for me?]) Any lower than that, and the character suffers O2 Deprivation: Reduce Strike, Parry, and Dodge scores by 4 points, and reduce to 1/4 APM if the character is exposed to 3 PSI for any more than 1 minute. Also, access a -10% to skills at 1 Minute. Access another -1 S/P/D and -5% to skills per melee exposed, and at 2 minutes past, the character only has 1 APM, is -8 Strike/parry/Dodge, and -40% skills. The character continues to lose -2 S/P/D and -10% per melee as his consciousness continues to slip from him. He will pass out PE melees, and will die in PE/2 minutes.

He also has a bigger appetite than your average person. He needs about 4,000 KCals per day in food to remain healthy, and generally consumes about 7,500 KCals (to remain comfortable). Assume the character spends 3 times the normal cost of food.

O.C.C.'s: Tends towards mecha pilot, though could be almost any O.C.C. available in the Megaverse (as long as it is likely that O.C.C. can be found in the reality that Macross Plus/Macross 7 takes place in. I.E.: No Coalition Ranger, though that could be modified to fit into Macross Plus/7, whereas a Technowizard couldn't). While there is no game mechanics reason why this G.E.M. couldn't learn Magic or Psyonics, the rarity of this class makes it damn unlikely the character will ever learn magic, though roughly 25% are latent Psyonics (GM's, roll for the characters Psy powers, if they have any, YOU select them, and inform the player only as you see fit)

Genetically Engineered Neoteric Humans (G.E.N.S.)

By:

[Steve Lombardi](#)

This RCC was originally designed for use in a campaign that took place in a slightly altered universe than that of the Rifts RPG. In my campaign the characters originated in the underwater colony of Clarke, on Jupiter's moon of Io. The city was located under the thick ice that covers the entire surface of the moon. When the time of the Rifts occurred the colony seeing what was happening to Earth and the colony on Mars, (see the Mutants in Orbit Sourcebook), decided that a policy of isolation was safest (similar to what the orbital stations were doing). As observation of Earth continued, and the invading hordes of D-bees was let loose on Earth the people of Clarke began what was known as the GENS project.

The GENS project was intended to genetically engineer human beings into a more powerful form to battle the inhuman invaders. During the 50 years of research the colony was visited by a number of peaceful D-bees including Atlanteans and Wolfen. It was then decided that not all D-bees were evil and that a number of them were friendly.

Suddenly on June 4th 2369, a lone Splugorth (see the Atlantis world book) and a small force of Kydians arrived near the colony and ordered Clarke to surrender. Immediately the GENS were let and the attack began. After a battle lasting seven hours the Splugorth and his minions were destroyed. The battle killed about one-third of the population of the colony but the effectiveness of the GENS was beyond all the colony could hope for.

After the battle a movement began in the colony to award the GENS for their heroic actions and they were officially given citizenship and equal rights under the Constitution (the colony was mainly a North American effort).

When the colony was finally repaired it was decided by the President and Congress of the colony to begin to send GENS volunteers to Earth to begin to collect information about the Splugorth and other evil invaders and begin the war to reclaim the home world.

Warning! - This RCC is extremely powerful! I mean real powerful! It also has some extreme penalties! Check with your GM before taking this character.

Character information common to all GENS.

Alignment: Principled and Scrupulous

Attributes: IQ 3d6+2, ME 5d6, MA 4d6, PS 5d6, PE 4d6+4, PB 4d6, Spd 5d6+4

MDC: 35 plus 1d10 per level.

Horror Factor: 14

Weight: 150 lb and up.

Height: Start at 5 feet 10 inches and plus 4d6 inches.

Age: They appear to be in their middle to late 20's. The natural life span of a GENS is Unknown although it is most likely in the

hundreds of years.

Sex: Either

Appearance: Appear Human with the following exceptions; Hair color can be anything from the normal range in humans to metallic colors. Eyes are the same as Hair. (My character was had Chrome Red eyes and Metallic Blue hair!)

Disposition: Usually quiet until the situation demands action. Then will speak or act with both words and actions.

Skills: Same as Coalition Soldier (halve the Secondary Skills).

Magic: NONE! Absolutely no exceptions to this Rule! (see Special Rules)

Psionic: The GENS has the following and CANNOT receive additional powers by any means:

Deaden Pain, Psychic Purification, Resist Fatigue, See the Invisible

I.S.P.: 50 plus 1d6 per level.

Natural Abilities:

Punch 1d8 MDC

Kick 1d10 MDC

Infravasion 100 feet, Natural (not supernatural) MDC body, Extended Lifespan, Can Hold Breath Up to 25 minutes, Cannot become a vampire

Special Rules

Magic: Because of the way that the GENS is designed the character has basically no natural way to store PPE magic. The Player cannot take a OCC with magic and his PPE cannot be drawn out. There is no way around rule.

Bionics: The character can take any bionics that he/she wants.

Light: Because of the structure of the GENS eye. The character cannot take bright light. Even normal daylight on Earth gives the player a -5 to hit any light brighter than that gives the player a -7 to hit. You can usually tell a GENS because he never takes off his sunglasses.

Friends and Enemies: The GENS usually get along with almost any RCC except for those that serve the Splugorth. Indeed the GENS hate the Splugorth so much that they will usually go out of their way to annoy a Splugorth. They will not attack a Splugorth unless they believe they have a good chance of winning. (And usually a few nuclear warheads in his pocket!!) The GENS love the Atlantians and usually will help them with anything. Indeed it has been know that a few GENS have started to hunt Sunaj Assassins. The GENS look at normal humans in a very special way. They know without them they would not exist and so they treat humans like a kid brother, always willing to give advice and take action on their behalf.

(NOTE: This character can no longer pick an OCC, thus becoming a true RCC, and has its skill set clearly defined.)

Genetically Enhanced Unarmed Combat Soldier (GEUCS) O.C.C.

Being out classed by virtually every other world army in the area of Technology, the Canadians were beginning to lose ground. As it was they had sold over 700 square miles of land to the U.S. to have enough money to buy Juicer and Crazy mercenaries to defend themselves. Then a break through. A Canadian DNA specialist discovered a way to enhance the human body to minor MDC and allow it to harden its nails and teeth and strength to do MD damage. Unfortunately, the Rifts came before this tech could be put to use. Recently, however, a band of mercenaries found the DNA blueprints for the soldier and has sold them to three cities which can now give the transformation.

1. Free Quebec. The State of Free Quebec has created a small army (about 100 strong) to use as a airborne force (they have 4 C-130's converted to light MDC and fusion power) as an experiment. They offer the transformation at the cost of 500,000 Credits. All other Coalition states forbid MAKING G.E.U.C.S., but do not execute them on sight like they would Crazies or Juicers.

2. Los Alamos. Los Alamos does not have an army of GEUCS's, but does offer the Transformation at a cost of 350,000 Credits.

3. Tolkeen. Tolkeen currently has 56 GEUCS's in service and offers the transformation for 50,000 Credits and 2 years of Service (receive 500 Credits monthly for food budget, etc. each year).

Attribute Requirements: Anyone with a PE under 5 cannot take the changes of the transformation and will die if he undertakes the operation without Psionic or Magic healing being performed at least every 5 minutes (the operation takes 2 hours).

Physical Bonuses

+2d6 to PS. Minimum is 11.

+1d4 to PP. No minimum.

+2d4 to PE. Minimum is 12.

+1d6 to Speed.

Eliminate ALL HP and SDC. Character now has 2d4x15 MDC.

+3 Attacks per melee and gets auto dodge like a Juicer

+2 Dodge, +3 Strike, +4 Parry

Healing

The character heals 1d6 MDC every 10 minutes (40 melees).

+5% save vs. Coma and Death

+1 to save vs. Poisons and Harmful Drugs

Damage

Punch: 1d4

Kick: 1d6

Power Punch/Jump Kick: 2d4 (counts as 2 attacks)

PS bonus for high strength is not applicable.

Magic: NONE.

P.P.E.: is 3d6.

Psionics: Automatically has Summon Inner Strength and Deadend Pain. Chose 1 additional Psionic from physical at level 5. ISP is regained at a rate of 1 per 2 hours of activity or 6 per hour of rest/meditation. ISP never rises. Saves as a Minor Psionic. **Permanent I.S.P.:** 4d4.

OCC Skills

Chose 1 Language at 95%

Detect Ambush (+10%)

Wilderness Survival (+10%)

Prowl (+15%)

Climbing (+15%)

Athletics (General)

Pilot: Chose 1 (+5%)

W.P. Chose 1 Modern and 3 Ancient

HTH: Martial Arts or Assassin (May only select Assassin if of an Evil alignment.)

Other Skills: Chose 3 at beginning. Chose an additional 2 at levels 4, 8, 10, and 13.

Radio: Basic (+5%)

Basic Electronics

Espionage: Any (+5%)

Automotive Mechanics

Military: Any (+5%)

Physical: Any (+10% if applicable)

Pilot: Any

Pilot Related: Any

Rogue: Any

Math Basic

Technical: Any

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: Chose 2 skills from the above list without the bonuses.

Standard Armor: None. Usually doesn't wear any, but MAY wear light or medium. NEVER wears Heavy unless ABSOLUTELY needed.

Standard Weapons: Chose 1 of the following energy pistols: C-18, Wilks 320, NG-33, Jolt Gun, or TX-5. Whichever your choice, you have 3 clips (unless a Jolt Gun). Chose 1 Ancient SDC weapon.

Standard Gear: Traveling Clothes, UV protected Sunglasses, Boots, Canteen, Thermal Imager with 2 batteries, traveling bag (not quite as large as a backpack)

Experience Table

1	0- 3000
2	3001- 4700
3	4701- 9000
4	9001- 18000
5	18000- 25600
6	25601- 35000
7	35001- 49000
8	49001- 70000
9	70001- 97000
10	97001-132000
11	132001-180000
12	180001-230000
13	230001-280000
14	280001-345000
15	345001-400000

The Giants of Seareach

By:

[Jonathan W Rosenberg](#)

The giants of Seareach are a race of giants based on a collection of novels by Stephen R. Donaldson. They live in coastal communities, where they construct large cities out of stone. They are adept sailors, stone workers, and know stone magic. They are friendly giants, and enjoy the company of humans or any other intelligent creature willing to sit around drinking and telling stories. They are VERY fond of alcohol, and some of their drinks can knock a human unconscious for upwards of a day.

Along with drinking they have a rich tradition of story telling. At celebrations and parties, a storytelling host can entertain his/her guests for days at a time. They have a ritual for expressing grief called the Caamora, which involves plunging parts of the body into a hot fire until the pain washes away the grief and/or anger. Although they feel the pain, these giants are immune to the effects of all fire, including magic and plasma. It is reputed that the legendary Saltheart Foamfollower once swam through a river of lava, and came out relatively unscathed, except for having his scars all burnt off. Sailing and the ocean are a way of life for these giants.

They construct giant ships out of solid granite, and sail the oceans looking for new races and new places to roam. A major theme within their culture is the elements of stone and sea. The stone, permanent and ever still, and the sea, permanent yet ever moving are sung of in songs and epic stories.

"Stone and Sea are deep in life,
two unalterable symbols of the world:
permanence at rest, and permanence in motion;
participants in the power that remains."

They have learned stone magic and have people who devote their lives to the construction and repair of the stone houses, furniture, and ships that are used in their everyday lives. They are called pitchwives, and can mend stone by sculpting it like clay and then setting it with flakes of granite that come from an enchanted rock that is given to each pitchwife.

Alignments: Tend strongly towards good or unprincipled, occasionally anarchist or aberrant. Unheard of to be miscreant or diabolic.

Attributes: I.Q.: 3d6, M.E.: 4d6+6, M.A.: 4d6, P.S.: 4d6+4 (supernatural), P.P.:3d6, P.E.: 3d6+12, P.B.: 3d6, Spd.: 5d6

Hit points: P.E. + 1d6 per level

M.D.C.: 1d4x10 plus that gained from physical skills and O.C.C.

Horror/Awe Factor: 10

P.P.E.: 1d4x10+10, in addition to any gained from O.C.C.

Natural Abilities:

Immune to Fire(including magic and plasma), Cold does 1/3 damage, extraordinary P.E./M.E., Supernatural P.S., keen day vision, not easily intimidated will never lose their cool in the face of danger.

Combat: 1 plus those gained from HTH, and/or boxing

Bonuses: +8 vs.Possession, +4vs. HF, +4 vs. Pain

Psionics: standard, same as humans.

Lifespan: 600, although some have been known to live up to 1,000

O.C.C.: On Rifts earth they tend toward sailors, scholar/adventurers, occasionally cyber-knights. Some are trained in the arts of war (see Gaurdian O.C.C. to be posted later). Psionic O.C.C. only by Pitchwife O.C.C.(posted later). The only magic O.C.C. would be the Mystic.

Skills of Note:

Speak Troll/Giant, Elven Dragonese, English 98%

Literate English\Dragonese

Pilot: Small boats 86% (that is small for giants, not regular small boats)

Sing (+15%)

Habitat: Prefer coastal areas, banks of very large rivers, or bays. Can be found anywhere, as many of them enjoy journeying.

Enemies: They dislike Brodkill, Gigantes, Gargoyles and other giant sized races that "abuse their power". They generally dislike any mean people.

Allies: Titans, and other good "giants". Good beings of all kinds. Especially supernatural ones who "use their power well."

Appearance: Their appearances vary as humans do. There are short ones, tall ones, skinny ones, and fat ones.

Height: 9 to 13 ft. tall

Weight: 500 to 800 lb.

Notes: Almost all of these giants are friendly and good natured. They enjoy the company of all good humanoids. There is a large community, Domtar, of these giants that have built a large stone city on Iceland. There is also a smaller community, Newpoint, on the coast of Norway. The total population of these cities is estimated at about 6,000 Seareach giants along with a fair number of other races (Ra-hu men, Elves, Wolfen, Humans, and even an Ice Dragon hatchling).

GI-Borg O.C.C.

"The Synthetic Human"

During the D-bee Wars Kajira needed a way to slow down the enemies approach, so the GI-Borg was created.

These borgs were given the highest respect in kajira, to try to get more "volunteers". The scientists of Kajira and Galactic Enterprises came together, along with several alien scientists, to create these borgs of awesome powers. These almost match if not beat the power armor pilots. Unlike the power armor pilots, they are a mega damage super warrior. They don't feel claustrophobia of being in the power armor for more than 24 hours. They don't need to eat, drink, sleep, nor do they get fatigued. They run on 100% efficiency most all the time (they don't only when they are damaged). Unlike the traditional cyborg, where they are thick, bulky and overdone, these borgs can produce a false appearance. They are a little bigger than a normal human and have a layer of synthetic skin. This allows

them to infiltrate enemy hide outs wearing normal clothes and armor, and at the same time they have all the powers of a borg. With the process of nano-technology they can regenerate the synthetic skin and "heal" themselves making them superior to normal borgs.

Requirements: Need a M.E. of 12 and high P.E. is suggested not required

M.D.C.: 180 M.D.C.

Light Armor: plus 70 M.D.C. -5 on prowl

Heavy Armor: plus 170 M.D.C. -10 on prowl

O.C.C. Skills:

Radio: Basic (15%)

Surveillance Systems (10%)

Basic Electronics (10%)

Detect Ambush (15%)

Detect Concealment (10%)

Streetwise (15%)

Intelligence (10%)

Pilot: Power Armor

Pilot: Robot

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Martial

Hand to Hand Martial can be changed to assassin at the cost of one "other" skill.

O.C.C. Related: Select six other skills, plus select two at level four, two at level seven, and one at levels ten, eleven and twelve. All new skills start at level one proficiency.

Communications: any (5%)

Domestic: any (5%)

Electrical: any (5%)

Espionage: any (5%)

Medical: any

Military: any

Physical: any

Pilot: any (10%)

Pilot Related: any

Rogue: any

Science: any (5%)

Technical: any (10%)

W.P.: any

Wilderness: any

Secondary Skills: The character also gets to select six secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Abilities: Can see in thermo-imager, ultra violet, heat, and can magnify to see 1000 yd clearly, can regenerate synthetic skin in two hours, can regenerate 3D6 M.D. per minute.

Standard Equipment: Basic survival pack, several small bags, one back pack, 50 feet of cord or rope, set of clothes and armor, three weapons of choice, Kajiran Armored Jeep

Money: Starts with 2D6x1000 credits

The Gifted Ones R.C.C.

The Gifted Ones are the offspring of Kherubim and humans from earth. The name "gifted ones" was given by the Kherubim to describe their awesome powers. Through magic from the rifts and the unlikely combination of human and Kherubim, came the "gifted ones." They are born with amazing abilities and powers. Not all children of Kherubim are "gifted ones," and those that are, are all unique in their powers.

The Kherubim try to search out for their descendants, in order to recruit them for the battle waged against the Daemonites. The Daemonites, too search for any "gifted ones" in order to possess and control the mighty powers.

The powers of the "gifted ones" range from simple mind powers to powerful destructive forces. Each "gifted one" is different, and is

always a powerful being, in some way.

Attributes: IQ: 3D6+2, ME: 4D6, MA: 3D6, PS: 4D6+2, PP: 4D6, PE: 4D6, PB: 3D6, Spd: 4D6

Hit Points: PE + 3D6

SDC: 60+ skill and other bonuses

P.P.E.: 2D6

I.S.P.: 3D6x10

Weight: Varies, usually human size

Height: Varies, usually human size

Natural Abilities: The character should roll on the power selection table below to determine the number of powers/abilities.

01-10 Select 4 major and two minor super powers*

11-20 Select 3 major and 4 minor super powers*

21-30 Roll on power selection table*

31-40 Select 4 Super Psionics

41-50 Choose 2 of 3 Psionic categories and take all powers in it.

51-60 Choose 2 super psionics, and 12 others from all categories (not super)

61-70 Choose 2 major and 2 minor super abilities and 1 bionic limb and weapon

71-80 Choose 7 minor super powers*

81-90 Choose 1 major super power* and 8 psionic powers (not super)

91-00 Choose 2 super Psionics and 2 major super powers*

*In Heroes Unlimited and extra powers in this supplement.

Note: The powers of the "Gifted Ones" are quite unique. Like their Kherubim relatives, when combined with bionics, they don't lose their abilities.

Life Span: 100+ years.

Appearance: Appear as a normal human, unless powers determine otherwise. 20% have mutant defects or appearance. Roll on mutant table in Heroes Unlimited.

O.C.C.'s: Any, but lean toward mercenary and warrior. Few "gifted ones" become mages, crazies, or juicers.

God Machine R.C.C.

My thanks to those answering my question about the Nightspawn in Rifts. Here is another conversion that I use in my Rifts game, the God Machine. It is based on a Hong Kong comic book character. I have put a twist on this character, making it a R.C.C. (Normally, it would be too powerful to seriously consider, unless munkining) The God Machine is a Trademark of Magnum Consultants, LTD. All Rifts references, including MDC, and all other character components, are TM of Palladium Books.

In a time of domination and tyranny in another dimension, the God Machines rose up to stem the madness brought upon the world by a group of unearthly marauders. Their final act was to form the Ultimate Machine, a mechanical beast created by the God Machines awesome powers. Though triumphant, the destruction of the enemy also separated the God Machines, reducing their powers, and scattering them throughout the Megaverse. A few have made their way to Rifts earth, where most fight for the Forces of Light, the Outcasts are wandering creatures of destruction, either fighting solo, or allying with dark forces.

Alignment: Any, but generally good or unprincipled.

Attributes: IQ 3d6 ME 4d6 MA 3d6 PS 4d6+10(supernatural) PP 4d6 PE 3d6+10 PB 3d6+6 (never less than 14) SPD 5d6+10

M.D.C.: 3d4x10 plus body armor. Gains 1d4x10 MDC/level

P.P.E.: 2d6x10

Horror Factor: 12 when really enraged

I.S.P.: 4d6x10 plus 5d6/level

Weight: 200 to 300 pounds

Size: 6 to 7 1/2 feet tall

Natural Abilities: Nightvision 120', keen senses (about 50% higher than humans) mechanical manipulation; this power uses ISP points to create objects/weapons out of mechanical bits and pieces lying around (see chart below), does not need to eat, drink or breathe. Note: these characters cannot use ANY machinery made by any being besides themselves or another of their kind. Any

attempt will cause the machinery to malfunction, there are no exceptions, and magic cannot help this situation. This means weapons, vehicles, computers, anything that is working, the God Machines infuse their power upon a non-working object, group of parts to make it work. They can use this to their advantage by sabotaging the enemies equipment.

Natural Bonuses: Impervious to all types of possession and a vampire's bite. +3 initiative, +3 strike, parry and dodge, +4 to horror factor.

Damage: Supernatural, as per the Rifts Conversion Book I

Psionics: Levitation, Mind Block, and Telemechanics in addition to Mechanical Manipulation

Magic: None

R.C.C. Skills of note: Mechanical engineer (of own creations) 60%, Literate and speak their own language and two others at 98%, wilderness survival (basically for making shelter) 65%, two weapon proficiencies of choice.

O.C.C.'s: Basically, any "physical" O.C.C., vagabond, city rat, headhunter, etc., except for Coalition/Any other human supremacist government's occupation, and Glitter Boy (unless the character has made their own suit) unlikely, but possible.

Appearance: A muscular male/female with slightly elven features (pointed ears, no facial hair). Eyes are usually a solid red or blue, glow softly in darkness/shade. Glows brightly when they are angry.

Allies/Enemies: None yet. The God Machines are fairly new to Rifts Earth.

Notes: Starting equipment will not include any functioning machinery! This must all be created from scrounged parts.

Mechanical Manipulation: Through the expenditure of ISP, the character can either bond pieces together or restart a broken item as follows:

Minor repair/at least 90% parts scrounged together: 30 ISP

Major Repair/Minor Construction/70% parts: 70 ISP

Major Construction: 120 ISP

GM's are free to flesh out how they define each level of the manipulation and adjust accordingly for the level of technology/intricacy involved. Anything created lasts for 2d6 days per level of character, at which time it will fall apart. Ammunition (e-clips or otherwise) must be obtained normally, character cannot recharge spent e-clips.

Gravity Initiate O.C.C.

By:

[Zach Jackson](#)

Greetings to all who listen to my ideas! This is another of my creations for a cosmic-class order of defenders of the megaverse. The Gravity Initiate (or GI) really should only be used in a campaign that is relatively high powered, that is cosmo-knight level stuff. This is, I think, my second cosmic level OCC that I've posted and I plan to add more to the list. (coming up, the Stormbreaker and Starmaster OCC's and possibly my Galactic Warrior OCC as well)

Oh, all of the non-new nouns and copyrights belong to one Kevin Siembieda, so let it be written, so let it be done.

Private log of Thraxus, date unknown

"...Today I have seen another reminder of how varied this universe really is. One of my brand new shipping vessels has hired a new type of engineer, one who has abilities that I have never seen before. According to Captain Danar, this engineer has the ability to boost the top speed of the ship by thirty percent, and keep it there for almost the entire flight time. Also, even better, the man thrives on inanimate matter, allowing the ship to dispose of certain items that are no longer of use to them. This engineer claims to be from a far off place; but by some of his actions that I have seen, I really do not think so. Perhaps there are others like him, somewhere out there?"

A Gravity Initiate is a person who is powered by a almost suicidal method. People who wish to become a GI must fling themselves into a black hole, the source of their powers! Despite the almost impossiblensness of it all, there are some who survive and go through to the other side. Their memory of the inside of the black hole is usually vague, and cannot be trusted. After surviving the hole, a GI actually has a minature black hole inside of themselves. One that allows them to control gravitonic particles and create gravity fields.

When they die, the gravity effect absorbs their body, leaving no clue to their existence.

There is a group of Initiates who station themselves out by the black hole, waiting for the new comers to arrive, back from the abyss. There, the new ones are trained to fight, and to repair things, as a GI as a scientist and warrior. They are excellent explorers and get along with cosmo-knights and Rift Aegises fairly well.

Restrictions: Cannot be a demon, god or undead level being. Also, any cosmic powered characters who attempt to enter the great black hole will be crushed to death, no saving throw.

Attributes: use these stats or races own, whichever is higher IQ 3d6 ME 3d6+6 MA 3d6 PS 4d6+6 PP 3d6+1 PE 4d6+10 PB 3d6 Spd 4d6

Alignment: most (85%) are good or unprincipled.

P.P.E.: 1d6*100 (+PE) add 1d6*10 per level

M.D.C.: 3d6*10 add 2d6 per level

Life span: 10X the races normal lifespan.

Powers (or #1-3 use the power from the HU gravity control ability)

- Reduce Gravity:** same as HU ability, 2X strength (ie, can carry double the normal amount listed, and jump twice as far)
Cost: 2 PPE per melee.
This power can also add 30% to the max speed of a congravitonic or gravitonic drive. The cost for this ability is 480 PPE per hour. Needless to say, the GI will be eating often. (see power 7 for details.)
- Increase gravity:** same as HU ability, 2X strength. cost 3 PPE per melee.
- Zero gravity:** same as HU ability, 2X range, power, etc cost 4 PPE per melee.
- Gravitonic flight:** can fly at mach one plus 1 per every odd level (3,5,7 etc) Congravitonic flight: needs 15 minutes to "warm up" this ability, allows for 1 light year to be traveled plus one per every even level of experience. Cost for congravitonic flight is 100 PPE.
- Gravitonic blade:** by focusing gravitonic particles in a constant stream, a blade of gravitonic energy can be fashioned. Damage 1d6 per level of experience. Cost: 5 PPE per melee
- Gravity Initiate is immune** to the harmful effects of space and can exist in normal deep space without harm. (GI does not have the cosmo-knight resistance to energy and cannot fly into/through stars)
- Matter absorption:** the GI can absorb inanimate matter into himself. This is usually done through the hands and can be done on any SDC or light MDC material (max MDC is 50 per item and 10 per square meter. No, a GI cannot absorb body armor, it's too close to a organic being).
In fact a GI must absorb 100 lbs of inanimate matter daily, in order to satisfy the urges of the black hole raging inside of them. If they do not, they are at -5 mdc and hungry with cumulative effects every day after that. When the GI reaches 0 MDC the black hole inside of them consumes them body and soul (no saving throw).
Additional matter after the first 100 lbs for the day can recharge the GI. Every 10 lbs extra can give the GI either 1d6 MDC or 1 ppe point. The max that can be absorbed per 24 hours (relative to the GI) is their MDC*30 plus PPE*10 lbs.
Other limitations to this ability:
 - Cannot absorb enchanted items/materials. (this includes the skin of Woomwood)
 - Cannot absorb organic matter. So no eating trees. (or dirt when you think about it)
 - Cannot absorb matter during combat. (of any type)
- Particle tracking:** GI can trace the gravitonic trail of any thing that has passed through the area. This adds plus three to perception. Also gives the skills of Navigate space (80%) and land navigation (90%) During play, use this power similar to a bloodhounds' ability to track by scent (ie the trail could be old, easy or hard to follow)
- Advanced Gravitonic Mastery** (gains the following abilities at the following levels)
 - LV 2: Gravity blast attack
The ability to push gravitonic particles at the foe in a narrow beam.
Cost 1 PPE per 1d6 MD
Range: 1000 ft +50 ft per level after 2
Strike roll: standard (HtH bonus only)
 - LV 4: Gravity aura
GI can surround himself in a gravitonic field that protects vs MD.
Cost 1 PPE per 5 MDC in aura
Range: self only
Other effects: magic is affected by field: 1/2 effect and duration.

Duration: 20 minutes per level after 4 (ie at lv 7 for 80 min)

-LV 6: Gravity compression technique

A wider, stronger version of the blast.

Cost 1 PPE per 1d8 damage

Range: 500' +20' per lv after 6

Width: 6 feet plus one foot per lv after 6

Strike roll: standard.

-LV 8: Gravity Wave technique

A short, wide blaze of gravitonic particles

Cost 1 PPE per 1d10 damage

Range: 250' +15' per level after 8

Width: 25' + 2' per level after 8

Strike roll: standard

-LV 11: Gravity Well technique

a temporary release of the inner black hole of the GI. Very painful for the GI as well as devastating.

Cost: 150 PPE +50 per additional melee. Also drains GI of 75 MDC

Effect: Save vs magic (15+) or be sucked into a mini black hole radiating from the GI (30' radius). Those in hole suffer 1d4*100 MD per melee until well is cancelled.

Duration: 1 melee to start, GI can continue as long as he has the energy. Cannot use power #7 during this attack.

-LV 13: Gravity Anti-Matter

The last manifested ability of the GI, the power to create anti-matter from his hidden gravity vortex.

Cost: 1 PPE per 2d6 damage

Range: 500' plus 10' per lv after 13

Strike roll: standard

Note: victim must save vs Anti-matter sickness (16+) or suffer the same effects as radiation sickness for the same duration (see AU for details or just forget this save)

10. **Bonuses:**

+1 to strike parry and dodge (from combat training)

+3 vs magic

takes 1/2 damage from kinetic energy attacks (bullets etc)

takes 1/10 damage from gravitonic weapons

11. **Vulnerabilities:** Double damage from psionic and phase powers (double damage and duration)

O.C.C. skills:

Speak/Write native language 98%

Basic/Advanced math 98%

Engineering: electrical and mechanical (+20%)

Starship engineering: (+15%)

Astrophysics: (+15%)

1 language of choice: (+10%)

WP: 2 of choice

Hand to Hand: Expert

(can upgrade to Martial arts for one related skill)

O.C.C. related skills: choose 6 at lv 1. +1 skill at lv 3,6,9,12.

Communications: any

Domestic: none

Electrical: any (+10%)

Espionage: no palming or impersonation

Mechanical: any (+10%)

Medical: First aid only

Military: none

Physical: any

Pilot: no robot or power armor combat

Pilot related: any

Rogue: any
Science: any (+10%)
Technical: any (+5%)
Wilderness: none
WP: any

Secondary skills: select four

Cybernetics: None as the nature of the GI prevents cybernetics (usually absorbed into the body)

Equipment: Gravity forged armor (120 MDC non-environmental), 1 weapon of choice (1d6 clips for a projectile weapon), Tool kit for engineers (with every widget needed for fixing most, stuff) Wt 50 lbs for kit.

Money: 1d6*1000 credits

Xp Table: Same as Phase adepts.

Green Lantern Corp O.C.C.

By:

[D.J. Dreded](#)

In darkest day in brightest night no one shall escape my sight, those who worship evils might beware my powers Green Lanterns light Long ago the Guardians of the Universe created an intergalactic police force to protect the universe from the forces of evil. They were called the Green Lanterns and if you don't know who they are you better ask someone. All of the G.L. powers and abilities come from their Power Ring which some call the most powerful weapon in the universe. With this ring the G.L. can accomplish many power stunts from flight to force manipulation. The way that they are able to do this, is because of willpower. The more willpower you have the more powerful you are. The rings are a combination of Kyle's and Hal's power rings With this I will explain how to create a Green Lantern and how their abilities work if there are any Questions or you think I left something out e-mail me at D.J.Dreded@aol.com Green Lanterns are a Trade Mark of DC Comic all Rights Reserved

Attribute Requirement: I.Q. 12, M.E. 15, P.E. 12, and loyalty to the Guardians (note 10% of G.L. have Extraordinary ME this roll must be done in front of the G.M.)

Alignment: must be of a good alignment (possibly selfish)

Skills: most green lanterns are already skilled in their occupation so I would use the heroes unlimited book to make their basic skills. and can throw in some skills from other books if need be.

Weapons, POWER RING- The power ring the source of all of the G.L. works off of I.S.P. To know how much ISP your character has that your ME rating and multiply it by 100 the reason why it is so high is because Green Lanterns barely ever lose all their power in just one fight and plus they can only recharge their ring by one way their power battery

Flight --The Green Lantern eases power to master is the flight power it costs 1 ISP to fly at mach 1, 5 to travel mach 7, and 10 ISP to fly at the maximum speed of 1500 times the speed of light (note the fastest a GL can travel is Mach 7 in atmosphere and the lightspeed is only used in space to get to one point to another)

Green Lantern Sense--With this ability the green lantern can find any Green Lantern in the universe no matter where they are by spending 5 ISP

Astral Projection-- A Green Lantern can travel at the speed of thought anywhere in the universe by spending 10 ISP

Protection-- The ring protects its user in many ways

1. The ring gives the wearer an A.R. of the character's beginning M.E. Divided by 2 + 1 at levels 3,6,9,12 and 15 to a maximum of 18 i.e. Billy a new Green Lantern has an M.E. of a 20 so his AR of a 10. this does not
2. A Green Lantern's ring increases their SDC by their ME x 10 i.e. Bill has 50 SDC but his ME is 20 so he has 250 SDC (20x10= 200+ 50=250) in Rifts it ME X 50 for MDC.
3. The G.L. ring heals their wearer at 1d4x10 every 4 rounds (1 minute) at a cost of 10 ISP.
4. The ring will automatically protect its wearer in any environment allowing a G.L. to flight through space unprotected, surviving on radiated planets and so on with no ill effects

Ring Intelligence-- The ring is also like a computer that works on voice command the ring stores information and can pull information from the main power battery that can help the Green Lanterns with problem solving and information of alien races villains of the Corp and other things. The ring has an IQ of a 20 and to see if the G.L. ring has the information it asks for the GM should roll for the following chart

01-25 no information 50-00 large amount of information

26-50 small amount of information

Understanding-- The ring automatically translate all language for the G.L. so he can speak languages and understand all languages automatically

Force Manipulation --This ability allow the user to make anything they want to and is their primary offensive and defensive power. Their are certain way to use this ability to use its power that is creation of objects and damage NOTE the ring's Force Manipulation is energy unlike any energy souce the energy actually becomes solid and can't be absorbed unless the GL used it in it rawest form

Creating objects-- to create an object you use your ME rating as the maxim point you spend here a Quick list to help with the creation

1 ISP= 5 SDC (NOTE GL you should use this when they plan on using the item for

1 ISP= 1 PS more that one attack. For best result try to make the creature

1 ISP= 1 PP before the game and try to have a set basic for creature made

1 ISP= 10 SPD from the ring.)

DAMAGE -- Show how much damage is done. It cost 10 ISP for a low 20 ISP for a medium and 30 for high + ME Rating i.e. Billy does a full power bast that does 6d6 + 20 (because billys ME is a 20)

	16-20	21-25	26-30	31-35	36- 40	41-50	51-60
10	3d6	4d6	5d6	5d6	1d4x10	1d6x10	2d4x10
20	5d6	5d6	1d4x10	1d6x10	2d4x10	2d6x10	3d6x10
30	5d6	1d4x10	1d6x10	2d4x10	2d6x10	3d6x10	4d6x10

Omni power-- This ability allows a G.L. to mimic other superabilitys and powers with their ring power at a cost of 25 ISP for 1 round i.e. Brutus the Brawler forces Billy to fight him hand to hand combat Billy deiced to make his PS supernatural so he spend 25 ISP and starts pounding. Another example is a GL see a burning building and decide to put it out with his force manipulation and make it a water like substance so he spends 25 ISP + the ISP he is putting into his force manipulation and make a Giant Bucket of water to put out the flames

Training -- After a Green Lantern receive their ring they must complete a 4 week training course that teaches them concentration, show them how to focus on their will and shows them how to use their rings Once they have finish their training the G.L. is officially apart of the Corp and is Given a sector to protect. The training gives you the following bonus

- +5 to save vs. horror factor +1 every level
- +4 to ME + 1 every level
- +1 to PS
- +2 to PE
- +5 to strike and parry with ring + those gain in Hand to Hand
- +10 to concentration

DRAWBACKS

The G.L. are powerful in many ways but they have many weakness and they are Recharging, Concentration and Yellow.

Recharging-- Once a Green Lanterns ring starts to get low on it ISP they will need to recharge it their are only one way to charge their ring and that is their power battery. The power battery is connected to the Main battery that Gives the Green Lanterns their power. The Recharging of the ring take 1 round and during that the character can not take any offensive action. The power battery has enough power to run a City off of forever and if someone was to find a way to tap in to it the result could be disastrous so the G.L. will protect their battery at all cost.

Power Battery: AR 15 SDC/MDC 500

Concentration-- The ring works off of will power as I said before so to use the ring you have to concentrate on what your doing that mean if for any reason your concentration is broke your Force manipulation disappears and you have to spend ISP to recreate one. To see if Concentration is broken you must roll your concentration which 50% + 5 every level (+ 10 if the G.L.went thur training) if the G.L. make the roll the object stays if he fails it's gone

Yellow-- The only thing a G.L. Ring doesn't work against is yellow that means if a man Dress in all yellow was fighting against a GL the GL is in trouble. 1. the Force manipulation can't hit the man or hold him ie Billy is fighting the Cannery, a man in a YELLOW suit with the sonic power. Bill try to hit him with a Giant boxing Glove but when it connect with the cannery it fades away. So bill try to capture him in a Force field the Cannery simply just walks right thur it as if nothing is there. Also the G.L. takes double damage from yellow attack i.e. Billy is hit by the Cannery's Sonic Blast that happens to be yellow so the Cannery rolls 1D4x10 and get a 40 and x that by two and you get 80 points of damage the GL is in troubles

Grendel O.C.C.

This is an OCC I cooked up after reading *Grendel:Warchild* and is thus based on a character created by Matt Wagner. Grendel, Orion Assante, and so on are copyright Matt Wagner, and are not mine. Hope he doesn't mind.

The Grendels are a warrior order that evolved on a parallel Earth. They are totally devoted to their emperor, Orion Assante, and his

descendants and are capable of doing almost any service the Assantes request of them The Grendels are the elite of the empire, and though the Assante rule extends across the globe, there are only a few million Grendels. They are known to be utterly ruthless and commonly brutal, capable of feats of savagery and cruelty that would make a normal human shudder in disgust. For this reason, the Grendels, in their slick black garb, are almost universally feared throughout the empire. Now, a few random rifts have brought the Grendels to Rifts Earth, and they are making their presence known there, achieving some mixed popularity as implacable vampire hunters and cruel tyrants.

Violence and carnage seem drawn to these mysterious creatures, leading some theorists to claim that the spirit of the first Grendel is somehow watching over/influencing the lives of its namesakes, finding in them a way to affect matters on the mortal plane once more.< Such a belief is circumspect, but who can tell in the world of Rifts?

Alignment: Typically Aberrant; any non-good

Attribute Requirements: PS, PE 12, ME 15

O.C.C. Bonuses: +6 vs. HF, +2 initiative, +2 vs. mind control

O.C.C. Skills:

Math, Basic (+10%)

Literacy (98%)

Languages: 4 additional (+40%)

Radio: Basic (+15%)

Intelligence (+20%)

Detect Concealment (+20%)

Detect Ambush (+20%)

Tracking (+20%)

Computer Operations

Read Sensory Equipment

Climbing (+15%)

Streetwise

Weapon Systems (+10%)

Navigation (land)

Lore: Vampire (+15%) (see Nightspawn)

Athletics

Pilot: Robot Combat: Basic

Pilot: Any 2

Weapon: Any 5

Hand to Hand Assassin or Martial Arts

O.C.C. Related: select 5; one more at levels 3, 6, 9

Communication: Any (+10%)

Domestic: Any

Electical: Basic only

Espionage: Any (+15%)

Mechanical: Basic only

Medical: First Aid only

Military: Any (+10%)

Physical: Any (+10%)

Pilot: Any (+15%)

Pilot Related: Any (+15%)

Rogue: Any

Science: None

Technical: Any (+5%)

Weapon: Any

Wilderness: Any (+5%)

Secondary Skills: Select 3 at levels 1, 4, 8, 12

Standard Equipment: backpack, utility belt, air filter and gas mask, goggles/sunglasses, sleeping bag, 6 wooden stakes, hammer, flamethrower, canteen, rations, few e-clips, radio, pocket computer, rope, small axe, few knives, personal items, some form of transportation, usually a hover-bike or the like.

Weapons: Prefer ancient style weapons, but not vibro-blades. Go for energy blades or rune weapons; energy pistol and energy rifle

Armor: Suit of light Mega damage armor and an extra suit of heavier armor.

Money: 1D4x100 cr in cash, 1D6x1000 in black market items

Cybernetics: Grendels frequently have from 1-6 cybernetic implants. A number of them elect for partial conversion, and at least one full conversion Grendel-borg has been seen in the Pecos Empire.

Grendel Weapons and Armor:

Note: In my campaign, Vampires are NOT harmed by running water. Why?

It seems incredibly cheap to me that such powerful villains can be destroyed by a squirt gun. However, like Ricean Vampires, fire is quite deadly -- so deadly, in fact that Vampires heal fire damage at a normal human rate. The only reason I mention this is because the Grendel weapons fire plasma/superheated flame, and are thus designed as Vampire killing machines. Ignore it as you will.

Grendel Raypier (energy blade) -- a click of a button creates a three foot long blade of plasma.

Mega-Damage: 1D4x10 MD

Cost: 30,000 cr

The Glaive: Based on the famous weapon used by Hunter Rose long ago. A six foot length of steel tipped by a foot long blade ensorcelled to inflict mega-damage.

Mega-Damage: 6D6 MD: 100,000 cr

Blaster(pistol)

Weight: 2 lb.

Damage: 4D6 MD (plasma)

Range: 1000 ft

Payload: 20 shots

Cost: 8,000 cr, clips cost 500 cr

Grendel Light Armor: Light, slick looking suit, form fitting with the trademark Grendel mask.

MDC: 80

Weight: 20 lb.

Good Mobility: -5% prowl penalty

Colors: Black

Fits: Designed for humanoids 6 to 9 feet tall

Cost: 20,000 cr

Grendel Heavy Armor: Bulkier, heavier armor with thicker plates.

MDC: 120

Weight: 25 lb.

Fair mobility: -15% prowl penalty

Colors: Black

Cost: 60,000 cr

Borg Grendels can also wear borg armor (coming soon)

Gryphon Rider O.C.C.

By:

[Shawn Joiner](#)

This is a conversion from the game Warcraft 2 to the Rifts Earth environment. I made up a lot of the stuff involving the creation of the riders, and their bond with the gryphon.

The gryphon riders are the elite combat force of the Dwarves that inhabit the cold environment of the Northeron Mountains in the world of Warcraft. Their courage and stamina are legendary in their world. They played a large role in the war against the invading orc horde, especially against the mighty dragons that the warlock Gul'dan had summoned.

A gryphon rider must be a dwarf. They are handpicked from the most skilled of the dwarven infantry and then linked to both their weapon and their gryphon in a magical ritual.

The stormhammer, a rider's devastating weapon, is molded from a solid piece of granite by a Stone Master. The entire thing, including the handle, is made of a single chunk of stone that was carved out of a mountain side. It symbolizes the dwarves relationship to the

land. This make the hammer impossible to use, normally. However, this shortcoming is overcome after the bonding ritual.

The gryphons used as mounts have been bred for strength and intelligence by the dwarves for hundreds of years. They are handled in huge aviaries by air warlocks. The gryphons are also trained near the aviaries. After the ritual, the gryphon gains a telepathic link to the rider and becomes a powerful ally.

The bonding ritual includes not only the dwarf rider, the gryphon, and the stormhammer, but also an air warlock, an earth warlock and the stone master that originally shaped the stormhammer that the gryphon rider would use. The ritual also requires three gems, of all the same type and color. All participants are gathered in the gryphon aviary, and must chant ancient melodies for hours. This continues for half a day, when both warlocks and the stone master take the three gems and infuse them with PPE. Then, at the height of the magic, the earth warlock presses a gem into dwarves forehead, the air warlock presses a gem into the gryphon's forehead, and the stone master presses a gem into the head of the stormhammer. The ritual finishes, and the three are linked. The gems press into the flesh and stone without damaging either. They become imbedded there and impossible to remove.

The ritual provides the dwarf with and MDC body and increases the MDC of the gryphon. They are also telepathically linked. They can sense each others thoughts and respond accordingly, making them a lethal team. One of the biggest changes is to the stormhammer. Although the rider's strength is only minimally increased by the magic, he can now wield the hammer as if it were perfectly balanced and the hammer is also imbued with other special properties.

The Dwarves first came to Rifts Earth through an alliance with the gnomes of Khaz Modan and the elves of Silverymoon. The elves had been able to create rifts using a sacred monolith called the runestone. The gnomes, dwarves, and elves each provided some soldiers and explorers. The elves had already explored a small portion of the world, but wanted a more thorough investigation. The portal was opened, and the dwarves, elves, and gnomes all entered. The portal was to be opened again in one year, so the party could return. However, since then, the invading orc army attacked and destroyed the runestone. The evil Gulâdan used the slabs of rock to construct the Altars of Storms, where the Ogre-magi were created. The exploration teams were stranded, and are now trapped on Rifts Earth

Race Limitations: Only Dwarves can become Gryphon Riders

Powers of the Ritual:

1. Attribute bonuses: +5 PS, +3 PE, +1 PP, +1 attack per melee

2. Telepathic link with their gryphon. This link allows the rider to command the gryphon and to read the gryphon's thoughts. However, there are some limitations. The range of the link is 3 miles. If they are ever separated by more than that for 24 hours, they begin to die, each suffering a loss of 10% of their original MDC each day. They can die from separation. The link is so powerful that if one dies, so does the other.

3. The stormhammer. The stormhammer, while still solid stone, is now a deadly weapon in the hands of the dwarf that it is linked with. The hammer also becomes indestructible. The hammer inflicts 3d6 MDC when used to physically hit something by the dwarf. The hammer can also throw two lightning bolts per melee, each doing 4d6 MDC, to a range of 1000 feet. The hammer still acts as heavy as stone to anyone except the dwarf it's linked with, preventing anyone else from using it as a weapon.

4. MDC conversion. Through the ritual, the Dwarf gains a physical MDC equal to one half that of his gryphon mount. This amount does not change with experience. He also bio-regenerates at rate of 1d6 x 5 MDC per hour.

O.C.C. Skills:

Demolitions +10%

Wilderness Survival +20%

Horsemanship: Exotic +40%

Lore: Demons and Monsters +10%

WP Blunt

WP three of choice

Body Building

Language of choice +10%

Prowl +10%

Hunting +20%

O.C.C. related skills: Select seven from the following categories:

Communications: Any +5%

Domestic: Any

Electrical: Any

Espionage: Any except intelligence

Mechanical: Any
Medical: First Aid and Holistic Medicine only
Military: Any
Physical: Any +10% where applicable
Pilot: Any except Robot
Pilot Related: Any
Rouge: None
Science: None
Technical: Any
WP: Any
Wilderness: Any +10%

Secondary Skills: choose six from the above list

For the gryphon mount, use the stats from Conversion Book 1, but change PS to 6d6, MDC to 3d6 x 10 + 250. Also add bioregeneration of 1d6 x 10 per hour, and increase damage by 2d6 MDC.

Equipment: The gryphon rider starts off with the stormhammer and a saddle. His vehicle is the gryphon. Each member of the exploration party was given 30,000 credits in gems to use in trading for items in the New World.

Cybernetics: Starts with none and will get none. These would damage the link and might kill the dwarf and gryphon.

For non MDC worlds, like HU, I'd change the MDC to SDC and reduce it by one third. The rider's SDC would equal his SDC plus one half of the gryphon's. Also, the physical hammer blows would do 5d6 SDC. Getting hit with an indestructible hammer that's solid stone has to hurt.

The Guardian Mystic

By: [Basara Nekki](#)

I came up with this O.C.C. as sort of a defender of the realm type of O.C.C., that would be (at medium levels) a nice tool to put not-nice PCs in their place (especially if he has friends of his own persuasion as backup). It is really overpowered, but I think the ties to a specific area help balance it (How many people do you know who'd take a character out of its home area, where it would have a 95% XP penalty, while using the Vampire XP table?)

