

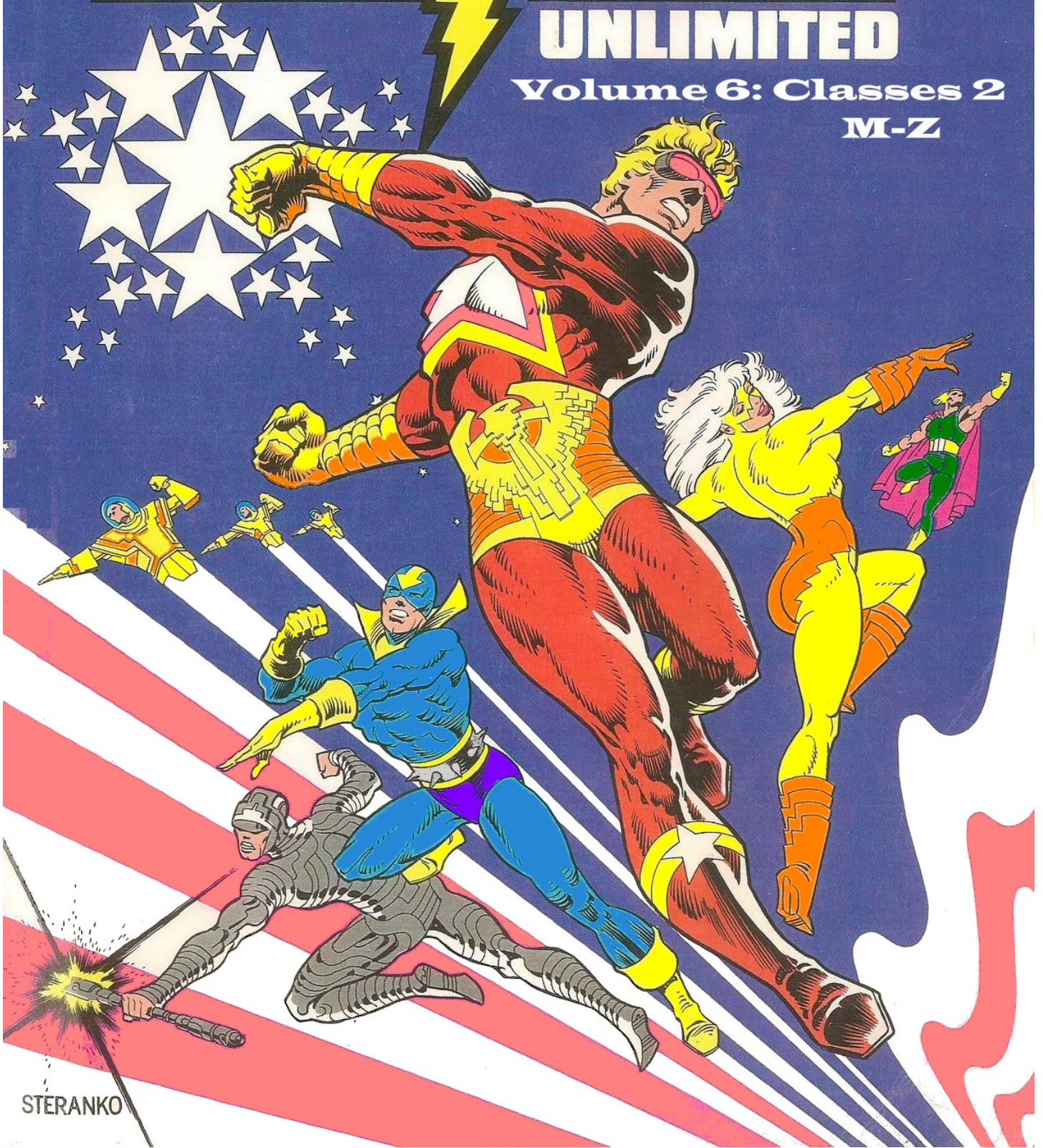
Advanced

# HEROES

## UNLIMITED

Volume 6: Classes 2

M-Z



STERANKO

# Advanced Heroes Unlimited Book VI: Classes 2 M-Z

Design: Marco Ferraro

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Foreword

Volume 6 now. These are the rest of the 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.

# Maddalena Demon (updated)

By:  
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In the spirit of the GPC, here is the updated version of my Maddalena Demon 'munchkin eliminator'...

## MADDALENA DEMON

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The Maddalena Demons are another one of the twisted creations of the Gene Splicers. Based largely on the Mogaraian race, the Maddalena retain their parent race's fighting prowess as well as the Mogaraian ability to project a defensive energy field. However, due to Gene Splicer tinkering, the energy field is now bio-electrical and psionic in nature, and can be used to power the organic weapons used by the Demon.

With the exception of their common genetic base, the Maddalena bear little resemblance to their Mogaraian parents. Since they are asexual in nature, the Maddalena reproduce by budding a new member of the species every 4D6 months. After six years, the young Demon will reach both physical and sexual maturity, and leave its parent's side. Due to their strong anti-social nature, once the child leaves its parent, the two Maddalena will no longer recognize any relationship between the two.

Fiercely territorial, a Maddalena Demon will stake a claim to an area 1D4 x 100 miles in size, and may accost anything that enters this territory. As they are so territorial and anti-social in nature, the Demons rarely gather in even groups of two of their kind, and never more than four. As one might suspect, the Gene Splicers totally eliminated from the Maddalena the cultural and sociological values that the Mogaraians held so dear. An unexpected side effect of this modification is that unlike the Mogaraians, the Maddalena are not mindlessly violent or evil. However, due to their territorial nature and great physical abilities, powerful mages often employ a Maddalena Demon (either via magical enslavement or by finding some way to tempt it into a deal) as a protector or champion of the mage's kingdom.

### Maddalena Demon

**Alignment:** Always anarchist.

**Attributes:** The number of dice rolled is as designated: I.Q.: 3D6+8, M.E.: 4D6+4, M.A.: 4D6+4, P.S.: 5D6+10, P.P.: 4D6+10, P.E.: 4D6+10, P.B.: 1D6, SPD.: 6D6.

**M.D.C.:** 4D6 x 10 + P.E., plus 4D6 per level of experience.

**Horror Factor:** 15

**P.P.E.:** 1D6

**Natural Abilities:** Exceptional long range vision (able to read a street sign from three miles), naturally M.D.C. body structure, supernatural strength and endurance.

**Energy field:** The Maddalena can create, at will, an incredibly powerful bio-electrical/psionic force bubble that makes them all but impervious to attack. Since the energy field is completely air tight, it protects the Maddalena Demon from any magic or psychic attack that cannot penetrate an environmental seal, and could even be used to protect the Maddalena in the vacuum of space or deep under water. The energy bubble has an M.D.C. equal to 100 x P.E., and regenerates at a rate equal to the Maddalena's P.E. per minute.

**Note:** The energy field's M.D.C. can be bled off to power the Maddalena's organic weapons. M.D.C. that is expended in this fashion is regenerated as normal.

**Combat:** Three plus those gained from hand to hand combat skills and boxing.

**Bonuses:** +8 to save vs horror factor, plus those gained from attributes and skill bonuses.

**Damage:** Variable depending on P.S. attribute. See supernatural strength chart.

**Magic:** None

**Psionics:** Considered a master psychic. Select four psionics from the Healing, Physical, or Sensitive categories. Select an additional psychic power from any of these categories at levels two, four, six, eight, ten, twelve, and fourteen. Select a Super Psionic at levels four, eight, and twelve.

**I.S.P.:** 2D6 x 10 + M.E., plus 2D4 per level.

**Bionics:** None. The Maddalena never get bionics!

**O.C.C.:** Equal to a Vagabond

**Skills of Note:** Language: Gobbeley 98% and Mathematics: Basic 98%.

**Level of Experience:** Player characters use the same experience table as the Dragon.

**Average Life Span:** 50 to 100 years.

**Enemies:** None per se.

**Allies:** None per se.

**Size:** 10ft to 12ft (3m to 3.6m).

**Weight:** 450lbs to 650lbs (205kg to 295kg).

**Environment:** Prefers forested or jungle areas, but will live in any natural area. Generally they will make their homes or nests in caves or high up in the trees. The Maddalena dislike towns and hate cities because they feel closed in and out of touch with nature. Appearance: A giant, svelte reptilian humanoid with red eyes and great icky, nasty, snaggley tusks.

**Note:** Preferring to utilize its own natural abilities and organo weapons, a Maddalena Demon will use technology only as a last resort (such as its energy field has been depleted and it does not have any organo weapons). Once the Demon has regenerated its force bubble or created new organo weapons, it will quickly cast aside anything non- organo that it may have used.

### **Maddalena Organo Technology**

The Maddalena Demon actually buds its own weapons in a process similar to how it reproduces. If the Demon needs to create a new weapon, it goes into a trance for 4D6 minutes during which time it concentrates on the type of weapon desired (Antigrav Disc, Energy Rifle, Energy Pistol, or Energy Grenade). After the trance has ended, the new weapon will begin budding from the Maddalena's body, and will grow 1/2 pound (.22kg) every hour that it is given 1 I.S.P. and 10 M.D.C. (bled from its energy field). Once it has reached 50% of its full size, it will separate from the Maddalena and continue to grow on its own, as long as the Demon continues supplying it with I.S.P. and M.D.C. Once fully grown, the organo-weapon will need to be fed 1 I.S.P. and 10 M.D.C. every day (over and above what is put into it to power the weapon). If the weapons is not fed within 72 hours, it will wither away and die (magic or psionic healing is useless on an organo weapon).

Organo weapons are powered by a combination of the Demon's psychic energy (I.S.P.) and energy bled from its bio-electric/psionic force bubble (M.D.C.). As such, organo weapons do full damage to all targets, including those that would not otherwise be affected from an energy attack (such as a Cosmo-Knight or a mage protected with an Impervious to Energy spell).

Only beings impervious to both physical and psychic attack are fully protected from the effects of organo weapons. Similarly, beings that only take damage from magic or psionics, take half damage from organo weapons.

**Note:** Maddalena Demons are the only beings that can power/feed organo weapons. Even fully charged organo weapons cannot be operated by non-Maddalena Demons (similar to the way even charged Techno-Wizard devices cannot be operated by non mages/psychics).

### **Organo-Antigrav Disc**

This anti-gravity disc is the Maddalena Demon's primary mode of transportation, and is controlled by mental command.

**Maximum Speed:** 200mph (320km), max altitude is 1000ft (304.8m)

**Maximum Weight Allowance:** 1000lbs (454.5kg)

**Range:** one hour of operation for every 5 I.S.P. and 50 M.D.C. bled from the Demon's energy field

**M.D.C.:** 75

**Weight:** 150lbs (68.1kg)

### **Organo-Energy Rifle**

Powered by both the Maddalena's psychic energy and the bio-energy bled from its energy field, this powerful weapon does full damage even to those beings that are impervious to normal energy attacks.

**Mega-Damage:** 8D6 M.D.

**Damage Bonus:** +10 M.D. on a single shot, +20 M.D. on a short burst, or +30 M.D. on a long burst, all due to the psychic-energy nature of this organic weapon. Note that the damage bonus is added last (Example: for a long burst, the Organo rifle does 8D6 x 3 + 30 M.D.).

**Rate of Fire:** Aimed, Burst, Wild; see modern Weapon Proficiencies.

**Maximum Effective Range:** 8000ft (2438m)

**Payload:** 20 I.S.P. and 250 M.D.C. bled from its energy field will power the rifle for 80 blasts.

**M.D.C.:** 50

**Weight:** 100lbs (45.4kg)

### **Organo-Energy Pistol**

Similar in nature to the Organo-Energy Rifle, only smaller.

**Mega-Damage:** 4D6 M.D.

**Damage Bonus:** +5 M.D. on a single shot, +10 M.D. on a short burst, or +15 M.D. on a long burst, all due to the psychic-energy nature of this organic weapon. Damage bonus is added last (Example: for a long burst, the Organo rifle does 4D6 x 3 + 15 M.D.).

**Rate of Fire:** Aimed, Burst, Wild; see modern Weapon Proficiencies.

**Maximum Effective Range:** 4000ft (1219m)

**Payload:** 10 I.S.P. and 100 M.D.C. bled from its energy field will power the rifle for 40 blasts.

**M.D.C.:** 15

**Weight:** 30lbs (13.6kg)

### **Organo-Energy Grenade**

Operating along a similar nature to the Organo-Energy rifle and pistol, this powerful grenade releases a massive amount of energy in one suicidal blast.

**Mega-Damage:** 10D6 x 10 M.D.

**Damage Bonus:** +55 M.D. due to the psychic-energy nature of this organic weapon.

**Blast Radius:** 70ft (21.3m)

**Payload:** 15 I.S.P. and 175 M.D.C. bled from its energy field will charge the grenade.

**M.D.C.:** 5

**Weight:** 10lbs (4.5kg)

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As always, constructive input is welcome! 8)

~Dustin M.

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| "You should never be in the company of anyone with whom you |  
| would not want to die. -Fremen Aphorism |

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| RIFTS by Dustin M. -- <http://www.bgsu.edu/~dramsey/rifts/rifts.html> |

## The Mailman OCC

By:

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The Mailman R.C.C.

Your typical mailman, kind of, not quite human but still slightly crazy, armed to the ears, and delivers your letters. This R.C.C. is alot of fun to play, especially if you like to play megalomaniacs, or if you just want to have fun.

**Alignment:** Any evil

**Attributes:** IQ:3d6 ME:1d6 MA:1d6 PS:5d6 PP:4d6 PE:6d6 PB:2d6 SPD:2d6x10(Because of all the running away from dogs)

**HP:** 1d6x10

**SDC:** 60 plus skill and ability bonuses

**MDC:** 100 plus Abilities

**PPE:** 500+1d6x20

**Special Abilities:**

1) Sense Dogs Range:1200 ft. automatically senses all dogs within range PPE cost: none

2) See Inside Mail/Packages Range:500 ft. PPE cost: none

3) Empathy Range:600 ft same as psionic power ISP/PPE cost: none

**RCC skills:**

Language and literacy: one of choice (98%)

1 additional language (+20%)

Math: Basic (+30%)

Radio: Basic (+10%)

Detect ambush (+10%)

Disguise (+15%)

Forgery (+20%)

Pick locks (+15%)

Sniper

Basic electronics (+30%)

Tracking(+15%)

Mechanical Engineer(+10%)

Weapons engineer(+20%)

Demolitions(98%)

Pilot: Mail Truck(98%)

Weapon Systems(+40%)

W.P.All modern

HTH: Martial Arts

**R.C.C. Related Skills**

Mailmen can pick 4 additional skills from the following list at level 1, and 2 additional skills at levels 2, 4, 5, 7, 8, 10, and 12.

Communications: Any  
Domestic: Any  
Electrical: Any  
Espionage: Any, except Escape Artist, And Wilderness Survival  
Mechanical: Any  
Medical: Any  
Physical: None  
Pilot: none  
Pilot Related: none  
Rogue: Any  
Science: none  
Technical: any  
WP: Any  
Wilderness: any  
Because of their broad range of selection Mailmen get no RCC Related skill bonuses

**Secondary Skills:** Select One at every level

Abilities: Roll percentage 3 times to determine abilities

01-10= +1d6x10 to SDC or MDC if on an MDC world

11-20= +2 to PS and make it supernatural

21-22= Greater (modern) rune weapon

23-30= Mind Control (unlimited) PPE cost: NONE!!!

31-99= +500 ft to sense dogs range

00= Immortality, Never dies of old age, and all weapons do 1/4 damage

**Bonuses:** None, if you can't get along with what I'm already giving you than your a Munchkin (LIKE ME)

**Weapons:** almost Unlimited, and supplied by the Post Office ( GM's discretion )

**Starting Equipment:** A Mail Suit, sunglasses, cattle prod, any optical equipment needed ( again spplied by the Post Office)

Reasonable Personal items

**Money:** As much as needed ( Post Office)

**Average Life Span:** As human

**Enemies:** Dogs And Dog Owners

Absolutley Positively **NO CYBERNETICS**

## Magi-Knight R.C.C.

The magi-knight is a person or thing that has tapped into the natural power of the elements. In doing this, the magi-knight has gained the ability to use a certain element's power (choose one later). The magi-knight, being charged with magical power, also has a limited amount of wizard magic at his or her disposal.

**Alignment:** Any, mostly good or selfish although occasionally some turn evil.

**Attributes:** IQ : 3d6 + 2, ME : 4d6 + 3, MA : 3d6, PS : 3d6 + 5, PP : 3d6, PE : 3d6 + 4, PB : 2d6 + 4, SPD : 3d6

**Hit Points:** PE + 2d6 + 2d4/level

**S.D.C.:** 3d6 X 20 + 40/level

**Physical Appearance:** Human features except for the eyes which glow a color (player's choice) and hair which is usually spiked.

**Magical Appearance:** Sense magic will show the presence of a little magic.

**P.P.E.:** 1d6 X 10 + 3d6/level

**Natural abilities:** telepathy with elementals of character's element, night vision 50ft +5/level.

**Magical Knowledge:** At level 2, characters know these spells

See Aura, Globe of daylight, Sense evil, and Sense magic. Every other level character chooses 3 spells from that level.

**Psionic Knowledge:** None ; all time is spent on forming magic abilities.

**Bonuses:** +1 action/attack per melee. +1 initiative at every other level. +2 strike, parry, and dodge. resistant to fire, ice and energy (1/2

damage)

**Skills:** By O.C.C.

**Control of elements:** When a person decides to dedicate his life to becoming a magi-knight, he or she must choose which element to use. The character will not be able to choose a different path until level 15. Because of the limited power over the elements, the character will not be able to control and create elementals until level 10. The elemental paths and powers are as follows:

**Fire:** Becomes immune to fire and heat.

\*5 PPE Level 2 : Fire Strike - 3d6 sdc used with any body part.

\*10 PPE Level 3 : Fire Ball - 1d6 + 4/level sdc 100ft

\*15 PPE Level 4 : Flame saber - 2d6 + 5 sdc/level

\*20 PPE Level 5 : Flame Shield - creates a body-length shield with 50 sdc/level.

\*30 PPE Level 6 : Fire Breath - 6d6 sdc 20ft

\*40 PPE Level 7 : Shape Change : Fire - knight can shapeshift into fire. Punch does normal damage + 3, kick does normal damage + 5

\*50 PPE Level 8 : Fire Armour - 100 sdc/level.

\*70 PPE Level 9 : Fire Storm - 2d6 X 10 sdc 1000 radius around caster.

\*80 PPE Level 10 : Create Fire Elemental. (see PFRPG)

**Water:** Breath underwater, swim as fish.

\*5 PPE Level 2 : Water Strike - 2d6 sdc (5d6 sdc vampires)

\*10 PPE Level 3 : Water Wave - enemy loses 1 action (3d6 sdc vampires)

\*15 PPE Level 4 : Water fountain - knight can create a flowing water fountain 5 feet in height for 5 min/level.

\*20 PPE Level 5 : Hold Water - Knight can hold 2 gallons/level of water.

\*30 PPE Level 6 : Water Blast - 5d6 sdc (2d10 sdc vampires) 100ft.

\*40 PPE Level 7 : Create Water - knight can create water from the molecules in the air.

\*50 PPE Level 8 : Form Change : water - knight can shapeshift into water for 10 min/level, allowing the knight to swim at 100 mpg + 50mph/level, breath underwater, and nightvision 200ft underwater.

\*70 PPE Level 9 : Acid rain - 1d6 X 10 1 mile radius.

\*80 PPE Level 10 : Create water elemental. (see PFRGP)

**Earth:** + 20 sdc, punch and kick do + 2 damage.

\*5 PPE Level 2 : Earth Strike - 5d6 sdc

\*10 PPE Level 3 : Stone throw - 2d6 sdc 300ft

\*15 PPE Level 4 : Raise rock - knight can make the rock from the ground rise up from the ground to form a wall or spike. Spike does 1d6 + falling (see any main book for fall damage) sdc to a falling target.

\*20 PPE Level 5 : Earth Shield - 60 sdc/level.

\*30 PPE Level 6 : Shape Earth - knight can mold the earth as if it were soft clay.

\*40 PPE Level 7 : Meld with Earth for 20 min/level. knight gets + 100 sdc, and punch, and kick do +10 sdc damage. Normal weapons do 1/2 damage.

\*50 PPE Level 8 : Lift rock - the knight can lift rock with an effective PS X 100.

\*70 PPE Level 9 : Earth Quake - 4d6 X 10 sdc 500ft radius

\*80 PPE Level 10 : Create earth elemental. (see PFRPG)

**Wind:** Fly as eagle, fingers of wind

\*5 PPE Level 2 : Wind Strike - 2d6 sdc 50ft

\*10 PPE Level 3 : Wind Blade - 3d6 sdc 6ft

\*15 PPE Level 4 : Wind Blast - 4d6 sdc enemy loses 1 attack and next initiative.

\*30 PPE Level 5 : Form Change : Wind - knight can become air allowing him or her to fly at 120 mph + 60mph/level and gets +6 dodge, and +3 strike

\*40 PPE Level 6 : Tornado - 6d6 sdc, duration 1melee/level Level 7 - 9 : if any one has any ideas, please tell me.

\*80 PPE Level 10 : Create wind elemental. (see PFRPG)

**Palladium O.C.C's:** Usually a men of arms.

**Xp table:** Level 2 because of intense training. (characters need to be level 2 to become a magi-knight)

## Mago-Runner O.C.C.

By:

DaBeechMan



Mago-Runners (also called "M-runners") started to appear about 5 years after the Psi-Runners appeared. They like Psi-Runners and will do anything to help them, but the Psi-Runners are annoyed at them, believing them to be "copycats."

**Alignment:** Starts out good or unprincipled, but may turn evil later.

**Requirements:** IQ 15, PE 14

**Bonuses:** +3 to ME, +2 to PE (added AFTER the character has qualified to be an M-Runner. Sorry!)

**Psionics:** Psi-Armor and Telepathy. Should the character be in a situation where they may gain psionics, NO healing psionics are allowed.

**I.S.P.:** 100 permanent

**Magic:** May choose 2 spells each from Levels 1-4 plus 1 more of any level up to 4. Gains 1 spell per level, equal in level to the M-Runner's level. If the M-Runner's ME is below 15, he cannot cast spells of a level higher than the ME number (i.e. ME 13 means no level 14 or 15 spells.) NO temporal spells, warlock spells, Spells of Legend, or any healing magic of any sort, no matter what.

**P.P.E.:** 2d4x10, add 1d10 per level.

**Skills:** M-Runners are a loose bunch with no real formal training in the way of skills. Choose 30 skills except medical, computer hack, or pilot Robots & PA (just as dishonorable for an M-Runner as for a Psi-Runner.) However, will have these skills automatically, in addition to any chosen:

Speak 3 languages

WP Knife

Horsemanship

**Cybernetics:** Same story for tattoos as for 'Runners, any except for the rose or phoenix. Same story for penalties on the phoenix tattoo, but the rose halves PPE, not ISP, on an M-Runner. Would rather die than get any other kind of enhancement (Note: Psi-Armor is a little weird for these guys. If they lose a limb, that limb will still appear on the Psi-Armor. The armor that is where the missing limb should be will be animated in such a way that it may be used as a normal limb with -1 to hit and -5% to all skills.

**Allies:** Everything that is good, especially Psi-Runners

**Enemies:** Coalition, Splugorth, evil things. Consider Time Runners to be copycats (they're my next RCC)

**Money:** 1d20x10 credits

**Gear:** Same story as for Psi-Runner

## Marauder R.C.C.

The is a being similar to the temporal raider in nature. It goes from dimension to dimension killing and spreading entropy in it's wake.

They come from an alien dimation called Xzymoc (zig-mock) and are ruled by a being known as Diabolus who is a Lord of Chaos. They are humanoid in appearance with the exception that they are covered with mystic signals and runes and have slightly pointed ears.

**Alignment:** Evil and Anarchist only

**Attributes:** IQ: 3d6+4, ME: 3d6+4, MA: 2d6+4, PS: 5d6+12, PP: 4d6+8, PE: 5d6+12, PB: 3d6+4, SPD: 5d6+4

**M.D.C.:** PE x 10 plus 1d4x10 per level

**Horror factor:** 12 when thier alien nature is exposed

**P.P.E.:** 3d6x10 plus 4d6 per level

**I.S.P.:** MEx5+1d6x10 plus 10 per level (conidered Master Psionic)

**Natural abilities:** Nightvision 600ft, See the invisible, Turn invisible at will, Teleport Superior at will, Dimentional teleport 88% Resistant to fire and cold (even magic fire/cold does 1/2 damage) Bio-regenerate 1d4x5 M.D. per minute.

**Combat Bonuses:** +2 to strike, +4 to parry and dodge, +4 on initiative, +4 to roll with impact, +6 vs all magic +2 vs psionics

**Insanity:** Choose or roll one on the random chart

**R.C.C. Skills:**

Lore Demon (+25%)  
Lore Magic (+25%)  
2 Espionage of choice (+15%)  
Tracking (+10)  
Demolitions (+20%)  
2 Physical(+10% if applicable)  
1 Pilot of choice, (+5%)  
Math: Basic (+15%)  
2 Languages (+45%)  
1 Literacy (+20%)  
2 WP Modern  
2 WP Ancient  
HTH: Expert

**R.C.C. Related Skills:** Chose 8 from the following list. Chose an additional 2 at levels 3, 5, 7, and 13:

Domestic: any  
Electronics: basic only  
Espionage: any (+10%)  
Mechanics: auto mechanics only  
Military: any  
Physical: any (+5%)  
Pilot: any  
Pilot Related: any  
Rogue: any (+5%)  
Science: math only  
Technical: any (+10%)  
WP: any Wilderness: any (+5%)

**Secondary Skills:** Chose 5 from the above list, without bonuses. Chose 1 additional skill at levels 2 and 8

**Magic:** select 4 spells from each levels 1-5 plus Agony, Compulsion, Domination, Fire Bolt, Life Drain, Mask of Deceit, Negate Magic, Tongues.

**Psionics:** All sensitive and 6 from any of the 3 other lesser psionics

**Equipment:** Lesser or Greater Rune weapon (at GM's discretion) Two weapons relating to applicable WP skills, magic armor of some sort in the 80-120 MDC range (or normal rifts armor), traveling clothes, and personal items

**Habitat:** Indiginous to an alien dimension periodically can be found anywhere.

**Enemies:** Forces of Light, good guys, etc...

**Allies:** Forces of Darkness, Lords of Chaos...

**Size:** Generally 6 to 7 feet tall.

**Weight:** 250 to 350 depending on build and size

## The Marked RCC

By:  
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Well, no one has tried to kill me yet, so I think I'll take that as carte blanche to keep posting, so here goes,

## The Marked- Optional RCC

These beings are born from normal human stock and are genetically, nearly identical to humans. All non-psionic and non-magic OCCs open to humans may be picked by them(except CS ones, of course). What makes these beings different is the presence of their OEBirthMark'-a quasi-mystical design on their skin which not only grants them powers above and beyond normal humans, but is sentient and can speak to OEhost'.

**Attributes:** Normal human attributes, modified both by powers/mutations and by skills.

### Natural Abilities:

- 1) can sense other marked from upto 500' away and recognizes those they know by the feeling they get.
- 2) All marked have an internal OEenergy pattern that is related to PPE(which they do not have at all) and which is looped throughout body through the birthmark. This energy allows them to heal at the rate of 1d6 points(SDC/Hit Points/MDC) per minute. Even if they are reduced below zero health, they will not die, unless their energy pattern is disrupted(details later). This energy pattern also allows them to OEFix' their physical age at any point in their life that they choose(once only, then is permanent) and this is the age they will remain at, the actual lifespan of these beings is unknown, as none has ever died of natural causes- they are immune to disease and aging attacks.

- 3) BirthMarks: IQ 10+1d6(rol extra die six on 16)

**Alignment:** (95%) of all have same alignment as host, but about 5% can have differing one(usually the reverse) than host's.

The BirthMark gets to choose six skills from the following: Detect Ambush, Detect Concealment, Land Navigation, Intelligence, Streetwise, Any Science and any Language or Lore. All skills start at the +20% level and advance as the character's normal skills advance.

The marks are considered part of character's for damage sake and cannot be controlled mentally or magically, have +3 vs. illusions. The marked and mark communicate telepathically.

**Powers:** The biggest advantage of the Mark is that it imbues super powers, and while these powers are not magical, the mark is(to an extent- it cannot be negated, nor can these powers be) and the ambient energy levels of the world Marked lives in will affect their power level.

Roll on following table using appropriate world to determine number of powers:

ROLL(d100) Results(dependent upon world)

Rifts, Heroes, NightBane, PRFPG

01-15 7 minors 5 minors 6 minors

16-35 2 major 1 minor 1 major 1 minor 1 major 2 minor

36-60 6 minor 4 minor 5 minor

61-85 2 major 2 minor 1 major 2 minor 1 major 4 minor

86-95 2 major 3 minor 1 major 3 minor 2 major

96-00 3 major 2 major 2 major 2 minor

**Rifts Note:** Unless granted MDC by mutations or powers, they are still SDC beings(though they still will recover from MD damage by healing, although at really slow rate).

**Suicide attack:** Most Marked will never consider this attack unless at death's door anyways and/or to save those they sworn to protect. Marked and Mark together OEvent' the energy stored in their pattern, doing damage equal to the Super Nova power of APS:Fire.

They do have slightly less chance to survive though and roll on following survival table:

01-14% Lives and powers are gone for 2d6 days

15-26% Lives but Mark becomes Dormant- the character still heals as the normal Marked but cannot use any of his powers, there is only 16% chance that the powers will return, ever and even then, not for at least 3d6 months after suicide attack.

27-90% Marked is vaporized where they stand!

91-00% Power goes dormant for 2d6 weeks and when it returns, the powers will be different- reroll on the powers determination charts.

**Weakness:** Any Marked can be killed if they attacker knows how(and all other Marked do, this is main reason they leave each other alone normally). The secret is the Mark; if the mark is pierced with a metallic item, it will disrupt their energy pattern until removed, rendering them unable to heal and, therefore, easily killable. However, no one except the Marked know this(GMs: A smart and observant character may discover this secret after observing a Marked one for awhile and with a Lore:D-Bees or Magic roll at -25%), and they don't share the secret often. One other thing, to pierce the mark, you have to know where it is- each Marked one has a different location(and design) for their birthmark, something which they will not tell others(with rare exceptions). This means that all Marked are constantly clothed head to toe and do not remove these clothes in the presence of others(except for special cases, see below).

**Culture Notes:** The Marked are very diverse, but there are a number of customs they all adhere to(though none really know why), namely being that they will never break their oath of honor, which they call OEGiving the hand'. The reason for the name lies in the ritual that they undergo when they give their oath to another- they will remove the glove from their right hand(whether this is where their mark is or not) and touch the person(s) they are giving oath to on the forehead(s). There are two slight variations on this one: A marked one, as a show of trust and friendship, will remove their mask when in the presence of those they consider their friends, but only in their presence. And, when a marked one marries or mates, they will often remove their right glove and touch their mates face with the right hand. Married or mated marked ones will go so far as to reveal their marks to one another, a process that

allows them to also communicate telepathically with one another at upto 500' as they converse with their own marks. These customs mean that the marked don't form easy relationships or friendships, as these are dangerous to them in a very real way, and because of this fact, are wary of those who seem to give pledges or make promises without enough due consideration of what their saying. Also due to their customs, the touching of one's mate by another with the right hand is an offense that will likely lead to at least a severe beating, possibly death unless the two are good friends and/or the offender was unaware of the faux pas and truly sorry when they are informed of it. Many a great friendship has ended tragically with a offended Makred one ripping a former friend apart (literally!) with their bare hands.

I think that's everything, let me know what you think...

## Martial Warrior O.C.C.

By:

Chris Watkins

Although certain forms of martial arts were stifled by the coming of the rifts, as their secrets were buried in the rubble of chaos, others have bloomed since that point in time. The way of the Martial Warrior, despite its inherent secrecy, is gaining in popularity and influence. A skilled Martial Warrior uses a combination of his own chi and the PPE that saturates Rifts earth to create brilliant, destructive effects. Though some did know of the secrets of the Martial Warrior prior to the Rifts age, it is only now that the energies have been ripe enough for the art to grow.

Martial Warriors are generally highly trained humans (and perhaps some non-humans, such as elves, dwarves, orcs, etc -- anyone without major natural abilities, such as MDC), whose advanced forms of martial art study allow them to perform super-human feats. As they grow in level, their range and strength of abilities also grows.

**Psionics:** 50% of all Martial Warriors have access to minor psionic powers. See the Rifts rule book, page 12, for details.

**Special Abilities:** A Martial Warrior has access to some very unique abilities. There are two main types: Augmentation Abilities and Power (or Chi) Abilities. Once a specific ability has been chosen, it may not be selected again for cumulative effect.

**Augmentation Abilities** -- Starting at level one, a Martial Warrior may select from the following Augmentation list once every three levels (ie: select an ability at levels 1, 4, 7, 10, and 13). These abilities are described in Rifts Conversion Book One:

- \* Extraordinary ME
- \* Extraordinary PS
- \* Extraordinary PE (all previous SDC bonuses become MDC)
- \* Extraordinary PP
- \* Extraordinary Spd
- \* Healing Factor

**Power Abilities** -- Starting at level two, a Martial Warrior may select from the following Power list once every three levels (ie: select an ability at levels 2, 5, 8, 11, and 14). These abilities are described individually -- the exact details of all must be chosen when the ability is selected, and cannot be changed:

### Power Abilities for the Martial Warrior OCC:

\* **Charge** - A charge takes up two of the character's melee attacks, but allows him to strike an opponent up to leaping distance away. Damage is doubled, and even non-supernaturally strong Martial Warriors inflict 1D4 MD with this attack. This attack is very difficult to parry -- the target suffers a -5 penalty to do so. (Examples: Rayden's 'Superman' Attack from Mortal Kombat, Chun-Li's Spinning Star Kick from Street Fighter II).

\* **Distance Strike** - With this ability, the Martial Warrior summons some form of concentrated mystic energy to fire at his opponent. The energy inflicts 3D6 MD when first selected, +1D6 per level there after. It can also be charged -- every additional melee action after the first that the character spends 'charging' his distance weapon adds 1D6 MD to its damage capacity. (Examples: just about every character in a fighting game has some sort of 'fire-ball' attack).

\* **Entrapping Missile** - Like the Distance Strike, except that this attack will entangle and render its target helpless, unless he dodges it (parrying is possible, but at a -5 penalty, because of the 'grabbiness' of the attack). Damage can also be inflicted (the Warrior must decide if his Missile does damage or not when he selects this power, and cannot change his mind later), equaling 2D4 MD. (Examples: Xavier's Energy Dragon from Eternal Champions, and Scorpion's Harpoon from Mortal Kombat).

\* **Ground strike** - The character can either physically strike or fire energy into the ground under himself, cause a shockwave that ripples through the ground in all directions. The range of the shockwave is equal to the character's level in feet. Anyone within that area who does not success fully dodge (by leaping up when the wave passes) takes 1D4 MD and must roll over the striker's level on a 20-sided die (only PP bonuses apply to this roll), or suffer the effects of a Knockdown (see Rifts Conversion Book One for details).

(Examples: Jax's Ground Punch from Mortal Kombat II, Slash's ClubSmash from Eternal Champions).

\* Limb Extension - As the name implies, this ability allows the character to extend his limbs beyond their normal limits, allowing long range melee attacks. Limbs can extend 1 foot beyond normal when this ability is first selected, plus one half foot for every level there after. Note: tentacles also fall under this category. (Examples: Dhalsim's attacks from Street Fighter II, Omega Red's Tentacles from X-Men: Children of the Atom).

\* Multi-Strike - This attack form requires all of the character's melee actions in one round, but allows him to strike repeatedly in a short time period. Each strike inflicts 1D4 MD plus the character's normal damage for a strike (SDC attacks, of course, add nothing). The opponent gets one chance to dodge or parry. If he fails either, he may not defend against any of the attacks. If he dodges, the entire flurry is wasted. If he parries, half damage is inflicted for each successful strike. The Martial Warrior must roll to hit individually for each strike. (Examples: E. Honda's Hundred Hand Slap and Blanka's Head Chomp from Street Fighter II, Barraka's Multiple Blade Slash from Mortal Combat II).

\* Offensive Shield - Like the Chi Shield, this ability requires that the character remain stationary while it is in effect. It also has a maximum duration, equal to twice the Warrior's level in seconds (remember that one melee round is 15 seconds). Any opponent who comes in contact with the shield is instantly repelled, and takes 3D4 MD (when selected, plus 1D4 M.D. every level there after). (Examples: Blanka's Eel Shock from Street Fighter II, Trident's Spinning Trident from Eternal Champions).

\* Power Shield - A purely defensive ability, the Power Shield can be set up and used in one melee action. It has a special rating all its own, which begins at 1 when the ability is selected, and rises by one per level there after. This rating equals the character's AR bonus. Also, five times this number is the amount of MDC damage subtracted from any attack on the character while he is shielded. However, the shield is only in place as long as the character concentrates on it with minimal movement. (Examples: most blocking maneuvers from any fighting game).

\* Power Strike - Inflicts 3D6 MD (plus the character's normal strike damage, if it is also MD) when selected, plus 1D6 MD more per level there after. If the character chooses to spend all his actions on one Power Strike, it automatically inflicts double damage. (Examples: Ryu's Dragon Punch and Guile's Flash Kick from Street Fighter II).

\* Reflection - With this ability, the Martial Warrior can reflect projectiles (physical and energy) aimed at him. By making a successful Parry (with only half bonuses) and spending one melee action, the character blocks and redirects the projectile; he should then make another attack roll on the shooter (with NO strike bonuses) to see if the projectile hits him instead. The attacker should roll the damage before the Warrior attempts to reflect, because he can not reflect any projectile that would inflict more Mega-Damage than half of the Warrior's Hit Points (regardless of whether the Warrior has MDC or not) ie: An attacker fires a laser blast at a Martial Warrior. The Warrior has 48 Hit Points. If the total MD of the blast is equal to or less than 24, the Warrior can reflect it. Otherwise he cannot. (Examples: Fulgore and Eyedol from Killer Instinct, Nightwolf from Mortal Kombat 3).

\* Teleport - Although its range is limited to line-of-sight areas within 100 feet, the Teleport ability is still a powerful weapon. It takes only one melee action to accomplish (although it can be performed only once every three actions), and if the Warrior uses it as a defensive maneuver, he gains a +3 bonus to his dodge. Opponents surprised by a teleporting character suffer a -2 to defend against his attack, while he gains a +2 to strike. (Examples: Rayden and Scorpion's Teleports from Mortal Kombat, Dhalsim's Yoga Teleport from Street Fighter II).

\* Weapon Charge - This power is focused on one type of weapon only (scimitars, hand axes, bows, etc). The Warrior can charge a standard ancient-type weapon with Chi energy, allowing it to inflict double its normal SDC damage as MDC. Weapons that already inflict MD have their damage doubled. Bows do not need arrows -- these are created from pure Chi/PPE energy. Any thrown weapons return to the Warrior's hand immediately after attacking (requires no actions on the return). Two weapons can be charged --one in each hand -- but only if the character is high enough in level to have the 'paired weapons' talent. (Examples: Baraka's Blades and Kung Lao's Bladed Hat from Mortal Kombat II). Here's a new list of abilities: Mega-Power Abilities. One of these can be selected every five levels (ie: select one at levels 5, 10, and 15):

\* Finishing Move: Melee - Takes all actions in the melee round, and the Warrior automatically has an initiative of 1 for the round (no bonuses). The details are up to the player, but the attack itself inflicts 3D6x10 MD.

\* Finishing Move: Missile - This power is identical to the Melee Finishing Move, except that it is a missile of some sort, with a maximum range of 20 feet.

\* Transformation - With this ability, the Warrior can assume the form\_ and abilities\_ of any humanoid opponent of lesser level than his own, whom he has previously battled. He loses all of his own abilities when he takes a new form (except this one, of course) and the transformation last until the Warrior is killed, knocked out, or until one full melee round passes.

And finally, here's a couple of clarifications/notes:

- a standard Power Strike requires two melee actions to perform- all martial Warriors must select an individual combat style of their own -- this is what they train in with regards to normal combat maneuvers (ie: Karate, Tai-Kwon-Do, Thai Kick Boxing, Kenpo, etc.). These style choices really don't have much to do with game mechanics -- they're just for flavor and visualization. If you really want to go overboard, you can bring the Martial Arts skills from N&S into this, but that may make the characters a bit too tough. It's up to you.

**Attribute Requirements:** ME, PE, PP, and PS of 12 or higher.

**Special Bonuses:** Add +1D4 to ME. Add +1D6 to PP, PE, and PS. Also add 1D6x10 to SDC, +1 to initiative, and one additional attack per melee. These are in addition to other attribute or skill bonuses.

**P.P.E.:** 1D4x10 Permanent.

**O.C.C. Skills:**

Language: Choice of two (+10%)

Detect Ambush (+15%)

Prowl (+10%)

Athletics

Body Building

Climbing (+10%)

Gymnastics (+5%)

Swimming (+20%)

Pilot: Choice of two (+5%)

Mathematics: Basic (+5%)

WP Ancient (select 3 of choice)

WP Modern (select 1 of choice)

Hand to Hand: Martial Arts (Assassin if an evil alignment)

**O.C.C. Related Skills:** Select 8 other skills, but at least three must be selected from either Physical, Espionage, and/or Rogue. Plus select two additional skills at level three, one at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+5%)

Electrical: none

Espionage: Any

Mechanical: Automotive only

Medical: First Aid and Paramedic only (+5%)

Military: none

Physical: Any (+10%)

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Math only

Technical: Any (+10%)

WP: Any

Wilderness: Any

**Secondary Skills:** Select five other skills from the previous list. Plus select one additional skill at level four, one at level eight, and one at level twelve. 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. Also, skills are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** A suit of personalized light or medium weight mega-damage armor (any more limits mobility), a few sets of extra clothing, sunglasses or tinted goggles, knives (1D4), hatchet for cutting wood, two or three ancient weapons of choice, a modern personal projectile weapon of choice with 1D4 extra ammo clips, a vibro-weapon or minor energy melee weapon of choice, tent, knapsack, backpack, two canteens, two weeks of dehydrated food rations, and some personal items.

**Money:** The character starts off with 3D4x200 in credit, and has black market items that will garner another 1D6x1000 credits. Generally has little use for money, except for supplies and daily needs.

**Cybernetics:** None. Will avoid them because they hinder their natural abilities. At most, one or two minor implants for medical

reasons may be considered. Even a single bionic or cyber limb cuts all abilities in half --any more eliminates them completely.--

## The MechPurr

By:  
Legate  
legate@futureone.com

### The MechPurr RCC

The only reason they are called MechPurr is because of the fact that they like to tinker & purr at the same time. ;<)

**Alignment:** Any

**Attributes:**

IQ: 3d6

ME: 3d6

MA: 3d6

PS: 3d6

PP: 3d6+2

PE: 3d6

PB: 3d6

Spd: 3d6+2

**SDC:** 10+Standard

**HP:** PE+1d6/level

**AR:** Standard

**HF:** Daytime: none, Nighttime: 10

**PPE:** 2d6

**Natural Abilities:**

1) Double Jointed

2) Fur Covered

3) Retractable Claws +2d4 SD to HtH Damage

4) Nightvision 60' Range

5) Prehensile Tail

**Combat:** Standard

**Psionics:** Standard

**Average Life Span:** as per Human

**Skills of Note:** as per Human plus Climbing & Prowling, +10% over OCC

**Bonuses:** +15% to any Mechanical & Electronic Skills

**Habitat:** as per Humans

**Enemies:** as per Humans

**Allies:** as per Humans

**Size:**

Average Height: as per Humans

Average Weight: as per Humans

**OCCs:** Any, but tend toward Engineering & Scientific OCCs

## Mecha-Knight O.C.C.

By:  
[Allan Harrison](#)

Hi. This is a new OCC I created especially for my fellow villain-players. Be forewarned that this is a cosmic-level OCC, as the description will make obvious. Any creative criticism is always welcome, people who reply to me with a cry of "MUNCHKIN!" will be promptly told where to go, and those who send me puffy, cream-filled delights are encouraged to reply multiple times.

The Mecha-Knights are the creation of an ultra-advanced race referred to by the Knights as the Larrban. Based on the few rumors the Knights haven't bothered to try and quell, the Larrban are at least 10,000 years ahead of any known race in every area of the sciences and technology, and from this super technology the Mecha-Knights are born. After a lone Cosmo-Knight had somehow traveled several thousand lightyears off of his planned course, he encountered a ship which utterly amazed him by the sheer immensity of it. The ship was almost 20,000 miles long, and about half that wide and tall! The ship appeared to be some sort of destroyer, and several smaller ships, each 8,000 miles long themselves, were being escorted by the planet-sized behemoth. When the Cosmo-Knight saw

several Kittani ships dock with one of the smaller ships, he quickly made his presence known by attacking the Kittani freighters. When the fleet followed him, he managed to lure them through the heart of a sun and destroy them, but was so weakened by the one energy blast that had hit him, he perished just after returning to the known areas of the Three Galaxies. Two Earth months later, three Cosmo-Knights vanished while aiding the Free World Council against the Transgalactic Empire. However, even the Empire could not take the credit for the disappearance, although they quickly made the most of it by capturing the planet with relative ease. Two more weeks passed, and then another pair of Cosmo-Knights were slain, and this time within the borders of the UWW. One of the UWW's Warlock Marine platoons happened to be passing the area on a standard galactic patrol, and witnessed the attack. When they made the report of the incident, they were unable to fully explain what they had seen. They stated that it had looked like three other Cosmo-Knights had attacked the two who had been killed, but that the energy bolts that the trio had fired at the two dead Knights had seemed to hurt them in the extreme, when they should have been able to almost totally ignore the beams. Three months after the first incident in the FWC, a Cosmo-Knight like being sent a Cosmo-Knight into flight on the Splugorth controlled level of Center. When someone managed to ask him a few quick questions, he simply stated that the days of the Cosmo-Knights had ended, thanks to the folly of the lost Knight, and to thanks to the power of the Mecha-Knights.

The Larrban were extremely angered at the loss of their fleet, and the loss of the Splugorth raw materials which they had been trading for, and decided to take matters into their own hands. Thus, they created the perfect anti-Cosmo Knight weapon, the Mecha-Knights.

**Alignment:** Selfish or evil only; 75% are Aberrant, 20% are Diabolic, and the rest are other selfish and evil alignments.

**Attribute Requirements:** None, just a desire for great power, and a willingness to serve and be loyal to an alien force.

### **Special Powers of the Mecha-Knight:**

1. Enhanced Attributes: Through physical training and drug enhancement techniques, the Mecha-Knights attributes, both mental and physical, have been greatly improved.

IQ:+2 ME:+1D6 MA:+3 PS:+6 PP:+2 PE:+6 PB:+4 Spd:+2D6

HP(for non-MDC worlds): PE\*2 + 3D6/level

SDC(for non-MDC worlds): PE\*10 +100

MDC: (PE\*5 + 50) + 5D6/level

PPE: +5D6

ISP(see below): ME\*10 + 3D6/level

2. Psionic Powers: In addition to improving the attributes, the drug treatments also instill or enhance psionic powers. All Mecha-Knights have the powers Telemechanics, TK Force field, and 1 other Super Psionic power of choice, plus 2 powers from each lesser category, in addition to any racial psionics. All Mecha-Knights are Master psionics.

3. Mecha-armor: The Mecha-Knights greatest power stems from their ultra-high tech armor. Using an unknown technology referred to by the Knights themselves as Cyber-Symbiosis, the armor a technological symbiote is created and bonded to the knight. When not in use, the armor looks like a small silver bracelet, ring, earring, or anklet, which is totally seamless. When activated, the small item liquefies and oozes over the knights entire body like water, in about 1.3 seconds. Once sheathed in the armor, the knight still retains his or her basic shape, but the feet have no visible toes, as if wearing socks, musculature is about half as visible, and no facial features are visible beyond the basic head shape. The armor is totally smooth and seamless, gleaming with a bright silver sheen.

The powers of the armor include: 1500 MDC, and takes no damage from energy attacks (they are absorbed by the armor). Magic, psionics, and kinetic attacks do full normal damage.

1000 MDC force field

Interstellar flight: The Knight can fly at up to Mach 7 (4620 mph) in an atmosphere, Mach 1 (660 mph) underwater, and Mach 20 (13300 mph) for space combat. For space travel, the Knight can fly at up to 12 light years per hour.

Energy blasts: In an atmosphere, or underwater, these beams of an as yet unknown form of energy inflict 5D6 or 1D6\*10 MD (both hands) to a range of 1 mile. In space, the full power can be used, at the knights option, inflicting 5D6\*10 or 1D6\*100 MD (both hands). In space, all blasts have a 15 mile range. A full power blast with one hand earns man-sized targets a +2 dodge bonus, and dual-handed endows man-sized targets a +4 dodge bonus. These blasts, of all power levels, inflict 1/2 (not 1/100) damage to Cosmo-Knights! The Mecha-Knight has +1 to initiative and +4 to strike, in addition to normal Hand to Hand bonuses, when using these blasts.

Galactic Awareness: Thanks to the advanced sensors and star/dimensional maps in the Cyber-Symbiote's memory, the Knight has equivalent skills If Navigation: Space at 90%, and Land Navigation at 94%. Even in a new dimension or planet, the Knight can apply these skills, but for 2 months on a new planet, or 5 years in a new dimension, both are at -40%.

Sensor Suite: All of the Mecha-Knight's sensor systems are far superior to those of any known race, by at least 1000 years, and according to the few Knights who actually left the ranks, aren't nearly the best sensors available to the Larrban! The Knights who revealed this information were all assassinated by their former fellows within a week of divulging the information. The sensor include all of those normally found in PA suits and 'bots, but at 5 times the range of the best systems ever seen before. Also included is a



Cosmic Energy sensor, which the Mecha-Knights use to track down the Cosmo-Knights they hunt, and which has an astounding 1000 light year range!

Attribute enhancement: All physical attributes are further enhanced by the Cyber-Symbiote, as shown below.

PS:+36 PP:+8 PE:+20 PB: 4D6+1 when armored up. The shining armor has an awe-inspiring, majestic look about it. Spd: 180 mph plus the previously mentioned flight.

**4. Hand to Hand Combat:** As per skill or race (or both), with the following additions: +1 attack, +2 to strike, parry, and dodge, and +3 to initiative and roll/pull a punch, in addition to any racial and/or attribute bonuses. Damage is per Supernatural PS

When armored up, the following bonuses apply, IN ADDITION TO the bonuses shown above: +1 attack, +3 to strike and parry, +4 to dodge (+7 in flight), +3 to roll with punch/ pull punch, and +2 to initiative. Damage is per Supernatural PS + 3D6

**O.C.C. Skills:**

Laser(+15%)

Basic Radio(+20%)

Basic Electronics(+10%)

Disguise(+10%)

Tracking(+10%)

Demolitions and Demolitions Disposal(+15%)

Boxing

Zero-G Movement(+15%)

Xenology(+20%)

Lore: Galactic/Alien(+20%)

Lore: Dimensional (Special; only for the Mecha-Knight. If the Knight goes to another dimension, he/she has a 30+3% per level chance of deducing what dimension it is, meaning that if successful, the dimension isn't counted as a new one in respect to the Galactic Awareness above)

Literacy in 3 languages of choice(+25%)

98% skill in the languages chosen for Literacy.

**O.C.C. Related:** Choose seven(7) from the following list:

Communications: Any(+5%)

Domestic: Any(+5%)

Electrical: Any(+7%)

Espionage: Any except Forgery, Pick Locks, and Pick Pockets(+6%)

Mechanical: Mechanical Engineer and Weapons Engineer only (+10%)

Medical: None

Physical: Any(all bonuses DO factor into attributes)

Pilot: Any(-10%; rarely use any vehicles)

Pilot Related: Any(-5%; as with Pilot, above)

Rogue: Any(+3%)

Science: Basic Math, Advanced Math, and Chemistry only(+4%)

Technical: Any(+4%)

WP: Any

Wilderness: Any

**Secondary skills:** Select 6 from those listed under Related, but with no bonus except possible IQ bonus.

## **Mechanoid Converted Hunter Killer R.C.C.**

Instead of just killing Humanoid life forms, and due to their current limited numbers, a diabolic Mechanoid Brain devised a genetic disease. The disease is transmitted to a humanoid by an infected humanoid or by a transfusion of blood.

When a Hunter Killer traps or nearly kills a humanoid it then spits from it's mouth a web like fabric that soon covers the entire body of the victim. The victim is trapped within the cocoon for a week. If the cocoon is destroyed before three to four days have passed the only side affects for the victim will be rolling once on the random insanity table. After the four day deadline the victim will die if removed early.

Once the full week has ended what emerges is no longer the person it once was. It is an insane monster bent on destruction of all humanoids. Every two weeks it gets an incredible urge to reproduced. This is when more of it's kind are created. While in the cocoon the being is slowly being transformed. All of it's previous abilities are kept. Be the magic, Psionics, or Super Powers. The creature also gets incredible smell and hearing. It grows claws that can do Mega-Damage, it becomes a Mega-Damage monster, and is programmed to obey all new Mechanoid life forms.

**Alignment:** Miscreant or Diabolic evil only

**Attributes:** I.Q.: 3D6, M.E.: 3D6+5, M.A.: 2D6, P.S: 5D6 (supernatural), P.P: 4D6, P.E.: 4D6, P.B.: 2D6, Spd.: 4d6+6

**Hit Points:** Special see M.D.C.

**Natural Armor Rating:** See M.D.C.

**M.D.C.:** P.E. +2D4\*10

**Horror Factor:** 12+3 if new old person.

**P.P.E.:** Depends on O.C.C.

**Natural Abilities:** Swimming-92%, Estimate Distance of sound-60%, Estimate speed of sound- 50%, Recognize specific odors-70%, recognize person by scent-50%, Recognize poisons-50%, track by scent-50%, Prowl-65%, Wilderness Survival- 70%, Infrared vision, Night Vision - 200ft.

**Combat:** 3 attacks per melee plus HTH type.

**Bonuses:** +2 to strike, +2 to parry, +3 to dodge, & +6 to initiative.

**Damage:**

Claws- 3D6+2 M.D.C.

Punch- 2D6 M.D.C.

Power Punch- 5D6 M.D.C.(two attacks per melee).

Web Net 16 or higher needed to dodge, webbing has 35 M.D.C.

**Magic:** Only if original O.C.C. possess magic. one has half of old spells.

**Psionics:** Telepathy: unlimited, Mind Block: unlimited, + old psionics if any.

**Average Life Span:** Have only been in use for 6 months. Mechanoids guess twenty years tops.

**Habitat:** Anywhere they're sent

**Enemies:** Any Humanoid life form.

**Allies:** Any evil Mechanoid

**Size:** Varies with humanoid type

**Weight:** Varies with humanoid type

**Notes:** Can under go hibernation for up to 120 years if Mechanoids tell it to.

## Mellor RCC

By:

Acid Blue

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### Mellor R.C.C.

The Mellor are a race of D-bees who originate from a home planet that has been under siege by the supernatural for a long time, they have madenadvancements in genetic engineering while fighting these monsters, and a as result have had the power to alter their own genes to have natural anti-magic/supernatural abilities.

They have been fighting this battle for many years and when they first made the discovery into their abilities they started to turn the tide of war against evil in their favor, but it was not enough and they had to flee there home planet they disbanded through Rifts (which are very common on there home planet).

As most of the population was scattered through many times and realities they have all but lost the knowledge that made them more then human. They can practice magic and some do but advancing in levels is hard requiring (three times as much exp.) three times the

normal time and effort. They have natural psionic abilities (there anti-supernatural powers) and often are also known to be powerful Erupting psychics; their powers tend to manifest in the form of a Buster, Zapper, and other physical psychic powers.

**Alignment:** Any most are good

**Attributes:** IQ: 3D6 ME: 5D6 MA: 2D6 PS: 3D6 PP: 2D6+3 PE: 4D6 PB: 3D6 SPD: 3D6

**Hit Points:** as per human

**SDC:** as per occ

**P.P.E.** 1D6

**ISP:** 3D4X10+ME

1) **Natural Abilities:**

**Anti-Supernatural aura:** The natural aura of the Mellor is anti-supernatural in nature, it can be thought of as a small weak circle of protection it is constant and costs no ISP.

Range: 6 inches off of person.

This fields causes super-natural to wince and looking directly at the person with a scry or eyes is distracting It cause a blurred scry and all super natural looking at the Mellor are -3 strike, initiative, parry. Also all physical attacks by supernatural cause SDC not MDC (to the person not there armor) (MD armor blocks this power only clothes or SD armor may be worn for it to work).

2) **Magic Negation:** The Mellor can stop magic from affecting them from all magic with a magic or ritual savings throw they gain +12 to save vs magic, for 20 minutes for 15 ISP (they will see through illusions and the such that are magically induced.)

3) **Super natural barrier:** The Mellor have the power to amplify there aura and to encompass a larger area, by spending 40 ISP they can expand a 7 ft +3 ft per level this barrier prevent the supernatural (all forms from a balrog to a zombie)(gods and alien intelligence's do not apply) from entering the sphere and also make everyone in the sphere +1 save vs psionics and magic and if any supernatural are in the area when it is activated they are expelled roughly 20 ft away almost instantly. The supernatural cannot look at the barrier long enough to shoot or even aim at it, all weapon fire from bow to gun is -3 to strike and called shots are not possible. All invisible creatures within 50 ft of the sphere are also revealed.

**Habitat:** as per normal human

**O.C.C's:** any, but may not be an occ if master psionic must choose a master psionic rcc/pcc. If they become a Borg they lose their natural abilities and psionics.

**Skills of Note:** LIT and Lan Native +45%, Lore Demon/Monster +30%

**Psionics:** NOTE: players can choose to have minor or no psionics if they do not want to be a master or major psionic otherwise roll. 1-55% is Master Psionics, 55-80% is Minor, 81-94% is Major, and 95-100 is non-psionic (but still posses natural abilities and ISP)

**Life Span:** 100+ years

**Size:** as per human

**Weight:** as per human

**Note:** They look almost exactly human except for the birth mark all are born with on their chest, it is a black circle (1 inch diameter .1 inch thick) with a red dot in the middle (1 cm. Round) also, there fists have red dots on the knuckles (roughly the size of a dime), and almost all have black or brown hair.

Use the same experience table as per occ.

Acid's Domain- <http://www.geocities.com/SunsetStrip/palladium/6494>

## The Melnorme Traders (Based on Star Control 2)

By:

[Crow T. Robot](#)

The melnorme are a race of strange one eyed aliens who's origins and motives are extremely mysterious. They are solitary travelers who travel the megaverse trading away material, technology, and most importantly information. They are strange in that they are not willing to GIVE away anything, but will trade for any sort of information imaginable.

They are aware of a vast amount of information and have thousands upon thousands of reliable sources. The cost to reveal even one of these sources is so insanely high that it would put whole planets in debt for decades to come.

They travel the dimension in their strange ships, collecting information, and odd items from around the world. They appear where they know their info and items are going to be the most useful, so they never appear when you don't need anything.

To trade with the Melnorme, you simply need to offer them information, items, or their favorite: Biological data on new species.. They are fascinated about this. This will translate into a number of credits, they use their own system of credits and are universal with all other melnorme. This credit system is not usable elsewhere. GMs use your own discretion with prices and payments.

Finally, Melnorme are named after colors.. For example, a common greeting would be : "I am trade master greenish, commander of the Melnorme vessel 'Inevitably successful in any Circumstance' "

**Attributes:** IQ: 5d6, ME: 12+4d6, MA: 5d6, PS: 2d6, PP: 2d6, PE: 4d6 PB: 1d6 to normal people, 3d6 to other melnorme, Spd: 3d6

**S.D.C.:** Base: 20

**H.P.:** 2d6+PE, +1d6 Per Level

**Psionics:** Natural Telepathy And Mind Block, Auto, No ISP

**Natural Abilities:** Able to see in all spectrums of light.

**Common Equipment:**

FF Generator: 250 MDC Force Field

Universal Translator: Truly Universal

Any number of Odd and Interesting Items

These are great sources of information for players, and can be a valuable resource in a campaign. They can be encountered nearly anywhere, either in their spaceship, or their smaller planetary vehicle. Although they will never actually leave their vehicles, nor will they fight the players (They prefer to flee, although they have very very powerful technology). GMs, be creative when using them, and throw in a bit of humor when playing them. Have fun.

## Mentat OCC

By:

Matt Barnes

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Well, here's my first crack at this.. anyone who's read the books, please give me some input on the skills and the rest of it.. should I add something else? This probably won't be as good as I want it to be till I revise it a couple times, and I can't revise without feedback..

Shihad

-----  
Before the Butlerian Revolt, there were thinking machines.. conscious robots that controlled the universe. The people reached a state of apathy, and other men with machines came and took them as slaves. Then, as the people revolted in the Butlerian Jihad.. The Great Revolt.. the people were forced to develop there minds. Mental training schools were developed, the Bene Gesserit, the Guild, and the Mentats. The Mentats are human computers, able to perform amazing feats of logic. Mentats are always seeking data, once they believe they have enough data on a subject they will go into a Mentat computation. This will take very maybe five seconds at the least, 15 at the most. They will come up with the most logic and viable solution to any problem given the right ammount of data.

### Mentat OCC

**Attribute Requirements:** IQ: 19, ME: 18, MA: 18

+2 to initiative

**OCC Skills OCC Abilities and Bonuses:**

Radio: Basic (+10%)

Detect Ambush (+10%)

Disguise (+10%)

Intelligence (+10%)

Interrogation Techniques (+10%)

First Aid (+5%)

Language of choice (+30%)

Pilot: Hovercraft

Navigation (+10%)

Anthropology (+15%)

Astronomy (+15%)

Astrophysics (+15%)

Chemistry (+15%)

Computer Operations (+20%)

WP Knife

WP E-Pistol

Hand to Hand: Assassin (Does not require evil alignment)

**OCC Related Skills:** Select 10 other skills, but at least two must be from Science, and Two from Technical. Plus select two additional skills at levels 4, 6, 9, 11. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Any except Computer Repair (+10%)

Espionage: Any (+15%)

Mechanical: Any (+5%)

Medical: Any (+10%)

Military: Any

Physical: Any except Boxing, and Body Building

Pilot: Any (+10%)

Pilot Related: Any

Rogue: Any but Cyberjacking and Computer Hacking

Science: Any (+30%)

Technical: Any but Artificial Intelligence and Computer Programming

(+10%) Wilderness: Any (+5%) WP: Any

**Secondary Skills:** 6 skills from the previous list with no bonuses.

**Standard Equipment:** Dagger (2d6 SDC), poison dart launcher (Usually under sleeve, but can be other places), five poison darts (The poison kills instantly, most Mentats use a Tleixaxu poison that stops motor skills with slightest contact), set of civilian clothes, set of traveling clothes, stilsuit (See my page for that)

**Money:** 5d6x1000 credits

**Cybernetics:** None, and will never consider them. Cybernetics are looked upon as sacrilegious in this Universe.

\*\*\*\*\*

Visit Shihad's Tree at

<http://www.lex.infi.net/~arabhrs/bio/index.html>

Visit the Dune Dimension Book at

<http://www.lex.infi.net/~arabhrs/dune/index.html>

## Merchant OCC

By:

FlashFire, chadu@pacifier.com

### MERCHANT OCC

"And I can get you that Laser Pulse Rifle for only \$129.95!"

A lot of buying and selling in the world of Rifts is actually done as bartering between the two people in question, rather than going down to the General Store and paying credits for what you need. This works great for cattle, furs, and used gear. But for some things, manufactured items are the only way to go. And for those, you'll have to go see a Merchant.

The Merchants of Rifts are nowhere near as widespread as they were in Pre-Rifts times. With bartering being the popular method of "purchasing" goods, the need for a middle-man has died down somewhat. For things like new weapons, vehicles, manufactured clothing and armor, as well as that hard-to-get Triax or Naruni brand equipment, Merchants are the people who'll sell them to you. Some are regular dealers who are up-front and over-the-counter, guys who'll sell you all of the nice, useful toys that sit on the shelves. Others will be slightly more roguish in their dealings, hunting down contraband and illegal equipment to sell in places where the laws aren't quite as strict (or at least where the law can be bribed to look the other way.) Still others are travelling Merchants, people who load their wares into the back of their truck/wagon and move from town to town, selling much needed supplies to the rubes... er... townsfolk.

As always in Rifts, these guys have gotten a little more rough-and-tumble than their Pre-Rifts counterparts, mostly because shoplifting has been replaced with looting, pillaging, and armed robbery. As such, they need to be able to defend themselves and their product, but without making it a major part of their lives.

**ATTRIBUTE REQUIREMENTS:** MA 12 or better

**OCC SKILLS:**

Language: Native - 98%

Language: Choose two (+20%)

Math Basic (+20%)

Haggling (NEW) (+25%)

Streetwise (+10%)

Find Contraband (+10%)

Detect Concealment (+5%)

Pilot: Choose one (+5%)

Lore: Choose one (+15%)

Radio: Basic (+15%)

WP: Choose one

HTH combat can be selected as an OCC Related or Secondary skill. Basic counts as one skill and Martial Arts as three.

Expert, Assassin and Commando are not available.

**OCC RELATED SKILLS:** Select seven other skills. Gets 2 new skills every odd level.

Communications: Radio: Scramblers only (+10%)

Domestic: Any

Electrical: Basic only

Espionage: Wilderness Survival only (+10%)

Mechanical: Basic only

Medical: First Aid only

Military: Recognize Weapon Quality only (+5%)

Physical: Any, but Acrobatics, Gymnastics, and Wrestling

Pilot: Any, except "military" vehicles

Pilot Related: Any except Weapons Systems

Rogue: Any

Science: Math only (+20%)

Technical: Any

W.P.: Any

Wilderness: None

**SECONDARY SKILLS:** Select six from the previous list. No bonuses.

**STANDARD EQUIPMENT:** Starts with a small shop or wagon, filled with various typical items (survival gear, food, soap, whatever).

For those munchkins out there, yes its possible that the character is a weapons merchant and could carry a various selection of firepower. Ask the GM about whats available, but big ticket items; like grenade launchers, automatic defense systems, PA, ect...; won't be in there.

Other equipment will include an gas mask and air filter, tinted goggles or 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, emergency food rations (two weeks worth), Geiger Counter, RMK Medical kit, and personal items.

Weapons start out with one energy weapon and one ancient weapon, plus 1D4 E-clips. Armor can be anything, but Merchants tend to be practical and probably won't choose anything that will slow them down too much. Vehicle can be of any non-military type, excluding PA and Robots.

**MONEY:** Starts with 1D6x2000 in credit and the same in Black Market Items.

**CYBERNETICS:** Start with none, but aren't opposed to cybernetics in general.

**NEW SKILLS:**

Haggling

This is the practiced art of getting what you want for less cost then the seller/buyer wants it for. Allows the character to estimate value, argue effectively, and generally rip off whoever their dealing with. Successful rolls garner a 5-30% (5D6) discount on whatever their buying. Base Percentage - 40% + 4% per level

**EXPERIENCE TABLE:** Use the Rogue Scholar XP Table.

**GM/PLAYING NOTES:** This OCC may be kind of tough to adventure with since they'll be stuck at their shop most of the time.

There are effective ways to relieve this problem, such as taking the shop on the road, selling the place, or have a rampaging horde of Juicers burn the place to the ground.

## Merchant/Courier OCC

By:

Paladin492@aol.com

Ok, here's another excerpt from my upcoming Florence netbook. I want to get some of you guys thoughts on this before I put it up on my page.

### Merchant/Courier O.C.C.

The other big income in Florence besides its art is its trade. Not just its own trade, but many countries hire Florentine merchants to get through rough lands, particularly the Gargoyle and Brodkil Empires. The average Merchant is a rough adventurer type, hardened by countless runs through harsh territories. They are always looking for a way to make a credit, and have a head for leadership, and know how to stay cool in the presence of royalty and high ranking people, whom they often have to deal with.

**Attribute Requirements:** I.Q. 10, M.E. 12, M.A. 10, and P.E. 10 or above. A high P.S. and P.P. are recomended but not required.

**O.C.C. Skills:**

Language: Euro (98%)

Language: Three of choice (often Dragonese, Greek, Gypsy, or Wolfen) (+20%)

Literacy: Euro and one of choice (+20%)

Radio: Basic (+10%)

Computer Operation (+15%)

Lore: Demons & Monsters (+10%)

Streetwise (+15%)

Math: Basic (+20%)

Pilot Hover Vehicles (+15%)

Cooking (+10%)

Climbing (+10%)

General Athletics

Land Navigation (+20%)

Hunting

Track Animals (+10%)

Wilderness Survival (+15%)

W.P. Energy Rifle

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of one "other" skill, or to Hand to Hand: Martial Arts (or Assassin, if an evil alignment) at the cost of two "other" skills.

**O.C.C. Related Skills:** Select six other skills. Plus select one additional skill at levels three, seven, nine, and twelve.

Communications: Any (+10%)

Domestic: Any (+15%)

Electrical: Basic electronics only

Espionage: Any (+5%), except forgery and pick locks

Mechanical: Basic and automotive only (+5% on auto)

Medical: First aid (+10%) or Holistic Medicine (+15%) only

Military: Demolitions, Demolitions Disposal, Camouflage, Fortification,

Trap/Mine Detection only (+5%)

Physical: Any, excluding acrobatics (+10% where applicable)

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+3%)

Science: Advanced Math, botany, and anthropology only (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

The character also gets to select three secondary skill from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** Set of wilderness clothes; this can be anything from camouflage fatigues to buckskin. Set of city clothes, set of nobleman's clothes (usually capes or cloaks, with fine silks beneath), extra pair of boots, a set of light or medium body armor, hat or helmet, sunglasses, air filter, first aid kit, knapsack, back pack, utility/ammo belt, a couple of sacks, several short pieces of cord for tying things, 100 feet of lightweight rope, 6 iron spikes, 6 wooden spikes, a hammer and mallet, hatchet, utility knife, animal skinning knife, fishing line and hooks, animal snares, six flares, infared binoculars with digital distancing readout, passive nightvision goggles, telescopic sight for a gun, canteen, small oil lamp, hand held computer (keeps most of their records on these), a good, sturdy energy rifle (usually laser), additional energy weapon of choice, 4 E-clips, two S.D.C. weapons of choice, and a good traveling vehicle (couriers who deliver messages and diplomatic communique, or small objects prefer to use hover cycles, small hovercraft, and robot horses.

Merchants who trade big items like to use larger vehicles, with plent of cargo room. Some might even have caravans (not to start, player will have to earn that).

**Money:** The life of a merchant or a courier may be difficult, but it is prosperous. Starts with 3D6x10,000 credits, plus 5D6x10,000 credits of tradeable goods.

**Cybernetics and Bionics:** None to start. May be purchased later, or be given as a reward.

Check out my webpage at <http://www.geocities.com/Area51/Dimension/4342>. The

Rifts Mediterranean Netbook is now operational with the first four nations.

Also, the first four chapters of my fanfic are up. And sign my guestbook, you swine.

# The Mesmerizer

By:

Jeremy Puckett

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## Mesmerizer PCC

In the mid-1800s a new pseudo-science was developed by a German by the name of Mesmer. Mesmer was convinced that he had found a way to artificially induce a trance-state similar to that used by Far Eastern gurus to accomplish incredible feats of mental and physical prowess. He demonstrated his technique many times for the wealthy and affluent, who were astounded by this incredible power he seemed to possess. Real scientists debunked Mesmer at every turn, calling him a fraud out to connive money from his unwitting (and very rich) victims. Mesmer's technique, called "mesmerism" in his honor, was never sufficiently proven to be an effective method for anything, but that did not stop its spread throughout the relatively new psychological community created by Dr. Sigmund Freud.

Freud renamed this technique "hypnosis," after the legendary Hypnos, to remove the stigma that the name mesmerism carried. He and his colleagues refined hypnosis into a (more or less) reliable method for discovering psychological trauma, regressing subjects' memories, and any number of other similar effects, but never came close to the astounding feats accomplished by Mesmer.

While hypnosis spread into popular culture and became a widely accepted facet of psychology and psychiatry, what few knew was that Mesmer's original art had not died with him. A number of Mesmer's students had kept mesmerism alive and well even as the remainder of humanity believed it dead. Their refining of mesmerism and continual practice in its use made them masters of manipulation and mind-altering. Surprisingly, most of them stayed true to Mesmer's beliefs that his art should be used to help humanity.

Subtly, these mesmeric disciples implanted ideas and commands into the minds of powerful and wealthy men to begin the process of ending the world's problems. In the decades before Dark Day the "mesmerizers" had great success in reducing the problem of war and increasing global awareness. It is said that the entire "hippie" movement of the Sixties was an attempt by an overly zealous mesmerizer to promote peace and love. It is also believed that the mesmerizers were behind tycoon Ted Turner's donation of one billion dollars to the United Nations.

Then came Dark Day, and everything they had done crumbled like so many toy building blocks. With the replacement of most of the powerful world leaders by supernatural beings, the mesmerizers found that their subtle campaign of world change was no longer a viable option. All of the mesmerizers in the field were called back to Vienna for a symposium on the proper course of action. It was finally decided that the mesmerizers would become, in essence, a spy network, following the minions of the Nightlords and thwarting them when they could and reporting them to the other factions when they could not. About half of the mesmerizers were assigned to other factions as "moles" and informants. Their incredible abilities to fool others made this transference seamless. The few beings that suspected either had their minds altered or were inducted into the Order of Mesmer. Only as a last resort were assassinations considered to silence those "in the know," and only against the evil or corrupt. It is important to note for any Mesmerizer player characters that all of them (except for the occasional evil rogue) are members of the Order of Mesmer. They are expected to make monthly reports on their allies and whatever organization they belong to. Evil (Miscreant and Diabolic) Mesmerizers are killed by the Order whenever encountered and may be the focus for a player Mesmerizer and his group.

Mesmerizers were designed for Nightbane, but are compatible with any of Palladium's other games with little or no difficulty.

### Mesmerizer PCC

**Alignment:** Any, but Miscreant and Diabolic characters are hunted rogues, despised by the Order of Mesmer.

**Attribute Requirements:** ME 14; MA 12

### Special Abilities and Bonuses:

**1. Altered Aura:** Mesmerizers are so adept at affecting others' minds that they project a permanent field around themselves that obscures their aura. This field is virtually identical to the psionic power Alter Aura, but is always on (even when the Mesmerizer is asleep) and requires only a thought to change. It is so precise that any other being, even specific ones, may be imitated. This is especially useful when infiltrating a group composed of supernatural beings. The Nightbane Talent See Truth can pierce this veil, as can the psionic abilities Mind Bond and Block Breaker, but saving throws are still applicable. If the Mesmerizer fails, he instantly knows about the piercing and who has accomplished it; he is also allowed an initiative roll to get up a mind block or alter his aura again before the piercer learns the truth. Only if the piercer wins initiative is the truth revealed.

**2. Powers of Illusion:** The Mesmerizer can effectively create a full sensory illusion similar to the Psychic Mirage power (Between the Shadows). This illusion can be free-moving (as described in the book) or it can be a personal or immobile illusions. Free moving illusions act precisely as described in Between the Shadows, but have only half the regular ISP cost. Immobile illusions are illusions that do not move, attack, or have any other offensive application. Examples would include an illusionary potted plant (looks, feels, and smells real but doesn't actually do anything), an illusionary book (has the weight and feel of a book, but is filled with gibberish unless Total Recall is used to remember an entire book), an illusionary lamp (provides illusionary light), or any number of other similar things. Such illusions only cost 5 ISP to create and have a duration of ten minutes per level of experience.

Personal illusions are useful as disguises and impromptu weapons. Simple illusions (changing hair or eye color, skin tone, etc.)



cost 5 ISP and last one hour per level of experience. Mid-level illusions (wings that don't work, becoming an entirely different species, etc.) cost 15 ISP and last for twenty minutes per level of experience. Complex illusions (Nightbane stigmata, hideous or alien appearances, copying another person, etc.) cost 30 ISP and last a mere five minutes per level. At the "complex" level, fangs, claws, and other natural weapons may be grown. These do apparent normal damage (ie: claws that seem to do 2d6 SDC) but the damage is all in the target's mind. (See Between the Shadows for a discussion on illusionary damage).

Illusionary weapons are an interesting case. They cannot do lasting damage to anyone and simply pass through inanimate objects, but can seem to do damage to anything with enough brains to be affected by illusions (IQ 3 or higher). Thus, an illusionary Darkmetal spear would seem to do grotesque amounts of damage to a Hound, but in reality the Hound would simply collapse at zero "illusionary hit points." Remember though that anyone that has sufficient cause to disbelieve the existence of a weapon that appears out of thin air is allowed a saving throw. A simple weapon (knife, sword, club, etc.) can be simulated with 5 ISP for one minute per level. Such a weapon does its regular damage to illusionary hit points and SDC. Complex weapons (guns, Darkmetal melee weapons, grenades, etc.) cost twice the ISP and last half as long.

**3. Charisma and Trust:** Mesmerizers are very likable and always seem trustworthy to others. This is reflected by a high Mental Affinity attribute (minimum 16 after bonuses). While they cannot Intimidate, add +2% to their Trust percentage at every even level.

**4. Psionics: Mesmerizers are master psionics.** They have the following powers at first level: Death trance; empathy; meditation; mind block; see aura; presence sense; speed reading; total recall; alter aura; bio-manipulation; mind wipe; block breaker; induce sleep;

suggestion. At each third level, select an additional psionic power from either Sensitive or Physical. At levels five, ten, and fifteen, choose a psionic power from the following list: Mind bond; possession; deaden pain; exorcism; super-hypnotic suggestion; increase healing. 5. ISP: The Mesmerizer has ISP equal to the ME attribute plus 1d4x10, plus 2d6 at each new level of experience. 6. PCC

**Bonuses:** Mesmerizers are completely impervious to mind control and possession! Add 2d4 to MA and 1d4 to ME; +3 to perception; +5 vs horror factor.

**PCC Skills:**

Language/Literacy: Native and German (98%)

Basic Math (98%)

Language/Literacy: two of choice (+10%)

Detect Ambush (+5%)

Detect Concealment (+10%)

Disguise (+15%)

Forgery (+5%)

Pilot: two of choice (+10%)

Prowl (+15%)

Research (+5%)

Lore: two of choice (+5%)

Two Domestic or Technical skills of choice (+5%)

WP: one of choice

Hand to Hand: Basic may be chosen in place of one "other" skill or Expert (or Assassin if evil) for two

**PCC Related Skills:** Select six other skills from the following list.

Gain one more at levels 4, 8, 10, 12, and 14.

Communications: Any

Domestic: Any (+5%)

Electrical: Basic Electronics only

Espionage: Any (+10%)

Mechanical: Basic Mechanics only

Medical: First Aid (+5%) and Paramedic only (the latter counts as two skill selections)

Military: Strategy/Tactics only

Physical: Any except Acrobatics, SCUBA, and Wrestling

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any (+10%)

Science: Any

Technical: Any (+5%)

WP: Any

Wilderness: Land Navigation and Identify Plants and Fruits only

**Secondary Skills:** Choose four secondary skills from the above list.

These are additional areas of knowledge that do not receive the bonuses in parentheses.

**Equipment:** A wardrobe of clothes, disguises, and costumes; several makeup kits; a small house or apartment; car, truck, or van (1d6 years old); any other minor equipment the GM is willing to allow. Weapons will be limited to civilian devices unless the character is a member of one of the more militant factions. They prefer not to fight anyway, relying on their powers to get them out of difficult situations.

**Money:** 3d4x100 dollars in cash and 2d4x1000 dollars in a secured account. The character can also receive resources from the Order if they deem it necessary.

**XP:** Use the Nightbane experience table

### **The Order of Mesmer**

This organization is described above and little more needs to be said, except that their resources are near-limitless and they will do nearly anything to stay hidden. The main complex is in Vienna (hidden in plain sight), but the Order has chapterhouses in most of Europe and North America's major cities. They also have an operation similar to Spook Squad's Beachhead (a covert team hidden in the Nightlands) currently underway.