Guardian Mystic O.C.C.

(Primarily meant as N.P.C. ally, but optionally a player character)

Not to be confused with the Guardians of Nightbane, the Guardian Mystic is a high-powered variant of the traditional Mystic Magic O.C.C. Their powers are intuitive, like that O.C.C., but are much more powerful, yet in many ways even more limited.

Their powers are generally attuned to the specific location where they were born and raised, or where they currently reside permanently. This could be an area as small as a free city (or village with surrounding forest or farm land), to as large as a small kingdom. In any case, the area is at most about 2500 square miles (roughly 50x50 miles), though rarely regularly shaped (generally, natural boundaries and societal boundaries play more of a role than purely political ones). To use an area of the Magic Zone as an example (Western Kentucky), the boundaries for a Guardian Mystic in that area would probably consist of the Mississippi to the west, the Ohio to the north, either the Tennessee or Cumberland river to the east (the latter would include the "Land between the Lakes" area), and natural landscape or cultural borders to the south (possibly extending as far as the Reelfoot Lake area).

Within this area, the Guardian Mystic's spells and psychic powers function normally. Outside it, I.S.P. & P.P.E. costs are doubled, and the character suffers a 95% experience point penalty. A new area can be attuned to, but takes 3D6 months of residence before the penalties disappear. At that point, the original (or any intermediate) attuned area is no longer treated as the Mystic's chosen area, but can be re-attuned to (at the cost of abandoning the later area(s)) in 6D6 days, provided nothing major has occurred in the Mystic's absence (flooding of land by construction of a dam and reservoir, depopulation, replacing the population via "ethnic cleansing", ecological disasters, etc.).

Guardian Mystics who remain in an area for decades usually have several apprentices. While these are not trained, per se, they do seem to develop spontaneously in societies where Guardian Mystics reside (1D4 potential apprentices born every 10 years, +1 for every mystic present over 8th level). After receiving the training that starts them down this path (1st or 2nd level), if there are more than one Guardian Mystic in the area for every 1000 residents, the excess will emigrate to other locations, generally an even mix of veterans and neophytes, with the most experienced Mystic (the local "Master") staying behind with his chosen successor.

Attribute Requirements: I.Q. 10, M.E. 13, and M.A. 12. A high P.E. is also recommended.

Alignment: Any Good, Unprincipled, or Aberrant.

Experience Point Progression: As Vampire (Rifts WB 1, page 18). Yes, it takes 5,001 to reach second level, but this class demands such slow progression.

O.C.C. Skills:

Native Language(Spoken & Literacy) (+20%)

Holistic Medicine (+15%)

Lore: Demon & Faerie (+10%)

Lore: Magic (+20%)

History (+10%, +20% in relation to local history)

Select 4 Domestic Skills (+10% to each, or make two professional)

Hand to Hand Skills must be selected as O.C.C. related or Secondary skills; one slot for Basic, two for Expert, three for Martial Arts (Assassin & Commando not available)

O.C.C.-Related Skills: Select six other skills. Plus select one additional skill each level evenly divisible by four (4th, 8th, etc.) All new skills start at level one proficiency.

Communications: Performing aarts-style skills & sign language only

Domestic: Any(+10%)

Electrical: Basic only

Espionage: None

Mechanical: Basic & Automotive only

Medical: Brewing, First aid & Paramedic only (Paramedic costs double)

Military: None

Physical: Any; Acrobatics costs double.

Pilot: Horsemanship skills, civilian ground & water vehicle types only.

Pilot-Related: Navigation only.

Rogue: Streetwise only (+10% for area first attuned to)

Science: Any

Technical: Any. Computers cost double, Lores & Languages are (+5%)

W.P. Any

Wilderness: Any (+5%)

Secondary Skills: Select four from the list above, without bonuses.

Equipment: As standard Mystic, with additional 1D4 weapons (ancient or modern) and a spare suit of light M.D.C. armor. If the area comes under attack, will probably loan these to a trusted friend who can back him up if his spells and psionics aren't enough.

Money: As Mystic. May sell the armor and weapons above for additional funds.

Cybernetics: None, unless biosystems are needed for medical reasons.

Psionic Powers:

Unlike the conventional Mystic, the Guardian Mystic is not as limited in psionic powers. However, the cost of being linked to an area serves as a limiter in and of itself.

1. Sense Supernatural Evil: As Mystic Magic O.C.C.
2. Opening Oneself to the Supernatural: As Mystic Magic O.C.C.
3. Initial Psionic Powers: Meditation, Clairvoyance, Exorcism, Sixth Sense, 0Gestalt Circle(Nightbane: Between the Shadows), Mind Block, Group Mind Block, and P.P.E. Shield.
4. Spend six slots on the allowed psionics list, at the end of this section. While most non-super powers cost only one slot each, some cost two or more, with Super Psionic powers costing two to four slots each. Four more slots are gained with each additional level of experience, and cannot be saved for later use. However, a number of slots less than the cost of a power can be put into it, but the power does not awaken until the rest of the payment cost is paid. Also, powers that cost 3 or four slots have increased I.S.P. costs.
5. I.S.P. The Character's base I.S.P. is equal to its M.E. times six. An additional 2D4+2 I.S.P. is gained with each additional level of experience, plus the character's M.E. bonus to mental saves. For example, a Guardian Mystic with an M.E. of 20 would get 2D4+5 I.S.P. each level.
6. Saving Throw vs. Psionic Attack: The character is considered a Master Psychic, and has a base save of 10. However, the Guardian Mystic gets an additional +1 to save vs. Psionics, Horror Factor & Possession every level evenly divisible by 5 (5th, 10th, etc.). This is on top of possible M.E. bonuses.

Psionic Powers available to the Guardian Mystic

Notes:

- ❖ from Palladium Fantasy RPG
- ❖ # from Nightbane
- ❖ ^ From Psyscape (and possibly from one or both of the above as well) (slot cost, if more than one)
- ❖ Powers with a slot cost of (3) cost 1.5 times the standard amount of I.S.P. listed in the power description to activate. Powers with a slot cost of (4) cost twice the standard I.S.P. cost. All other attributes of the powers remain unchanged from the description, unless noted below.

Healer Powers:

- ❖ Attack Disease*
- ❖ Deaden Pain
- ❖ Detect Psionics
- ❖ Healing Touch

- ❖ Increased Healing
- ❖ Induce Sleep
- ❖ Lust for Life*
- ❖ Psychic Diagnosis(2)
- ❖ Psychic Purification
- ❖ Psychic Surgery(2)
- ❖ Resist Fatigue
- ❖ Restore P.P.E.^
- ❖ Suppress Fear^
- ❖ Transfer I.S.P.*

Physical Powers:

- ❖ Deaden Senses^
- ❖ Death Trance
- ❖ Ectoplasm(3)
- ❖ Float*
- ❖ Impervious to Cold
- ❖ Impervious to Fire
- ❖ Impervious to Poison/Toxin
- ❖ Levitation
- ❖ Nightvision
- ❖ Resist Fatigue
- ❖ Resist Hunger
- ❖ Resist Thirst
- ❖ Summon Inner StrengthTelekinesis
- ❖ Telekinetic Acceleration Attack^(4)
- ❖ Telekinetic Leap^(2)
- ❖ Telekinetic Lift^
- ❖ Telekinetic Punch^(2)
- ❖ Telekinetic Push^
- ❖ Teleport Object*(4)

Sensitive Powers:

- ❖ Commune With Animals*
- ❖ Commune with Spirits^(2)
- ❖ Dispel Spirits*(2)
- ❖ Dreamdance(minor)#(3)
- ❖ Intuitive Combat^(3)
- ❖ Mask I.S.P. & Psionics^
- ❖ Mask P.P.E.^
- ❖ Mediumship#
- ❖ Object Read
- ❖ Presence Sense
- ❖ Read Dimensional Portal^(2)
- ❖ Remote Viewing^(2)
- ❖ See Aura
- ❖ See the Invisible
- ❖ Sense Dimensional Anomaly^
- ❖ Sense Evil
- ❖ Sense Magic
- ❖ Sped Reading
- ❖ Telepathy
- ❖ Total Recall

Super Psionics:

- ❖ Advanced Trance State*(2)
- ❖ Astral Transference#(4)
- ❖ Bio-regeneration(Super)(2)
- ❖ Block Breaker#(3)
- ❖ Catatonic Strike*(4)
- ❖ Cure Insanity*(3)
- ❖ Mental Illusion*(4)
- ❖ Mind Block Auto-Defense(2)
- ❖ Mind Bolt(2)
- ❖ Psi-Shield(2)

- ❖ Psi-Sword(3)
- ❖ Psychic Invisibility^(3)
- ❖ Psychic Body Field^(2)
- ❖ Psychic Omni-Sight^(2)
- ❖ Pyrokinesis (2)(but all attack forms cost double to use)
- ❖ Radiate Horror Factor^(2)
- ❖ Supercharge#(2)
- ❖ Telekinesis(Superior)(2)
- ❖ Telekinetic Force Field(2)

Magic Powers:

1. Gaining Spell Knowledge: The spells are gained as per a 'normal' Mystic, but with only a few changes, primarily in how the spells are selected. First of all, the spells are limited to a specific list, which concentrates on defensive spells, with a very good selection of offensive spells as well. Second, many of the spells are higher or lower than their "normal" spell level with respect to the selection method of the Guardian Mystic, with any attendant change in required casting time as per the casting time by level rules from the Rifts main book and Federation of Magic. Third, some casting costs are changed, due to the nature of the O.C.C., similar to how some mage types from Federation of Magic have altered costs for some spells. Lastly, some spells not normally available to conventional casters are available to the Guardian Mystic. These are mostly Elemental spells.
2. Base P.P.E.: 2D4x10, plus the Guardian Mystic's P.E. number. An additional 2D6 P.P.E. is gained with each level advanced, plus the bonus to save vs. Magic from high P.E. Example: a Guardian Mystic with a P.E. of 18 would get a +2 bonus to the P.P.E. roll, each time he advances.
3. Magic Bonuses: +4 to save vs. Horror Factor, +1 to Magic Saves & Spell Strength at levels evenly Divisible by 5 (5th, 10th, etc.)
4. Initial Spell knowledge: The following spells are always part of the beginning spell knowledge of the Guardian Mystic: Blinding Flash, Globe of Daylight, Fear, Mystic Alarm, Turn Dead, Armor of Ithan, Carpet of Adhesion, Energy Field, Magic Net, and Seal.
5. Gaining Spell Knowledge: The Guardian Mystic has a total of 8 additional levels of spells from the 1st & 2nd level spell lists, at first level. With each additional level, roll a number of D6s equal to the new level, for the amount of levels gained to be spent on spells of equal or less level than the character's level.

Notes:

- A. Spell levels can be "held back" for future use, but only as many as the character's current level. In other words, a 3rd level Guardian Mystic could hold back 3 of the levels gained at third level, to spend them at fourth level. Held back levels are not cumulative, and are always the first levels spent on advancement.
- B. The spell list is subdivided into two categories: Offensive & Defensive/Other. Before any other spells are picked, one spell must be picked from the Defensive/Other list, from the highest level available to the character. Of the remaining spell levels, at least half must be spent in the Defensive/Other category as well. Example: If a 5th level mage has 20 levels to spend, 5 must be spent for a 5th level Defensive/Other spell first. Out of the remaining 15, at most 7 levels can be spent on offensive spells, only 5 levels if 5 of the levels are held back for use at sixth level.
- C. If 50+ levels of spells are taken that are Elemental Spells (aka Warlock spells, from the Rifts Conversion Book), the Mystic will be treated by Elementals as if a Warlock (as per Warlock O.C.C. Power #10, "The Brotherhood-Etiquette Between Elemental Forces"). It does not matter if the spells are split between all four types.

Guardian Mystic Spell Lists:

Notes:

- ❖ If a Rifts Spell name seems unfamiliar, it's probably from Federation of Magic
- ❖ () Level of spell as written, if different from Guardian Mystic list
- from Palladium Fantasy RPG
- ❖ ** from Nightbane
- ❖ # Half normal P.P.E. cost
- ❖ (E) Elemental Spell, from Conversion Book One
- ❖ (*)Conversion Book One, Rifts conversion of Palladium Fantasy RPG Spell
- ❖ ^ Has Equivalent (or similar) psionic power. The Guardian Mystic will tend to take the psionic version first/instead (but not required to do so).

Level | Offensive/Combat/Stealth Spells | Defensive/Other Spells

- ```

-----+-----+-----
1 | Cloud of Smoke | See Aura^
 | Thunderclap | See the Invisible^
 | Increase Weight* | Sense Evil^
 | Fiery Touch(E) | Sense Magic^
 | Befuddle(2) | Chameleon(2)
 |
 |
2 | Concealment | Detect Concealment
 | Energy Bolt(3) | Extinguish Fire

```

| Invisibility-Simple(3) | Levitation^  
| Paralysis-Lesser(3) | The Knowing Candle\*\*  
| Cloud of Steam (E)(1) | Breathe Without Air(3)

Level | Offensive/Combat/Stealth Spells | Defensive/Other Spells

-----+-----+-----  
3 | Telekinesis^ | Impervious to Fire^  
| Magic Shield^ | Impervious to Poison^  
| Life Source | Negate Poison/Toxin^  
| Circle of Rain(E) | Purification  
| Throwing Stones(2) | Protection Circle-Simple(9)#  
| Dust Storm(E)(1) | Wall of Clay(E)(2)  
| Fire Bolt(4) | Familiar Link(9)  
| Shadow Meld(4) | Negate Magic(8)#  
| Breathe Fire(E)(5) | Watchguard(3)  
|

4 | Paralysis-Superior(7)\*# | Calling(5)  
| Repel Animals | Escape(5)  
| Deflect | Heal Wounds^  
| Electric Arc | Featherlight(5)  
| Fist of Fury | Impervious to Energy(6)  
| Ricochet Strike | Cure Minor Disorders  
| Blind | Ley Line Transmission  
| Energy Disruption(5) | Multiple Image  
|

5 | Rust(E)(4) | Dissipate Gasses(E)(4)  
| Hail(E)(4) | Chromatic Protection(4)  
| Horrific Illusion | Dream Senses(4) \*\*\*#  
| Superhuman Strength | Circle of Flame  
| Superhuman Speed | Wall of Thorns(E)(4)  
| Charm(\*) | Eyes of Thoth  
| Size of the Behemoth\* | Invisible Wall(E)  
| Lifeblast | House of Glass  
| Mental Blast | Superhuman Endurance  
|

6 | Charm Weapon(5) | Invulnerability (7)  
| Spirit Attack(5) | Wall of Stone(E)(3)  
| Armor Bizarre(5) | Clay to Stone(E)(5)  
| Death Curse(6) | Distant Voice(5)  
| Snowstorm (5) | Mend the Broken(5)  
| Apparition | Mystic Pigeon  
| Call Lightning | Tongues  
| Fire Ball | Words of Truth  
| Ice | Watching Enchantment  
|

7 | Chasm(E)(5) | Screaming Wall of Flame(E)(5)  
| Shards of Ice(E)(4) | Aura of Death(5)  
| Mini-Fireballs(E)(4) | Globe of Silence  
| Blue Flame(E)(5) | See Wards(\*)  
| Animate Plants(E)(3) | Circle of Concealment\*  
| Constrain Being | Clay or Stone to Iron(E)(6)  
| Immobilize\* | Energize Spell(6)  
| Dancing Fires(E)(6) | Illusory Wall(6)  
| Barrage(6) | Heal Self  
| Power Bolt(6) | Electrical Field(E)(6)  
|

Level | Offensive/Combat/Stealth Spells | Defensive/Other Spells

-----+-----+-----  
8 | Animate Object(6)\* | Protection Circle-Superior(13)#  
| Frostblade(6) | Spinning Blades

| Mental Shock(7) | Commune With Spirits^  
 | Ballistic Fire(7) | Eyes of the Wolf  
 | Fire Gout(7) | Luck Curse  
 | Wind Rush(7) | Oracle^  
 | Sonic Blast(7) | Stone to Flesh  
 | Wisps of Confusion | Expel Demons(\*)  
 | Fire Globe | Sense Dimensional Anomaly^  
 | Invincible Armor | Lifeward  
 ||  
 9 | Lightblade(7) | Wind Cushion(E)(8)  
 | Wind Blast(8) | Wall of Defense  
 | Plasma Bolt(E)(8) | Forcebonds(8)  
 | Lightning Arc(8) | Swords to Snakes  
 | Power Weapon(8) | Armorbane(10)  
 | Speed of the Snail | Beat Insurmountable Odds  
 | Crushing Fist(6) | Banishment(10)  
 | Desiccate the Supernatural | Wall of Not(10)  
 ||  
 10 | Petrification(E)(7) | Flame of Life(E)(4)  
 | Age(9)\* | Wall of Iron(E)(5)  
 | Sub-Particle Acceleration(7) | Wards  
 | Monster Insect(9)\* | Dimensional Pocket\*  
 | Dragon Fire(9) | Illusory Forest  
 | Havoc(\*) | Restore Limb  
 | Aura of Doom(9) | Super Healing  
 | Deathword | Remove Curse(11)  
 ||  
 11 | Shockwave(8) | Anti-Magic Cloud  
 | Enemy Mind | Create Magic Scroll  
 | Giant | Summon Fog  
 | Magic Warrior | Illusory Terrain  
 | Meteor | See in Magic Darkness  
 | Speed Weapon | Amulet(12)  
 | Warped Space | Calm Storms(12)  
 | Finger of Lictalon\* | Wall of the Weird(12)  
 ||  
 12 | Tornado(E)(7) | River of Lava(E)(7)  
 | Summon & Control Rain | Energy Sphere(11)  
 | Mindshater(11) | Null Sphere  
 | Soultwist | Shadow Wall(13)  
 ||  
 13 | Summon & Control Storm | Talisman  
 | Create Golem | Restore Life  
 | Sorcerous Fury | Id Barrier(14)  
 ||  
 14 | Annihilate | Close Rift  
 | Enchant Weapon(Minor) | Impenetrable Wall of Force  
 | Void(15) | Restoration  
 ||

**Fifteenth Level:** Handled slightly different than the other levels. Gains 1D4x15 spell levels to spend on level 1-14 spells (no restrictions), and picks TWO of the Items from the following list (Notes as spell list):

- ❖ Resurrection(\*)#
- ❖ Barrier of Thoth(Spell of Legend)(\*)#
- ❖ Crimson Wall of Lictalon(Spell of Legend)(\*)#
- ❖ Sanctuary(Spell of Legend)(\*)#
- ❖ Circle Magic: Equivalent of first level Summoner(\*); advances with further levels as Mystic Guardian.
- ❖ Ward Magic: Equivalent of first level Diabolist(\*); advances with further levels as Mystic Guardian.
- ❖ Additional 90 spell levels from the spell lists (can be taken more than once)

**Sixteenth Level and Beyond:** To advance to each level beyond 15th costs one million experience points, so it's not likely a PC will ever get that far (boy, is THAT an understatement!). But, for purposes of ancient NPC's, etc., choose one more item from the above

list, plus 1D6x15 levels of additional spells from the spell list, until all are taken. Once all items above and spells from the lists are taken, the Summoner or Diabolist level can be accelerated by an additional level (advancing two levels instead of one).

## Gunslinger O.C.C.

By:  
Gargoyle

[Here's the Gunslinger O.C.C., slightly modified to fit into RIFTS. In reference to the New West, I've been excited about it since it was first mentioned too. . . I just got tired of waiting.]

The gunslinger is a phenomenon unique to the American West. They are warriors at heart, highly skilled with their weapons of choice, and quick to face a challenge. Those of good alignment are typically law-men deeply dedicated to justice, but even evil gunslingers can be implacable foes. They face death almost daily, as would-be gun fighters try to prove themselves against a successful gunslinger, and on the trail, which is unpredictable at best and quite lethal at its worst.

These gunfighters are notorious throughout the West as capable killers with their own rough code of honor. They tend to be loners, more comfortable on a mountain trail than in even the smallest of towns.

### O.C.C. Skills:

Language: American(98%)  
Language:Spanish(+20%)  
Language: Two of Choice(+10%)  
Horsemanship(+30%)  
Pilot: Hovercraft(+20%)  
Tracking(+20%)  
Wilderness Survival(+20%)Ambush(+10%)  
Detect Concealment(+10%)  
Gambling(+15%)  
WP Energy Pistol  
WP Energy Rifle  
WP Sharpshooter: Energy Pistol  
WP Sharpshooter: Energy Rifle  
Hand to Hand Basic

**O.C.C. Related:** pick 7 skills, plus 2 more each at levels 3, 5, 8, and 12

Communications: Any(+5%)  
Computer: Operation only(+5%)  
Domestic: Any(+15%)  
Electrical: Basic only(+5%)  
Espionage: Any(+20%)  
Mechanical: Automotive only(+5%)  
Medical: First Aid or Holistic only(+15%)  
Military: Any(+10%)  
Pilot: Any(+20%)  
Pilot Related: Any(+15%)  
Physical: Any except Acrobatics or Gymnastics  
Rogue: Any(+10%)  
Technical: Any(+5%)  
Weapon: Any  
Wilderness: Any(+20%)

**Secondary:** Also gets 6 secondary skills, with the above restrictions but without the bonuses; two more each can be selected at levels 6 and 10

**Equipment:** saddle, saddle bags, boots and spurs, chaps, duster, ammo belt, holster and gun belt, stetson/ten gallon hat, couple work shirts and pairs of jeans, sleeping roll, two canteens, trail rations, 50' rope, 6 wooden stakes, hammer, knife, steel plate and utensils, gas mask & air filter, sunglasses or goggles, suit of light mega-damage body armor, PDD recorder, a few personal items.

As for vehicles, the gunslingers prefer, in order: horses, robot horses, motorcycles/bullet bikes, and hovercraft.

**Weapons:** Will include the rifle and pistol of choice, 2-3 e-clips for each, and maybe one or two other weapons. Gunslingers prefer to use the weapons they are experts with.

**Money:** Gunslingers tend to live the seat of their pants, they rarely have more than 2D4x100 cr at any one time

**Cybernetics:** None to start; avoid bionics and heavy enhancement. A gunslinger will consider minor cybernetics, typically along the lines of wired reflexes, smartgun links, or cyber-armor. Nothing fancy.

As this O.C.C. doesn't have any flashy abilities like psi-swords or special power armor or anything, you might consider letting them be the only O.C.C. allowed to get the sharpshooting skill. Like AD&D and specialization, sharpshooting allows the gunslinger to compete with more powerful OCCs.

## Gunslinger v.2 O.C.C.

By:

Gargoyle

with modifications by:

[Chris Hubble](#)

The gunslinger is a phenomenon unique to the American West. They are warriors at heart, highly skilled with their weapons of choice, and quick to face a challenge. Those of good alignment are typically law-men deeply dedicated to justice, but even evil gunslingers can be implacable foes. They face death almost daily, as would-be gun fighters try to prove themselves against a successful gunslinger, and on the trail, which is unpredictable at best and quite lethal at its worst.

These gunfighters are notorious throughout the West as capable killers with their own rough code of honor. They tend to be loners, more comfortable on a mountain trail than in even the smallest of towns.

**Note:** All gunslingers are ambidextrous (HU,109) and have the the powers of Horror Factor (VU,18) and Alter Metabolism (VU,20). Gunslingers also have the Martial Art powers of Wrist Hardening (N&SS,117), Iai-Jutsu (N&SS,122) and Sung Chi (MC,160).

**O.C.C. Bonuses:** +1D4 to MA;+1D6 to PP

### O.C.C. Skills:

Language: American(98%)

Language:Spanish(+20%)

Language: Two of Choice(+10%)

Horsemanship(+30%)

Pilot: Hovercraft(+20%)

Tracking(+20%)

Wilderness Survival(+20%)

Detect Ambush(+10%)

Detect Concealment(+10%)

Gambling(+15%)

WP Energy Pistol

WP Energy Rifle

WP Sharpshooter: Energy Pistol

WP Sharpshooter: Energy Rifle

Hand to Hand Gunslinger

**O.C.C. Related:** Pick 7 skills, plus 2 more each at levels 3, 5, 8, and 12.

Communications: Any(+5%)

Computer: Operation only(+5%)

Domestic: Any(+15%)

Electrical: Basic only(+5%)

Espionage: Any(+20%)

Mechanical: Automotive only(+5%)

Medical: First Aid or Holistic only(+15%)

Military: Any(+10%)

Pilot: Any(+20%)

Pilot Related: Any(+15%)

Physical: Any except Acrobatics or Gymnastics

Rogue: Any(+10%)

Weapon: Any



Wilderness: Any(+20%)

**Secondary:** Also gets 6 secondary skills, with the above restrictions but without the bonuses; two more each can be selected at levels 6 and 10

**Equipment:** Saddle, saddle bags, boots and spurs, chaps, duster, ammo belt, holster and gun belt, stetson/ten gallon hat, couple work shirts and pairs of jeans, sleeping roll, two canteens, trail rations, 50' rope, 6 wooden stakes, hammer, knife, steel plate and utensils, gas mask & air filter, sunglasses or goggles, suit of light mega-damage body armor, PDD recorder, a few personal items.

**Vehicles:** As for vehicles, the gunslingers prefer, in order: horses, robot horses, motorcycles/bullet bikes, and hovercraft.

**Weapons:** Will include the rifle and pistol of choice, 2-3 e-clips for each, and maybe one or two other weapons. Gunslingers prefer to use the weapons they are experts with.

**Money:** Gunslingers tend to live the seat of their pants, they rarely have more than 2D4x100 cr at any one time.

**Cybernetics:** None to start; avoid bionics and heavy enhancement, a gunslinger will consider minor cybernetics, typically along the lines of wired reflexes, smartgun links, or cyber-armor. Nothing fancy.

## Gur-Na-Ton R.C.C.

Imagine a 8 foot tall humanoid. Now put beetle like armor on him. Next, add incredible strength. This is a Gur-Na-Ton. The Gur-Na-Ton's home world was destroyed by the Splugorth, and since then the Gur-Na-ton's have wandered the megaverse, exploring and extracting revenge whenever they can.

Gur-Na-ton have no sex and use asexual reproduction. They create a cocoon, and 1d4 weeks later, the cocoon opens, the character goes about his business, and there is an egg left that will hatch in 2d4 years. When the egg hatches, the Gur-Na-Ton is already full grown and at level 1. This process can only be done if the character is 400 years old or older, and can only be attempted once every 20 years. Use the Dragon experience table.

**Alignment:** Any, but most are scrupulous (87%), and few are Evil (less than 2%).

**Attributes:** IQ: 2d6, ME: 2D6, MA: 2D6, PS: 5D6+4, PP: 3D6, PE: 4D6+3, PB: 2D6, SPD: 3D6

**M.D.C.:** 2d4x100 +25 per level of experience.

**Horror Factor:** 9

**Magic:** They may choose 1 spell from level 1 at levels 2 and 4, one spell from level 2 at level 5, and one spell from level 3 at level 8.

**P.P.E.:** All Gur-Na-ton's have 4D6, add 1 every 3 levels of experience. (I.E. One at levels 3, 6, 9, 12, 15, etc.)

**Psionic:** They may choose one psionic from any category but Super at level 2 and level 5. Save as Minor Psionic.

**I.S.P.:** All Gur-Na-ton's Have 2d6 ISP.

**Other Powers:** All attributes are magical, thus Physical Strength is supernatural.

+2 vs. all poisons

+1 save vs. psionics

+1 to roll with punch

Regenerates 2d6 MD every 3 minutes

Cannot be turned into a vampire

**Average Lifespan:** 300 years

**Habitat:** Prefer Hot, Moist places. Hates cold places. Other than this, there is nothing else to note. They are omnivores, but only need to eat a third as much as a human.

**Friends:** Get along well with True Atlanteans (very good friends with Undead Slayers) and are friends with Gigantes and Cernon (how this happened is not known).

**Enemies:** Hates the Splugorth and their minions! Will attack on sight most of the time. This means the Gur-Na-ton also hate Sunaj Assassins, Conservators, and the rest of the Splugorth Minions.

**Size:** From 7 to 10 feet tall.

**Weight:** From 500 lb to 1300 lb

**R.C.C. Skills:**

Math Basic at 85%

One Language at 90 %

Lore: Demons and Monsters (+20%)

1 WP. of choice

1 Physical of choice (See notes below). +10%

HTH: Expert (Can be changed to Martial Arts at the cost of 1 Other Skill.)

**Other Skills:** Chose 5 at first level, and an additional 2 at levels 3, 5, 8, 10, and 13.

Radio: Basic

Domestic: Any (+5%)

Basic Electronics

Espionage: Any (+5%)

Mechanical: Automotive Only (+5%)

Military: Any (+5%)

Physical: Any (+5% when applicable)

Pilot: Any but Robots, Power Armor, or Aircraft.

Pilot Related: Any

Rogue Skills: Any

Technical: Any (+5%)

WP.: Any

Wilderness: Any (+5% when applicable)

**Secondary Skills:** Chose 4 from the above list without the bonuses.

**Gear:** None. Cannot wear body armor. Usually doesn't use any type of MD or SD weapon. Rather, it relies on it's own strength. Has been known to use Vibro Blades and other Ancient MD weaponry.< Will always chose these if it can.

**Credits:** None

**Cybernetics:** May not receive any cybernetic or bionic implants as their biology is too alien..

## The Gwanni

By: [Crow](#) Created: 970801

**Crow Brand Conversions** proudly presents:

### The Gwanni

Loosely based on the characters from Origin System's Ultima 7 Part 2: Serpent Isle.

The Gwanni are a race of humanoid creatures, vaguely reminiscent of an ape. They are On average 4-5 feet tall, with muscular builds and white fur covering all of their body, with the exception of their face. The face is humanlike, except for a deep bluish color, and totally black eyes. They have fully articulated hands with opposable thumbs, and stand upright.

They are perfectly suited for life in Arctic conditions, and can survive temperatures of 100 below! In fact, they thrive in these conditions. They have arrived on Rifts Earth in Antarctica, Alaska, Northern Canada, Russia, and other areas with cold climates.

The Gwanni are extremely curious, surprisingly friendly, and have accute wanderlust. They travel in tribes of 3d4x10, with the largest being communities of 1d4x100. They are civilized in a primitive manor, they have a society, they bury their dead, and are able to communicate in their own guttural language. Their society is not literate, but due to their psionic nature, which is described below, they have intense racial memory. They are not a technological society, but they do have the capacity to use it if taught. Due to the racial memory, it would take several generations of constant technological use to become totally accustomed to technology.

Due to their wanderlust, during the winter months, many travellers (Travellers will travel in parties of 2d4 or so) will seek to explore south and see what curiosities can be explored. But come winter, they will return to their homelands.

Gwanni are extremely powerful psionics as a whole, and while not equivalent to mind melters, they have unique abilities and can be quite dangerous when angered. They alone are a race which can psionically control the elements of cold through their power of Cryokenesis. Magic use is normally limited to Mystics and Water Warlocks, both of which are rarities, but not unheard of.

The Gwanni Race

**IQ:** 2d6+4 **ME:** 3d6+4 **MA:** 2d6 **PS:** 4d6 **PP:** 3d6 **PE:** 3d6 **PB:** 3d6 to Gwanni, 2d6 to others. **Spd:** 3d6

**HP:** PE + 1d6

**AR:** 10

**SDC:** 6d6x2

**ISP:** 2d4x10+ME, +2d6 per level

**Natural Abilities:**

1. Immune to the effects of cold, can survive temperatures of 100 below with no ill effects. In contrast, when in climates of 10 above zero or warmer, they suffer heat stroke, and if temperature becomes 40 or over, they must roll a save vs. coma every day or they will lose 2d6 HP permanently until they return to freezing temperatures.
2. Natural Psionics: Pick 3 from healing, 3 from physical, 3 from sensitive, or pick all from one category. Pick 2 super powers with the exception of Pyrogenesis & Psi Sword.
3. Cryokenesis
  - ❖ Reduce temperature in a 10 ft radius. 2 ISP per 10 degrees lowered. 5 minutes per level of experience
  - ❖ Freeze Water. Freezes a 1 foot cubic area of water per level of experience. Costs 4 ISP per unit of water frozen.
  - ❖ Sculpt Ice. The Gwanni can shape Ice with their bear hands, much like the Atlantean stone masters. Can shape 10 lbs of ice per level of experience. 8 ISP per unit of ice sculpted.
  - ❖ MDC Ice. By expending 20 ISP points, the Gwanni can make an Ice structure temporarily Mega Damage. This can effect up to 2 lbs of ice per level, and lasts for 1 minute per level.
  - ❖ Glacial Armor. If the Gwanni enters a body of water (At least as much as is in a modest bathtub), they can freeze it around them in the form of armor. It is held together by their psionics, and made Mega damage. MDC is 25 per level of experience. Lasts for 3 hours per level. ISP cost is 50.

**Lifespan:** 50 Years.

**OCCs Available:** Wilderness Scout, Water Warlock, Mystic, Mind Melter (Replace 1 super power with Cryokenesis), Psi Stalker. Possibly others at GM discretion, but these will be rare travellers with some means of containing a cool environment (Environmental

## Hacker OCC

(Scholar/Adventurer)

By: [FlashFire](#)

Okay, IMO the GPC came on way too fast this time. We could have used a little more time to get people into the proper mood, or at least time to get our little toys ready for the Challenge. Next time, could we wait a few days, please? Ahh well, this is probably just my sugar-crazed, sleep-deprived, just-got-off-my-customer-service-job-type tired brain rattling off some half-rant... Time for me to go to bed.

Anyway, I didn't have time to get my computer systems addition for this OCC ready, but it's on the way. In the meantime, this was posted around the end of last year. Thoughts and flames, anyone?

"We explore... and you call us criminals. We seek after knowledge... and you call us criminals. We exist without skin color, without nationality, without religious bias... and you call us criminals. You build atomic bombs, you wage wars, you murder, cheat, and lie to us and try to make us believe it's for our own good, yet we're the criminals."

"Yes, I am a criminal. My crime is that of curiosity. My crime is that of judging people by what they say and think, not what they look like. My crime is that of outsmarting you, something that you will never forgive me for. I am a hacker, and this is my manifesto."

--- The Hacker Manifesto

A Hacker is more than just a simple computer expert. Any twit can learn to work an operating system or install an application. No, a hacker is a special breed of computer expert, an intelligent, quick-witted person possessing an insatiable thirst for knowledge. This thirst can lead some of them to go to some of the same lengths that a vampire's thirst for blood will.

The Hacker vanished with the Coming of the Rifts, for obvious reasons. It wasn't until humanity regained some of its lost power and computers and stored information came back that the rouges who dare to take that information, for whatever reason, returned with it. For many years, the Hacker existed much as they had in Pre-Rifts times, and still does in some parts of the world. In the Coalition States, though, this occupation has taken on a slightly more dangerous aspect. Knowledge has become a rare commodity, one that certain "elements" of society would pay greatly for.

Unfortunately for the hacker, getting this knowledge, whether to sell or just to know, can come at a very high price. Secret Police stalk the streets, searching for anyone who knows more than they should (which means they know anything). Computer hacking, or even

possession of hacking tools, can lead to long-term imprisonment or even a death sentence! Also, few places in the CS (not counting cities) have standard communications systems, such as telephones or computer networks. In these places, a Hacker would need to break into whatever place the computer was kept in. Now more than ever, a hacker must possess skills that are outside the norm for average people. A hacker has to be versed in physical skills, weaponry, and explosives; for escaping the authorities, dumpster diving, and general theft; as well as the usual assortment of computer and rouge skills.

**Attribute Requirements:** IQ must be 12 or higher

**OCC Skills:**

- Language: Native - 98%
- Literacy (+10%)
- Math: Advanced (+10%)
- Computer Operation (+20%)
- Computer Programming (+20%)
- Computer Hacking (+20%)
- Cryptography (+20%)
- Basic Electronics (+15%)
- Read Sensory Equipment (+15%)
- Running
- Prowl (+5%)
- Streetwise (+10%)
- One WP of choice

HTH combat can be selected as an OCC Related or Secondary skill. Basic counts as one skill, Expert as two, and Martial Arts as three. Assassin and Commando are not available.

**OCC Related Skills:** Select Ten other skills, but at least two must come from Rouge skills, one from Communications, and one from physical. Gets two more skills at levels three, six, nine, and twelve.

- Communications: Any (+10%)
- Domestic: Any
- Electrical: Computer Repair and Electrical Engineer only (+10%)
- Espionage: Any, but Sniper and Wilderness Survival
- Mechanical: Basic Mechanics and Mechanical Engineer only (+10%)
- Medical: First Aid only (+5%)
- Military: Demolitions and Demolitions: Disposal only
- Physical: Any, except Acrobatics and Wrestling
- Pilot: Any ground vehicle, plus jet pack and hovercraft. No Robot or PA combat (+5%)
- Pilot Related: Any
- Rogue: Any (+10%)
- Science: Any (+5%)
- Technical: Any (+10%)
- W.P.: Any, but Heavy and Heavy Energy Weapons
- Wilderness: None

**Secondary Skills:** Choose six from the previous list, no bonuses.

**Standard Equipment:** Two sets of working clothes. These are usually low profile clothes, specifically chosen to not draw attention. They could also be ninja-style clothing or jumpsuits. Anything that will help them hide better. They also have a small wardrobe of "normal" clothes.

Other equipment will include a Swiss Army-type knife, two weapons of choice and two clips/full loads of ammo, RMK Medical kit, a halogen lantern and various personal items. Also has a tool kit with a Wilk's Laser Wand, multi-head screwdriver, saudering equipment, lock picks, CDs with needed programs (virii, crypt and decrypt programs, ect), miscellaneous computer jacks, ect...

Vehicle will tend to be something light and fast, like a hovercycle, or something that will allow them to go unnoticed, like a skateboard or roller-blades. Body Armor can be of any type, but they still go for the fast, light, and unobtrusive stuff. They love Triax Plain-Clothes armor, if they can get ahold of it.

A hacker's pride and joy is his computer system. Currently, the best system available is the PC-3000 hand-held computer, generally upgraded to include a 5 gigabyte harddrive and at least five or ten times as much memory and processor speed. Note: Hacking from a home computer in Rifts, or anywhere else for that matter, is an incredibly stupid idea. The CS WILL track the Hacker down that way and respond accordingly. There have been rumors of a new corporation selling specialized hacking equipment, but nothing much is known about it yet.

**Money:** 6D6x200 credits in cash. They also have 3d6x1000 credits in Black Market items, usually valuable stored knowledge.

**Cybernetics:** Starts with Universal headjack, plus two other implants of choice including Black Market cybernetics. Once again, rumors of a new corporation selling specialized hacking tools, including cybernetics have been floating around for a few months but no one seems to know anything concrete.

**Xp Table:** Use the Rouge Scholar XP table.

# Halflings R.C.C.

By:

[Dan MacQueen](#)

Halflings are a race of short humanoids common to many worlds of magic (though not the Palladium world). They are sometimes confused for faerie folk or dwarves, but they are not related to either race. In fact, they appear to be closely related to humans. The main differences are in the little people's height (averaging about three feet tall), but several strains of halflings also have pointed ears, larger and hairier feet, and little or no facial hair.

In many of the worlds they inhabit, halflings keep to themselves, rarely meddling in the affairs of the taller and more power-hungry races. These little people are content to live simple lives as farmers and peasants, often surviving and prospering while other races wear themselves out with struggles for power and glory. These halflings are generally friendly, hospitable, comfort-loving people with great respect for laws and morals. In some dimensions, they are held in contempt by the other, stronger races. In fact, on some of these worlds, halflings are considered little more than petty vagabonds and thieves. The rulers of other worlds use halflings mostly as slaves. These halflings tend to be roguish, furtive scavengers. Regardless of their status on their homeworlds, most of them do not consciously seek adventure or power, accepting their lot in life.

Other races, especially humans and the gruff dwarves, think of halflings as soft, puny, and unimportant, but they are often tougher and more determined than they appear. They often learn how to circumvent their small size, or even turn it into an asset. Even the smallest and most comfort-loving halfling can turn into a resilient, clever, and capable adventurer -- if they have to.

**Alignment:** any, but usually good or unprincipled: even a halfling thief tends to be selfish rather than evil.

**Attributes:** IQ: 3D6, ME: 3D6, MA: 2D6, PS: 2D6+3, PP: 4D6, PE: 4D6, PB: 3D6, Spd: 3D6

**P.P.E.:** 3D6

**Hit Points:** Standard.

**S.D.C.:** 10 plus those from OCC's and skills.

**Psionics:** Standard.

**Combat:** Standard.

**Life Span:** Varies, usually around 110 years.

**Penalties:** Due to their size, may not use large weapons: they are restricted to small and medium sized ancient weapons, such as short swords and short bows. Modern weapons are also generally restricted to pistols and medium to light rifles. Their size also causes many other races to act condescending towards Halflings, or ignore them altogether. This can be an advantage or a disadvantage, depending on how the character uses it. Magic: no natural abilities, and rarely study it.

## **Natural Abilities:**

- high physical prowess and physical endurance: many races are surprised at how resilient a halfling can be.
- keen eyesight and hearing
- +2 to dodge attacks from large creatures (Wolfen size or larger: includes humans in most power armor)
- +1 to strike with slings, bows, and thrown weapons, due to years of tradition with such weapons.
- +1 to initiative
- can "freeze" : by remaining totally motionless, the Halfling may hide at +20% to his or her prowl skill
- +20% on prowl and cook, +10% to rogue skills other than computer hacking, +10% to escape artist

**Skills of note:** Speak native language at 95% (60% are also literate), speak one other language (usually an elven or human tongue) at 75%, WP Archery/Targeting, Prowl +20% and Cook +20%.

**Enemies:** usually Goblins, Orcs, and the like. They tend to distrust Giants and other big folk.

**Allies:** Generally, Gnomes, Dwarves, Elves, and Humans are preferred. On Rifts Earth, they will tend to be allied with most downtrodden and non-violent races of generally good alignments.

**Height:** 2'6" + 3D6 inches

**Weight:** 80 to 120 pounds: tend to be stocky or overweight (Halflings like to eat seven meals per day, when they can, but can survive

on a loaf of bread and a bottle of water for days when they have to.)

**O.C.C.'s:** Palladium-type fantasy worlds: Any but magic users (not including mind mages and clergy) or longbowman (too short). Rifts: any but most men of magic (may still become clergy or druids) & power armor pilots (too small for the suit, but they may pilot giant robots).

Halfling adventurers are relatively uncommon: they usually get swept up by adventure, rather than seek it. They also tend towards scholarly classes rather than men-at-arms, but halfling warriors can be surprisingly effective (especially since their opponents don't expect them to be.)

The most attractive OCC's would be ranger/wilderness scout, thief/city rat, soldier/headhunter, healer/body fixer, scholar/rogue scholar, and vagabond/peasant farmer.

The truly noble and adventurous ones (generally seen as unbalanced by other halflings) will gravitate towards cyber-knight or paladin (riding ponies rather than horses, of course). These tend to see themselves as protectors of their people and of innocents everywhere.

The natural resistance halflings have to travel makes them rare on the Rifts Earth. However, a few thousand, coming from various worlds, are present, mostly in the British Isles and western Canada.

## Haruchai RCC

By: Joshua Brink

[nos4a2@prodigy.net](mailto:nos4a2@prodigy.net)

The Haruchai are a race of well-tanned people, slightly taller than the average human is, with dark hair and eyes. They are native to Rifts8 Earth (or the PFRPG8 World) and have been around since before recorded time. They are a mountainous people and only come out on missions of great importance. From millennia of living in the harsh conditions of the Himalayan Mountains the Haruchai have become stronger and more resilient than other humans.

The men are born warriors and are taught the skills of war beginning at age three. The women, although tougher than most normal men, are kept "barefoot and pregnant" and they accept this without exception.

At any given time there are only 100 Haruchai away from the tribe, no more, no less. These warriors are the best fighters in the tribe and are sent out to show the world the meaning of honor. If any one of them dies it is sensed by the tribal elder and a new Haruchai is sent to replace him. These Haruchai find work as Honor Guards or personal body guards to those that they deem worthy and will give their lives so that those that they protect may live.

Once a vow of protection is taken the Haruchai will stay by those that they serve until death or until such a time as they are no longer deemed worthy. A Haruchai vowed to service no longer needs to eat or sleep and does not age. The Haruchai will not back down from any challenge, no matter how suicidal. They are extreme in their word and in their justice. They will act as judge, jury and if deemed appropriate, executioner. They will never break their word of honor or die trying to uphold it.

The Haruchai are a traditional people and generally disdain the use of technology. Reliance on machines denies the independence and self-sufficiency that they hold above all but honor. On rare occasion (under dramatic circumstances) a Haruchai may use a vibro sword or similar weapon but never any kind of pistol, rifle or other non-archaic type weapon. They have no problem using magic weapons or items but are suspicious of magic in general.

Alignment: Principled or scrupulous only.

Attributes: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 5D6, P.P. 5D6, P.E. 6D6+6, P.B. 3D6, Spd. 6D6+6, \*Per. 6D6. Size: 6'+2D6"

Weight: 185 to 250 lbs. S.D.C.: 2d4x10+20

P.P.E.: 1D4

I.S.P.: 1D4

Average Life Span: 80 years (when not bound by a vow of protection)

Natural Abilities: The Haruchai have the following psionic like abilities: At will: Deaden Pain, Mind Block, Presence Sense, Sense Evil, Sixth Sense, Total Recall, Impervious to Cold. Three times per day: Resist Fatigue, Resist Hunger, Resist Thirst, and Summon Inner Strength. Psionic Powers: Only those listed above. Magic Powers: None.

O.C.C.s: No O.C.C. may be taken until at least 5th level. After that any non-technological warrior O.C.C. may be taken (most are Martial Dragons, Ancient Masters or the like). No Magical or Psionic O.C.C.s. Money: Will carry only the bare minimum needed to survive otherwise will give it to the needy. Cybernetics: None. Will never even consider them for any reason, not even to save their own life.

R.C.C. Skills:

Cooking (+5%)

Fishing (+10%)

Sewing (+5%)

Detect Ambush (+15%)

Detect Concealment (+10%)

Escape Artist (+5%)

Tracking (+15%)

Wilderness Survival (98%)

First Aid (+5%)

Holistic Medicine (+10%)  
 Hand to Hand: Martial Arts  
 Acrobatics (+10%)  
 Athletics  
 Body Building and Weight Lifting  
 Boxing  
 Climbing (+15%)  
 Gymnastics (+10%)  
 Prowl (+20%)  
 Running  
 Swimming (+20%)  
 Wrestling  
 Horsemanship (+20%)  
 Pilot: Boat (sail type)  
 Astronomy (+5%)  
 Botany (+10%)  
 Mathematics: Basic  
 Language: Native (Haruchai 98%)  
 Language: Two of Choice (+20%)  
 Literacy: Native (Haruchai 98%)  
 Lore: Demon and Monster (+10%)  
 W.P.: All Ancient at 5th Level Proficiency  
 Boat Building: (+10%)  
 Carpentry (+10%)  
 Hunting  
 I.D. Plants and Fruits (+20%)  
 Land Navigation (+15%)  
 Preserve Food (+15%)  
 Skin and Prepare Hides (+10%)  
 Track Animals (+20%)  
 R.C.C. Related/Secondary Skills: Choose six other skills from the following categories at +10% and four Secondary Skills with no bonus.  
 Domestic  
 Espionage (Except Sniper)  
 Medical  
 Rogue (No Computer Skills)  
 Science  
 Technical (No Computer or Photography)

## Healer O.C.C.

The Healer's are a devout class of mystic healers. A person who joins their order swears to forsake all evil and help all good people (includes anarchist and unprincipled) in need. The Healers are enemies of the CS, who they feel has hurt to many good and honest people/creatures. The Healers should be considered a Men of Magic OCC. Use the Mystic experience table.

**Attribute Requirements:** ME: 9, MA: 12, PE: 6

**Attribute Bonuses:** Give the character a one time bonus of +2d6 SDC, +2d4 ME, +1d4 MA, and +1 PE.

**Psionics:** The character gets ALL psychic healing powers. At level 3, they can chose 1 power from any of the categories except super. At level 5, they get the super psionics of Bio-Regeneration, and a 8th level, they get the super psionic Bio-Manipulation.

**I.S.P.:** 2D4x10+ME plus 3 per level of experience. The Healer saves as a Master Psionic.

**Magic:** The character start with the following powers: Turn Dead, Impervious to Poison, Globe of Daylight, Negate Poison/Toxin, Cure Minor Disorder, Heal Wounds, Sleep, Cure Illness, and Purification. The character may learn two spells from levels equal to their current experience level +2 (i.e. a 5th level character can chose 2 spells from up to seventh level) at ever level after one.

**P.P.E.:** 3d6x10+PE plus 5 per level of experience.

### Other Powers:

Heals 4x as fast as a normal human.

Are liked and recognized by all good creatures.

**Saving Bonuses:**

- +2 to save vs. Horror Factor
- +1 to save vs. Psionics at levels 2, 5, and 7
- +1 to save vs. Insanity
- +1 to save vs. magic at levels 1, 3, 6, 8, and 11.

**O.C.C. Skills:**

- 2 languages of choice at 95%
- 1 Literacy from one of the above two at 85%
- Wilderness Survival (+20%)
- Paramedic (M.D. for the cost of 2 Other Skills) (+15% on either)
- Holistic Medicine (+15%)
- Athletics: General
- Biology (+10%)
- Math: Basic (+15%)
- Lore: Demons and Monsters (+10%)
- Land Navigation (+10%)

Character may chose HTH: Basic at the cost of 2 Other Skills. No other HTH is available.

**Other Skills:** Chose 5 from the list below. Chose an additional 1 at levels 2, 4, 5, 7, 9, 11, and 14.

- Communication: Radio Basic (+10%)
- Domestic: Any (+10%)
- Basic Electronics (+5%)
- Detect Concealment (+5%)
- Mechanical: Automotive (+5%)
- Medical: Any but first aid (already knows this from OCC skill paramedic or MD) (+10%)
- Physical: Any but Acrobatics, Boxing, Gymnastics, and Wrestling
- Pilot: Any but Robots and Power Armor and Tanks and APCs
- Pilot Related: Any
- Rogue Skills: Any (+5%)
- Science: Any (+5%)
- Technical: Any (+5%)
- WP: Any
- Wilderness: Any (+5%)

**Secondary Skills:** Chose 4 from the list above without the bonuses.

**Standard Gear:** A light MDC suit of armor, one MD pistol with 3 clips of ammo, First Aid kit, Backpack, Traveling Clothes (Jeans, T-Shirt), 2 quart canteen, 2 IRMSS kits, 1 RMK kit, 3 Protein Healing Salves, Combat Boots, and a gas mask. No vehicle. Healers prefer to walk or hitch short rides.

**Money:** 2d4x100 Credits

**Cybernetics:** Will adamantly refuse all cybernetics and bionics.

## Heavy Worlder Human Variant

By: [Legate](#)

Aside from the stuff covered by the Palladium disclaimer, everything else is mine, mine, mine, do you hear, mine!

This race was created to colonize worlds with a higher level of gravity than normal.

**Alignment:** Any

**Attributes:** IQ: 3d6, ME: 3d6, MA: 3d6, PS: 5d6 (Robotic), PP: 3d6-2, PE: 4d6, PB: 3d6, Spd: 3d6

**SDC:** 50+Standard

**HP:** PE +1d8/level

**AR:** Standard

**HF:** Standard



**PPE:** 2d6

**Natural Abilities:**

1. Able to stand double the gravity of a normal Human
2. Stocky

**Combat:** Standard

**Psionics:** Standard

**Average Life Span:** as per Human

**Skills of Note:** as per Human

**Habitat:** as per Human, but tends to settle on worlds with higher than normal gravity

**Enemies:** as per Humans

**Allies:** as per Humans

**Size:**

Average Height: 5' 8"

Average Width: 4' 6"

Average Weight: 300 lb

**OCCs:** any, but tend to be Marines & Grunts/Soldiers

Btw, think about what if the CS started using these as soldiers.

## Hellion OCC

By: [Phil5044@aol.com](mailto:Phil5044@aol.com)

Hellion OCC's do not pay attention to laws, most of the time, do things that are insane, and pick fights. They also hunt down non-humans for bounty or just because they hate them. They rove from town to town looking for non-humans (usually dragons and monsters and such) or even humans to be killed, or brought back alive if that's the only way they'll get paid. Pretty much anything if the price is right. They usually try to find someone will pay them to kill, and the cost is usually expensive, if not already set by the one getting them killed, but there is no set cost for any one job. The more dangerous the job is, the higher the fee is.

**Attribute Requirements:** PS of 19 or higher, PP of 17 and a PE of 17.

**Alignments:** Only Selfish or Evil alignments. Usually Anarchist (Selfish) or Miscreant (Evil).

**OCC Skills:**

Hunting

Land Navigation +30%

Lore: Demons & Monsters +25%

Prowl +25%

Read Sensory Equipment +10%

Sniper

Track Animals +30%

Tracking +35%

WP Aimed

WP Energy Rifle

WP Heavy Energy Weapons

Wilderness Survival +30%

HTH: Expert(upgrade with 1 skill to Asassin {can't upgrade to Martial Arts})

**OCC Related Skills:** Select 10 other skills, plus 1 at all levels.

Communications: Radio: Basic only

Domestic: Cook and Fishing only

Electrical: None

Espionage: Any (+15%)

Mechanical: None

Medical: None except First Aid

Military: Any

Physical: Any except Gymnastics and Wrestling (+10%)

Pilot : Any ground vehicles

Pilot Related: Navigation only

Rogue: Any

Science: None

Technical: Only Language and Literacy

WP: Any (+20%)

Wilderness: Any (+25%)

**Secondary Skills:** Select 6 secondary skills from the previous list without the bonuses listed in the parenthesis (). Also, the skills are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** A survival knife, Infrared Distancing Binoculars, Thermo-imager, Multi-Optics Helmet, Standard First-Aid Kit, Set of Camouflage clothes, street clothes, sunglasses, 10 large leash-type chains, 2 sets of 10 differently-sized large collars a Plasma Energized Whip, a vibro weapon of choice, a heavy gun, 2 handguns or pistols, a rifle, a trained ferret (understands english, does what you say), and a jeep or other such vehicle. Also, mega-damage body armor of any kind including Coalation, camouflaged or black, or a force field.

**Money:** 5D6x100 credits and 2D4x1000cr. in black market items

**Cybernetics:** One cybernetic foot or hand plus 1D4 other cybernetics of any kind except limbs to start.

### **Plasma Energized Whip**

These whips were created by riders and trainers of exotic creatures to keep them in control. Soon after the whips were discovered to be very affective in combat, but only in the hands of an expert. Novices will surely hurt themselves.

The whips are four feet long with a six inch handle. Every three inches along the length of the whip is a small joint which contain a small plasma ejector. The whip and handle are made of light MD wires entwined for a stronger substance.

The whips main advantage is to entangle a limb or appendage and then activate the small plasma ejectors creating a powerful sting. The plasma can also combust flammable material.

- ❖ Weight: 5lb
- ❖ Mega-Damage: Non energized 1d8 SDC  
-Energized 2d6 MDC  
-Energized Entangled 3d6MDC per melee round
- ❖ Rate of Fire: As per HtH attacks
- ❖ Effective Range: 4ft
- ❖ Payload: 40 minutes each activation uses a minimum of 1 min.
- ❖ Cost: 10,000

## **Hexon O.C.C.**

By:

[D B Chow](#)

The Hexon believe themselves to be the grim servants of their god. Most are devout Christians/Catholics, who chose their hard and thankless duty. They do the dirty work which no other man would do. They see themselves as sinners; they serve the rest of mankind in their search for redemption. They usually work in secret, taking no credit for their deeds. In many cases they are more devout than any priest or Inquisitor.

**Alignment:** Any, but despite their grim nature most are good.

**Attribute Requirements:** ME & PE 13, and must bear their suffering

**O.C.C. Bonuses:** + 8 vs. HF, + 4 save vs magic, + 4 save vs possession

### **O.C.C. Skills:**

Language & Literacy: Native (98%)

Languages: 4 additional (+ 40%)

Radio: Basic (+ 15%)

Detect Concealment (+ 20%)

Detect Ambush (+ 20%)

Climbing (+ 15%)

Streetwise (+ 20%)

Land Navigation (+ 20%)

Lore: Vampire (+ 15%) (see Nightspawn)

Lore: Demons (+ 15%)

Prowl (+ 20%)

Athletics

Pilot: Any 2

Weapon: Any 5, archaic or modern

Hand to Hand: equivalent to Martial Arts (or Assassin if evil)

**O.C.C. Related:** select 5; one more at levels 3, 6, 9, 12

Communication: Any (+10%)

Domestic: Any

Electical: Basic only

Espionage: Any (+15%)

Mechanical: None  
Medical: First Aid only  
Military: None  
Physical: Any (+10%)  
Pilot: Any (+15%)  
Pilot Related: Any (+15%)  
Rogue: Any  
Science: None  
Technical: Any (+5%)  
Weapon: Any  
Wilderness: Any (+5%)

**Secondary Skills:** Select 3 at levels 2, 4, 7, 10, 13

**Standard Equipment:** Several sets of cheap clothing, a hat or head band (to cover their marks of their forehead. A mallet and several stakes, a silver dagger, a cross, his own library of occult books, including his own Liber Morta (described below.)

**Weapons:** Prefer ancient style weapons. Many are proficient with a dagger or quarter staff. They will use modern weapons as well without hesitation.

**Magic:** The Hexon begins as an extremely powerful magic user. At first level select a total 6 spells from levels 1-4. The Hexon also has his own copy of Liber Morta, the Book of the Dead. It is believed that this evolved from the Egyptians, who used magic to protect their tombs. They started out as tomb carvings, then the spells were written on the bandages of mummies. As more spells were invented the Book of the Dead was made. One theory is that some ambitious Roman oracle took a copy and translated the most powerful spells. It is said that each book is written on the hide and in the blood of a human. This is not true, but most editions are written on the skull of a living creature, adding to the Hexon's bad reputation. In the Liber Morta are the following spells:

Domination

Superhuman Strength

Superhuman Speed

Agony

Metamorphosis: Animal

2 High level spells (player should consult GM; these spells represent what the Hexon who trained the PC gave him.)

The spells in this book are not like magic scrolls, where they disappear after one use. These are more like notes on how to cast a certain spell. But, without the book the Hexon will have major trouble remembering how to cast it, as these are such high level spells. In my campaigns if the Hexon doesn't use the book, he has a (Exp level) x 10% chance of working the spell.

However, when the Hexon reaches the same level as the spell, he is automatically able to cast it without referring to the book.

However, many are attached to their copy of the Liber Morta, and would keep it even if they know the spells. The Hexon, when he reaches the next exp level, learns one spell intuitively of the same level.

**Psionics:** In addition to their magical powers they get 2 psionic abilities for each category.

**Alliances and Allies:** Not many. They consider all Catholics (and sometimes all Christians in general) to be under their protection, like the Inquisitor-Redemers, ironically. Should they visit Wormwood they will sympathize with the Cathedral and the people. However, when they find how corrupt the organization is they will be disgusted; They will work with the monsters working for the Cathedral. The Hexon will associate particularly well with the Apok. In Nightspawn they will treat the Guardians, Nightspawn and any scholars as allies. Many have befriended good supernatural monsters and even other gods!

**Enemies:** Many. Most people will fear the Hexon due to their great power and their dark markings. Their greatest enemy is the Inquisitor-Redemers who see them as heretics. They will fight all enemies of mankind.

**Description:** The Hexon usually starts out in the slums of their place of origin. As a child their talents manifest; some might use their psychic senses to become thieves or con men. A passing Hexon will probably take notice, and offer to teach the child. As many accept as refuse this offer. The Hexon will respect the wishes of the child, as they do not believe in choosing the path for them. The Hexon starts firstly by training the child to be independent, like how to hunt for food and live in the wild. Then he'll teach him the lore of demons and Undead. They are trained in a special fighting form using mostly a quarter staff or dagger. When the elder Hexon decides the child is ready he will teach him magic, and teach him how to prepare his own Liber Marta, his copy of the Book of the Dead. There is no trial, as the Hexon believes that whoever accepts their fate is worthy of it. Eventually a strong scar is magically formed on the young trainee's forehead. Usually the elder Hexon will leave without a word, during the night when the trainee is sleeping. The newly trained Hexon is then forced to make his own way.

# Highland Clansman O.C.C.

By: Joshua Brink  
[nos4a2@prodigy.net](mailto:nos4a2@prodigy.net)

The men of the Scottish Highlands

Alignment: Any

Attributes: Standard Human (A high PS and PE are recommended but not required)

OCC Skills (+5% Unless Otherwise Stated)

Horsemanship

I.D. Tracks (+15%)

Detect Ambush (+10%)

Tracking (+10%)

Trap/Skin Small Animal (+10%)

Fisticuffs/Boxing

Body Building

Athletics

Wrestling

Running

Wilderness Survival

Streetwise

Land Navigation

I.D. Plants and Fruits

Scale Walls/Climbing

Recognize Weapon Quality (Swords Only)

Fencing

Hand to Hand: Basic (Can be upgraded to Expert Only)

W.P. Black Powder Pistol

W.P. Blunt

W.P. Crossbow

W.P. Knife

W.P. Sling

W.P. Small Shield

W.P. Spear

W.P. Sword

OCC Related Skills

Any Six With A +5% Bonus

Secondary Skills

4+1D4 Skills (No Bonus)

Standard Equipment

Claymore or Cutlass

1D4 Dirks or Daggers

Black Powder Pistol

A Suit of Plaids (Tartans)

Kilt

2 Shirts

Pair of Leather Boots

Water Skein

Shoulder Pack

Pair of Leather Breeches

Honing Stone

1D4 Small Animal Pelts

Money

2D4 Gold Coins

OCC Bonuses/Penalties

+1d6 to PS

-1D4 to MA

Experience Table

1 0 - 1900

2 1901 - 3800

3 3801 - 7600

4 7601 - 12000

5 12001 - 20000  
6 20001 - 30000  
7 30001 - 45000  
9 45001 - 65000  
10 65001 - 90000  
11 90001 - 130000  
12 170001 - 220000  
13 220001 - 270000  
14 270001 - 320000  
15 320000 - 370000  
+ 50,000 for each additional level

## Highlander Immortal R.C.C.

By:  
[Barrett William Nuzum](#)

Immortals are humans with special physiologies, given immortality and other special powers, based on Highlander. Please view it before attempting to use this RCC. It will give you tons of campaign ideas.

Be sure to watch the film before attempting to use this RCC. Also, check out the great soundtrack by Queen. However, under no circumstances should you view it's 1992 sequel. It sucks. And none of these ideas come from the sequel, so don't watch it. The TV series isn't too bad, and can give you ideas for NPC Immortal Villains. Enjoy, and Don't lose your head.

**Alignment:** Any, but usually Scrupulous or Selfish.

**Attributes:** IQ 3d6, ME 3d6+6, MA 3d6, PS 3d6, PP 4d6+6, PE 3d6, PB 3d6, Spd 4d6.

**P.P.E.:** 6d6

**Hit points/SDC:** None, see MDC.

**M.D.C.:** 10d6 MDC + d6/lvl. See also Power #2.

**Horror Factor:** 14 (at the fall of a head)

**Weight/Height:** Standard Human Variables.

**Age:** Most are between 25 and 35 years old when immortality sets in, although certain elders have been known to exist. Life span indefinite.

**Sex, Appearance, Disposition and Psionics:** Same as human.

**Combat Skills:** 2 attacks + Those gained from physical skills and Hand To Hand (typically Expert or Martial Arts).

**Magic:** No spell casting. See Powers 7, 8, and 9.

### Immortal R.C.C. Powers:

1. Does not age once immortal gene sequence becomes active. Does not need to eat, sleep, breathe, etc. Immortals are powered by The Quickening, a force related to Ley Line Energy.

2. Natural MDC and MDC Regeneration. While an immortal has MDC, he can only die by having his head severed. For this to happen, and immortal must reach 0 MDC. At this point, the immortal is vulnerable to having his head taken, but if the attacker does not make a "Lore - Demon" check, they won't know to chop the head off and once the immortal regenerates 20% of their MDC, they become conscious again, and ready to fight. Immortals regenerate 1d10 MDC every minute. (4 melees) Arms and Legs regenerate in about one year.

3. Immortality. Immortal (does not age) until dead or wins "The Prize."

4. Cannot be physically transformed by any means. See Rifts Atlantis, page 16.

5. Inflicts Mega-Damage with SDC swords. The sword becomes indestructible when wielded, and can be used to parry energy attacks (-6 to parry). For justification, see Poptal Giant, Rifts Vampire Kingdoms.

6. Recognize and Sense Other Immortals. Range: 300 feet.

7. Ley Line Regeneration. Complete restoration of MDC/PPE/ISP. Can be used once a day on a line or at a nexus.

8. Sense Ley Line. Range: 10 miles. Chance: 30% + 5/level.

9. Can Use Techno-Wizard devices intuitively.

10. Empathy. As Psionic, but no ISP Cost. Duration: 1 melee. Trance: 2 combat actions or 1 melee.

11. Immortals are sterile. They cannot reproduce.

**R.C.C. Skills:**

WP Sword (+4 total, special bonus)

WP Of Choice

Basic Math +20%

**Immortal R.C.C.-Related Skills:** Select 9 at first level. One additional at levels 4, 8, 12 & 15.

Communications: Any

Domestic: Any (+10%)

Electrical: Any

Espionage: Only Detect Ambush, Detect Concealment, Tracking and Wilderness Survival. (+15%)

Mechanical: Only Locksmith and Weapons Engineer. Medical: Any (+5%)

Military: None.

Physical: Any except HTH Assassin and SCUBA (+10%)

Pilot: Only Auto, Boat, Helicopter, Horse, Motorcycle and Truck.

Pilot-related: Any

Rogue: Only Prowl (+15%) and Streetwise.

Science: Any (+10%)

Technical: Any (+15%)

WP: Any. Ancient preferred. (+1 bonus to Ancient)

Wilderness: Any (+5%)

**Secondary Skills:** Select six more from the above without bonus.

**Standard Equipment:** Clothing, Traveling Clothes, Cape or Cloak, Light MDC Body Armor, Backpack, Canteen, and Sunglasses. Usually uses no vehicle, but horse or hover vehicle.

**Weapons:** SDC Pistol, MDC Energy Rifle with several E-Clips, and a sword (roll percentile):

01 - Greatest Rune sword (GM Choice)

02-03 - Greater Rune sword (GM Design)

04-05 - Lesser Rune sword (GM Design)

06-00 - Std. Sword of Player's Choice

**Money:** 2d4 x 1,000 credits & 2d6 x 1,000 credits in black market items.

**Cybernetics:** Starts with none and shuns them. They interfere with the Quickening and would kill the character one week after installation.

The Quickening is the force which powers all immortals and binds them together. It is related to ley line energy, which accounts for powers 6, 7, 8. Also, when an immortal's head is taken, the Quickening manifests itself as a ley line storm, and the victor regains all MDC/PPE and ISP. See Atlantis, p. 12. The Gathering is a time when all immortals are drawn to a "far away land" to fight for "The Prize." There can be only one victor.

**The Prize (granted to The One):**

No Longer Immortal: Ages normally from physical age. Granted the following psionic abilities with NO COST which can be activated AT WILL: Telepathy Range: Planetary, See Aura Range: 300', See The Invisible Range: 300', Empathy Range: Planetary, Object Read Range: Touch, Empathic Transmission Range: Planetary.

**Xp table:** Uses the Stone Master table. Rifts Atlantis, page 68.

## Comazotz H-Man Priest O.C.C

By:

[MsgtKhaine](#)

The H-Men Priests of Comazotz

Comazotz is an ancient Mayan God, a lord of shadows and Bats. He has recently returned to rifts earth and believes that it is his destiny to dominate the vampires, to this end he has recruited several priests to establish his new church. The largest of these churches is in Ciudad Juarez. The H-Men Serve as healers and exorcists, not only to the people of Ciudad Juarez but also to Vampires. These Priests are granted many abilities from their dark lords, including exorcisms and healing powers. Perhaps most interesting is the H-Men's use of Blood Magic. This same magic is used by the Blood Druids of Europe. Using Blood Rituals the H-Men can remove curses and even see the future. The H-Mans abilities are not free however, and the H-men might demand for livestock, a few gold pieces, but will always demand for a pint of blood (even when Blood Magic wont be used).

### The Camazotz H-Men- Priests of the Bat Lord

#### OCC abilities and bonuses

1. Exorcism: see rifts conversion book 2
2. Healing touch: see rifts conversion book 2
3. Blood magic

Using a Pint of Blood the H-Man can do several things

1. Read the Blood: The H-Man can read the blood to learn about the donor by string into the blood for 1 minute the H-man can effectively read the aura of the donor (see the Blood druid powers in Rifts England) and because the donor has willingly donated his blood the H-Man can use the Donors PPE energy in a blood ritual.
2. Predict weather: By staring into the blood for 1 minute the H-Man can predict the weather of the next week/month/season accurately (60% bases chance +3% per level)
3. Predict the future: By staring into the blood for 1 minute, the Blood druid can see the Donors future.
4. Remove Curse: In a complex ritual, the H-Man boils and the blood while chanting and has the Donor inhale the steam, effects as per the spell, however PPE cost is half normal. (Remember the Donors PPE is available to the H-man.
5. Cure Illness: another Blood ritual, The Blood is boiled and the donor inhales the fumes, Same as spell but PPE cost is halved(rounded up).

Note: Blood that has been used in a blood ritual can be still be used to feed vampires, however, Vampires find blood used in the rituals to be bland and tasteless. Thus whenever possible the Vampires will feed on "pure" blood.

4. Metamorphosis into a bat or tarantula: same as spell, but as this power is a gift from Comazotz, duration is unlimited and there is no PPE cost.
5. Spell Casting: These spells are granted by Comazotz to his priests. The spells are not learned and most H-men have little knowledge of actual sorcery. Spells cannot be purchased or learned but are gained through meditation when the H-man reaches the next level of experience. At first level select six spells from levels 1-2. At second level select an additional 4 spells from levels 1-3, at 3rd level select 3 more spells from levels 1-4. From 4th level on the H-man gets 2 spells from levels equal or below his own (ie a 5th level H-man can select 2 spells from levels 1-5). Spells are restricted to those Comazotz knows.
6. PPE: the H-man becomes a PPE battery through his connection to Comazotz. PPE is equal to 1D6x10 + the PE attribute. The H-Man gets an additional 10 PPE per level.
7. Bonuses: +1 to spell strength at levels 2, 5, 8, 11, and 14. +1 to save vs magic at 6 and 12, +2 to save vs horror factor.
8. Horror/awe factor: to humans the H-men have a HF of 10, 14 while doing blood magic. To Vampires the H-men have a horror/awe factore of 14.
9. Bond of Loyalty: the powers of the H-Man are conditional. Should the H-man ever betray his vows to Comazotz the powers will be taken away. This process is horrible and feels like having your soul ripped out. For the next 1d4 hours the H-man would have no bonuses one attack per melee, and -40% on all skills. Defrocked H-men lose all their powers, and are seldom allowed to live. If not killed by Comazotz they will very likely be killed by their former brothers. Those that do survive must start a new career at 1st level.

Note: the skills here represent H-man born and raised in Ciudad Juarez and/or Mexico...those born in other areas will know different languages and skills.

**Alignment:** any evil, anarchist at best. Good creatures will not serve such a dark master.

**Attribute Requirements:** none, although a high M.A. and M.E. are helpful.

#### O.C.C Skills

Language and Literacy Spanish or American (98%)

Language and Literacy Spanish or American (whichever wasn't chosen above +30%)

Language and Literacy Maya (+25%)

Language Gobbely (+15%)  
 Holistic Medicine (+20%)  
 Basic Math (+20%)  
 Lore: Demons and Monsters (+20%)  
 Streetwise (+15%)  
 Interrogation Techniques (+10%)  
 W.P. 2 of Choice  
 Hand to Hand: Basic  
**O.C.C related Skills:** Choose a total of 7 other skills. Plus 2 new skills at levels 4, 8 and 12. All new skills start at level 1 proficiency  
 Communications: any (+5%)  
 Domestic: any (+5%)  
 Electrical: basic only  
 Espionage: any (+10%)  
 Mechanical: basic only  
 Medical: First aid only (+10%)  
 Military: none  
 Pilot: any (+5%)  
 Pilot Related: Navigation only  
 Rouge: any (+10%)  
 Science: any (+5%)  
 Technical: any (+15%)  
 W.P.: any  
 Wilderness: any  
**Secondary skills:** the character gets 5 secondary skills from the list above. These do not get the bonuse listed in the parenthesis. All secondary skills start at the base level and are limited in the same way as the list above (any only none)  
**Equipment:** 3 weeks rations, light mega damage body armor. 2 sets of ceremonial robes, 2 sets of regular clothes. 2 canteens. A knapsack, a backpack. A knife, 2 canteens, and an energy weapon of choice. More as deemed fit by GM...  
**Money:** typically 1d4 x 1000 in credits, with another 2d4 x 1000 in valubles and gems.  
**Cybernetics:** None to start, but most Priests will avoid getting them.

## Hsian (shee-AN) R.C.C.

By:  
DaBeechMan

Somewhat related to Hsiao's, "Hsian" is a Hsiao word meaning "the winged humans." In fact, the Hsian are a Coalition experiment gone seriously wrong.  
 Their original experiment, which crossed the DNA from humans, hsiao's, and one of three species of birds (there were plans to use more breeds, but they limited themselves to 3 until the experiment was proven to work,) worked great, but the 100 Hsian that were created rebelled and broke loose. Needless to say, the Coalition no longer creates Hsian, and neither group likes the other very much.  
**Note:** There is a rumor that someone slipped a fourth species of bird into one of the experiments; the Coalition flatly denies this

**Requirements:** IQ 14

**O.C.C./R.C.C.:** May not take a psychic RCC like the Mind Melter or Burster, but otherwise may take any OCC or RCC they wish.

**Alignment:** Most are unprincipled, but any alignment is allowed

**Attributes:** IQ: 4d6, MA: 2d6, ME: 3d6, Spd: 3d6 walking. As for physical attributes (including flying speed,) remember how I said there were 3 kinds of birds used in the experiment? Roll 1d100 to see what kind was used in the PC:

1-50: DOVEWING: PS 3d6, PP 3d6, PB 4d6, PE 3d6, Spd 5d6 flying. Has the following psionics: Healing Touch and 3 of choice from the Healing category.  
 ISP 60, major psionic. Does not recieve psionics from OCC except for a Cyber-OCC's Psi-whatever the OCC has (Sword, Axe, Bow, or Shuriken.) Cannot fly in rain, snow, or similar rough conditions. Also may not fly if more than half SDC is depleted.  
 51-90: EAGLEWING: PS 4d6, PP 3d6, PB 3d6-3, PE 3d6, Spd 4d6 flying. Has the following psionics: Summon Inner Strength and 1 of choice from Physical category. ISP 35, minor psionic. Receives OCC psionics same as Dovewing. May fly in rain or light snow, but no seriously rough conditions.  
 91-99: HAWKWING: PS 3d6, PP 3d6, PB 3d6, PE 4d6, Spd 6d6 flying. Has the following psionics: See Aura and 2 of choice from Sensitive category. ISP 40, minor psionic. May fly in any conditions.



00: Player's choice. If the GM decides to place a fourth kind of bird in the experiment, it may be chosen but cannot be rolled normally.

**Psionics:** See above

**Magic:** It all depends on the OCC

**Skills:** As for OCC with the following additions: Speaks and reads Hsian and Hsiao (the two languages are incredibly similar) at 96%. Will only speak 1 other language, even if the OCC allows more. Note that the Hsian language is not spoken per se, it is actually sung (the tones are used much like voice inflection; different notes imply mood, sarcasm, and stress. There are even "accents" among the 3 different kinds of Hsian! Note however that words (perhaps lyrics are a better word) are still used.) Thus, also gains the ability to sing at professional quality (a literal case of "before they could speak they could sing.")

Gains Aerial Navigation (which works exactly like Land Navigation, only it works in the air and not on the ground.)

**Money:** Hsian often start quite poor (assuming they are still in North America, where they are hunted by the Coalition and have been forced to construct elaborate villages of tree houses. These villages are truly awe-inspiring because of the intricacy of the various bridges and the ingenious methods of camouflage.) If the Hsian lives in North America, they start out with only half the money that their OCC is allowed. If they live anywhere else, however, they are often treated well on account of the fact that they can fly, and a few have even become "superheroes." These Hsian start out with the full amount of money their OCC begins with.

**Cybernetics:** May get Cyber-Armor, but nothing else. A normal cybernetic or bionic will be useless; bio-systems or bio-wizardry will kill the unfortunate Hsian. Tattoos, however, are allowed (owing to the fact that their DNA does have some Hsiao and human DNA.)

**Appearance:** A winged human of either gender. These wings make them easy to tell apart from humans, and thus they have a slight problem when it comes to trying to get into a Coalition city. There are 2 ways around this: a Hsian's wings are extremely flexible. They can either be simply folded and concealed under a shirt, though there will be somewhat of a bulge where the wings are (a Hsian doing this will often walk as though it has a very bad back; it enhances the appearance. Another way to conceal this bulge is to lift weights or otherwise work out enough that the bulge can look like more muscle if it is correctly shaped) or once the wings have been folded, a harness can be made out of almost anything and used to fold and keep the wings even flatter, flat enough that they are concealed beneath a shirt and the Hsian will look like a human and does not need to walk as if he or she has back trouble. One disadvantage to this way though: the harness will be somewhat uncomfortable, a problem if the Hsian cannot readjust the harness every 10 minutes. Also, when the wings are released from the harness, they will be rather wrinkled, no flight allowed for 5 hours while the wings smooth themselves out.

**Friends:** Just about anything except the Coalition, vampires, of the Splugorth.

**Enemies:** the Coalition, vampires, and the Splugorth.

**Special Note:** The Hsian CAN become vampires, owing to the human DNA that was crossed in with the Hsiao and bird DNA. In this unfortunate situation, they are easily told apart from their living cousins; a vampire Hsian's wings will turn a flat black color, a color that no living Hsian's wings are (the closest they can come is a glossy black; there is no shine in a vampire Hsian's wings.)

## Hsiao R.C.C. (pronounced sh-HOW)

Based in the D&D creatures, these giant owls can be REALLY annoying at times, but can be entertaining to play.

**Alignment:** Any, but few are anarchist or evil. However, all have a personality quirk: Hsiao's know a LOT, and jump at any chance to share it, often going into long, boring speeches.

**Attributes:** IQ: 4d6, MA: 3d6, ME: 3d6, PS: 5d6, PE: 5d6, PP: 2d6, PB: 4d6 (once again, these guys are usually cute), Spd: 2d6 walking (or should I say waddling) 6d6 flying. Strength is supernatural in terms of carrying capacity, but not for damage in combat (see below.)

**M.D.C.:** 5d6. Add 2d6 per level

**Magic:** Equal to a Mystic in all aspects.

**P.P.E.:** 6d6+IQ+ME.

**Psionics:** Healing Touch, Bio-Regeneration, See Aura, and Sense Evil.

**I.S.P.:** 4d6, add 1d8 per level.

**Natural Abilities:**

Flight- I think this is self-explanatory. Can carry substantial amounts of gear, some even give people rides occasionally  
See The Invisible and Eyes of the Wolf constantly in effect.  
Ley Line Phasing the same as a Line Walker  
Impervious to all forms of poison, toxins, or harmful drugs.  
Nightvision equal to normal vision

**Limitations:**

First, these guys are birds. There are some things a human can do that a bird can't.  
Second, they're not only birds, they're owls. Therefore, they are rarely awake during the day (though a Hsiao can train itself to sleep at night and wake up in the morning; most adventuring Hsiao's do this).  
Third, their feathers do have some limitations. Every time a Hsiao is struck with a cutting weapon or one that utilizes heat, there is a 1 out of 20 chance that a feather is damaged. Only 5 feathers may be damaged or given away in any one month (30 days) or the creature will only be able to fly at half speed for a month while new feathers grow (roll once for every 5 MD inflicted.) If more than 15 feathers are damaged, the Hsiao will lose all flight capabilities for a month. Also, diving into water will make a Hsiao unable to fly for three days while the feathers dry. After this time, it must preen itself (proficiency of 95%) or it will still not be able to fly until it is properly preened (may try once per day, any other attempts automatically fail.)

**Skills:**

Languages: Hsiao's have their own language, speaks this and 3 others of choice at 96%.  
WP: Energy Heavy  
WP: Any, but you'll have to use common sense; a 10-foot owl simply cannot use some types of weapons (pistols, for example, are too small, and must have the WP to use a rifle WITHOUT bonuses.)  
First Aid (-20% owing to the fact that once again, these guys are BIRDS here.)  
Cook (however, remember this is an owl. Some foods may be, well... unappetizing to humanoids.)  
Hunt (good hunters, +20%)  
HTH Basic (cannot be upped, once again, this is a giant BIRD.)

**Other Skills:**

Select 10 other skills. Use common sense here; an owl simply cannot do some things (like gymnastics, computer hacking MD in Cybernetics, etc.)

**Combat:**

Claw 6d6 SDC  
Diving Claw 3d6 MD (3 actions, but can pick up victim on a natural 20)  
Bite 1d4 MD  
Diving Bite 3d4 MD (3 actions, may not pick up victim)  
Peck 3d6 SDC  
Diving Peck 3d6 MD (2 actions)  
Wing Swipe 1d2 MD (can only be done on the ground)

**Cybernetics:** May be used, but must be modified for Hsiao's (which means triple normal cost.) Also, don't get too silly, NO extra wings or claws.

**Note:** Tattoos are allowed, but area that the tattoo is to be applied to MUST be plucked first (1d4 MD from the Hsiao's MDC)

## Human-Vampire Hybrid

By:  
[Jeremy F. Lane](#)

This is a creation loosely based on an idea for a comic I have. I can't recall if vampires can reproduce, but don't care, either, so if you're a rules lawyer, you might as well stop reading. Comments would be greatly appreciated.

Hybrids are uncommon. The most obvious reason for this is the simple truth that even if a vampire does have a sexual relationship with a human, the spouse rarely live longer than the original joining and therefore has little chance of bearing children. When the rare good alignment vampire comes along however, it is possible for it to not only have sex with, but fall in love with a human and have children. These children are known as Hybrids. Hybrids incorporate traits from both parents and can often live in society without fear of rejection. At least as long as their parentage remains unknown. As such, many have also been labeled freaks and monsters, and run out of town, or worse.

**Horror Factor:** (Only comes into play when true form is revealed.) 10

**Alignments:** Any! This, like any human depends on how they were raised etc.

**Size/Weight:** Varies

**Attributes:** Roll 3d6 as per normal, but is still supernatural.

**PPE:** 3d6

**MDC/Hit Points:** Like normal vampires, Hybrids are very tough, though not to the same extent (see below). Hit Point Equivalent: 5d6 x 10.

**Natural Abilities:** See below.

**Psionics:** same as per a normal human.

**Combat:** As per hand to hand and supernatural strength

**Number of Attacks:** Three plus those gained from HtH skills.

**OCC's:** Can select any non-magic or non-Coalition OCC! They tend toward wilderness scouts and other out of doors OCC's. Some principled have been accepted as Cyber-knights.

**Powers And Abilities:**

1. Blood Lust: This craving is lessened in Hybrids (1 pint per 48 hours). However, Hybrids do need to eat a little regular food as well. This is about equal to the psi-stalker.
2. The Bite: The slow kill is no longer possible.
3. Mind Control: No longer possible.
4. Metamorphosis: This ability is unchanged, however, the Hybrid cannot summon anything anymore.
5. Limited Invulnerability: This is really more of a super durability. Normal weapons can damage a Hybrid but at 1/4 damage (I may change this to 1/2 damage if deemed too munchkin). Silver and wood do full damage still, and do not regenerate as quickly.
6. Super Regeneration: This power is even more impressive than the normal vampires power. Hybrids can regenerate normal damage at a rate of 5d6 hit points per melee (This too may also be changed). Wood and silver is regenerated at the regular 2d6 per melee.
7. Eternal Life: Even though Hybrids are no longer connected to the Vampire Intelligence (Did I forget to mention this?) they are incredibly long lived. So much so, that none have died yet. Perhaps they are truly immortal.
8. Unless otherwise noted, the Hybrid has the "Abilities Natural to Vampires" listed on page 26 of VK.

**Vulnerabilities:** Hybrids are not as vulnerable as vampires, but can still be killed by staking, decapitation and being burned. When staked however, the Hybrid has a 15% chance to remove the stake before entering stasis. Death by water no longer has any effect, as well as Death by Sunlight. However, unless properly covered (shades, etc.), sunlight is uncomfortable and provides a -5 to all skills, as well as -2 to strike parry or dodge. Herbs and holy symbols are basically useless as wards. Also, Hybrids do not have to sleep in the soil of their homeland. Hybrids are still vulnerable to magic and psionics, and any spells like fireballs etc. do full damage instead of half. Hybrids are not against body armor, and sometimes wear it, but they still prefer not to, as metamorphosis is hard in it. Some have devised system that have small plates built into their garments over their chest and back covering their heart. This usually provides minimal MDC protection and will change with their personal items as per normal metamorphosis, and is used to avoid being staked. Dragons also are still dangerous foes, as are psi-stalkers and mutant dogs, if the Hybrid isn't careful. **Note:** Civilized Psi-stalkers and the more intelligent mutant dogs will allow Hybrids to live if deemed worthy.

## The Hundred-Handed (Lesser) R.C.C.

By:

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Unknown to Zeus, the Hundred-Handed who helped him defeat the titans shared their world with a smaller version themselves.

These "cousins" of the original giants were separated from the mainland of the planet during an earthquake of titanic proportions. This smaller group spent thousands of years apart from their larger cousins and also evolved differently. Since they never met Zeus they were not involved in the battle with the titans. Most of this race are content with a simple life on their home world, but as with most races some of them want to see the sights the universe has to offer and will leave, sometime never to return.

The lesser Hundred-Handed maintained their eight-armed, heavily muscled appearance but, when they separated from the mainland the giants had not attained their full size, instead they were between 15-30 feet tall. Also since they didn't acquire the immense size of their brethren, they needed to use their minds to survive in this hostile world. This resulted in an increase in intelligence and the pursuit of occupations and technology.

**Alignment:** Any, but most tend toward good or unprincipled

**Attributes:** I.Q. 3D4 + 3, M.E. 3D6, M.A. 3D6, P.S. 5D6+20, P.P. 3D6+6, P.E. 4D6+6, P.B. 1D6+4, Spd 3D6 (P.S. and P.E. are supernatural)

**M.D.C.:** 3d6 x 100

**Size:** 15 to 30 feet tall

**Weight:** 2000 lb - 4000lb

**Horror Factor:** 14

**P.P.E.:** 1D6x50 or by O.C.C. plus 4D6

**Average Experience Level:** (NPC) 1D4+4

**Natural Abilities:** Nightvision 120ft (can see in total darkness), impervious to disease, resistant to cold and heat (half damage), magic fire does full damage, regenerate lost limbs within 2D6 minutes and regenerate 2D6 x 10 M.D.C. every six hours

**Combat:** Varies with O.C.C. and skills

**Bonuses:** +2 on initiative, +2 to strike, +3 to parry, +6 to save vs horror factor, +4 attacks per melee

**Psionics:** Tend to stay within Warrior O.C.C.'s

**Magic:** Less than 5% of this race pursue magical studies, and those tend to be the weaker individuals.

**Skills of note:** swim 88%, climb 98%, speak/write own language 98%

**O.C.C.'s:** The lesser Hundred-Handed can choose any O.C.C. he desires with two clauses. Number one they cannot become cyborgs (full or half), robot, juicer, crazy, or any O.C.C. that requires something that the Hundred-Handed do not possess (like psionics).

Secondly if a Hundred-Handed seeks an O.C.C. that requires him to leave his homeworld he is subject to the wanderer rules set forth by the race:

**Wanderer Rules for the lesser Hundred-Handed:**

1. Never reveal your home world to anyone.
2. Obey the Laws of the lands you visit, unless they are evil.
3. Show respect for authority but not corruption
4. Never accept a position of power over others
5. Respect life and freedom

If the wanderer rules are broken then that individual is no longer welcome back to the planet.

**Note:** Even the most diabolical Hundred-Handed will never break rule number one under any circumstance

The O.C.C.'s native to their home world are any men-of-arms (warrior), shifter, and ley line walker.

**Average Life Span:** 4000+ years

**Habitat:** Any, cannot survive in a vacuum without life support (breathes air, needs water)

**Allies:** If they ever met a greater Hundred-Handed the two would instantly recognize each other as the same race, and react as if seeing a long lost friend

**Enemies:** World Conquering Races

**Standard Equipment:** As per O.C.C. except sized to fit, and logical changes (i.e. no use for a motorcycle), also most Wanderers take a weapon from their home world. Select any ancient style weapon.

**Money:** Varies with O.C.C.

**Cybernetics and Bionics:** The lesser Hundred-Handed cannot receive either. If the character attempts to get such implants the system will simply be pushed out of the body in a matter of minutes

## Icer R.C.C.

Imagine the opposite of a Burster: a psionic with the power to control Ice and Snow. That's an Icer.

Icers and Ice Dragons like each other. Even the most evil of each will go a bit out of their way if it will help one of the other. This doesn't apply if the two are foes or are in combat. On the same hand, Fire Dragons and Icers will often go out of their way to annoy one another. This may occasionally lead to violence, and if they are in combat, they will seek each other out.

**Attribute Requirements:** ME 10, PE 6

**P.P.E.:** 2D6+1

**Psionics:** The Icer is considered a Master psionic. Chose 2 powers from each category but Super. Chose 1 additional power from any category but super at levels 3, 7, and 11 in addition to the following powers:

**Impervious To Cold:** No amount of freezing temperature or Cold based attacks will ever harm a Icer. This makes them very useful when fighting a Ice Dragon. Duration: Constant, ISP: None

**Shield From Cold:** The psionic can bring the temperature around him up to 40 degrees if he feels it necessary. All Ice will melt, and all snow will stop. This can be used on a specific object to melt all ice and snow off it if the Icer touches the object. Range: 100 feet around the Icer +10 feet per 2 levels of experience (beginning at level 3), Duration: 30 minutes, ISP: 5

**Ice Armor:** The Icer can form a suit of Ice around him. This gives him mega-damage protection, but reduces his attacks by 1. It also reduces dodge and parry by 1, but adds 1 to roll w/ punch. Fire attacks do 2x damage to this armor. Ice Attacks restore 1/2 their MD in MDC to the armor, round down. (i.e., an Ice Dragon does 5 MD to the armor. This REPAIRS 2 of the armor's MDC and does NO damage). MDC: 20 Per 3 levels of experience (Not available until level 3). Duration: 3 minutes per 3 levels of experience. ISP: 40

**Cold Spell:** The Icer can make a object suddenly surrounded in Ice. This can suffocate people! Range: 20 feet per level of experience, Duration: Until Ice Melts, ISP: 10

**Snow Storm:** The Icer can make the temperature around him drop to 20 degrees and have it start snowing so heavily a foot of snow will appear in an hour. Range: 1 mile, Duration: 30 minutes, ISP: 15.

**Ice Blast:** A blast of such cold temperatures it does up to MD!!! Rng: 100 feet for SD ones, 300 feet for MD attacks. Damage: 1d6 SD, 3d6 SD, 6d6 SD, 1d4 MD, 2d6 MD, ISP: 1, 3, 5, 15, 30

**I.S.P.:** 2D6x10 at first level, and gains 10 ISP per additional level of experience. Regains 2 ISP per hour of activity/awake, 12 ISP per hour of Sleep/Meditation.

**The influence of Ley Line Energy:** Within a half mile from a ley line, the Icers powers get a +50% bonus to their normal strength and range, and they cost only 2/3 the normal ISP (round up) to use.

**The influence of Nexus Energy:** Within 2 miles of a nexus, the Icers powers are DOUBLED! Plus, it only costs 1/2 the normal ISP to use them.

**Bonuses:** +1 save vs. Horror Factor at levels 2 and 7, +1 save vs. Mind Control at levels 3, 6, and 10.

**R.C.C. Skills:** One Language of Choice at 85%  
Chose 1 Piloting Skill at +20%  
HTH: Basic (Can be changed to Expert for 2 Other Skills)  
WP Blunt

**R.C.C. Related Skills:** Select 7 other skills from the list below. Choose an additional 2 at levels 3, 5, and 8.

Communications: Any (+5%)  
Domestic: Any  
Electrical: Basic Only (+5%)  
Espionage: Wilderness Survival Only (+5%)  
Mechanical: Automotive Only  
Military  
Medical: First Aid (+5%)  
Physical: Any except Wrestling and Boxing  
Pilot: Any (+5%)  
Pilot Related: Any  
Rogue: Any (+5%)  
Science: Math and Chemistry Only (+5%)  
Technical: Any (+5%)  
WP: Any  
Wilderness: Any

**Secondary Skills:** Choose 8 from the list above without bonuses.

**Standard Gear:** 1 suit of light MD armor, 1 MD Pistol or Vibro-blades of choice w/ 2 clips, 1 set of ordinary clothes and shoes, one pair of combat boots, 1 2-qt canteen.

**Money:** Starts with 1d4x100 Credits and 1d4x50 Credits in black market items.

**Cybernetics:** Will never get them! Will seek Bio-Systems instead, and will even hate them. Will avoid any altogether unless medically necessary for living.

## The Immortal R.C.C.

By:  
[Gabriel](#)

**Note:** This character class is based solely on the various movies and slightly on the TV Series, but not on the animated series.

"From the Dawn of time We came; moving silently down through the centuries, living many secret lives, struggling to reach the time of the Gathering; when the few who remain will battle to the last. No one has ever known we were among you... until now."  
- Ramirez, born 896 B.C. in Egypt

For millennia, Immortals have walked among humans, leading many lives, honing their skills in preparation for the Gathering. The Gathering is upon us, those who remain do battle until only one remains. For there can be only one.

The Immortals are a sub-breed of humans, totally human in appearance, but akin to demigods in power. Their numbers are few, perhaps one in a million or less. They are born as normal humans are, able to be hurt, to grow, to die. But at the moment of their death,

their Quickening blossoms inside them, healing them of what killed them and returning them to life. Once Awakened, they cannot die except by the loss of their head. No matter what injury is done to them, they will heal, as long as their head remains attached to their body. However, all Immortals are sterile and cannot have children.

The Gathering is the final battle between the Immortals, where all of the Immortals will journey to a far-away land and battle to the last, contending for the Prize. The story of the Prize has been passed down for centuries. The last remaining Immortal will supposedly become akin to a god in power. Because such power would be inappropriate for a character, I'm not going to even attempt to address it.