The Order isn't in the least put out by the existence of supernatural beings. Mesmer had always believed in ghosts and monsters, and his development of mesmerism proved that there was more out there than meets the eye. In general, Mesmerizers (and the Order itself) treat non-humans and humans the same way.

### **Relations with Other Factions**

**The Resistance:** The Order finds their enthusiasm a touch overwhelming. They've got the right idea though--the Nightlords must be destroyed. The Resistance, for their part, has no idea that they have secret helpers (and a number of spies) in their ranks.

**The Underground Railroad:** Trading one extreme for the other. The Order can understand their wish to remain hidden, but cannot understand why they are willing to just hand the Earth over to the Nightlords. The Railroad doesn't know anything about them.

**The Nocturnes:** Mesmerizers dislike vampires almost as much as the Nightlords. The Nocturnes, however, have proven their devotion to good over and over again. The Order has several spies in their ranks and are willing to trust them--for now.

**The Seekers:** To their eternal consternation, the Order cannot seem to keep the Seekers from knowing about them. Much information about the Mesmerizers, their methods, and location of their chapterhouses has fallen to the Seekers, and the Order can't get any spies past the sorcerers long enough to recover it. In the meantime, the two groups have a nervous knowledge of each other but no real contact.

**The Warlords:** Despicable examples of how power corrupts. The Order combats these punk Nightbane whenever the opportunity presents itself.

**Spook Squad:** As in so many other matters, the Squad doesn't have a clue.

**The Lightbringers:** While the Guardians have no knowledge of the Order of Mesmer, their very existence disturbs the Order. Something about them...

**Order of Morpheus, Club Freak, Dream Riders, the Gray Ghost Society:** Knowledge, but no contact.

## **Metalmorph R.C.C.**

The metalmorph is perhaps one of the most unique of shape changers, because it can change its body in to any kind of metal! This has made them invaluable in the Vampire riddled Mexico, seeing that they can change into pure (89%) silver!

**Alignments:** Any

**Attributes:** IQ: 2d6x2, ME: 3d6, MA: 5d6+5, PS: 3d6, PP: 4d6, PE: 3d6+6, PB: 2d8, Spd: 3d4

**Hit Points:** PEx3+6

**S.D.C.:** 6d6+12

**Horror Factor:** 0; 12 in metal form

### **Natural Abilities:**

Metamorphosis - Metal The Metalmorph can alter its molecular structure into metal. This includes MDC alloys. When in metal form they have these stats:

Iron 90 MDC, PS 28, PE 29

Steel 120 MDC, PS 28, PE 35

Gold 40 MDC, PS 15, PE 25

Silver 150 MDC, PS 25, PE 25

Titanium 300 MDC, 35 PS, PE 45

MDC alloys 350-700 MDC, PS 25, PE 35

The metalmorph doesn't have to eat, sleep or breathe in this form and cannot be changed into a vampire or affected by magical attacks (+15 to save). Stats in this form are considered supernatural.

Duration: 2 hours per level

**Magic:** Mend metal, wall of iron, all 1st lvl spells

**P.P.E.:** 4d6x10+6

**Psionics:** Bio-regenerate, Telepathy, Mind block, PPE shield

**I.S.P.:** 4d6

**O.C.C.s Available:** Headhunter, mystic, line walker, Techno wizard, gypsy thief, wilderness scout.

**RCC Skills:**

Communications none

Domestic any +10%

Electrical none

Espionage any +15%

Mechanical any +5%

Medical: holistic, herbology, first aid only +20%

Military none

Physical any +5%

Pilot any

Pilot related none

Rogue any +15%

Science Biology +5%

Technical any +15%

WP any( 2 ancient 2 modern)

Wilderness any +20%

**Note:** Usually knows 2 languages at 98% and is literate in one at 98%

**Average Life Span:** 90 years

**Appearance:** Looks human, average 5'5 to 7'0 Looks built, average 6'6 to 9'5

**Cybernetics:** None! Cannot have any kind of enhancements

**Allies:** Likes Darters, Spikers, Meknoids, all cyber people, Turtextons, humans, elves, atlanteans and kittani.

**Enemies:** Vampires, Splugorth, Zllyphan, gargoyles, Xititcks, The host.

Most of the Metalmorphs (45%) live in Mexico, (25%) are in the NGR (10%) are in the CS (10%) are in Africa (5%) are in England and 5% are on Wormwood.

## The Metroid

By:

[Crow T. Robot](#)

Metroids are a strange race of predatory supernatural beings. Their appearance is that of a large Jellyfish. They seem to move by some sort of levitations and can hover 1-10 feet off the ground. They have a relatively high animal intelligence but most are driven by an urge to hunt, the splugorth often use them for shock troops as if their eggs are found and they are domesticated they can be trained to be extremely vicious. (There have been a few cases of metroids seeing a human and thinking it is its mother, and in this case they could be trained to be a pet so to speak). Metroids seem to display a small variety of psionic powers which have not been fully documented. It is not known how they track their prey but they seem to see, smell, and hear through an unknown means (There is no apparent eyes, nose, mouths, or anything on the outside of the metroid)

**Attributes:** IQ: 1d6+2 (Considered High Animal), ME: 4d6, MA: N/A, PS: 30 (Supernatural), PP: 3d6, PE: 4d6, PB: 1d6, Spd: 1d6x10 (Hovers)

**M.D.C.:** 2d6x10+20

**I.S.P.:** 1d6x10

**Psionic:** Sixth Sense, Resist Pain, TK Force Field, Pyrokinesis (Equal to 3rd Level)

**Natural Abilities:** Bio-Regenerate 1d4x10 MDC an hour, See the Invisible, Hover 1-10 feet off the ground

### **Combat:**

The metroid is, in fact, an energy vampire. It has the ability to absorb energy from any source, be it biological, mechanical, or otherwise. If they manage to attach themselves to something (Be it a person, vehicle, body armor, etc.), it will begin to drain the power from it. Depending on the size of the vehicle it could take anyway between 30 seconds (For body armor sized things, or humans) to 6 or 7 minutes (For big robots). Unfortunately, however they almost always travel in packs.. Only a creature with a Supernatural or Robotic PS of 24 or higher have a chance to break this hold of death (30% + 5 per each point above 24 to a maximum of 90%) In game terms, if it attaches to an unarmored person it will kill him in 1d4 melees. Attaching to body armor will power down the batteries in the body armor. Once the power is gone (1d4 melees for normal, non powered armor), it will use its little feelers to boar through the armor and get the juicy morsel inside. (1d4x10 MDC Damage per round!) Once it breeches the armor it begins to absorb the human characters life force. Power armor is a favorite among these guys as it offers a great amount of power. It takes them 3d6+2 melees to drain most power armor completely, and then it uses its pincers to get the prey inside (each melee after the 4th start reducing energy weapon effectiveness and range by 10%). Robots take 5d6+6 melees to drain power from, use the same rules from power armor. It will attempt to boar through the armor and if the robot vehicle is large enough it may be able to enter.

**Weaknesses/Immunity:** The metroid takes only 1/4 damage from magical fire, and no damage from normal plasma/fire. It has on the other hand a weakness to cold climates and ice. Cold based attacks will freeze the metroid, reducing speed by half and if MDC causing double damage.

The metroid is also 100% immune to all forms of energy, e-weapons not only don't effect it, they are nearly feeding the thing (It would take a LOT to make it not attack a human though, they don't wanna be feed they wanna hunt). Plasma and Heat missiles do 1/4 damage (Impact damage only).

## **The Mexican Vampire Hunter**

By: MsgtKhaine  
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### **The Mexican Vampire Hunter**

One of the more recent professions to appear in northern Mexico, is the vampire hunter. These individuals are often trained from a young age to hunt and slay vampires. Often these men and women have had friends or family killed by vampires. The Vampire Hunter is very much like the Atlantean Undead Slayer, they often hold many of the same ideals. The Mexican Vampire hunters live for a day when their homeland is free of their vampiric horde. That is not to say that all vampire hunters are good people, many enjoy killing and slay vampires for the respect and power it gets them. Many villages in Mexico consider the Vampire Hunters to be heroes and saviors. They are often considered akin to the cyber-knights, whom many vampire hunters share both work and ideals with.

#### Special OCC abilities

Vampire Lore- Knows how to kill vampires and ways to ward vampires off, can tell if a person is under vampiric mind control (30% base +5% per level), Can tell if a person is suffering from a vampire's slow bite (50%+5% per level)

Recognize Vampires by visual identification/appearance (10% per level)

OCC Requirements: M.E. of 12 or higher, P.E. and P.S. should be high as well although its not a requirement.

OCC Bonuses: +4 to save vs Horror Factor, +2 to save vs Magic of all kinds. Also add 1D4 to M.A. M.E. P.E. and Spd. Add 3d6 SDC

#### OCC Skills

Speaks Spanish and American at 98%

Tracking (+15%)

Wilderness Survival (+15%)

Lore: Demons and Monsters (+25%)

Prowl (+10%)

Hunting

General Athletics

Climbing

Land Navigation (+15%)

Streetwise (+10%)

Either Horsemanship, Pilot Motorcycle, or Pilot hover vehicles (+20%)

W.P. Knife

W.P. Archery and Targeting

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert can be changed to assassin at the cost of 1 "other" skill or martial arts at the cost of 2 "other" skills

OCC related skills: select 6 other skills, plus 3 at levels 3 and 6, select 2 at levels 9 and 12. All new skills start at first level proficiency

Communications: any

Domestic: any (+10%)

Electrical: Basic Electronics only

Espionage: any (+10%) except forgery

Mechanical: Basic or Automotive only

Medical: First aid (+15%) or Holistic medicine (+10%) only

Military: None

Physical: any (+15% where applicable)

Pilot: any

Pilot Related: any

Rogue: any

Science: Basic math and Biology only

Technical: any (+15% to languages and +20% to lores only)

W.P.: any

Wilderness: any (+10%)

Secondary Skills

Select 6 from the list above. These are additional areas of knowledge and do not receive the bonus listed in the Parenthesis above. All secondary skills start at base level and are limited in the list above (any, only, none)

Standard Equipment:

12 wooden Stakes and a mallet. Crossbow with quiver of 24 bolts (wooden), Water pistol with Hip tank, 2 silver plated knives, one large cross, and another smaller one around the neck, 1 energy pistol and 1 energy rifle with 2 e-clips for each. Begins with 2 sets of clothes, pancho, utility belt, two canteens, backpack, knapsack, three weeks of food rations, 50 feet of strong rope, and 1d6 TW storm Flares, and 1d6 TW globe of Daylight flares. Also Starts with a suit of Heavy environmental armor (usually Bushman or Deadboy types) and either a horse motorcycle or hovercycle (whichever he/she can drive)

Money: Typical Vampire Hunters ave 1D4 x 1000 credits on them, with another 1d4 thousand in black market sale-able items. Most of the Hunters money goes into supplies for "hunting" trips.

Cybernetics: None to start but may get them later on. Many choose only to get bionics when its necessary (like when a vamp rips their arm off etc.) But others have no problems with bionics whatsoever.

## Midrae R.C.C.

By:

Miyamoto Musashi

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### Midrae R.C.C.

The Midrae are a race of semi-intelligent beings, not unlike humans. They appear to be almost small children, the tallest Midrae who ever lived was approximately 5'2". They also have slight features, making them look delicate. They look very peaceful, but do not be fooled. They are trained, from the age of 8, in hand to hand combat, and thus are very good at that sort of thing. The Midrae are from a dimension that is almost wholly unlike our own. The gravitational forces there are so far superior to our own, being almost 7 times greater, that they have, over a few millenia, developed a supernatural strength that allows them to run, and even to jump in this incredible amount of gravity. Unfortunately, it seems that the same force that has made them incredibly strong has also made them unbelievably stupid. They are not very bright creatures. Ever distrustful of magic, they are under the impression that only the Gods can work magic, and it must be a god that they know, and have had exposure to. (They don't automatically think that if you can work magic, you must be a god. Actually, they would probably try to kill you.) They have a HUGE respect for technology, but, sadly, they have never really developed a technology of their own.

When a God went to the Midrae's dimension, he saw the potential that these small creatures had in the way of Arena battles, and took a few hundred through a rift to Earth. This God was none other than Loki, Norse god of Mischief. Loki tried to get a few of them to learn how to drive large tanks, or pilot giant combat robots, but more often than not, the Midrae would make the machine break as soon as they got into the pilot's seat. Loki then decided to train them in weapons, such as Plasma Ejectors, but if he turned around to give another Midrae help, the first one would, more often than not, turn the weapon around, and try to see when the "Pretty Lights" were coming from.

Loki just gave up on them. Not one to waste energy, he simply disappeared, leaving them to fend for themselves in Rifts Earth. There were not many left from that first few Hundred, as many of them seem to have shot themselves in the eyes in target practice. Midrae have a small chance that they can be taught to fire weapons, but there is no way they will ever be able to pilot a tank, or a robot. Power armor, on the other hand, is a little different. If it is very form fitting, and they wear it like a suit of clothes, they have no problems with it. Otherwise, they cannot use it.

These attribute scores are for Earth, and similar gravitations.

IQ: 1D6 + 6

ME: 1D6 + 6

MA: 1d6 + 8

PS: 7D6 + 20

PP: 5D4 + 5

PE: 4D6 + 10

PB: 3D6

SPD: 5D6 + 5

**MDC:** 2D6 X 100

**PPE:** Non-existent.

**ISP:** Now THERE'S a joke, eh?

**Racial characteristics:** The Midrae, as we have already said, are stupid. Not frightfully dumb, but they ARE dumb. They know enough to determine Friend, Enemy, and can even make small decisions. (And are especially useful in the "Hey guys, some times a cigar is just a cigar" approach, by stating nothing but the obvious.)

The Midrae have always mistrusted, and not believed in magic, thus they get a +4 to save vs. magic. Because of their upbringing, all Midrae have Paired weapons. As always, it only works for ancient weapons. Midrae start out with 4 hand to hand attacks per round.

**Skills:** All Physical skills can be chosen, but no Medical, Technical, or Espionage, Hell, most of the skills are right out. The Midrae can use ancient weapons, except cannot take WP Archery. If trying to use a gun, they get a -6 to strike.

The Midrae can use Power Armor, but it is rather difficult finding power armor in their size. Because of their strength, they can take the Body Building skill twice, but only at the cost of ALL 6 of their normal secondary skills.

**Height:** The Midrae are traditionally 4 to 5'2"

**Weight:** Conversely, the Midrae weigh approximately 700lbs.

**Bonuses:** (these are ALL the bonuses, If any are repeated, it is simply because I am putting everything here for easy reference.)

+4 to initiative, +4 to strike, +4 to parry. +1 to dodge, +4 to save vs. magic, and -6 when firing a gun. (As a matter of fact, 35% chance that the gun is pointed at THEM, instead of the enemy.)

**Experience Tables:**

- 1 0,000 - 2,000
- 2 2,001 - 4,000
- 3 4,001 - 6,200
- 4 6,201 - 8,500
- 5 8,501 - 12,000
- 6 12,001 - 22,000
- 7 22,001 - 42,000
- 8 42,001 - 69,000
- 9 69,001 - 100,000
- 10 100,001 - 130,000
- 11 130,001 - 162,000
- 12 162,001 - 200,000
- 13 200,001 - 240,000
- 14 240,001 - 280,000
- 15 280,001 - 320,000

**Special:** Midrae Hand to Hand

- 1) +1 to initiative, 2 hand to hand attacks. Gets Automatic parry, Critical strike on natural 20.
- 2) +2 to strike, parry, dodge.
- 3) Leap attack does 1D8 plus PS damage.
- 4) +2 on initiative
- 5) One additional attack per round.
- 6) Critical strike, natural 18-20, behind.
- 7) +3 to strike, parry, dodge.
- 8) Drop kick! Does 1D20 damage, plus PS.
- 9) +1 on initiative.
- 10) Gets Tsuki-No-Kokuro (From Ninja's + superspies)
- 11) +3 to strike, parry, dodge
- 12) Double Speed
- 13) +5 to PS
- 14) +3 to initiative
- 15) +6 to IQ.

# The Midwich Children (Village of the Damned)

By: Jeremy Puckett  
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## The Midwich Children

based on the movie "Village of the Damned" (1960 or 1995) and the novel "The Midwich Cuckoos" (by John Wyndham)

In 1990, a mysterious effect struck at a number of small, isolated towns across the world. For reasons unknown, the peoples of these towns were rendered unconscious for twenty-four hours. At the end of this time they awoke, only to find that every fertile female within the city limits had become pregnant. When carried to term (and almost every pregnant woman did carry their children to term, either on their own or under coercion from their governments) it was discovered that the babies all had similar genetic structures--as though they were all twinned siblings... or clones. The largest population of these children was located in the tiny midwestern town of Midwich.

As the babies grew to children, they developed at a remarkably advanced rate. By the age of five, all were masters of the written word,

able to read encyclopedias at a glance and remember the contents perfectly. They had superb knowledge of the sciences, math, and virtually any other subject taught in schools. The teachers finally gave up on their young charges; most of them knew the subjects better than the teachers! They had incredible presence of mind and never seemed to be disturbed by anything; only pain could get their attention, and that only for a short time.

The population of each town was evenly divided between the male children and the female, with an extra female added in; this seemed to be the childrens' leader, the one who spoke for all of them. In appearance, the children were nearly identical and seemed to strive for that "sameness" by wearing matching outfits and styling their hair the same way. Their clothing was always impeccable, prep-school uniforms and they always kept their hair short. All had pale skin tones (but not grotesquely so; closer to a healthy pink) and light eyes. Most striking, however, was their hair--which was completely white.

The children paired up, one to one, a male with a female. These couples walked side by side whenever the group went anywhere, lining up behind their leader in some sort of social order. While the children seemed vastly advanced for five-year-olds, they were notably deficient in one category: none of them seemed to have any emotions. Right along with being imperturbable against intimidation tactics and unafraid of anything, they lacked a capacity to love or to be excited by anything.

Their "coolness under fire" was thus actually little more than a null or dead state that they constantly existed in.

And they were evil.

While not strictly evil by the usual idea of that moral conception, they were most certainly malevolent. They considered themselves to be a higher species than humanity, one destined to inherit (take) the world from them. They realized right away that if the world was to have any place for them, human beings had to die; the childrens' nature made them instinctive conquerors, and it would be inevitable for them to clash with mankind. Even enslaved, humans would pose a threst to them, so humans--all humans--had to die.

And they had the means to do it too.

Their heightened intellectual capabilities also included vast psionic powers, far greater than any individual human. In addition, they could combine their powers, making them many times more deadly. Their psionics ranged from the simple acts of speed reading and total recall to the amazing (and horrifying) ability to completely dominate a person's mind! Whenever they used their powers (always discretely so as not to attract unwanted governmental attention), their eyes glowed with an unearthly light. The more powerful the command, or the greater the target's defenses, the brighter the glow. Relatively benign commands elicited a blue or green glow; harmful or suicidal commands, a red glow burning up the spectrum into a sizzling white.

When their true nature became apparent, several attempts were made on their lives. These failed miserably when the children "sensed"

the coming attack and forced the would-be assassins to take their own lives. This cowed most of the other inhabitants of their towns. The only exception was Midwich; a young doctor there (whose daughter, incidentally, was the leader of the town's children) took it upon himself to try and teach the children about human emotion and morality. When this failed, he decided that the only recourse was the childrens' destruction. But how to keep them from knowing the murder in his heart? That was the real problem.

As it happened, the doctor was a latent psychic whose powers were activated by his dilemma. He managed to develop a mental shield that protected his thoughts from the children until he was ready to strike. In the meantime, the governments of the world coordinated air strikes against the towns dominated by the children; Midwich was last on the list for that night. A government agent warned the doctor to get out of town before the air raid hit; he ignored her warning and learned that one of the children--a boy name David--had changed somehow. Unlike the other children, he was not evil, nor was he emotionless. It became a race against time to save David and destroy his evil brothers and sisters.

The doctor allowed David's mother to smuggle her son out of Midwich, and returned to the other children with a high-explosive device. They bombarded his mind, attempting to discover his plan. They finally penetrated his formidable defenses, but it was too late. The bomb detonated and killed them all.

Or so it was thought.

2005: Aftermath

As he grew older, David was able to grant some enlightenment on the subject of what the children really were. Some of the information also came into the hands of the Seekers, who were absolutely repelled by what they found.

Midwich and its foreign equivalents were in truth a plot of the diabolic Nightlords! More specifically, the plan was developed and spread by the usually incompetent Lord Magog. It was, in fact, his incompetence (and the reduced power of the Nightlords before Dark Day) that caused the plan to fail so spectacularly. Instead of paying close attention to the plot and seeing it through, he abandoned the children to their own devices shortly after their creation.

These beings, known commonly as Midwich Children, are the result of combining dark sorcery with an unborn child. The child is granted great power, but is stripped of its basic humanity, causing it to become cold and distant. Children are always born in pairs (not to the same mother, but somehow they always know who is whose partner) and develop fast, reaching full mental maturity at about five years of age (although their powers manifest sporadically all through their infancy).

Their appearance is the result of a sick joke on the part of Lord Magog--he designed them to look like Guardians, without the uniformly blue eyes (but their "leaders" are always blue-eyed). The light that emanates from their eyes when they use their powers is another extension of that joke; Magog thought it terribly funny that he had created creatures of darkness which used light as their trademark.

The secret of their creation is just that--a secret. None of the other Nightlords--including the ones that went in with Magog on the original plan--know how to create Midwich Children. Speculation ranges from the fairly reasonable assumption that they are created through the combination of a human spirit with a fragment of his essence (similar to the Create Avatar power) to the totally unfounded (and totally untrue) rumor that the Magog has a link with the Dark and is using its power to create children for it!

Despite the fact that they are intrinsically emotionless, some aspect or facet of their partly human nature allows them to "learn" emotions. The most prominent of these "reformed" Children is David, the last of the original Midwich Children. He developed emotions when he realized that humans were just as valid (if not more so) a life form as his kind. This realization stemmed from his snubbing by the others of his kind after the death of his opposite number. When his kin wanted nothing to do with him, he spent more and more time with humans, developing sympathy and even love for them. David's mother smuggled him out of Midwich, and he spent years with her in learning about the human condition.

David's mother died on Dark Day at the claws of a rogue Ashmedai, which David slew only a moment later. As Dark Day passed, David came out of his mourning, knowing--feeling--that his "creators" had entered the world of light once more. He took the battle to the Nightlords and their minions, battling them at every turn, and has never regretted doing so; in his mind, it is the only proper way to honor his mother's memory.

David also learned in his travels that with the inception of Dark Day, Magog--ever lazy and trying to get the most out of any scheme--decided that his plan was a good one, deserving of another try. A dozen colonies of the "Midwich Children" were created on that day, all located in Magog's Earthly realm, the Midwest. With all the chaos and anarchy, few seemed surprised that entire towns had simply passed out and remained unconscious for the duration. No one investigated for too long after the event passed--the rest of the country was too busy going to hell in a handbasket.

A small number of Spook Squad members had access to the Midwich files (located under the code name of "The Cuckoo Incident"). After they discovered the new influx of Midwich Children, they made a cold-blooded calculation to kidnap several of the undeveloped infants. Figuring that such beings would be valuable tools (if trained properly) the Squad has had them raised in relatively normal environments, instructing the adoptive parents (usually deep-cover agents) never to tell the child of his or her true heritage. Such Children are being trained for utter loyalty to the Squad and the offensive use of their powers.

David has also learned of these new children. With fear in his heart, he spent time in one of their colonies. He decided that he himself was the best possible argument for keeping the children alive and has settled in that colony with the goal of teaching the children about benevolence and love. He has also made contact with two other towns of Children and visits them often. So far his lesson has been well received, and the caste/pairing system has broken down. But as the children blossom into their full power, who knows what will happen...(Note: If you wish to use David as an NPC in your campaign, here are his pertinent attributes: IQ 20, ME 23, MA 16, PS 5, PP 12, PE 9, PB 21, Spd 4; Scrupulous alignment; 3rd level Miwich Child. He appears to be a child of about eight or nine years of age, with blue eyes and blond hair. David's foster parents are members of the Seeker faction and are both 5th level Sorcerers; they know about the other colonies, but have taken no action against them yet. They genuinely care about David and his "students," and David loves them as well.)

### **Midwich Child RCC**

NPC Villain and optional player character

(Note: These beings are extremely powerful and inappropriate as players for some campaigns. If you as the GM decide that you don't feel comfortable allowing Midwich Children PCs, then don't.)

Alignment: Any except Principled and Anarchist, but almost all are Diabolic. Their detached nature means that the best alignment any Midwich Child can hope to achieve is Scrupulous. Their minds are too ordered and rational to become Anarchist.

Attributes: IQ 16+1d6; ME 18+2d4; MA 2d6; PS 2d4+2; PP 3d6; PE 3d6; PB 16+2d4; Spd 2d6. The small variation in attributes lends credence to the idea that all Children are cloned from a common source.

Hit Points: Standard; PE +1d6 per level

SDC: By physical skill bonuses only

Magic: None

PPE: Most PPE has been expended in the development of psychic powers; 1d6 remains

Psionics: Midwich Children are master psionics. Indeed, psionics are the way they do almost everything, from communicating with their own kind to destroying those that oppose them! Powers are detailed below.

ISP: see below

OCCs: Midwich Children RCC only



Horror Factor: Midwich Children are attractive, human-seeming children, but their cold demeanor and unnaturally white hair give them a horror factor of 9. If they use their powers in the presence of others and their glowing eyes are witnessed, this becomes 14.

Height: 36+3d6 inches (child height)

Weight: 55-100 lbs.

Description: Midwich Children are slim, white-haired children with a cool, almost cold detachment. They are completely logical, seeing everything as actions and consequences with no moral repercussions.

Considering themselves "higher" life forms, they look down on humans as little better than animals. Since humans are currently the dominant species on Earth, they must be destroyed to pave the way for the new species to take their place. It is the natural order of things. (None of the Midwich Children, with the exception of David and his young charges, are aware that they are actually tools and pawns of the Nightlords. Their desire for genocide does not extend to supernatural beings, considering them equals. Unfortunately for the Nightlords, because of Magog's sloppiness, this acceptance includes Nightbane and vampires!) "Reformed" or emotional Midwich Children are vastly different in terms of outlook and philosophy. Most of them (including David) see humans as the "parent species," a group that was treated badly by evolution and must be helped and guided wherever possible. David has instructed them to dye their hair and avoid using their powers unless necessary, so as better to fit in with the people around them and develop sympathy for them. Most receive the message well and do so, but an unfortunate tendency has been noticed by David: one out of every ten or fifteen Children not only accepts emotion, they go overboard and allow their emotions to control them. David is trying to give lessons in control, but without tampering with their minds (and he has completely foresworn this activity) it is slow going--some of them are more dangerous than their emotionless cousins!

Enemies: Midwich Children destroy all that oppose them.

Allies: Each other, and no one else. They may consider other supernaturals to be equals, but will be competitive and brusque with them and never fully trust them.

Average Life Span: Unknown. The oldest Midwich Child in existence, David, is only fifteen, but he still appears to be about eight or nine.

This could be due to some hormonal deficiency, or it could be a sign that Midwich Children age more slowly than humans. If the latter is true, then Midwich Children have life spans that could theoretically extend as long as three or four centuries. All Midwich Children besides David are now approaching their fifth birthday (traditionally the time when they take over their towns).

Habitat: Midwich Children live in various small towns scattered across the Midwest (Lord Magog's domain).

Natural Abilities: Midwich Children are very weak as far as physical skills and supernatural abilities go. Their one strength lays within the realm of the mind--psionics.

Midwich Children are master psionics with the following powers: Presence sense; see the invisible; sense magic; speed reading; telepathy; total recall; alter aura; nightvision; summon inner strength (triple normal cost); bio-manipulation; hypnotic suggestion; super-hypnotic suggestion (as per the vampire power); mind block auto-defense; mind bond; mind wipe; block breaker; gestalt circle; mentally possess others (possession). At levels five, ten, and fifteen, choose two more powers from any of the three lesser categories. Their ISP is equal to the ME attribute times ten, plus 5d6 per additional level of experience!

Midwich Children can telepathically communicate with each other at no cost, but only with members of their birth group (ie: each individual town). This communication has a range of one hundred miles!

Members of the same birth group can also mind bond at will when touching. This is used by normal Midwich Children to re-enforce the "hive-mind" and caste system, but David discourages its use by his young charges and prefers for them to develop their own distinct personalities.

Normal (emotionless) Midwich Children are impervious to empathy and empathic transmission. This is not a standard immunity, but results from the fact that normal Midwich Children really are emotionless, so there is nothing to read or influence.

Their newfound emotions lend "reformed" Midwich Children an increased spiritual strength and mental reserve. In addition to the RCC Bonuses listed below, the Children are +3 vs. all mental attacks, +5% vs. coma/death, and +1d6 MA.

RCC Bonuses: +1 vs. mental attack and psionics (but no ME bonuses); +10 vs. mind control; +4 vs. horror factor; +2 vs. poison/toxin.

RCC Skills:

Language/Literacy: English (98%)

Basic Math (98%)

Advanced Math (+25%)

Basic Electronics

First Aid

Concealment

Computer Operation (+10%)

Computer Programming (+5%)

Computer Hacking

Astronomy (+5%)

Biology (+15%)

Botany (+5%)

Chemistry (+15%)

Chemistry: Analytical (+5%)

Hand to Hand: Basic may be taken in place of three "other" skills. No other hand to hand skill may be chosen.

RCC Related Skills: Select ten other skills from the following list. Plus select two additional skills at levels three, six, nine, twelve, and fifteen.

Communications: None

Domestic: Any

Electrical: Any

Espionage: Any except Interrogation Techniques, Sniper, Tracking, and

Wilderness Survival

Mechanical: Any except Aircraft Mechanics and Weapons Engineer

Medical: Paramedic only

Military: Strategy/Tactics only

Physical: Athletics, Climbing, Gymnastics, Prowl, Running, and Swimming only (+5% where applicable)

Pilot: Automobile only (-15%)

Pilot Related: Any except Weapon Systems (+5%)

Rogue: Any except Streetwise (+5%)

Science: Any (+10%)

Tehnickal: Any (+10%)

WP: Knife, Revolver, and Automatic Pistol only

Wilderness: None

Secondary Skills: Choose five secondary skills from the above list.

These are additional areas of knowledge that do not receive the bonuses in parentheses (penalties still apply).

Equipment: Midwich Children could get just about anything they wanted through their manipulative powers. The "reformed" Midwich Children try to pretend that they are normal children with normal needs and gladly accept what their "parents" give them. Normal Midwich Children care little for possessions, except for computers which intellectually fascinate them ("It can think as fast as us and it has no emotions? There are possibilities here..."). Some are even contemplating the creation of an artificial intelligence to aid and protect them (they are still terribly vulnerable to physical dangers).

Money: As equipment. Normal Children tend to keep a communal stash of 1d4x10,000 dollars for emergencies. Most "reformed" Children have trust funds or banking accounts of 1d4x100 dollars, collected and saved from birthdays and Christmas.

XP: Use the Night Prince experience table

## Mind-Crusher R.C.C.

By:

[Jonathan Willis](#)

Related to Mind-Melters and Mind-Bleeders, the Mind-Crusher is a psychic mutation that can occur in virtually any non-magical humanoid, although it is most common in humans.

In essence the Mind-Crusher appears to be a psychic predator, attacking and killing with the power of its mind alone. It has a variety of unique powers that other psychics do not possess, as well as some 'standard' psionics.

**Psychic Powers:** Select any 4 Mind-Crusher powers from below, as well as 2 each from Healing, Sensitive and Physical, and 1 Super power.

At every level they gain 1 additional power from healing, sensitive or physical.

At every 3rd level they gain an additional Mind-Crusher power.

At every 5th level they gain an additional Super power.

**I.S.P.:** M.E.  $\times 2 + 4d6$ . Add 2d6 per level of experience.

**Attributes:** M.E. 12 or higher. A high P.S. and I.Q. are helpful but not required.

**Alignment:** Any, but typically Anarchist.

**Skills:** Select any 6 skills from Domestic, Physical, Weapon Pro's and Wilderness.

**Standard Equipment:** Suit of light body armour, energy rifle of choice, two melee weapons of choice, several sets of clothing, sleeping bag, compass, back pack, sunglasses or tinted goggles, air filter or gas mask, food rations for a week and personal items.

### Mind-Crusher Powers

#### Mind Ram

Range: Touch

Duration: 1d6 melees

I.S.P.: 10

Saving Throw: Standard, with a -4 penalty

A simple attempt to break down a Mind-Block. An opponent must be touched, but if this is successful they then must roll a saving throw (-4, so a 14 or higher for master psychics) and if this is failed the Mind-Block is then considered down for 1d6 melees. The Mind-Crusher will know if his/her attack worked but others will not unless they use psionic powers.

### **Mental Crush**

Range: Touch

Duration: 1d6 hours

I.S.P.: 25

Saving Throw: Standard

A powerful and useful power, the Mental Crush reduces the victim to a vegetable-like state. They will stand-still and cry if attacked, and can use no skills.

Dodge is possible, but with a -5 penalty. Juicers, Crazies, Cyber-Knights and Mutants get a +4 bonus to their save, and Borgs, Robots and supernatural creatures are immune.

### **Nega-Static**

Range: 50 feet

Duration: 1 melee

I.S.P.: 10 per melee

Saving Throw: Standard

The psychic creates an area of static. No psychic powers with a range will work; a Psychic must touch a subject to use the power and even then a save must be made or the power will not work. If a Psychic attempts to use a power and fails he/she still loses half the base I.S.P. cost.

Mind-Block Auto-Defense, and any other powers that affect only the person using them are not effected.

### **Mind-Barrier**

Range: 10 feet long wall

Duration: 1d6 melees

I.S.P.: 10

Saving Throw: None

The psychic creates a wall of psychic interference. No psionic power can cross the barrier, however it is easily detectable to all psychics.

Magical detection can cross the barrier, but the range is halved and any tracking ability is -20%.

### **Mind-Fire**

Range: 30 feet

Duration: 2 Melees

I.S.P.: 8

Saving Throw: Standard

A victim of this power feels incredible agony and pain, but only in his mind, there is no physical damage. Reduce attacks per melee by half, and is -5 to strike, parry and dodge. Spellcasting, psionics and skills use are impossible.

### **Phobia-Enhancement**

Range: 60 feet

Duration: 2d6 days

I.S.P.: 12

Saving Throw: Standard

This power enhances any one mental trait of the victim. A typical use is on a phobia, but it can also enhance any mental trait such as greed, vanity, overconfidence, lecherousness, bad tempers, bloodlust, laziness, an addiction, a desire, or a hatred. The victim must make a psionic save every time he wishes to ignore this affliction. GM judgement, but make this attribute a problem. This power only magnifies existing mental traits, psychics choice of which one.

### **Phobia-Creation**

Range: 20 feet

Duration: Permanent until removed

I.S.P.: 45

Saving Throw: Standard with -6 penalty

As above however this power is permanent, and does not require the victim to have the trait initially. The psychic can instill any mental trait he wants the victim to have. A successful use of Psychic Surgery and Psychic Diagnosis will remove the Phobia.

### **Mind-Cracker**

Range: 60 feet

Duration: Instantaneous

I.S.P.: 8

Saving Throw: Standard

This power removes a Mind-Block but only for a split second. The psychic may make 1 psionic attack on the victim before the Mind-Block is restored.

Other psychics may not try unless they are aware beforehand of the Mind-Cracker's attempt and can see both the victim and the Mind-Cracker.

This power can also work on Mind-Block Auto-Defense, however the I.S.P. cost is doubled (to 16).

### **Soul Destroyer**

Range: Touch

Duration: Permanent

I.S.P.: 50, plus the Mind-Cracker loses 2 points off I.Q. and 1 off M.E. permanently!

Saving Throw: Standard

Probably the most evil of the Mind-Cracker's powers, the Soul Destroyer is considered the depths of depravity by most honest psychics.

A victim literally has his/her soul destroyed. Reduced P.P.E. to 1d6, and the victim loses any psionic or magical abilities he/she had.

Also reduce I.Q. to 2d6, M.A. to 2d6, and M.E. to 1d6.

This power will work on minor supernatural beings, including dragons, were-beasts, brodkil and gargoyles however the I.S.P. cost increases to 80 and the user loses 2 additional points off I.Q. and 2 off M.E.

### **Soul Sucker**

Range: Touch

Duration: Permanent

I.S.P.: 30, plus the Mind-Cracker loses 1 point of I.Q.

Saving Throw: Standard

A less permanent version of the above. The person's "soul" is stored within an inanimate object. While the soul is stored the person is treated as if it had been destroyed, however the soul can only be trapped for 24 hours, or until the item is destroyed whichever comes first. The Mind-Cracker can extend the entrapment for another 24 hours by expending an additional 20 I.S.P. per day, however every day the soul gets a save (standard) to attempt to escape.

## **Mind Master I**

By:

Carla Van Wagoner

acecarla@cts.com

### **Mind Master**

**Alignments:** ANY

**Attributes:**

IQ:4D6(3D6) ME:5D6 MA:3D6 PS:2D6(3D6) MAX 10(15) PP:3D6 PE:3D6 PB:3D6 Spd:2D6

**SDC:** 2D4\*10

**PPE:** 6D6

**ISP:** 1D4\*10+2D6+ME

**Advantages**

**See through Magical Metamorphosis**-The Mind Master can see through Dragon Metamorphosis, Changeling Metamorphosis, and any other illusionary Metamorphosis.

**Animal Appearance**-the mind masters do not look human, they take the appearance of animals on the particular worlds they are born on, earth being the most common. Attributes in the ( ) are if the creature is supposed to be powerful like lions or dinosaurs. They also gain the animals natural abilities (GMs don't be to nice)

**Disadvantages**

Takes double damage from magical attacks and beings

**Bonuses**

+2 Save vs psionics in addition to 1/2 ME bonus

+3 save vs magic in addition to PE bonuses

Psionics: Players select 2 Psionics from each of the minor areas. GMs select 2 super and 2 special psionics from Phase psionics or mind bleeders. receives 2 minor(players choice) or 1 Gm selection powers

Player may substitute 4 minor, 2 super, or 2 special powers for the special ability of any PCC. Examples include Psi-Stalkers, Simvan, Burster, etc.

Player may substitute all psionics but 1 minor and receive bionic augmentation. Player receives 2 limbs with 2 accessories each, 1 eye, one jawbone(if not N&SS, use on other cybernetic) and one more cybernetic.

### **OCC Skills**

American, Euro, and 2 other languages of choice at 98%

Literacy in 2 Languages of choice(+20%)

Computer operation(+10%)

Basic Electronics(+5%)

Basic Math(+15%)

Acrobatics or Gymnastics(+10%)

Running

WP Energy Pistol

H to H Expert

Can be updated to H to H Niko lor at the cost of 2 OCC related skills

### **OCC Related**

Select 4 skills. select 2 additional skills at levels 3,6,8,10,11,14, and 15

Communications(any)

Computer (any)

Domestic(any)(+5%)

Electrical(Computer Repair only)

Espionage(ANY but sniper)(+13%)

Mechanical(any but each counts as 2 skills)

Medical:First Aid, Paramedic, and holistic Medicine only)

Military(Any)

Physical(2 MAX)

Pilot(limited to ground vehicles and jet pack NO ROBOTS)(+5%)

Pilot related(none)

Rouge(any)(+25%)

Science(any)(+5%)

Technical(any)(+20%)

Temple(N&SS)(any)(+10% fasting)

Wilderness(any)(+10%)

WP(any but heavy and energy heavy)

### **Secondary**

select 5. No physical skills

Starting Credits 3D6\*100 + 1D6\*1000 IN BLACK MARKET ITEMS

Starting equipment

Personal Basics

CD player

Audio video disc recorder

1D6 Blank discs

5 Pre rifts CDs in addition to black market items

Lap top computer

one energy weapon of choice

2 ancient weapons of choice

1 suit of light MDC armor

## **Mind Master II**

By:

Hades and Greek Co.

guardiancorp@hotmail.com

The mind master came from a technologically advanced world.