Immortals contend for the Prize their entire lives, and this contention has come to be called the Game. The rules of the game are fairly simple. You cannot fight on Holy Ground. No Immortal, even the most evil and greedy one will break this rule. Holy ground counts as an area that is sacred to a people, whether it be a cathedral in France or a pyramid in the Yucatan. This also includes megaliths, fairy rings, mounds and circles, etc. The second rule is that combat between Immortals is always one on one, no double teaming. Why? Because when two Immortals fight their Quickening charges the air around them, and all of that Quickening flows into the winner. Thus if two Immortals fight as a team, one will lose part of their powers, something that is never done.

**Horror Factor:** 13 when witnessing the Quickening after an Immortal's death.

**Alignment:** Any

**Attributes:** IQ: 3D6, ME: 3D6, MA: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, PB: 3D6, Spd: 3D6. Strength is NOT considered supernatural.

**Hit Points:** PE + 1D4x5, higher than normal due to their supernatural aspect.

**S.D.C.:** Higher than normal, base of 20 SDC

**P.P.E. (Quickening):** 1D6x10+40, regenerate PPE at a rate of 10 PPE per hour of sleep or rest and 15 PPE per hour of meditation.

**Natural Abilities:**

1.) An Immortal does not age after they are Awakened, nor do they need food and water, and they do not need to breath. They do need sleep however, just as a normal human would.

2.) Natural Regeneration: Can bio-regenerate damage at a rate of 4D6 HP/SDC per minute.

3.) Limited Immortality: Immortals can only die if their head is removed. Luckily, few people other than Immortals know of this fact. Make a Lore: Demons & Monster check at -40%. In order to remove an Immortal's, the Immortal must be reduced to zero (or less) hit points. At this point they are unable to fight any longer, and are at the victor's mercy. Nuclear weapons WILL KILL Immortals! Permanently!

4.) Recognize and Sense Immortals: Range - 100 feet, Immortals feel what they term the "Buzz", a tingling sensation that runs from the base of their spine and explodes in their brain when an Immortal comes within range.

5.) Recognize and Sense Holy Ground: Immortals can tell the moment they step foot onto Holy Ground. There is no Buzz, it's just a feeling that they get when they step onto it.

6.) All Immortals are sterile.

7.) All hand to hand weapons wielded by the Immortal effectively become magical weapons and are capable of harming supernatural creatures even if they are normally impervious to normal weapons. This includes Vampires, Were-creatures, etc. In addition the weapons will bypass the AR of Hounds, Hound Masters & Hunters. Note: The supernatural aspect only applies to hand held weapons, not modern projectile weapons or bows.

**Magic Abilities:** None unless a magic OCC is chosen.

**Psionic Abilities:** Standard, the same as humans.

**Combat:** As per skill. Often trained in a Martial Art form (See Ninjas & Superspies and Mystic China).

**Bonuses:** +2 to save vs. psionics, +4 to save vs. horror factor. In addition use the following chart:

**Level - Bonuses gained:** These bonuses apply each time an Immortal reaches the indicated level, whether it be in their first OCC or their fifth. The only exception is that the second time they reach level one they only gain +1 attack per melee, not +2.

1 - +1 to initiative, +2 attacks per melee.

2 - +1D6 damage when using their personal weapon

3 - +1 to PE

4 - +1 to initiative, +2 to roll with impact

5 - +1D6 to hand and foot strikes

6 - Select one new WP

- 7 - +1 to strike or parry with personal weapon
- 8 - +2 to save vs. pain
- 9 - +1D6 damage when using their personal weapon
- 10 - +1 to ME
- 11 - Select one new WP
- 12 - +3 to pull strike (applicable to personal weapon), +1 to PP
- 13 - +3 to save vs. Horror Factor
- 14 - Select another Martial Arts Form which starts at first level
- 15 - Select another OCC. Starts at zero experience and with no special abilities of that OCC. Once the character reaches 1000 experience, roll 1D6 for each OCC skill. A roll of 1-3 means that the character has failed to master that skill and must continue practicing. A roll of 4-6 means that the character gains that skill. Continue this for each 1000 experience that the character gets. Once the character has gained all of their OCC skills, do the same for OCC related and secondary skills. For each skill slot allowed, roll as above. If the roll is successful, choose a skill for that slot.

**Damage:** As per combat form.

**O.C.C. Skills:**

- Language & Literacy: Native Language (98%)
- Mathematics: Basic (+30%)
- WP Sword (or other WP appropriate for beheading)
- Any Hand to Hand combat form, usually martial arts oriented

**O.C.C. Related Skills:** Select 15 other skills. All new skills start at level one proficiency.

- Communications: Any (+5%)
- Domestic: Any (+10%)
- Electrical: Any (+5%)
- Espionage: Any (+5%)
- Mechanical: Any (+5%)
- Medical: Any (+5%)
- Military: Any (+5%)
- Physical: Any (+10% when applicable)
- Pilot: Any (+10%)
- Pilot Related: Any (+5%)
- Rogue: Any (+10%)
- Science: Any (+5%)
- Technical: Any (+10%)
- WP: Any, usually ancient
- Wilderness: Any (+5%)

**Secondary Skills:** The character also gets to select 4 secondary skills at level 1, plus 2 additional at levels 3, 6, and 9, and one additional at levels 12 and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Skill Note:** An alternative to the above skills is allowing the character to select an OCC and use the skills from that class including and special bonuses granted by the class. If this alternative is used, add the following skills: WP Sword and a Martial Arts form as described under Combat. Use the Dragon Experience table instead of the class's normal table.

**Experience Note:** Use the Dragon Experience table for the RCC and any subsequent OCC's gained after 15th level.

**Equipment:** Immortals start with a personal, high-quality sword (see below) and personal items that would fit the character. Some Immortals (usually older Immortals) are filthy rich while others lead a less material life. The amount of equipment available to the character is up to the GM.

**Habitat:** Anywhere, anywhen.

**Enemies:** Other Immortals, Hunters, Nightlords and their minions.

**Allies:** Friendly Immortals, other supernatural creatures.

**Size:** Standard human variables - 5' to 7' tall

**Weight:** Standard human - 100 lb to 250 lb

## The Quickening and Beheadings

The Quickening is the life force of Immortals. It contains their essence, what some may term their soul. When two Immortals fight, the air around them becomes charged with Quickening, resulting in the sparks during fights. When an Immortal is beheaded, the Immortal that beheads the other gains the dead Immortal's Quickening, giving the victor more power. When an Immortal is beheaded the victor gains the following:

+1 to a random stat (Roll 1D8), +1D10 to hit points, +1D10 to SDC, +400 Experience (alterable by GM), and the loser's PPE. In addition, roll on the following table:

01-10% Gains +1 to any 1 stat (random)

11-20% Regeneration ability is increased by 1D6 per minute

21-30% Learns one skill known by slain Immortal at loser's percentage

31-40% Gains 1D10x3 SDC

41-50% Gains +1 to parry and dodge

51-60% Gains +1 to strike with melee weapons

61-70% Gains +3 to damage

71-80% Gains +10% to any skill common to both the Immortal and the loser.

81-95% Gains +1 level in WP Sword (or appropriate WP)

96-00% Roll twice on the above table and ignore any rolls of 96-00%.

A 25% chance to gain one talent that the loser had at 1/2 the normal PPE cost. Activation costs are unchanged. Example: Bubba the Immortal beheads Leon the Immortal who happens to possess the talent of Primal Empathy. Bubba doesn't have this talent, but wants it so he rolls 1D100 and gets a 12. He therefore spends 5 PPE instead of 10 PPE and now has the talent. It still costs 8 PPE to use however.

Two Immortals will never attack another in unison. It simply doesn't happen. If a character does this, I leave it up to the GM to assign penalties. Same for fighting on Holy Ground. It ought to be something reeealy bad though.

## Personal Swords and Weapons of Beheading

All Immortals have a favorite weapon that they use for fighting other Immortals. Most use swords, some (rarely) use axes. All Immortals must get their hands on one of these weapons if they wish to survive. For gaming purposes, all Immortals will start with a superior weapon with the following bonuses: +2 to parry, +2 to strike, +5 to damage. These weapons are very expensive and in many cases are very old. A weapon is considered "personal" if it is the weapon used exclusively for a period of 1 year or more.

## Quickening Talents

Immortals are sustained by their Quickening, the force which keeps them alive and heals their injuries. Everyone has Quickening, however it is only noticeable in Immortals, a bonfire of energy compared to the spark in mortals. Immortals have learned to channel their Quickening into mastering certain abilities, from concealing weapons to mastering their minds to enhancing their bodies. Immortals can select one Talent at every other level (1, 3, 5...) in addition to the 25% chance when beheading an Immortal.

## Blood Fury

Some Immortals are able to use their Quickening to create a berserker rage that dramatically increases their combat prowess. When in the rage they will attack their enemy until one of them loses their head. If the Immortal is in normal combat and not fighting another Immortal they will attack all known enemies and then they take 2D4 melees to calm down. If they are provoked or if they even perceive the slightest threat against them they will lash out for another 8 melees. After they are calmed down they are so drained that they are -4 to all combat actions for 30 minutes.

Range: Self only

Duration: 8 melees

Limitations: Only available at 5th level or higher

Cost: 20 PPE to acquire, 25 PPE to activate.

**Bonuses:** The Blood Fury grants the Immortal the following bonuses:

+2 attacks per melee

+35 SDC

+10 to damage

+4 to strike

-5 to dodge

-5 to parry

Cannot pull punches or roll with impacts

## Primal Empathy

This is the ability to sense the emotions of creatures on a primal level, to feel their life force. The user can detect whether a creature is good, evil, animal or human(oid), supernatural or mortal. When used on a wild animal the character often receives a surge of energy or



adrenaline in response to the sheer feeling of freedom enjoyed by many animals. This adds +10 to the character's speed and PE and they will act carefree for the duration. When used on sentient beings the character gets a momentary feeling as if they were the other person, ie: A Principled Immortal uses Primal Empathy on a psychopathic murderer. The Immortal would think like the murderer for about 1 minute during which his two natures (the Principled and the Diabolic) would conflict. The Immortal must save vs. psionics or their alignment is temporarily changed to the target's alignment for a period of 1 minute. Every melee they get to save vs. psionics. If a successful save is made they revert instantly to their normal alignment and behavior.

Range: 150 feet

Duration: 1 minute per level of experience

Cost: 10 PPE are spent permanently to acquire it, and 8 PPE are needed to activate it.

### **Enhanced Awareness Level 1**

This meditative state increases the distance that the Immortal can sense other Immortals. It can be used during normal activity but at a lesser effectiveness. To use it at full effectiveness one must be meditating silently without movement or distraction.

Range: Increases range of 'Buzz' by 25 feet per level

Duration: 10 minutes per 5 PPE spent

Limitations: Only available at 2nd level or higher. When this talent is used during normal activity the increase in range is only 10 feet per level.

Cost: 10 PPE are spent permanently to acquire it, and 5 PPE are spent for every 10 minutes it is in use.

### **Enhanced Awareness Level 2**

By this time the Immortal has learned to bend his senses to detect specific creatures. They are now able to detect supernatural creatures if they bend their mind to it.

Range: Normal range of Buzz. Can be used in conjunction with Enhanced Awareness Level 1 to increase the distance.

Duration: 10 minutes per 8 PPE spent

Limitations: Only available at 5th level or higher

Prerequisite: Enhanced Awareness Level 1

Cost: 15 PPE are spent permanently to acquire it, and 8 PPE are spent for every 10 minutes it is in use. If used in conjunction with Enhanced Awareness Level 1 it costs 18 PPE per 10 minutes.

### **Enhanced Healing**

The ability to heal oneself even faster than normal is the focus of this power. Often used as a last ditch effort, this power uses up great quantities of Quickening that are slow to replenish. For each point of PPE (Quickening) the Immortal is healed of 1 HP or 5 SDC. The downside to this power is that the spent PPE is regained at 1/2 the normal rate.

Range: Self

Duration: Permanent

Cost: 10 PPE are spent permanently to acquire it, and 1 PPE is spent for every 1 HP or 5 SDC healed.

### **Weapon Concealment Level 1**

Some Immortals have spent time learning how to conceal their weapons from normal view by their Quickening to mask its presence from others. This ability allows a character to mask the presence of their weapon from mortals by making the weapon unnoticeable. It's still there, it's just unremarkable and people won't notice it.

Range: Self, can only conceal a weapon on one's person

Duration: 10 minutes per level of experience

Limitations: This can only be performed on the Immortal's personal weapon, one that he / she has trained with extensively (at least one year), not just any weapon they pick up.

Cost: 15 PPE are spent permanently to acquire it, and 10 PPE are needed to activate it.

### **Weapon Concealment Level 2**

After mastering how to conceal their weapon from mortals, some Immortals have gone further and learned how to conceal it's presence from mechanical sensors as well. This ability takes a fair amount of skill and concentration. The basic principle is that the Immortal is able to place their sword in a state of limbo for limited periods of time allowing them to pass through mechanical sensors while keeping their sword undetected. The only person that can retrieve the sword is the Immortal who placed it there. This means that they Immortal doesn't have to worry about tripping over their sword when performing acrobatics or other maneuvers hard to do with a sheathed sword.

Range: Self, can only conceal a weapon on one's person

Duration: 4 minutes per level of experience.

Limitations: This can only be performed on the Immortal's personal weapon, one that he / she has trained with extensively (at least one year), not just any weapon they pick up. Not available until fifth level.

Prerequisite: Weapon Concealment Level 1

Cost: 20 PPE are spent permanently to acquire it, and 15 PPE are needed to activate it.

### **Weapon Enhancement Level 1**

In order to combat the supernatural so that an Immortal may reach the time of the Gathering, some Immortals have focused their energy into doing enhanced damage with their chosen weapon. This power imbues the weapon with a portion of the Immortal's life force (Quickening) that increased the damage.

Range: Personal weapon

Duration: 4 melees (1 minute) per level of experience

Limitations: Only available at 3rd level or higher

Cost: 10 PPE to acquire permanently, 7 PPE to add 1 die of damage to a melee weapon. Example: Bubba the Immortal is using a short sword (he's stupid, what can I say) that normally does 1D8 damage. For each 7 PPE that he spends, the sword will do +1D8 damage for four melees per level.

### **Telepathy**

The simple ability to communicate without using words. Instead the user communicates telepathically. The telepath can send a message to one person at a time and two-way telepathic communication is impossible unless the recipient is also telepathic (whether natural, psionic or magic in nature).

Range: 175 feet

Duration: 2 minutes per level of experience

Cost: 5 PPE to acquire permanently, 3 PPE to activate.

All psionic powers can be used as Quickening Talents. In order to derive their costs, multiply the ISP cost by 1.5. This is how much it costs to gain the power. The normal ISP cost is how much PPE it costs to activate. Note: This is a makeshift method of doing it. I will update the list of talents as I get time. In addition, feel free to create your own. If you do, please send me a copy with details so I can add it to my list.

### **Conversion Notes:**

RIFTS®: Immortals are MDC creatures in RIFTS® Earth and other MD environments. An Immortal's MDC is equal to their SDC and HP added together. An Immortal's personal weapon does MDC, and Weapon Enhancement does additional MDC damage. The Immortal does not have supernatural strength in RIFTS® Earth.

Ninjas & Superspies™ & Mystic China™: Immortals remain mostly unchanged in this game. You may wish to add Chi powers to the martial arts, and once an Immortal is beheaded their Chi goes to the winner.

Heroes Unlimited™ & After The Bomb®: No changes that I can think of.

Beyond the Supernatural™: Same here, none that I can think of.

Palladium Fantasy RPG™, 2nd Ed: No changes, however they are rarely encountered on the world of Palladium. Some believe that the Old Ones conducted a war of genocide against the Immortals millennia ago which leaves Immortals with an uneasy feeling when they are on Palladium, a psychic imprint left from the Old One's rages. Thus most Immortals born or visiting on Palladium leave quickly if they can.

## **Immortal R.C.C.**

[Not Highlander]

By:

[Tiny, Dwarven Knight](#)

Well, someone asked about non-Highlander Immortals, so I guess I'll repost mine. Most of you blokes are so new, you probably don't even know who I am, much less where my Immortal is hanging out. You'll learn in time. <G> Anyway, have fun hack-n-slashing.  
--Tiny

"Us Dwarves may be short, but I prefer to think of myself as 'In weapons range of your groin.'"

Immortals. People always seem to have funny opinions about Immortals.

Of course, there are always the gods; I've been through enough that I'm not even sure if the gods exist or not. There's so much that makes me mad as hell at any supreme beings that are supposed to help us. But there's so much more that is so beautiful that I don't know where else it could have come from. And there are so many things I've seen that I can't explain.

And there are the ancient supernaturals. The Werewolves. The Nightbane. The Dragons. I've met them all, and I know for a fact that they all die. They're not immortal; they can just live about a thousand times longer than most other beings. The Vampires may be immortal, but look at all of the limitations: you've got to drink blood, you can't go out in the sunlight, avoid fire, garlic, silver, churches, yada, yada, yada. Even if they truly are immortal, I don't think it's worth it.

And then there are those other Immortals. You know what I'm talking about; those guys that run around with swords cutting each others' heads off. What a joke. How many people do you know that just happened to carry ancient swords around with them everywhere they went in, say, the 1980s? It's a load of crap, is what it is.

No, those are all farces. You want to know how you become an Immortal? You don't get bitten by a bat or a wolf, you don't get run-through by an ancient Russian warrior, and you aren't the offspring of a supreme slut. You just are. That's it.

What, are you disappointed? I'm afraid that there's nothing more. You're born normal, you grow up normally, and then you don't die. That's pretty much the only difference.

I was born sometime around the year 950 BC, near what has since become Germany. I was the son of the tribal priest. I was trained to follow in his footsteps, and I did. My father grew old and eventually died. So did my mother. And all of my friends, my brothers, and everyone else in my tribe.

I was the only thing that remained. The priest that no one could remember being initiated. The one that had been there since they were born. The one that their parents told stories about from when they were little. The one that had stayed twenty-five years old while they had aged to fifty from their births.

Eventually, the elders of the tribe had become so suspicious that I was a demon, that they had me banished from the tribe. I wandered the wilderness for twenty years, and then I encountered another of my kind; his story much the same as mine. We then took to wandering together. Eventually, we found three more like ourselves. The five of us wandered the wilderness for decades. We were not kind individuals, either. We pillaged whatever we could. We said to ourselves that for our lives that the world had taken from us, we would exact revenge on the world. We had over four centuries of combined combat experience, and together we thought we could take on anything.

Then the Romans came. We raided one of their camps for supplies, and they put up more of a fight than anything we had ever encountered. I am the only one who made it out alive. All of my friends were dead. Once again, my world was shattered; nothing has seemed the same since.

Does that help satisfy your appetite for violence and intrigue? I hope so, because that is all there is to tell. I realized that day running from the Roman camp that I had died centuries before in my village. I have been dead since then. Nothing can change that. I will forever remain a walking dead man, throughout all eternity.

**Immortal R.C.C.** for Rifts, Palladium Fantasy RPG, Mystic China, et. al.

**Appearance:** The Immortal appears as any other member of his race. There is no real means of detecting who is an Immortal, other than to observe them for several decades. See Aura will, however, detect that they are of extremely high level. Immortals are forever stuck in the body of a person in their mid-twenties. An Age spell will basically have no effect, because the aged Immortal is exactly the same as the young one.

**Alignment:** Any.

**Requirements:** ME 13+, must be born a human, Atlantean, Dwarf, Elf, or Ogre.

**SDC & Hit Points:** As per born race and OCC

**MDC:** Not applicable

**PPE & Magic:** Standard for their born race, +1D6 PPE

**ISP & Psionics:** Standard for their born race

**Natural Abilities:** Immortals will keep any natural abilities of their born race, such as a Dwarf's Nightvision.

**Combat:** Same as members of their born race. Immortals regenerate damage normally; they do not have any kind of supernatural healing or regeneration.

**Damage:** Same as members of their born race.

**Bonuses:** +2 to initiative

**Available O.C.C.s:** Immortal player characters are restricted the same as members of their born race. N.P.C. Immortals can be of nearly any O.C.C. And may very well be all, at one point or another. These beings can easily defy the restrictions on their races, because they may have been around since before those restrictions were placed. An example would be a Dwarven Diabolist from the Palladium world, because that individual may have been alive since the Elf-Dwarf Wars. Restrictions based on the shape of a certain race, such as Dwarves being unable to pilot Glitter Boys because they cannot fit correctly into the power armor, are still limitations that would apply to Immortal N.P.C.s.

**Life Span:** Immortal

Immortals are completely immune to poisons, poison gases, exposure, starvation, disease, drowning, asphyxiation, dehydration, illness, infection, cardiac problems, etc. The only way that they can die is for their hit points to be taken below -25. In Rifts, at the GM's discretion, they may become minor mega-damage creatures in order to save them from vaporization by a Wilk's.

Also note that an Immortal won't know about any of these powers until the first time he is forced to use them.

**Every fifty years,** the Immortal must roll on the following **Immortal Insanity Table:**

01-05 Alignment Change: Abberant

06-10 Alignment Change: Unprincipled

11-15 Alignment Change: Miscreant

16-20 Alignment Change: Anarchist

21-25 Alignment Change: Scrupulous

26-30 Phobia: Timepieces (clocks, watches, sundials, etc.)

31-35 Phobia: Elderly (senior citizens)

36-40 Phobia: Children

41-45 Obsession: Promptness (Love will create a person who believes that "merely on-time" is late; Hate will create a person who is habitually late, and could care less about how long anyone had to wait on him)

46-50 Obsession: Timekeeping (Love will create a person who has enough clocks and watches to open a store; Hate will create a person who will never touch or look at a timepiece)

51-55 Obsession: Helping (Love will create a superhero-type person; Hate will create a murderer or a self-absorbed character; also note this could involve an alignment change)

56-60 Obsession: History (Love will create a historical buff who can answer any question you might have, along with a couple dozen you didn't; Hate will create a character who lives in nothing but the present, and will likely be very angered by anyone conversing about the past)

61-00 No Change

**Important Note:** Any character who wishes to play one of these should not know anything about them. Very little is known about these Immortals, so there is no documentation to fall back on. If a character survived a room full of poison gas, he would probably thank whatever power he believed in and not want to try it again. It will take being 25 for 20 years or so before someone would really start to wonder what was going on.

Bottom line is, a person playing one of these as a character would have to role-play an ordinary human (or Dwarf, or Elf...).

## Immortal R.C.C.

By:

[Nick Hanson](#)

"From the dawn of time we came, moving silently down through the centuries, living many secret lives, struggling to reach the time of the gathering, when the few who remain, will battle to the last, no one has ever known we were among you, until now..."

Obviously if you're reading this you know who Conner MacLeod is and I don't have to explain them or their Gathering. In the Palladium Worlds, the immortals remain generally the same, although they tend to team up with other supernatural beings and often make good friends with them.

**Alignment:** Any, only the the most skilled fighters last long if they're evil alignments.

**Attribute Requirements:** None.

**Natural abilities:** Last twice as long as a human without food/water/rest.

**Regeneration abilities:** depends on the immortal's level

Level 1-3: 3d6 SDC a minute

Level 4-6: 6d6 SDC a minute

Level 7-9: 9d6 SDC a minute

Level 10-14: 2d4x10 SDC a minute

Level 15+: 2d6x10 SDC a minute

**Note:** Neck & head wounds take twice as long to heal. All wounds heal without scars unless on neck. Limbs can't be regenerated until 7th level and even then it takes a year to grow back a full limb. Wounds fatal to a human (with the exception of neck and head wounds) will not immobilize the immortal except by pain.

**GM Decision:** In the first movie, Conner MacLeod could breathe underwater, but in the TV series, immortals drown, resurrect and drown again until they can hit air (one immortal was trapped underwater for decades in the series and went insane). I have given them the ability to breathe underwater up to 30 minutes, then they die and resurrect. GMs can use this or let them have the ability breathe without air or hold breath as long as a human.

**Sword link:** The immortal has the unique ability to be able to inflict MDC with any SDC bladed weapon he has a proficiency in. The wear and tear on the weapon is the same as if it were used against an SDC target. (Against other immortals, damage is SDC)

**Attribute bonuses:** +1d4-1 to all physical attributes

Add 2d4x10 SDC\*

**Psionics/Magic:** As per normal human

**Quickening:** This is my take on quickening. The quickening is the immortals acquired skills (Experience Points). When an immortal kills another immortal their "soul" becomes a personality in the other immortals brain that the dominant personality can ask questions of. The victor immortal receives the dying immortal's experience points in a quickening reservoir. By meditating and learning from the dead immortal's personality, he can gain this experience. (I recommend that for 1 hour of meditation, 500 xps can be added to their xps and subtracted from the quickening reservoir). They can learn special abilities (like Nakano's magic), but these take many hours of practice to master enough to be useful (GM discretion). By expending Experience Points, the immortal can give himself bonuses to certain skills. 500 Exp gives a bonus of 5% to that skill for 5 minutes, for each additional minute they can expend 50 xps.

**RCC Skills:**

Weaponmaster Specialize in 2 specific bladed weapons (not paired, but separately. Conner knows the Katana and Long sword) This is the equivalent of Sharpshooting for melee weapons. The weaponmaster gets the bonuses of +1 attack against weaponmasters and an additional attack against characters with WP Sword. Against other weaponmasters: This gives double the bonuses of WP Sword for that specific style of bladed weapon. Against people with only WP Sword: The weaponmaster has triple the bonuses of WP Sword.

Pick 2 ancient WPs

Pick 1 modern WP

Appraise quality of sword 25%

30% of immortals know how to make swords. Roll for it, if successful, gain skills below.

(Note: I'm doing this without the Palladium RPG and I have no idea what skills are in there for smithing, etc)

Blacksmithin Swords 70% +2% per level for average quality swords

g: 45% +3 per level for good quality swords

25% +3 per level for high quality swords (like Conner and Duncan's katana's)

Appraise quality of sword 50% (ignore the 25% above)

### Other skills as per OCC

\*MDC attacks against the immortal are treated as SDC. Due to the nature of the quickening, MDC weapons (energy, kinetic, plasma, magic, etc) inflict SDC.

### Equipment:

Sword (duh)

Optional table:

100 - Greatest Rune Weapon (Atlantis) or Artifact (Nightlands)

98-99 - Greater Rune Weapon or Artifact

95-97 - Lesser Rune Weapon (lesser artifacts are not weapons)

70-94 - Phase Sword

40-69 - Vibro Sword

01-39 - Common SDC sword

If the character rolls anything 70 or higher, make them give a good story about how they got the weapon or make them reroll until they get something less cool :P

## Immortal RCC v1.1

### [Highlander]

By:

[Sir Tiny](#)

"It's about Immortals. Men who live forever unless they're beheaded. Men like me."

Since well before recorded history, there has been a strange occurrence that is kept secret from most of mankind. A few humans, an astronomically small percentage, are born with the potential ability to live forever. It is not known whether this ability comes from a genetic mutation, an alien intelligence, or any of a dozen other hypothesis. But the fact remains that they exist, unknown to most humans.

Immortals are not born Immortal. They are born as normal humans, and will live and age as normal humans until they are killed for the first time. At this time, they will be effectively dead for almost a full day. After that period, they will awaken to a new life. No Immortal has ever died the first time of natural causes (old age, heart attack, etc.); whether this is because Immortals attract violence or because of the nature of the death is uncertain.

After an Immortal awakens from his first death, many things will have changed. He will no longer age. He will no longer require food, water, or even air to live (although it is generally a good idea to partake of them anyway; they are not immune to hunger, thirst, or breathlessness, they just cannot die from starvation, dehydration, or asphyxiation). He will no longer be able to have children (and thoes 11 year-old Immortals can just forget about sex for the rest of their lives). He will no longer get sick from natural causes, although drugs and poisons will still run their course, to the point of "killing" an Immortal.

If an Immortal is "killed," he will be effectively dead (and vulnerable to any attack) for one melee. After that time, the Immortal can stand up, just as if nothing ever happened. Immortals can be "killed" by being stabbed, shot, poisoned, or falling from a great height. Due to the MDC structure of Immortals, and their innately supernatural nature, Even an Immortal who has been killed and/or vaporized by an explosion or powerful energy blast will eventually regain consciousness. Immortals "die" at 0 MDC, although they still take all damage beyond that point. This extra damage is regenerated at a rate of 2D4 MDC per melee, no matter how much there is. After the Immortal reaches 0 MDC, he begins healing at a normal rate again, and will awaken one melee later.

[**Tiny's Note:** I say all of that because I think nuking an Immortal is a cheap trick, and a dirty way around the beheading part ("Well, I inhale his head, but not the rest of him"). You've got to lop the melon.]

Immortals are as wide and diverse a group as any race has ever been. They run the full spectrum of honor, power, morals, and mental stability. And although they are a force to be reckoned with, they will never take their fight up with ordinary mortals. They will abide by the rules of the Game until one of them wins The Prize. And there can be only one.

**Requirements:** The character must be of a near-human race (basically any humanoid SDC race without special powers is eligible; I only currently use Humans, Atlanteans, Elves, Dwarves, Ogres, and Wolfen (and Wolfen only to appease Laserbeak)) before the Awakening.

**Alignment:** Any

**Attributes:** Retain the attributes before the Awakening, but add 1D4 to PS, 2D4 to PP, 2 to MA, and 2 to PE.

**Bonuses:** +1 attack per melee, +2 to initiative, +2 Save v. Magic, +5 Save v. Poisons (including lethal, non-lethal, and gases), +7 to Save v. Possession

**S.D.C. & Hit Points:** Not applicable. Immortals are Mega-Damage beings on Rifts Earth.

**M.D.C.:** The MDC of an Immortal is the same as his Hit Points before the Awakening, plus 15. Immortals regenerate lost MDC at a rate of 2D6 per melee.

**Horror Factor:** As per original RCC. +5 during the Quickening.

**PPE:** As per original RCC, plus 3D6.

**Natural Abilities:**

**Quickening:** This is the magical force behind the Immortals. It is something like PPE, but not quite. Quickening cannot be converted to spells, or used in TW items. The two real applications of the Quickening are to sense other Immortals, and to live forever. Up to a week after an Immortal's Awakening, the person may still have an occasional surge of the Quickening.

**Sense Quickening:** Immortals can sense each other approaching. Range: 75 feet. There is no way to mask this. Immortals can also sense those who have not yet awakened, but unawakened Immortals cannot sense anything. Immortals can tell whether they are sensing an Immortal who has been awakened or not.

**Hidden Supernatural Abilities:** Immortals register as normal beings of their race; they do not register as supernatural. The only ones who can detect the difference are other Immortals, and those who have seen a person return from the dead. Immortals seem to be immune from detection; to be recognized as an Immortal would greatly complicate the Game.

**Rules of the Game:**

- ❖ No fighting uneven odds. Immortals must fight each other one-on-one. If two Immortals team up against a third, the victor will absorb the Quickening of both the loser and the other person. This does not protect from unfair fights; one Immortal is still welcome to shoot or drug another before a fight.
- ❖ No fighting on Holy Ground. "In all of our records, there is only one mention of an Immortal killing on Holy Ground... It's never been confirmed. It's more of a legend. About two guys going at it in a temple in Italy... It was in Pompey. 79 AD." 'Nuff said.
- ❖ Teach the newly Awakened. Almost all Immortals, when encountering a newly Awakened Immortal, will teach him of what is he has become, what he needs to know, and the rules of the Game. Those that do not are the most evil; they will instead kill the new Immortal on the spot. There are also those who will find young Immortals and teach them a warped version of the Game, using them as their pawns. The true teachers will not leave their students until they have learned swordfighting (WP Sword) and will also make sure they know everything they need to know about Immortals, including the Game and the Gathering (Lore: Immortal).

**The Prize:** The Immortal will have his body and essence developed in any way he wants. A kind Immortal will receive powers such as an enhanced intellect that would let him help mankind. An evil power-monger might very well become a god. [Tiny's Note: GMs who would actually consider letting one of their characters obtain the Prize are munchkins. There is no way around that.]

**Magic:** Immortals cannot use magic, but they are attuned to it through the Quickening. Due to this, Immortals can use Techno-Wizardry as well as any mage.

**Psionics:** Immortals cannot use psionics.

**Available OCCs:** Over the course of an Immortal's life, he will become many things. One Immortal could have been a warrior, a lawyer, a doctor, a pirate, a writer, a movie star, a bank robber, a pilot, and a taxi driver at different points in his life. But the one common thread is that all immortals will know how to use a sword, and how to play the Game.

**Life Span:** Immortal.

**Notes:** **Lore: Immortal.** This skill is only available to Immortals and Watchers. It includes the ability to recall simple things, such as the rules of the Game and the legends of the Gathering (+50% to these simple tasks), as well as remember certain Immortals and their habits, lifestyles, and MOs. **Base Skill:** 40% + 1% per level (ie, no one can really forget the rules, but it may take several lifetimes to learn enough information about a specific Immortal to do any good; **Note:** Watchers have an extensive collection of files to fall back on when they can't remember something specific)

# Impaler R.C.C.

By:  
DaBeechMan

The Impalers are a fierce race of dinosaur-like creatures believed to have evolved from the familiar dinosaurs of prehistoric Earth. When the ley lines started to fade, they migrated from Earth to an unknown dimension. That dimension was destroyed by several careless Fire Dragons, but a few, maybe 100, survived and escaped to their ancestral home, Rifts Earth.

**Alignment:** Any, but usually anarchist. They mistrust Rifts Earth and all who live there, but it's not like they have any choice but to stay there, so they put up with it all with the notable exception of Fire Dragons. Ooooooh, do they hate Fire Dragons!

**Requirements:** PS 16, PE 16

**Attributes:** IQ 3d6, MA 2d6, ME 2d6, PS 5d6 supernatural, PP 4d6 - 3 (because of the creature's large size) PB 2d6 (hey, if you saw a gigantic T-Rex outside your door, I doubt you'd find it too pretty.) Spd 4d6 but carries enough momentum that if it runs for more than 3 melees nonstop it can go up to 5d6. Both scores are rolled during character generation but can be changed by the usual means.

**Horror Factor:** OK, this is an interesting case. The character saves vs HF 14. If it passes, nothing happens. If it fails, save again. If this save also fails, all horror factor effects kick in. Otherwise, treat it as Awe Factor, but the character can return to fight in as soon as 2 melees.

**Appearance:** This guy looks like a tyrannosaurus with a few exceptions. These are:

- 1) a collapsible ball of spikes on the end of its tail (1d6 x 100 SDC or 1d6 MD per attack, but counts as 3 attacks.
- 2) bull horns on its head (1d4 MD normal, 4d6 MD running but character loses all remaining attacks.)
- 3) a horn on its snout (same damage as bull horns, but add 2 MD to all damage.
- 4) a more horizontal posture

## Other Powers:

- Warlock Spells same as a witch
- Strength is supernatural
- Sonic attack roar (6d6 MD plus deafness with no save, range 500 yards. Counts as all attacks)
- Can alter its height from the size of a cat to the size of a dragon (normally about human-sized.) Cannot use any other special abilities while resized. Damage done by Impaler is halved when size decreases, multiplied by 1.5 at max height. Cannot do damage at minimum size. 500 MDC

## Limitations:

- Immediately goes into a frenzy (like that of a Crazy) whenever it sees a Fire Dragon.
- Automatically has the Insanity of Paranoia-Cold-Blooded (I don't care about the new theories on dinosaurs, this thing is cold-blooded!) This means that it dies within 40 melees if placed into an environment greater than 110 degrees or less than 40 degrees. If either limit is exceeded by more than 20 degrees, dies within 20 melees. 30 degrees, 10 melees. Get the picture? **Note** that because of this, Fire Dragon and Ice Dragon breath do triple damage!
- Cannot get psionics (EXCEPTION: All Impalers can communicate telepathically with other Impalers within 50 miles. Note that an Impaler rarely if ever gets to put this power to use.)
- Daylight is painful (-2 to attack in daylight, -5 in anything brighter, -10 in Globe of Daylight spell or anything like it.)

**Enhancements:** On a dinosaur (or any cold-blooded reptile)? Yeah, right!

**Friends:** None, except will cooperate with anything that is the enemy of a Fire Dragon.

**Enemies:** Come on, do I have to tell you? FIRE DRAGONS!

**Gear:** Most tyrannosaurus do not start with or care about gear. Besides, they can't use any of it except for food (can't hold weapons, IRMSS and the like don't work on cold-blooded creatures, too heavy for vehicles, too big for armor, but why would a tyrannosaurus care?)

**Money:** None and could care less about (they don't really understand the principle of it either. They do love "sparkly things" though, meaning anything shiny. Who cares if they don't do anything with it?)

**Skills:** Very few. Remember that these guys are dinosaurs. The only RCC Skill is Hunting (+20%) and only gets 4 other skills. GMs, feel free to disallow any skill that a dinosaur, even an intelligent one, might not be able to use.

**Xp table:** Use the Dragon table

## Inquisitor-Redeemer O.C.C.

By:

[D B Chow888](#)

- Book of Redemption, Father Torque

The Inquisitor-Redeemers are the champions of the faithful. They are the daemon slayers, the investigators and the preachers combined. The Inquisitor- Redeemers are usually seen as a warrior figure; the Damned, in all its forms, must be destroyed, without mercy or pity. Their dedication, however, remains solely with the church. The Bible remains their book of ordinances and guidance. They would recite passages from both the Testaments in the midst of a fight. For example, while "interrogating" a suspected heretic they might recite Revelations 9:6. However, doesn't the Bible consist of irregularities?

"An eye for an eye" and " Turn the other cheek." Thus each Inquisitor has an individual code of honor, yet all remain devoted to their god. **Role playing Note:** An Inquisitor-Redeemer player will eventually have to ask himself if he is indeed the bane of the night or just a ruffian or bully, and whether his duty to the church is greater than his own self integrity.

The Inquisitor-Redeemer has few powers; his great dedication and being a hard ass are his armaments of purity. Their trademark weapon has no official name (described below); however, the passage of time has chosen to call it the "Redeemer" in honor of those who wield it. The present Inquisition is described lower down the page. For many years the Redeemer Inquisition has worked underground; now with the magic eruption on Earth this is no longer necessary. Note: I never took this O.C.C. too seriously, and I don't know how they'll react to Ireland's IRA. It's up to you.

**Alignment:** Typically Aberrant, ironically

**Attribute Requirements:** IQ, ME & MA 13, the acolyte must be dedicated.

**O.C.C. Bonuses:** + 8 vs. HF(special, see below), + 8 initiative

### O.C.C. Skills:

Math, Basic (+ 10%)

Language & Literacy: Native (98%)

Languages: 4 additional (+ 40%)

Radio: Basic (+ 15%)

Interrogation Techniques (+ 20%)

Intelligence (+ 20%)

Detect Concealment (+ 20%)

Detect Ambush (+ 20%)

Tracking (+ 20%)

Climbing (+ 15%)

Streetwise (+ 20%)

Land Navigation (+ 20%)

Lore: Vampire (+ 15%) (see Nightspawn)

Lore: Demons (+ 15%)

Athletics

Horsemanship (+ 10%)

Pilot: Any 2

Weapon: Any 5, archaic and modern

Hand to Hand: equivalent to Assassin + 2 attacks

**O.C.C. Related:** select 5; one more at levels 3, 6, 9

Communication: Any (+10%)

Domestic: Any

Electical: Basic only

Espionage: Any (+15%)

Mechanical: None

Medical: First Aid only

Military: Any (+10%)

Physical: Any (+10%)



Pilot: Any (+15%)  
Pilot Related: Any (+15%)  
Rogue: Any  
Science: None  
Technical: Any (+5%)  
Weapon: Any  
Wilderness: Any (+5%)

**Secondary Skills:** Select 3 at levels 2, 4, 7, 10, 13

**Standard Equipment:** Inquisitorial robes, backpack, utility belt, air filter and gas mask, sleeping bag, 6 wooden stakes, hammer, flamethrower, canteen, rations, few extra clips, radio, rope, small axe, few knives, a personal items and some form of transportation. Also, plenty of implements of torture (there's this thing they can do with a cheese grater.)

**Weapons:** Prefer ancient style weapons. They start with a minor magical weapon (described below) They will use modern weapons as well without hesitation.

**Magic:** The Inquisitor-Redeemer does not know any spells, nor will he learn any. However, he is expert at identifying magical items and wards. He can also read spells from scrolls, equivalent to his experience level!

**Psionics:** None. Most Inquisitor-Redeemers consider Psychics to be low level demons.

#### **Special Abilities:**

**Special Combat:** The Inquisitor Redeemer has studied as a youth on how to fight the supernatural (including the Undead). Furthermore, he will always recognize evil in whatever form it takes (Treat as Sense Evil, without ISP cost.) Thus, when confronting a supernatural creature the Inquisitor will know all its weaknesses. Furthermore, in Hand to Hand combat the Inquisitor Redeemer will always hit a vulnerable point with any weapon, so that damage is doubled.

**Hardened:** Due to their hardened training the Inquisitor Redeemer has lost all fear of the supernatural and replaced it with hatred; when dealing with Horror Factors roll normally. If they fail (remember the + 8 bonus) they do not succumb to their horrors. Instead the Inquisitor Redeemer goes berserk and charges the monster with the H.F. that the Inquisitor failed. He gains an extra attack and + 2 to strike, but he must engage in Hand to Hand and every attack must be use to strike ie. no dodging or parrying. If unable to do so the Inquisitor Redeemer is still enraged, but attacks verbally, in demonic tongues even the monsters fear. The monsters themselves must roll vs. horror factor. It works out like this. The Inquisitors H.F. is 20 - the demon's H.F. so a monster with a H.F. of 14 has to save vs. H.F. of 6 (20 - 14 + 6).

**Impervious to mind control:** The Inquisitor Redeemer is also impervious to the Vampires slow bite. It will do damage, but the warrior priest will not be controlled in any way. This applies to all forms of mind control.

**Special Equipment:** The Redeemer: It is usually in the form of an inquisitorial staff, on which are inscribed runes which twist and writhe as if tormented. The staff inflicts 2D4 points of damage to a human. Against the supernatural and MDC beings it inflicts double damage in MDC! In the hands of the Inquisitor it does double that! The "Redeemer staff" also gets more powerful as the Inquisitor becomes more experienced. For every level up the staff inflicts an additional + 1 point of damage eg. a 5th level Inquisitor-Redeemer would inflict 2D4 + 5 SDC to a human and 4D4 + 10 to a demon. It also casts Exorcism at the same level as the Inquisitor-Redeemer. Once the Redeemer has reached 10th level the staff gains a new power, but no known Inquisitor has used it before. This is to be used during their darkest hour.. It is said that the staff will moan with the voices of the damned, and then drink the souls of all living things within a mile radius. All creatures must roll vs. magic of 20! The only way to survive is basically to roll a natural 20 or if you have a high bonus. As for the Inquisitor, he is doomed with no saving roll. All the souls are said to be tormented for ever.

**Alliances and Allies:** Not many. They consider all Catholics (and sometimes all Christians in general) to be under their protection. Should they visit Wormwood they will sympathize with the Cathedral and the people. However, when they find how corrupt the organization is they will be disgusted; the Inquisition, despite popular belief, gives everyone, save heretics, equal standing. They may or may not like the monsters working for the Cathedral. In Nightspawn they will treat the Guardians as allies, till they see reason not to. Many believe them to be angels! They will not worship them, since they're such hardasses, but treat them as equal servants of the Lord.

**Enemies:** Oh boy. They hate all supernatural creatures, in the following order: Daemons (supernatural creatures that look hellish), the Hexen (another O.C.C. by me) , the Undead, dragons. Heretics are considered as bad as they are betrayers of the faithful. In Nightspawn they will not like the Nightspawn at all, and consider them the works of the Devil. They will despise all denizens of the Nightlands, considering the Doppelgangers to be souls of the Damned. Should they enter Wormwood they will despise the Apok; they will only see them as the betrayers they once were. They consider the Unholy and his forces to be demons and will treat them as so. They will not be comfortable around anyone who has not converted to

Christianity, who they consider to be heathen.

**Description:** The Redeemers are first recruited by older Inquisitors for their willpower and dedication. They are then taken to one of the seven monasteries where the Inquisition holds power. Only a few know of such places. Here they train to be acolytes. They are taught the Old and New Testaments and will recite them by heart. They study the lore of the demons which they will fight. The Inquisition focus their hatred to these creatures and manipulate the acolytes with this focus. Then they are taught to fight the demons by the most experienced warriors.

Their training ends around the age of 17, when they take a rite of passage. The acolyte is sent out to hunt a heretic or demonic creature. When he returns to the monastery they will be given their Inquisitorial robes and the Redeemer staff. Only then is he a true Inquisitor-Redeemer. Many fail in their first quest; there is a 40% rate of failure. There are less than a thousand of these preacher warriors, but each one is a power house, capable of dealing with the most powerful daemon in whatever form it chooses.

## Invisible Agents O.C.C.

By:

[Scotty](#)

### The Invisible Agents

The CIA is not supposed to operate inside the borders of the US. This is the policy which they are supposed to operate under, however they quickly found that policy much too restrictive. Thus they invented the Invisibles. Invisibles come in two varieties. One is the Spook, the other is the Blank. Spooks are agents trained to a level where they blend in with the normal everyday surroundings that they are indistinguishable from anyone else you meet on the streets. Your husband or wife, your neighbor, your best friend, anyone could be a Spook and you would never know it. They could also be a blank.

#### Spooks (NPC Only)

A spook works undercover at the deepest level. They are unknown to all but the highest levels of government security. They are trained in mental conditioning to prevent brainwashing, psionic reading, or torture from breaking them. Their primary use is in information gathering. They keep tabs on people, places, or things that they are instructed to keep watch over. They are not to interfere under any circumstance, and when they are forced into action (Rarely happens) then in the aftermath they are reported as dead, and then go into another line of CIA work, something where they won't be recognized. More often, if something needs doing, then they activate a even more deeply concealed Blank.

**Stats:** Min IQ, ME, and PE of 12

**Alignment:** Abarant (But can pretend to be any to play their chosen role.)

**Skills:** Roll and educational background as in HU or choose an appropriate one. Also automatically gets the following.

Modern WP :

WP Auto. Pistol

WP SMG

Choose 2 Others

Ancient WP :

WP Knife (+1 Strike)

Choose 1 Other

Radio Basic (+25%)

Radio Scrambler (+25%)

Intelligence (+20%)

Interrogation (+20%)

Prowl (+20%)

HtH Assassin

Automatically starts at level 4 due to advanced training.

**Special Ability** - Mental Training: Using various mental conditioning techniques the agents are trained to protect their minds should they be scanned or found out and captured.

- ❖ Surface thoughts cannot be read.
- ❖ Impervious to basic mind scans.
- ❖ +4 Save vs. all Psionics, and saves as a major psionic.
- ❖ +3 vs. All mind altering magic (Includes words of truth and illusions)
- ❖ When faced with torture, the mind shields the spook from the pain his body feels, and so cannot be broken through torture, but can die from it. Also, has the ability to cease living at will.

#### Blanks (NPC Only)

Blanks are a top secret known only to the very highest levels of security. Like the spook they are hidden throughout the land as normal citizens, but unlike the spooks, they have no idea who they are. They are trained as agents of the top class, in weapons, and other skills, then mind wiped and introduced into society. They live normal lives until called upon. Each Blank is called upon in a different way. Most are activated through some key word or sound by a spook agent or other agent from the CIA. Then they spring into action.

Once a blank has completed its mission, it either terminates itself or is terminated. Random acts of violence are not always random, sometimes a blank is activated and goes berserk killing everyone, but it's just a cover for killing their target.

**Stats:** Normal, when unleashed they raise their PS and PE to min. of 10, and PP to a min. of 14

**Alignment:** Any before triggered. Abarant afterwards.

**Skills:**

Normal,

Gains following when activated.

HtoH Assassin

WP Auto. Pistol

WP Revolver

WP Rifle

WP Auto. Rifle

WP SMG

WP Knife

WP : Choose any three from modern or ancient

Prowl 98%

Tracking 98%

Demolitions 90%

All skills are at 8th level.

**Other Abilities :** Before being triggered, any psionics or other reading abilities will pick them up as normal everyday citizens. After activation they will appear to be a psychotic killer type of human, but otherwise normal.

## Invisible Person O.C.C.

By:

E/Z INC.

During the late twentieth century there were a spree of accidents causing numerous objects and people to become invisible (see movies such as *Memoirs of the Invisible Man*, and *Invisible*). These invisible people stay in perfect health for numerous years.

Unfortunately the strain on the body killed the invisible people after ten years.

Now, the Coalition and Triax see the potential for having the power of invisibility and have many scientists working feverishly to try to uncover the secret of it. Neither Triax or Coalition has had any success.

The only cases of invisibility were exactly the same as the late twentieth century: accidents. These accidents are always varied. It might be caused by a weird explosion in a lab or somebody getting struck by lightning. The Invisible person OCC is always caused by an accident. The GM gets to pick the accident which caused the person to become invisible.

Even though the accidents are different, the victims are always the same. They are always have normal health. Also they are not invisible to infra red, sonar, radar, ultraviolet light, heat, motion detector and any other human sense other than sight. Anything they ingest will be invisible until it comes out. Unlike what is previously thought, if the invisible person bleeds, the blood is invisible. Also they cannot conceal anything if they are wearing invisible clothes. One of the problems of the Invisible people OCC is that they lack hand/eye coordination.

**Alignment:** any

**Attribute Requirement:** It is useful for them to be strong but there is no requirement.

**Special Rule:** Because of their lack of hand/eye coordination, subtract 5 from their P.P. and gain 1 point back every level

**H.P. and SDC:** same as Headhunter

**Horror Factor:** 10 if partially covered by anything visible.

**O.C.C. Skills:**

Disguise

Escape Artist (+30%)

Sniper

Wilderness Survival

Tracking

Athletics-Basic

Hand to Hand: Expert

Climbing

Prowl (+50%)

Pick Pockets (+30%)  
Language (American)  
Language (Player's choice)  
Land Navigation  
Track Animals

Hand to hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at the cost of one "other" skill.

**O.C.C Related Skills:** Select 6 Other skills from this list. Plus select two more at level three, and an additional one at levels six, nine, and twelve.

Communications: Excluding Radio: Scrambler and Surveillance Systems.

Domestic: Excluding Play Musical Instrument and Sewing.

Electronics: Basic Only

Mechanical: Any (-10%)

Medical: First Aid Only

Physical: Excluding Acrobatics and Gymnastics (+5%)

Pilot Skills: Any

Pilot related skills (Any)

Rogue Skills: (Concealment is only possible when the character is wearing visible clothing) (+10%)

Science: Any

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Excluding carpentry

**Secondary Skills:** Choose 5 Secondary skills from the previous list. Secondary skills have no bonuses.

**Combat Bonuses:** in addition to the regular bonuses from their O.C.C. skill the character gets additional bonuses because they are invisible.

+5 to dodge and strike

+7 to initiative

Two addition attacks per melee

**Standard Equipment:** The characters get a pair of pants, a shirt, socks, shoes, and underwear, that is invisible . If they want to, they get to pick one light energy weapon of choice and a knife or dagger of choice. If they want they could have a visible pair of clothes with a back pack. The characters usually get other adventurers to carry their equipment for them in order to stay invisible.

**Money:** 3D4\*100 credits (there pretty poor because they always on the run)

**Cybernetics:** If the characters are happy that they are invisible there is no way they will get cybernetics. If the characters hate their invisibility, they might consider full bionic reconstruction.

**Xp table:** Same as headhunter

**Note:** Anybody who operates on them will have a -50% on their skill.

## Jabbs R.C.C.

By:

[George Bird](#)

**Background:** These creatures are the result of some pretty wild magic/genetic experimentation by some creature long, long ago. They live in a pocket dimension called Morva (this I may flesh out more later). Its pretty typical of Rifts style earth but the tech level is much lower (early earth renaissance) but there is a LOT of magic! The Jabbs are one of the 2 intelligent races that are native to Morva. They like bow weapons and short swords, and can use them well. They're blacksmiths are equal to a Sacath Druid (sorry about the spelling) in skill and ability.

**Alignment:** Any, but typically good or selfish.

**Attributes:** I.Q.: 3D4+3, M.E.: 3D6 (+4 females), M.A.: 3D4, P.S.: 3D4 (+4 males), P.P.: 4D6, P.E.: 3D4 (+2 males), P.B.: 3D6+2 (cute), Spd.: 4D6+2.

**M.D.C.:** Minor magical creatures, P.E. +1D6 per level.

**Hit Points:** -NA-

**Height:** 4' +1D4 inches females, or +2D4 inches males.

**Weight:** 80 +1D20 lb (+10 lb males)

**P.P.E.:** 10 +P.E. +1D4 per level females, or +2D6 per level males.

**I.S.P.:** Females Only! M.E. +2D4 per level.

**Note:** They are capable of drawing additional PPE from a ley line or nexus like a Ley Line Walker. They can also operate Techno-Wizard items.

**Special Abilities:** Jump 2 times farther than normal human, Nightvision 90', Heightened sense of hearing equal to cybernetic amplified hearing, Automatic kick attack at first level - 2D4 SDC damage. Very resistant to disease and poison.

**Magical Abilities:** Tongues spell is constantly in effect, costs no P.P.E. Pick one elemental category for your character. eg. Earth, Fire, Water, Air. Choose 2 spells from first level. Then for each level of experience select one new elemental magic spell, in your category. Levels of spells are limited to 1-4. At third level they can also cast the Armor of Ithan spell, but it costs 2 times the normal PPE to cast.

**Psionics:** Females Only! Select a total of 5 abilities from the Sensitive and Healer categories. Add one new psionic ability from both categories at levels 3, 6, 9, 12, 15.

**Skills:** A typical Jab starts with the following RCC skills:

Wilderness Survival (+15%)

ID Plants and Fruit (+20%)

Literacy - Jabinian (+25%)

Language - Jabinian 98% (all others by magic)

Basic Math (+15%)

Horsemanship (+5%)

Archery

Additional Skills for males only: HTH Expert, Intelligence (+10%), and 2 Weapon Proficiencies.

Additional Skills for female only: HTH Basic, Holistic Medicine (+15%), and 1 Weapon Proficiency.

**Related Skills:** At first level the character can choose 6 other skills with the following limitations:

Domestic - Any +10%

Physical - Any except Acrobatics and Gymnastics +10% where applicable

Rogue - Any except computers.

Science - Any (except those that require computer ops. as a prerequisite)

Technical - Any except computers

Wilderness - Any +15%

Espionage - Detect Ambush, Detect Concealment, Escape Artist, and Tracking

Weapon Proficiencies - Any (no modern to start with)

Pilot - None to start but can chose them as new skills later.

Pilot Related - Navigation only.

The character can select one new skill from the above list every 3 levels of experience.

**Average life span:** 170 years.

**Physical Description:** They look like humanoid rabbits. They have fully articulated hands with an opposable thumb. Their fur is various shades of, it starts out very bright in color when young (almost flourecent) and darkens as the character ages (the very old typically have an almost black coat). ALL Jabs have brilliant purple eyes!

**Bonuses:** +2 to save vs. magic, +3 to initiative (hearing bonus), +5 to save vs. poison and disease, +3 to dodge and parry in addition to the P.P. bonus.

**Xp Table:** Use the Dog Boy table.

# Jedi OCC

By: Joshua Brink

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Somewhere in a galaxy far, far away...

The Jedi is a warrior of exceptional mind, body and ability. They are champions of freedom and righteousness (with a few Exceptions). The Jedi has dedicated his/her life (since the age of two) to the power of the force and using that power to fight the forces of injustice and tyranny.

## Training

The training of the Jedi Knight is strenuous at best and downright brutal at worst. But if the training were any less intense the Jedi would not survive his/her First battle and Dark Jedi would be running rampant. They must be stronger, faster and smarter than those that they oppose. The study of The Force builds both mind and body, becoming a way of life not just a philosophy. In that respect it is very much like the martial arts training of old. The ability to focus mind body and nature into one. By drawing on The Force and focusing it through his/her mind the Jedi can affect the physical world with a thought.

Physical training involves years of study and practice in gymnastics, body building and hand to hand combat.

Other areas of training include an understanding and appreciation of other lifeforms and openness to magic and the unknown. The Jedi recognize magic as another energy source that can be tapped and used for good or evil. This open-mindedness in this respect makes them one of the few OCCs that can intuitively understand and use items created through Tecno-Wizardry.

## Psionic Powers

All Jedi are Master Psionists. But due to their ability to draw on The Force they can focus on psionic abilities at half of the ISP cost. Starting ISP is  $2D4 \times 10 + ME$ . Add  $2D4$  per level of experience. The young Jedi will start with  $1D6 + 4$  psionic slots, minor psionics costing one slot and major psionics costing two slots. Add one minor psionic at each even level and one major psionic at levels 3,7,11,15,and 20. Jedi recover ISP at the rate of  $1D6$  per hour of sleep or meditation.

Jedi requirements and skills

Attribute requirements: ME of 11, a high IQ, MA, PS and PP are recommended but not required.

What is required is a strong will, a lust for life and a good heart with a thirst for justice (Good or Aberrant, if Evil, alignments only).

Special Bonuses

Add  $1D4$  to ME, MA, PS, PE and SPD attributes

Add  $1D4 \times 10$  to SDC

+1 to initiative

Add 1 additional attack per round

These are in addition to any attribute and skill bonuses.

PPE Base:  $6D6$

Money: The character starts with  $2D6 \times 100$  credits and  $1D6 \times 1000$  in black market salable goods. As always money can be spent immediately on additional equipment or saved.

## Standard Equipment

A suit of light personalized body armor (70 MDC or less), a set of dress clothes, and a set of black clothing for covert operations. Also a gas mask and air filter, tinted goggles, a hatchet for cutting wood, a knife (or two), a Light Saber, first aid kit with extra bandages and antiseptic, suture thread and pain killer, tent, knapsack, backpack, two canteens, emergency food rations (two week supply), Geiger counter, and some personal items.

The Jedi's mode of transportation can be just about anything, but lean toward horses and either hover or modified motorcycles. They will also use magic devices but will rarely, if ever use robot vehicles or power armor.

## Cybernetics

The Jedi will try to avoid cybernetics unless necessary to replace a lost appendage or to save their life, even then they will try to acquire a natural bio-system if one is available. Due to the nature of the Force Jedi do not suffer the normal penalties for having cybernetics.

## OCC Skills

Literacy (+20%)

Language: two of choice (+30%)

Lore: Demon and Monster (+20%)

Anthropology (+15%)

Paramedic (+10%)

Land Navigation (+12%)

Horsemanship (+15%)

Pilot: two of choice (+10%)

Athletics (+5%)  
Climbing (+10%)  
Body Building/Weight Lifting  
Gymnastics (+5%)  
Swimming (+10%)  
WP Sword  
WP Ancient: two of choice  
WP Modern: two of choice  
Hand to Hand: Martial Arts (Assassin if Aberrant)

#### **OCC Related Skills (Choose 8)**

Communications: any  
Domestic: any  
Electrical: Basic only  
Espionage: any (+5%)  
Mechanical: Automotive or Weapons Engineer only  
Medical: First aid or Holistic Medicine only  
Military: any  
Physical: any (+5%)  
Pilot: any  
Pilot Related: any (+5%)  
Rogue: any  
Science: any  
Technical: any  
WP: any  
Wilderness: any (+5%)  
Secondary Skills  
Choose 4 from the above list without any bonuses.

#### **Natural Abilities**

Knowledge of how to build a Light Saber is part of the Jedi training. Whether or not the Jedi is able to increase the amount of damage that a Light Saber inflicts is entirely up to the GM (I personally feel that if the Jedi has the proper skills s/he might be able to do so. I do not believe that the level of the Jedi should effect the size or damage inflicted by a Light Saber. (I.e. was Luke's Light Saber any less effective when Han used it?)

#### **Special Abilities**

1. Heightened sense of hearing, equal to cybernetic amplified hearing+1 to parry, +2 to dodge, +6 to initiative.
2. Heightened sense of smell:  
Recognize specific odors: 90%  
ID specific person or animal by scent alone: 70% +1%/Level  
Track by scent: 80% (-20% in cities or due to incimate weather.)
3. Heightened sense of touch: Recognize items by feel: 66% +2%/level
4. Radar sense: Enables the Jedi to Know/sense the location of people, objects, movement and the general shape of the environment around them, Interpret shapes: 85%, Estimate distances: 95%, Estimate exact location: 75% +1%/level.
5. Gain one random minor super power from Heroes Unlimited at levels 5,10,15 and one super power at level 20.

#### **Special Weapons**

Light Saber:

Mega-Damage: 1D6x10

Weight: 3 lbs.

Length: 5' activated

1' inactivated

Duration: Effectively unlimited: self-charging.

Cost: Not for sale at any price!

Only the Jedi know how to build a true Light Saber and will not teach anyone other than a new Jedi how to build one. Even a Dark Jedi will not pass on this knowledge to another (no one else is worthy) Anyone who is not a Jedi and has in his/her possession a Light Saber has either killed a Jedi or has a Knock-off that is not as powerful as a TRUE Light Saber (usually 6D6 MD).

## **Jedi Knight O.C.C.**

Here is that Jedi Knight class... sorry it took so long but with the amount of material plus finals I haven't had the time to sit down and

type it all out. If you have any ideas or questions I will be on the list until May 19th and will return in September when the college reopens....I encourage any responses....well enough chatter....in the words of Admiral Kirk "Here it comes"

They are a group of travelers (always of good alignment; evil alignments are possible but I would keep them as NPC's in role playing testing evil Jedi PC's tended to get out of hand really fast because they had no qualms about killing people) that travel the galaxy righting wrongs.

The Jedi's use the force, which is created and sustained by life. The Jedi acts to preserve this life. The Jedi may kill in self-defense or the defense of others if by doing so he preserves the existence of life. The Jedi doesn't act for power, fortune or fame, just the gaining of knowledge and the preservation of life.

If a PC breaks this code and doesn't atone for it (GM's choice of what atonement is) the characters powers and attributes are reduced 25% (this usually keeps PC's honest, again citing play testing).

The character can take 1/2 of their earned xp and put it toward the advancement of force powers (there are 3 classes Control, Sense and Alter) as they see fit.

**Alignment:** Good alignments only

**Attributes:** 3d6 for all (I try to limit this class to humans only, although any race with good intentions is permissible. I was trying to keep the class balanced and with some of the greater races around it could get really ugly really quick)

**Hit Points:** PE + 2d6+4 per level

**S.D.C.:** 1d6x10 plus physical bonuses

**P.P.E.:** 3d6

**I.S.P./FP:** 2d4x10 + ME(x2) +4d6/lvl

**Natural Abilities:** Can stay active even at -20 H.P. with the use of force powers, other than that they are same as humans

**Combat:** 3 attacks/melee plus those gained from hand to hand combat

**Bonuses:** +4 to parry, +2 to dodge, +2 to initiative plus bonuses from attributes and skills.

**Average Life Span:** with the force 200+ years

**OCC Skills:**

Languages(x2)+30%  
Literacy(x2)+25%  
Speak & Write English-96%  
Demon Lore(+20%)  
Anthropology(+15%)  
Paramedic(+10%)  
Navigation(all)+15%  
Climbing(+10%)  
Body Building  
Gymnastics  
Athletics  
Swimming(+10%)  
WP Lightsaber  
WP Energy Pistol  
HTH Martial Arts

**OCC Related:** select 12 skills, 2 at level 3, 3 at level 5, 2 at level 6, 2 at level 9, 1 at level 12.

Communications: Any  
Domestic: Any  
Electrical: Basic only  
Espionage: Any (+5%)  
Mechanical: Automotive only  
Medical: None  
Military: Any



Physical: Any (+5%)  
Pilot: Any  
Pilot Related: Any (+5%)  
Rogue: Any  
Science: Any  
Technical: Any (+5%)  
WP: Any  
Wilderness: Any (+5%)

**Secondary Skills:** Choose an additional 6 skills from the previous list without bonuses.

**Standard Equipment:** Lightsaber, Energy pistol of choice w/ 3 clips, set of black clothing (MDC 40), First Aid kit, Knapsack, Backpack, 2 canteens, Boots, Cloak (MDC 15).

**Money:** 3d6x100 credits.

**Lightsaber:** inflicts 5d6 MD and increases in power (+2d6MD every three levels, and +1d6MD per level of Control Power). They can parry energy attacks with no parry bonus (except for that gained from every level of sense power; +1 to parry per level). The character can also add 20 ISP (Force points) to boost the damage of the lightsaber 1d6MD/per 20 ISP, this effect lasts 5 min/level of the Jedi.

**Note:** For the Lightsaber WP use the WP Sword given in the book. Also a Jedi will try not to use a lightsaber on an enemy not capable of defending himself from the attack. (ex. A peasant is being mugged by a thug with no weapons, the Jedi won't lop his head off with the Lightsaber.)

\*\*\*\*\* Control Powers \*\*\*\*\*

**Control Pain:** Cost- 5 isp no Sdc, 10 for 1/2 htp, 20 for no htp

Effect: Allows the character to ignore the pain caused by any wound and act as normal. This also works on pain inflicted through torture. **Note:** This doesn't heal the wound they just don't feel it.

Dur: 2 min/lvl

**Remain Conscious:** Cost- 10 for no htp, 20 for -10 htp

Effect: Allows the character to remain conscious even if the blow should render them otherwise. The next action should be Control pain if they would like to do anything else. After this is done the character may act normally for the duration of the effect.

Dur: 2 min/lvl

**Hibernative Trance:** Cost- 20

Effect: The character falls into unconsciousness and for all intents and purposes looks dead. Anyone who looks at the character will believe they are dead unless they perform a complete diagnosis to prove otherwise. Listening for a heart beat will require about a minute to discover a slight trace of one.

Dur: 1 month in a dry atmosphere, 2 in a moist atmosphere, 3 before the character dies of starvation.

**Note:** A character can snap out of the trance at any time but they have no idea about what is going on around them in this state.

**Accelerated Healing** Cost- 5

Effect: When using this power the character gains 10 htp or sdc plus the normal healing rate is tripled for one day.

Dur: Instant

**Contort/Escape:** Cost- Loose Bonds- 5, handcuffs- 10, serious restraints- 15, Maximum security- 20, Houdini like- 30

Effect: Allows the contortion of body parts to escape any restraints without causing damage to the character.

Dur: per set of restraints

**Detoxify Poison:** Cost- 15

Effect: Allows the character to detoxify any poison so that it will not harm them. This also includes the effects of alcohol and similar substances.

Dur: Instant

**Control Disease:** Cost- 20

Effect: Allows the character to direct the body's immune system to throw off infection or disease with a 75% success rate.

Duration: Instant

**Absorb/Dissipate Energy:** Cost- 15

Effect: Allows the character to absorb and dissipate huge amounts of energy without suffering damage. This includes all forms of energy and it maybe used to dissipate weapons fire in which case the cost is the initial 15 +the damage inflicted by the attack.

Dur: 5 min/lvl or per energy blast.

\*\*\*\*\* Sense Powers \*\*\*\*\*

**Receptive Telepathy:** Cost- 5 for willing members, 5+ the ME of target if attempting to resist.

Effect: Allows the character to read the surface thoughts or emotions of the target. For 3x the cost you can read sections of the victims mind and their true intentions.

Dur: 2 min/lvl

Saving Throw: vs Psionics

**Magnify Senses:** Cost- 5 per 5 ft radius

Effect: The character can sense something that would be impossible to sense otherwise. The character can sense traps, concealed passages or people, invisible objects etc. However, the character will only know that they are present not where they are (knows general location) or what they are.

Bonuses: +3 to initiative, +2 to parry, and +4 to dodge while power is activated.

Dur: 2 min/lvl

**Life Sense:** Cost- 5

Effect: The character can sense the presence and identity of the person for which they seek. The user can tell how bad off the person is and if the power is kept up the character can track the target with 70% accuracy. If the target being tracked has psionic ability they will sense this and a mind block will negate it.

Dur: 3 min/lvl

**Instinctive Navigation:** Cost- 20

Effect: Adds +25% to navigation rolls and only have to check at half the normal rate when the power is in use.

Dur: 2 min/lvl

\*\*\*\*\* Alter Powers \*\*\*\*\*

**Telekinesis:** see main book for description

Note: Using this force power to injure or attack other characters is possible but is considered an evil act that must be atoned for (or suffer penalties described earlier) because the force is being used offensively.

**Injure/Kill:** Cost- 30 plus targets PE

Effect: The character attempts to alter the targets body in such a way that it will incapacitate or kill the target. Both the target and the character roll a 20 sided die, the character adds their ME att. the target adds their PE att. to this roll. If the characters roll is 2x the targets then the target is mortally wounded, if the characters roll is higher the target is incapacitated for 1 melee round (loses all attacks), and if the targets roll is higher or equal there is no effect.

Dur: Instant

Note: Attempting this power, no matter what the result is an act of evil which the Jedi must atone for.

\*\*\*\*\* Control/Sense Powers \*\*\*\*\*

These are combinations of the above powers giving the previous powers greater effect. In order to use these powers a character must have a level in each of these categories.

**Projective Telepathy** Cost- 5 per 1000 ft range

Effect: The target "hears" the thoughts and "feels" the emotions of the user. The target knows these feelings aren't their own. This power is not used to control only to communicate.

Bonuses: Adds +10% to trust rolls if the character is projecting sincere thoughts.

Dur: 2 min/lvl

Saving Throw: vs psionics if target is not receptive.

**Foreseeing:** Cost- 15, + 15 if looking into the past, + 25 if looking into the future.

Effect: The user sees the place or person he wishes to see in their mind. The character can see the surrounding area around the target so the character can sense what is happening. This power can also be used to see into the past or the future. Looking into the past allows the character to get glimpses of what has happened in the particular area. Looking into the future the character's view rapidly becomes unclear because the future is not set. GM'S discretion on what they allow the character to see.

Dur: 3 min/lvl

\*\*\*\*\* Control/Alter \*\*\*\*\*

**Control Another's Pain:** Cost- add 5 to Control Pains costs

Effect: See Control Pain

**Return to Consciousness:** Cost- add 5 to Remain Conscious costs

Effect: See Remain Conscious

**Place in Hibernative Trance:** Cost- 30

Effect: Same as Hibernative Trance but can only be used on a willing target.

**Accelerate Another's Healing:** Cost- 15

Effect: See Accelerated Healing

**Detoxify Poison in Another:** Cost- + 5 to Detoxify Poisons cost

Effect: See Detoxify Poison

**Control Another's Disease:** Cost- +5 to Control Disease cost

Effect: See Control Disease

**Inflict Pain:** Cost- 20

Effect: The target experiences a great deal of agony reducing all bonuses and skills by half for as long as the power is kept active. The target gets a saving throw vs. psionics when the power is used and at every upkeep.

Dur: 2 min/lvl

Note: This is considered an evil use of the force so the Jedi must atone for it.

**Transfer Force:** Cost- 25

Effect: The Jedi transfers part of his life force (htp) into a target with a 5 htp minimum transfer. The target heals the amount channeled however the loss to the Jedi is permanent. (GM note: I suggest a hefty xp award when this power is used to save someone who was close to the character and would die without the transfer.)

Dur: Instant

\*\*\*\*\*Control, Sense, Alter Powers\*\*\*\*\*

**Affect Mind:** Cost- 40 + ME of target

Effect: Alter a victims perception "What was that noise", alter memories permanently so that it is incorrect or forgotten, or alter a characters conclusions so that they come to an incorrect conclusion " These aren't the droids we're looking for". Can also cause hallucinations sensed by all senses. The victim gets to make a saving throw at -3 to prevent the effects from happening.

Dur: 5 min/lvl or permanent for memories

**Telekinetic Kill:** Cost- 100 + PE of target

Can't be learned until third level in all 3 categories

Effect: The user uses his telekinetic ability to injure/kill the intended target. The exact method can vary: one can stir the brain, squeeze the heart or Vader's personal favorite crush the trachea. The victim is allowed the best 2 out of 3 saving throws at -3.

Dur: Instant

Note: This is the ultimate use of the force in an evil way so the Jedi should have good reason to use it and atonement should be twice as long.

**Other Notes:** For those who would like to use the Jedi evilly ignore the penalties for offensive use of the force, the character has +1 lvl to control for the Dark side is easier to learn but reduce the life span to a third of what is normal because the Dark side destroys the body. For experience point tables use the ones for Cyber Knights in the main book.....the force categories can be raised every 2000 xp. Durations given under these categories are the levels that the powers are listed at (ex at first level the Jedi have lvl 1 control so the duration on resist pain is 2 min, at lvl 2 control 4 min etc).

## Jedi Knight O.C.C.

By:

[Joshua I. Sanofsky](#)

During the Clone Wars, a group of Jedi Knights discovered a portal deep in the jungles of a planet they were investigating. Being adventurous people, and striving to find some aid against the overwhelming odds they faced, they stepped throughSOnto Rifts Earth, roughly forty years P.A.. Sadly, the Rift closed behind them, and they were unable to return to their own universe. However, they had found a planet in desperate need of heroes. So they stayed.

During the years since then, the group of Jedi spread across North America and the Coalition States, going as far north as the borders of Free Quebec and as far south as Los Alamos. A small Jedi Academy has been set up in an as-yet unrevealed location, since it has been discovered that a fair percentage of Rifts Earth inhabitants have the ability to learn to use the Force.

A Jedi Knight is very similar in many ways to the Cyber Knight O.C.C. in that they are upstanding members of society. However, they tend to be a study in opposites. Often quiet and introspective, they avoid combat to an extent, but will throw themselves into it wholeheartedly if they feel the cause is just or that someone needs defending. They will NOT kill without cause, and will go out of their way to keep from killing if possible. In combat they do NOT hesitate to kill if need be.

Jedi live life with a certain restrained joy which many people envy. They are not worried about death, because (as they say) they will be happy with whatever they have seen and done when the Force deems it time for them to move on.

The traditional weapon of a Jedi is the formidable lightsaber. The lightsaber is a blade of pure energy which does mega-damage. The stats can be found below. Jedi can and will use other weapons under some circumstances, but prefer to use their lightsaber before they use anything else.

Note: Jedi Knights use the Rifts Wilderness Scout experience table.

### Special Abilities:

1. "The Force" (magic knowledge): Jedi Knights are trained to tap into a universal source of P.P.E. which most magic-users and scholars deny exists. Since it is not as potent a source of magical energy as a Ley Line, Jedi Knights cannot cast as vast a variety of spells as normal magic users, nor are their spells considered "spells" as such, since they do not need to use any of the classic spell components. They are also considered minor psionics, since they appear to have Telepathic and Empathic abilities. To use a Force "power," all the Jedi must do is concentrate and expend the appropriate amount of P.P.E. (or I.S.P.). Jedi begin with the following spells:

See Aura

Sense Evil  
Levitation  
Telekinesis

and the following psionic abilities (which are the ONLY psi abilities they get):

Empathy  
Telepathy

At each new level, they automatically learn a new spell (of their choice), and can learn new spells at any time (either through experimentation or from another Jedi). Jedi can learn spells from the following list ONLY:

Level 1: Level 2: Level 3:

Blinding Flash Chameleon Armor of Ithan  
See the Invisible Climb Fingers of the Wind  
Concealment Negate Poison/Toxin

Resist Fire

Level 4: Level 5: Level 6:

Blind Calling Compulsion  
Charismatic Aura Energy Disruption Cure Illness  
Cure Minor Disorders Heal Wounds Impervious to Energy  
Repel Animals Superhuman Strength Memory Bank  
Shadow Meld Superhuman Speed Words of Truth

Level 7: Level 8: Level 9:

Purification Locate Mute  
Second Sight Oracle  
Wind Rush Wisps of Confusion

Note: To learn a new ability by "experimentation," the Jedi must make three successful rolls on their "Lore: Jedi" skill. This indicates that they've heard of the ability, and have figured out how to use it based on a story they were told during training.

2. Initial P.P.E.: Jedi Knights have a permanent base P.P.E. of 1d4x10+10, in addition to the P.E. attribute number. Add 2d6 P.P.E. per level of experience. Jedi CANNOT draw P.P.E. from Ley Lines, nexus points, or other people...Instead, they have learned to tap into the Force. Jedi regain 1 P.P.E. per hour of activity, or 20 P.P.E. per hour of meditation! Jedi Knights have a spell strength of 12, +1 at levels two, four, six, and eight.
3. Initial I.S.P.: Jedi Knights are considered minor psionics. They have a base I.S.P. of 2d6 + M.E., and gain 1d6 I.S.P. per level of experience.
4. Training Bonuses: Through their intense training, Jedi gain the following bonuses: add 3d6 to physical S.D.C., 1d4 to P.E. & P.S., and 1d4 to M.E. and M.A.
5. The Jedi Lightsaber:

(Excerpt from "Star Wars: The Essential Guide to Weapons and Equipment,"  
by Bill Smith, copyright LucasFilm Ltd., 1997)

"A lightsaber's handgrip is approximately twenty-four to thirty centimeters long and features a mirrorlike concave metal disk called a blade emitter on one end. Controls include an activation lever, a recharge socket, diagnostic readouts, and in some cases blade length and intensity controls. Opening the small access panel reveals a tiny but very sophisticated power cell as well as at least one - and sometimes several - multifaceted crystals or jewels.

The lightsaber's jewels focus the power cell's energy charge into a tight parallel beam that emerges from the blade emitter as a vibrant blade of pure energy. The blade is a closed energy loop. Its amplitude determines when the energy beam arcs back to the negatively charged high-energy flux aperture that rings the outer edge of the lightsaber's concave disk. The power cell can last for years because it is fed by the energy that enters the flux aperture; the weapon loses energy only when the blade makes contact with another object."

The lightsaber is the weapon of a Jedi. It is built at the end of a Jedi's training, and is considered a right of passage from apprenticeship to Knighthood. The essential design remains the same, but the overall look is left up to the apprentice building it. Many lightsabers are almost works of art.

The focusing jewel/jewels can be any high-quality jewel or crystal, even well-made artificial ones. For each jewel used, the length of the blade can be varied by one foot (or any length between). Thus, if three crystals are used, the blade can be anywhere from an inch to six feet in length. Likewise, the color of the crystals indicates what the color of the blade will be. If different colored crystals are used, the blade comes out an odd (but pretty) silvery-grey color, with streaks of whatever colors the crystals are throughout the blade.

The power cell recharges itself as the blade feeds back into the emitter, and only loses power when the blade strikes something. The rate of power loss is roughly one minute of charge time lost per contact. This explains why the lightsaber almost never needs to be recharged.

While the lightsaber does an immense amount of damage, the damage is neither wide-spread nor explosive. Thus, rather than destroying things outright, the lightsaber slices cleanly through... cutting things in half, removing limbs, etc. Wounds caused by the lightsaber are cauterized instantly. However, it still does large amounts of damage to whatever it strikes, cutting through power systems, maybe damaging something explosive. Still, it is mainly a close-combat weapon.

Using a lightsaber without penalty requires a special Weapon Proficiency (which the Jedi apprentice learns before building his weapon). Without the special W.P., the person using a lightsaber suffers a -7 penalty to strike, has a 50% chance of

injuring himself, and a 75% chance of doing damage to anything within arm's length of him. See below for W.P. bonuses, etc.

Incidentally, lightsabers make a decent source of light. when ignited, a lightsaber throws enough light to see with relative clarity in a 10' radius. Note that the clarity of vision is tinted by whatever color the blade is, which may wash out some detail.

**Lightsaber:**

Weight: 1-5lbs., depending on materials used in construction.

Mega-Damage: 1d6x10 MD

Rate of Fire: see W.P. Lightsaber below

Maximum Effective Range: 100 feet (can be thrown, then controlled using Telekinesis)

Payload: Power cell holds a 100 hour charge

Black Market Cost: NOT AVAILABLE. Jedi guard the technology used to build lightsabers carefully. If one hit the market, it could go for more than 50 million, since the technology required to create a blade of energy is highly desired.

6. W.P. Lightsaber: This is a skill which ONLY Jedi Knights can learn, since the bonuses are more reliant upon the fact that Jedi draw on the Force (to a very limited extent) while fighting than on physical training. In addition to removing all of the penalties mentioned above for people without this W.P., the following bonuses are gained:
  - +1 to strike at level one, plus an additional +1 to strike at levels three, five, seven and eleven.
  - +1 to parry at level one, plus an additional +1 to parry at levels five, seven and nine.
  - Beginning at level 2, the Jedi can use his lightsaber to parry energy blasts (lasers, P-beam weapons, plasma, etc.) with a +5 bonus in addition to normal parry bonus. This is not so much a physical skill as an instinctive extension of the Force which allows them to determine where the shot is going.
  - At level 3, the Jedi gains the ability to reflect energy blasts back at their shooters. Base Skill: 35%, +5%/level

**Attribute Requirements:** P.E. 10 or higher, M.E. 10 or higher. A high I.Q. and M.A. help, but aren't necessary.

**O.C.C. Skills:**

Climbing (+15%)

General Athletics

Acrobatics

Language: Native at 98%

Literacy: Native at 98%

Lore: Jedi (+20%)

Prowl (+10%)

Radio: Basic

Pilot: One of choice (+5%)

Intelligence

W.P. Lightsaber

W.P. One of choice

Hand to Hand: Expert. Can be upgraded to Martial Arts at the cost of two "other" skills.

**O.C.C. Related Skills:** Select 10 other skills at level one, plus three additional skills at levels three, six and nine, and two at level twelve.

Communications: Any

Domestic: Any

Electrical: Any

Espionage: Any

Mechanical: Any (except Locksmith, Mechanical & Electrical Engineer)

Medical: Any (except MD in Cybernetics)

Military: Demolitions & Demolitions Disposal

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: Concealment & Streetwise

Science: Any

Technical: Any

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select 5 secondary skill from the previous list. These additional areas of knowledge do not get the advantage of any bonuses except natural intelligence.

**Standard Equipment:** Two suits of clothing (whatever the Jedi is most comfortable with), as well as a cloak or long-coat. A suit of light or medium mega-damage armor, sunglasses, air filter, first-aid kit, knapsack or backpack, utility/ammo belt, one large sack, 50 feet of lightweight rope, 6 iron or wooden spikes and a mallet, and six flares. Infrared distancing binoculars are also acceptable.

Jedi can own any sort of vehicles they desire including robots and powered armor, but tend to avoid heavy, sluggish combat vehicles (like tanks).

**Weapons:** The Jedi starts with his lightsaber plus one other weapon of choice. Additional weapons must be found or purchased later.

**Money:** Jedi begin play with 1d4x1000 credits, and several black market items worth roughly 1d6x1000 credits. Jedi do not actively seek and hoard money, but neither are they averse to being rich. They spend their money freely on things which often seem frivolous because of their love of life.

**Cybernetics:** Jedi will get Bio-Cybernetic systems as needed...But they will NEVER voluntarily modify their bodies.

## Jinxian R.C.C.

By:

[Jeremy Puckett](#)

The probes that Earth sent out to find habitable worlds in the late 21st century were badly misprogrammed. They were slow-probes, sent out before the development of hyperdrive, so they had to be self-sustaining; that meant a hydrogen ramscoop. These probes were programmed to find worlds that matched or nearly matched Earth in climate, atmosphere, gravity, and all the other major requirements. The problem with them was that they were not really programmed to find a habitable world, but a habitable location. That is to say: if a world is completely barren except for a circle thirty feet in radius, and that spot happens to be where the probe lands, then that world is classified as habitable.

This was bad for the colonists that came afterwards. They came in slowboats powered by solid fuel (ramscoops kill any organic being within 240 miles when turned on), but they were kept in suspended animation for the duration of the journey to avoid the problems inherent in a ten to fifty year space flight. Since the ships were powered by solid fuel, there was no turning back for them; once they were on-planet, they were on-planet to stay.

This resulted in a number of foul-ups for the early colony program. Examples include We Made It, which was colonized because a probe landed in the spring. If it had landed in summer or winter, when the planet's axis of rotation points through its primary, Procyon, it would have detected the 1500 mile per hour winds. So Plateau was colonized. This innermost world of Tau Ceti, a small cool-yellow G0 dwarf, is like Venus in size and atmosphere, save for one mountain, Mount Lookitthat. That straight-sided mountain is forty miles tall, and its nearly flat top is half the size of California. It rises out of the searing black calm at the planet's surface to the transparent atmosphere above; and that air can be breathed.

So Jinx was colonized. Jinx is a planet with a surface gravity of 1.78 and two habitable bands between the oceans. These bands have too much air to be comfortable for humans, but they can survive in it. Beyond these bands, there are the Ends, where there is no air at all. Jinx is shaped very much like an Easter Egg. The colonists that put down there adapted quickly to Jinx's odd gravity and air.

Within three generations, they were shorter and broader than Earth humans... and far stronger.

Jinxian's are the strongest humans in Known Space, and probably the strongest beings in Known Space, period. The people of Jinx are never more than five feet tall and rarely less than three feet wide through the chest. Their living circumstances have also resulted in a heart condition that is usually fatal by the age of thirty, and almost always fatal before forty-five. Until then, they are super-strong, able to twist lead bars in their bare hands as though they were aluminum foil. It is said that if a Kzin got in a Jinxian's way when the Jinxian was in a hurry, the Kzin would develop a short, wide hole in its body roughly the same shape as the Jinxian.

Jinxians realize that their great strength intimidates normal humans (and other species as well) so they try to make up for it by being garrulous and friendly. Jinxians rarely strike in anger, knowing that they are likely to kill anything they hit in one blow. Despite this, they are likely to act before all the facts are in; they know they have very little time, so they cannot waste it waiting around. Jinxians control themselves very tightly around less strong beings, avoiding intoxication and carelessness, again because losing control could kill whoever happens to be nearby at the time.

Jinxians may be of any OCC that humans can take except for magic OCCs. Jinxians, like the other humans of Known Space, do not believe in magic--and belief is the key to power in magic.

**Alignment:** Any.

**Attributes:** IQ 3d6; ME 3d6; MA 4d6; PS 3d6; PP 2d6; PE 4d6; PB 3d6; Spd 2d6. Strength and endurance are considered supernatural.

**Hit Points:** Standard; PE +1d6 per level

**SDC:** 3d6x100! Jinxians are SDC beings with enough SDC to survive a light mega-damage weapon attack. Jinxians may be hurt with SDC weaponry, but it is difficult to do more than sting them with such devices.

**Armor Rating:** None

**Horror Factor:** None normally; Jinxians have an amusing appearance. If it is seen that they can shred metal with their bare hands, HF is 9.

**Magic:** None.

**Psionics:** Jinxians have the same chance for psionic powers as any other humans.

**Height:** Four to five feet

**Weight:** 200-350 lbs.

**Description:** Jinxians are short, wide, and heavy, but their weight is in muscle and not fat. Any human of Known Space can determine one is a Jinxian just by looking at them. Jinxians look as though they have the strength to kick holes in hullmetal (and they do) and the stubborn resolve to teach tact to a Kzin (and they might). Their skin, hair, and eye colors have the normal human ranges. Jinxians are not ugly for their bulk, just exotic and strange.

**Enemies:** Some fear Jinxians, but these would never purposely get on one's bad side.

**Allies:** The other planets of the League of Worlds.

**Average Life Span:** 30 years. Jinxians will always die before the age of fifty; not even boosterspice can prolong their lives.

**Habitat:** The high-gravity, high-pressure world of Jinx.

**Natural Abilities:** Supernatural strength and endurance. High physical attributes. Can survive in gravity and pressure up to three times that of Earth's surface.

**Vulnerabilities/Penalties:** Jinxians are used to breathing thicker air, but can survive for prolonged periods in the thin air of Earth and other worlds. However, because of their thicker atmosphere, their senses are distorted in thin air; halve hearing range and visual acuity in any atmosphere as thin as or thinner than Earth at sea level. Also halve all combat bonuses and double all penalties in such an atmosphere. Will die of a heart condition at the age of 29+1d6 years; if a six is rolled, roll another 1d6. Do so again if this roll comes up six; this is the maximum number of dice possible. In the last year of life, the Jinxian will have a number of heart attacks and secondary symptoms that reduces their strength and endurance to normal levels. Their SDC is reduced to 1d4x10 and their hit points are halved. -3 to dodge; -2 to initiative.

**Bonuses:** +15% vs. coma/death; +7 vs. poison; +1 vs. psionics; +1 to strike.

**Combat:** By hand to hand skill

**Damage:** As the supernatural strength table

**Cybernetics:** Try to avoid them, but will take an artificial bio-system heart and lungs if they are made available. This system will prolong the Jinxian's life to 60+2d6 years and negate the thin atmosphere penalties.

**Skills of Note:**

Language/Literacy: Interworld (98%), Basic Math (98%). Interworld is the language of humans in Known Space, roughly equivalent to American/English.

## Journalist O.C.C.

By:

[Necromancer Bob](#)

"Who has a dictionary? Let's look up joy. "Read what it says: 'A condition of supreme well being and good spirits, a feeling of extreme gratification aroused by something good or desired. Synonyms: happiness, delight.'

"All right, now journalism. What does it say? 'The collection and editing of news for presentation through the media. The public press. The collection and editing of news or the management of a news media. Writing for publication in a newspaper or magazine. Writing characterized by a direct presentation of facts or description of events without an attempt at interpretation.'

"All right. Well, those are good scholarly definitions of the joy of journalism. There's no right or wrong answer to joy. It's a personal thing. It's different for everyone. Now you're going to have to listen to my definition.

"Joy is the first byline. For me it was. Even if it's on a story about a professor whose claim to fame is that he jogged every day for the last 20 years. My first story.

"Joy is being a reporter exposing a scam company that sold gold mines, and then hiding out from the Feds, who were trying to subpoena his notes. I wasn't exactly a poster boy for upright journalism then. Hiding out from the Feds -- that's probably not the best thing.

"Joy is making deadlines on the copy desk at an afternoon newspaper, even if it means you have to figure out a way to write rhyming weather captions in 15 minutes or headlines in 15 seconds.

"Joy is being a city editor who gets to tell a rookie feature writer that some no-name teenager who died in a car wreck does not deserve a big obit.

"Joy is watching the same feature writer turn the obit into a page-one banner story by reporting the hell out of it and writing a special tribute to anonymous teenagers all around the country who've been killed in car accidents and who got no obituaries because hard-headed editors wouldn't print them.

"And joy is marrying that feature writer.

"Joy is being a managing editor who stands in an empty newsroom at 3 a.m. after a huge news day, knowing that he beat every other paper in the world and that that is as good as it's ever going to get.

"Joy is all the ways that news makes a difference. You print thousands of words that send a few crooks to jail, but it takes only a few words to help thousands of people who've been burned out of their homes. Major crusades can save lives, but a simple list of people who waste water will create wholesale reform of the water laws.

"Joy is seeing young journalists move past "who, what, when, where, and how," trying to find out why things are happening when they do their reporting.

"Joy is reading out loud. Down in the Newseum you'll see original stories like this one by Thomas Paine: 'The summer soldier and the sunshine patriot will in this crisis shrink from the service of his country, but he that stands it now deserves the love and thanks of man and woman. Tyranny, like hell, is not easily conquered.'

"Joy is getting paid ~ getting paid!~ to help the whole human race tell itself what it does, thinks, feels. In journalism, unlike many other modern professions, you get paid not to spin it or to stretch it or to twist it, but to TELL IT, just actually tell the truth.

"Journalism lets you stir things up and right wrongs and solve problems and touch people's lives. It's joyful because it matters. That is what the joy of journalism has been for me. And that is what I hope it will be for you."

- Edited excerpts of remarks by Eric Newton at the 1997 Chips Quinn Scholars Orientation Weekend in Arlington, Va., via the Freedom Forum

Author's Note: I apologize for editing Mr. Newton's remarks further. One of my Mass Communications professors read this speech the first day of class, and I think it says in a perfect way the motivations and loves of reporters, no matter what field of the media they're in.

Journalists could be considered modern-day bards. They are society's conscience, the fourth branch of the government, watchdogs, and more. Today's reporters face an increasingly jaded public, uncooperative government officials, and more, in their fight to better mankind.

In the Nightspawn world, journalists are at best pawns and dupes, and at worst hunted. The media has become a tool of the Nightlords, and with it, those few journalists courageous enough to try to uncover the truth are killed and replaced, or hunted down. Most "real" reporters either do their jobs as quietly as possible, ignore their commitment to the public, or hook up with the Seekers or Spook Squad.

In 2005, it is rare to see a full news report focusing on hard news. The trend of the late 20th century towards more "info-tainment", as seen in television newsmagazines, has been continued to the point that nearly every story reported on is a feature. Even the few serious subjects are treated as melodramas, becoming a story played out for the viewer or reader. Even newspapers have been forced to join this trend in order to stay in business.

The reasons behind this are simple: the public has a hard time caring. The viewing and reading public, having fallen upon economic hard times, now look for entertainment and diversion, not "bad news" to depress them more.

It used to be (maybe 50 years ago) that anybody who wanted to could become a journalist just by walking into a newspaper and starting in the mail room. Now, in the modern world, electronics always play a part in the newsroom. Even newspapers are laid out by computer. The steamy, smoke-filled newsrooms smelling of glue pots and typewriter ribbon are being replaced by newsrooms filled with the hum of laser printers and the quiet click of computer keyboards. As a result, now over 90% of journalists have a degree in Mass Communications. In your average Mass Comm program, journalists receive training in almost all areas of the media. Even those who focus on newspaper reporting receive basic training in video production, and a cameraman always has to learn page layout. This gives the journalist the wide array of skills needed to compete in today's environment.

In terms of player characters, most journalists will be first or second level, a character who is fresh out of college and looking for their first "big break". They'll usually be on the lookout for a big scoop, even if it means hunting Satan to get it. Most "real" journalists left in the world are either just out to make a lot of money by exposing celebrities, etc, or they are quiet crusaders running a silent revolution against the Nightlords.

For more information about journalists and their work, go to <http://www.freedomforum.org>.

**Attribute Requirements:** I.Q. and M.A. must be 12 or higher. A high M.E. is recommended, and a high P.B. is recommended if the character is in television news.