Unfortunately, being humaniod, the mechanoids hunted them down. They call themselves mind masters mainly because they are the masters of the mind. They have Castes in which they are born in. They also look like humaniod animals, like dog boys.

IQ:4D6

ME:5D6

MA:4D6

PB:2D6

Flyers have their spd doubled when flying

Skills all Mind Masters have

Lang/Lit English 98%

Basic Math 98%

Lore Psionics (+25%)

HtoH Expert (Only type, can not be upgraded)

### **CASTES**

these are the major castes

#### **Warrior**

PS:4D6

PP:4D6

PE:3D6+3

SPD:3D6

SDC:6D6

ISP:5D6

Skills:

Boxing

Wrestling

Computer operation (+15)

wilderness survival (+30)

Trap Construction (+40)

Prowl (+30)

select 3 ancient weapons

#### **Mechanic**

PS:3D6

PP:3D6

PE:3D6

SPD:3D6

SDC:3D6

ISP:1D6\*10

Mechanical Engineering (+15)

Advanced Math (+10)

Computer Repair (+10%)

Basic Electronics (+15%)

Basic Radio (+25%)

Select 1 Mechanical (+15%)

select one Piloting (see limitations below)(+15%)

select 3 weapons skills

(Can also get more skills in the electrical and mechanical at +10 on both skill sections)

#### **Scientist**

PS:2D6

PP:2D6

PE:3D6

SPD:2D6

SDC:2D6

ISP:2D6\*10

Select 3 Science skills (+25%)

select 1 military skill(+15%)

select 1 mechanical skill(+10%)

Language/literacy Ancient Greek 98%

Language/literacy technocan 98%

History (NEW) (select one area)(+25%)

select 2 weapon skills

Special

PS:3D6

PP:3D6

PE:5D6

SPD:3D6

SDC:5D6

Skills: Select 2 weapons. Also see Psionics

#### **PSIONICS:**

**Warrior:** select 2 from Physical and Sensitive. Also, gain mind block auto defence, Bio-Regeneration super, and one more super power. Also gains Psi-Bow, Psi Axe, or Psi sword. Damage is as Cyberknight.

(more on the Psi bow and Axe later)

**Mechanic:** Select 2 healer, 1 physical, 1 sensitive, in addition to Telemechanics, object read, and mind block.

**Scientist:** select 2 physical, 2 sensitive, and one healer, in addition to Object read, PPE shield, and Impurvios to heat or cold (depending on the character)

**Special:** The mind melter of psionics. Select 2 Phase powers, 2 mind bleeders, 3 healer, 5 sensitive, and 2 physical. Also gain 1 of the 7 super Kinesis powers.(more on the other types of kinesis later). sacrifice 2 minor or 1 major (super) psionic for one skill, player's choice. Skills can not be gained at later levels (except for normal Mind master skills, IE secondary)

Regardless of caste, at every even level, gain 1 minor psionic. Also gain 1 super at levels 3,7,10,13, and 15. Special Psionics also gain one mind bleeder or one phase power at levels 3, 5, 8, 10 12, 14, and 16..

#### **PCC Related**

These are for all Caste members

Communications:any +5%

Computers:(N&SS) any +5% (+15% to Computer operations)

Domestic:any +10%

Electrical:computer repair only +15%

Espionage:any but sniper +13

Mechanical: Automotive only

Medical:Any +10%

Military:any -10% (+10 for warriors)

Physical: any but boxing

Pilot: Land, jet packs and boats only NO ROBOTS OR PA! +5%

Pilot related:any

Rogue: any +25% (Who knows why, they are just good at being thieves)

Science:any -10% (+15% for Science)

Technical:any +20 on lores and languages

Temple (N&SS) any

Weapon: any but heavy and energy heavy

Wilderness:any +20%

**Secondary skills:** select 5 from the above list.

**Items:** Each caste has it's own section for items and credits

**Warrior:** see head hunter

**Scientist:**see rogue scientist

**Mechanic:**see Operator

**Special:**see mind melter

#### **New Skills**

**History:** This skill is the extensive study of the past. Archiology gains a +30% because of the specialisation. This includes identifying items, recognising key figures of that time, and mostly useless facts.

Times you can pick from

Atlantean

Roman era

Greek Era

1600s to 1800s

1900s to 2000s

golden age

time of darkness

WoD

Robo tech

Nightsbane

PA 1- PA 100

## **Mogara R.C.C.**

By:

[Dustin M](#)

The Mogara are an extremely brutal and warlike race that is driven to conquer other species. To the Mogara, the only good way to die to die in battle for the greater good of the Mogaraian Star Empire.

Having evolved into a matriarchal society, the females of the species are the leaders of The Empire. As such, they make up the vast majority of all The Empire's officers. This works out well for The Empire as female Mogara are superior both intellectually and physically, and not as mindlessly violent and aggressive as male Mogara. The males of the species comprise the majority of The

Empire's Mobil Infantry grunts.

At the summit of The Empire's hierarchy, the Queen. She has final say in all matters pertaining to The Empire and her orders are fanatically followed to the letter with an almost religious zeal.

Mogaraian Mobile Infantry Detachments are composed of three squads of nine male Mogara, with each squad being commanded by a female Mogara. In addition to their advanced weaponry and savage cunning, the Mogara have the ability to create personal force fields, making them immensely harder to kill.

These aliens are considered to be supernatural in nature.

### **Female Mogaraian**

**Alignment:** Any, but tend toward anarchist and miscreant. All Mogara are fanatically loyal to the Queen and The Mogaraian Star Empire.

**Attributes:** The number of dice rolled is as designated: I.Q.: 2D6+10, M.E.: 4D6+2, M.A.: 4D6, P.S.: 4D6+10, P.P.: 4D6+8, P.E.: 4D6+8, P.B.: 2D6, SPD.: 5D6.

**M.D.C.:** 4D4\*10+20

**Horror Factor:** 14

**P.P.E.:** 1D4\*10

**Natural Abilities:** Exceptional long range vision (able to read a street sign from three miles), M.D.C. body plating, supernatural strength and endurance, and the ability to create incredibly powerful force fields (100 M.D.C. per P.E. point).

**Combat:** Two plus those gained from hand to hand combat skills and boxing.

**Bonuses:** +6 to save vs horror factor, plus those gained from attributes and skill bonuses.

**Damage:** Variable depending on P.S. attribute. See supernatural strength chart.

**Magic:** None

**Psionics:** None

**Bionics:** None

**O.C.C.:** May choose from Headhunter, Special Forces, or CS military equivalents. However, the Mogara never get bionics!

**Skills of Note:** Language: Mogaraian 98%, Literacy: Mogaraian 98%, and Mathematics: Basic 98%.

**Level of Experience:** Player characters use the same experience table as the Borg.

**Average Life Span:** 300 to 500 years.

**Enemies:** None per se; dislike and bully those weaker than themselves.

**Allies:** None per se.

**Size:** 10ft to 12ft (3m to 3.6m).

**Weight:** 450 lb to 650 lb (205kg to 295kg).

**Appearance:** A giant reptilian humanoid with red eyes and tusks.

### **Male Mogaraian**

**Alignment:** Any, but tend toward anarchist and miscreant.

**Attributes:** The number of dice rolled is as designated: I.Q.: 2D6, M.E.: 2D6, M.A.: 2D6, P.S.: 5D6+10, P.P.: 4D6+6, P.E.: 4D6+6, P.B.: 2D6, SPD.: 6D6.



**M.D.C.:** 4D4\*10

**Horror Factor:** 12

**P.P.E.:** 1D4\*10

**Natural Abilities:** M.D.C. body plating, supernatural strength, ability to create force fields (100 M.D.C. per P.E. point), poisonous bite, which takes effect in 10 minutes, causes nausea and a terrible headache. Victim is -2 to strike, parry, and dodge for 24 hours unless a saving throw is made. The poisonous effect from several bites are NOT accumulative.

**Combat:** Two plus those gained from hand to hand combat skills and boxing.

**Bonuses:** +5 to save vs horror factor, plus those gained from attributes and skill bonuses.

**Damage:** Variable depending on P.S. attribute. See supernatural strength chart.

**Magic:** None

**Psionics:** None

**Bionics:** None

**O.C.C.:** May choose from Headhunter or the equivalent of the CS Grunt. However, the Mogara never get bionics!

**Skills of Note:** Language: Mogaraian 98% and Literacy: Mogaraian 80%.

**Level of Experience:** Player characters use the same experience table as the Psi-Stalker.

**Frenzy:** All male Mogara are short tempered and prone to bouts of mindless violence. Select a Frenzy from the Crazy O.C.C.

**Average Life Span:** 300 to 500 years.

**Enemies:** None per se; dislike and bully those weaker than themselves.

**Allies:** None per se.

**Size:** 8 ft to 10 ft (2.4 m to 3 m).

**Weight:** 350 lb to 550 lb (160 kg to 250 kg).

**Appearance:** A giant reptilian humanoid with red eyes and tusks.

### **Mogaraian Technology**

#### **Giant Antigrav Disc**

Maximum Speed: 240 mph (288km), max altitude is 1200 ft (365.7m)

Maximum Weight Allowance: 1000 lb (454.5kg)

M.D.C.: 50

#### **Giant Vibro-Knife**

Mega-Damage: 2D6 M.D.

M.D.C.: 20

#### **Giant Vibro-Sword**

Mega-Damage: 4D6 M.D.

M.D.C.: 50

#### **Giant Ion Pistol**

Mega-Damage: 4D6 M.D.

Rate of Fire: Aimed, Burst, Wild; see modern Weapon Proficiencies.

Maximum Effective Range: 1000 ft (304.8m)

Payload: 15 shot light E-Clip, or 30 shot heavy E-Clip

M.D.C.: 24

### **Giant Variable-Frequency Laser Rifle**

Mega-Damage: 8D6 M.D.

Rate of Fire: Aimed, Burst, Wild; see modern Weapon Proficiencies.

Maximum Effective Range: 5000 ft (1524m)

Payload: 15 shot light E-Clip, 30 shot heavy E-Clip, or 60 shot assault clip.

M.D.C.: 55

### **Mogara Battle Armor**

M.D.C.: 200

Weight: 46 lb (20.8kg)

Prowl Penalty: -15%

## **Mok (also Motak) R.C.C.**

By:

[Tony Figueroa](#)

These ancestors of the brutan are monstrous in appearance. Covered in brown or tan fur, their incredibly strong muscles still stand out. They look less human than brutans in other ways as well. Their head is adorned with a golden mane, and their face is an almost featureless black save the sharp white teeth and eyes.

Moks, sometimes called motaks, are animalistic and savage, yet most are gentle creatures when unprovoked. Attributed to their primitive minds is their fear of bodies of water. They can learn to swim although it is uncommon. Technology is another area they don't do well in. It confuses and frustrates them, and when frustrated, moks tend to react violently. They've been known to tear vehicles apart while trying to learn to drive them.

Other disadvantages they have are a susceptibility to cold and a mistrust of magic. Their weakness to cold isn't lethal enough to merit taking extra damage from cold/ice attacks, but they do suffer more pain from it.

In combat, moks prefer their fists or claws to weapons although they aren't adverse to throwing things. They can hurl rocks incredibly fast or can toss an automobile atop their enemy.

Languages are also a problem for them. They are only capable of making roaring and guttural growling. The mok language is very basic. They are capable of understanding more advanced language though, and others can learn their language as it is very simple although loud.

**Attributes:** IQ: 1D6, ME: 1D6, MA: 2D6, PS: 8D6, PP: 3D6, PE: 5D6, PB: 2D6, Spd: 4D6

### **Nightvision**

**Height:** 6'+4d6"

**Weight:** 220+3d6x10 lb.

**Punches** start at 1d6 SDC damage.

**Base Skills:** They automatically get the following skills: body building, boxing, running, wrestling, sports, and hand to hand ultraviolet. Basic math isn't included in the automatic skills for them.

Their carry/lift ratio is 200/400x their PS in pounds.

### **Example RCC Mok on Race Creation Table:**

**Attributes:** IQ: 1D6, ME: 1D6, MA: 3D6, PS: 8D6, PP: 3D6, PE: 5D6, PB: 2D6, Spd: 4D6

**Features:** 2 arms, 2 hands, claws on each hand, head, 2 eyes, mouth, nose, 2 ears, thermal vision both eyes, 2 legs, carry/lift ratio 200/400x PS in pounds = 3 CP, RDC Body and punch with either hand(claw) does 1d6x10 MD = 28 CP, +15d6 PS, -2 IQ and ME, +2 PE, -1 PB, +1 Spd, +1 CP for unable to speak language other than native, +1 CP = +1D6 physical skills rather than +1D6 to IQ

## **RCC Mok Warrior:**

**Attributes:** IQ: 1D6, ME: 1D6, MA: 3D6, PS: 2D6x10, PP: 3D6, PE: 5D6, PB: 2D6, Spd: 4D6

**M.D.C.:** 1D4x50+50 (+10 PLA)

**Skills:** Same as OCC Capable Mok skills

**Carry/Lift Ratio** = 400/800x PS in pounds

**Damage:** Punch/Kick 1d6x10 MD, Power Punch/Kick (2 APM) 2d6x10 MD

These moks were accepted by a Pool of Power during one of the most famous mok rituals performed by their tribes in the Gemineye Woods. To be chosen by a Pool is a great honor to them, and the Chosen Ones receive much prestige.

## **Morian's Gargoyles R.C.C.**

By:

[Len Maxwell](#)

The hermit immortal wizard Morian lives in a pocket dimension created for him by a semi-powerful being named Twinsen. Although Morian has near complete control of his (Rhode Island sized) dimension, he still insisted in recruiting protection. Though he was deeply rooted in magic, Morian turned to his extensive knowledge of genetics to create guardians for his fortress/dimension/home.

Morian was inspired by the image of the mythic Gargoyle, and immediately began his work. What Morian created was the best he could hope for. The winged, human-faced Gargoyles had unbreakable loyalty as well as honed instincts and human intelligence. After many years of tinkering, Morian had completed his genetic model. Morian has personally created around 200 non-procreating Gargoyles since his final revisions, each bearing deep nobility, and a sense of guardianship.

**Appearance:** Although the Gargoyles range greatly in size and appearance, they have many common features. All are either gray (90%), red (5%), blue (3%), or black (2%) skinned. All have pupil-less eyes of various shapes. Due to a genetic (fluke?) their eyes glow when they are passionate or enraged. All have giant, bat like wings which are only strong enough for gliding. The wings are flexible enough to be wrapped around the body as a cloak when not in use. All have thick tails, mainly to balance and steer in flight. The tail is not prehensile but is strong as the legs and can be used to hit enemies (or sweep). All except very few (flawed?) have all-black or all-white hair, usually long and straight. All have particularly strong legs which have long, three toed feet. The foot has an opposable claw on the heel; because of this, the Gargoyle stands kind of on the balls of its feet, forcing it to bend its legs. The hands are three fingered plus a human-like opposable thumb. The claws (hand and foot) are hard and sharp, enough to climb with. Many Gargoyles also have a build and face which looks as if it has been hewn from stone, a genetically predisposed trait. Morian's abilities allowed him to guide the appearance of the Gargoyles to elven-equivalent handsomeness/beauty.

**Alignment:** Alignments range from principled to diabolic, but all are loyal to Morian (genetically presupposed). Any found to be not loyal are immediately (honorably) exiled to a random dimension (like Rifts or Nexus or Phase World).

**Attributes:** IQ: 2D6+2, PP: 16+2D6, ME: 3D6+1, PE: 18+2D4, MA: 2D6+2, PB: 4D6+5, PS: 20+3D6, Spd: 5D6+5 running (all attributes considered supernatural, incl. PS)

**Mega-Damage (In MDC worlds):** 1D4x100 + 1D6x10

**SDC (In SDC worlds):** exactly same as MDC

**Hit Points (all worlds):** 1D6x10+40

**Natural AR (In SDC worlds):** 8 (strikes below 8 do no damage)

**Horror Factor:** 3 (not very menacing if they don't want to be, actually handsome to most humans). 8 (when enraged and not on your side).

**P.P.E.:** 0 (Untraceable by PPE, fruitless to Psi-Stalkers and PPE Vampires see Note)

**I.S.P.:** 0 (Same as PPE, it's because PPE doesn't exist in his dimension where he creates them)

**Psionics:** None, can't learn.

**Magic:** None, can't learn, but can use enchanted weapons.

**Height:** 6' - 20' (Gargoyles above 8' are quite rare, though)

**Wingspan:** 10' - 25'

**Weight:** 600 - 3000 lb.

**Sex:** Females are rare but existent, and usually very beautiful. All Gargoyles are sterile (no equipment) and personally created by Morian. They are "born" at 1/2 full size from eggs (they are warm-blooded, though). Females look definitively female, and are usually slightly smaller than their male brethren. The males usually raise male young and the females, female young. (all young are created by Morian, though)

**Attacks:** 3 + hand to hand + other bonuses

**Damage:** See supernatural PS chart (page 22 Rifts Conv. Book)

**Bonuses:** +2 initiative, +1 strike, +2 parry/dodge, +3 dodge in flight, +6 vs. HF, +4 vs. all magic.

**Life Span:** 1000 - 2000 years natural life (don't age much biologically, though)

**Natural Abilities:**

Winged flight (gliding). Speed depends on environment and weather. Can dive pretty fast.

Perfect night vision, can see 1' tall object at 1.5 miles. Can see easily in zero light conditions.

Natural heat vision. The Gargoyles have uniquely engineered sight. Their vision is selective, controlled by a specialized area of the brain. If the Gargoyle can see something normally, it will appear normal. If the Gargoyle can't see the object but can see the heat, that is what he/she will see. The Gargoyle can see in different modes simultaneously.

Leap 40' (50' with run), or 120' (wings, 200' with run).

Thick, agile tail; not prehensile, but can be used in combat. Various lengths.

Does not breathe, does not sleep, does not eat (see Night Shift). Regenerates at 20 MDC per hour.

Also see random abilities.

**Innate Skills** (Genetically implanted and/or learned):

American 98% / Lit. American 98%

One other language 70% / Lit 70%

Track humanoids +15%

Detect Ambush +10%

Detect Concealment +10%

Prowl +15%

1 Ancient WP (plus paired if applicable)

Intelligence +10%

10 Secondary skills +5%

Hand to Hand : Any but Assassin

**Night Shift:** Due to some genetic imbalance or flaw, all Gargoyles can only function during night-time (however long that is). It doesn't matter to Morian because day in his dimension is 4 hours. At dawn, the Gargoyle turns to indestructible stone. In this stasis, the Gargoyle regenerates completely, and regains energy needed to survive. Even during the four hour day, Morian's Gargoyles regenerate completely. This is why Gargoyles need no sleep, food, or oxygen. They are a truly strange creature, since they are not magical by Palladium's standards. It is a natural, genetically determined attribute.

&nbsp; Morian sees this attribute as both advantage and disadvantage, and will not tamper with it. All Gargoyles must seek an inconspicuous hiding place or habitat near dawn. The Gargoyles are bred (by genetics and common sense) not to get caught out in the open at dawn. Many find shelter upon Gothic buildings in cities or in deep caves away from civilization. Incidentally, two hours is the minimum time a Gargoyle needs to regenerate. Even though they are indestructible when stone, they can be picked up and moved (while in stone they retain their normal weight), and placed into a trap, or set for ambush.

**Random Abilities:** Due to slight variation in genetic traits and reactions, some Gargoyles have particular strengths/weaknesses/differences.

Roll on the first table, then the second.

Number of rolls on second table:

01-60 One

61-90 Two

91-99 Three

00 Four

### Random Abilities:

**00-10 Awareness** - A combination of instinctive senses which allow the Gargoyle to be aware of any movement within their radius. A lot like Zanshin. Radius begins at 4' and increases by 2' per level. Cannot be surprised from behind. By judging the movements of an attacker before they attack (done automatically), the Gargoyle can dodge without penalty if being attacked from behind. Adds +3 to initiative.

**11-22 Berserker Disposition** - Gargoyle has an extra set of adrenal glands which are triggered only when the Gargoyle is beyond anger. The eyes will brighten noticeably, a warning to all opponents. Temporarily adds 4 to PS, 2 to PP (not likely to dodge much, though), 8 to PE, 10 to Spd. The rage usually lasts 10+2D6 minutes or until Gargoyle is sufficiently restrained and calmed, or all enemies are bloody pulp. After any rage (more than 4 minutes), the Gargoyle will be noticeably fatigued, and will not function as well until the next day. This fatigue is not extreme, just enough to take 1 or 2 from the occasional bonus.

**23-28 Speed Burst** - Adds 2D6+10 to Spd for bursts of 2 to 3 minutes. +2 dodge while "bursting."

**29-34 Enhanced Wings** - Can now fly (not glide) at Spd 1D6x10+10, faster if diving.

**35-41 Enhanced Physical Attribute** - roll 1D6 : 1 - PS; 2 - PP; 3 - PE; 4 - Spd; 5-6 - PB. Then roll 1D4+4 and add it to that attribute.

**42-47 Enhanced Mental Attribute** - roll 1D4 : 1-2 - IQ; 3 - ME; 4 - MA. Then roll 2D6+4 and add it to that attribute.

**48-54 Enhanced Horror Factor** - Exudes an aura of intimidation and awe, always HF 12

**55-63 Weird Hair Color** (player choice).

**64-71 Weird Eye Color** (player choice). Many Gargoyles with this have eyes which change color to suit their mood. It is instinctive and cannot be controlled unless the emotion can be controlled. The eyes increasingly glow according to how angry/passionate they are as well.

**72-78 Weird Skin Color** (player choice).

**79-86 Elbow Spike** - A short, thick, spike which sticks out of the elbow. Add 1D6 dice to normal punch damage if elbow is used (can't be used with power punch).

**87-90 Knee Spike** - Same as Elbow spike, adds 1D8 dice to kick damage if knee is used (can't be used w/ power kick).

**91-94 Ambidextrous** - All Gargoyles are supposed to have this, but apparently it didn't work as expected. Means they can use both hands equally skillfully and without penalty.

**95-00 Spectrum Eyes** - Can see into ultraviolet and infrared in addition to heat. The Gargoyle always sees ultraviolet and infrared. Eyes will appear to chaotically change colors. The extra abilities of infrared and ultraviolet tie into his natural vision like the heat vision does.

**Note:** Gargoyles will have an unpredictable reaction to a vampire's bite. Some will become a vampire/Gargoyle hybrid, others will die immediately, others will be unaffected. There are three known hybrids in Rifts America, all very dangerous and lethal.

**Second Note:** Morian's Gargoyles are intended as player characters. If the Gargoyle wishes to go out and explore, Morian will usually oblige and provide him/her with the essentials, on the condition that the Gargoyle return to service for at least the last 100 years or so before the end of his natural life span. Morian, though he is a hermit, has plenty of contacts in the outside world and likes to keep tabs on his prodigies. A few of his Gargoyles were sent away because they were early creations not yet up to standard. Others were less than his standards of loyalty and/or ability and were honorably sent away. Morian can easily open a Rift/Portal to send a Gargoyle to nearly any known world he approves of.

**Adventurers:** All player characters will be the ones which request to leave and are obliged by Morian. Most of the time the Gargoyle will be sent to Rifts earth (easiest portal to make). Morian will give the Gargoyle 2000 credits (cash? ); a cloak, cape, or coat ; a backpack ; 20' heavy rope ; one or a pair of ancient weapons according to their WP, and an energy weapon of choice (within reason) if they know how to use it. Gargoyles also usually have a small collection of personal items by the time they leave, and Morian always gives each Gargoyle a unique keepsake to identify them by. Morian will also lecture them at length on the attributes of the world he/she is about to enter, and many stern warnings not to get caught out at dawn.

**Third Note:** Gargoyles have no PPE or ISP in Palladium terms. If a Psi-Stalker, PPE-Vampire, or ISP Vampire tries to take the nonexistent energy, it will result in a disorientating backlash to the drainer (because of their strange nature). The Gargoyle will then be immediately aware of the attempt.

It is because of the uniqueness of the dimension (Morian's world) they were born in.

# Molock Enforcer R.C.C.

**By:**

hidari kiki

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This was written in response to Ruiner's observation that a "Molock Enforcer" was mentioned in the racial breakdown of Naruni Enterprises on page 44 of Phase World but never fully described anywhere.

Since CJ Carella is no longer in a position to correct his omission, I respectfully submit that this could be printed either in the "oops" section of the Palladium webpage or in the Rifter.

hidarikiki

## Molock Enforcer R.C.C.

Molock Enforcers are Naruni Enterprises' line troops, the organic equivalent of the Repo-Bot. They do not have quite the fearsome reputation of the robots because they are very rarely sent on collection missions, but they are highly visible, serving as security forces in all Naruni facilities. They are only slightly taller than humans but more massively built and (more importantly) protected with natural mega-damage armor in the form of square scales. They are not supernatural, but are strong, tough, and well trained.

The origin of the Molock Enforcers is unknown to all save Naruni. They have no homeworld, at least not in the explored regions of the Three Galaxies. They barely exist outside the employ of Naruni Enterprises - Naruni seems to think that all Molock are property of the company, and rebels are hunted down by their own kin. They don't seem to have a culture of their own - they are workaholics who spend nearly every waking moment on the job. They don't seem to enjoy socializing or any form of entertainment not related to their jobs (they do like

In addition to their function as guards and line soldiers, Molock Enforcers are also a large part of the pilots in Naruni's private navy. They also take special forces duty - it's not quite their style, but they're much better at it than the Repo-Bots are.

**Alignment:** Abberant, with very rare exceptions. Loyalty to Naruni is a prime feature.

**Attributes:** I.Q. 2D6+2, M.E. 3D6, M.A. 1D6, P.S. 4D6+6, P.P. 3D6, P.E. 5D6+4, P.B. 2D6, Spd 4D6+6

**Size:** 6 to 6.5 feet tall

**Weight:** 225 to 325 pounds, all muscle.

**M.D.C.:** Natural armor plating 100+5D6 M.D.C., A.R. 19 (there are seams).

**S.D.C.:** 20 S.D.C. plus those gained from O.C.C. bonuses and skills.

**Hit Points:** Standard, P.E. plus 1D6 per level.

**P.P.E.:** 3D4

**Average Life Span:** Barring violent death, a Molock could live to be 150 years old, but their physical abilities being to degenerate at around 80-100 and they are ceremoniously killed by their kin.

**Natural Abilities:** Exceptionally strong, tough, and fast. Nightvision 90 ft. Has natural M.D. plating. Note: This plating does not regenerate, but it can be repaired using M.D. epoxy or metal, up to its original amount.

**Experience Level:** 2 to 5 for the average soldier, 6 to 9 for officers, higher for veteran officers.

**Psionic Powers:** Minor only (15% chance)

**Magic Powers:** None

**Combat:** By training (always has training), plus one additional attack.

**Damage:** Standard

**Bonuses:** +3 to initiative, +1 to strike, parry, and dodge, and one extra attack per melee, in addition to attribute, O.C.C., and skill bonuses.

**Vulnerabilities/Penalties:** Not terribly bright, lousy personalities.

**O.C.C.s:** Most are the same effective O.C.C. as the Repo-Bot for the purposes of skills. See Phase World pages 46-48. Molocks are screened for flying ability during training, and those that pass become Turbo-Jockeys for the purposes of skills, although the social information is irrelevant. In addition to these skills, all Naruni-trained Molocks have Sharpshooting: Energy Rifle.

**Alliances and Allies:** Naruni Enterprises, unless one is fool enough to go rogue.

**Enemies:** Any enemies of Naruni.

**Appearance:** Hairless humanoids, slightly larger than humans, covered with square scales of varying sizes. Colors range from brown to dark green to grey, often mixed together.

**Weapons and Armor:** Molocks favor energy weapons over melee weapons, and most often use Naruni Plasma Cartridge weapons. All Naruni-employed Molocks are issued an NE-4 Plasma Cartridge Pistol as a standard sidearm and two NE-28R Micro-Missile Wrist Launchers. They are assigned various additional weaponry depending on the mission: NE-10 or NE-95 for standard guard duty, NE-200 or NE-800R for heavier jobs, and NE-75H for sniper missions (rare).

Mollocks rarely wear armor unless stealth is required, in which case they are issued NE-C20 Camouflage Variable Armor (see Mercenaries page 124). They do wear Naruni Force Fields, however, usually N-F50A Superheavy.

## Monochromage O.C.C.

By:

Looney

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MONOCHROMAGE O.C.C. based on TtGD, a truly awesome book, and the polarized view of magic from history.

To the best of humanity's current understanding, magic is a sort of living energy field, capable of evolution (into spells and similar effects, and sometimes even beyond that) and reproduction, but it has no intelligence, no self-awareness, of its own. And yet, throughout human history, magic has been seen as polarized in ethical directions, making it either "good" or "evil." Why? Long before humanity existed, a long, protracted series of wars consumed the Megaverse, known to some as the Wars of Light and Darkness. Limited versions of these wars have spilled over, flaring up again and again throughout recent (recent that is, in a universal time span) history. The Nightwar was one such conflict; on one side were the ascendant human sorcerers who would be called the Ba'al-ze-Neckt, and their armies (mostly magical constructs, supernatural beings, and still-human mages), and on the other, the so-called Champions of Light (supernatural creatures of a good alignment, beings like the Guardians, the Nightspawn, and the last of the Atlantean demon hunting legions). During this battle, the hideous and insane magicks and monsters unleashed by the Ba'al and the destruction they caused became legendary, and even when all memory of the ancient battle had been wiped out, the evil and horrific potential of magic demonstrated in that conflict was passed on into the annals of humanity. And as time went on, the more magic was viewed as evil, so that by the close of the Dark Ages, much of the world had forgotten or forsaken their magical inheritance, and inheritance that became less and less powerful as the years rolled on. It became even worse under the Christian dominion, with the polarized view of religion. Magic was no longer an elemental thing, coming from nature; instead, it was a power given either by God (which is Good without one of the Os) or the Devil (evil with a D at the front), and if you weren't on God's side, you were evil (which made all the people who didn't even believe in the Christian version of God, like the Wicca and other pagans, evil). The sorcerous Black and White Magicians, now commonly called Monochromages (or just Monomages), believed they drew their power from the sorcerous crap they chanted, and the intricate, but meaningless rituals they performed. They believed that their powers came from either a source that was good, White, or evil, Black. And they were wrong. Well... they were right about some things. As ineffectual as their rituals and spells seem now when people read them just to see what happens, they served a very useful purpose to the individual mage who used them; a psychological crutch, which was a necessity in the mage they cast. And the "source" of their magic was truly Black or White, even though magic itself wasn't.

Thoroughly confused? Well, lets have a little history lesson, and maybe you'll understand Monochromages a bit better. Earth is old. Old, old, old, probably older than science tells us today. Indeed, in the face of some evidence available today, the estimate of 100,000 years for Homo Sapiens and a million or two earlier for other species is quite laughable. It may have only been in the last 4,000 years that humans preserved their magic knowledge in any physical way, but that certainly doesn't mean we haven't been casting magic for a lot longer than that. The Nightwar, for example, was back 12,000 or more years before us; and the Fall of Atlantis and Nazca was even further back. And what about the creatures we share our earth with, the demons, vampire, angels, devils, and gods of our legends, you think they came here because of us? Lets be reasonable! Earth has been inhabited by sentient life, native or extraterrestrial (or extradimensional) since even before its surface cooled. And you can bet, lots of these things casted magic. And whenever you try to cast a spell, there's a chance that something will get messed up and you'll miscast it...

Miscast spells have the best chance to evolve into something greater, because they frequently don't have any effect beyond a light show, or some other, lesser distraction to waste their energy on. Consequently, they can just escape, and in time, find a source of P.P.E. to feed on and grow off of; often a ley line or other source of geo-psychic energy, but something a living creature. To this day there exist sleeping spell fragments from the earliest periods of earth's existence. They sit, unaffected by Dark Day and purely human problems, drawing on whatever energy they can find, and wait until they can gather enough to give themselves a more permanent, corporeal state. Waiting for the power to continue...

Now are you understanding Monochromages a little better? There are all these disembodied energy creatures, unnoticed by even the most trained third eye of an Immortal, masquerading as just a little bit of P.P.E. on a ley. Creatures that could be potentially good, evil, or selfish, depending on what happens to them in the future and what kind of spell they were originally intended as. Monochromages are the result of a union between a young human with a high P.P.E. base and the belief in magic, and one of these spirit-creatures. The entity is attracted by the character's high psychic level and desire for magical power, and in a process usually facilitated by the initiation of the young mage into some kind of bogus magical order and the feelings generated by such an initiation, the two bond together. The living magick leaves with enough of the character's P.P.E. base to help it live longer or assume a physical body (occasionally a neophyte Monochromage will come home to find a strange creature or a naked human living in their house. With a "thank you," the creature departs), and the new Monochromage get magic knowledge related to the original spell imprinted on their Essence. Once this first bonding occurs, the mage can begin to learn magic as most classes would,

through study, or through mystical enlightenment, although the powers the Monomage gains and the course their life takes will depend greatly on the alignment and views of the creature they bonded with, for the two have left an impression on each other.

Although many Monochromages after Dark Day have developed their powers the "traditional" way, usually by joining some fake "occult order" (like the O.T.O. or the Golden Dawn) or "fringe religious organization" (a cult)(G.M. Note: Both cults and groups like the Golden Dawn are being harshly, but secretly persecuted by the NSB, because of people like Monochromages, and because "occult secrets" are always going to attract the curious, including people with real magic powers, and those who would try to fight the Ba'al), there are some who recognize what has happened to them, and even a few who intentionally go courting disembodied magicks, knowing full well the personality changes that can result from bonding with one of these strange creatures...

#### **Rifts® Notes:**

When the ley lines flared and civilization crumbled with the Great Cataclysm, the shear energy released had profound effects on the nature of magic on Earth. Not the least of which was the fact that every ancient spell that had been miscast or had survived, suddenly flared back to life and exploded with power. Overnight it seemed, the unintelligent life-fragments of aeons gone by awakened, and evolved into a much more powerful creature, usually by possessing an immature physical form, or building one out of the energy they now had access too. Many became normal people, intentionally losing all their special powers, while others taught their structure to mages. In just a few years, all the ancient magicks were gone; evolved into a higher form, or escaped through the tears in reality.

This would not have been a problem, and the practice of Black and White Magic could have gone on, but global power levels stayed high, and show no signs of abating at any time in the foreseeable future. The old spells were gone, and the new were not suitable for the use of the Monomages any longer; instead of sticking around and gathering P.P.E. for decades, miscast spells almost always found enough energy to evolve a consciousness and take on a shape. Magic was more powerful, but the consequences of miscasting it were much, much more dire; dozens of deaths occur in Tolkeen, Lazlo, and the Federation of Magic each year from the ravens of miscast spells that assume a physical form and slay their creators for his/her mystic energy, often while they is still being cast. Now, the only

Monochromages on Earth are those who have arrived from another dimension, or those who have survived since the coming of the Rifts.

#### **O.C.C. Abilities & Bonuses**

1. Sense Ley Lines and Nexus Points: The same power as the one under the Sorcerer O.C.C. in the Nightspawn RPG; it begins as a vague feeling whenever the character is close to a point of geo-psychic energy, but as the Monochromage begins to understand what is causing this feeling and works to cultivate that power, it blossoms into a full-fledged ability.

2. Initial Spell Knowledge: A first level Monochromage has only basic knowledge gained from the spell s/he bonded with, but is still the match of any other first level practitioner of magic. Select a spell from levels 10-15 as the base spell; things like Metamorphosis: Superior, Wards, Curse (any of them), Summon Storm, and Close Rift work well, while Teleport: Superior, Id Barrier, Talisman, Protection Circle: Superior, and Bind Nightspawn probably wouldn't. Then, select spells based off of the general powers involved in the original spell; for example, Close Rift or Dimensional Portal would have related lower-level spells like Call Creature of Light, Time Slip, Sense Evil, and Sense P.P.E., while Restoration would have Heal Wounds, Negate Poisons/Toxins, Cure Illness, and even Breathe Without Air and Sense P.P.E. and others that might not be readily applicable. Select a total of seven related spells from levels one through four, and an additional three from levels five through nine. Note that even spells from other disciplines, like Fleshsculpting magic and Mirrormage spells can be used. At each level after the first, an additional related spell is selected from a level of magic equal to or less than the mage's current level. These spells, all stemmed from the same "base" spells, led some older mages to believe that such characters were "gifted" in a special area (summoning or dimensional magicks, or healing, for example), and in a way, they are.

3. Learning New Spells: Once Empowered, a Monochromage is capable of learning new spells from their chosen discipline, but CANNOT, EVER bond with another living spell. Once bonded, they can never go back. New spells that don't relate to the "base" spell must be bought or learned as normal.

4. Magic Bonuses: +3 to save vs magic, +4 to save vs possession and mind control, +2 to save vs psychic powers.

5. P.P.E.: Monochromages are living batteries of mystic energy, but because they have been partially drained by a living magick, they are not quite as energized as most mages. Base P.P.E.: The P.E. attribute X2 plus 1D4X10, plus 4D4 per level of experience.

**Attribute Requirements:** None; the disembodied spells and magical forces that empower the Monochromages are not picky, they are not intelligent enough to be.

**Alignment:** Principled, scrupulous, unprincipled, or anarchist for a White Monochromage, and anarchist, miscreant, aberrant, or diabolic for a Black Monochromage.

#### **O.C.C. Skills:**

Language and Literacy: Native 98%

Math: Basic

Lore: Demons and Monsters (+20%)

Lore: Geomancy and Lines of Power (usually picked while the character is looking for stray spells to bond with, or granted subconsciously by a spirit-force, +10%)



Principles of Magic (+10%)

Holistic Medicine (+15%)

Hand to hand: Basic can be selected as one "other" skill, hand to hand: expert at the cost of two, or martial arts (or assassin if a Black Monomage) for the cost of three O.C.C. Related skills.

**O.C.C. Related Skills:** Select eight other skills. Plus select one additional skill at levels two, four, seven, nine, twelve, and fourteen.

All new skills start at level one proficiency. Skills should reflect the immortal's background. Game masters should feel free to disallow any skill that makes no sense given the character's history -- or allow a character to get a restricted skill if the player can come up with a good enough reason for it.

Communications: Radio: Basic and Cryptography only.

Domestic: Any (+5%)

Electrical: Basic Electronics only.

Espionage: Wilderness Survival only.

Mechanical: Basic and Automotive Mechanics only.

Medical: First aid and paramedic only.

Military: None

Physical: Any (+5% when applicable)

Pilot: Any reasonable

Pilot Related: Any

Rogue: Any

Science: Any (+5%)

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The Monochromage also gets to select four secondary skills. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated on the list.

**Standard Equipment:** Varies. Most Monochromages will own a small house (suburban mages) or a medium-sized apartment (urban mages), a personal computer, backpack/knapsack, mirror, portable CD player or radio, work, casual, and dress clothes, an inexpensive car or motorcycle, and other useful items.

**Money:** 2D6X100+200 in cash, 5D4X1000 in property (probably includes things like a car/motorcycle, a computer, and other typical equipment).

## The Monteverde Angels

By:

Gabriel

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### THE MONTEVEDE ANGELS

"Raphael was an astonishingly handsome man, with strong, regular features, longish golden hair, broad shoulders and a well-developed body. Behind him, hooked over a chair specially built to accommodate them, his gold-tinged wings rose to the height of a man, then gracefully trailed to the floor. He was smiling, and everyone seated near him seemed to gaze at him with rapture and adoration."

- *Archangel*, by Sharon Shinn

The History of the Monteverde

The Monteverde Angels are beautiful beings, seemingly the hand of the gods upon the mortal plane. They are not to be confused with the Spirits of Light (Cherubim, Seraph, Ariel, and Tharsis), although they may be related. In fact, upon close study of the Monteverde's background, both historical and genetic, it turns out that they were genetically engineered. The Monteverde are a cross between normal humans and an yet unknown supernatural creature, possibly an Ariel.

Until recently, no one knew who created the Monteverde. It turns out that they did it to themselves!