**O.C.C. Abilities/Special Skills:**

1. Media Focus: The character, although trained in all aspects of the media, has chosen one field to focus on. The character has a bonus of +15% (on top of O.C.C. bonuses) to any two media skills for their focus (ie, a newspaper reporter would add the bonus to writing: journalist and page layout; a television cameraman would add the bonus to TV/video and photography, etc).
2. Contacts: The journalist starts with two contacts in City Hall/on his beat who know him/her fairly well. These contacts are likely to be low-ranking, but as the character gains experience and recognition, he may be able to cultivate new contacts higher up. Any new contacts are gained through good role-playing.
3. Nose for News: Not really a power as such, but a note here: journalists generally have an almost-psyhic ability to tell when a big story is in the works. This "nose for news" gives the character a gut feeling that there is something more than he's being told, etc. This isn't psychic precognition, but it allows the character to tell if someone is lying, similar minor things. Base Chance: 10% +5% per level.
4. Enhanced Research Skill (by FlashFire): Technically no different from the standard skill, this is a list of different factors that may have an effect on one's ability to find things out. Research is more than just going down to the local library and asking for a book... This table can apply to any professional information seeker, such as journalists, private investigators, and detectives. All others suffer -10% to all bonuses and penalties.  
IS = Information Seeker

| Factor                                   | Bonus/Penalty |
|------------------------------------------|---------------|
| Reputation:                              |               |
| High-profile and loved                   | +25%          |
| Well-known and regarded                  | +20%          |
| Known as honest                          | +10%          |
| Unknown but likes reporters/IS           | +5%           |
| Unknown                                  | Even          |
| Unknown but dislikes reporters/IS        | -10%          |
| Known as dishonest/sleezy                | -20%          |
| Generally dispised                       | -30%          |
| Universally dispised                     | -40%          |
| Works for a big name news agency:        |               |
| With a good rep (ie, CNN)                | +15%          |
| With a bad rep (ie, Dateline, Hard Copy) | -20%          |
| Location:                                |               |
| Library                                  | +10%          |



|                            |                                               |
|----------------------------|-----------------------------------------------|
| News Library/Archives      | +15%                                          |
| Government Archive/Sources | +15% (may be less depending on circumstances) |
| Private Archives/Library   | +10%                                          |
| Internet                   | -5%                                           |

Word of Mouth:

|                      |                                                                       |
|----------------------|-----------------------------------------------------------------------|
| Firsthand            | +25%                                                                  |
| Secondhand           | Even                                                                  |
| Thirdhand            | -25%                                                                  |
| Fourthhand and worse | -40%                                                                  |
| From a bartender     | +15%                                                                  |
| Government agent     | Even                                                                  |
| Elected official     | +15%                                                                  |
| Appointed official   | +10%                                                                  |
| Cabbie               | +10%                                                                  |
| Journalist           | +5%                                                                   |
| Children             | +10%                                                                  |
| Street punk          | +5% to -5% (depending on the punk in question)                        |
| "Mysterious" Figure  | +20% (but may be unintelligible)                                      |
| Psychic              | +40% or -40% (depending on whether or not the psychic is real)        |
| Enemy                | +10% (less likely to tell the truth, so you can work back from there) |

5. Other Bonuses: +2 to M.A., +1 to M.E., +2 on perception, +1 to save vs. illusion, and M.A. rolls directed against the character are at half percentage.

**O.C.C. Skills:**

Literacy (98%)  
 Math: Basic (+10%)  
 Radio: Basic (+10%)  
 Computer Operation (+20%)  
 Lore: Associated Press (see below) (+20%)  
 Interrogation Techniques (+5%) (useful for prying information out of uncooperative sources)  
 TV/Video (+10%)  
 Writing: Journalistic (+20%)  
 Writing: Page Layout (+5%)  
 Performance (see Rifts: Juicer Uprising) (+10%)  
 Photography (+10%)  
 Research (+20%)  
 Streetwise (+10%)

**O.C.C. Related Skills:** Select ten other skills, but at least two must come from technical skills, and one from communications. Gets two more skills at levels three, six, nine, and twelve.

Communications: Any (+10%)  
 Domestic: Any  
 Electrical: Basic Electronics only (+5%)  
 Espionage: Any except wilderness survival  
 Mechanical: basic, automotive only  
 Medical: First Aid only (+5%)  
 Military: Military Etiquette only  
 Physical: Any, except Acrobatics and Wrestling  
 Pilot: Any civilian (+10%)  
 Pilot Related: Any  
 Rogue: Any (+10%)  
 Science: Any (+5%)  
 Technical: Any (+10%)  
 W.P.: Any civilian  
 Wilderness: None

**Secondary Skills:** Choose six from the previous list, no bonuses.

**Standard Equipment:** Associated Press Stylebook (on paper or CD-ROM), laptop computer with WordPerfect and PageMaker or equivalent, a lot of blank disks, daily newspaper, notepads, pens, microcassette recorder, pica ruler (used to measure page layout; also useful for rapping someone's knuckles), proportion wheel (also used in page layout). Also has a car that's 2D4 years old (beat reporters rarely have new cars), a nice apartment with a fairly large wardrobe, etc.

**Money:** 3D6x500 dollars in cash/credit cards, can be more if in television news. Often, an employer will provide an expense account for travel, etc., but what the character spends it on will be watched very closely. Usually, the expense account will be about 1D4x1000 dollars.

**Experience Table:** Uses Sorcerer experience table.

# Journalist O.C.C. v0.01

based on BTS

By: [FlashFire](#)

Ooooo... a new OCC. Like we haven't seen those before... This is based on Pal's 2nd edition rules, so my apologies to those who love 1st edition. BTS will probably get updated soon enough anyway. While this is designed mainly for BTS (and yeah, I know it should be covered under the Ordinary Person OCC), it should work in Bane as well. I'm not happy with the description, any ideas anyone? Thoughts, flames, and comments greatly appreciated, as always.

"Hi, this is Gayle Weathers with an exclusive eyewitness account of this amazing breaking story. Several more local teens are dead, bringing to an end the harrowing mystery of the mass killings that has terrified this peaceful community, like the plot of some scary movie. It all began with a scream over 911..."

Those who don't know what a journalist is should get their heads out of their roleplaying game books and pay attention to the real world. The specifics of the job may change, and the type of stories along with them, but the basics of the reporter are always the same. They have above average intelligence, as their job requires a certain amount of investigative ability and/or creativity. They are trained investigators and intelligence gatherers, but they don't go into the CIA, FBI, or police work as journalism pays better. They deal extensively with people, their contacts and people they have to question, so they tend to be outgoing and personable. Finally, where they go and what they report on may differ, but they all live by one rule. Sell the story.

A major part of the Journalist's job is research. They must find background information on their stories, on the people and places they'll be visiting, as well as finding the stories in the first place. This could lead them to a back room in a dusty library, a computer station in their own newsroom, or a darkened corner in an inner city bar. The search may require the reporter to deal with the most unsavory of people and the dirtiest of locales. The reporter's job is to report, regardless of where the story may take them. Another element important to a reporter is their reputation. How they measure this can vary. Television reporters listen to their ratings and demographics, newspaper reporters may listen to the letters to the editor or their paychecks. Generally though, the best way for a reporter to gauge how they are regarded is by interacting with the people they report on or get information out of. If people react to the report with an instant "No Comment" or more direct responses (such as flying fists and stun guns), they can guess that they are not very popular, though at least people know who they are. Their reputation is their livelihood, so they tend to be very conscious of it. These characters are not the "talking heads" that most people see on their TV screens every night. Those are, usually, the paid faces who sit in front of the camera and read off whatever the tele-prompter is saying with a constant happy expression, essentially actors who work for the news companies. Sometimes, these characters will work in the limelight, as they have the acting skills to pull off sitting in that chair night after night, but most often this isn't the case. These characters are the ones behind the scenes, the ones who write the stories and dig for the facts behind the headline.

The typical job for player character reporters in most of Palladium's worlds is that of the tabloid journalist. Reporters may work for legitimate papers and news services, but they don't usually cover the kinds of stories that lead to adventures and player character activities. 99% of the stories written in the tabloids are total farces. How many people could aliens abduct, and how many rectal examinations could they possibly have to conduct? Every so often though, the reporter is sent out on assignment to investigate a particular story. Maybe the particulars of a police case are strange enough, or someone reports a bizzare occurrence to the paper itself. A reporter is sent on location to see if there is a sellable story in the area. Once there, the reporter could find themselves poking around, looking for a story that a bunch of nutballs made up, or could find themselves in battle against the forces of darkness alongside spellcasters, monsters, and others unlucky enough to be in the wrong place at the right time.

**Attribute Requirements:** IQ of 11 or higher

**Attribute Bonuses:** +2 to MA, +1 to ME

**OCC Abilities:**

**Enhanced Research Skill** - Technically no different from the standard skill, this is a list of different factors that may have an effect on one's ability to find things out. Research is more than just going down to the local library and asking for a book...

IS = Information Seeker

| Factor                            | Bonus/Penalty |
|-----------------------------------|---------------|
| Reputation:                       |               |
| High-profile and loved            | +25%          |
| Well-known and regarded           | +20%          |
| Known as honest                   | +10%          |
| Unknown but likes reporters/IS    | +5%           |
| Unknown                           | Even          |
| Unknown but dislikes reporters/IS | -10%          |
| Known as dishonest/sleezy         | -20%          |
| Generally dispised                | -30%          |
| Universally dispised              | -40%          |

Works for a big name news agency:

With a good rep (ie, CNN) +15%  
With a bad rep (ie, Dateline, Hard Copy) -20%

Location:

Library +10%  
News Library/Archives +15%  
Government Archive/Sources +15% (may be less depending on circumstances)  
Private Archives/Library +10%  
Internet -5%

Word of Mouth:

Firsthand +25%  
Secondhand Even  
Thirdhand -25%  
Fourthhand and worse -40%  
From a bartender +15%  
Government agent Even  
Elected official +15%  
Appointed official +10%  
Cabbie +10%  
Journalist +5%  
Children +10%  
Street punk +5% to -5% (depending on the punk in question)  
"Mysterious" Figure +20% (but may be unintelligible)  
Psychic +40% or -40% (depending on whether or not the psychic is real)  
Enemy +10% (less likely to tell the truth, so you can work back from there)

**Street Contacts** - The character starts out with two paid informers who know the reporter by sight. Further contacts must be gained through good role-playing.

**O.C.C. Skills:**

Speak/Write Native Language (98%)

Language: Select one (+15%)

Computer Operation (+15%)

Writing (+20%)

Journalism (+20%)

Intelligence (+15%)

Interrogation (+10%)

Research (+20%)

Photography (+10%)

Psychology (+5%)

Streetwise (+10%)

Pilot: Automobile or Motorcycle (90%)

HTH combat can be selected as an OCC Related or Secondary skill. Basic counts as one skill and Martial Arts as three. Expert and Assassin are not available.

**OCC Related Skills:** Select nine other skills. Two must come from Technical and one from Espionage. Select two new skills at levels 3, 5, 8, 12, and 14.

Communications: Cryptography, Radio: Basic and Scrambler Surveillance, and T.V./Video only (+5%)

Domestic: Any

Electrical: Basic only

Espionage: Disguise, Forgery, Impersonation, Land Navigation, Palming, Pick Locks, and Wilderness Survival (+10% to all but Land Nav and Wilderness Survival)

Mechanical: Basic and Automotive only

Medical: Any but Pathology and Medical Doctor

Military: None

Physical: Any but Acrobatics and Wrestling

Basic Pilot: Any

Advanced Pilot: None

Pilot Related: Read Sensory and Navigation only

Science: Any but Chem: Analytical and Astrophysics

Stage Magic: Any but Contortionist and Juggling

Technical: Any (+10%)

W.P.: Any but Energy and Heavy

**Secondary Skills:** Select Six from the previous list. No bonuses

**Standard Equipment:** Several notepads and pens, a small tape recorder and several blank tapes, a 35mm camera and film, a small espionage-style camera and film, has a 75% chance of owning a laptop computer (1D4 years old), a home computer of average capabilities (word processing and printing level computing, no playing Quake II or hacking corporate databases. Gotta go to the research department for that kind of thing...)

Also owns a pricey apartment or house, along with reasonable personal possessions. Has a 85% chance of owning a vehicle (1D4 years old).

**Equipment Available on Assignment:** A full T.V. recording crew, photographic equipment and film, and transportation (though probably cheap) to a particular site. They will also have full use of the news agency's research department (which is probably overworked), and can get someone to track down information they may not have the time or ability to.

**Money:** Starts with 1D4x200 in cash and 2d4x1000 in various bank accounts

**Salary:** Starting reporters make about

**Experience Table:** Use the Ordinary Person Experience Table.

## Judge O.C.C.

The profession of the Judge was brought about by the need to dispense justice and law expediently. In the ravaged world of Rifts Earth, the need for law and civility is even greater.

The role of the Judge was taken from a pre-Rifts Comic book called Judge Dredd. The Order of the Judges was formed by a man named Robert Barros, who became tired of the rampant violence and roving gangs that plagued his small town of Sandusky. Sandusky was a ghost town of 122 people. While sorting through papers in his home, Barros came across a singular issue of Judge Dredd, and the ideal was born.

After a slow start, the Judges became more and more popular, and more and more members joined. As with any organization, problems arose with Judges abusing their power and dispensing harsh sentences for minor crimes. The entire profession was halted for about 6 months and rebuilt from the ground up. By this time Barros had taken over the position of Chief Justice, and had established a headquarters/training facility in what used to be Arizona, called the Hand of Justice. Underneath the surface of the Hand of Justice is the penitentiary where minor offenders are sent, called The Hole.

Within 6 months of its establishment, the Hand of Justice drew people from near and far, who then established Justice City. The city is infamous for its almost total lack of crime.

The Judges live by a strict code of laws. They are loyal to a fault and will defend the law at even the cost of their own lives. All Judges undergo harsh physical and mental training. After graduation from the training center at the Hand of Justice, 75% of the Judges are assigned to specific cities or areas to protect. The other 25% are "free-floaters" that wander the countryside or can be called to a specific area in times of greater need (i.e. a large scale riot, etc.)

**Alignment:** Only Principled or Selfish. Characters of selfish alignment who fail to adhere to the laws and morals of the Judge position are hunted down by their brothers and "judged" themselves.

**Attributes:** M.E. and M.A. of 10 or higher. I.Q. of 12 or higher.

**Horror Factor:** Judges have a natural intimidation of 12

### O.C.C. Skills:

Basic Radio (+10%)

Basic Math (+10%)

Language and Literacy: American 98%

Computer Operation (+10%)

Streetwise (+10%)

Prowl (+10%)

Pilot: Motorcycle (+10%)

Pilot: Automobile (+10%)

W.P.: Knife

W.P.: Pistol

W.P.: Rifle

W.P.: Energy Pistol  
W.P.: Energy Rifle  
W.P.: Heavy Energy Weapon  
+2 WP's of choice  
Hand to Hand:Jujitsu

**O.C.C. Related Skills:** Character may select 6 related skills of their choice.

Communications: Any (+5%)  
Domestic: Any  
Electrical: Basic Electronics, or Electrical Engineer only.  
Espionage: Any  
Mechanical: Automotive Mechanics, or Mechanical Engineer only (+5%).  
Medical: First aid or Paramedic only.  
Military: Any (+15%)  
Physical: Any  
Pilot: Any (+15%)  
Pilot Related: Any (+10%)  
Rogue: Any  
Science: Math only  
Technical: Any  
W.P.: Any  
Wilderness: Any

**Secondary Skills:** The character may also select 3 secondary skills from the previous list at levels 5,10 and 15. These skills do not receive the added bonuses in parentheses.

**Standard Equipment:** Two suits of Kevlar 9 body armor and Helmet (100 MDC), standard issue Lawgiver 2 sidearm, choice of personal vehicle, personal items.

**Money:** The character starts with 2D6\*1000 in credits. The Judge position pays 3,000 credits a month for stationary Judges, and 2,000 credits a month for "free-floating" Judges.

**Cybernetics:** The characters start with whatever cybernetics and bionics they had before joining the Judges. There are no limits to the amounts of implants a Judge may have.

## Judge's Law

**1. Uphold the Law.**

**2. Defend the Innocent.**

### Verdicts/Penalties for Offenses

| Crime                              | Punishment                                 |
|------------------------------------|--------------------------------------------|
| Murder                             | Immediate Execution.                       |
| Rape                               | Immediate Execution.                       |
| Sexual Assault                     | Immediate Execution.                       |
| Accidental Murder                  | Incarceration --3 years.                   |
| Murder in Self-Defense             | Incarceration --9 months.                  |
| Theft                              | Incarceration --5 years.                   |
| Theft of Government Property       | Incarceration --15 years.                  |
| Robbery-Institutional (Banks,etc)  | Incarceration --15 years.                  |
| Robbery-Private                    | Incarceration --5 years.                   |
| Computer Hacking                   | Incarceration --1 year.                    |
| Computer Hacking-Government Files  | Incarceration --10 years.                  |
| Destruction of Property-Government | Incarceration --12 years.                  |
| Destruction of Property-Private    | Incarceration --5 years.                   |
| Assault-Government Official        | Incarceration --10 months + 5,000 credits. |
| Assault-Private Citizen            | Incarceration --3 months + 5,000 credits.  |
| Motor Vehicle Violations           | 5,000 - 50,000 credits pending violation.  |

\*\*\*NOTE: These penalties are for first offense. Every consecutive offense doubles the sentence from the previous (a 3rd time computer hacker would get 1, then 2, then 4 years, then 8, 16, etc.)

# K'Rah Skahn RCC

By: Mike Owens

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The Breen are a race of peaceful beings; appearing to be no more than blobs of plasm, they had no means of defense when the Raithenor visited their homeworld. In the conflict they fought back using their minor psionic abilities, but their invaders were too powerful, the Breen population was slaughtered only a handful of their race survived the onslaught. Trying to ensure this kind of attempted genocide would never happen again, they combined their own DNA with that of human DNA (from a crashed freighter nearby).

The result shocked even the Breen, A Breen/human hybrid; a being the megaverse had never seen, or even imagined.

The K'Rah Skahn, loosely translated, meaning 'child of war', are a humanoid people with white skin, blonde hair, and silver eyes. But what surprised their creators even more was their ability to excrete a metamorphic plasm from their bodies. This 'second skin' can be manipulated into many different forms, from a slippery gel, to hardened armor. This 'skin' is literally a part of the K'Rah, they are in complete control of the appearance and actions of the 'skin'. It can take on the appearance of everyday clothing, or alter its colors to blend into the background like a chameleon. But the 'skin' doesn't show its potential until combat is achieved. With a mere thought the K'Rah can form spikes or blades from the armor, isolate the 'skin' to a single place on the body to act as a shield, extend it out from the body to bind and restrain a foe, or to simply extend to out of reach places. If need be, the 'skin' can even totally cover the K'Rah and change his appearance; skin, eyes, hair, even facial features can all be altered; although this does take its toll on the K'Rah, limiting this ability to only a once a day.

K'Rah do possess minor psionics, but these are limited to minor telepathy, enabling them to scan the mind of a planet's inhabitants and gain rudimentary knowledge of their languages and customs. Their specific type of telepathy does not allow them to communicate with the contacted being, only scan for general knowledge. The K'Rah will, over time, develop other psionic abilities. Once every five years the Breen will contact the K'Rah for a progress report, if the problems at their location are too much for a single K'Rah, the Breen may dispatch more to the planet in trouble. Other than this, the K'Rah have little, if any, contact with their homeworld. The K'Rah are not born in the traditional sense, but develop in incubation chamber deep under the surface of the Breen homeworld. They emerge from the chambers with full knowledge of their goal in life and are skilled in the art of combat with full control over their 'skin'. They are not named but will choose names for themselves upon reaching their new home to enable the inhabitants to relate to them easier.

The K'Rah travel to their new world in a type of suspended animation inside of a hibernation pod.

Since magic is unknown to the Breen, they must rely on an organic-based technological means of transportation. Even with their great mental attributes; the Breen have yet to discover the means to travel faster than light, so a K'Rah may spend decades in hibernation on the way to his destination.

All K'Rah look alike, but their 'skin armor's' appearance is dependent on the K'Rah molding it. No two armors will look exactly the same, but will have subtle to extreme differences.

K'Rah do need to breathe, but not in the conventional sense, they breathe through the 'skin'. The 'skin' pulls oxygen from the air and relays it directly into the bloodstream. Drowning is no concern to the K'Rah for the 'skin' can simply pull oxygen from the water in order to breathe. This ability was developed for the K'Rah who are stationed on aquatic worlds, but all K'Rah have this ability.

At present only about 100 K'Rah are known to exist on Rifts Earth, but thousands have been scattered through out the Megaverse.

## **Attributes**

IQ-3D6; MA-3D6; ME-4D6; PS-5D6; PP-4D6; PE-4D6; PB-3D6; Spd-5D6;

(Strength and endurance is to be considered supernatural.)

PPE-1D4 ISP-2D6x10+1D4/level

HP: 2D6+PE SDC: 30+1D4x50+ skill bonuses MDC: see Metamorphic Plasm

Magic: The K'Rah are unable to perform magic.

Psionics: Limited telepathy (see above), Sense Evil, and Sixth Sense. In addition, pick one physical and one sensitive psionic ability every three levels.

## **Natural Abilities**

**Metamorphic Plasm:** K'Rah can shape the plasm into many forms (see above).

The plasm in any solid form has 3D6x10 MDC +2D6 MDC/ level

The plasm is useless as armor in gelatinous form.

--+2 to parry/dodge pins or grappling attacks

Tendrils have a PS equal to the K'Rah's and can extend up to 10' in length.

**Regeneration:** The plasm regenerates at a rate of 1D6 MD per round.

K'Rah regenerate at a rate of 1D6 SDC/HP per round

**Needs only four hours of sleep every 48 hours.**

**Breathes through plasmic skin:** Able to breathe underwater by pulling oxygen from water.

**Chameleon:** 90% effective if unmoving

70% effective if moving 2' per melee or slower

20% effective if moving 2'-6' per melee

Totally ineffective if moving 6' per melee or faster

Can alter skin tone, eye color, and hair color once a day—20 min+5 min/ level

Form spikes or blades: K'Rah can form spikes and blades from its armored skin for use in close combat. Adds 1D6 to Punch damage or Tackle damage

Nightvision-100'

Fire Resistant: Invulnerable to normal fire, magical and mega-damage fire does ½ damage.

Magic Knowledge: Cannot cast magic spells. However, they can use magic weapons and magical items, but not Techno-wizard weapons or items.

Bonuses: +1 melee attack per round; +3 strike, parry, and dodge, auto-dodge

I've decided that these guys are pretty mean, so use the Juicer XP point chart.

Refer to Juicers to determine skills also, but K'Rah's start with HTH Martial Arts

## Kaazar R.C.C.

By:

[Jason Bridgman](#)

The Kazaar are those Keltarians that show some psychic potential, and are made into an elite fighting force, much like holy warriors since only the priests also have psychic powers. They have also been physically modified in an unknown manner to make them far superior to the average Keltar. (Note: there is suprisingly more male than female Kaazar, only about 30% are female.)

Kaazar have been made over with psychic powers, superior bodies, and a magic dampening field making them the deadliest of fighters.

**Alignment:** Any, but usually anarchist or miscreant. Aberrant alignment is also common. Principled and scrupulous are very rare (only about 1%!).

**Attributes:** I.Q. 3d6+2, M.E. 4d6+1, M.A. 3d6, P.S. 3d6+25, P.P. 1d6+20, P.E. 1d6+22, P.B. 2d6, Spd. 2d6+30. All attributes are considered supernatural (male and female Kaazar are roughly equal).

**Size:** 9 to 13 feet tall.

**Weight:** 350-800 lb.

**M.D.C.:** P.E.x20+50, plus add 4d6 per level of experience.

**Horror Factor:** 11

**Base P.P.E.:** 1d6

**Average Life Span:** 180 years.

**Natural Abilities:** Night vision to 200 feet plus can erect a psychic force field at will. The force field has an M.D.C. of P.E.x12 and regenerates at a rate of 20 per hour (Note this is a personal force field and only extends about six inches around the body, but will cover equipment and weapons.

Also note that the Keltarian cannot engage in melee combat while the force field is engage, but can fire weapons out through the shield).

Limited bio-regeneration of 1d6 M.D. per hour.

**O.C.C./R.C.C. Abilities:** Enhanced physical attributes plus has an innate magic dampening field! All magic cast at the character is nullified, except for magic that creates energy/matter to attack the character, in which case damage is reduced by 50%. Also see psionics.

**Psionic Powers:** Unlike other Keltar, Kaazar have psionic powers! Considered a master psychic with the following powers being common to all:

1. Psi-sword! Equivalent to a cyber-knight causing 1d6 M.D. at first level and adding 1d6 M.D. at levels three, six, nine, twelve, and fifteen.  
I.S.P. Cost: 0.
2. Psi-shield: Same as the super psionic power but costs less.  
I.S.P. Cost: 10.
3. Can choose one other super psionic power, but I.S.P. costs will be half when using this power.

Other powers: Choose two powers from any of the three lesser categories (sensitive, physical, or healing) at level one, and add one power at levels three, six, nine, twelve, and fifteen.

**I.S.P.:** 2d6x10+25+ the characters M.E. attribute (50-170), plus add 2d6 per level above first.

**Magic Powers:** NONE! No Keltarians have any talent for magic, but may use magic items or techno-wizardry.

**Combat:** Add two hand to hand attacks per melee.

**Damage:** Varies with P.S.

Forearm blades/claws add 1d6 M.D. to punches.

**Bonuses:** +3 on initiative, +2 to strike, +3 to dodge, +2 to save vs. magic, and +5 to save vs. horror factor.

**Vulnerabilities/Penalties:** Magic dampening field nullifies all magic, including beneficial/healing magic.

**R.C.C. Skills:**

Keltarian Language (+25%)

Knows two other languages (+15%)

Radio: Basic (+10%)

Pilot Space Fighter (+10%)

Pilot Small Spacecraft (+10%)

Pilot Anti-Gravity Board (+5%)

Fighter Combat: Elite

Detect Ambush (+10%)

Detect Concealment (+10%)

Intelligence (+10%)

Weapon Systems

W.P.: Any three

Hand to Hand: Martial Arts (or Assassin)

**R.C.C. Related Skills:** Select 6 other skills. Plus select two new skills at levels four and seven, and one at levels ten and twelve. All new skills start at the first level of proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Any (+5%).

Mechanical: Basic and automotive only (+5%)

Medical: First aid only.

Military: Any

Physical: Any, excluding acrobatics.

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Any

Science: Math only.

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select four secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited to (any, only, none) as previously indicated in the list. Add one additional secondary skill at level five and another at level ten.

**Alliances and Allies:** The Keltarians have conquered/absorbed dozens of societies, and most are now willing members of the Empire.

**Appearance:** A huge reptilian humanoid with many long horns protruding from the back/top of their heads. They also have a ridge of small horns/ spikes running down their spines. Their scales range in colour from a dark black to dark green-black, with a red high-light running down the sides of their heads/necks. Kaazar also differ from other Keltarians in that they also have retractable forearm blades/claws.

**Standard Equipment:** Heavy energy rifle and side arm of choice, a melee weapon of choice (usually a giant vibro-blade or minor magic sword). Wears an alien environmental body armour that is laser resistant (lasers do half damage; M.D.C. 320). Usually also has



an anti-gravity board and access to a small spaceship, in addition to personal items.

**Money:** 3d6x100 credits

**Cybernetics:** Impossible. Kaazar physiology rejects all attempts to implant cybernetics or bionics.

**XP Table:**

- 1 0,000- 2,600
- 2 2,601- 5,000
- 3 5,001- 10,000
- 4 10,001- 20,000
- 5 20,001- 30,000
- 6 30,001- 39,000
- 7 39,001- 52,000
- 8 52,001- 70,000
- 9 70,001-100,000
- 10 100,001-140,000
- 11 140,001-190,000
- 12 190,001-240,000
- 13 240,001-290,000
- 14 290,001-350,000
- 15 250,001-520,000

## Kajiran Grunt

The Kajiran grunt is the basic soldier of the Kajiran military. They go through extensive training and are excellent in the field of combat. These troops are capable of piloting most power armor and robots. These soldiers are not only trained in the fields of normal military training but extensive martial artists. They also spend a large amount of their time in the firing ranges, the more battles they go through seem to make them more cockier.

These are the soldiers that never get "punished" instead if they are found to be committing a crime they are sentenced to street patrol of the underground city of Ena, or on guard of the Kajiran Dumping yards, which is enough to make any man go crazy. The only extreme cases are the soldiers that commit a crime that directly threatens the city(s) of Kajira (hiring a shifter to open a rift of deadly monsters, attempting an assassination on a government official, or something of that extreme).

**Requirements:** M.E. 10, P.S. 12, they go through extensive psychological training and physical activities.

**O.C.C. Skills:**

- Radio: Basic (15%)
- Surveillance Systems (10%)
- Basic Electronics (10%)
- Detect Ambush (15%)
- Detect Concealment (10%)
- Streetwise (15%)
- Intelligence (10%)
- Pilot: Power Armor
- Pilot: Robot
- W.P. Energy Pistol
- W.P. Energy Rifle
- Hand to Hand: Martial
- Hand to Hand Martial can be changed to assassin at the cost of one "other" skill.

**O.C.C. Related:** Select six other skills, plus select two at level four, two at level seven, and one at levels ten, eleven and twelve. All new skills start at level one proficiency.

- Communications: any (5%)
- Domestic: any (5%)
- Electrical: any (5%)
- Espionage: any (5%)
- Medical: any
- Military: any
- Physical: any

Pilot: any (10%)  
Pilot Related: any  
Rogue: any  
Science: any (5%)  
Technical: any (10%)  
W.P.: any  
Wilderness: any

**Secondary Skills:** The character also gets to select six secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Two energy weapons of choice, six grenades of choice, one backpack/satchel, 50 feet of cord or rope, PC-3000 computer, Set of dress clothes, goggles, binoculars: distancing and thermo-imager, choice of mega-damage body armor, and one Modified CJ-7.

**Money:** 3D6x100

**Cybernetics:** Can start out with 1D4 cybernetic implants, usually stays away from partial or full reconstruction conversions.

## Kajiran Scientist O.C.C.

Kajira sends a group of ten scientists and five grunts out every month and return only to return in four months, now there are expedition groups coming back every month to help Galactic Interprises and the Military to coordinate to make weapons and armor able to protect against the many monsters. They are not good fighters but can fight if needed. The scientists do research on the different species to find their weaknesses and strengths this usually involves a lot of constant contact (keeping a safe distance). The ones that stay in Kajira, usually help to better improve the weapons and medicines with the provided information given by the research team.

### **O.C.C. Skills:**

Computer Operation (15%)  
Computer Repair (10%)  
Advanced Math (15%)  
Choice of any four languages and literacies (15%)  
Radio: Basic and Scrambler (15%)  
Basic Electronics (15%)  
Robot Mechanics (15%)  
Chemistry-Analytical (10%)  
Paramedic (10%)  
W.P. Energy Pistol  
W.P. Energy Rifle  
Hand to Hand: Basic

**O.C.C. Related Skills:** Select ten other skills, but at least 3 must be selected from any science. Plus select two additional skills at level three, two at level six, two at level nine and one at level twelve.

Communications: Any (10%)  
Domestic: Any (5%)  
Electrical: Any (10%)  
Espionage: Any (10%)  
Mechanical: Any (10%)  
Medical: Any (10%)  
Military: Any (5%)  
Physical: any, except acrobatics  
Pilot: Any (5%)  
Pilot Related: Any (10%)  
Rogue: Computer Hacking Only (10%)  
Science: Any (20%)  
Technical: Any (10%)  
W.P. Any  
Wilderness: Any

**Secondary Skills:** The character also gets to select six secondary skills at level one and another four at level four from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** PC-3000, portable language translator, analyzer, hand communicator, M.D. body armor, two energy weapons of choice, first aid kit, and set of travel and dress clothes.

**Money:** 2D6x100

**Cybernetics:** None

## The Katta R.C.C. Based on Quest For Glory 2

By:

Crow

The Katta are a race of feline humanoids who inhabit the desert. They are about 4 and a half to 5 feet tall, and are usually on the lean side. Their fur is dark, and tends to grow long and curly, instead of smooth like many other feline humanoid races. They are well acclimated for survival in the desert, as their bodies can hold in moisture for long periods of time, their metabolism is also such that they only need half as much food, water, and sleep as a human.

The Katta are extremely good conversationalists, and among the most common professions for them to be are Bards, Merchants, and Storytellers. The Katta are not a violent race, and while they are not unheard of, Katta warriors are rare.

They tend to be traveling people, and on the worlds that they have been too, they almost never sustain an empire, but merely wander around, exploring and gathering stories. Although some Katta will eventually settle down, usually to start a business. (They are also good financialists).

For some reason, they are not adapt at the ways of sorcery, and therefore a Katta who wishes to practice mystical arts will have a long and difficult road ahead of him(or her). Although magic is not natural to them, psionics are common among them.

**Alignments:** Any, leans towards unprincipled/scrupulous

**Attributes:** IQ: 3d6, ME: 3d6, MA: 4d6+4, PS: 2d6, PP: 3d6+2, PE: 4d6, PB: 3d6

**S.D.C.:** Base of 15, Plus those gained by OCC/RCC

**H.P.:** PE +1d6

### **Natural Abilities:**

Metabolism: Requires half the food/water/sleep that a human of the same size would require.

### **Weaknesses:**

Slow Healing: Due to their slower metabolic processes, they heal at 1/2 the normal rate. This can be brought up to normal if the Katta eats 3x what he/she would normally eat in a day.

**Psionics:** 60% chance of Minor, 10% of Major, 5% of Master

**I.S.P.:** Standard

**P.P.E.:** 1d6 for a normal, magic users have 25% PPE Penalty

**Cybernetics/Bionics:** Not Opposed to getting them, in high tech worlds the average Katta Wanderer will have 1d4 implants.

**O.C.C.s/R.C.C.s:** Most commonly Bards, Merchants, Rogue Scholars/Scientists, Wilderness Scouts, etc.

**Average Life Span:** 75 Years

**Found:** All over the megaverse, their traveling nature has made them find their ways to other worlds besides their home in shapier.

## Kedrian R.C.C.

By:

Jackal (Jeffrey Sass)

Kedrians are humanoid aquatic creatures, rather like large seals. Their hands and feet are webbed, allowing for their impressive natural swimming rating. Their skin is very smooth, and they have no body hair, except for a bristly moustache (males) or bristly head hair (females). These bristles do not develop until physical maturity, about 18-20. Kedrians live to an average age of 80. Skin colors range from jade green to dark blue green, with bristles being about two shades lighter.

As a nation, they have reached an atomic age culture, not unlike the U.S.A. of today. Owing to a relatively pacifistic nature, their history is uneventful, with few territory skirmishes and even fewer wars. What land is available on their planet has been aggressively settled and developed. Their planet has only come to light because it sits on a fairly strategic system on the border of Kreeghor and CAF space. Thus, whoever manages to control Kedral 5 (or at least reach some level of accord) which is the only habitable planet in the system, will have control of the system. The Kedrians have used their primitive, by Phaseworld standards, computers to create a global link. This link allows every Kedrian on the planet a chance to vote on any issue that comes up before the Global government, the Council. Its a wacky way to run a government, but they like it that way.

Note also that Kedrians DO NOT have MDC technology. Heck, even most SDC guns and armor are rare on Kedral. MDC was not even know to the Kedrians (except a select few scientist working in the field of ceramics technology...) until their first contact with a Kreeghor attache about a year ago. Kedrian adventurers (e.g. player characters) will be fascinated by the 3 galaxies environment, and will be eager to explore it.

One last note, Kedrian aquatic technology, while not MDC, is far superior to anything found anywhere in the three galaxies. They have several long established underwater communities that serve as major cities. Also since the weather is so bad, generally (note the home planet description), they are some of the safest places to live. Remember, Kedrians as a people are always non-violent. (But they have no qualms about defending themselves or their planet from hostile foreign invaders. But they will always try a peaceful solution first.)

**Home planet:**

Kedral 5 in the Kedral system. Kedral 5 is 90% water, thus, the dominant life form that developed was aquatic. Kedral 5 is the last planet in a chain that circles an intensely hot and recently formed (only about a million years old) yellow sun. Its vast oceans are the only buffer from rather intense cosmic heat. Thus, it is not uncommon for Kedral 5 to experience any number of hurricanes in a week. (Most will be over uninhabited ocean.)

**Attributes:** IQ: 3D6, ME: 3D6, MA: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, PB: 3D6, Spd: 3D6 / Spd x 10 in the water

**Hit Points:** PE + 1D6, plus 1D6 per level

**S.D.C.:** 1D6 x 10 + 20 + phys. skills bonuses

**M.D.C.:** none

**P.P.E.:** 3D6, unless a Magic OCC is selected

**I.S.P.:** normal for race and class

**R.C.C. Skills:**

swim 90%

speak Kedrian 98%

literate Kedrian 98%

basic math 98%

**Physical description:**

**Size:** 6-8 feet tall

**Weight:** 200-500 lb

**Magic:** not naturally, but can be taught.

**Psionics:** Standard, roll on the Rifts table.

**O.C.C.s:** any Scholar/Adventurer. Men of Magic are a possibility, but they are rare and have been trained off planet. Any Psychic except Psi-Stalkers and Burstlers (no magic and lots of water, both bad mixes).

# Keltar Engineer

By:

[Jason Bridgman](#)

Keltarian engineers are highly respected members of the empire. The reason for this simply is that they are the ones that made/invented many of the high-tech weapons/equipment of the Keltarian civilization. They are amazing engineers, always making modifications to their equipment to make it work better. The engineers are also usually good warriors, for they find the best way to develop and test a new weapon is in the real field of battle, and they are the only ones competent enough to use their newest and best technology.

**Note** that male and female engineers have the same stats. This is because females with superior stats always choose other careers. Doctors are also in this class, they have an A.O.M. in Medical.

An A.O.M. is the Engineers Area of Mastery. The choices for area's of mastery are communications, electrical, mechanical, medical, weapons, piloting, science, and computers.

## Skills per A.O.M are:

**Communications:** any four from communications plus computer operation and basic electronics.

**Electrical:** any five from electrical or mechanical at half the bonus.

**Mechanical:** any five from mechanical or electrical at half the bonus.

**Medical:** any five from medical or from science at +5%.

**Weapons:** any four from weapon proficiencies plus weapons engineer and basic electronics.

**Piloting:** any four from piloting plus two from pilot related at +15%.

**Science:** any five from science plus computer operation +10%.

**Computers:** computer operation, computer programming, and computer hacking at +30% plus computer repair and both math skills.

**Alignment:** Any, but usually anarchist or aberrant. Principled and scrupulous are rare (only about 10%).

**Attributes:** I.Q. 4d6, M.E. 3d6+2, M.A. 3d6, P.S. 3d6+3, P.P. 4d6+2, P.E. 4d6, P.B. 2d6, Spd. 3d6. All attributes are considered supernatural.

**Size:** 8 to 10 feet tall.

**Weight:** 250-600 lb.

**M.D.C.:** P.E.x10+10, plus add 2d6+1 per level of experience.

**Horror Factor:** 8

**P.P.E.:** 2d6

**Average Life Span:** 120 years.

**Natural Abilities:** Night vision to 200 feet plus can erect a psychic force field at will. The force field has an M.D.C. of P.E.x10 and regenerates at a rate of 20 per hour (Note this is a personal force field and only extends about six inches around the body, but will cover equipment and weapons.

Also note that the Keltarian cannot engage in melee combat while the force field is engage, but can fire weapons out through the shield).

Limited bio-regeneration of 3d6 M.D. per day.

**Psionic Powers:** None, very few Keltarians have any psionic potential, and all that do are taken at birth to either become [priests](#) or [Kaazar](#).

**Magic Powers:** NONE! No Keltarians have any talent for magic.

**Combat:** Normal.

**Damage:** Varies with P.S.

**Bonuses:** +2 on initiative, +2 to dodge, +3 to save vs. magic, +2 to save vs. psionics, and +2 to save vs. horror factor.

**Vulnerabilities/Penalties:** None.

## R.C.C. Skills:

Keltarian Language (+25%)

Literacy in Keltarian (+15%)

Knows three other languages (+15%)

Radio: Basic (+10%)

As per A.O.M. (+25% unless noted otherwise)

W.P.: Any two

Hand to Hand: Basic.

Hand to Hand: Basic can be changed to Expert at the cost of one other skill or Martial Arts (or Assassin) for two "other" skills.

**R.C.C. Related Skills:** Select 5 other skills. Plus select two new skills at levels four and seven, and one at levels ten and twelve. All new skills start at the first level of proficiency.

Communications: Any (+15% if A.O.M.)

Domestic: Any

Electrical: Only if A.O.M. (+10%)

Espionage: Any (+5%).

Mechanical: Only if A.O.M. (+10%)  
Medical: Only if A.O.M.  
Military: Only if A.O.M. is in Electrical/Mechanical/Weapons.  
Physical: Any, excluding acrobatics and gymnastics.  
Pilot: Any (+5%)  
Pilot Related: Any (+5% or +10% if piloting A.O.M.)  
Rogue: Any  
Science: Any  
Technical: Any (+5%)  
W.P.: Any  
Wilderness: Any

**Secondary Skills:** The character also gets to select four secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited to (any, only, none) as previously indicated in the list. Add one additional secondary skill at level five and another at level ten.

**Alliances and Allies:** The Keltarians have conquered/absorbed dozens of societies, and most are now willing members of the Empire.

**Appearance:** A huge reptilian humanoid with many long horns protruding from the back/top of their heads. They also have a ridge of small horns/spikes running down their spines. They range in color from light green through dark green to black.

**Standard Equipment:** Two energy weapons of choice, a giant sized close combat weapon, personal items, plus any other equipment appropriate to their A.O.M.

**Money:** 3d6x1000 credits

**Cybernetics:** Rare and frowned on (Keltarians pride themselves on their natural combat abilities), but are sometimes seen (none to start). Note that Keltar that get cybernetics/bionics lose their bio-regeneration ability.

## Keltarian Officer/Bounty Hunter R.C.C.

By:

[Jason Bridgman](#)

The Keltarian Officer/Bounty hunter are the most common found in foreign space. Keltarian officers are often sent off alone or in groups of up to five on bounty hunting missions to capture/kill the enemies of the empire.

When not on bounty hunting missions the officers either lead the common warriors and/or serve as an elite fighting force.

**Alignment:** Any, but usually anarchist or miscreant. Aberrant alignment is also common. Principled and scrupulous are very rare (about 3%).

**Attributes:** I.Q. 2d6+5 (3d6+3), M.E. 2d6+5 (3d6), M.A. 3d6, P.S. 5d6+1, (5d6+3), P.P. 6d6 (4d6+3), P.E. 4d6 (4d6+2), P.B. 2d6, Spd. 4d6+3, (3d6+1). All attributes considered supernatural (attributes in brackets are for female characters).

**Size:** 8 to 10 feet for males, 10 to 12 feet for females.

**Weight:** 250-500 lb. for males, 350-650 lb. for females.

**M.D.C.:** P.E.x10+50, plus add 3d6+3 per level of experience.

**Horror Factor:** 9

**P.P.E.:** 2d6

**Average Life Span:** 120 years.

**Natural Abilities:** Night vision to 200 feet plus can erect a psychic force field at will. The force field has an M.D.C. of P.E.x10 and regenerates at a rate of 20 per hour (Note this is a personal force field and only extends about six inches around the body, but will cover equipment and weapons.

Also note that the Keltarian cannot engage in melee combat while the force field is engage, but can fire weapons out through the shield).

Limited bio-regeneration of 3d6 M.D. per day.

**Psionic Powers:** None, very few Keltarians have any psionic potential, and all that do are taken at birth to either become [priests](#) or [Kaazar](#).

**Magic Powers:** NONE! No Keltarians have any talent for magic.

**Combat:** Add one hand to hand attack per melee.

**Damage:** Varies with P.S.

**Bonuses:** +1 on initiative, +2 to strike, +1 to dodge, +2 to save vs. magic, and +4 to save vs. horror factor.

**Vulnerabilities/Penalties:** None.

**R.C.C. Skills:**

Keltarian Language (+25%)

Knows two other languages (+15%)

Radio: Basic (+10%)

Pilot Space Fighter (+10%)

Pilot Small Spacecraft (+10%)

Pilot Anti-Gravity Board (+5%)

Fighter Combat: Elite

Power Armour Combat: Basic

Tracking (+10%)

Weapon Systems

Pilot: One of Choice (+10%)

W.P.: Any two

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Martial Arts or Assassin at the cost of one "other" skill.

**R.C.C. Related Skills:** Select 8 other skills. Plus select two new skills at level three and one at levels six, eight, ten, and twelve. All new skills start at the first level of proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Any (+5% to Basic Electronics)

Espionage: Any (+5%)

Mechanical: Any (+5% to Weapons Engineer and Basic Mechanics)

Medical: First aid only.

Military: Any

Physical: Any, excluding acrobatics and gymnastics.

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Any

Science: Math only.

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select three secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited to (any, only, none) as previously indicated in the list. Add one additional secondary skill at level five and another at level ten.

**Alliances and Allies:** The Keltarians have conquered/absorbed dozens of societies, and most are now willing members of the Empire.

**Appearance:** A huge reptilian humanoid with many long horns protruding from the back/top of their heads. They also have a ridge of small horns/spikes running down their spines. Their scales range in color from a light green to a dark black, with dark green-black being average.

**Standard Equipment:** Heavy energy rifle and side arm of choice, a melee weapon of choice (usually a giant vibro-blade). Wears an alien environmental body armor that is laser resistant (lasers do half damage; M.D.C. 220). Usually also has an anti-gravity board and access to a small spaceship, in addition to personal items.

**Money:** 4d6x100 credits

**Cybernetics:** Rare and frowned on (Keltarians pride themselves on their natural combat abilities), but are sometimes seen (none to start). Note that Keltar that get cybernetics/bionics lose their bio-regeneration ability.

**XP Table:**

|    |                 |
|----|-----------------|
| 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 | 282,001-342,400 |
| 15 | 342,401-402,600 |

## Keltar Priest(ess)/Psychic R.C.C.

By:

[Jason Bridgman](#)

The Keltarian religion is rather obscure, with the entire race worshipping a pantheon of war gods. All of the Priestesses (or priests, 90% are female) are master psychics, being the only other class of psychics in the Keltarian race (the Kazaar being the other). Their powers include a special "gift from the gods" allowing them to temporarily alter their physical structure, making them more deadly killing machines.

**Alignment:** Any, but usually anarchist or miscreant. Aberrant alignment is also common. Principled and scrupulous are very rare (less than 1%)!

**Attributes:** I.Q. 4d6+1, M.E. 5d6, M.A. 3d6, P.S. 3d6+1, P.P. 3d6+2, P.E. 3d6+1, P.B. 2d6, Spd. 3d6+3. All attributes are considered supernatural (female and male priests are roughly equal).

**Size:** 8 to 10 feet tall.

**Weight:** 250-600 lb.

**M.D.C.:** P.E.x10+15, plus add 2d6 per level of experience.

**Horror Factor:** 9

**P.P.E.:** 2d6

**Average Life Span:** 150 years.

**Natural Abilities:** Night vision to 200 feet plus can erect a psychic force field at will. The force field has an M.D.C. of P.E.x12 and regenerates at a rate of 20 per hour (Note this is a personal force field and only extends about six inches around the body, but will cover equipment and weapons.

Also note that the Keltarian cannot engage in melee combat while the force field is engaged, but can fire weapons out through the shield).

Limited bio-regeneration of 3d6 M.D. per day.

**O.C.C./R.C.C. Abilities:** A bizarre psychic power that was developed by the Keltarians allow the priest to alter their bodies, thus making themselves more powerful.

**Bonuses:** +3 to initiative, +2 to dodge, +3 to strike, +10 to P.S., P.P., and P.E. and +100 M.D.C.

This power does have a penalty though in that the Keltar becomes more savage and less intelligent. Decrease I.Q. by half and consider the character to have the following insanities: obsession with violence (loves it, wants to kill all enemies) and becomes a borderline psychotic (wants to stalk and murder for the joy of it). The insanities are temporary, and vanish when the character returns to normal. (Note: the character can only change back by themselves if they roll under their I.Q. on 5d6. Otherwise they must wait for the duration to elapse.) Gain a +1 to control rolls every two levels (starting with +1 at third level).

**Duration:** 10 minutes plus 1d6 minutes per level. I.S.P. cost: 25. Also see psionics.



**Psionic Powers:** Like the Kazaar, the priests have psionic powers! Considered a master psychic. Choose 7 powers from any of the lesser categories (healing, physical, and sensitive) and any three super-psionic powers. Add any three powers at level two and one power from any category at levels three, five, seven, nine, eleven, and fifteen.

**I.S.P.:** 3d6x10+ the characters M.E. attribute, plus add 2d6 per level above first.

**Magic Powers:** NONE! No Keltarians have any talent for magic, but may use magic items or techno-wizardry.

**Combat:** Add one hand to hand attack per melee.

**Damage:** Varies with P.S.

**Bonuses:** +2 on initiative, +1 to strike, +1 to dodge, +2 to save vs. magic, and +2 to save vs. horror factor.

**R.C.C. Skills:**

Keltarian Language (+25%)

Knows three other languages (+15%)

Radio: Basic (+10%)

Any two Pilot (+10%)

W.P.: Any two

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Martial Arts or Assassin at the cost of one "other" skill.

**R.C.C. Related Skills:** Select 6 other skills. Plus select two new skills at levels four and seven, and one at levels ten and twelve. All new skills start at the first level of proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: None

Mechanical: Basic and automotive only (+5%)

Medical: First aid only or paramedic (+5%)

Military: None

Physical: Any, excluding acrobatics and gymnastic.

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Any

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select four secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited to (any, only, none) as previously indicated in the list. Add one additional secondary skill at level five and another at level ten.

**Alliances and Allies:** The Keltarians have conquered/absorbed dozens of societies, and most are now willing members of the Empire.

**Appearance:** A huge reptilian humanoid with many long horns protruding from the back/top of their heads. They also have a ridge of small horns/ spikes running down their spines. Their scales range in colour from a dark black to dark green-black.

**Standard Equipment:** Any two energy weapons of choice, a melee weapon of choice (usually a giant vibro-blade or minor magic sword). Wears an alien environmental body armour that is laser resistant (lasers do half damage; M.D.C. 220) in addition to personal items.

**Money:** 4d6x100 credits

**Cybernetics:** Not allowed, it would interfere with their powers.

**XP Table:**

1 0,000- 2,600

2 2,601- 5,000

- 3 5,001- 10,000
- 4 10,001- 20,000
- 5 20,001- 30,000
- 6 30,001- 39,000
- 7 39,001- 52,000
- 8 52,001- 70,000
- 9 70,001-100,000
- 10 100,001-140,000
- 11 140,001-190,000
- 12 190,001-240,000
- 13 240,001-290,000
- 14 290,001-350,000
- 15 250,001-520,000

## Keltar Warrior R.C.C.

By:

[Jason Bridgman](#)

**Alignment:** Any, but usually anarchist or miscreant. Aberrant alignment is also common among those warriors in the military. Principled and scrupulous are very rare, but not unknown (about 5-10%).

**Attributes:** I.Q. 2d6+3 (3d6), M.E. 2d6+3 (2d6+4), M.A. 2d6+5, P.S. 4d6+1, (4d6+3), P.P. 5d6 (4d6+1), P.E. 3d6+3 (3d6+5), P.B. 2d6, Spd. 3d6+1 (2d6+2). All attributes considered supernatural (attributes in brackets are for female characters).

**Size:** 8 to 10 feet for males, 10 to 12 feet for females.

**Weight:** 250-500 lb. for males, 350-650 lbs. for females.

**M.D.C.:** P.E.x10+20, plus add 3d6 per level of experience.

**Horror Factor:** 9

**P.P.E.:** 2d6

**Average Life Span:** 120 years.

**Natural Abilities:** Night vision to 200 feet plus can erect a psychic force field at will. The force field has an M.D.C. of P.E.x10 and regenerates at a rate of 20 per hour (Note this is a personal force field and only extends about six inches around the body, but will cover equipment and weapons.

Also note that the Keltarian cannot engage in melee combat while the force field is engage, but can fire weapons out through the shield).

Limited bio-regeneration of 3d6 M.D. per day.

**Psionic Powers:** None, very few Keltarians have any psionic potential, and all that do are taken at birth to either become priests or Kaazar (see below).

**Magic Powers:** NONE! No Keltarians have any talent for magic.

**Combat:** Add one hand to hand attack per melee.

**Damage:** Varies with P.S.

**Bonuses:** +1 on initiative, +1 to strike, +2 to dodge, +2 to save vs. magic, and +3 to save vs. horror factor.

**Vulnerabilities/Penalties:** None.

### R.C.C. Skills:

Keltarian Language (+25%)

Knows two other languages (+15%)

Radio: Basic (+10%)

Pilot Space Fighter (+10%)  
Pilot Anti-Gravity Board (+5%)  
Fighter Combat: Elite  
Power Armour Combat: Basic  
Weapon Systems  
Pilot: One of Choice (+10%)

W.P.: Any two

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Martial Arts or Assassin at the cost of one "other" skill.

**R.C.C. Related Skills:** Select 9 other skills. Plus select two new skills at level three and one at levels six, eight, ten, and twelve. All new skills start at the first level of proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Sniper, tracking, and wilderness survival only.

Mechanical: Basic and automotive only (+5%)

Medical: None

Military: Any

Physical: Any, excluding acrobatics and gymnastics.

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Any

Science: Math only.

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select three secondary skills. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited to (any, only, none) as previously indicated in the list. Add one additional secondary skill at level five and another at level ten.

**Alliances and Allies:** The Keltarians have conquered/absorbed dozens of societies, and most are now willing members of the Empire.

**Appearance:** A huge reptilian humanoid with many long horns protruding from the back/top of their heads. They also have a ridge of small horns/ spikes running down their spines. Their scales range in colour from a light green to a dark black, with dark green-black being average.

**Standard Equipment:** Heavy energy rifle and side arm of choice, a melee weapon of choice (usually a giant vibro-blade). Wears an alien environmental body armour that is laser resistant (lasers do half damage; M.D.C. 220). Other personal items may also be carried.

**Money:** 2d6x100 credits

**Cybernetics:** Rare and frowned on (Keltarians pride themselves on their natural combat abilities), but are sometimes seen (none to start). Note that Keltar that get cybernetics/bionics lose their bio-regeneration ability.

#### XP Table:

|    |                 |
|----|-----------------|
| 1  | 0,000- 2,000    |
| 2  | 2,001- 4,000    |
| 3  | 4,001- 8,300    |
| 4  | 8,301- 16,500   |
| 5  | 16,501- 25,000  |
| 6  | 25,001- 35,000  |
| 7  | 35,001- 50,000  |
| 8  | 50,001- 70,000  |
| 9  | 70,001- 95,000  |
| 10 | 95,001-130,000  |
| 11 | 130,001-180,000 |
| 12 | 180,001-230,000 |
| 13 | 230,001-280,000 |
| 14 | 280,001-330,000 |
| 15 | 330,001-390,000 |

# Kender O.C.C.

By:  
Nicholas Vardy

During the cataclysm in Ansalon some Rifts formed. Unfortunately many kenders found some of these Rifts. Now the happy little kenders are spread throughout the palladium Megaverse. They are now everywhere and now taking everything. From now on you are going to have to keep a closer eye on your possessions!

Four things make a kender's personality drastically different from that of a typical human. Kender are utterly fearless, insatiably curious, unstopably mobile and independent, and will pick up anything that is not nailed down (though kender with claw hammers will get those things as well).

The fearlessness that all kender possess gives them a strong sense of confidence about a situation, even if things look hopeless and grim. ("No sense in running away now. There's five hundred goblins surrounding us!") Kender react effectively to dangerous situations, fighting hard and fearlessly. They sometimes come up with some bizarre tactics which may carry the day in battle, and they don't let their fearlessness get in the way of self-preservation - most of the time.

Kender appreciate the need for caution, but their uncontrollable curiosity gets them into trouble on adventures. They forever have to check out unexplored places and peek into dark corners. They have no desire to be the second or third persons who ever entered and left the Caverns of Unspeakable Doom; they want to be the very first. Pointing out that no one returns from the Caverns of Unspeakable Doom has no effect. In fact, describing what makes the caverns so unspeakable might even excite the kender further and make him or her determined to go to the caverns at once. ("An evil archmage and an army of ogres? Wow! Let's go see 'em!") Some kender might allow their curiosity to overcome their common sense when facing unusual opponents, such as a dragon, though they eventually learn when running is best.

A kender's fellows are often in the position of having to teach him that certain things have big, nasty teeth, and that avoiding these things is often in the kender's best interests, regardless of what the kender's opinions are in the matter. Whenever a kender displays an inordinately sensible attitude about danger, it is probably because the kender realizes that performing this action will ruin any further chances of doing exciting things - ever.

Kender are intensely curious about everything. Magic awes and fascinates them, as do any large, unusual, and dramatic creatures like chimeras, centaurs, unicorns, and, or course, dragons. Kender are drawn to beautiful things, but they may find certain things that others find disgusting to be intriguing or humorous in some way (even some gully dwarves).

Though strong-willed, kender are not prone to consider all the possible results of their behavior. A kender may quickly and impulsively paint herself into a corner, then wait for someone else to come along and get her out of the jam. Sometimes this means that the kender's fellow adventurer's are painted into the same corner. ("I guess I shouldn't have opened that locked door with the warning signs on it, huh?") Experienced adventurer's quickly come to dread that most awful of kender sayings: "Oops!"

Another important point is that kender need action - and they need it now. They thrive on excitement and yearn for new adventures. "I'm just along for the fun" is a common saying among wandering kender. It has been suggested that the worst torture that could be inflicted on a kender would be to lock him up and simply give him nothing new to do or look at. (Conversely, it is said that the worst torture one can visit on any non-kender would be to lock him up in a bare cell with a bored kender.) Some kender believe that evil creatures are condemned to an afterlife where they will be eternally bored.

Most kender are encountered during wanderlust, a peculiar phase that comes on a kender in his early 20s. Apparently the kender's natural curiosity and desire for action suddenly go into overdrive at this time, and kender are driven to wander the land as far as they can go. Wanderlust may last for many years, and some kender have a habit of making maps of their travels during this time. Sadly, most kender are poor mapmakers, lacking the patience and skills to chart their travels accurately. Kender may collect other maps during this time to satisfy their curiosity about other places. This wanderlust is responsible for spreading kender communities across the continent of Ansalon.

Risky deeds draw kender like dragons are drawn to gold, but risk must be combined with action or else they'll lose interest. Gambling with cards won't hold a kender's attention for long, but seeing if one can outrun a mad owlbear is another thing. Bravery is easily confused with recklessness where kender are concerned.

Kender are natural extroverts and enjoy making new friends and seeing new places. The majority of them are very personable and friendly - perhaps too friendly for some people, who dislike their nosiness, their extreme talkativeness (which grows worse when they get excited), and their habit of pocketing everything that interests them. Kender also resent being given orders; they want to do what they want to do especially if they have their minds set on doing it. Telling them to do otherwise is worse than useless, as they will complain loudly and disrespectfully, using their taunting skills if they're mad enough. The best way to handle kender, say old

adventurers, is not to give them orders, but to get them to volunteer.

Kender are sensitive and can be easily hurt by indifference or intentionally cutting remarks (triggering their taunting talents almost immediately). They treasure their friends; if one's friends are injured or slain, the kender may become very depressed and upset. Death only seems to affect a kender when it comes to one that the kender knows and loves, or when it is meted out by disaster or warfare to innocent beings (including any kender). In such cases, the distress that the usually cheerful kender feels seems extremely terrible. A story is told of a human ranger in the Age of Dreams who wounded a deer that was the pet of a kender community. The sight of an entire village of small kender crying their hearts out was so upsetting to the ranger that he quested until he found a druid who could heal the animal, then retired and took up fishing.

Kender are also masters of taunting, sarcasm, and outright rudeness when it suits them to use it. Their intense curiosity gives them shocking insights into the character and nature of other people, though such an awareness is generally shallow. It is acute enough, however, for a kender to forge an idea of another person's character flaws, giving the kender the ability to create the most stinging insults that can be imagined. Full-scale riots have been reportedly started by irritated kender who opened up on someone their verbal guns.

Taunting is one of the few defenses that kender have. Physically small, kender resent anyone who takes advantage of them. A kender could not imagine taunting a fellow kender; after all, they're in this together. Taunting is especially effective if a kender has others to back him up or some trap that a maddened attacker can be lured into with little cost to the kender himself. Though not very effective against the largest creatures (who will not have their combat effectiveness reduced greatly), taunting might still give a hard-pressed kender an edge in a fight. It is best used only against those who are either attacking or are about to attack; there's no sense in angering a potential friend.

The kender concept of personal property and theft deserve special attention. Because many kender develop thieving talents, most people assume they are. This isn't so. The intense curiosity that kender feel feeds their desire to know how locks can be opened, how to approach people unseen and listen in on their conversations, and to reach into pockets or pouches to find interesting things to look at. Thieving comes naturally to them - so naturally they cannot see it as thieving.

Kender do not steal for the sake of profit. First of all, they have little concept of value. Faced with a choice between a 2000 gp diamond and a huge, glittering chunk of purple glass, 90 kender out of 100 will take the glass. (The rest will take both but will get rid of the diamond first.) They pick things up out of curiosity and wander off with them. Sometimes the owner of an item leaves before the kender can give the item back, or else the kender becomes enchanted with the item and forgets to return it. If adventuring, a kender will regard anything found in an enemy stronghold as fair game for picking up, as such items are marvelous curios and might prove useful later on.

Even if caught taking an item red-handed, the range of excuses a kender will offer if found to have something that doesn't belong to him is amazing:

"Guess I found it somewhere."

"I forgot that I had it."

"You walked off before I could give it back."

"I was afraid someone else would take it."

"You must have dropped it."

"You put it down and I didn't think you wanted it anymore."

"Maybe it fell into my pocket."

Kender, like everyone else, do not like the idea of someone deliberately taking an item from someone else without the latter's permission. To be called a thief is still considered a base insult. This assertion sounds remarkable in view of the fact that kender constantly "borrow" things from each other and from visitors (without asking) in their home communities. Kender don't regard their idea of borrowing as stealing, however. If they need something, they'll take it. If they see something interesting, they'll pick it up and pocket it. A popular proverb defines a kender heirloom as anything that remains longer than three weeks inside a kender's home.

**Alignment:** Any (90% are Unprincipled/Anarchist)

**Attributes:** IQ:3D6, ME:3D6+4, MA:4D6, PS:2D6, PP: 4D6, PE:4D6, PB:3D6, SPD:2D6

**Hit Points:** PE + 2D6/level

**S.D.C.:**1D4 x10

**Magic:** No magic powers.

**P.P.E.:** 1D4x10

**Psionic:** Just natural automatic mind block

**I.S.P.:** None

**Appearance:**

(Hair) Light blond to deep brown usually in a decorated topknot.

(Eyes) Normal range.

(Skin) Pale white in winter, golden chestnut brown in summer.

(Ears) Pointed like an elves.

(Voice) Kender have a wide range of pitch ability. They tend to talk in relatively high tones, but their vocal chords allow them to speak in low tones as well. They can usually imitate animal sounds very well. Older kender will tend to have lower voices. When kender become excited, kender tend to speak very quickly and ramble at the same time, making it hard to follow what they're trying to say.

(Facial Expressions) One thing about kender is that they are very emotional and always tend to show it. They have intense facial expressions. A saying says that there is nothing as happy as a cheerful kender and nothing as sad as a crying one.

**Height:** 3 ft + 3D6 inches

**Weight:** 70 lb + 4D6 lb

**Lifespan:** Around 100 years, Wanderlust starts around age 20.

**Natural Abilities:** Infervision 30 ft, Immune to HF and is completely fearless, kender Taunt, Natural automatic mind block.

**Combat:** Standard

**Bonuses:** +3 to Parry and Dodge, +1 Attack

**Handler Skills:**

Pick Pockets +15%

Pick Locks +10%

Prowl +10%

Concealment +5%

Palming +5%

Language: Kenderspeak 98%

1 other Language

**5 OCC Related skills:**

Communications: None

Domestic: Any +5%

Electrical: None

Espionage: Any +10%

Mechanical: Locksmith only

Medical: First Aid only -15%

Military: Any -5%

Physical: Any (Excluding Assassin & Martial arts)

Pilot: Ya Right, Like they can concentrate on driving with all this new stuff around

Rogue: Any +20%

Science: Basic math only

Technical: Any

W.P.: Any (smaller weapons preferred)

Wilderness: Any +5%

**Secondary Skills:** 3 skills at first level and 2 at 3,6,9,12,15

# Kherubim Warrior R.C.C.

This is a good natured and powerful race of people. They are the arch-enemies of the Daemonites. (email me for info on Daemonites). Comments and suggestions are appreciated.

The Kherubim are a race of human-like aliens from another dimension who came upon earth by mistake. During a battle with the Daemonites, their arch enemies, a group of each race was transported to earth. The Kherubim are nearly human in appearance, and they quickly melded into earth's society. They slowly continued to grow in number and fought to destroy the Daemonite presence in our world.

When the rifts came, the Kherubim gained strength. They continued to try to stop the Daemonites from reaching their home world. When the Kherubim integrated themselves into society, they found that they were "compatible" with humans. The integration of humans and Kherubim was okay until the time of rifts. When the rifts came, the magic energy was channeled through the powerful Kherubim into their children. These children were called "gifted ones." The name given by the Kherubim applies.

The half breeds were born with amazing abilities. These children had a few of the abilities of the Kherubim, and they also displayed various and numerous other traits and powers. The Kherubim began to find the "gifted ones" after the time of rifts. Not every child of Kherubim became a "gifted one," and they were all different. The Daemonites somehow also found out about these amazing "gifted ones." The Daemonites began to seek out the "gifted ones." They usually chose to attack the helpless new-born children. At first, the Daemonites sought to destroy all of the "gifted ones," but later they discovered that when they possessed the children, they too received the amazing powers. Thus began the search.

The Kherubim and Daemonites fought to find the gifted ones for each their own purpose. The Kherubim sought to teach them to kill the evil Daemonites. The Daemonites sought to enslave the "gifted ones" and use them to conquer worlds.

**Alignment:** Any; usually good or selfish.

**Attributes:** IQ: 3D6+2, ME: 3D6+2, MA: 3D6+4, PS: 4D6+5, PP: 5D6+2, PE: 5D6, PB: 3D6, Spd: 4D6.

**M.D.C.:** 2D4x10+20

**Horror Factor:** None

**PPE:** 3D6

**Weight:** 50-200 lb. (male); 110-140 lb. (female)

**Height:** 6 ft. (male); 5 ft. 6 in. (female)

**Average Level of Experience:** 1D4+1 for NPC's

**Natural Abilities:** Extraordinary Physical Prowess\*, Extraordinary Physical Endurance\*, Bio-Regenerate 2D6 MDC per hour of rest, Healing Factor\*, Nightvision 120 ft., See the invisible. 45% will have Energy Expulsion\* powers.

\*Powers described in Heroes Unlimited and the Rifts Conversion Book

**Combat Abilities:** Typically hand to hand: expert. The number of attacks varies with experience level and skills.

**Damage:** Varies with PS attribute, but the most common range is 21-25: 6D6 SDC on restrained punch, 1D4 MD on a full strength punch, and 2D4 on a power punch (two attacks). Kicks do 1D4 MD and leap kicks 2D6 MD.

**Bonuses:** +2 to strike and parry and dodge, +1 to roll with punch/fall, +2 vs horror factor, +4 vs Daemonite possession.

**Magic:** None

**Psionics:** 4D6 ISP; Telekinesis, Mind Block, and Summon Inner Strength.

## R.C.C. Skills

Radio Basic (+15%)

Basic Math (+20%)

Escape Artist (+10%)

Tracking (+15%)

First Aid (+10%)

Pilot Power Armor

Prowl (+20%)  
Language: Kherubim, Daemonite, plus one of choice (98%), one other (+15%)  
WP Two Modern and Two Ancient  
Hand to Hand: Expert (Martial Arts costs one other skill).  
Boxing or Wrestling (choose one)  
Acrobatics or Gymnastics (choose one)

**O.C.C. Related Skills:** Select eight additional skills plus two more at levels three, six, nine, and twelve.

Communications: Any  
Domestic: Any  
Electrical: Basic only  
Espionage: Any +5%  
Mechanical: Automotive, and aircraft only  
Medical: Holistic only  
Military: Any  
Physical: Any +10% where applicable  
Pilot: Any  
Pilot Related: Any  
Rogue: Any +5%  
Science: Any  
Technical: Any  
WP: Any  
Wilderness: Any

**Secondary Skills:** The character gets to select six secondary skills from the list above, only without the bonuses. Can choose two more at levels three, six, nine, and twelve.

**Appearance:** The Kherubim appear as human in visage. They are human-like in all aspects. All Kherubim have trademark white hair. Any "gifted ones" may or may not have white hair. Kherubim are typically well built and seldom are overweight or out of shape.

**Average Life Span:** 240 years

**Weapons:** Kherubim will use most modern weapons. They use weapons combined with their powers to create a deadly combination. The typical warrior will carry an energy rifle and pistol along with an ancient weapon of some sort (they love magic weapons).

**Note:** Kherubim are not all warriors. The Kherubim in earth's society have chosen all types of occupations. The Kherubim in another occupation keeps his/her abilities and uses that skill and equipment category. Kherubim can receive bionics! They have powers that allow bionic augmentation. It is one of the only known powers of this type. Full conversion will 1/4 the powers, but all others have no affect. The Kherubim's psionics are reduced with bionics (normal limits), but natural abilities remain unchanged.

## Killer Bunny R.C.C.

By:  
[Allan Harrison](#)

**Attributes:** IQ: 2D6+4, ME: 3D6+3, MA: 3D6, PS: 4D6+6, PP: 4D6+6 (minimum of 18), PE: 4D6+3, PB: 4D6+6 (minimum of 18), Spd.: 1D6\*10

**Alignment:** Any; Most Guardians are Aberrant

**Hit Points:** PE\*2 + 2D4/level

**S.D.C.:** 1D4\*100

**M.D.C.:** In magic rich areas they are Mega Damage creatures with: 4D6\*10 + 3D6/level

**Horror Factor:** 14 when true nature is revealed

**Combat:** 4 attacks per melee; add one additional attack at levels 3, 5, 9, 13, and 15.

**Bonuses:** +3 to Initiative +2 to Strike and Parry +5 to Dodge and Roll/Pull Punch +3 on all saving throws. All bonuses are in addition



to any attribute bonuses; at each level that an attack is added, also add +1 to Initiative, Strike, Parry, Dodge, and Roll; at levels 4, 7, and 11 add an additional +1 to all Saving Throws

**Damage:**

Restrained Bite/Nibble - 3D6 SDC  
Full Power Bite - 4D6 MDC  
Power Bite - 1D6\*10 (Counts as two attacks)  
Rear Leg Kick - 2D6 MD  
Power Kick - 5D6 MD (Counts as two attacks)  
Leaping Bite - 2D6\*10 (Counts as three attacks)

**R.C.C. Skills:**

Prowl(+20%)  
Hunting  
Wilderness Survival(+15%)  
Tracking(+20%)  
Identify Plants + Fruits(+15%)  
Land Navigation(+15%)  
Track Animals(+20%)  
Swimming(+15%)  
Native Tongue(Bunnese, of course): 98%  
2 additional languages of choice(+20%)

**R.C.C. Related:** None

**Secondary Skills:** Select 4 from Domestic, Espionage, and Wilderness

**P.P.E.:** 1D4\*10 + 5/level

**Magic Knowledge:** Globe of Daylight, Armor of Ithan, Chameleon, Fire Bolt, and Heal Wounds, plus 2 of choice from each of levels 1-5.

**I.S.P.:** ME\*2 + 5/level

**Psionic Abilities:** Powers are PPE Shield, Telepathy, Mind Block, and Bio-Regeneration.

**Natural Abilities:** Nightvision - 500 ft.; Polarized Vision; Can see all spectrums of light, including infrared and UV; See the Invisible; Superior, hawk-like vision; Hearing, Smell, and Taste equal to the minor powers, or to the bionic equivalent; Cold does half damage; Capable of leaping 20ft. + 3ft./level horizontally, and 12ft. + 2ft./level vertically.

**Xp table:** Use the Dragon experience table.

## Klingon

By:

[Tim Santa Cruz](#)

I'm sure this has been done a million times, but... This can be used for pretty much any game system, but works best in Heroes Unlimited and Rifts. This is \*not\* an R.C.C., but an Alien Race. (Mostly 'cause I'm too lazy to do the Skills.)

BTW, I hope I am not violating any dead thread laws here. :P

If you don't know who Klingons are then go watch Star Trek. They are a race of Warriors, who believe strongly in honor and combat. Most Klingons are very concerned with appearing honorable before their family and their Empire.

Klingons have developed incredibly advanced FTL spaceships using a technology called Warp Drive, and use a technology called a cloaking device (traded for from the Romulans) that can render their ships invisible to all scanning devices.

The Klingons are ruled by a high council with the head of that council being the leader of the Empire. There is also an Emperor named Ka'lest, but he is more of a figurehead ruler than an actual Emperor.

The Klingons have highly honed combat skills and will often fight with each other, sometimes to the death, for the purpose of building up their combat skills. They often have fighting tournaments in which many competitors are maimed or killed, for the sake of honor and combat.

**Alignments:** Usually Selfish or Aberrant, but can choose any.

**Attributes:** I.Q. 3D6, M.E. 3D6, M.A. 3D6+1, P.S. 4D6+2, P.P. 3D6, P.E. 5D6, P.B. 2D6, Spd 3D6

**Hit Points:** P.E. + 2D6 at level one, plus 1D6 each additional level

**S.D.C.:** 40

**Natural Armor Rating:** None

**Horror Factor:** 10

**P.P.E.:** 3D6

**Natural Abilities:** Superior Physical Strength and Endurance. Heal twice as fast as Humans.

**Combat:** 2 Attacks, plus those gained from Hand to Hand Combat and/or Boxing.

**Bonuses:** + 2 Save vs. Horror Factor, +3 Save vs. Poison, +10% Save vs. Coma Death. This is in addition to any attribute Bonuses.

**Psionics:** None

**Magic:** None, The Klingons don't believe in Magic.

**Average Life Span:** 40 Years. Most Klingons die in combat, but the actual lifespan would be about 80 years.

**Rifts O.C.C.s:** Any Men of Arms Except for Military, Borg, Glitter Boy, and Cyber-Knight.

**Skills of Note:** Speak Klingonese at 98%, W.P. Knife., W.P. Energy Pistol

**Size:** 66 + 3D6 inches.

**Weight:** 180 to 250 lb.

**Equipment:**

**Klingon Battle Armor**

Weight: 40 lb

A.R. 12

S.D.C. 60

**Bat'leth**

Weight: 20 lb

Damage: 5D6

**Klingon Knife**

Weight: 5 lb.

Damage: 2D6

**Klingon Disruptor**

Weight: 5 lb.

Range: 1000 ft.

Payload: 30

Damage: 6 Settings

1 - 1D4 Stun. (rarely used) Has a 50 % chance of knocking out victims.

2 - 4D6

3 - 1D4 x 10

4 - 1D4 x 100\*

5 - 2D6 x 100\*

6 - 5D6 x 100\*

\* The last 3 Setting are generally referred to as Kill and will vaporize in an instant.

## Kryptonian R.C.C.

By:

[Tim Santa Cruz](#)

The survivors of the planet Krypton are few and far in between. Since their planet exploded Hundreds of years ago, the survivors have been roaming the galaxies looking for a new home. The most famous Kryptonian is Kal-El, better known as Superman. He resides on the planet Earth. At this time there are only about 300 surviving Kryptonians. Most of them are living in galaxies other than the Milky Way, although some have been seen in this galaxy. Their unique molecular structure gives them great strength and speed when in a star system the has a yellow star. When in any other kind of star system, only their Psionic powers are active.

**Alignments:** Any, but the majority are good.

**Attributes:** I.Q. 3D6+1, M.E. 4D6, M.A. 3D6+3, P.S. 3D6 (20 + 2D6), P.P. 3D6, P.E. 3D6 (4D6), P.B. 3D6, Spd. 3D6 (670 mph). Attributes in parentheses apply only when in a Yellow star system.

**Hit Points:** P.E. + 1D6

**S.D.C.:** 20 (When in a Yellow Star System add 1D4 x 100 + 40 S.D.C. from Super Abilities.

**Height:** 5 feet + 4D6 inches

**Weight:** 150 + 3D6x10 lb.

**Average Life Span:** 100 years

**Super Abilities:** When in a solar system with a yellow sun all Kryptonians have the following Abilities. Invulnerability (Major), Sonic Speed (Major), Flight: Wingless (Minor), Extraordinary P.S. (Minor), and Energy Expulsion: Light (Minor).

All Kryptonians are Psionic to some degree, although 50% of them have only one Minor Psionic. Use the following table to determine Psionics:

01 - 50 One Minor (ISP: ME + 1D6 per level)

51 - 60 Two Minor (ISP: ME + 1D8 per level)

61 - 75 One Major and Two Minor (ISP: ME + 1D8 plus 1D10 per level)

76 - 00 Two Major and Four Minor (ISP: ME x 2 + 1D8 plus 1D10 per level)

**Natural Abilities:** Impervious to Cold, Breathe without Air.

## Kzinti RCC

By:

[Jeremy Puckett](#)

The Kzinti (plural of Kzin) are a proud warrior race of humanoid felines. They are highly aggressive and very xenophobic, but since the Man-Kzin Wars of the 22nd and 23rd centuries, they have become more open to new ideas and peaceful solutions. However, they still retain much of their carnivore nature and prefer to kill their food personally.

Physically, Kzinti are huge, frightening, and very impressive to human eyes. They look like big, fat tabby cats, except that the fat is solid muscle and their tails are furless and rat-like. They spend most of their time on two feet, but can run on all fours and usually do so during the majority of their recreational time, hunting small animals. They have very sharp retractable claws on their hands, rows of needle-sharp teeth in their mouths, and large, thick legs ending in razor claws. The Kzin foot/paw has a dew claw on the ball of the heel, suggesting a vestigial fighting spur. Kzinti ears are as sensitive as any other feline's and can fold and swivel like a housecat's ears.

The ancestors of the Kzinti were fast plains cats much like Earth's cheetahs and seem to share some sort of ancient (pre-evolutionary) relationship with humanity and Earth, because they can eat Earth food animals with no difficulty. They also like hot bourbon as a recreational drink (although it cannot intoxicate them). The only major exception to a Kzin's diet is plants; they will not eat roughage even if their life depends on it--they would sooner eat their non-Kzin compatriots! If honor is at stake, they will starve with food in reach (including friends and allies).

Kzinti females are non-sentient and exist only to give birth to more Kzinti; they are not even given names, just property designations. Male Kzinti must earn their names through noble deeds unless of a noble house, in which case they are born with half a name. The remainder is taken from their profession (ex: Speaker-to-Animals [translator of low birth]; Kdapt-Preacher [noble]; Hroth [named Kzin]). Named Kzin are all considered equal, save that nobles have the right to speak to the Emperor or even challenge him. All Kzinti disputes are settled through combat to the death, even against each other, so there has never been a Kzinti population problem; when there are too many Kzinti, they just attack a neighboring star system or begin to challenge each other to gladiatorial contests. Before humanity took to the stars, the Kzinti ruled a huge empire of space that had enslaved several races and ruled dozens of systems. When humans met Kzinti in fusion powered slowboats, the Kzinti immediately attacked, their psychics telling them that humans had no weapons whatsoever. This was true--humankind had given up war centuries before--but it was then that they learned the Kzinti Lesson: a fusion drive is a weapon devastating directly in proportion to its efficiency as an engine. So the humans began using their communications lasers and fusion drives as weapons against the Kzinti, who were so confused they didn't know which way was up. Still, the Kzinti would have won had not a race known as the Outsiders made contact with the human colony on the planet of We Made It and sold them a hyperdrive on credit.

With faster-than-light travel, it was no contest. The Kzinti were beaten back to their homeworld and left with a few colonies. The rest were confiscated, and the Kzinti slave races were freed. Three more time over the next two centuries, the Kzinti attacked humanity, always before they were ready and never with proper information on tactical capabilities. Their numbers were steadily whittled away until they tried diplomacy--a word that had never before existed in the Hero's Tongue (the Kzinti language, which sounds like an alley cat on the losing end of a fight). After that, Earth was surprisingly (from their point of view) accepting, considering all debts paid in full from the colonies taken, and welcomed them into the League of Worlds.

While the modern Kzin is more docile than one from two hundred years ago, they are still violent, deadly hunters that have no qualms whatsoever about slaughtering humans that insult them--so don't call one docile to his face. If insulted, there are two possibilities: either the insulter apologizes (Kzinti embassies to civilized worlds always include one member whose only function is to apologize for the group's mistakes, and humans rarely insult them anyway or notice when they get insulted) or a challenge ensues. A challenge is quite simple--the combatants go at it bare-handed until one is dead. In making a challenge, there is no need to declare it; you simply leap and scream. If you insult their leaders--especially the Emperor and his family--you had better be fast as hell or in ablative armor. Or have a very good reason... not that I can think of one.

While Kzinti are learning more about their neighbors in the universe, they still have some general preconceptions. They ignore females of all species, mainly because their own are not sentient, until proven otherwise. They despise "plant-eaters" and consider them unworthy of respect (thus it was doubly dishonoring when Chuft-Captain had his ribs broken by Nessus the Puppeteer). They have no place for the weak or those that won't pull their weight; they have no patience for anything that is "purely ornamental." Everything must have a purpose in Kzinti society. They don't care for artists (theirs is a militant culture), which is why they have so little art despite their internal sense of aesthetics. (**Note:** If you actually want to insult a Kzin, the worst curse word you can use against one is to call him or any member of his family a "sthandat." Sthondat has no literal translation from the Hero's Tongue, but the closest approximation in human language is "brainless herbivore." This may not sound terrible to a human, but to a Kzin it is a mortal insult.)

**Alignment:** Any except Principled. The concept of mercy in combat is completely alien to the Kzinti, but they do have honor so Aberrant is very common.

**Attributes:** IQ 3d6; ME 4d6; MA 2d6; PS 4d6+10; PP 5d6; PE 4d6+12; PB 2d6+1; Spd 1d4x10. These are the attributes for male Kzinti; females are unintelligent and never leave the world they were born on.

**Hit Points:** PE +2d6 per level

**S.D.C.:** 5d4x10, plus OCC and physical skill bonuses

**Armor Rating:** 12 against bare-handed attacks and blunt weapons; 10 against edged and piercing melee weapons; none against mega-damage weapons, energy weapons, projectile weapons, or vibro-blades/neural maces.

**Magic:** None. Kzinti are terrified of "supernatural" powers--it's one of the only things they are afraid of--but remember that Kzinti act with aggression toward anything they fear.

**PPE:** 2d4

**Psionics:** Kzinti have a higher percentage of minor psionics in their populace (15%), but almost no major (1%) or master psionics (0.01%). Master psionics are forced to use a drug that heightens their powers but leaves them unable to function for very long in Kzinti society (double ISP and power of psionic abilities, but -50% to skills and halve all physical attributes; effects last for 2d6 hours and addiction danger is high).

**ISP:** By psionics

**Horror Factor:** 13; 15 if enraged and attacking.

**Height:** 7 feet, plus 4d6 inches

**Weight:** 350-750 lb.

**Description:** Kzinti are large, heavily muscled felines. Their fur is patterned closely to that of a calico cat: orange mottling, vague stripes, with the occasional black, brown, or yellow patch. They have naked, pink, rat-like tails and pink, furless ears. Their eyes are also cat-like, with vertical pupils for excellent nightvision. Kzinti have a powerful skeleton resembling an internal suit of armor. Very

little can damage them in hand to hand combat; perhaps the greatest surprise in Kzinti history came when a mad Puppeteer named Nessus kicked a Kzinti space captain in the ribs, breaking three of them! Kzinti have an artistic side and a sense of humor that they only rarely show, and they love subtle ironies and beautiful sunsets.

**Enemies:** Once, everything that lived was the enemy of the Kzinti people. Now, they are in a new age of exploration and peace, so most worlds recognize them as a friendly power. One of their former slave races, the Kdatlyno, still hate them and hurt them at every chance they get (the Kdatlyno are a proud warrior race as well, and they took badly to slavery).

**Allies:** Ostensibly, humanity and the rest of the League of Worlds. The Kzinti do not really trust them though and are waiting until the League betrays them before trying anything.

**Average Life Span:** 80 years. Barring disease and violent death (ha!), Kzinti might have a life span approaching 250 years.

**Habitat:** Kzinti like grasslands and plains where they can run free and not worry about battles and glory. They hunt small animals for entertainment and keep large preserves in which their original habitat is preserved (like the animal preserves in Kenya on Earth).

**Natural Abilities:**

- ❖ Nightvision to 350 feet.
- ❖ Ultrasonic hearing equivalent to that of a hunting cat, providing several bonuses (listed below).
- ❖ Endoskeletal armor from a thickened bone structure (AR listed above).
- ❖ Track by blood scent (35% +3% per level). Recognize scent (55% + 2% per level).
- ❖ Retractable claws on the hands for natural weapons.
- ❖ Kzinti have an aptitude for machines, especially space ships; +10% to any mechanical, electrical, or pilot skill selected.
- ❖ All Kzinti, regardless of occupation, have Hand to Hand: Martial Arts or Assassin (depending on alignment and inclination).
- ❖ Their native language is "the Hero's Tongue."

**Vulnerabilities/Penalties:** Must eat large amounts of food to survive (the equivalent of three pounds of meat each day) and can only eat meat (preferably raw). Must avenge any insults to honor. Most (65%) Kzinti have the insanity of xenophobia (fear of strangers); in Kzinti, the fear response is aggression. Adventuring Kzinti can be assumed to not have this condition or have been rehabilitated. All Kzinti have the insanity of Frenzy (extreme pain and anger). -2 to save vs. magic (while good at hiding their fear beneath anger, the Kzinti are terrified of magic).

**Bonuses:** +5 to initiative; +7 to roll with punch; +4 to strike; +2 to parry/dodge; +20% vs. coma/death; +4 vs. poison; +6 to perception; +1 attack per melee, and +1 more at level ten.

**Damage:**

- Bite: 2d4
- Punch: 1d6 +PS bonus
- Claw: 3d4 +PS bonus
- Kick: 2d4 +PS bonus
- Foot Claw: 3d6 +PS bonus

**OCCs:** Most Kzinti are trained as front-line soldiers (equivalent to Coalition Grunt), but some are medics (Body Fixer) and a few are psychic (Mind Melter). Available OCCs are as follows: Coalition Grunt; Coalition Military Specialist; Coalition Technical Officer; Headhunter; Body Fixer; Operator; Rogue Scientist; Rogue Scholar; Vagabond; Mind Melter; Spacer; Galactic Tracer; Space Pirate; Runner; Colonist; Imperial Legionnaire; Imperial Security Agent. Were they to make it to the Phase World campaign setting, the Kzinti would be considered by the Cosmic Forge to become Cosmo-Knights, but would be almost as rare as Kreeghor Cosmo-Knights.

**Cybernetics:** No way! Nope! Never! Kzinti would rather die than accept prostheses (but their medical technology can clone body parts, so they usually don't have to make the decision).

**Skills, Equipment, Money, XP:** As per OCC

**Cultural Note:** There is an underground society on Kzinti worlds, the only religion ever accepted by any Kzinti. It is referred to as the Kdaptist Heresy and was founded by Mad Kdapt-Preacher. After his capture and personal execution by Emperor Kchula-Rrit, most Kdaptists fled or hid. To this day, Kdaptism survives on many Kzinti worlds. Kdaptism is considered heretical because of its belief that God the Creator made humankind in His image! When it was founded, there was a good idea behind it: humans kept winning against the Kzinti, so something had to be going for them; if not the Creator, then what? Kdaptists perform their ceremonies in masks made of human skin, hoping to fool the Creator long enough to win the next Man-Kzin War (whenever it is).

Amazingly, Kdaptists show an aptitude for magic! It is thought that this comes from their spiritual devotion to a belief as opposed to a deity. Kdaptists in magic-weak universes (like that of Ringworld) can do little more than illusions and tricks (Arcanist OCC from Beyond the Supernatural, with half PPE). In magic-supercharged worlds (Rifts, Phase World, and Wormwood), Kdaptists may be Line Walkers, Shifters, Techno-Wizards, or Necromancers. However, because of their intense training in magic, they lose half of their racial combat bonuses and all extra attacks from the Kzinti RCC as well as having to depend solely on their OCC's combat skill.

## Larrban: Optional RCC or NPC villain

By:

[Allan Harrison](#)

Here's the details on the creators of the Mecha-Knights. I hope they get better treatment than the Knights did. And, yes, if anyone was interested, the rules for a Mecha-Knight to leave are included. And, to most of you, or at least I assume so, the Larrban on an individual basis should be less munchkin than the Mecha-Knights.

The Larrban came into being during the reign of the Old Ones. The Lords of several Gargoyle clans came bearing gifts, to meet the Old Ones and pledge eternal service to them. Most of the Old Ones laughed and bade them to leave and be thankful they hadn't been slain where they had stood.

But Xy saw an interesting diversion in this offer, and took the gargoyles aside to make them an offer they couldn't refuse. He offered to infuse each with a portion of his power, making them far superior to their fellows, and in return, they would bind themselves to him for all eternity. Only one was willing to be tied so closely to such a powerful entity, and with the power he was given, he slew the others in single combat, much to the delight of Xy.

This Gargoyle Lord, named Larrba, soon became an effective enforcer for Xy, until the day Xy was tricked by the other Old Ones. Larrba had grown to enjoy his superior physical and mental prowess over his people, and although evil to the core, he had some semblance of honor, and felt it his duty to do anything he could to repay Xy for such a gift.

When he learned of the plan to place the Old Ones in eternal slumber, he attacked Al-Vil, symbol of envy and jealousy, just as Al-Vil was about to finish a ritual to destroy the elven mage Lictalon, who was key to the slumber ceremony. Just as Al-Vil was about to destroy Larrba, he fell prey to the mystic slumber, and Larrba escaped the scene without any of the heroes of the war knowing of their shadowy savior.

Larrba eventually got sent through a dimensional portal while battling a good arch-mage about 50 years after the war, and ended up in a totally alien dimension. Only the powers he had been granted by Xy enabled him to survive, and even then it was difficult in the extreme.

He eventually discovered the wreckage of what he thought was a metal sailing ship, but when he fully dug it out, it was a space cruiser, although he had no idea at that time what he had actually discovered. He studied the device for almost a thousand years before managing to really understand it for what it truly was. It turned out to be a vessel created by what is known in the Three Galaxies as the First Race, and when he managed to finally operate the computers that were still operational, he learned very quickly from the information contained there, thanks to his amazing intellect.

After another 50 years of work, he had managed to repair the ship, and left the planet. The next planet he arrived at was covered in a society composed of his more primitive fellows, who had been caught in a random dimensional flux 100 years before he had finish the repairs on the ship. When he landed, he ended up wandering into the middle of a tribal gathering, and the chieftains of a dozen tribes attacked him at once. He bested them using his powers, and a laser weapon he had scavenged from the ship, and at the sight of such power, and the laser, the rest threw themselves at his feet, begging the great "god" to spare them.

He took them under his wing, teaching them all he knew, and the new group renamed themselves the Larrban in his honor. The planet came to be called Larrba, and using the many metallic minerals on the planet, they built a small fleet of starships. As they explored new planets, they conquered many other races, and any who had technology saw that technology absorbed into the Larrban's.

After 3000 years of conquest and superiority, the Larrban hit a new plateau of their society, genetic engineering. They managed to recreate almost all of Larrba's powers in themselves, and their timing could not have been better. Within a year of their achievement, an enormous, planet-sized rift opened a few light years from Larrba during an unusual solar flare up. Through the rift poured hundreds of thousands of Mechanoids, including one of the planetoid size motherships.

The newly fortified Larrban rose to the occasion, bringing to bear all of the technology at their disposal. Whenever they could, they beamed large assault teams onto the Mechanoid vessels to wreak havoc on the main systems.

After a 3 year war, the Mechanoids were no more, and the Larrban had a great deal of new and alien technology to experiment with. However, this came at a great price. Almost half of the Larrban race had been exterminated in the war, but they carried on as they always had, and with some new found technology. After another 300 years, they had successfully altered their DNA to the extent that all members of the race were born almost identical to Larrba, and imprinted it into their DNA, forever blessing their race to be born with these abilities forever.

They continued to advance with only a few minor incidents, for the next 7000 years. In those millennia, they totally mastered genetic reconstruction to such a degree that only the Gene-Splicers are as knowledgeable in the field, they mastered nano-technology such that they have power plants the size of an Earth flea, which will power a gargoyle-sized PA for almost 100 years, they have developed weapons technology to the point of having cannons of the largest ships which can destroy a small planet or moon, developed star drives capable of speeds up to 100 light years per hour, and have sensor systems with ranges up to and including several light years!

Their schooling system is such that, when combined with their superior intelligence, the Larrban know several entire skill programs by the age of 25 Earth years, when they are free to leave school and go about their own affairs. A similar system is in operation on all of the other planets in the Larrban Empire, although without the incredible intellect of a Larrban, the learning of whole programs is simply impossible. Every citizen, male and female, of every planet, is made to do 3 years of military duty after they finish school on their 22nd birthday, and are then only called upon in times of full-scale war, which has only happened once in the last 1000 years, and even then it only lasted 3 months before the enemy conceded defeat to the Larrban Empire.

Membership entails the following: A willingness to follow Larrban codes of law, planetary resources of some use to the Larrban, and a willingness to become semi-subservient to another race (although the Larrban are much more benevolent rulers than the TG or Splugorth).

The Larrban codes of law entail a few basic principles, and if not specifically covered in the laws, it's okay.

**The Codes of Law**, as laid down 10000 years ago by Larrba, are still in force today, and are listed below for GM reference.

**Code 1:** The Ultimate Crime is disloyalty to one's ruler and/or owner. The penalty for treason, betrayal, and attempting to escape (if a slave) is death on sight.

**Code 2:** Murder, rape, and grand theft (starships, military property, large sums of money, etc.) are punishable by death, or a fine of half the criminal's property to the victim and a 35 year prison term, at the victim's discretion.

**Code 3:** Petty thievery, non-lethal attacks, vandalism, and other minor crimes are punishable by a 50,000 to 500,000 dollar fine, or a 2-5 year prison term, at the discretion of the victim.

**Code 4:** Anyone who owns a slave, and is proven to be, or have been, mistreating any or all of his/her slaves will be punished with half of the normal punishment for the crime. A death sentence remains a death sentence.

**Code 5:** Anyone of non-Larrban persuasion who commits any of the crimes listed under Codes 1-3 above against a Larrban will be punished with public humiliation and execution on the spot.

As long as these Codes are not broken, the citizens may go about their business in peace and security. They are not harassed by the authorities, they are not over taxed, they have good health plans on all planets, and all planets have a range of wealth from "enough that no one lives in the street or goes hungry" to "filthy stinking rich". Life in the Larrban Empire, for those who follow the rules, is as close to perfection as anywhere in the Megaverse, and for those who don't, can be a living hell.

In all dimensions where they have holdings, their space is regularly patrolled by the Larrban Elite, a Marine Corps-style force consisting of a total membership numbering 7.5 billion officers! Each planet also has it's own division of the standing armed forces, which typically numbers about 1 soldier for every 500 civilians on the planet, and each has numerous municipal police forces to keep order on the individual city level. Most city police forces are about 1 to 200, police to civilians, because police and military positions are some of the highest paying in the Empire, so there are always many people willing to take up law enforcement.