Upon a distant planet believed to be their homeworld, scholars have found temples housing statues of angelic beings. Their history has

become known once more. The truth is that the humans of Monteverde wished to be like the beings they worshipped and re-engineered their entire race to reflect this. They went from being normal humans to incredibly resilient demi-gods. Their wings spread across the sky and their shadows darkened the ground. Their race entered a golden age of science and peace. They spread across the Megaverse, bringing their light wherever they went. And then the Jel-Kenor struck.

When the True Atlanteans' dimensional experiment went awry, it had repercussions throughout the Megaverse. Upon the world of Monteverde, dimensional doorways thought long closed opened once more, releasing a horde of mutated demons who rampaged across the world. Nearly the entire race of Monteverde returned to their homeworld to fight these creatures, but even with their

incredible science they weren't able to stop them. The Jel-Kenor destroyed everything that lived upon Monteverde and it was finally up to an armada of star ships to scorch the planet from orbit, destroying all but the most fortified sections of the planet.

The surviving Monteverde Angels scattered across the Megaverse, becoming nomads. They had lost their science and their home. Many became simple people on primitive worlds. The Monteverde have always been a peaceful people, but in the violent Megaverse many have become champions of justice. In the world of RIFTS, many have become Cyber-Knights, while on Nightbane Earth a small group have joined the Lightbringers. On the world of Palladium a group fights alongside Rurga against the Wolfen tribes. There are very few Fallen Angels; most are hunted down by the Monteverde or imprisoned so that they cannot harm the innocent. Since their scattering, Angels have turned to music for consolation. Their already spectacular voices are honed from birth until they are some of the most magnificent vocalists in the Megaverse. They often raise villagers' hopes by leading them in song. Although the Monteverde Angels have beautiful voices, some have learned to play instruments. Instruments are usually limited to simple recorders or flutes because of the purity of the sound. A few have learned to play stringed instruments so that they may also sing, but the sound isn't as good.

Note that the Monteverde are not creatures of magic. They are mortal creatures of flesh and blood, albeit long lived and extraordinarily resilient due to their supernatural heritage. One mundane but important facet of life for the Angels (or any winged humanoid) is chairs. With large wings sprouting from their backs, they must have specially designed chair backs to accommodate their wings. They generally take the form of a very thin chair back which projects upwards between their wings. Another is the aspect of clothing and armor. Most Angels do not like to wear billowing clothes like dresses and cloaks (their wings interfere in the case of cloaks). Instead they often wear tight fitting leathers for flying. Most armor is too encumbering to wear while flying, so unless it is magic lightweight armor the heaviest they wear is studded leather. As for weapons, most Angels prefer swords and spears over chain weapons or axes. In modern worlds laser weapons are preferred due to their light weight. Some Angels like Ion weapons because of their similarity with lightning, something all Angels respect.

### **The Monteverde Angels**

**Alignment:** 70% good, 25% selfish, 5% evil

**Attributes:** IQ: 3D6, ME: 3D6, MA: 4D6, PS: 3D6+4, PP: 4D6, PE: 3D6+4, PB: 5D6, SPD: 3D6 running or 2D4x10+40 mph flying

**Hit Points:** PE+1D6 per level

**SDC:** Varies depending on the magic level of the world. See the

#### **Conversion notes.**

**Natural Armor Rating:** Generally none, but see Conversion notes.

**Awe Factor:** The Angel's awe factor is equal to 1/2 their PB + 4

**PPE:** 1D6x10

**Natural Abilities:** Fly for a number of hours equal to their PE, eagle-like vision (can read a sign 2 miles away), heal at a rate of 4D6 HP/SDC per day. Resistant to cold due to superheated blood (takes 1/2 damage from cold based attacks) which allows them to survive in temperatures down to -25 degrees Fahrenheit (their average body temperature is 125 degrees Fahrenheit). Nightvision slightly better than humans', 20' range. Impervious to mundane disease (non-magical). In addition, cybernetics are automatically rejected by their bodies, often leading to a painful death!

**Magic Abilities:** None unless a magic OCC is chosen. Add the OCC's PPE to the Angel's base to reflect their higher potential.

**Psionic Abilities:** Standard, about the same as humans.

**Combat:** Two attacks per melee plus those gained from hand to hand training (the same as normal humans).

**Bonuses:** +4 to save vs. horror factor, +2 to save vs. possession & mind control. +4 to dodge while in flight. All are in addition to attribute bonuses.

**Average Life Span:** Angels live for an AVERAGE of 5000 years. Some have been known to live to be 10,000 years old! It is possible that they can although this is simply a myth. Maybe.

**OCCs:** Any OCC or PCC is available to the Angel, as long as it makes sense. For example, an Angel CANNOT be in the Coalition Military, nor can they be a Nightspawn Sorcerer.

**Skills of Note:** All Monteverde have the voices of, well, angels. Consequently, they automatically gain the skill of Sing with a bonus of +30%. Most are well educated and literate.

**Habitat:** Can be found anywhere in the Megaverse, although a great number have made their way to RIFTS and Nightbane Earth as well as the world of Palladium.

**Enemies:** The Nightlords, minions of the Old Ones, Supernatural Intelligences, and other evil creatures.

**Allies:** The Spirits of Light, priests, warriors of the light, etc.

**Physical Appearance:** Their coloring, hair and other variables are like that of humans, but they have enormous wings sprouting from their shoulder blades with wing spans up to 20 feet across (although 15-17 feet is closer to the average). The feathers are often in shades of white, tan, or golden colors. The Angels are an extremely beautiful people.

**Height:** Standard human, although they tend to be tall and slim (5'8" average for females, 6'0" for males).

**Weight:** Varies, from 110-220lbs depending on size and gender.

#### **Conversion Notes:**

**RIFTS®:** In RIFTS Earth the Monteverde Angels find their abilities heightened quite a bit due to the large amount of magic energy and their quasi-supernatural nature. Angels have an amount of SDC equal to 1D4x100+150 in addition to and physical skills or OCC bonuses. In addition, they gain a natural AR of 14 (not applicable against mega-damage weaponry). Any armor they wear must be

specially modified to accommodate their wings. Their wings must be kept uncovered if they want to fly, so the only way to protect them is by magic or a forcefield. In addition, the armor must weigh less than 30lbs (any heavier and it is too bulky to fly in).

**Nightbane.:** Due to the heightened magic levels, Angels have 2D6x10+30 SDC in Post-Dark Day Earth. They are actively persecuted by the Nightlords, and strangely enough, some Guardians. Why? No one knows. Or at least no one has said.

**Palladium Fantasy RPG.:** Because of the relatively low level of magic on the world of Palladium (and for game balance), Angels only have 4D6+30 SDC plus that gained from physical skills or OCC bonuses.

**Heroes Unlimited.:** Because of the relatively low level of magic in the HU universe, Angels only have 4D6+10 SDC plus that gained from physical skills or OCC bonuses. Angels are able to have super powers, however they are EXTREMELY rare because of the engineered genetic structure. Any powers should be manifested because of accidents or experiments.

## Most Dangerous Soldier (MDS) O.C.C.

By:

[Hugh King](#)

The Most Dangerous Soldiers are genetically engineered soldiers who are trained experts in all forms of combat. They were developed as super-soldiers by the old superpowers, and are incredibly resourceful, cunning and dangerous in the extreme. They usually rely heavily on stealth, surprise and guile. There are many stories of a single MDS taking on an entire enemy platoon, and winning!

They proved to be too good at combat, however, developing an obsession with war and combat. The MDS soldiers were found to be responsible for acts prolonging war and initiating combat with non-hostile forces.

The military tricked the MDS soldiers into entering cryogenic sleep, but stored them away in secret military bunkers, in case they were needed some day as a last resort. In the world of Rifts Earth, many of these MDS soldiers have awakened to an Earth filled with conflict, war, combat, supernatural monsters and seemingly unending deadly opponents. This is an Earth they will thrive on.

A few unconfirmed reports had Naruni Enterprises indirectly using a few MDS soldiers (before Naruni was driven from North America) as one way of keeping battles and conflicts active between small kingdoms.

MDS soldiers never settle down, continually seeking danger and battle until they are killed. MDS soldiers also never form into groups, a sole MDS will be the most encountered at any one time, in any particular group.

### MDS Abilities (gained through genetic engineering)

1. Heightened intelligence, +1D4 IQ
2. Heightened endurance +4D6 SDC, +1d6 hit points, +1d4 PE
3. Increased strength, +1D6 PS
4. Increased reflexes, +1d4 PP, +1 melee attack
5. Increased speed, +2D6 Spd
6. Bonuses. +2 initiative, +2 vs psionics (iron will)
7. Insanity - All MDS soldiers have an obsession with war/combat/battle, they constantly seek it out or instigate it if none is to be found
8. MDS soldiers also gain insanities at levels 5 and 11, mainly associated with violence

\*optional\* - if you use Horror Factor as based on reputation, to anyone who knows about MD soldiers they have a HF 10 (unlikely, info on them might possibly be in some old military computer files, under high security clearance - even then, they must recognize the MDS, most likely by dog tags)

**Alignment:** Virtually all selfish or evil

**Attribute Requirements:** IQ 11, ME 11, PS 13, PP 13, PE 13

### O.C.C. Skills:

Language: American (98%)

Literacy: American (+10%)

Math: Basic (+10%)

Electronic Countermeasures (+10%)

Armorer (+15%)

Military Fortification (+20%)

Radio: Scramblers (+10%)

Detect Ambush (+20%)

Detect Concealment (+15%)  
Intelligence (+15%)  
Sniper  
Demolitions (+20%)  
Demolitions: Disposal (+20%)  
Athletics  
Boxing  
Prowl (+15%)  
Climbing (+10%)  
Weapon Systems (+10%)  
WP (choose 4)  
Hand to Hand Commando

**O.C.C. Related:** Pick 4 skills, plus 2 more each at levels 3, 6, 9, and 12

Communications: Any (+5%)  
Domestic: None  
Electrical: Basic only  
Espionage: Any (+15%)  
Mechanical: Automotive and Basic only  
Medical: First Aid only (+5%)  
Military: Any (+20%)  
Pilot: Any (+10%)  
Pilot Related: Any (+10%)  
Physical: Any except Gymnastics (+10%)  
Rogue: Any  
Technical: any except Art, Photography and Writing  
Weapon: Any  
Wilderness: None

**Secondary:** Also gets 4 secondary skills, with the above restrictions but without the bonuses; two more each can be selected at levels 4, 8 and 13

**Equipment:** Suit of light or heavy body armor or MDS Battle Armor, energy rifle and energy pistol of choice, 4 e-clips for each, 1D4 grenades, survival knife, both robot medical kits, utility belt, air filter & gas mask, canteen and maybe another weapon or two.

MDS soldiers seldom know how to use robots or power armor initially, but can learn if they can find someone to teach them. However, they dislike relying heavily on computers and sensors, so they rarely learn these skills, instead using stealth and guerrilla warfare, and exoskeletons or heavy body armor for stand-up battles. Note that although they do not generally use sensors heavily, they are experts at fooling all manner of them. Any robots or PA learned (unlikely) will be fast, mobile units with primarily simple sensors. Vehicle will likely be either MDS Battle Armor or a small, fast vehicle like hovercycles.

**Money:** MDS soldiers have very little value for money, rarely have more than 2D4x100 cr at any one time

**Cybernetics:** None to start, and avoid bionics and enhancement, prefer to use "their own two hands". Generally dislikes bionic augmentation. An MDS will consider basic, minor cybernetics, typically along the lines of clock & compass.

**Other Notes:** It can be assumed the MDS has already foraged somewhat and acquired some basic modern weapons, (see equipment) as well as familiarity with them, or it can be role-played. MDS soldiers adapt to modern weapons and the increased firepower in 2D4 weeks. Until then all skills dealing with technology are at -15%.

## Movie Star OCC

By:  
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### MOVIE STAR/ACTION HERO OCC (Scholar/Adventurer) based on Rifts

"What do we have to go back to? We've no jobs, no money, no place to live, no friends, no women, no self-respect. Back there the Three Amigos are already dead. Here, we can be the Three Amigos for real..."

In order to keep the gullible masses in line, the Coalition Government, and the NGR to a lesser degree, have reinstated a former method of mind control that was popular in the Pre-Rifts American Empire. To keep them away from tasks and hobbies that required actual thought, the CS Propaganda department has created Coalition Pictures, a movie-making company. This company produces mainly action and comedy films, all heavily slanted towards making the CS look good only to a slightly lesser degree than the Pre-Golden Age cartoon show Roger Ramjet made the American Empire look good. Action films typically show CS troops fighting against evil magic-users and massive underground organizations run by Rogue Scholars. Agents from Tolkeen/Lazlo and mad scientists are also favorite villains. Comedies are just as mindless and pretty much cover the same subject matter as their Pre-Rifts American counterparts. The only dramas ever made are historical dramas based pretty much on the Coalition's war against the Federation of Magic and CS expansion (films are just now being made on the Juicer Uprisings). The people who star in and work on these films walk a dangerous line. Being in such close proximity to the Propaganda Department, some people stand a chance of learning just what the Department is shovelling around. Movie stars in Rifts make a fairly decent amount of money, and that keeps most from asking innocent questions. There are a few stars, though, who are accidentally born with an slightly inquisitive nature that somehow makes it through the personality screening that Coalition Pictures runs on all its stars. They may ask a simple question that leads them into trouble with the brass, such as "If all these guys want is books, why are they attacking our troops first?," and will get them kicked out of the company. They'll be closely watched for a while, but the heat will die off eventually. Actors who can't work for CP can't work at all. The character will be stuck with skills that are of little use in the real world, and a background of even less use. Fans of their movies may ask them to do personal appearances, both in and out of character, but getting fired pretty much means the end of their livelihood. They must choose between learning a new trade or, insanely, trying to make their way in the real world with the skills they already have. For some reason, most movie stars aren't bright enough to realize that they can't make it and try to go on what they know.

**ATTRIBUTE REQUIREMENTS:** MA of 14 of higher

**OCC SKILLS:**

Speak Native Language - 98%

Acting (NEW) (+15%)

Dance (+10%)

Sing (+10%)

Performance (JU) (+20%)

TV/Video

Disguise (+10%)

First Aid

HTH combat can be selected as an OCC Related or Secondary skill. Basic counts as one skill and Martial Arts as three.

Expert, Assassin and Commando are not available.

**OCC RELATED SKILLS:** Select eleven other skills. Gets two additional skills at every third level, starting at level one.

Communications: Radio: Basic only

Domestic: Any (+10%)

Electrical: Basic Electronics only

Espionage: None

Mechanical: Basic Mechanics only

Medical: Hollistic Medicine only

Military: None

Physical: Any, except Wrestling

Pilot: Any (PA, Robots, and Military vehicles are at -10%)

Pilot Related: Any

Rogue: Any (-10%)

Science: Basic Math only

Technical: Any (Literacy and Writing can only be chosen at third level and up) (+10%)

W.P.: Any

Wilderness: Any, but can only be chosen at third level and up.

**SECONDARY SKILLS:** Select seven from the previous list. No bonuses

**STANDARD EQUIPMENT:**

Starts with many sets of fashionable clothing, an apartment in a fashionable part of a large CS city, and reasonable personal possessions. The apartment will disappear rapidly, as the character no longer has a job to pay the rent with.

Other equipment will include tinted goggles or sunglasses, survival knife, 6 wooden stakes plus mallet, flashlight, tent, sleeping bag and pillow, knapsack, backpack, utility belt, canteen, emergency food rations (three weeks worth), RMK Medical kit, and personal items.

Starts with no weapons, other than the survival knife and hatchet. Body armor will be of some heavy type, probably a CS knockoff or Gladiator armor. These guys have had bodyguards for the past several years and haven't had need of big guns, but occasional assassination attempts are not unheard of. Vehicle will be of some non-military type, fast and fashionable.

**MONEY:** Starts with 3D6x1000 in credits and no Black Market sellable items.

**CYBERNETICS:** Starts with none, but isn't opposed to cybernetics in general.

**EXPERIENCE TABLE:** Use the City Rat/Vagabond XP Table

## Munchkin-Killer O.C.C.

By:  
Steven Willis  
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Here is one of my own creations that I found. This is for all the GMs who need some way to get rid of munchkin PCs. Read it, use it in your campaign, tell me what you think. It has never been play-tested before, so feel welcome to do so.

### MUNCHKIN-KILLER O.C.C.

This O.C.C. is designed to get rid of any munchkin players in your game. A WARNING THOUGH: This class is munchkin itself, but is worth it to get rid of munchkin PCs. Also, the reason for all the skills is to ensure that the Munchkin-Killer is the ultimate killer. They are transformed into psionic, mega-damage killers. They are a combination of secret agent spy, military specialist, and hunter all put into one.

**O.C.C. BONUSES:** +3D6 to all attributes (all attributes must be a minimum of 20), +6 to initiative, +5 to strike, parry, and dodge, Automatic Dodge, +10 to save vs. psionics/mind control/possession, +10 to save vs. Magic

**ALIGNMENT:** Can be anything, but Anarchist, or any Evil is recommended.

**M.D.C.:** 4D6x10+10. Add 1D4x10 per level.

### O.C.C. SKILLS:

Cryptography +10  
Radio: Basic +10  
Electrical Engineer +10  
Detect Ambush +5  
Detect Concealment +5  
Disguise +10  
Escape Artist +10  
Intelligence +15  
Pick Locks +5  
Sniper  
Tracking +15  
Mechanical Engineer +5  
Paramedic +10  
Demolitions +10  
Demolitions Disposal +10  
Climbing +5  
Prowl +15  
Pilot: Three of Choice +10  
Streetwise +15  
Chemistry +5  
Language: Choose Three +10  
Literacy: Choose Three +10  
W.P.: Four of Choice

**O.C.C. RELATED SKILLS:** Choose ten related skills, and one additional at levels 2, 4, 6, 8, 10, 12, and 14. Can select any skill. No bonus.

**SECONDARY SKILLS:** Select eight secondary skills.

**STANDARD EQUIPMENT:** Whatever the NPC had from a former class. Plus, four energy weapons, four non-energy, and four ancient weapons of choice. Five extra clips/e-clips for each weapon.

**MONEY:** 2D10x1000 credits, plus 3D10x1000 in black market items.

**I.S.P.:** 2D4x10 plus any from a former class.

**PSIONICS:** Mind Block Auto-Defense, Induce Sleep, Empathy, Telepathy, Empathic Transmission, Bio-Manipulation, and Hypnotic Suggestion

# Mutant RoadRunner R.C.C.

By:

Acid Blue

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## Mutant Road Runner R.C.C.©

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While searching for super fast mutants, the Achilles project worked with roadrunners as a possible genetic source. It worked in that it gave the resulting genetics specimen incredible speed, but they had no "super" powers. Therefore, only a few made. One of the amazing powers of the specimens was their ability to mate with almost any species with the same reproductive system as a human.

Like the other mutant animals, though, since the coming of the rifts they have manifested some unusual powers. Unlike most of the others, the roadrunner OEs love to venture beyond their home in the Achilles Republic. They most frequently wonder the world in search of adventure and love. They are the modern day ladies man despite their mutant appearance they are quite beautiful to most people.

They were originally developed to be the genetic equivalent to the juicers/crazies but without the drawbacks of insanity and a short life span. The roadrunner was chosen because of its great speed agility and it was a triumph in that area and they were almost human enough to make them more easy to work into a normal military unit. Even though all this was a plus they did not work out do to their more powerful bird counter parts. Their appearance is that of a humanoid with small feathers covering the body, they have a human upper body (beside the feathers) and human hands with short claws, their legs are humanoid down to the knee where their legs are bird like they have three huge claws (avg. 4 inches) and their heads are small with a long thin beak. They have no wings.

Alignment: any, but lean towards honorable alignments due to their upbringing.

**M.D.C.:** none

**S.D.C.:** 2D6X10+2D6 a level

**Hit Points:** P.E.+5 a level

**Attributes:**

I.Q.:2D8 M.E.:2D6 M.A.:3D6 P.S.:3D6 P.P.:5D6 P.E.:3D6 P.B.:4D6 S.P.D:1D6X10+60

**Size:** 5 To 7 Feet Tall

**Weight:** 120 To 260 LBS.

**P.P.E.:** 2D10

**Averages life span:** through their genetic engineering they have a long life span 145 years

**Natural Abilities:**

1. Super charge body: By spending 10 I.S.P. the mutant can send their body into overdrive!

They gain + 10 P.S. and +40 to speed they don't fatigue and can not be surprised .add 20 ft to leap and +2 initiative.

Cost: 10 I.S.P. lasts 5 min per level; when it wears off the mutant feel somewhat tired, reduce melee attacks by half and ^strike ,parry ,dodge.

2. Harden Body: this power turns the mutants S.D.C. + H.P. into M.D.C.

Cost: 30 I.S.P. lasts

2 Min. Per level.

3. Heightened senses: can hear 20% wider band of decibels can not be surprised unless successful prowls roll at -20% are made.

4. Base I.S.P. 3D6X10 +me + 2D6 per level.

5. Other Psionics: at first level the character can select six powers from any one of any categories except super. The character can select ONE new power from any category but super for each two levels after the first (ie; one at level 2,4,6,8,10,12, and 14 )

**Experience Level:** use the dog boy table from the first book.

**Combat:** As per skill

**Damage:** beak 2d6 s.d.c. ( m. d. when charged)

Claws add 5d6 s. d. c. to open hand strike(m. d. when charged)

Feet claws do 1d6x10 s. d. c. (m. d. when charged) add STR damage to all.

**Bonuses:** +2 initiative (can't be surprised)

**Psionics Powers:** See above

**Magic Powers:** none

**Vulnerabilities/Penalties:** must consume 3500 calories a day or suffer same side effects as starvation

**R.C.C Skills:**

See juicer in first book +

LAN: Creole 98%

Lore psychic (+20)

Lore demon/monster (+20)

**R.C.C. Related skills:**

10 skills from the categories that the wilderness scout and juicer can choose from (all +10%) Note: don't use wilderness scout or juicer bonuses for skills. + Choose 2 new skills at levels 4, 6, 8, and 15.

**Secondary skills:**

5 secondary skills from same categories as before (no bonuses)

Weapons and Equipment: starts with NG-S2 survival pack, backpack, 1 vibro-blade, 2 silver knives, 2 small sacks, 3 hand grenades, 1 rifle, 2 pistols (auto or energy), 4 clips for each weapon.

**Money:** 3d6x100 credits

## Mystic Knight O.C.C.

By:

[Jason Bridgman](#)

The Mystic Knight was an order created by a group of Prometheans, Cosmo-Knights, and powerful spell casters of good alignment and intentions as a force to defend the megaverse against any and all threats. Men and women of all races were asked to join this force of light in an otherwise dark universe.

The Mystic Knight is the product of these beings, a creation which has access to magic, psychic powers, and even phase powers, while also being highly trained in physical combat. While the Knights have access to a wide range of powers, they are the masters of none, except for perhaps their ability to utilize all of their powers for the most effect. The training the Knights receive from many supernatural beings has allowed them to accomplish amazing physical feats, although many believe that magic and psionics are used to enhance their normal physical abilities.

While not all members of the order are Mystic Knights, the majority are. Those beings that are not Mystic Knights are usually powerful beings in their own right. Very few Mystic Knights turn to evil. All those that do are hunted down and slain. The few evil Knights that exist are vastly powerful, able to repel or avoid all attempts by the order to destroy them.

All races are welcome to join the order, but the requirements are harsh. The requirements include being at least a latent psychic or mystic, high physical and mental attributes, and above all, a dedication to the forces of goodness.

Each candidate is probed by an unknown means, and all attempts to deceive the scan have failed (many believe a supernatural power or god of goodness supports the order).

**Attribute Requirements:** Minimum P.S. and P.E. of 13, P.P. and M.E. of 14, and I.Q. of 12. Also, see bonuses below.

**Typical Alignments:** Principled and Scrupulous are most common, although many Knights are Unprincipled.

**O.C.C. Abilities and Bonuses:**

1. **Attribute Bonuses:** +2 to P.S., P.E. and Spd. +1d6 to P.P. and +1d4x10 S.D.C. (or +4d6 M.D.C. if M.D.C. race). These bonuses are in addition to those gained through physical training and those based on race.
2. **Combat Bonuses:** +1 to initiative, +5 to parry and dodge, +1 to strike. All bonuses are in addition to attribute and skill bonuses.
3. **Resistance Bonuses:** +3 to save vs. magic and psionic attacks, +1 to save vs. poisons and toxins.
4. **Magic:** Choose 8 spells from levels 1-6 or any Temporal Magic spell. Add two spells at levels 2, 4, and six. At levels 7, 9, 12, 14, and 15 add one new spell from any level (subject to G.M. approval).  
P.P.E.: 2d4x10+P.E.+10 per level after first.
5. **Psionics:** Choose 5 powers from sensitive, physical, or healing plus two super-psionic powers or phase powers! (Excluding psi-sword and close rifts which are not available to level four.) Add 1 power of any type at level 4, 7, 9, and 12. I.S.P.: 1d6x10+10+M.E.+8 per level after first.
6. **Supernatural Physical Feats:** The Mystic Knights uses a unique psionic ability and physical training to accomplish amazing physical feats. The Knight can leap their P.P. attribute in feet from a standing position. Add 15 feet up or 30 feet across with a running start. The Knight can also parry energy and rail gun blasts with a sword (must be able to withstand the damage). There is no penalty when the knight attempts to parry long range attacks, but he only gains half of his normal bonus to parry. Mystic knights are so talented at this that they can even parry energy bursts, but must roll to parry each blast, maximum 8 blasts per burst. At third level the knight can parry energy blasts with his hands (but not rail guns). This requires 5 I.S.P. per attack parried (a single blast or a burst of up to 8 blasts is one attack).

**O.C.C. Skills:**

Two Languages of choice (+15%)

Radio: Basic (+10%)

Acrobatics or Gymnastics (pick one) (+5%)



Pilot: pick two (except robot) (+10%)  
W.P.: Sword  
W.P.: pick two  
Hand to Hand: Martial Arts or Assassin (pick one)

**O.C.C. Related Skills:** Select 12 other skills. Plus select one additional skill at levels three, six, ten, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)  
Domestic: Any.  
Electrical: Basic electronics only.  
Espionage: Any (+10%)  
Mechanical: Basic and automobile only (+5%)  
Medical: First aid or paramedic only.  
Military: Any.  
Physical: Any.  
Pilot: Any except robot (+10%)  
Pilot Related: Any (+5%)  
Rogue: Any.  
Science: Math only (+5%)  
Technical: Any.  
W.P.: Any.  
Wilderness: Any.

**Secondary Skills:** The character also gets to select five 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 (any, only, none) as previously indicated in the list.

**Standard Equipment:** Mega-damage body armor (any type) including magic armor (at the G.M.'s option), a mega-damage sword(s) (Laser/energy and magic are most common, but vibro, phase, and mega-damage alloy swords are also used. A lesser rune sword or simple holy weapon may also be used at the G.M.'s option. Tattoo magic swords are popular now amongst human and atlantean knights.), an assortment of weapons depending on weapon skills (psi-weapons and techno-wizardry are common). Air filter and gas mask, mini-oxygen tank (15 minutes of air), laser distancer, binoculars and/or assorted optic systems, cross/holy symbol, and additional personal equipment of choice (within reason). Also has extra ammo/e-clips for weapons.

**Traditional Garb:** A set of robes worn over mega-damage body armor, usually black, brown, or white. Robes usually include a hood and several hidden pockets. Most common armor is a mega-damage chain and plate suit, often magical in nature. Personal force/phase fields are also common (often techno-wizard modified).

**Money:** Usually donates most of their money to the order, but can develop a considerable amount while plundering the forces of evil. Receives most equipment and needs from the order, but has 2d4x1000 in personal funds.

**Cybernetics & Bionics:** Varies based on race, but will never consider for anything less than medical reasons because it interferes with magic and psionics.

**XP Table:** Uses the Temporal Raider table.

## Mystic Willow R.C.C.

The Mystic Willow is the layman's term for a tree of immense magical power. Many theories exist about the origin of the tree, the most common being that the tree is the physical manifestation of a creature existing past the Astral Plane, or that it is another supernatural being. There are also local myths about the origin of Mystic Willows (ie, a town may think a person was once so sad, they turned into a magical tree). It is important to note that Mystic Willows are created good, with all intent to make people happy, but, if they are around one being for a long period of time, the Mystic Willow will take on that being's personality. If someone who delights in pain lives near a Mystic Willow, the Willow too will delight in pain.

The Mystic Willow looks like a giant shell of golden needles, some big, some small, from the outside. If the Willow doesn't like someone, its quills become energized with a type of static electricity, which draws them toward the person, even when the quills aren't shot out. This is usually used as a warning of when the tree is nervous, and is not necessarily a hostile act. This always happens toward supernatural creatures, good or bad, and prevents them from touching the tree. If the tree approves of a person, its branches will part, like curtains, and the person can enter the Mystic Willows.

Inside the Willow's curtain of needles is an open area with a carpet of green moss, a web of light brown branches overhead, and a

shimmering silver trunk, about 5 feet in diameter.

The Tree needs a PPE rich environment (Earth's normal environment is enough), some sun, and a lot of water. They are usually found up north, near a lake in Minnesota. Though they could live south of Ohio, they have not been found there.

**Height:** 20' tall + 1'/10 years (above ground)

**Radius:** 12' branch radius + 1'/10 years

**Alignment:** Normally Good

**IQ:** About 5 + 1/20 years

**M.D.C.:**

Trunk: 3d6 \* 10 + 10/10 years

Branch: 3d6 + 2/10 years

Leaf: 1

**Awe Factor:** 15

**P.P.E.:** 6d6 \* 10 + 50 / 10 years

**Natural Abilities:** Has 2 types of leaves

- Quills: 3" needles covered with a wet, slippery oil. Naturally attracted to Supernatural creatures and anyone the tree wants to attack (See Above). The quills can be shot out 40 feet, as many as 20 per action, they have +2 to hit against Supernatural creatures, and act as wood against Vampires and similar creatures, doing 1d6 MDC each.

Fruit: 1 foot by 1 inch Bananas, that's it, just normal bananas OK? Not Supernatural or nuthin'. Just like any other Bananas OK?

Moss: The carpet of moss under the tree is actually part of the tree. It can be squeezed for water (Moss-water, mm-mm good), and releases a low altitude gas that acts as the psychic power Induce Sleep. This gas covers the floor of the tree, up to 2 feet up. Makes small animals and anyone who lies down tired.

**Gift:** The tree has gifts it can bestow to people, if it wants (see below).

**Combat:** 4 attacks + 1/50 years. Shoots Quills (SEE ABOVE), also PPE Shock, goes out 100 feet, 2d6 MDC, Paralyze Shock 75 feet - Save vs Fairy Magic (16) or be Paralyzed for 1d6 melee. If over 50 years, the tree can cause Lay Line Storm (See Atlantis book), 1000' radius if not near Lay Line otherwise normal.

**Note:** if someone is attacking the tree from inside, EVERYTHING is doubled for the tree (Bonuses, damage caused by & done to tree, attacks, etc.)

**Bonuses:** +5 vs Magic, Natural kinship with animals, Immune to Normal Fire, Cold, Poison, Gas. 1/2 Damage from other fire, cold and Supernatural creatures.

**Penalty:** No dodge or parry! (It's a tree.)

**Magic:** Globe of Daylight (inside tree only), Concealment, Energy Field, Call Lightning, Heal, Control Plants + 1 spell / 10 years.

**Psionics:** Telepathy, Empathy (NOTE: Telepathy and Empathy are constant and automatic, it is how the tree "Sees", and can penetrate Power Armor, but NOT Mind Block.)

**Gifts:** Gifts are what the Mystic Willow gives to people who have helped it a great deal, or it likes for some other reason. They are difficult to make, and the tree must go dormant for a few days, and can only make 1 gift at a time. The user of a gift need not be Psychic or Man of Magic. All abilities go by the user's abilities. They use the user's ISP or PPE, and level to determine their power. All items have 10 MDC for every day of the tree's dormancy, unless otherwise noted. They can regenerate within 24 hours, if they have any MDC left.

Quill Ring: This is a simple thin wood branch twisted into a ring. With it comes 4 quills. The ring gives telekinetic control over the quills, as Super Telekinesis. One quill per level can be manipulated, using the wearer's ISP. Dormancy: 1 day

Friendship Amulet: This is the most basic gift. It is a wood knot that is recognizable to all Mystic Willows, and anyone with Mystic Herbology. The Willows will treat the wearer as a friend. The wearer also has a kinship with animals (like a Psi-Stalker) and Empathy. Dormancy: 1 hour

Cudgel: This is a wooden club, given to great defenders of a tree. It can become a Psi-Cudgel (Psi-Sword), and lets the user cast Armor of Ithan. Dormancy: 2d4 days. Moss Sandal: The moss can either form a shoe, or cover an existing shoe. It gives the wearer +20% prowl, and +5 speed while worn. Dormancy: 1 day

Needle Cloak: This is a cloak made of the tree's quill, over a moss base. It gives the wearer Chameleon, Armor of Ithan, Charismatic Aura, +1d6 PB, and acts as a Quill Ring with 100 Quills. NOTE: It is too big and clumsy to be used as a shield, it only blocks attacks from the back. Dormancy: 2d6 days

Dress of the Thief: This is not necessarily a dress, but armor or clothes covered in Moss. This gives FREE Chameleon, and Create Chloroform (quick evaporating sleep liquid used in movies, save: Non-Lethal Drug 16), and gives the wearer the ability to use: Simple Invisibility, Mind Block, Globe of Silence (4' radius), Armor of Ithan, Empathy. The Moss only has 20 MDC, which is added to all armor, but it can regenerate in one hour. Dormancy: 3d6 days

Knowledge Staff: This gift is normally given by old trees to mages and scholars. It is a 6 foot, gnarled, knotted staff. It can be used as a symbiotic bank. It will form a psychic bond with whoever it was made for, and that person need only touch it to put in or take out PPE and information. The most PPE the staff can hold is half the tree's PPE, and can NOT regenerate PPE. The user can store one spell per 10 years of the tree in the staff by spending the PPE needed for the spell, and then can cast that spell in half the time. This spell can be used as long as the user has enough PPE, or until the user erases the spell from the staff to download another spell into the staff. Only spells, not Rituals can be put into the Staff. Dormancy: 2d6 days.

There are rumors of other gifts, so use your imagination. One rumor especially is that of a Supernatural Creature with silver skin somehow linked to the trees. These creatures appear as every type of DB, only with silver skin, and are great travelers of the dimensions.

## Narcomancer

By:  
tfj@interaccess.com

### The Narcomancer Optional OCC and NPC Villan

With the recent Juicer Uprisings, and the creation of the Dragon Juicer by certain Techno-Wizards in the Federation of Magic, some wizards operating within the Federation started speculating on the ability of a wizard to focus his/her powers through the creation of magical Drugs and Potions. Initial results were less than promising, but a couple escaped Bio-Wizards from Atlantis provided something which led to a solution. The Bio-Wizards suggested that Dunscon, one of those testing for the possibilities of a Narcomancy, contact Splynncryth of Atlantis and see if Bio-Wizardry could assist in this endeavor. Splynncryth, who had also been observing the events in North America, agreed readily, and the experiments were begun. 4 months later, this branch of Mysticism was introduced.

The only places on earth capable of creating Narcomancers are the Federation of Magic and Atlantis. I say created, although the process comes as much from the individual as from the outside sources. In order to become a Narcomancer, the individual must have some form of mystical potential. Additionally, the character must not have major or master psionics, due to the fact that they interfere with the Symbiotes "life styles/oo. The Symbiotes are actually a group of several Bio-Wizard organisms which are surgically implanted in the subject during the creation ceremony. The Symbiotes have been designed to completely and flawlessly integrate themselves with the subject's body, that is, blood vessels connect, nerves extend, etc. In less than 15 minutes, the character has been profoundly altered. The symbiotes are not sentient, nor do they possess any form of intelligence (for RPG purposes). They are, in effect, "organo/oo transplants, except that they are completely alien when introduced into the subject's body. The symbiotes themselves were designed specifically to allow the subject to secrete chemicals, particularly magical ones. Additional Bio-Wizard procedures are also performed, altering the person's DNA, to produce a Narcomancer, for various reasons. Splynncryth intended to use these for "funo/oo, and Dunscon intended them for his usual sick purposes. However, the Lords of Magic have also been able to receive this information, so there are a few good Narcomancers out there.

**Alignments:** Any, but usually selfish or evil, unless created by the Lords of Magic, in which case they are almost always good.

**Racial Restrictions:** Creatures who can naturally Bio-Regenerate automatically cannot become Narcomancers. Not even the symbiotes can adapt THAT quickly. The character also cannot have more than Minor Psionics, and they must be Magic-Capable.

**Attribute Requirements:** ME and PE of 15 or greater. A high IQ and PP are also helpful, but not necessary.

#### **Powers:**

1. Poisonous Blood: A Side effect of the Symbiotes-possibly some left-over instinctive defense from the days when the Symbiotes were actually sentient. It doesn't harm the Narcomancer in any way, but if more than 30 MDC is done to the character's body, the blood will come spraying out. 30% chance of hitting anyone within 5ft, 60% for the attacker and those near him. The poison is black in color, and sticky to the touch. It doesn't affect inanimate structures, but to organic creatures, it burns like acid. 1d6 MDC, burns for 2d4 Melees.

2. Impervious to Bio-Wizardry and Symbiotes. A power related to the poisonous blood. Any of these that are applied will be rejected within 5 minutes, as the "newo/oo portion first dies, then shrivels up and finally falls off.
3. MDC Creature: One of Splynncryth's Bio-Wizard "Touch-Upso/oo. MDC is equal to the character's PEX3. If, somehow, there is an MDC creature that doesn't automatically Bio-Regenerate, add 200 to their preexisting MDC.
4. Secrete Chemicals: The Main ability of the Narcomancer. The Wizard is capable of spraying chemicals to distances up to 40 ft. The chemicals are secreted through the fingertips, mouth, and, uhm, certain other orifices. The chemicals can be designed to mimic a variety of Spell Effects. See Initial Spell Knowledge. Note: Many Narcomancers have modified their Body armor to have little "storage containers/oo near the mouth. To the untrained eye, they appear to be air tanks of some sort. However, the Narcomancer can store one dose of any one chemical in each of these. Then, at a moment's notice, the Narcomancer can detach any one of these and, when thrown, can douse any man-sized or larger target (up to 20 ft. tall) effectively. The exact affects of the spell in chemical form are left to the GM. Example: Superhuman strength would have to be injected somehow, then providing the effects. Globe of Daylight would have to be spread on something, whereupon it would glow for the duration. However, Narcomancy is not an exact form of the mystic arts. Every time a chemical is applied to a character, roll on the Narcomancer's Chemistry skill (Yes, I know it's 98%). If the roll is somehow failed, roll on the GM tables in the back of the RMB to determine what the character turns into. Then, roll a d4. If the roll is even, the transformation is temporary, lasting 1d4 days. If the roll is odd, then the transformation is permanent!
5. Initial "Spello/oo Knowledge: Select 3 spells from each level 1-7, for a total of 21. Every 2 additional levels of experience, the mage may select an additional spell from a level equal to or less than his current level.
6. Additional "Spello/oo Knowledge: The Mage can only be "taught/oo new spells by another Narcomancer, or by a Bio-Wizard of 8th level or higher (provided the Bio-Wizard has access to some sort of chemical generator). The Mage must be given a sample of the chemical, and must then swallow it! One Hour later, the Narcomancer will be one spell wiser.
7. PPE: The Narcomancer's PPE is equal to 1d4X10+PE attribute. Add 1d4 PPE per level of experience. Note, however, that all Narcomancers can cast their spells at 1/2 the regular PPE cost (round down). The character can also draw PPE from other sources, including Ley Lines.
8. Bonuses: +1d4 to PP, + 1d4+2 to PS, +2d6 to Spd, +1 to Initiative, +1 to Roll with Punch, fall or impact, and +1 Attack per Melee. All of these are due to many of the chemicals which now course through the character's body, similar to a Juicer.

**OCC Skills:**

- Speak American 80%
- 2 Languages of Choice: +15%
- Chemistry, Chemistry: Analytical, and Biology at 98%
- Pathology: +30%
- Botany: +20%
- Skin and Prepare Animal Hides: +10%
- Brewing: 98%-This fella makes the damn best beer in the Megaverse!!!!!!!
- Marine Biology: +30%
- Xenology: +20%
- OCC Related Skills:** Select 8 at level 1, plus 2 additional at levels 4, 7, 9, 13, 15.
- Communications: Any
- Cowboy: None
- Domestic: Any
- Electrical: Any
- Espionage: Any, except Sniper
- Mechanical: Any (+10% to repair Chemical Drives)
- Medical: Any (+20%)
- Military: Any (+5% to skills related to chemical weapons)
- Physical: Swimming, SCUBA, and Vacuum Survival only
- Pilot: Any (+5%)
- Pilot Related: Any
- Rogue: Any
- Science: Any (+20%)
- Technical: Any (+10%, +25% to Art)
- WP: Any, excluding the Heavier Weapons (Grenade Launcher, Heavy, etc.)
- Wilderness: Any

**Secondary Skills:** Select 4 at level 1, plus 2 more at levels 8 and 12.

You know the drill.

**Standard Equipment:** 12 test tubes for storing samples, 6 sets of MD manacles, backpack, 2 weapons of choice, one stun weapon of choice, one suit of Light Body Armor (Can be modified: See number 4. GM's option).

**Money:** Starts with 3d6X100 Credits

**Cybernetics:** NO! NEVER!

**Experience Table:** Use the Juicer OCC experience table.

### **Some Specific Magical Drugs:**

These are just some drugs I came up with for the OCC. The GM can, if they want to, convert them into regular spells, but I didn't, for fear of the Narcomancer losing its unique "flavor/oo

#### **Inhibitor**

Upon contact with the skin of a victim (save those who have been infected with a Bio-Wizard microbe that purifies the victim), the victim is prevented from using ANY Natural Abilities (Including Bio-Regeneration, Nightvision, etc.), Psionics, Martial Arts Powers (excluding Involuntary Body Hardening Exercises), or healing (magical, technological, natural, etc.) of any kind! Narcomancers have developed an immunity to this and aren't affected by it. Magic abilities are reduced in power by 50%

Duration: 2d6 Hours for Non-Supernatural Creatures

1d4X5 Minutes for Lesser Supernatural

1d4 Minutes for Greater Supernatural

The Definitions of all of the above are left to the GM

PPE Cost: 20 per dose.

#### **Booster**

This chemical operates by any number of ways. Infection, transmission, injection, etc. It can increase any 1 physical quality of the Narcomancer's choice (including HP/MDC but not PB) by 50% (round up).

Duration: 1 Hour

PPE Cost: 15 Any one person can only use 3 at one time-each affecting the same attribute or different ones.

## **Necro-Knight O.C.C.**

In the United Gateway Republic (UGR), there has been a new orientation of mystic warriors developed to defend against aggressive attacks by the enemy. This new orientation was developed by Marcus Miller, a renowned necromancer of Africa and warrior against the Four Horsemen of Apocalypse, and the Mystic Studies division of the University of Voyager City.

The Necro-Knight is a specialized branch of the magic orientation of Necromancy, or the negative energy mysticism. The Necro-Knights, or as they are commonly nick-named, the Death Knights, are quite similar to the Temporal Warrior in their combination of magic and combat skills.

By specializing their studies the purely negative energy magic, they have made time for their more extra-curricular activities not normally available to mages, such as intense physical training and more scholarly studies. Through their extra, and divergent training, the Necro-Knights have honed their skill with the negative energy forces of the megaverse to actually create a mystic negative energy field! This field actually weakens opponents near the Death Knight, reducing their health, stamina, and speed. This nega-field of sorts is a formidable power to be reckoned with on the battlefield.

The Necro-Knights are all sworn to a creed of honor and justice similar to the Cyber-Knights. Their first priority is to protect Voyager City, and all citizens and lands of the United Gateway Republic. Under this priority, all Necro-Knights are expected to serve at least three years on the defense force for the UGR military. After the first three years of enlistment, the soldier can reenlist for another three years or be put on reserve for the next 15 years. The reserve option enables the soldier to adventure and voyage on his or her own, but he or she is expected to return every other year for two months to be on temporary active service. All reserve soldiers are on call and expected to return to UGR lands to serve in the military if the UGR is under a major military attack.

### **Necro-Knight Requirements and Skills**

**Attribute Requirements:** High I.Q., M.A., P.S., and P.E. attributes (all 10 or higher). A strong will (M.E. 12 or higher) is necessary.

**Special Bonuses:** Add + 1D4 to M.A., P.S., P.E., and Spd attributes. Also add 5D6 S.D.C. to the usual warrior S.D.C.

**Magic Abilities:** 1D6x10 + 20 P.P.E. plus 2D6 per each additional level of experience and can cast one spell per melee (counts as three melee actions).

### **The Special Mystic Powers**

1. Augmentation and additional appendages: Same as listed for the Necromancer O.C.C.
2. Impervious to Vampires: Same as Necromancer.
3. The visage and aura of the Necro-Knight is so powerful and frightening, that he or she has a horror factor! At first level the horror factor is 6, add one at levels three, five, seven, nine, eleven, thirteen, and fifteen.
4. Nega-Field: Since the Necro-Knights, are so strongly attuned to the negative forces of energy they can actually radiate fields of negative energy. By expending 40 P.P.E., the Necro-Knight can create a nega-field that weakens most flesh and blood life forms. The only beings that are not affected are those who are naturally energy beings (e.g., elementals), are negative energy

beings (e.g., undead), beings who are electronically based (e.g., bots & full conversion borgs). Also, beings who can erect similar nega-fields such as Nega-Psychics, Null-Psyborgs, and fellow Necro-Knights are immune to its effects.

Flesh based life forms, including magical ones (e.g., dragons), must save versus magic (use the spell strength bonus of the necro-knight). Characters inside power and M.D.C. body armor, robots, or military vehicles are affected.

The field weakens all who fall victim to it, even after they leave the field.

If the saving throw is not made, the victim will turn pale and feel weak. If an S.D.C. being, reduce S.D.C., hit points, AND Speed by half. Reduce attacks per melee and initiative by one. M.D.C. creatures reduce their M.D.C. and Speed by 25%, plus they also lose one attack per melee and their initiative drops by one. The proximity to ley lines and nexuses only affects the radius and duration, not the damage. The weakness lasts for 2 minutes per level of the necro-knight, once affected. The attacks per melee, S.D.C./H.P./M.D.C., Speed, and initiative all return to normal immediately after the duration time. The fields radius is 3 feet (0.9 m) per level. The duration the field is 2 melees (30 seconds) per level, it can be consciously canceled anytime before that. If the the Death Knight is knocked unconscious or killed during that time, the field remains up until the duration expires. The duration of the effects is 2 minutes per level.

### **Spell casting**

**Necromantic magic:** Death Mask, Death Strike, Recognize the Undead, Strength of the Dead, and two necromantic spells of choice.

**Other spell magic:** Globe of Daylight, Sense Evil, Turn Dead, Shadow Meld, Life Drain, See the Invisible, and two necromancy-related spells of choice as listed in the Africa World Book.

**Learning new spells:** The Necro-Knight can learn two spells per additional level of experience.

The two spells can be either necromantic (e.g., Summon Vampires) and/or necromancy-related spells as listed on pg. 108, in the Rifts World Book 4 (e.g., Exorcism, Create Mummy, etc.). The Necromancer must learn the new spells like a ley line walker, the spells are not instantly known upon attaining a new level like a mystic.

The Death Knight has the same spell P.P.E. restrictions as the Necromancer.

### **O.C.C. Skills:**

Literacy (+15%)

Language (speaks English and one other language at 96%, may select one other at + 30%)

Lore: Demon (+10%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Paramedic (+10%)

One Pilot skill of choice (+15%)

Prowl (+15%)

Body Building

Cook (+10%)

W.P. Two Ancient of choice.

W.P. Three Modern of Choice.

Math Basic (+20%)

Hand to Hand: Martial Arts or Assassin, pick one.

**O.C.C. Related Skills:** Select eight other skills, plus two additional skills at levels three, six, nine, and twelve.

Communication: Any (+10%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Any (+10%)

Mechanical: Basic and Automobile only (+5%)

Medical: as above

Military: Any (+5%)

Physical: Any (+5% where applicable)

Pilot: Any

Pilot Related: Any

Rogue: Any (+5%)

Science: Any

Technical: Any

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

**Standard equipment:** typically includes an environmental body armor (usually medium to heavy), air filter and gas mask, mini-

oxygen tank (15 minutes of air), sunglasses, knapsack/backpack, utility belt, ammo-belt, mini-shovel, some cooking supplies, lighter, flashlight, a silver knife (1D6 S.D.C.), one weapon for each W.P., and 1D4+1 extra energy clips for each applicable weapon. Death Knights also have a choice of any techno-wizard, psi-mechanic (if able), or mundane magic item/weapon of choice from Avatar Industries.

**Money:** 1D6x1000 credits to start. Necro-Knights serving in the UGR military receive 1000 to 3000 credits a month depending on rank and duties.

**Cybernetics:** Artificial bio-systems may be considered to replace limbs and organs when necessary. Mystic prosthetics will be preferred, because mundane mechanical augmentation interferes with magic.

## NEGA-VAMPIRE RCC

The Nega-Vampire (N-Vamp) is a creature that is rarely known as they are commonly mistaken for True Vampires and treated as such. The start of the N-Vamps has been traced back to a rogue Secondary Vampire who somehow became associated with a god. The god and the Vampire struck a deal...the god was told the location of the Vampire's master and the Vampire, and all of its ancestors, would live on as a mortal enemy of all True Vampires. The god was also able to grant a power to the (newly created) Nega-Vampire. This power was an incredible attack called the...The Hand of Light. It involved permanently killing a True Vampire without staking, decapitating and burning a vampire. Instead it involved merely wearing a vampire down to the point where the N-Vamp can plunge its hand into a True Vampire's chest, rip out the heart (thus spewing blood everywhere and giving the N-Vamp a chance to feed on the blood of a True Vampire), whisper The Word and watch the vampires turn to dust. The Word is a word or phrase said by an N-Vamp as a way to permanently destroy a True Vampire. What exactly The Word is varies for each individual N-Vamp (and is usually a phrase) and most (if not all) will not share what it is.

**Alignment:** Any...but usually have good tendencies.

**Races:** Any non-magical/supernatural race can be an N-Vamp.

**Attributes:** (All are in addition to racial attributes)

**IQ:** +2 **ME:** +1D6 **MA:** +2 **PS:** +(1D6x1D4)-Supernatural **PP:** +1D4 **PE:** +1D6 **PB:** Same **Spd:** x2 **Fly:** 1D4x10 (or +1D4x10 if can already fly)

**MDC:** 2D4x10 (or +1D4x10 if already MDC)

**MHP:** PE + 1D6 per level (or +1D6 MDC per level if you're not using MHPs)

**HF:** +2 to HF or 10...whichever is higher

**ISP:** 1D6x10 +10 ISP at levels 3, 6, 9, 12 and 15

**PPE:** 2D4x10 +10 PPE every 2 levels (2, 4, 6, etc..)

### **Natural Abilities:**

Perfect Nightvision, Fly, Recognize Vampire by Sight: 50% + 5% per level, Track Vampires: 40% + 5% per level, The Hand of Light (special attack), Bio-regenerate: 1D6 MDC/MHP per melee but at 1/2 that when at negative HPs, Impervious to vampire mind control and bites.

### **Vulnerabilities:**

Silver and wood does damage to N-Vamps (point for point: 1 SDC=1 MDC (x2 if already MD Weapon) ). Lose 1/2 parry, dodge and strike bonuses during daytime. Lose 1/3 attacks during daytime. Sunlight hurts eyes but does no damage. Vampire attacks do double damage. Must feed on blood (not as restricted as True Vampires). Water does no damage (not even afraid of it).

**Combat:** +1 attack at levels 2, 5, 9 and 13 (in addition to racial and HTH training)

**Damage:** See Supernatural Damage table (p. 22-ConvBk1), does damage to vampires.

**Bonuses:** +1 to Initiative at levels 1, 5, 10 and 15. +1 to strike, parry and dodg at levels 1, 3, 6, 9, 12 and 15. In addition to racial, attribute and training bonuses.

**-Special:** The Hand of Light:

-This is an attack that is very devastating to vampires. It involves wearing a vampire down to Zero (0) HPs or less and then plunging a hand into the vampire's chest, ripping out the heart (spewing vampire blood everywhere, this is when an N-Vamp has the chance to drink vampire blood) and whispering The Word. With the completion of The Word, the vampire begins to quickly turn to dust...permanently destroyed. This attack can only be done once per melee. and doesn't take an attack.

**Psionics:** Mind Block, Presense, Sense Evil

**Magic:** Armor of Ithan at level 1. Gains Repel Animals and Shadow Meld at level 3. Gains Summon and Control Rain at level 9. Can draw PPE from objects, people and places.

**Average Life Span:** Unknown. None have lived beyond 2000 before dying of unnatural causes

**Enemies:** True Vampires and supernatural evil.

**Allies:** Generally anyone willing to help fight vampires.

**Feeding:** Like the True Vampire, the N-Vamp must feed on blood. Fortunately where this blood comes from isn't much of a problem. Almost all forms of blood can keep an N-Vamp alive. Animal blood taste like shit but is usually readily available (needs 2 pint per day). Human(oid) blood is the best tasting and the N-Vamp needs only 1 pint per day to survive. Monster/Supernatural blood is down right disgusting and can cause vomiting but it keeps the N-Vamp alive for 1 week per pint. If monster blood is consumed roll

versus Non-Lethal poison, if failed the N-Vamp vomits but still needs to feed, if successful the blood is consumed with no ill effect. True Vampire blood is the most precious blood but is also the most repulsive (and dangerous). An N-Vamp can only feed on True Vampire blood during The hand of Light attack, right before The Word (doesn't count as an attack). If an N-Vamp drinks the blood of a True Vampire s/he must make a roll versus Lethal Poison. Failure means the N-Vamp vomits and passes out for 2D4 hours and if in battle that leaves the N-Vamp open for easy attack. If successful the N-Vamp doesn't have to feed a month!! And s/he permanently gains 1D6 MDC! Dragon blood is poison to N-Vamps. To consume Dragon Blood means the N-Vamp must roll versus Lethal Poison or suffer 1D4 damage direct to MHPs (or 4D6 MDC)! An N-Vamp must feed or will go into a feeding frenzy like that of a True Vampire.

#### **SKILLS:**

##### **RCC Skills:**

WP: Sword, Bow + 2 others

HTH: Expert

Prowl(+10%)

Lang: Atlantean(+15%)

Other Skills:

Select 5 other skills

Select from the following categories:

Communication: Any

Domestic: Any

Espionage: Any(+5%)

Medical: 1st Aid, Holistic and Paramedic Only

Physical: Any

Piloting: Auto, horse, motorcycle and trucks only

Rogue: Any

Science: Any

Technical: Any(+5%)

WP: Any

Wilderness: Any

##### **Secondary Skills:**

Select 3 at level 1. Select an 1 additional skill at levels 4, 7, 10 and 14.

Select from the same category as Other Skills but with no bonuses.

**Equipment:** Mallet, 12 stakes, Automatic Pistol with 1D4 clips (silver bullets), 1 storm flare, water shotgun (p.30 SrcBk:1), laser pistol and 1 other weapon, 1D4+1 E-Clips, clothes and backpack. NO ARMOR (yet).

**Money:** 1D6x1000 Credits.

## **Neo-Chimps**

By:

Legate

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### **The Neo-Chimp RCC**

**Alignment:** Any

#### **Attributes:**

IQ: 3d6

ME: 3d6

MA: 3d6+2 (Friendly little buggers)

PS: 2d6+2

PP: 3d6+2

PE: 3d6

PB: 3d6

Spd: 3d6

**SDC:** 10+Standard

**HP:** PE+1d6/level

**AR:** Standard

**HF:** Standard

**PPE:** 2d6

#### **Natural Abilities:**

1) Double-Jointed

2) Fur-Covered



3) Prehensile Feet/Toes  
4) Prehensile Tail  
**Combat:** Standard  
**Psionics:** Standard  
**Average Life Span:** as per Human  
**Skills of Note:** as per Human plus climbing & acrobatics  
**Habitat:** as per Human  
**Enemies:** as per Human  
Allies: as per Human  
**Size:**  
Average Height: 4'  
Average Weight: 75 lbs  
**OCCs:** any, but tend to Pilots, Reporters, & "fun" jobs  
**Notes:**  
Chims = Male  
Chimie = Female  
They Love Drum Music & any music with a lot of Bass.

## Neo-Dolphin

By:  
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### The Neo-Dolphin RCC

**Alignment:** Any, but tend toward Good

**Attributes:**

IQ: 3d6+2

ME: 3d6

MA: 3d6

PS: 3d6

PP: 3d6+2

PE: 3d6

PB: 3d6

Spd:

Land: None

Water: 3d6\*10

**SDC:** 20+Standard

**HP:** PE+1d6/level

**AR:** Standard

**HF:** Standard

**PPE:** 2d6

**Natural Abilities:**

1) Double Jointed

2) No Body Hair

3) Sonar

Range: 10 miles

Tracking: 24 targets

Combat: Standard

**Psionics:**

ISP: ME+(1d4\*10)+(10/level)

Powers: Impervious to Cold, Mind Block, Telekinesis, Astral Projection, Empathy, Sixth Sense, Telepathy, Total Recall, Death Trance, Hydrokinesis (Super), Electrokiniesis (Super)

**Saves:** as per a Major Psionic

**Average Life Span:** as per Human

**Skills of Note:** as per Human plus Swim at 98%

**Habitat:** Human Worlds with water

**Enemies:** as per Humans

**Allies:** as per Humans

**Size:**

Average Height: 9'

Average Weight: 300 lbs

**OCCs:** any, but tend toward Artistic & Ship-Based OCCs

## Neo-Juicer v1 O.C.C.

By: Mike Owens

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Seeing the rise in evil supernatural beings and D-Bees on Earth, as well as throughout the known Megaverse, a new process in genetic enhancement has been created by a new corporation known as Ardinmore Industries. Not much is known of this new organization and only a few items created by them has seen the open market. This process involves bombarding the subject's DNA code with various genetic and chemical compounds. The result was far beyond anything the scientists at A.I. were hoping for, a superhuman soldier more powerful than Earth has ever seen. These super-soldiers were dubbed "Neo-Juicers", whoever decided on the name must possess some familiarity with Earth, but whoever it they are is still a mystery. Currently there is only one known place on Rifts-Earth to undergo this process, the city of New Utopia, rumored to be located somewhere in the heart of the Magic Zone.

The entire augmentation process takes about 1d4 weeks.

Bonuses:

- Add 1d4x100 SDC & 1d4x10 HP (if already an MDC being simply add 1d4x55 to existing MDC).
- Change all SDC & HP to MDC, point for point.
- Increase racial lifespan by 20%.
  - Increase PS by 4d6; PP by 3d4; PE by 3d6; Spd by 3d4x10; +2 to attacks; +8 vs. toxins, poisons, and gasses; +6 vs. psionics; +6 vs. all types of mind control; +4 to strike, parry, & dodge; +6 to roll; +6 to initiative; gets auto parry/dodge; +30% vs. coma/death; can leap 40' across w/ running start and 30' high w/ running start; Neo-Juicers are immune to the effects of pain and torture, and can continue function normally in combat even after being to only 5 hit points.
  - Increase height by 25% and weight by 50% (all muscle).
  - PS is considered supernatural.
  - Keep all previous PPE & ISP from before process, as well as all psionics and/or magical abilities.
  - All psionics and magic are unaffected by the process and characters will gain new spells or abilities as per their original O.C.C. or R.C.C.
  - 55% of all Neo-Juicers has genetic anomalies.
  - 01-20: 1 incurable insanity
  - 21-40: 2 insanities (twice as hard to treat)
  - 41-70: 1 random mutation (p. 109, Heroes Unlimited)
  - 71-99: 2 random mutations (p. 109, Heroes Unlimited)
  - 00: 1 incurable insanity and 1 random Alter Physical Structure from Heroes Unlimited.
  - Regenerates 10 MDC per melee round (will regenerate limbs and organs, but not the head.)
  - Cannot receive bionics or cybernetics, body will expel them in 2d4 minutes after implantation.
  - At level 10, and every 3 levels after, roll for 1d4 random insanities.

O.C.C. Skills:

Radio: Basic (+10%)

Wilderness Survival (+5%)

Land Navigation (+5%)

Pilot (two of choice) (+10%)

Language (three of choice) (+10%)

WP E-Pistol

WP E-Rifle

WP (two of choice)

Hand to Hand: Martial Arts (or Assassin if an evil alignment)

O.C.C. Related Skills:

Select 7 other skills. Plus two skills at level 3, one more at level 6, 9, and 12. All new skills start at level one proficiency.

Communications: any

Domestic: any

Electrical: Basic only

Espionage: Intelligence, escape artist, detect ambush, and detect concealment only. (+5%)

Mechanical: Automotive only.

Medical: First Aid or Paramedic only (paramedic costs two skills)

Military: any (+10%)

Physical: any (+10% where applicable)

Pilot: any (+10%)

Pilot Related: any (+5%)  
Rogue: any (+15% to Prowl)  
Science: Basic Math only  
Technical: any  
WP: any  
Wilderness: any  
Secondary Skills:

Select 6 secondary skills from above list, these skills do not get the bonuses listed above.

This OCC is available to all races, even MDC and the supernatural (except undead for obvious reasons) can partake in this process.

Any supernatural creature with shape-changing abilities will lose these abilities, so pick a form before beginning the process. Also, this process is irreversible. There is no going back once the process is completed.

This process is very expensive, 1 million credits for a normal subject and 3 million for an MDC or supernatural subject. The process is available to just about anyone willing to pay the cost.

**GM's Note:** Unknown to the subjects or their employers, A.I. installs a type of genetic 'bomb' in all Neo-Juicers they create. If any Neo-Juicer takes hostile action towards Ardinmore or the city of New Utopia, the 'bomb' will activate and destroy the Neo-Juicer at the cellular level in 2d6 minutes. This painful safeguard results in the Neo-Juicer liquefying from the inside out, leaving nothing but a puddle and some slimy equipment. This process cannot be regenerated or reversed and no genetic material is salvageable. This 'bomb' also prevents any attempts to clone Neo-Juicers, any attempt will result in triggering the 'bomb' and destroying the clone in only 1 melee round!

**GM's Note 2:** This is a very powerful OCC. If you have trouble controlling super-PC's or your PC's tend to be extremely imaginative, take great care in allowing this OCC. Things can get pretty hairy when you've got a really creative PC, then give him the strength to take out armies and you've got a problem.

## v2 Neo-Juicer O.C.C.

By: Mike Owens

[wargod74@netscape.net](mailto:wargod74@netscape.net)

Seeing the rise in evil supernatural beings and D-Bees on Earth, as well as throughout the known Megaverse, a new process in genetic enhancement has been created by a new corporation known as Ardinmore Industries. Not much is known of this new organization and only a few items created by them has seen the open market. This process involves bombarding the subject's DNA code with various genetic and chemical compounds. The result was far beyond anything the scientists at A.I. were hoping for, a superhuman soldier more powerful than Earth has ever seen. These super-soldiers were dubbed "Neo-Juicers", whoever decided on the name must possess some familiarity with Earth, but whoever it they are is still a mystery. Currently there is only one known place on Rifts-Earth to undergo this process, the city of New Utopia, rumored to be located somewhere in the heart of the Magic Zone.

The entire augmentation process takes about 1d4 weeks.

Bonuses:

-Add 1d4x50 SDC & 1d4x5 HP (if already an MDC being simply add 1d4x55 to existing MDC).

-Change all SDC & HP to MDC, point for point.

-Decrease racial lifespan by 50%.

-Increase PS by 4d6; PP by 3d4; PE by 3d6; Spd by 3d4x10; +2 to attacks; +8 vs. toxins, poisons, and gasses; +6 vs. psionics; +6 vs. all types of mind control; +4 to strike, parry, & dodge; +6 to roll; +6 to initiative; gets auto parry/dodge; +30% vs. coma/death; can leap 40' across w/ running start and 30' high w/ running start; Neo-Juicers are immune to the effects of pain and torture, and can continue function normally in combat even after being to only 5 hit points.

-Increase height by 25% and weight by 50% (all muscle).

-PS is considered supernatural.

-Keep all previous PPE & ISP from before process, as well as all psionics and/or magical abilities.

-All psionics and magic are unaffected by the process and characters will gain new spells or abilities as per their original O.C.C. or R.C.C.

-35% of all Neo-Juicers has genetic anomalies.

-01-20: 1 incurable insanity

-21-40: 2 insanities (twice as hard to treat)

-41-70: 1 random mutation (p. 109, Heroes Unlimited)

-71-99: 2 random mutations (p. 109, Heroes Unlimited)

-00: 1 incurable insanity and 1 random Alter Physical Structure from Heroes Unlimited.

-Regenerates 10 MDC per melee round (will regenerate limbs and organs, but not the head.)

-Cannot receive bionics or cybernetics, body will expel them in 2d4 minutes after implantation.

O.C.C. Skills:

Radio: Basic (+10%)

Wilderness Survival (+5%)

Land Navigation (+5%)

Pilot (two of choice) (+10%)

Language (three of choice) (+10%)

WP E-Pistol

WP E-Rifle

WP (two of choice)

Hand to Hand: Martial Arts (or Assassin if an evil alignment)

O.C.C. Related Skills:

Select 7 other skills. Plus two skills at level 3, one more at level 6, 9, and 12. All new skills start at level one proficiency.

Communications: any

Domestic: any

Electrical: Basic only

Espionage: Intelligence, escape artist, detect ambush, and detect concealment only. (+5%)

Mechanical: Automotive only.

Medical: First Aid or Paramedic only (paramedic costs two skills)

Military: any (+10%)

Physical: any (+10% where applicable)

Pilot: any (+10%)

Pilot Related: any (+5%)

Rogue: any (+15% to Prowl)

Science: Basic Math only

Technical: any

WP: any

Wilderness: any

Secondary Skills:

Select 6 secondary skills from above list, these skills do not get the bonuses listed above.

This OCC is available to all races, even MDC and the supernatural (except undead for obvious reasons) can partake in this process.

Any supernatural creature with shape-changing abilities will lose these abilities, so pick a form before beginning the process. Also, this process is irreversible. There is no going back once the process is completed.

This process is very expensive, 1 million credits for a normal subject and 3 million for an MDC or supernatural subject. The process is available to just about anyone willing to pay the cost.

**GM's Note:** Unknown to the subjects or their employers, A.I. installs a type of genetic 'bomb' in all Neo-Juicers they create. If any Neo-Juicer takes hostile action towards Ardinmore or the city of New Utopia, the 'bomb' will activate and destroy the Neo-Juicer at the cellular level in 2d6 minutes. This painful safeguard results in the Neo-Juicer liquefying from the inside out, leaving nothing but a puddle and some slimy equipment. This process cannot be regenerated or reversed and no genetic material is salvageable. This 'bomb' also prevents any attempts to clone Neo-Juicers, any attempt will result in triggering the 'bomb' and destroying the clone in only 1 melee round!

**GM's Note 2:** This is a very powerful OCC. If you have trouble controlling super-PC's or your PC's tend to be extremely imaginative, take great care in allowing this OCC. Things can get pretty hairy when you've got a really creative PC, then give him the strength to take out armies and you've got a problem.

## Nexian R.C.C.

By:

[Jason Bridgman](#)

The Nexians are a race of energy beings that seem to be composed of pure and raw magic energy (hence their name refers to Nexus points). In their true form they appear as an amorphous blob of crackling energy, or they often shape themselves into a humanoid shape. Nexians can also assume a solid humanoid form in which to better interact with other beings.

They can not assume just any humanoid shape, for even as humanoids they have a unique appearance. In their solid form, the nexian appears to be almost human except that they have a blue tinge to their skins, they generally stand six to nine feet tall, their eyes glow a brilliant blue (they appear to remain spheres of energy), and they occasionally have energy ripple across their bodies. The nexians do have different sexes, and they can be told apart like normal humanoids while in their solid forms. When in solid form, everything on the Nexian, including the beings themselves, radiate magic. This is because all of the possessions of the Nexians are either created out of magic energy (their clothes) or are magic/techno-wizard items. The Nexians can only transform magic items into energy form with them, they may not take mundane objects with them. While some Nexians may have some non-magic items, most will not as they like being able to change back to energy form at any time, and hate leaving anything behind.

Many would think that being beings of pure magic energy, that the Nexians would be able to accomplish anything that a normal spell could accomplish. While this is true to an extent, it is not totally true. Nexians can manipulate magic to accomplish the same things

that a spellcaster could, they are limited in similar ways as normal spellcasters. Nexians need to learn or figure out how to manipulate the energy around them and within them to accomplish the desired effects. This means that they have to basically learn like everyone else, they can't just do it. Nexians begin with many, but not a huge amount of spells. As Nexians advance, they learn to manipulate energy in new ways, and hence gain more spells. They may not learn spells from normal spellcasters as their magic is performed on a more basic level, and they can not learn them from other Nexians, as each Nexian is unique.

Nexians often go amongst societies that do not recognize them as alien spellcasters or even as other humanoids if they have learned some magic to change their shape. Almost nothing is known about Nexian society including where they came from. It is a common theory that they either came from a dimension of tremendous magic energy (a thousand times that of rifts earth), but with very little rifts activity (the reason it has not been discovered). Another theory is that Nexians are born when a very powerful rift opens (this would explain their control over Nexus points and rifts).

### **R.C.C. Powers and Abilities**

1. Automatically sense the opening, closing, and location of all dimensional rifts within 50 miles + 10 miles per level of experience.
2. Automatically senses the opening and closing of dimensional rifts, envelopes, pockets, mystic portals, dimensional teleportation, and magical time/space anomalies, holes, and portals within one mile plus one mile every two levels (+1 at 3, 5, 7, etc.).
3. Can see/sense dimensional envelopes, pockets, astral travelers, the invisible energy essence of alien intelligences and entities, and beings under the effect of magic within the range of sight or 500 feet if not in the line of sight.
4. Ley Line Phasing. Same as a Line Walker, but unlimited in number of times.
5. Fire blasts of raw magic energy from the hands or eyes (anywhere when in energy form). Light blasts cause 3d6 S.D.C., 1d4, 1d6, or 2d6 M.D. points of damage (can be regulated by the Nexian). Heavy blasts do 3d6, 5d6, or 1d4x10 M.D. damage. Range is 1000 feet for light blasts or 500 feet for heavy blasts (200 feet for 1d4x10 M.D.). One heavy blast or two light blasts can be fired per melee attack.
6. Can absorb energy at nexus points and from ley lines. Energy causes the nexian to regenerate 2d6 M.D.C. per melee round on ley lines or 1d4x10 M.D.C. per melee at nexus points. If completely healed, then P.P.E. will regenerate at 15 P.P.E. every 10 minutes on ley lines or 5 P.P.E. per melee round at nexus points! They can also tap double the amount of P.P.E. than normal practitioners of magic.
7. Nexians can control ley line nexus points! Like some alien intelligences, when a Nexian is on a Nexus point, they can control the amount of energy available by channeling the energy through their bodies. This means that they can prevent all other beings from tapping the energy from that nexus point, and can also prevent rifts from opening at the nexus point. They can also create rifts at nexus points to any dimension known to them, or randomly. Chance to control a minor nexus point is 100% unless controlled by another being. To control a minor nexus point controlled by another being, or a super nexus, requires a roll of 50%+3% per level. If a super nexus is controlled by another being, it requires a roll of 25+3% per level to take control. (Note: If it was a nexian previously in control, they can try the same thing and retake control.)
8. Other abilities: Can see in all spectrums of light and radiation (including thermal radiation). Nightvision (1000 feet). Do not require food or sleep (gather magic energy from around themselves). Doesn't breathe air. Energy attacks inflict half damage when in energy form, 75% when solid. Kinetic attacks do no damage in energy form, full damage in solid form. Magic attacks can be absorbed! On a successful parry against a magic attack, Nexians heal 1d6 M.D. If the Nexian fails to parry, they suffer half damage (applies to all magic attacks even if the Nexian is not aware of the attack). Can fly when in energy form and pass through most solid structures. Cannot pass through force fields, phase fields, or magic barriers. Also cannot pass through mega-damage sealed military vehicles (robots and PA included). Regenerate 3d6 M.D. per minute. Cannot receive cybernetic or bio-wizard implants, they are not compatible.

### **Nexian - Alien Energy Being**

**Alignment:** Any, but unprincipled and anarchist are most common (they tend to be rather thoughtless beings, with just a lust to explore).

**Attributes:** I.Q. 3d6, M.E. 4d6, M.A. 3d6, P.S. 3d6+10, P.P. 6d6, P.E. 5d6, P.B. 3d6, Spd. 4d6 (200 mph +10/level in energy form) (Physical skills only appropriate when in solid form, P.S. and P.E. are considered supernatural)

**Size:** Six to nine feet tall in solid form, varies in energy form (One to fifteen feet in diameter maximum, can change size at will).

**Weight:** 200-500 pounds when solid, weightless when in energy form.

**M.D.C.:** 100+P.E.x10+15 per level.

**S.D.C./Hit Points:** N/A.

**Horror Factor:** 12 when they reveal themselves as energy beings.

**P.P.E.:** 100+1d4x100+50 per level (250-550 at first level).

**Average Life Span:** 5 to 10 thousand years average.

**Natural Abilities:** See description of R.C.C. powers (above).

**Psionic Powers:** Mind Block Auto-Defense only.

**Magic Powers:** See description number \_\_\_ under R.C.C. powers.

Choose 2 spells from each of the levels from 1-6, and one spell from each of the levels 7-15 and two spells from any level for each level of experience (including first). Most areas of magic are available including normal spells, temporal magic, elemental, biomancy, african witch spells (not at first level), necromancy (not at first level), and magic chants/dances/ceremonies (same effect, but don't require ceremonies or chants). The only magic not available is wards, circles, and runes, and any other magic that requires physical manifestations.

**Note 1:** Any normal spell that requires rituals such as Summon and Control Canines, is cast without the physical requirements. Protection circles creates an invisible barrier the same size as which would normally be drawn.

**Note 2:** While spells from many areas are available, Nexians do not gain any of the special abilities that belong to normal spellcasters.)

**Combat:** Typically five (5) hand to hand attacks per melee, or ten light energy blasts, or five heavy energy blasts, or three(!) by magic. Add one melee attack at levels five, ten, and fifteen.

**Bonuses:** +5 to save vs. magic (+1 at levels 3, 9, 15), +4 to strike in hand to hand (+1 at levels 5, 9, 14), +6 to strike with energy blasts (+1 at levels 4, 8, 12), +4 to parry and dodge, +2 to initiative (+5 in energy form), +2 to save vs. psionics.

**Vulnerabilities/Penalties:** Nil.

**R.C.C. Skills:** Nexians have minimal training, they tend to rely on their natural abilities.

Select four languages (+20%)

literate in two languages (+10%)

radio: basic (+10%)

tracking (+5%)

first aid (+5%)

prowl (+15%)

two pilot skills (+10%)

basic math (+5%)

streetwise (+10%)

all lore skills (+5%/+25% if in regards to magic)

two weapon proficiencies.

**Secondary Skills:** Select 8 skills from any category except electronics, mechanical, medical, and physical. Plus select two at level four and one at levels seven, eleven, and fourteen.

**Alliances and Allies:** None really, tend to be loners. When they do make friends, they are very dedicated. Tend to prefer magical beings and practitioners of magic.

**Enemies:** Evil supernatural beings love to enslave and/or destroy Nexians for unknown reasons (especially the Splugorth).

**Equipment:** A magical and/or techno-wizard weapons (including lesser rune weapons at the G.M.'s discretion), a set of light magic armor (60-140 M.D.C.), and perhaps some minor magical/techno-wizard items. The Nexian may have non-magical items, but they are generally not carried unless they are hiding amongst normal humanoids (disguise) or they have a place to put them if they want to change into energy form (Dimensional Envelopes/Pockets are common).

**Money:** Nexians generally carry little money on them as it cannot change when they go into their energy form, but they often have a stash of funds with 3d6x100 credits. Those that can create dimensional pockets/envelopes may also carry money that way. In addition they will have 2d6x1000 credits in minor magical trinkets for use in trade.

**Cybernetics:** Impossible! Mechanical implants are not possible in an energy being. Even when in solid form implants are automatically rejected and regenerated. Special Note: If a limb is cut or blown off of a Nexian, it is instantly reformed from the energy of the rest of the body, but the damage is only regenerated normally.

**Xp table:** Use the dragon's experience table.

## Night Avatar OCC

By:

Lord High Deathmaster  
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### Night Avatar OCC:

At some point in their teens, something happened to force these dark warriors to accept the night as their only chance for survival and to depend utterly upon it for their continued existence. While this is not a rare occurrence on Rifts Earth, only a few instances result in an actual mystical bonding with the essence of the night. It is likely that those with the potential to become Night Avatars but don't will later become Warlocks, a similarly powerful bonding with an impersonal force, if a little less drastic.

Assuming the fledgling Night Avatar survives the crisis that was responsible for his/her creation, he/she will undergo some marked changes over the next several hours. Night Avatars become stronger, tougher, and faster than most normal humans, but not to the extent of Crazies or Juicers. They develop perfect 20/20 vision and a superior form of nightvision. Their hair becomes black and the irises (the coloured part) of their eyes turn a dark, smoky grey. Skin colour remains unaffected but often becomes pale from lack of sunlight eventually.

The metaphysical changes are far more pronounced. They become minor psionic sensitives which expand their senses into the realm of the supernatural. Their PPE levels greatly increase due to the mystic bond and they gain the innate ability to manipulate darkness and shadow through a limited form of spell magic. The most important ability is to manifest their mystical bond with the night as a suit of blacker than black armour. When clad in this Void Armour, they become powerful supernatural beings with the ability to grow lethal blades of solid darkness and to throw razor sharp shards of their suit to shred their enemies. Once the abilities have been gained, the choice of what to do next is up to the young Night Avatar. Some fight whatever forced them to become Night Avatars in the first place. More than a few are thus dedicated to destroying Vampires. Some believe that since they are now have part of the night inside them they have to be evil creatures of darkness, although most of these are just using this as an excuse to terrorise those weaker than themselves. Some deny their powers and continue to lead normal lives. Others lead fairly normal lives during the day but at night use their powers to fight evil creatures of the night or to be an evil creature of the night. Still others are unable to cope and tragically wander until they find a purpose or perish.

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Basic Stats

**Alignment:** Any

**Attributes:**

**IQ:** 3D6 **ME:** 3D6 **MA:** 3D6 **PS:** 3D6 +4 **PP:** 3D6 +4 **PE:** 3D6 +4 **PB:** 1D4 +8 **Spd:** 3D6 +9

**Size:** 5 feet 6 inches to 6 feet

**Weight:** 160 to 200 lbs

**HP:** PEx2 + 2D4 per level

**SDC:** PEx4 plus bonuses from physical skills

**Horror Factor:** None unless wearing their Void Armour

**PPE:** PEx2 + 2D4x10 + 2D6/lvl

**ISP:** MEx2 + 1D6/lvl

**Natural Life Span:** 150 years (unless leading normal lives, most die in combat way before this)

**Natural Abilities:** Described later

**Magical Powers:** See Natural Abilities

**Psionics:** See Natural Abilities (considered a minor psionic for save purposes)

**Bonuses:** +2 Save vs HF at level one, +1 at levels 3,6,9, 12, and 15 +10% Save vs Coma/Death

All other bonuses come from high attributes and use of Void Armour

**Vulnerabilities/Penalties:** Daytime and especially sunlight doesn't physically hurt them but it does weaken their night powers. Also, when they are in direct sunlight they cast magic as if they were half their actual level. At level one this means that they lose all spell casting powers when in sunlight! As a result most feel vulnerable during the day (they're still better off than average humans but most don't see it that way) and much prefer to perform dangerous tasks at night. If they need to fight outside during the day and have access to technological weapons and armour, they are likely to use them instead of their greatly weakened night powers. Day or night, they are good at prowling and setting up attacks from concealed positions. They often use similar tactics at night to close to within hand to hand combat range due to being overshadowed by technology in the ranged attack area.