For those few non-member races who know about the Larrban Empire, it is a place where one can get almost anything he or she wants, for the right price and with the right contacts. On Larrba itself is a massive, multi-dimensional market, rivaled only by Center on Phase World. Products from over 1000 worlds in more than a dozen dimensions are usually available, and unusual items from non-member worlds are also reasonably frequent in the enormous market. The market is a city in of itself, and has its own hovertrain, hoverbus, and taxi services, just to get from a booth at one end to one at the other! The market covers well over 10000 square miles, on the main level, and has two smaller levels floating above the main one, each about 2500 square miles. Hundreds of thousands of businesses offering thousands of different services are contained in the market, and the whole area has such great security that the last robbery of a shop was over 400 years ago, and the culprit only made it half way to the other end of the market before the authorities gunned him down for stealing a rune weapon from a Splugorth merchant. As an idea of how extensive the services of the Larrba Grand Market actually are, several of the more unique items that have passed through over the years are shown below: A Kittani Dragon Dreadnaught, the original Excalibur, 3 CS Deaths Head Transports, Thor's Hammer (although the purchaser regretted it soon after), and The Key to Limbo.

Several spaceports also orbit Larrba, offering every imaginable repair or addition for spacecraft of all sizes. Each of these ports are the size of a large moon, and the next planet in the system (Larrba-B) is actually a giant space port created by the Larrban to service the 20,000 mile behemoths they own!

The most well-known creation of the Larrban, however, is the Mecha-Knight. The little info known about the Mecha-Knights was leaked by two of them who had tried to turn their backs on the Larrban. When the other, loyal Knights discovered this commotion of the Ultimate Crime, they mercilessly hunted down their fellows and destroyed them outright. The Larrban will, however, allow a

Knight to leave if he or she simply cannot take all of the killing anymore. To do so, the Knight must return to Larrba, and appeal his case to the Larrban Elders. If they are willing to let the Knight leave, he or she undergoes a few hours of surgery to detach the Cyber-Symbiote, a bit of memory erasing to eliminate knowledge of any semi-important secrets, and then the Knight is given some basic equipment and sent on his merry way. Only 100 Knights have ever appealed for resignation, and of those, only 1 was ever refused, only because she hadn't filled her Cosmo-Knight quota. The only catch to resignation is that the Mecha-Knight must have eliminated at least 3 Cosmo-Knights before appealing, or else it will be immediately thrown out until the quota is filled. At any point after 3, resignation is an option, although most Knights enjoy their power too much to give it up.

Some of the other technologies which have come from the Larrban, and have been seen outside of their Empire, include: Juicers using totally non-addictive drugs, so that removal of the Bio-Comp system means no more Juicer, with no withdrawal, and lessened loss of attributes after detox (this is considered out-dated in the Larrban Empire, as they accomplished this almost 1500 years ago); bionics which simply attach to the skeletal structure and muscles at strategic points and enhance the body as would a full Earthly bionic conversion, and one man fighters with warp drives better than most large ships (around 50 light years per hour) and main guns doing as much as some Three Galaxies battleships.

Although they have limited contact with the Three Galaxies area yet (other than through the Mecha-Knights), they have considered trying to trade and negotiate with some of the worlds there, and could be of enormous benefit to anyone who was willing to accept the idea.

**Alignment:** Selfish or evil; 75% are Aberrant (genetically predisposed to act like the original Larrba), 20% are Unprincipled, 5% others. **Note:** There is a tiny (0.05%) portion of the Larrban population has a good alignment, but none of these are in any sort of position of power, and the fifth Code of the Larrban Codes of Law does not apply to them.

**Attributes:** IQ: 20+2D6, ME=20+2D6, MA=20+2D4, PS=26+2D6, PP=20+2D6, PE=20+2D6, PB=2D6+3, Spd=Running:4D6+1, Flying:3D4\*10+20

**Hit Points (for non-MDC worlds):** PE\*2 + 2D6/level

**S.D.C. (for non-MDC worlds):** 2D4\*100 + 200

**M.D.C.:** 1D6\*100 + 300

**H.F.:** 17

**P.P.E.:** 6D6

**Natural abilities:** All those of Gargoyle Lords, with the following changes: Stone morph 5 times/day, adding 250 MDC and 1D6+2 to damage from all attacks, fire breath does 7D6 MD and has a range of 200 ft.

**Combat:** 5 attacks per melee at level 1, and gains an additional attack at levels 3, 7, and 11.

**Damage is as follows:**

Restrained claw attack does 5D6 SDC + PS damage bonus

full strength claw/punch does 5D6 MD

power punch does 1D6\*10+15 MD

tail strike does 4D6 MD

bite does 3D6 MD

fire breath 7D6 MD

or by weapon

Flying tackle does 3D6 MD (5D6+4 in stone form) and has a 75% chance of knocking down the target down if under 35 ft. (45 ft. if the Larrban is stone) causing the victim a loss of initiative and 1 attack. The tackle uses up two attacks.

**Bonuses:** In addition to possible attribute bonuses, the Larrban receive +2 on Initiative, +4 to strike, parry, and dodge, +7 to dodge while in flight, +4 on all saves, and +10 to save vs. HF.

**Psionics:** Select 1 super and 2 from each lesser category at level 1. Add another super at levels 3, 7, 11 and 14, and add 3 lesser from any lesser category at levels 3, 6, 9, 12, and 15. Master Psionic.

**I.S.P.:** ME\*10 + 30 and add 4D6/level

**Magic:** Doesn't exist on Larrba itself, but old (level 10+) Larrban MAY (30% chance) start to learn a magic OCC. If magic using starts, the Larrban can be a Ley Line Walker, Shifter, Mystic, Temporal Wizard, Temporal Warrior, Warlock, or Rune Smith (one of



their worlds in another dimension has a magic school with 3 Asgardian Dwarves on its faculty, levels 15, 13, and 10 respectively). Starts at level 1 in the magic OCC, and experience is divided equally into both Experience Tables from then on.

**R.C.C. Skills:** Select 5 Programs from those below. All are at +15% in addition to IQ bonus: Communications, Electrical, Espionage, Mechanical, Medical, Pilot, Pilot Related, Science, and Technical. Add another at levels 5 and 9.

**R.C.C. Related:** Choose 6 from among Domestic, Military, Physical, Rogue, and WP.

**Secondary Skills:** Choose 6 from among any category not listed under RCC Skills. Add 2 more at levels 4, 7, and 10.

**Level:** If allowed as a PC, the character starts at 1st level. The Larrban Council of Elders consists of the 12 oldest and wisest Larrban, and their levels range from 12th to 15th, with the exception of the Head of the Council, the 15000 year old Larrba, who is 25th level!

**Xp table:** Use the Dragon experience table.

**Average Life Span:** Larrba, due to his infusion of power, has lived for over 15000 years, but the rest of the race doesn't possess his magically enhanced livelihood. The Larrban genetic wizards have managed to increase the average life span of the race to just over 2000 years, and most of the Council of Elders are almost 3000, although they are the exception, not the rule.

**Size:** 15 to 20 ft.

**Standard Equipment:** Player Characters start with a Larrban Hyper Projection Pistol and two extra E-Clips, a Larrban Hyper Projection Rifle and two extra E-Clips, a set of light Larrban combat armor (150 MDC), a pocket dimension projector (for storing up to 2 tons of material), three years of Larrban dust rations (when pure water is added, it becomes a 4 course, tasty, meal; one full meal per pinch, needs roughly 100ml of water) and enough water to activate all the dust rations. Any other equipment must be purchased from the lower tech societies he or she travels in.

**Larrban Hyper Projection Pistol:** A small (for a 20 foot being, that is) pistol slightly reminiscent of Earth's Wilk's series of laser weapons, but with a hand guard similar to some swords. The gun is made of a superior form of plastics, and as such is light enough for even a human to use, although it is a bit large for their hand (-2 to strike). However, beings of the same or similar (5ft. either way) size as the Larrban receive a bonus of +2 to strike because of the lightweight design and good balance. The gun takes 50 MDC to destroy.  
Range: 1500 ft.

Damage: 5D6 MD

Rate of Fire: Single shot or three shot pulse for 1D6\*10 + 20 MD

Payload: 30 blasts

Cost: In the Larrban Empire, one can find them for about 30,000 dollars/credits (or equivalent), but in other parts, they would go for no less than 250,000 credits.

Weight: 2.5 lb.

**Larrban Hyper Projection Rifle:** Much like the pistol, but about two feet longer, and with a second handle a half foot behind the tip of the barrel. The gun has 100 MDC.

Range: 5500 ft.

Damage: 7D6 MD

Rate of Fire: Single shot or three shot pulse for 2D6\*10 + 20

Payload: 50 blasts

Cost: In the Larrban Empire, one can find them for about 50,000 credits, but in other areas of the Megaverse they would go for no less than 400,000 credits.

Weight: 3.5 lb.

**Larrban Light Combat Armor:** A full suit of form-fitted, plastic plate armor. Uses the same super tough plastic as the Hyper Projectors.

M.D.C. capacity: 150

Weight: 10 lb.

Prowl Penalty: -5%

Cost: In the Empire, it goes for about 50,000 credits, although only Larrban or normal Gargoyles can wear it. Anywhere else, it would be around 400,000 credits.

**Pocket Dimension Projector:** Used in place of a backpack, and able to contain much more material (up to two tons), this device uses technology to open a rift into a pocket dimension. The device fits in the palm of the user's hand (three sizes are manufactured, one for Larrban and other beings 15 to 35 ft., one for beings from 35 up to 50 ft., and one for human-sized to 15 ft.) and when the switch is pushed forward, the rift opens, allowing the user to deposit whatever needs to be stashed. A push halfway back closes it, and a push all

the way back activates the DNA encoded locking device, so that only the preprogrammed user can reopen the portal.

## Laser Jockey O.C.C.

By:

[Randy Edwards](#)

Laser Jockey's are the creation of a Mad Scientist (some would say) by the name of Dr. Steven Crossfire. The man was a genius but was also minorly insane. He was so afraid of the dark that he decided his creation would be of light, he had planned to create an army of his "Light Crusaders" and take over the world (he was a megalomaniac too). Alas, when he began, he realized that he had nobody willing to work for him. He paid thugs to capture someone to use as a test subject. The experiment was a great success, except for one thing. The doctor had fully expected his first "Light Crusader" to be grateful for his new powers, however, the good doctor was mistaken and his subject promptly executed him and took off. But one thing remained, all of the doctor's work was saved on computers, and Pyrotech Industries retrieved it.

The Laser Jockeys (sometimes known as Laser Junkies) are another mix of high technology and the unnatural. Dr. Crossfire's program instilled certain psychic abilities. Some Laser Jockeys' abilities are more advanced than others, but all have one, unusual power common only to the Laser Jockeys and it seems to take up none of their psychic strength to use, as other abilities do (no ISP cost). This power is an advanced form of light bending that is known to the Laser Jockeys as "Laser Manipulation" and to the public as "Amazing". The Laser Jockeys can manipulate light (which lasers are made of) to do things, and form shapes. However, it is very difficult to direct and control something which moves at the speed of light, so most Laser Jockeys are very smart and mentally capable (high IQ and especially ME), with a little (lot) of help from their psychic abilities and cybernetics. The extent of these abilities is amazing, the Laser Jockeys can create very intricate figures out of light, keeping the beam(s) moving at the speed of light so that the figure does not lose cohesion and appears solid. This can have very interesting effects when used with lasers, the characters can create weapons made of light to combat the enemy and shoot laser beams all around, create shields of intense light (lasers) to block other lasers or destroy incoming missiles, etc. And the intricacy of their creations increases with proficiency and practice (level).

Their other strength is cybernetics/bionics. They all have a laser "generator" installed, usually somewhere in their hands (fingertips, palms, etc.). Special cybernetic computers can be used to speed the thought process and increase proficiency with the lasers. It is interesting to note that cybernetics/bionics do not interfere with their psionic powers and so some are walking arsenals of techno-weaponry, but most tend to stick with the basics.

One last thing, if you're thinking of just giving these powers to your character and choosing a different OCC (you're a munchkin), the first thing he/she'll do without the training is accidentally slice him/herself in half. If you still don't understand the idea of manipulating lasers, see the note at the bottom.

**Attribute Requirements:** IQ: 13 ME: 15, a high PP and very high ME are recommended.

**Alignment:** Any

**Race:** Can be any race, but usually human or D-Bee, must meet Attribute Requirements.

### **Powers of the Laser Jockey:**

The combination of the lasers and the unique ability of the Laser Jockeys to bend and direct light/lasers can be very impressive, and many consider their ability an art as well as a weapon. Also, as a direct result of their light-bending abilities, the Laser Jockeys can absorb light (impervious to lasers), dispersing it and soaking it up into their bodies, meaning that they can plunge a room into darkness, however, they can not absorb daylight under any circumstances. Oh, and did I forget to mention that all Laser Jockeys are minor psionics? (see Rifts pg. 12)

The Laser Jockeys proficiency to use his abilities increases with level and so does the range on his abilities (note that if the lamp, etc. is out of range he cannot absorb the light from it). But when a laser beam is fired like a projectile and exits his range, it can no longer be manipulated but will continue in it's direction as if fired from a laser pistol. The use of this special ability as a weapon can be quite flashy, lasers twirling around like whips and such, and low-level Laser Jockeys tend to chop a few things in half, so be careful. Lasers can be of all different colors and shapes, dispersed at any time by either hitting something with the laser beam or sending it off into space (really, the characters can just make the laser disperse into light and "evaporate", but shooting it off is flashier). The higher level Laser Jockeys no longer need cybernetics and can create lasers from thin air (actually, light). So it is not uncommon to see high level masters get bio-systems. Remember, they can also control light, other than lasers, which may not do any damage but can be very useful (ever shined a flashlight in someone's eyes? Was it an MDC supernatural creature?)

### **Bonuses with Lasers:**

Level 1: +1 to strike and 1 to parry (laser shields can be created to destroy anything vulnerable to lasers and absorb other lasers, but energy beams and anything that can withstand the 4d6 MD will continue on through). Manipulation range is 20 ft.,

laser beam range is 1,000 ft. Character can create blobs of lasers and things that glitch a lot and are very blurry, but not much else. 4d6 MD damage from ALL laser attacks. Can create 1 laser image at a time. Lasers can be Blue, Yellow, or Red.

Level 2: Learns to control movement of lasers better, can create laser whips and things, loses some of the blurriness in designs.

Level 3: +1 to parry, Manipulation range is 30 ft. Can create designs that aren't very intricate (a giant 3ft hand where his own should be, slap the hell out of someone).

Level 4: Can create recognizable shapes such as swords (which will do 4d6 MD damage and the player can use them) that don't glitch often and aren't very blurry. Can now create 2 laser images at a time (PAIRED swords :).

Level 5: A big step. The character can now regulate the damage in increments of 1d6MD up to 6d6. Can also do SDC damage, also regulated: from 1d6 to 1d6x10. Laser Beam range is 2,000 feet.

Level 6: +1 to strike, Manipulation range is 40 ft. Character can now create lasers the color of Blue, Yellow, Red or any combination (i.e. green : yellow+blue). Can also create white lasers, but not black. Lasers will ALWAYS glow and can be identified by anyone with an IQ over 3. Someone with an IQ of 2 might actually pick up a nice shiny red sword, OUCH!

Level 7: No longer needs cybernetics (still has them)! Character can concentrate light from the surrounding area and create their own laser beams! Same damage, range, etc. The character is now ALWAYS armed.

Level 8: +1 to strike with laser beams. Can create up to three figures at a time from the lasers.

Level 9: The character is an impending master, much advanced. Laser beam range is now 3,000 ft.

Level 10: The Laser Jockey is now a true master! He can create intricate figures such as statues and can use all the colors of the spectrum (that doesn't include black) and the damage can be up to 1d6x10 MD!

Level 11: Manipulation Range is 50 ft.

Level 12: +1 to parry with laser beam shields and the like.

Level 13: Up to 4 laser figures at once (!)

Level 14: Laser Beam range is 4,000 ft.

Level 15: Manipulation Range becomes 600ft!

#### **O.C.C. Skills:**

Math: Basic (+10%)

Language: Native (98%) and 1 other (+5%)

Literacy: Native at 98%

Radio: Basic (+10%)

Computer Operation (+10%)

2 Piloting skills of choice (+15%)

Wilderness Survival (+5%)

Climbing (+5%)

Swimming (+5%)

W.P. Energy Pistol

W.P. 2 of choice

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one "other" skill or Martial Arts (or Assassin if evil) at the cost of two "other" skills.

**O.C.C. Related Skills:** Select six "other" skills, plus one additional skill at levels 4, 8, and 12.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic Electronics only

Mechanical: Basic Mechanics only

Medical: First Aid only (+5%)  
Military: Any  
Physical: Any (+5% where applicable)  
Pilot: Any (+10%)  
Pilot Related: Any  
Rogue: Any (+10%)  
Science: Math Only  
Technical: Any (+10% to Computer Programming and Art)  
W.P.: Any  
Wilderness: Any (+5%)

**Secondary Skills:** The character also gets to select 4 secondary skills (you know the rules about `em) plus select 1 additional secondary skill at levels 3, 5, 9, and 13.

**Standard Equipment:** A suit of personalized mega-damage body armor (configured to allow character to use his bionic laser weapons), an NG-S2 basic survival pack (for those of you who don't have Mercenaries; it's camping equipment deluxe), RMK "knitter", PDD/Pocket Digital Disc player, nightvision goggles, hunting rifle, handgun with 1d4 extra clips, 2 weapons of choice (within reason) and 1d4 clips for each (if necessary), and some personal items.

**Vehicle:** Can be any type of motorcycle, light hovercraft or something similar. No tanks or robots, may select light power armor if he/she can pilot it (no glitterboys, etc.), as always, GM's discretion is advised.

**Cybernetics:** Characters start with the laser weapon systems which allow them to use their powers and 2 other cybernetic systems of choice. Can sacrifice the 2 other systems for the computer which speeds the thought process and allows better control of lasers (add 2 levels to the characters proficiency with Lasers). Further cybernetics can be purchased at a later date.

**One last explanation:** Okay, for those of you who still don't understand how an object such as a sword can possibly be made by a laser beam, here goes. The Laser Jockey is manipulating the laser to move along a certain path, the laser is moving at the speed of light and so creates the semblance of a solid object. While it may seem as if the character is moving the sword with his hands, he is actually moving it with his mind.

**Xp table:** Use the Cyber-Knight table

## Lesser Horned Dragon R.C.C.

### Inspired by the Dragons from Warcraft II

By:

[BJ](#)

This is something I based off the Warcraft 2 Dragon. Enjoy!

These dragons are a variant on the classical, Great Horned Dragon. Generally, they are less powerful, but, their lack of magical abilities result in their ability to choose an OCC. However, their inability to change to a humanoid form severely hampers them. On the Palladium world, they are rather scarce, being a leftover from the time when said world was a seething dimensional nexus. Generally, they've settled in and around the Old Kingdom area, either taking over a small town and becoming its ruler (for good or ill), or just curling up in a cave around a large treasure horde and fenturing forth only once every ten years for a feeding frenzy. On Rifts Earth, however, they are much more active, engaging in traveling, adventuring, etc, as well as their "traditionalo/oo activities. Physically, they aren't much (at least when compared with other dragons). They only have one set of appendages (aside from the wings) which double as legs and arms, giving these dragons the general appearance of a bird. Two great horns curl back from their temples much like they do with rams, save that the horns are much straighter. There is also a line of horns down their spine, beginning at the tail and ending up towards their mane, which generally flows back to a length of approx. 1/2 a foot beyond the length of the horns. The manes are usually red, but can also be blue, white, yellow, black, green, orange, and purple. Their wings are much like those of other dragons, save their wingspan is about as proportional to their body as a bird's wings do to a bird (in other words, if you take away the horns, scales, and tail, these dragons look like giant birds). Their main ability is to shoot fire from their mouths, a much more powerful version than with other dragons. Also unlike other dragons, these reach maturity at only 6 months! Note: As such, I haven't bothered to include the stats for hatchlings.

Note Parte Deux: I made this character for both the Rifts and the PFRPG games, using 1st edition rules for PFRPG.

**Alignment:** Any, but lean towards Selfish.

**Attributes:** 3d6, ME: 2d6+10, MA: 3d6+6, PS: 2d6+15, PP: 2d6+6, PE: 3d6+10, PB: 4d6, SPD: 2d4X10 running or 2d4X10+100 flying. **Note:** Physical Attributes considered supernatural.

**Hit Points:** 3d6X10

**AR:** 12 (N/A in rifts)

**S.D.C.:** (For PFRPG 2nd Ed.) 1d4X10+100

**M.D.C.:** 3d4X10+200

**Horror Factor:** 12

**PPE:** 2d6X10+100, add PPE bonuses if a magic OCC is chosen.

**Natural Abilities:** Nightvision 100 ft, excellent color vision, see the invisible, bio-regenerate 1d6X5 MDC (HP in PFRPG), per hour, resistant to fire (MD fire does 1/2 damage, magic fire does full damage), Fly, Fire Breath: 1d6X10 (MDC or HP depending on RPG), 1/2 damage to a 5' radius around the point of impact.

**Combat:** 4 plus those gained from Hand to Hand combat skill.

**Damage:** As per supernatural strength, +4d6 to all hand to hand attacks.

**Bonuses** (in addition to possible OCC and combat bonuses): +3 Strike with ancient weapons, +4 Parry/Dodge, +4 initiative, -2 (yes, minus) to strike with modern weapons, +5 roll, +4 on all saving throws.

**Magic:** May learn one spell of a level equal to or less than current experience level. Starts at level 3. All this in addition to powers from a Magic OCC if chosen.

**Psionics:** Two sensitive of choice. In addition, choose either two from the "minor/oo categories (Sensitive, healing, or physical), OR ONE from the super category. If a PFRPG character, select Psionics as per the minor psychic. Considered a minor psionic in both RPGs.

**ISP:** 1d4X10+20.

**O.C.C.s (Rifts):** Any that make sense given the character's shape. For example, a glitter boy would be totally out of the question, as would an Operator or CS OCC.

**OCCs (PFRPG):** Once again, just about any that makes sense. Thief and Assassin are out for reasons of stealth, as is a Long Bowman (no hands!), and just about all the Optional OCCs.

**Habitat:** Just about anywhere.

**Average Life Span:** 6000+ years, possibly immortal.

**Enemies:** None per se.

**Allies:** Frequently ally themselves with Great Horned Dragons, but otherwise, none per se.

**Size:** Usually 8 to 10 feet tall. Up to 20 feet long, and a wingspan of 30 feet.

**Weight:** 10 tons.

## Ley Line Berserker O.C.C

by: *Tim M*

The Magically empowered warrior or Ley Line Berserker is a extremely powerful type of warrior who has been given the ability to link themselves to the ley lines. The original Berserkers were created on an alternate earth, very similar to Rifts Earth but with lower magic levels, about equal to the Palladium world. This world was ravaged by demons, monsters and their ilk. For the human to survive a council of mages decided that they had to create a warrior capable of charging monsters and coming out on top. After many unsuccessful (and mortal) attempts, an incredible discovery was made. One of the mages, a dabbler specializing in ley lines, discovered that the ley lines were much more than mere lines of raw magical energy. They were the very lifestreams of a planetary intelligence known only as "The Allmother". This being, if you could call it that, had seen that the humans were losing the battle against these inhuman invaders and had decided to intervene. It made contact with the mage and made a proposition to help the humans. It told them that it would allow a select few of it's choosing to merge with it, this very essence of life, giving them vast powers in order to defeat the intruders. The mages agreed, and gathered ten of the greatest and most noble heroes in the kingdom. These heroes were then bathed in an azure blue light, merged together with the planetary intelligence, changing them for all time. When they emerged they all appeared stronger, more powerfull and more full of life than ever before. Other than that they all appeared to be normal, no different than the next human. However the powers they had inherited became evident when they were on a ley line. Blue streams of energy seethed over the earth, climbing up the warrior, turning his hair and eyes a pure azure blue and giving him a glowing blue aura, the same color as the ley lines they were now linked to. Not only was the power of the ley lines now flowing through them, the warriors soon learned techniques to lead even more energy from the ley line, turning him into a major supernatural being and giving him a vast array of powers. These first and noble warriors quickly destroyed the demonic threat and banished them into exile in another dimension. The intelligence then informed the mages that other normal humans could be linked to it, but this had to be done with the assistance and consent of another berserker. Some of the mages became worried with these news, fearing that an evil person might learn how to link to the ley lines. That is why the mages instructed the first berserkers to create a school that was so demanding that only the strongest students would finish the training. The heroes did as the mages instructed and soon new berserkers joined the ranks of this noble class of warriors. However none of the new ones ever reached the levels of the original berserkers. It is believed that this is because their powers were granted from the original intelligence, not taught from someone else. Since then the berserkers spread out into the world, sometimes even left the planet. A small number of these great warriors made it to Rifts Earth and seeing the chaos that nearly controlled this world, decided to stay. These berserkers started setting up small schools to teach this strange and powerful art, but because of the Coalition, the number of these schools stayed rather limited, maybe about a dozen or so in all of North America and of those five are known to reside in Dweomer, the capital city of magic. One is, like a mystic, born a Ley Line Berserker. However some Ley Line Berserkers will set up small schools where they will teach

up to ten Ley Line Berserkers at a time. This is all provided that so many can be found with the "gift". On Rifts Earth there seems to a large number of people capable of becoming these magical warriors, especially in the Magic Zone. The Coalition has only had a few run-ins with these mighty warriors but haven't realized that they are greater in numbers than they think. These few run-ins were all of a violent nature with few survivors on either side. They are mostly considered as just another inhuman monster but should the Coalition ever find out that these warriors are capable of training others like them they will order all these creatures to be killed on sight.

All Ley Line Berserkers give themselves a quest, some task that is next to impossible to complete. This is the first thing a new trainee does when he begins the training. It may be something like defeat the coalition or perhaps stop all evil in a certain area. But no matter what this task is the Ley Line Berserker will always be trying to complete it even if what he/she is doing seems to be completely unrelated underneath they are striving to complete this task. If somehow a Ley Line Berserker completes his/her task they will lose focus and seem bored with life. Some will find a new task to complete, and others will sink into normality and become typical citizens forgetting their special powers or ending up as nothing more than a common magician. GM Note: This class has some very unique powers that almost make it an R.C.C. so you should use your discretion about what races can become Berserkers. They are pushing the munchkin limit and could very well upset the balance of your game.

### **Special Ley Line Berserker O.C.C. Abilities & Bonuses:**

**1. Physical Transformation:** The Ley Line Berserker, through years of training, learned how to draw upon the powers of the ley lines. This ability is similar to the Line Walkers abilities only greatly enhanced. First, the constant flow of magic energy flowing through them at all times has turned the berserker into a minor supernatural being with a base M.D.C of their hit points and S.D.C combined times two plus an additional 3D6 M.D.C per level. Also the berserker heals at three times the normal rate. The appearance of the character changes, his eyes, hair and body gains a slightly azure blue tinge.

**2. Other Physical Abilities:** Nightvision 1600 ft (can see in total darkness), can sense and pinpoint the location of ley lines within 2 miles, nexuses within 10 miles at 60%+5% per level of experience, can leap 10 ft high and 8 ft lefthandwise in either direction from a standing still position!!, double with a running start. Also, they are completely immune to the adverse sideeffects of ley line storms.

**3. Ley Line Fury:** This is the ability that has given the berserkers most of their notoriety. It consists of opening a direct channel to the ley line nexuses and drawing it into their bodies, greatly increasing their already formidable powers and giving them additional ley line abilities, some similar to those of the Ley Line Walkers but much more powerful. When the berserker activates this power blue lightning appears to cover the berserker in a blue aura. During the initial seconds of the summoning the berserker's flesh seems to pulse, warp and grow as if a thousand snakes were slithering under the skin. This is the most painful stage of the summoning and the one that requires the most and hardest training to learn to control. When the berserker gains control his hair and eyes turn azure blue, his muscles appear to swell to almost inhuman levels and he/she actually gains an additional 1D6 ft to their height. During the Ley Line Fury the Berserker gains the following powers:

**Ley Line Flight:** The Berserker can fly at 80 mph + 20 mph at each additional level of experience. In the air the berserker gains a +3 to dodge and can do a dive bomb attack. Damage is either 2D6 S.D.C or 1D4 M.D.C (the player can adjust the force of the attack) in addition to normal damage for the attack.

**Ley Line Bolts:** The Berserker can fire bolts of pure magic energy from his eyes, hands or mouth. The damage of these bolts are variable. They can either do up to 4d6 S.D.C or 2D6 M.D.C per level of experience **Note:** Against magic users, supernatural creatures or creatures of magic the effects can be used a bit differently. It inflicts half the victim's P.P.E. points of damage plus 5 per level of experience. This applies only to a victim's REMAINING P.P.E. (a line walker that normally has 150 P.P.E., but has previously spent 80 points on spells, will only receive 35 (70 remaining, divided by half) points of damage -- plus the additional 5 per level). The blast also depletes 2D6 points of P.P.E. with each hit (so each subsequent hit will do less damage). In addition, shape-changing creatures will assume their true form when exposed to this energy and spell-casters will lose their ability to cast for 1D4 melees (and any spells currently being cast will be dissipated, expending half the P.P.E. cost).

**Range:** 100ft + 20 ft per level of experience

**Damage:** Variable, see description above.

**Attacks Per Melee:** Each bolt counts as one melee attack.

**Bonus:** The bolts are +3 to strike (no other bonuses applicable)

**P.P.E Cost:** 2 P.P.E per die of S.D.C, 5 P.P.E per die of M.D.C, 20 P.P.E for the disruptive bolt

**Increased Physical Bonuses:** +10 to P.S, +8 to P.E, +6 to P.P, triple Spd (minimum of 40). Also the Berserker's P.S and P.E becomes supernatural and he/she becomes immune to illusions, diseases, horror factor, poisons and gases. The Berserker also regenerates at the rate of 3D6 M.D.C per melee.

**Limitations:** The Fury can only be summoned when within half a mile of a ley line. There is also a limit to how long the berserker can keep so much energy flowing through him. It can be maintained for 5 minutes per level of experience and after that it cannot be summoned again for 1D6 hours. It costs the berserker 70 P.P.E to activate the Fury.

**4. Sense Supernatural Evil.** This ability is automatic and instinctual. It is more akin to a chill that goes down the Berserker's back

when supernatural evil is near. The power has a range of 120ft +20ft per level of experience. There are also times when the Berserker will get supernatural visions, but the Berserker has no control over them. (Note: This is a great plot device for GMs to use...)

**5. Magic O.C.C. Training:** The Ley Line Berserker may draw additional P.P.E. from ley lines, nexus points, and other magicians. They can draw P.P.E. from other magicians and even non-magic users. The Ley Line Berserker can draw up to two times his/her P.P.E. base, without the subjects knowledge. The Berserker regain P.P.E at the rate 10 per hour normally, 20 when meditating and 50 when on a ley line or nexus point.

**6. One with the Mind:** The Berserker is alert and able to concentrate and stay focused even when all hell is breaking loose around him/her. It also enables the character to keep his/her calm, ignore insults and to be tolerant and understanding of others. This is a necessity of the Berserker in order to control the Ley Line Fury. Without this training the berserker would turn into a hulking monster for the duration with little more than the alignment intact of his/her soul.

**Mental Focus & Bonuses:** Spells, Psionic attacks, drugs and disease that cause confusion, dizziness or dull the senses are half as effective. +1 to all aimed and "called shots" regardless of weapon type, immune to possession, +1 to save vs mind control at levels 1, 3, 5, 7, 9, 11, 13, and 15, +1 to save vs horror factor at levels 1, 3, 4, 6, 7, 8, 10, 12 and 14 and +1 to save vs magic and horror factor at levels 2, 4, 6, 8, 10, 12, 14 and 15.

**7. One with the Body:** The character knows his/her body; every muscle, nerve and scar. Thus, he or she is keenly aware of injuries, illness, and fatigue, and the full extent of any problem they represent. Every ache, twinge, and impulse tells the Berserker about himself. Thus, he/she can more accurately gauge how long he/she can perform, what distance he/she can run, what amount of injury/damage he/she has sustained, how serious and injury or illness is, how it will affect him/her, and how soon he/she needs medical treatment before it becomes life threatening.

**Physical Bonuses (in addition to attribute bonuses & skills):** +1D6 to P.S., +4 to P.E., +1 to P.B., +1D6+4 to Spd, +40% to save vs coma and death, +2 to save vs disease and poison. Fatigues at one fourth the normal rate, can hold his/her breath twice as long (about 6 minutes) as the average human, has exceptional balance (+20%), and can leap 50% farther.

**Combat bonuses:** +1 attack per melee round at levels 4, 8, 12 and 13, +3 to initiative, +4 to roll with impact or fall, +2 to pull punch and dodge at levels 2, 4, 6, 9, and 13.

**8. Flaws and vulnerabilities of being a Creature of Magic:** Loses a bit of humanity per every new level of experience — tends to be cool, aloof and uncaring about ordinary people and their affairs. This is not arrogance, but feeling removed. Different, alien. Thus the distance between them sometimes causes the Ley Line Berserker to sometimes lose sight of his/her origins and to be uninterested in, and often indifferent about ordinary people, events and things. This also means they sometimes forget how physically and mentally fragile humans are, and tend to underestimate mortal opponents, including other sorcerers. However the Ley Line Berserker will always have a quest to fight for. Always be prepared to kill anyone who gets in his/her way of this quest. Rune weapons and holy weapons do double damage.

**9. Base P.P.E:** The Ley Line Berserker have an incomprehensible union with the ley lines and contains an amazing amount of P.P.E. Base P.P.E.: 2D6x10+50 plus P.E. attribute and gain additional 5D6 P.P.E. per level. The only way to replenish the P.P.E. for the Ley Line Berserker is to syphon it a ley line or nexus.

### Ley Line Berserker O.C.C.

**Also known as:** Nexus Warrior, Demonslayer, Warp Beast and Demonwarriors.

**Alignment Restrictions:** Any except Diabolic or Miscreant. Very few are Anarchist.

**Attribute requirements:** I.Q.: 10, M.E.: 14., P.E.: 14 or higher. A high P.S. and P.P. (14+) are recommended but not required

**Racial Restrictions:** No supernatural or MD beings can become Berserkers.

### O.C.C. Skills

Speaks and is literate in American 98%

Speaks two additional languages of choice (+30%)

Demon lore (+20%)

Lore: Magic (+20%)

Basic math (+10%)

Boxing

Wrestling

Athletics

Acrobatics (+15%)

Tracking (+20%)

Land navigation (+15%)

Horsemanship

W.P. Sword

W.P. three ancient of choice

W.P. two modern of choice

Hand to Hand: Expert. Hand to Hand: Martial Arts can be selected at the cost of one "other" skill.

**O.C.C. Related skills:** At first level, the character can select ten other skills, plus two other skills at levels 3, 5, 7, 9, 11, 13, and 15

Communications: Radio Basic (Only)

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any (+10%)

Mechanical: Basic (Only)

Medical: First Aid (Only)

Military: None

Physical: Any (+15% where applicable)

Piloting: Any (+5%)

Pilot Related: Navigation (Only)

Rouge: None

Science: Math only (+10%)

Technical: Any (Except Computers, +10%)

Weapon Proficiencies: Any, including tech weapons

Wilderness: Any (+10%)

**Secondary Skills:** The character gets five secondary skills from the list above, excluding those marked "None" at levels 1, 4, 8, 12, and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Begins with a set of clothes, utility belt, two canteens, backpack, knapsack, 1D4 weeks of rations, a pair of handcuffs, 100 feet of strong cord/ rope, 1D4 flares, a TW flashlight, and a pocket knife. Weapons including four ancient ones of choice (no special powers), One ancient style magic or TW weapon (sword, knife, spear, etc), and two modern weapons.

Vehicle can be anything except power armor and robot vehicles. Some prefer to travel on foot.

**Money:** Typically 3D6x1,000 credits and 4D6x1,000 in black market items.

**Cybernetics:** None, refuses to get any.

## Lifter R.C.C.

### Master Telekinetic Psychic

By:

[Spiral](#)

A physical Psychic whose powers manifest themselves in the area of telekinesis, the movement of objects through the use of psychic force, is called a "Lifter". As the name suggests, these psychics can hurl objects as playthings and are themselves one of the few people in the world of Rifts who can naturally fly.

#### Lifter Telekinetic Powers

**Note:** The following powers are different or more powerful than the more common telekinetic powers and are limited to the Lifter R.C.C.

**1. Limited Invulnerability to Kinetics:** A psionic aura radiates around the lifter, making him, and whatever he is wearing, impervious to S.D.C. physical attacks. This includes Hand to Hand attacks, bladed weapons, bullets, or any other S.D.C. forms of damage. This, in some ways, is a telekinetic force field that is effective only to kinetics. Protection against other forces is a separate power.

Duration: Constant. I.S.P.: None, natural ability.

**2. Telekinetic Force Field:** The character can cause a force field powered by psychic energy to surround himself or a ten foot area up to 40 feet per level of experience away. The lifter can attempt to use the force field as a parry device against attacks. A successful parry means the force field was erected in time to deflect the attack.

The force field is a mega-damage structure with 50 M.D.C. points per level of experience.

Once a field is created, the psionic can create as many others as his I.S.P. will allow. All must be in the character's line of vision. The force field(s) will remain in place until all its M.D.C. is destroyed or its creator dispels it. If the Lifter is rendered unconscious or killed the force fields instantly vanish. However, the psionic can leave the area and the force field will remain in place until the duration time limit expires. People may be able to move around inside a force field, but the force field itself can not be moved. The force field is actually a force bubble and is air tight. Some lifters have been known to asphyxiate foes using this airtight bubble, but someone of a good alignment would never do that.

Duration: 10 minutes per level or experience I.S.P.: 30.



**3. Manipulate Objects:** Through focused thought the psychic can enforce control over objects, causing motion by mere thought. The extent of the control is as good as using a human hand, thus the Lifter can type on a computer, pilot an automobile, or use a sword simply by being able to see the object in question. Range: 100ft. per level of experience. Duration: 2 minutes per level of experience. I.S.P.: 10 points to lift/move/hurl an object that weighs 100 lb, +5 I.S.P. per each additional 100 lb. Damage: 1D4x10 S.D.C. per 100 lb. of weight. Note: 100 S.D.C. points equals one (1) mega-damage point. Use the same combat bonuses listed under Telekinesis.

**4. Telekinetic Force Bolt:** An invisible bolt of force is hurled or fired from the forehead or hands, even if an artificial appendage. Range: 200 feet (61 m) +20 feet (6 m) per level of experience. Duration: Instant. Bonus to strike: +5. Damage: Mini-bolt 2D6 S.D.C., medium bolt 4D6 S.D.C., heavy bolt 6D6 S.D.C. or mega-damage kinetic blast 2D6 M.D.C. I.S.P.: 2 regardless of the size and damage of the S.D.C. blasts and 4 to create a M.D. blast.

**5. Telekinetic flight:** The lifter is able, through telekinesis, to lift himself, thereby making himself airborne through thought. He moves at a speed equal to M.E.x3. Duration: 5 minutes per level. I.S.P.: 3

**6. Select three minor psionic powers** from the following list.  
Death Trance Resist Fatigue  
Levitation Resist Thirst  
Mind Block Resist Hunger

The rest of the character (requirements, skills, equipment) are taken directly from the Burster R.C.C.

**Xp table:** Use the Burster R.C.C.

## Lightning Dragon R.C.C.

Here is a new class of Dragon I think you'll enjoy.

The Lightning Dragon is the rarest species of Dragon known to exist. There are 1/4 less Lightning Dragons than there are Chiang Ku. The attributes below are for the baby dragon. I do not intend to make the attributes for the adult for quite some time. There are no adults on Rifts Earth, and there is only one in Atlantis perhaps once every 10 years. Use the Dragon RCC section from the rifts main book for the skills, age, levels, etc. The only difference is Claw does 3d4 MD (add to punch attacks), Bite does 1d6 MD.

**Attributes:** IQ 6D6, ME 5D6, MA 3D6, PS 4D6, PP 5D6, PE 4D6, PB 5D6, Spd 6D6+2

**MDC:** 1D6x50

**Natural Abilities:** Fly at 100 mph, Nightvision 80 feet, See the Invisible, Electricity Resistant (1/2 damage from Particle and Ion attack!), Regenerates 1d6x5 MDC per 4 minutes.

**Metamorphosis:** Same as Great Horned Hatchling

**Teleport:** Same as Great Horned Hatchling, but has 35% +3% per level of experience.

**Electricity Breath:** 4D6 MD, 120 foot range

**Magic Knowledge:** Same as Great Horned Hatchling

**Spells:** Same as Great Horned Hatchling, but can begin learning spells at level 2.

**P.P.E.:** 2d4x10

**Psionics:** Major Psionic. Chose seven powers from any of the psionic categories except super. Chose an additional psionic from any level but super at levels 3, 5, 7, 9, 11, and 14. Chose 1 power from super at levels 6 and 12.

**I.S.P.:** 3d4x10+10.

**Size:** The average Lightning Hatchling, in Dragon form, is 40 feet long, 10 feet high, 7 feet wide, and has a wingspan of 60 feet.

**Weight:** The average Lightning Dragon weighs around 5 to 7 tons.

**Combat Abilities:** Equal to HTH: Basic. +1 attack and +1 Dodge

**Average Life Span:** 6200 years. Adult at 700 years

## The Light Worlder Human Variant Race

### [Macross II]

By:

[Legate](#)

As there are millions of worlds that could be inhabited, it only the gravity were higher, plus colonists of the moon. This is a Genetic Engineered being that can inhabit these places with on ill effect.

**Alignment:** any

**Attributes:** IQ: 3d6 ME: 3d6, MA: 3d6, PS: 2d6, PP: 4d6, PE: 3d6, PB: 3d6, Spd: 3d6 (Half in Gravity over 0.5g)

**SDC:** Standard-20

**HP:** PE+1d4/level

**AR:** Standard

**HF:** Standard

**PPE:** 2d6

**Natural Abilities:** can survive for an unlimited period of time in a zero/micro gravity environment, can only take a max of 2 Gs for a short period of time.

**Combat:** as per Humans

**Psionics:** as per Humans

**Average Life Span:** as per Humans

**OCCs:** any

**Skills of Note:** as per Humans plus EVA & Zero Gravity Movement & Combat

**Habitat:** as per Humans, but with a lower level of gravity

**Enemies:** as per Humans

**Allies:** as per Humans

**Average Height:** 8'

**Average Weight:** 150 lb.

## Linebacker R.C.C.

By:

DaBeechMan

The Linebacker is a being of pure ley line energy, believed by some to be inhabited by the spirit of a person who died on a ley line. A Linebacker resembles a person in football gear, hence the name. They have some cool powers, but just as many limitations.

**Requirements:** None

**Alignment:** Any

**Attributes:** Same as in life. Note that while attributes convey, powers do not.

**Skills:** As in life

**Powers:** All OCC/RCC powers from life are completely GONE. This is important because the Linebacker gains the following powers:

-All the powers of a Line Walker that pertain to magic or ley lines.

-The Linebacker loses all ISP and PPE. However, it gains the following psionics:

PPE Shield, Telekinesis (simple) and 1 of choice from any category (Super included). Costs> Triple normal ISP cost to use with PPE.

The Linebacker has 1d6x100+100 PPE!

There's one catch though: Since the Linebacker is made of PPE, the Linebacker's MDC is ALWAYS equal to its current PPE and vice versa. This means that casting spells takes away MDC, and causing damage to the Linebacker takes away PPE.

-Hurting a Linebacker is not easy, by the way. It can only be hurt by magic, magical weapons, or energy weapons that do more than 4d6 MD. Even with energy weapons, damage is halved (though it is not halved for a magic weapon of any sort, and that includes Techno-Wizard weapons.)

The Linebacker can shoot football-shaped bolts of PPE, doing an amount of damage equal to the amount of PPE spent making it. Note that this subtracts from the Linebacker's PPE just like any other PPE expenditure.

-The Linebacker regenerates 10 PPE/ 4 melees when within 100 feet of a ley line or nexus. Walking into a ley line or nexus instantly regenerates all PPE. -no need for food, drink, air, or sleep

**Limitations:** -First, the Linebacker is made of energy, not matter. Not being matter, it cannot hold any items. The only way around this is telekinesis, and remember that this hurts the linebacker.

If a linebacker is killed, nothing can bring it back, not even a Phoenix tattoo. The only hope is to get it into a ley line before it dies. Note, however, that it is otherwise immortal, and will not die unless it meets a violent end.

For every week spent away from a ley line, the linebacker loses 10 PPE which cannot be regained until it touches a ley line. Remember what PPE loss does to Linebackers.

**Gear:** Usually none, because it cannot be carried. It doesn't need any anyway.

**Money:** Why would it even care? It doesn't need to buy any gear, so why would it need money (like it could carry the money anyway)

**Allies:** Anybody who isn't afraid of magic

**Enemies:** Anyone else, especially Coalition.

## The Liontaur Race

### Based on Quest for Glory 3

By:  
Crow T. Robot

The Liontaur are a race of centaur like creatures with one key difference, instead of being Equine they are Feline. They have the lower body of a lion, the upper body of a man, and their head is a mixture between a lion and a human, with golden fur, and Lion-like features, but with the same general layout of a human face.

As a race in general they are instinctively honorable. 90% of them are either principled or abberant, the other 10% are a mixture of the other alignments. Their society itself is highly entwined with honor, and being deemed honorless in a Liontaur society is the worst punishment, as no other Liontaur will consort with the honorless one.

In their African-like homelands they built the great city of Tarna, and were generally peaceful for several centuries. Their home city became a center of trade throughout the land, and they built an empire, but unfortunately a war with an army of deamons toppled the great city. In a final battle between the greatest Liontaur paladin and the demon high wizard, a huge rift was open in the center of the city, engulfing and displacing over 800 Liontaurs. Liontaurs to several different worlds, including Palladium & Rifts Earth.

The tribe on Rifts Earth ended up in the grasslands of Africa in about 60 PA on the shores of Lake Tanganyika. Almost 500 of the creatures ended up in Africa, and after they realised they were stuck here, they began to re-build their city. They quickly made allies with several nearby tribes, bringing 3 human and d-bee tribes together, and they began to build their city, 'New Tarna' on the shores of the lake. They learned of technology quickly, and have aquired the capabilities to construct MD armor and weapons (The technology was aquired by travelling paladins, and took almost 30 years to acquire).

The Palladium Counterparts of these Liontaurs ended up in the Yin-Sloth jungles, near the ruins of an acient dragonwright city. The 300 liontaurs began re-constructing their city (Also named New Tarna, hey, the liontaurs arn't extremly creative). Due to the presence of several Dragonwright temples in the area, the religion has spread to a large number of the Liontaurs, and the groups of Liontaurs are seperated by their own religion (whos gods have disapeared) and Dragonwright, whos priests have power in this land. In the past years a large number of neighboring elvish tribal people have migrated to the liontaurs cities, and for the moment Palladium's New Tarna is prospering.

**Alignments:** 90% are Principled or Abberant

**Attributes:** IQ: 3d6, ME: 2d6, MA: 3d6, PS: 4d6, PE: 4d6, PP: 3d6, PB: 3d6, Spd: 1d4x10

**Hit Points:** PE + 1d6

**S.D.C.:** 1d6x10 + Bonuses

**P.P.E.:** As Human, or As OCC

**O.C.C.s:** Any non-psionic related.

**Psionics:** None, Liontaurs cannot be Psionic

**Average Life Span:** 80 Years