**Appearance:** When not using their Void Armour or shadow magic they look like healthy humans with black hair and dark grey irises. Their movements tend to be more fluid and faster than average though and they are usually stronger and tougher than normal which may attract unwanted attention. When casting magic their eyes become entirely jet black (even the whites) and dark grey smoke surrounds the hands. When wearing their Void Armour, the armour is all that is visible. Absolutely nothing can be seen of the character's features and the voice sounds distant and cold when using their Void Armour.

**Starting Money:** 2D4 x 100 Cr. in saleable items, 1D4 x 100 Cr. in cash

**Starting Equipment:** One light energy pistol + 1D4 E-clips, 1 week of food

**Note:** Depending on the character history, the character may have been able to steal/salvage/scrounge some extra money and/or equipment and/or an old one person vehicle - GM's call.

### **Skills**

#### **OCC Skills**

Speak Native Language at 98%

Prowl (+25%)

Set Up / Detect Ambush (+15%)

Conceal / Detect Concealment (+15%)

Acrobatics (+10%)

Hand to Hand: Night Avatar Hand to Hand Combat Skill (cannot be changed)

#### **OCC Related Skills**

At level one select 9 skills from the following list. Select one additional related skill at levels 2,4,6,9, and 12.

Communications: Radio: Basic only

Cowboy: None

Domestic: Any

Electrical: Basic only

Espionage: Any (+10%) except Forgery and Pick Locks

Mechanical: Basic only

Medical: First Aid only

Military: Camouflage only (+5%)

Physical: Any (+10%)

Pilot: Hovercraft, Motorcycle, and Automobile only

Pilot Related: Any

Rogue: None

Science: Basic Math only

Technical: Any except computers

WP: Any

Wilderness: Any

#### **Secondary Skills**

At level one select 6 skills from the previous list. Select one additional secondary skill at levels 3,7, 10, and 14

#### **Natural Abilities**

Perfect 20/20 vision

Superior Nightvision (full visual capabilities in complete and utter darkness)

Regenerate 1D6 HP/SDC per hour

Always knows to within 1 minute the time remaining until sunset/sunrise

Each hour spent in their Void Armour negates the need for one hour of sleep. Thus it is physically possible to lead two separate lives.

The difficult part is usually keeping them separate.

Night Powers:

Void Armour

Night Blades

Night Shards

Shadow Magic:

Cloud of Smoke

Create Darkness

Shadow Meld

Shadow Bolt

Silent Darkness

Shadow of Doom

Psionics:

See the Invisible and Presence Sense at level one

Select one more power at levels 2, 4, 7, and 10 from the list below:

Sense Evil Sense Magic

See Aura Detect Psionics

Empathy Object Read

Night Avatar Armour (Void Armour)

Takes one melee attack to summon/dismiss the armour for any length of time.

Wearing other armour prevents the suit from being summoned. Triax MDC clothing is the exception and many wealthy members of this race buy nice suits (usually black of course).

The character can chose the appearance of the armour each time it is summoned. This can vary from form fitting with few details or edges (for stealth) to highly stylised plate with a dragon helm (for intimidation).



The armour is a living extension of the character's life force which has become one with the night and thus it is always the same suit and damage inflicted upon it remains until repaired.

The character has a HF 12 when wearing this armour

The armour is fully environmental with no prowling penalty and an effectively unlimited air supply.

Damage can be repaired by infusing the suit with PPE while wearing it.

Each infusion instantly regenerates 1D4 MDC but counts as an attack and costs the character 5 PPE. The character is the only creature who may spend PPE in order to repair damage to his suit.

The maximum number of infusions that a character can perform in any given 5 minute period of time is 1 at level one + 1 more at levels 2, 4, 7, and 11.

The suit cannot be regenerated when in direct sunlight.

If the armour is destroyed, the character suffers 6D6+6 HP damage is stunned for 1D4 melee rounds. The character must wait for one day and spend 100 PPE to summon the suit again. If the character is at a ley line, the cost is 75 PPE. If standing on a nexus, the cost is only 50 PPE. The character must always wait at least 24 hours no matter what the location. When the suit reappears for the first time after being destroyed it has one tenth its maximum MDC but can now be healed and used normally.

No body heat leaves the suit and it generates no heat so thermal optics and detectors are ineffective against a character in this armour

The armour almost completely negates light that touches its surface. This results in the character looking like a humanoid shaped hole cut out of reality hence 'Void Armour'.

Laser sights and targeting systems don't confer their bonuses when used against a character in Void Armour. The light used by these systems is simply negated when it hits the Armour.

Laser weapons do half damage against the armour.

Bonuses when wearing the suit at night:

Strength and Endurance become supernatural

30 MDC per level, triple speed rating

+2 to Initiative, Strike, Parry, Dodge, and Roll with Impact

+2 attacks per melee (takes effect the round after summoning)

+20% to Prowl Skill

Bonuses when wearing the suit during the day

Strength (at -4) becomes supernatural

20 MDC per level, double speed rating

+1 to Initiative, Strike, Parry, Dodge, and Roll with Impact

+1 attack per melee (takes effect the round after summoning)

+10% to Prowl Skill

Bonuses when wearing the suit in direct sunlight:

Strength becomes equivalent to robotic

10 MDC per level

MDC lost/gained from day/night or shadow/sunlight changes occur at a rate of 5 MDC per melee round. These MDC gains/losses are applied to the current MDC until the armour has lost/gained the appropriate amount. Skill and combat bonuses from such changes are gained/lost on the character's next attack except for attacks per melee which only change from melee round to melee round.

Night Blades

Must be wearing Void Armour

Takes one melee attack to grow each blade

Blades can be returned to the armour by concentrating for one melee action

Blades can be grown from the forearms, knees, and elbows

Maximum of two blades per level

Maximum of 4 blades per forearm and two per knee or elbow (max. 16)

Damage is 1D6 MD per blade

Shadow Blades do half damage when they or the armour are in direct sunlight.

When used against Vampires, Night blades inflict HP damage equivalent to the inflicted MD. A Night Avatar cannot kill a vampire with Night

Blades but he can injure them severely.

More than six blades increases HF to 13

More than twelve blades increases HF to 14

Any existing blades are lost if the armour is dismissed

Cannot summon Avatar Armour that already has blades on it

Night Shards

Must be wearing Void armour

Takes one melee attack to throw

Jet black razor sharp shards fly from the hands - this is a non-magical, physical attack

Each Night Shard attack burns off MDC from the Void Armour

Maximum MDC burnt per throw = 2 MDC per level of experience

Cannot reduce armour to less than one half maximum MDC

Cannot be used at all if armour is below half maximum MDC

Damage is 1D10 MD per 2 MDC burned from the armour

Range is 100 feet per level

Has no effect on vampires except possible knockdown

The shards dissolve into nothingness after about 5 seconds of existence

Magic Spells of the Night Avatars

The following spells are known to all the Night Avatars. Additional spells of any type cannot be learned / purchased.

Cloud of Smoke (lvl 1) - Rifts Main Book

Create Darkness (lvl 3) - See below

Shadow Meld (lvl 4) - Rifts Main Book

Shadow Bolt (lvl 5) - See below

Silent Darkness (lvl 7) - See below

Shadows of Death (lvl 9) - Rifts Africa (self only)

Create Darkness

Level: Three

Range: 40 feet + 20 feet per level

Duration: 3 minutes per level of experience

Saving Throw: None

P.P.E.: 5

This spell creates an area of darkness with a radius of up to ten feet per level of experience. Negate Magic and Negate Magic Barriers will dissolve it instantly. This spell cannot be cast on an area in which there is sunlight. Artificial lights and Globe of Daylight have no effect and if present inside the area of effect when cast will be nullified while they remain the area of effect for the duration of the spell. Inside the area of effect, there is no ambient light so even light amplification devices and powers will be of little use. The cloud does not block the passage of heat, sound, or odours. Lasers are unaffected.

Shadow Bolt

Level: Five

Range: 50 feet per level

Duration: Instant (one attack to cast and throw)

Saving Throw: Dodge

P.P.E.: 8

The caster creates and hurls a bolt of darkness that inflicts 4D6 MD.

The bolt should be considered to be intense magical cold as it almost devoid of light and heat energy. The bolt is +3 to strike at night/in shadows.

Silent Darkness

Level: Seven

Range: 40 feet + 20 feet per level

Duration: 2 minutes per level

Saving Throw: None

P.P.E.: 25

The effects of this spell are the same as those described in the spell 'Create Darkness' with one exception: no form of sound including those created by magic or technological weapons can exist or enter the area of effect.

#### **Miscellaneous**

PPE recovery is 6 per hour of sleep, 12 per hour of meditation (doubled at nexuses, +50% at ley lines)

This character class cannot draw PPE from any external source. It may only regain spent PPE by sleeping and meditating.

ISP recovery is 3 per hour of sleep, 6 per hour of meditation

All divisions (e.g. half damage) are to be rounded down unless otherwise mentioned.

Globe of daylight does not have any effect on this character or his

powers and will most likely be met with a darkness spell in order to cancel the annoyance.

The only aspects of this OCC that are affected by proximity to ley lines or nexuses as explained in the Rifts Main Book are the magic spells.

The effects of ley lines and nexuses upon other aspects and powers of this OCC (if any) are explained in the appropriate description.

Natural Combat Ability

Night Avatar Hand to Hand Combat Skill

Level Bonuses / Abilities

1 Two attacks per melee, +1 Roll, Critical Strike with natural 20

WP Night Blades (+1 Strike/Parry at levels 1,3,7,10,13)

WP Night Shards (+1 Strike at levels 2,4,6,9,12,15)

WP Paired Shadow Blades

Punch (1D4) Power Punch (2D4)

Kick (2D4) Power Kick (3D6)

Elbow Strike (1D6)  
 Knee Strike (1D6+1)  
 2 +1 Strike / Parry / Dodge / Roll  
 3 +1 Attack / Parry / Dodge / Roll  
 4 +1 Strike / Parry / Dodge, Critical Strike with natural 19-20  
 5 +1 Initiative, +2 Damage, Leap Attack  
 6 +1 Attack, Entangle  
 7 +2 Damage, Paired Weapons  
 8 Critical Strike with natural 18-20  
 9 +1 Attack  
 10 +1 Initiative, +2 Damage  
 11 +1 Parry / Dodge  
 12 +1 Attack  
 13 Critical Strike with natural 17-20  
 14 +1 Strike / Roll  
 15 Death Blow

Notes:

Roll = Roll with Punch / Fall / Impact

Attack = attack per melee

The Bonuses and abilities from the WPs only apply to those natural weapons, no others

WP Night Blade applies to any Night Blades, whether they are on the arms, elbows, or knees

Night Shards cannot be used as paired weapons. Only one set of shards may be thrown per attack

Whenever strength inflicts MD, punches, kicks, knee and elbow strikes all inflict standard punch damage plus damage from any Night Blades present on that location.

--

Lord High Deathmaster

Lord of the Night, I pray on bended knee, conquest by

The rising moon, I'll wait for thy command with

Shadow and blood at hand, glory and a broken blade

I'm the master of the night, I have no fear of man

Or beast born inside the soul of the World

Running hard, breaking bone with shadow and blade

Eternal Night I was born to wield!!!

## NightCloak R.C.C.

These mysterious beings are humans born infused with mystical powers that revolve around the elements of night and their psychological focus- a cloak, cape or in modern times, long coat. Their appearance is as for normal humans, though they do have the occasional lilac eyes or platinum hair colors. During the night, they become pale in complexion and their hair and eyes both change to black, acting as an effective disguise to their identities.

**Alignments:** Most(75%) are of good alignment, only 5% or less will be of evil alignment and most of these will be Aberrant.

### Attributes:

**Daytime attributes** (# of D6 to be rolled)

IQ3, ME3, MA3, PS3, PP3, PE4, PB3, SPD3

**S.D.C.:** 4

**Hit Points:** (PE+d6/ level)

**P.P.E.:** 3d6

**AR:** None

**Nighttime attributes**

IQ3, ME5, MA4, PS4, PP5, PE6, PB4, SPD1d6x10

**S.D.C.:** 2d4x10

**Hit Points:** (PPE+2d6/level)

**P.P.E.:** 1d4x10

**AR:**10

**Horror Factor:** 12

**Natural Abilities:** Knows the exact moment the sun sets/rises, Full Nightvision, See Shadowmelded Beings, Does not Age (see below), Night PS and PE are Supernatural.

**Cloak Powers** (these powers are possible when touching or wearing their 'cloak'):

1) Regeneration: They heal 6 SDC/Hit Points per melee round at night and broken bones heal in 2d6 minutes (severed/destroyed limbs/organs regrow in 1d4 weeks).

2) Shadow Dance: By stepping into the shadows, they can teleport to any other shadow within line of sight range. This can be used as a dodge at +2 dodge.

3) Psionic Powers: Can choose any six powers from the lesser categories and has 2d4x10 (+ME attribute Number) ISP

4) Gliding-By Spreading out their cloaks and jumping from great heights: The Nightcloak can glide from heights as high as 2000' (plus 50' per level), but must glide forward 20' for every 100' dropped. Nightcloaks wearing their cloaks are immune to fear of heights and vertigo(even if they suffer from these conditions during day or without their cloaks).

5) Cloak Control: The cloak is a living extension of the wearer and can be altered in size from short-cape size to thirty foot long trailer and the wearer can use any part of the coat to strike as punch with Supernatural PS.

6) Special Powers: There are a number of different powers that the nightcloaks seem to exhibit on one-to-one basis, gets one of the following at level and a second at 6, third at 11 and fifth at level 15.

Roll Percentile	Power
01-18	Enhanced Psionics: Gets 4 additional powers from lesser categories and 3 super psionics, +1d4x10 ISP
19-36	Daylight Abilities: Retains all their cloak powers during the day at 1/3 strength(must still have cloak)
37-54	Create Darkness: Can fill an area equal to their MEx10(plus 5' per level) with absolute darkness. Can see through this darkness as normal.
55-72	Coat Envelope:Can displace up to MEx10 lb plus 20 lb/level into dimensional hole in his cloak. Can even displace people if the weight does not exceed their limit. +3 to use this as a parry to ANY (including energy) frontal attacks on character.
73-90	Become Shadow: By lying flat against a surface, they can become a living shadow, undetectable and immune to harm. Limit of 1 minute per level of experience.
91-00	Invisibility: The character can become unseen when in any darkened area. If that area is then lit, they can maintain this invisibility for 1 minute per level of experience.

7) Cloak Armor: Cloak acts as armor for the wearer, providing them with 100 SDC of protection that heals at 10 SDC per turn. Coat has 400 SDC itself and if destroyed, the Nightcloak will lose ALL powers(will return to real physical age at rate of one month per hour without the cloak, they will die at the 100 year-old level), which will return only if they can find an ancient Nightcloak to bond a new cloak to them. This can make a great plot hook for Nightcloak character.

**Combat:** At night, the character gets the following bonuses: +1 attack, +2s/p/d due to superior abilities, as well as +4 initiative and +10% to all dex-based skills. +3 to all Perception rolls as well due to heightened senses at night.

**Other Bonuses:** +5 vs. HF, +15% vs.Coma/death, +3 vs. psi/ magic/poisons and is immune to disease(these are at night only, a Nightcloak with a cold will be afflicted with it for normal duration during day but be unaffected at night).

Can Train in any non-magic/psionic/sniper OCC they want, though many become fighters/champions of good.

## The Nocturnal Wanderer

By:

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### The Nocturnal Wanderer- A NightBane RCC

These are fundamentally normal humans who have one odd little thing in common-they feel compelled(be it by fate, boredom or what have you) to spend the night hours wandering the streets of the city that they live in.

This has other effects on the character (side effects, you might say)- they can see perfectly in almost no light at all, have phenomenal endurance and they seem drawn, randomly, to the supernatural. They also exhibit uncontrolled latent psionic powers that just occur and which the Wanderer knows nothing about. These people, who sometimes have little grasp on reality to begin with and spend all their time out night-walking, are rarely surprised and never really bothered by the fact that the world is inhabited by supernatural beings, though they will never admit(or realize, for that matter) that they are anything but normal.

Although basically the same as human, they have some altered stats to reflect their unusual nature: ME 3d6+3 MA 2d6 PE 4d6 PB 3d6-2, all others are determined as normal.

**SDC:** 4d6 plus that granted by skills and training.

**Hit Points:** Normal, PE + 1d6/level

**PPE:** Not all burnt up on psionics, so has 5d6 PPE

**ISP:** ME plus 1d6x10, add five per level after the first

**Appearance:** Mostly normal, though somewhat more bland, they seem to OEsink' into the night world in which they wander.

**Age:** As normal, usually they are in their early twenties, and many will frequent bars and/or pubs during their nightly sojourns.

**Natural abilities:** Nightvision to 600' and must wear sunglasses in bright light of any kind or are -2 s/p/d due to light-blindness, Can tell vampires by sight and have 35% chance to see shadow-melded beings, Are +6 vs. Horror Factor (nothing phases them- "been there, done that"), Are highly resistant to drugs/ toxins and are +3 to save vs. them(take only 75% of normal damage/effect from these chemicals even if they fail to save- many are alcoholics and/or drug dependent), Need only 4 hours sleep at night for maximum performance and can go upto 3 days sleepless without detrimental effects.

**Natural Latent Psionics:** Can pick 4 powers from the following and save as major psychics: Bio Regeneration\* Clairvoyance

Deaden Pain(self only) Empathy

Impervious to Cold Resist Fatigue

Sense Evil Sixth Sense

Speed Reading Total Recall

**Notes:** The Gm must be fair about the use of these powers, if the character has a power that is reasonable for a certain situation, the GM should then activate that power and record character's ISP loss- the character(and possibly the player too,) should not know when the powers are working(or that they have them at all!).

\* Bio Regeneration can only be picked in conjunction with Deaden Pain, otherwise the character would know that they were hurt and power wouldn't work- so this way, the character heals self before he realizes he's hurt and then shrugs the damage off as a OEFlesh wound, nothing major'.

**Special:** At GM's discretion, on a roll of 01-05% on d100, the character may also pick either the power mind block auto-defense or hypnotic suggestion.

The Character's skills and OCC are determined as normal except they also have the following three extra skills, a sort of innate knowledge related to their nature:

Athletics(walking-same as general in all respects)

Streetwise +20%(knows who to avoid and who to get in good with/hang with)

Lore:Night +20%(New Skill)

This is a general lore skill that deals with learning the basics about all the different NightBane factions but specific knowledge on none of them.

However, if the character also takes a specific lore skill, this skill will add +5% to that skill due to the general knowledge the character already has.

**Savings and Occupations:** As normal, but remember that due to their nature, these people don't fit in well in the dayworld and probably have trouble holding normal day jobs. But if they're rich, then it makes no difference.

## The Norns

By:

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### Norns R.C.C.

Based mostly on a marvel comic book.

The Norns are a race of evil humanoids who can very easily pass for human. They are rumored to be one of many races that came with the coming of the Rifts, but they are, in actuality, a race that has remained hidden for many years. Their general appearance is that of a human, except with glowing red eyes. Norns can successfully breed with humans, producing either human (01-50) or norn (51-00) offspring.

However, they are not genetically similar enough to humans for them to be able to get magic tattoos, despite the fact that many consider them a group of human mutants. Another notable difference is that, despite the above-average PPE base, they CANNOT practice magic. They are usually found in Central America, and in the southwest of the old US. As a race, they have no real agenda. But, generally, they prefer to lord it over the humans and D-Bees of the area in a style reminiscent of Vampires.

However, their apparent similarities are just that, for the two are bitter rivals for Central America, since the Norns cannot be turned into vampires and are actually capable of disabling a vampire in normal combat (through the agony touch).

**GM Note:** This race can be used as a PC

**Alignments:** Any Selfish or Evil

**Attributes:** IQ: 3d6 ME: 3d6+2 MA: 3d6 PS: 4d6+3 PP: 3d6+5 PE: 4d6 PB: 3d6 SPD: 3d6+5. PS and PE considered supernatural.

**MDC:** PE+1d6 Per Level of Experience.

**Average Life Span:** Same as humans, about 100 years.

**HF:** 9 when eyes are revealed, 13 when using agony touch.

**PPE:** 4d6 Weight: 250-300 lbs. Height: 6.5-7 ft.

**Natural Abilities:** Nightvision 300ft., supernatural strength and endurance, Bio-Regenerate 1d5 MDC per 10 minutes, perfect 20/20 vision, super smell, as per mutant power.

**Agony Touch:** The primary ability of a Norn is to feed upon the psychic anguish of another person! Note that the Norn doesn't eat or drink, it instead requires this psychic nourishment. All Norns must feed on one "days" worth of psychic anguish to be fully comfortable for a month (I'll explain all of this down below). A Mind Block or similar contraption will prevent this power from being used, but otherwise no saving throw! In order for the touch to work, the Norn's BARE hand must touch the victim's UNCOVERED head! The Norn will then experience all of the Victim's repressed/painful memories, growing stronger as the victim's anguish mounts! For Victim: Save vs. Insanity. If failed, roll twice on the random insanity table, and the victim either gets a phobia towards Norns, or an Obsession with destroying them. For Norn: +2 PS, +5 PE, +1d6X10 MDC per each "point/oo of psychic anguish. Note that each memory takes one minute to "extract". The bonuses last for one day per level of the Norn.

For Example: Biff the Rogue Scholar is ambushed by a 3rd level Norn, who triggers the agony touch, since Biff forgot to put on his helmet that day. Biff then is forced to remember memories of being abused as a child, a "ratingo/oo of about 5 points, we'll say. The Norn then feeds on the pain, causing Biff to go insane and the Norn to get: +10 to PS, +25 PE, and +5d6X10 to MDC. The Norn then retains these bonuses for 2 days, as well as having been fed for a month (One day subtracted from the total duration so as to keep the Norn fed).

Consult the following table:

Trauma: 3-5 points depending on intensity.

Failed Save vs. Horror Factor: 1-2 points.

Alternative cause of an insanity: A whopping 10 points!!!

Memories of a bad childhood: 2-5 points.

Death of a loved one: 4 points.

An action which caused feelings of guilt: 7 points.

These are just examples. Basically, the GM should use these tables as methods to assign a "ratingo/oo to the anguish of the victim, thereby determining how much stronger the Norn gets. GMs get the idea and make up something if a specific bad memory isn't on the list.

**Combat:** 3 APM plus bonuses.

**Bonuses:** +6 to initiative, +7 save vs. HF, +3 save vs. Poison, disease, etc., +3 S, P, D, +4 Roll.

**Psionics:** Mind Block and Empathy. ISP: 1d4X10, unchanging.

**OCCs:** Any, except Magic.

## Nosferatu RCC

By:

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### Nosferatu R.C.C.

The nosferatu are a race of vampires, similar to the common "Mexican" variety, but also much different. It is unknown where the first of their kind came from, but it was not from an intelligence, and they have inhabited Earth for at least 1000 years, perhaps longer. Some have theorized that the first was just a very strong willed person, who simply refused to die. One of the first was Vlad Tepes, more commonly known as Count Dracula! In fact, the vampire legends were actually based on nosferatu, not true vampires, who consequently only numbered about fifty to a hundred at any time in Earth's history until now.

A nosferatu can be of any alignment. Second, their powers and vulnerabilities are changed. They are impervious to water, crosses, and silver. However, they cannot bring themselves over a body of water at high tide. Only in a vehicle driven by another may this be accomplished, or in bat form high enough that the water is hidden by clouds. It is not fear that prevents them from doing so, but something in their very nature. They do not have to sleep in the day. Garlic does not repel them, but consuming it will make them sick. A wooden stake through the heart will kill them immediately, no burning or anything necessary. Taking away the soil of their homeland will kill the creature after three days. However, it is not the soil of the land where they were turned into a nosferatu that is needed, but the soil of their original birth place, their true birth. Sunlight can kill them, but they are more resistant than normal vampires. Direct sunlight will kill a nosferatu in minutes. An overcast day will allow the creature to come out, but they will tire faster than usually. Protection with a wide brimmed hat or other forms of shade will have the same effect. Their blood lust is mostly the same, except they can sustain themselves on animal (mammals only) blood, but only the blood of their race (of the opposite sex) tastes good to them, and they can last a week on two pints with no ill effect. They also have a new weakness. They can not come through a door, into someone's home, without being invited in. The powers of mind control and the psionics are different than the normal vampire. They have no control over vampires or other nosferatu, but have all the other powers of the vampire, but at their own level and not at fourth level. They can recognize vampires and nosferatu by sight. Their powers of metamorphosis are identical, but if they are outside even on an overcast day, they can not transform. They are immortal, but have absolutely no link to their creator. They have all the other powers natural to vampires, as listed on page 26 of Vampire Kingdoms, except they do radiate heat. The creation process is somewhat different. Only a few originally existed throughout the world, created through unknown means. All the rest were created by other nosferatu. The way this is done is by the normal person drinking of the nosferatu's blood (yes, nosferatu bleed). The victim then goes into a trance like state, lasting anywhere from two weeks to four months. When they emerge, they are nosferatu. It is said that it is possible for a newly transformed (under three weeks) nosferatu to turn back to a normal member of their race, but

only if there is something very strong holding them to that life (true love, a child, etc.). The appearance of the nosferatu is not savage like that of the vampire. They look no different than a normal member of their former race, and their sharp canines only come in for feeding.

**Alignment:** Any

**Attributes:** Indicates how much to add to their race's original stats. I.Q. +2 M.E. +2 M.A. +5 P.S. +12 P.P. +10 P.E. +10 P.B. +1 Spd. +5 Note: All attributes are considered supernatural.

**Size:** As per race.

**Weight:** As per race.

**M.D.C.:** N/A

**S.D.C./Hit Points:** N/A

**Horror Factor:** As per race, unless known to be nosferatu, then 12, or if is already above 12, then add 2.

**P.P.E.:** As per race, unless a magic O.C.C.

**Average Life Span:** Immortal.

**Natural Abilities:** As described above, plus any of the original race.

**Experience Level:** NPC's range from first to fifteenth, average is 1D8+1.

Players should start at first level.

**Psionics:** 3D6 x 10 I.S.P., plus 1D4 per level. Has the powers of death trance, alter aura, empathy, mind block, hypnotic suggestion, presence sense, sense evil, deaden pain, induce sleep, and super hypnotic suggestion. Considered a major psionic, requires a roll of 12 or higher to save vs. psionic attacks. Plus any from before the transformation.

**Magic:** By O.C.C. only.

**Hand to Hand Combat:** By O.C.C.

**Damage:** Supernatural.

**R.C.C. Bonuses:** +1 vs. horror factor, +1 on initiative, +2 to strike, parry, and dodge, and has one extra melee action.

**Vulnerabilities:** As described above.

**O.C.C.'s:** As per race.

**Alliances and Allies:** These beings are despised by true vampires, many humans, D-bees, and other creatures.

It is hard for a nosferatu to gain new friends unless they keep their nature secret until the friendship is forged.

**Weapons and Equipment:** Varies per O.C.C.

## Oberon Gargoyles R.C.C.

By:

[Garry Wilson](#)

One thousand year ago superstition and the sword ruled It was a time of darkness It was a world of fear It was the age of gargoyles Stone by day Warriors by night.

We were betrayed by the humans we had sworn to protect Frozen in stone by a magic spell for a thousand years. Now in Manhattan the spell is broken and we live again. We are defenders of the night. We are gargoyles.

The gargoyles were created by Oberon, Ruler of Avalon, to be one of the three races in his dimension of Avalon. These are the stone creatures seen on Pre Rifts buildings guarding their keep. Some of whom have now got a sweet deal with Disney and have become the gargoyles on TV.

**Alignment:** Any, usually honorable (principled or aberrant)

**Attributes:** I.Q 3D6, M.E3D6, M.A 3D6+2, P.S 16+2D6, P.P 16+2D4+2, P.E 12+2D4, P.B 2D6+3, SPD 3D6 PS and PE are considered supernatural

**MDC:** 1D4X50 + 1D6X10 ISP-2D6

**PPE:** 40+3d6 (vampires will have a great meal on these guys and will create one bad mama in the process)

**Attacks :** 3 + hand to hand + other bonuses

**Damage :** see supernatural ps chart (page 22 rifts conv. Book)

**Bonuses :** +2 initiative, +1 strike, +2 parry/dodge, +3 dodge in Flight, +6 vs. Hf, +4 vs. All magic.

**Life span :** 100-150 years natural life (an educated guess)

**Appearance:** The gargoyles are a race of humanoid creatures from 4-12 feet tall they look like their features have been cast from stone (except some clans look different; IE the Bushido). They have coloured skin ranging from black to white. They have wings either growing out of their backs or between their arms and their legs (IE Lexington).

**Enemies:** Anyone who has crossed them and if they have had most of their clan destroyed humans in general.

**Allies:** These guys will take any one under their wings (figuratively) who is persecuted by any one. Also seem to have an affinity with dragons Any one from their clan will be accepted but if they are betrayed (i.e. Demona) they will no longer be trusted unless they can prove themselves worthy for their trust

**Special abilities:** Winged flight (gliding). Speed depends on environment and weather. Can dive at 3x spd normal speed, Perfect night vision (1000 feet), can see in zero light conditions. Adrenalin rush get extra 2d4 PP and PS for 1d10 melees, engage in mega damage hand to hand combat (because of their claws are made from a near indestructible material still under study).

**Special disadvantages:** Hated by many and seen as spawn of dragons and are hated like Dragons. But that is about it I could not see any thing that could be classed as a disadvantage to being a gargoyle.

**Starting equipment:** Start off with no equipment. Most will think it is useless, but some carry a e-pistol or rifle.

**Money:** 50 credits don't care much for money except for food and equipment but could easily get more from banks( one of these guys come into a bank no one would mess with them)

**O.C.C. Skills** (with bonuses):

American 98% / lit. American 98%

One other language 70% / lit 70%

Track humanoids +15%

Detect ambush +10%

Detect concealment +10%

Prowl +15%

1 Ancient wp (plus paired if applicable)

Intelligence +10%

**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

Domestic: any

Electrical: any

Espionage: any (+10%)

Mechanical: any

Medical: first aid or paramedic only

Military: any (+5%)

Physical: any

Pilot: any

Pilot Related: any

Rogue: any

Science: any

Technical: any

Weapon Proficiencies: any

Wilderness: any (+10%)

**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.

**Spells (if any):** only if learned from scrolls

**Cybernetics:** none to start but may get them (ie coldstone)

**Experience table:** same as CS Military Specialist

**Note** all the gargoyle clans will have a building that they associate their clan with(ie castle wyvern) and all have sworn to protect it with their lives

## Out World Warrior

By:

[Mavrick](#)

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Based loosely on Mortal Kombat both game and movie.....  
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During the time before the coming of the Rifts there was a tournament. Not just any tournament, but one that would decide the fate of the Earth. Created Eons ago, it was called, Mortal Kombat.

The tournament was set up so that people from all the realms would compete to see who was the best. 10 of the greatest fighters would compete. Some possessing bazaar powers, some of them alien in form and some of them normal. To the winner of Mortal Kombat came immortality, they could never grow any older then what they were and would never degenerate, to make sure they were in perfect health for the next tournament.

Earth, being the greatest of the realms was sought over by all realms. Earth was known to possess a portal to ever realm, making it the perfect base of operations. This is why the overlord of OutWorld Shao Kahn sought to have Earth as his, but he made one mistake.

Knowing that the chosen one (aka Liu Kang) would win the 10th Mortal Kombat, he set into action a plan which began 10,000 years ago. When his queen died, Shao Kahn's dark priests sent her soul to the Earth Realm where it would once be reborn. With this rebirth it would be possible for Shao Kahn to step through and claim his queen at the same time claiming the earth realm as well.

And on that day, the Rifts came. Forcing Shao Kahn back into his realm. He awaits there, waiting for a time when he can return and take the realm. He sends his warriors to weaken earth but he has not won yet. And so was born the Legend of the Out World Warriors.....



**Attribute Requirements:** All the characters Attributes must be above 15. Due to there extreme skill and training. (Except for MA & PB of course.)

**Alignment:** Miscreant or the Such, small percent are of the good nature.

**O.C.C. Skills:** All Skills have a 30% Bonus

Radio Basic:

Basic Electronics

Detect Ambush

Tracking

Hand to Hand: Any thats available.

Acrobatics

Athletics (general)

Running

Gymnastics

Concealment

Prowl

WP: Ancient (pick one)

WP: Modern (pick one)

Land Navigation

**O.C.C. Related Skills:** Can choose 6 from the following skills at a 20% bonus.

Communications

Electrical

Espionage

Mechanical

Military

Physical

Pilot Skills

Pilot Related Skills

Rogue Skills

Technical (Except Art, Writing, and Photography).

**Secondary Skills:** The character also gets 4 additional skills from the above listing but gets no bonus.

**Special Skills:** At levels 5, 10, 15, & 20 they get a special power of the powers list. (coming soon of course.). At level 1 they get 2 special moves. Also there moves take up PPE which is increased as they advance in levels. For the base PPE roll 10d10. As there

**Standard Equipment:** The standard equipment for the Warrior is as follows. (Note due to there raiding of earth they have a some energy weapons and stuff). NG-480 Turbo (pg. 60 Rifts Lone Star), 1 Phase Sword/Rune Sword, 1 energy pistol of choice, 1 energy rifle of choice, The Explorer: Full Composite Body Armor (may substitute for any light body armor, Full rations for 1 week, also any other little provision needed. (although Bikes, PA, RuneWeapons, and mega powerful items are not considered little). They can also get Mechs, Cyclones or any other equipment from other realms on assignment. (AKA If GM allows!)

**Money:** All warriors start with 1d20 x 100,000 credits and 1d10 x 1,000,000 credits in black market items. As always the black market credits are not allowed to be saved.

**Cybernetics/Bionics:** Will never get cybernetics unless absolutely necessary and then will want Bionics instead of Cybernetics.

**Things to note:** These warriors are not from earth, and due to the fact that outworld is mostly unknown to people they will not openly tell everyone that they are from there. Some have become even more powerful than atlanteans (no kidding). In out world they, the highpriests and minions of Shao Kahn, can create Rune Armor which is very hard to come by and if a warrior happens to have rune armor they will never give or sell it, when the warrior dies the armor is transported back to Out World.

## Paladin O.C.C.

By:

[Tyler Faulk](#)

The Paladin OCC is similar in many ways to the Cyber Knight of the Americas. The major difference lies in area of specialty other

than fighting. All Paladins are accomplished warriors but are also adept in the use of magic!

At first level the Paladin has just begun his adventures away from the academic life of a scholar. Most of his fighting skills have been learned by practice, not by experience. Likewise the Paladin's magic knowledge is minimal initially but grows once the character begins to expand his/her horizons. Because the Paladin needs to learn many things before he can advance as both a warrior and a mage, he goes up in levels very slowly.

This is not a handicap however, because the Paladin must quickly learn alternative methods to all forms of actions. Paladins are renowned as clever battlers who, even though outmatched in many conflicts, are never outclassed.

The Order of the Paladin is relatively exclusive; very exclusive if you are not wealthy. Teenage men and women of upper class British families who show quality physical prowess and a great mental capacity are sent to the Order for screening and selection. The location of the Order is kept secret from everyone, including the Paladins in training. Order representatives transport members to and from the training area by magical means. The training lasts for several years and is very intensive in order to prepare the warriors for the harshness that they will face. Many of the pampered young men and women are incapable of the training and are sent home. Only the elite are indoctrinated into the order and sent to serve and protect the kingdoms of man England.

The Order of the Paladin was created for a very specific reason:

To provide an elite guard of noble warriors to protect and serve the kingdoms of mankind in England. To this end the elite of the upper class were gathered together and taught the arts of war and magic. Paladins are almost entirely of good alignments as the selection process weeds out those who are unworthy of carrying the mantle.

#### **O.C.C. Powers:**

**P.P.E.:** Paladins are powerful batteries of PPE, multiply the PE number by five.

**Bonuses:** +4 to save vs. horror factor, add 1D4 to PS, 1D4 to PE, 1D6 to Spd, 1D6x10 to SDC, +2 to save vs. magic, +1 on initiative.

**Spell Knowledge:** The Paladin is taught of the ways of magic and how to harness the power. They are not naturally attuned to magic energies like other magic OCC's, so their knowledge does not equal that of the more powerful character classes. However, their training prepares them for the intuitive leaps needed to learn new spells.

Initially the Paladin starts with six spells from levels one and two.

**Learning New Spells:** The Paladin gains three additional spells at second level from the spell levels of one, two and three. At third level, the Paladin can choose two additional spells from these same levels. Until level four, the Paladin cannot learn new spells by purchasing them or studying them. His knowledge must be intuitive at first. At fourth level the Paladin bridges the gap between student of magic and practitioner of magic. At this one time the Paladin may choose six new spells from levels one through four. Afterwards he may select two new spells from the corresponding experience level. He may also learn new spells from additional studying or purchasing.

**Attribute Requirements:** IQ: 12, ME: 10, PE: 12 and PP: 10

#### **O.C.C. Skills:**

Dance - 50%

Play musical instrument - 55%

Horsemanship - 60%

Wilderness Survival - 40%

WP Sword

Select three Languages, literate in two - 70%

Select three W.P.'s of choice

Hand to Hand Expert-Martial Arts can be selected at the cost of two 'other' skills

**O.C.C. Related Skills:** Select eight 'other' skills. Plus select two additional skills at levels three, eight and eleven. At level six, select four 'other' skills.

Communication: Any (+5%)

Domestic: Any (+20%)

Electrical: Basic Electronics only

Espionage: Any

Mechanical: Basic, Automotive and Computer Repair only

Medical: Any except pathology and cyber-doc

Military: Any (+5%)

Physical: Any

Pilot: Any except Robots & Power Armor and Jets

Pilot Related: Any

Rogue: Any except Safecracking

Science: Any math, Chemistry and Botany & Biology

Technical: Any (+10%)

WP: Any

Wilderness: Any

**Secondary Skills:** Select four secondary skills at level one.

**Standard Equipment:** First aid kit, sleeping bag, saddlebag, backpack, utility belt, matches & lighter, flashlight, 1D4 pairs handcuffs, 100ft rope, grappling hook, 1D4 +1 metal spikes, sunglasses, air filter, binoculars and 1D4 weeks of food rations.

**Transportation:** Usually leans towards riding animals like horses or maybe a supernatural type in the area, unicorns as riding mounts are not unheard of. Motorcycles and hover bikes are also possibilities. Sticks to transportation that allows the paladin to attack from the vehicle.

**Weapons:** 1D4 wooden stakes and mallet, silver cross, conventional or magic or vibro blade sword, sidearm and energy rifle.

**Armor:** Starts with one set of non-powered mega damage armor. Triax suits and the occasional magical set are seen.

**Money:** 20,000 in credits readily available (remember that 90% of all Paladins come from wealthy families and as such have access to even more money if needed, GM's discretion as to availability.)

**Cybernetics:** Avoid at all costs because it interferes with spell casting.

## Parasite RCC

By:

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### Parasite RCC

A parasite is a D-bee that has the power to drain another's powers and knowledge into itself to make itself more powerful. By draining another's power, the Parasite will become a lot more powerful, but it cannot kill the "host" by doing this. The Parasite will, at most, bring the host into a comatose state. Also, after a few hours after draining another's power, all the knowledge and powers will be gone and be replaced by a bad headache, soreness, and will be tired. The Parasite's form is that of a humanoid, but completely red, and with no mouth or nose. Although their mouth is not visible as a hole, you can see it as shadows as they talk. It appears that it is just a man wearing a skin-tight red suit all over his body.

**Alignment:** Any, but mostly selfish and evil

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

**Hit Points:** Standard, PE +1D6 per lvl

**SDC:** 30

**HF:** 10 if they don't know what it is, 15 if they do PPE: 1D6

#### Natural Abilities:

**Steal Power:** This is the Parasite's ability to steal one's power, knowledge, and strength. They can touch a person without stealing their power, and must will it to steal the power as well. For every melee the Parasite holds the host, one eighth (rounded down) of the host's SDC, Hit Points, MDC, and attributes will be added to the Parasite's. The host's natural abilities (none of those gained from the OCC) skills (with same proficiencies), and knowledge will be temporarily added to the Parasite's after being held for 1D6 melees. After 1D4 hours, everything the Parasite stole will be gone. After this time, it will be replaced by a sickness similar to a hangover. The Parasite cannot steal any other powers for another 24 hours.

The host's skills, knowledge, and natural abilities will still be there after being drained, The attributes will be cut in half for 1D4 minutes, and everything else will come back by one fourth every minute.

Magic and psionics are not learned.

**Note:** No one is safe from being drained of its power by the Parasite. The only way to protect themselves is to completely cover themselves with something. The Parasite must touch the host's skin.

**Magic:** none

Psionics: Standard

**Available OCC's:** Any, but magic, juicer, crazy or anything else that will modify them with chemicals, electronics or other because chemicals, electronics, etc. will take away their power to steal power.

**Skills of Note:** Speak 4 languages of choice at 98%

**Average Life Span:** 60 years

**Habitat:** anywhere

**Enemies:** None per se

**Allies:** Other Parasites, mostly

**Size:** 5'-6' tall

**Weight:** 120-200 ft

**Note:** Regardless of alignment, Parasites will not hesitate to steal power they've never experienced before. They don't necessarily steal powers to hurt or kill someone, but they are simply power hungry. They especially like stealing HU heroes powers.

## Phase Dragon R.C.C.

**Alignment:** Any

**Attributes:** IQ: 3D6+8 (4D6+12 FOR ADULT), ME: 3D6+8 (4D6+12), MA: 3D6+8 (4D6+12), PS: 3D6+8 (4D6+12), PP: 2D6+6 (3D6+10), PE: 2D6+4 (3D6+8), PB: 2D6+4 (3D6+8), SPD: 3D6+10 (4D6+12)

**M.D.C.:** NONE!

**Hit Points:** PEx20 (PEx50)

**S.D.C.:** 1D6x1000 (2D6x1000)

**Horror Factor:** 11 (15)

**P.P.E.:** 2D6x10+20 (2D6x100+200)

**I.S.P.:** MEx10+15 per level

### **Natural Abilities:**

Phase Bodies: They are in a permanent state of phase. The energies from most weapons pass right through the phase dragon. SDC weapons do half damage and MDC weapons do SDC.

Phase Teleportation: The dragon can step out of phase and travel at incredible speeds in an intangible state. Same as the first stage promethan, but range is two miles, Base Skill: 65%+5% per level.

Sense Dimensional Anomalies: As per the first stage promethan. Range: 2 miles or line of sight

**Metamorphosis:** Into a first stage promethan only. Duration: unlimited

**Ley Line Phasing:** Equal to a ley line walker ability

**Vulnerabilities:** As per promethan

**Breath Weapon:** Phase Cloud: All creatures caught in cloud (20'x20'x20') will become phased (no save). No damage can be received or inflicted while phased. Duration: 2d6 minutes

**Phase Abilities:** Equal to phase adept powers.

**Damage:** Claws, exhibit phase weapon peculiarities. They go through armor to damage the body inside. 4D6 SDC/MDC. Bite inflicts the same phase abilities 3d6 SDC/MDC.

**Magic:** Choose four Temporal spells at level one and one spell per each additional level.

**Combat/Bonuses:** Same as Chiang-Ku dragon

**R.C.C. Skills:** same as Chiang-Ku dragon

**Appearance:** The dragon's natural form is that of a misty grey four legged, winged lizard with a long tail. The head is wide and angular. The mouth filled with sharp spiked teeth. The front legs can be used as arms and hands. They have six digits, four fingers and two side by side thumbs. The eyes are electric sapphire blue.

**Size:** 20' to 50' long, 15' to 25' tall (in promethan form they stand 8-10ft tall)

**Weight:** N/A

**Average Life Span:** Unknown, Possibly 10,000 years.

## Phoenician Guard O.C.C.

By:

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### ©Phoenician Guard O.C.C.

The Phoenician Guard O.C.C. the warrior/grunt of the Phoenician Empire which covers the pre-rifts area of Phoenix, Glendale, Tempe, Mesa, Scottsdale, Deer Valley, Sun City, Peoria, Buckeye, El Mirage, Avondale, Goodyear, Gilbert, Chandler, Queen Creek, Rio Verde, Youngtown, Surprise, Cavecreek, Paradise Valley, Carefree, Litchfield Park, Salt River Pima, and Apache Junction which all became the ©Phoenician Empire, a giant metropolis of sky scrapers armed with air defense missiles and underground cities.

**Attribute Requirements:** Most have a high PS/PE but none required. All you need is the spirit to fight for human/oid life.

#### O.C.C. Skills:

Lit English (+25%)

Lan English (+25%)

Lore Monster/Demon (+10%)

Radio Basic (+15%)

Pilot Hovercraft (+15%)

Pilot Tank/APC (+20%)

Horsemanship (+10%)

Robot Combat: Basic

Read Sensory Equipment (+15%)

Weapon Systems (+15%)

Navigation (+15%)

Math: Basic (+15%)

Wrestling

Boxing

Running

Climbing (+5%)

W.P. E-Rifle

W.P. E-Pistol

W.P. Knife

W.P. one of choice

Hand To Hand: Expert

**O.C.C. Related Skills:** Select 8 other skills. Plus select 2 additional skills and a W.P. at level 3, 2 and level 6, 1 at level 9, 1 at level 12.

All new skills start at level 1 proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only.

Espionage: Intelligence, Land Navigation, and Sniper only. (+5%)

Mechanical: Automotive only.

Medical: First Aid only. (+5%)

Military: Any (+15%)

Physical: Any except Acrobatics.

Pilot: Any (+5%)

Pilot Related: See O.C.C. Skills.

Rogue: Any

Science: Math only.

Technical: Any (+5%)

W.P.: Any

Wilderness: Carpentry, Hunting, and Land Navigation only.

**Secondary Skills:** The character also gets to select 7 secondary skills from the previous list. These additional areas of knowledge get none of the bonuses in the parenthesis (). All secondary skills start at base level.

Also skills are limited (any, only, none) as previously indicated in the list above.

**Standard Equipment:** Medium to Heavy MDC Armor, Energy rifle and energy sidearm of choice, 4 extra e-clips for each, SDC weapon of choice, 2 extra clips with silver bullets, 2 grenades, 3 signal flares, survival knife, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, and vibro-weapon of choice.

**Equipment available upon assignment:** Any weapon types, extra ammunition or vehicles. NOTE: All weapons and equipment are given out on an as needed basis, with the commanding officer deciding weather 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 Grunt gets a roof over his head, food, clothing for him/her and family free as part of pay, as well as military facilities plus a monthly salary of 1,850 credits. Starts with 2 months pay.

The soldier's quarters is a nice dormitory arrangement shared by 4 other individuals, each gets a private bedroom/study, complete with CD/Stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

The soldier's family receives similar accommodations, only solitary (no roomies).

**Cybernetics:** None to start. Usually restricted to medical implants and prosthetics, not augmentation.

**Experience Table:**

- 1 0,000- 1,950
- 2 1,951- 3,900
- 3 3,901- 8,800
- 4 8,801- 17,600
- 5 17,601- 25,600
- 6 25,601- 35,600
- 7 35,601- 50,600
- 8 50,601- 70,600
- 9 70,601- 95,600
- 10 95,601-125,600
- 11 125,601-175,600
- 12 175,601-225,601
- 13 225,601-275,600
- 14 275,601-325,600
- 15 325,601-375,600

## Pierson's Puppeteer RCC

By:

Jeremy Puckett

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### Pierson's Puppeteer RCC

When Pierson first met the Puppeteers there was a revival of the early 20th century's TV programming in vogue. Thus it was widely understood what he meant when he described the Puppeteers as "three-legged centaurs with no head and Cecil the Seasick Sea Serpent puppets for arms." Of course, everyone thought he was drunk at the time.

They found out very different a few days later when the Puppeteers again approached him and asked him to speak to his "Hindmost" (translated roughly as "leader") and open up trade negotiations.

The Puppeteers have a vastly superior civilization to humanity, but all they wanted really was trade negotiations. The Puppeteer front company, General Products, set up shop in human space quickly and promptly began to set up a trade monopoly. The reason they were so widely accepted was two-fold. First, Puppeteers are amusing to look at; they have a strange rolling gait that seems unnaturally graceful. Add to that their beautiful contralto voices (a cross between Marilyn Monroe, Kathleen Turner, and Fiona Apple--all Puppeteers sound female) and their intriguingly bizarre looks and they seem completely harmless. The second reason is far more solid: Puppeteers are cowards, morally, socially, psychologically, and physically. They will never consciously or unconsciously place themselves in danger for any reason, no matter how good.

Within a generation, General Products was the linchpin of the economy for Earth and most of its colonies. The General Products hull, available in four styles, is the safest spaceship hull in Known Space, being completely impervious to any attacks except antimatter (which will completely obliterate the hull), visible-light lasers (which will kill the crew and destroy machinery but leave the hull unharmed), and inertia/gravity (which will utterly crush the crew within but again leave the hull unharmed). Other General Products products were also staples of Earth's stock market. Puppeteers are known throughout the galaxy as shrewd businessmen whose favorite method of negotiation is blackmail.

Puppeteers themselves were a major mystery until little more than a generation ago. They apparently evolved on an Earth-like planet with a G-type star, but no one could ever find it. This was because it long ago went nova! Puppeteers are the oldest sentient race in Known Space, with the exception of the Jinxian bandersnatchi and the sessile Grogs, having had a Space Age civilization before humanity had yet learned to use antelope thigh bones as clubs (over 500,000 years ago).

They developed vast technologies and finally had to contend with the problem of overcrowding and, more importantly, overheating. The answer was simple to the Puppeteers: set up farm worlds on the other four planets of their system (all of which were terraformed

for that express purpose) and then move all five planets! These five, in a stable Kemplerer Rosette pattern, began heading for the edge of space to stay away from any that might hurt them.

Puppeteers are herbivores and herd animals that like each other's company, so they built close together and imported all their food, and finally decided to build a corporate empire to support themselves. Puppeteers cannot practice chemical birth control, so their only options are surgery or abstinence; most pick abstinence--Puppeteers have incredible personal wills except where danger is concerned.

Because no sane (cowardly) Puppeteer would ever risk their lives in a spaceship--even one as safe as their own General Products ships--the emissaries of the Puppeteers are always the insane of their race! Insane Puppeteers are occasionally dangerous to be around because of their drastic mood swings but are generally more amusing than dangerous. They also have a lot to gain or lose, because the mad are not permitted to breed except by the express permission of He-Who-Leads-From-Behind, the Hindmost of the Puppeteer race. If they do a major service to the Puppeteer race (protecting their system from invasion, finding a new technology, etc.) then they are given a set of mates. (The Puppeteer race has three genders, one of which is non-sentient, and none of which correspond exactly to human male or female. Puppeteers generally refer to themselves and all other members of their race as "he.")

Puppeteer names are impossible for any other race to pronounce, as is the rest of their language, because of their unique vocal construction. Puppeteers can hit literally any note they wish, even ultra- and subsonic ones, and have beautiful singing voices when they wish to sing. Their language sounds like orchestral music focused in one place, creating an unreal sound. The Puppeteers' two heads (on the end of neck stalks, one eye to each, the brain is in the torso) can operate and even speak independently. The mouths, which are surrounded by dry, fleshy knobs, double as hands.

Puppeteers have three hooved legs, two under the torso and one behind. The natural instinct for a frightened or startled Puppeteer is to turn his back to the opponent, ostensibly to run. Upon seeing a mad Puppeteer kick a Kzinti in the ribs, breaking three, one human postulated that the turn was not to run away but to put the third leg in position for a killing blow. The Puppeteer told him no and added that since the rest of his race turned so they could run, he was the one who was wrong.

Puppeteers have an even white coat of short fur over most of their bodies, except on the hump beneath which their brain rests. This hump sports a mane that is cut and dyed to designate status in Puppeteer society. Mad Puppeteers have straggly, brown manes which they are socially forbidden from grooming. Under the mane and hump is a thick plate of bone protecting a large, powerful brain. Despite their incredible intellects, Puppeteers (at least the sane ones) have no sense of humor.

Puppeteer scientists have also run tests for thousands of years until they have determined that Puppeteers have no souls. This makes them even more terrified of death, knowing that there is nothing after it for them. They will not speak for humans, Kzinti, or any other species, because they have not known them long enough.

Humans are their favorite sapient race because of their ingenuity and curiosity, as well as the drive to take risks that Puppeteers will not. From the Puppeteer standpoint, humans make good (albeit unpredictable) tools. For a while, they entertained the notion of secretly exterminating the Kzinti--too dangerous, too unstable--but dropped it when the Man-Kzin Wars began. Instead, they (secretly) supplied humans with a way to defeat the Kzinti and make them more docile. The Puppeteers lured the Outsiders, another galactic trading race, to We Made It, where the Outsiders sold a hyperdrive to humankind, allowing them to win the war. (Note: The Kzinti still don't know about this. If they did, they would mindlessly attack the Puppeteers, who would completely exterminate their entire race--just to be safe.)

Puppeteers decided that the survival factor of humanity was not intelligence (other species are smarter), cunning (animals have cunning too), strength (compared to the Kzinti? ha!), or speed (took 100,000 years to get out of the Stone Age!)--they decided it must be luck. Literally. Puppeteers believed that humans possessed an unconscious psychic ability to manipulate probability. They found this to be true after a generations-long breeding experiment in which most of humanity were the subjects.

A young woman name Teela Brown was the end product (along with a few thousand others) of this hidden experiment. Her luck manipulated the Puppeteer Nessus and the crew of his ship, the Lying Bastard, like puppets on a string. As the other human crew member told Nessus later, "You've finally met a real puppeteer, and it is the luck of Teela Brown..." Nessus' agitation became a thousand times worse when he was reminded, "The laws of physics are just luck on the subatomic level..."

The breeding experiment was dropped, along with the project to breed a more docile Kzin (the four Man-Kzin Wars were part of this scheme).

About two centuries ago, the Puppeteers packed up and left Known Space, except for a few insane members of their race who stayed behind to finish business. This withdrawal and the sale of the secret of the General Products hull to the highest bidder caused Earth's stock market to collapse, paving the way for the luck breeding experiment (which was discontinued a generation ago). This withdrawal was due to the discovery that the galactic core had exploded and the radiation would eliminate all life in the Milky Way... in about thirty thousand years. The Puppeteers, great cowards that they are, started early because their rosette worlds can only move at about half the speed of light. They gave humans and the Kzinti the secret to a super-fast hyperdrive in exchange for services rendered in the discovery and exploration of the Ringworld.

Which means that when the Puppeteers get to the Clouds of Magellan, they will have a market waiting for them.

#### **Pierson's Puppeteer RCC**

**Alignment:** Any except Principled and Diabolic. Puppeteers do not have the moral courage to take a firm stand for good or evil. Most sane Puppeteers are Unprincipled; most insane Puppeteers are Anarchist.

**Attributes:** IQ 3d6+15; ME 4d6; MA 3d6; PS 3d4; PP 4d6; PE 3d6; PB 2d6; Spd 1d4x10

**Hit Points:** Standard; PE +1d6 per level

**SDC:** 3d6

**Armor Rating:** 17 for the brain hump; none for the rest of the body.

**Magic:** None.

**PPE:** 1d6+1

**Psionics:** None.

**Horror Factor:** 8; Puppeteers are more amusing than scary.

**Height:** 3.5-4 feet at the shoulder

**Weight:** 250-500 lbs.

**Description:** Puppeteers are herbivorous entities with two flat, brainless heads at the ends of long, sinuous necks. Each head has a single eye, a mouth with square, heavy teeth, and a forked tongue. The mouths of the Puppeteer function as hands, aided by sensitive, finger-like knobs on the lips. The Puppeteer's brain is located in a bony hump between the two necks. This hump is covered by a thick mane of hair, which ranges in color from golden to dark brown. The rest of its body is covered with short, creamy-white fur that feels like suede.

**Enemies:** No race would dream of killing a Puppeteer, however much animosity they have toward them. Any hostile race has trade relations cut off; while the Puppeteers don't trade much anymore, when they do it's best to be on their good side.

**Allies:** None. The Puppeteers have no friends or allies, just trading partners.

**Average Life Span:** With the processes Puppeteers have developed, a Puppeteer could theoretically live as long as a millennium.

**Habitat:** The Puppeteer planet's location and climate was once the most jealously guarded secret in the universe. Now it is known that the Puppeteers come from an agrarian world that used to circle a G-type star, but has since moved off into space with the rest of the system's planets.

**Natural Abilities:** Imitate voices (45% +5% per level). Imitate sound (55% +3% per level). Sing at professional quality (88%).

Determine pitch, frequency, distance of sound, and decibel level (55% +5% per level). Excellent color vision; can read a road sign at a distance of one mile on a clear day (can change perspective far easier than humans because eyes are mounted on separate necks).

Automatic dodge (may dodge without using up an attack). Puppeteers are so silly looking that it's impossible to mistrust them without prior knowledge, thus all Puppeteers are considered to have at least the base MA trust percentage (cannot intimidate). All Puppeteers have an incredible salesmanship ability; double the trust/intimidation percentage when attempting to sell something.

**Vulnerabilities/Penalties:** All sane Puppeteers have an incredible phobia of danger. It is locked into their evolutionary makeup and nothing can prevent its effects. When threatened with danger or even the thought of danger, a sane Puppeteer will run for its life (double Spd attribute for duration of perceived threat) or curl into a fetal ball, its heads tucked beneath its torso.

Insane Puppeteers are not paranoid like their sane brethren, but instead suffer from an incredibly severe form of manic depression. In the manic phase, the Puppeteer will take terrible risks to achieve its goals and have all the standard bonuses of the manic phase (as described in the insanity section of the Rifts RPG). It is in this phase that a Puppeteer may actually attack a hostile force. In the depressive phase, the Puppeteer will be completely incapable of any action except feeling sorry for itself and being terrified unless actually threatened. Then the Puppeteer will take any and all measures to get as far away from the danger as possible (all the while being as careful as possible under the circumstances).

Unless the Puppeteer is insane and in his manic stage, no hand to hand attacks may be used. The best hand to hand skill possible is Basic, and that is used only for dodging. Manic Puppeteers only have one attack per melee, and it must be a kick with the rear leg. All other actions are used for things other than attacking.

**Bonuses:** +1 to perception; +2 to initiative; +2 to parry; +5 to dodge; +1 vs. poison.

**Damage:** Kick does 2d6 +PS bonus SDC. It is the only attack

Puppeteers--even insane ones--will ever use. A weapon might be allowed, but it would take several minutes of "psyching up" to even pick it up; afterwards, the Puppeteer will suffer 1d4 weeks of depression, double if he actually killed anyone.

**RCC Skills:**

Language/Literacy: Puppeteer (98%)

Language/Literacy: Interworld (equivalent to American/English; +25%)

Language: three of choice (+15%)

Basic Math (98%)

Advanced Math (+15%)

Basic Radio (+15%)

Basic Electronics (+15%)

Basic Mechanics (+10%)

Detect Ambush (+25%)

Paramedic (+10%)

Running

Prowl (+15%)

Anthropology (+5%)

Astronomy (+5%)

Space Navigation (+5%)

Computer Operation (+20%)

Hand to Hand: Basic may be selected in place of four "other" skills. No other Hand to Hand skill may be chosen.

**RCC Related Skills:** Select twelve other skills from the following list at first level. Gain an additional two at levels 3, 7, 10, and 14.

Communications: Any (+5%)

Domestic: Any



Electrical: Any except Robot Electronics  
Espionage: Any except Sniper, Disguise, and Wilderness Survival  
Mechanical: Any except Robot Mechanics  
Medical: Medical Doctor only  
Military: Strategy/Tactics only (+5%)  
Physical: None  
Pilot: Any (+10%)  
Pilot Related: Any (+5%)  
Rogue: Any except Streetwise  
Science: Any (+10%)  
Technical: Any (+5% to Literacy; +15% to Language)  
WP: None  
Wilderness: None

**Secondary Skills:** Choose six from the above list. These are additional areas of knowledge that do not receive the bonuses in parentheses.

**Equipment:** Virtually any non-offensive equipment that the character wants. Almost all insane Puppeteers have their own spaceship. This ship uses either a #2 or #3 General Products hull which is completely impervious to physical harm (except as listed above) and uses a second generation hyperdrive. This ship is stocked to the brim with sensors and defensive equipment (but nothing that is solely a weapon). The ship uses either a fusion reaction drive or a reactionless motive drive for real-space propulsion.

**Money:** Every Puppeteer has a personal fortune of 1d4x100,000 credits.

**Cybernetics:** Puppeteers don't need such primitive methods of physical restoration. For any but the most grievous injury, a Puppeteer's automated medical bay in his ship (or on the homeworld) can repair them.

**XP:** Use the Techno-Wizard experience table

## Plague Monk

By:

[D B Chow](#)

The Plague monks are vile magic users, but most of their powers are based on spreading disease and corruption through the world. The magical powers are from the God of Pestilence, the Beezelbub, who sends a daemon who is in fact an Avatar of himself to every Plague Monk monastery. The Plague monks worship this Avatar, feeding him large amounts of PPE through prayer and sacrifices. In return, they are given spells woven to spread the joy of the plagues through the planet. The image of the Plague monk is disturbing. From a distance they seem to be robed Vatican monks but on closer inspection you see that their robes are unwashed and foul, and around their girth they wear totems of rotting goats' heads.

**Alignment:** Any, but most are evil.

**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. - 3 PB.

### O.C.C. Skills:

Language & Literacy: Native (98%)  
Languages: 2 additional (+ 40%)  
Radio: Basic (+ 15%)  
Detect Concealment (+ 20%)  
Detect Ambush (+ 20%)  
Climbing (+ 15%)  
Land Navigation (+ 20%)  
Lore: Vampire (+ 15%) (see Nightspawn)  
Lore: Demons (+ 15%)  
Prowl (+ 20%)  
Pilot: Any 2  
Weapon: Any 5, archaic or modern  
Hand to Hand: equivalent to Expert

**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:** A single robe which can never be washed, a totem, usually a goat's head, a few rusty and old weapons, two modern weapons in bad repair and the Liber Bubonicus, Book of Disease. The Staff of Rot and the Death's Head are given to heroes (see below.)

**Weapons:** Prefer ancient style weapons. Many are proficient with a blunt weapon. They will use modern weapons as well without hesitation.

**Magic:** The Plague Monk begins as an extremely powerful magic user. At first level select a total 6 spells from levels 1-4. The Plague Monk also has his own copy of Liber Bubonicus, the Book of the Disease. The acolyte is given an edition of the Book, and use it when casting the foul magic of the Beezelbub.

They also make their own totem, with which they focus their magic. If they are casting a spell without the totem, there is a chance that the magic might turn on themselves ( 100 - xp level x 10)%. Above ninth level the plague monk can cast spells without the totem, in which case the totem is used for another purpose (see below).

The spells in the Liber Bubonicus are different in that when cast, it reflects on an aspect of disease. Eg A plague monk casts Agony on an Inquisitor-Redeemer. The Inquisitor fails to save against magic, and his body breaks out in oozing boils. Then, the monk casts Strength on himself, and a thousand maggots and worms surround his arms, as a sort of exoskeleton:

Superhuman Strength  
Superhuman Speed  
Agony  
Metamorphosis: Insect  
Miasma of Pestilence (see below)  
Stench of the Zl'bub (see below)  
Steam of Corruption (see below)

Unlike the Hexon, the Plague Monk will not be able to cast these spells without the Book, disregarding their xp level.

**Psionics:** In addition to their magical powers they get 1 psionic abilities for each category.

#### **Additional Powers:**

1. **Plague Bearers:** All plague monks carry a disease similar to the Bubonic plague, but do not suffer the effects, but will try to spread it. The monk must claw at his foe's skin to spread it in hand to hand combat. If he strikes, the foe must save against poison. If he fails, all his attacks and bonuses are halved, rolling down, as boils grow on his body. In 1D4 hours he'll slip into a coma, with 0 health, and he'll stay in this state for 1D6 weeks. He will not die from this alone, but in his coma state he is defenseless against physical attacks and diseases. When he recovers there may be some scarring and minor brain damage. Though clumsy, Plague Monks are feared by most combatants because of this power. This works less efficiently with the supernatural. They simply suffer from sickness, all bonuses halved, for 1D6 weeks.
2. **Immune to disease:** Or rather, its effects. When a virus or disease invades his body, the monk will be immune to its effects, but can spread it to others.
3. **Spells of the Lord of the flies (Zl'bub magic):** All plague monks are immune to this magic.
4. **Miasma of Pestilence:** a cloud of filth floats 1 + xp level feet around the caster. Anyone walking into the area feels diseased and sick. Half all bonuses and attacks, rounding down.  
Range: 1 + experience level feet  
Duration: 10 minutes per level of experience

P.P.E.: 15

5. **Stench of the ZI'bub:** Before engaging in hand to hand combat a plague monk may cast this. When locked in hand to hand, the opponent must save against poison or lose all his attacks for that round, as he is coughing and up chucking.  
Range: within hand to hand distance  
Duration: for first melee round only  
P.P.E.: 15
6. **Steam of Corruption:** the plague monk breathes out a jet of pus and blood. The victims must either dodge or save against poison, otherwise, they choke on the putrid mixture and fall into a coma. This is a wide steam, and has a + 5 to strike.  
Range: 10 feet  
Duration: Instant  
P.P.E.: 40

**Special weapons of the Plague Order:** Some worthy acolytes are given gifts from the daemon of ZI'bub at each monastery.

**Staff of Rot:** The staff is made from a rotting tree, and looks tumerous and twisted. The head of the staff is shaped like a person suffering from the bubonic plague, his mouth screaming in pain. The staff can cast all the spells of the ZI'bub with half the P.P.E. cost, as it acts as a direct focus. It can also be used for hand to hand combat. If it strikes an opponent on bare flesh he sill suffer from the same penalty as the power Plaguebearer.

**Death's Head of the ZI'bub:** The head of a fallen plague monk is used as a weapon of war in honor of the deceased. The skull is covered in wax and blood (watertight seal) and is filled with the pus from the daemon of ZI'bub. When thrown like a grenade, the Death's Head will explode and inflict 1D6 x 10 damage is a 100 feet radius. Also, all in the blast radius must roll to save vs poison or suffer from the Plaguebearer power.

I'm working on other "gifts" of the Z'bub. If you email me I will give you some other "gifts" and the stats for the obese daemons of ZI'bub. I am at [DChow888.aol.com](mailto:DChow888@aol.com).

**Alliances and Allies:** Very few. The daemons of the ZI'bub use them. Even the Undead consider them unhygienic. The Hexon don't want anything to do with them. They are not related to the Darklord, but it seems that they know of each other, and may be allies. Should the Horseman of Apocalypse known as Pestilence come upon the daemons of ZI'bub they will become allies.

**Enemies:** Many. Most people will fear the Plague Monk due to their great power and they're reluctance to clean themselves. Their greatest enemy is the Redeemers who see them as heretics.

**Description:** The Plague monk is trained in one of the Monasteries of Disease, located in Romania and central America. It is believed they started the Bubonic Plague, and some scientists claim that they also started the HIV virus (aye?). There monasteries are massive constructs of stone, covered by years of filth and fungus. In the center of each monastery is a giant hall, reserved for the obese and slimy daemon of ZI'bub. Each one is a lesser version of the God of disease, and act as a medium between the mortal pane and his realm. If you want to see what I think the daemon looks like, see the Yucks (or Fat F\*cks) in Bullfrog's Dungeon Keeper.

## Plasma Dragon R.C.C.

By:  
[Chris Gath](#)

"It flew into our camp at the dead of night tripping over heat sensor we had. It's breath hit the troops like napalm burning through their armor like a blow torch through paper. The Lt. ordered the Super SAMAS's to engage the beast, while the rest of us ran to cover. The SAMs had all the advantages save one. They were faster, more maneuverable, and they had the numbers. They just couldn't hurt the beast. I've been in the service for ten years. I've seen less fire power take out a Thunder Lizard. After the Dragon took out the SAM's it laid waste to the Platoon. I hid under the smoldering remains of a SAM. "After it devastated my group, it started collecting pieces of metal. Not the burnt or singed pieces, but the shiny ones. It even buffed up a few of them. When it's back was turned I ran. Big mistake. It pounced on me like a cat!! It then let me go, and pounced again. It didn't hurt me, just stunned. Even through the armor I could feel the heat of it. "If the strike force of Demon Locust hadn't shown up, I'm sure I'd be dead."-Part of Sgt. 1st Class John Boulder's report.

The Plasma Dragon is a rather unique dragon in that instead of gaining power with age, it gains power with experience. All Plasma Dragons are immortal, they cannot die from natural causes. They prefer hot climates, but can be found periodically anywhere e. They are fascinated with bright and shiny objects and their cave will reflect that (sort of like a crow's nest). They are naturally curious and playful and have been compared to cats in that regard. They have a habit to jump into random rifts for the sake of seeing what's on the other side.

Plasma Dragons don't mate for life. A female and a male will meet, have sex, and then the male will leave. The female will then have a gestation period of 20+1d6 months and will give birth to one first level plasma dragon (10% of twins, 1% chance triplets). Plasma Dragons do not lay eggs. The instinctively "know" all their skills, natural powers ect. Once born the female will leave and the baby is expected to survive on it's own. A female remains fertile through her entire life.

**Alignment:** Any, leaning toward selfish

**Attributes:** IQ: 3d6, ME: 4d6, MA: 2d6, PS: 3d6+10, PP: 3d6, PE: 2d6+6, PB: 3d6, Spd:6d6 running

**M.D.C.:** 8d6x10

**Horror Factor:** 3 (+1 per level, 18 maximum)

**P.P.E.:** 2d6x10 + 8d6 per level

**Natural abilities:** Nightvision equal to dayvision, dayvision equal to that of a hawk (can read a sign from 2 miles away), excellent color vision, can see in infrared and ultra violet, see invisible, bio regenerate 2d6 MDC per melee per level (2d6 at level one, 4d6 at level 2 ect.), impervious to all fires, plasma, lasers and energy: they do no damage, even immune to mega damage, Teleport self 5% per level; range 25 miles per level, dimensional teleport 2% per level but only to dimensions previously visited, metamorphosis at will 4 hours per level once a 24 hour period. Naturally hot body temperature in natural form only: 100 degrees at first level plus 5 degrees per level.

**Combat:** Has equivalent of Hand to Hand Assassin, but gains an extra 2 attacks (starts off with three instead of one), each breath attack counts as 1 melee attack, each spell counts as 1 melee attack, each psionic attack counts as 1 melee attack.

**Damage:** Punch as supernatural strength, kicks add 2d6 to full strength punch and 5d6 to power punch, tail swipe is half of full strength punch, breath weapon is 2d6 per level. The breath weapon is super hot plasma that will effect everything, even creatures immune to plasma, heat energy, spell ect. (Even another Plasma Dragon). Nothing is immune to a Plasma Dragon's breath weapon (will hurt and kill all vampires and were creatures). Range of breath weapon is 300' per level. It is fired in a stream.

**Bonuses:** +1 strike, +2 parry and dodge, +6 initiative, +3 to roll with fall/punch/impact and pull punch, +2 to all saving throws, in addition to HtH and possible attribute bonuses.

**Magic:** Has all fire warlock spells up to and including the dragon's level. Also has the ability to learn Ley Line magic. A Plasma Dragon does not start out with any Ley Line spells nor to they automatically gain them for level advancement, they must be taught or purchased.

**Psionics:** Pick any 6 powers from any category. Gain 2 powers from any category per level. Same restrictions as a mind melter. Considered a master psionic.

**I.S.P.:** MEx10 +20 per level.

**R.C.C. Skills:**

Basic Math 98%

Speaks and literate in Dragonese/Elf 98%

speak any 6 other languages at +20%

demon/devil lore +10%

**R.C.C. Related Skills:** Select 14 skills from the categories of Communications, domestic, espionage, rogue, science, technical, wilderness, and weapon proficiencies. Gains 2 skills from any of those categories at every odd level.

**Habitat:** Any, from an unknown dimension.

**Average lifespan:** Immortal, but can be killed in combat.

**Enemies:** Varies per dragon

**Allies:** Varies per dragon

**Size:** About 4 foot at shoulder and 12 feet long. Gains 2 feet in height and 5 ft in length per level.

**Weight:** Depends on size

**Bonus from level advancement:**

1: As above

2: Gains the ability to fly without wings: Spd 1d4x10, add 2d6 to running speed, add 1d4x10 MDC

3: Add 1d4x10 to flying speed, add 5d6 MDC, add 4 to PS, PE, PP, and PB

4: Add 4d6 to flying speed, 1d6 to IQ

5: Add 2d6 to ME and MA (30 maximum), add 4d6 to running speed

6: Add 3d6x10 MDC, add 2d6 PE

7: Add 5d6 MDC, add 1d6 to PS

8: Add 6d6 to flying speed and running speed

9: Add 1d6 to PP, add 2d4x10 MDC

10: Add 6 to IQ and MA, add 5d6 to MDC

11: Add 2 to PP, PS, PE, add 1d6x10 MDC

12: Add 6 tp PB, add 2d4x10 to flying speed and MDC

13: Add 1d6 to PS, add 2d6 to running speed, add 2d6x10 MDC

14: Add 1d6 to PP, 1d4x10 flying speed, add 6d6 running speed, add 5d6 MDC

15: Add 5d6 MDC, add 1d6 to PS, add 2 to PP, PE, PB (HtH Assassin stops here)

16: Add +1 to strike, parry, and dodge, add 2d4x10 MDC

17: Add 2d6 to PS, add 3d4x10 MDC

18: Add 1 attack per melee, add 1d6x10 MDC

19: Add 1d6 tp PP, add 1d6x10 MDC

20: Add 2d6 to PS, add 2d6x10 MDC

21: Add 1d6x10 to running speed and flying speed, add 2d6x10 MDC

22: Add 1 attack per melee, add 3d4x10 MDC

23: Add 1d6 to all attributes except running and flying speed (Note: IQ, ME, MA, PB all have a maximum of 30 and PP has a maximum of 45), add 1d6x10 to running and flying speeds, add 4d4x10 MDC. mega damage, Teleport self 5% per level; range 25 miles per level, dimensional teleport 2% per level

**Xp table:** Use the dragon experience tables.

## Pod People RCC

By:

Paladin492@aol.com

### Pod People R.C.C.

The mysterious race known only as Pod People come from a planet far from earth. They have an odd way of travelling through space, namely on hurtling asteroids with a mega-damage metal shell inside that acts as a pilot and passenger compartment. They then crash the asteroid onto a planet, climb out of the shell, and try to colonize the world, never able to return to their home. Once crashed, this shell always glows a bright red, for now apparent reason, and the actual exit is covered in a red gelatinous material, that, strangely enough, tastes like Smuckers (TM) Raspberry Preserves, which as we all know, taste more like real fruit. This makes the shell resemble the gates of hell, which, incidentally, always compel people to wander into them.

It has been theorized that this is because of Smuckers (TM) Raspberry Preserves. They always send a lone female of the race in the asteroid, who is pregnant, and give birth after crash landing. They lay about 40-50 eggs, half of which end up being females. They then inbreed, and multiply. A Pod People asteroid crashed on Rifts Earth in what was once Nova Scotia, Canada about 99 P.A. They grow to full size quickly, and are ready to mate within a week after birth. But each one may only mate once every 5 years. However, they have already reached a high number, around 4,000. Some become adventurers, and travel with other creatures. A group of Pod People tried to colonize the Earth in pre-Rifts time, circa 1982, but were stopped by a pair of hunters and their renaissance festival pal, a crappy pop band, an old drunk man, his sister, and her lunatic kid. They are short, furry beings, somewhat resembling small bears in body, but have articulated hands. They have small black eyes and leathery skin (their head and hands do not have fur), and a snout/trunk about one to one and a half feet long. They have large pointy ears, and their heads end in a point. Interests of Pod People include lively games of Simon (TM), making student films, Peter Gabriel videos, producing episodes of Pee-Wee's Play House, food, eating, the theater, etc. They also show a strange affinity for potatoes, and occasionally, murder. They like to use their psionic powers for zany antics.

**Alignment:** Any

**Attributes:** I.Q. 3D6, M.E. 4D6, M.A. 2D6, P.S. 5D6+4, P.P. 2D6, P.E. 5D6, P.B. 1D8, Spd. 2D6; Note: Attributes are considered supernatural.

**Size:** 3 ft, 6 inches to 4 ft., 6 inches.

**Weight:** Between 75 and 110 lbs.

**M.D.C.:** 2D4x10, plus 1D6 per level.

**S.D.C./Hit Points:** N/A

**Horror Factor:** 10

**P.P.E.:** 2D6, unless a magic O.C.C.

**Average Life Span:** 100 to 120 years.

**Natural Abilities:** Nightvision 60 ft and see the invisible. Can make eyes glow with an intense white light, as bright as car headlights on high beam. Also has the ability to reverse the polarity of gravity on himself or others by touch, allowing him to walk upon ceilings. Unlimited duration and no cost.

**Psionics:** 1D6x10 I.S.P. plus M.E., and 2D6 per level; has the powers of bio-regeneration, deaden pain, detect psionics, healing touch, levitation, telekinesis (super), telepathy, electrokinesis, hydrokinesis, and telemechanics. Considered a master psionic.

**Magic:** Pod People come from a magicless world, and hence never study magic.

**Combat:** Generally basic or expert, if any.

**Damage:** As per supernatural strength.

**R.C.C. Bonuses:** +3 vs. horror factor

**Vulnerabilities:** None.

**O.C.C.'s:** Any man of arms, or scholar/adventurer.

**Alliances and Allies:** Most beings distrust these small, quiet, strange looking little beings. They are always desperate for companions. However, many of the evil Pod People, especially the diabolical and miscreant, have multiple insanities, and many are homicidal maniacs. Good ones tend to like children, and be very friendly.

**Weapons and Equipment:** Varies per O.C.C.

## Pointman OCC+

By:

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I've been using OCC+'s INC for a while, Paladium has got something close to the concept in CB4 in the Naval Infantryman (Marine) OCC where there are the little add on sections for Recon and other sub units. This OCC+ thing works the same way. Any man at arms OCC can take it. It amplifies their OCC skills and OCC related skills. It is usually reserved for those in the military (a formal training military) but that is not to say that these cannot be totally self-learned.  
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### RULE OF ENGAGEMENT #6

-Honor thy boundary breakers as much as thy boundary makers, for they are your point men.

#### **Pointman:**

The one daring soul that takes it on himself to be the units eyes and ears.

The one man solely responsible for seeing that the team gets to the objective. Navigator and watchdog. They are known to be intensely alert and keen of all six senses. Pointmen report having hairs on the back of their neck stand up when combat gets near and can just "feel" and ambush. But this might not be psionics, they can sometimes just tell from taking in **every** bit of information around them. The slightest wiggle of weeds, or rustling of branches, the chirping of insects, and tweeting of birds; or the lack thereof. Many point men are also very lucky. Walking down a trail and hearing a loud 'CLICK' then realizing that a M-16 mine leaping up off a foot to your left. Reaching out to grab it is instinctive, but your squad is diving for cover, assuming that you'll be turned to hamburger. After three or four seconds one will realize that it is a dud, and just throw it as far as possible away from the team. These soldiers, professional or otherwise, focus intensely; after a mission they are completely drained.

They are known to lose five to ten pounds each mission just from the mental exertion of being so keenly aware of all that is around them.

**Attribute Requirements:** Perception (whatever attrib is used in your campaign) 12, PP 13, a high Spd, PE and ME are also highly suggested.

**OCC Bonuses:** 10+2D6 SDC (they are often in harms way.) +3 Initiative.

**OCC Skills:** as per Men at Arms OCC modified below. Most Pointmen are very skilled, but few reach past seventh level because of the naturally hazardous type of duty they endure. If any skill is already given, use the higher bonus, not both.

Detect Ambush (+25%)

Detect Concealment (+25%)

Trap/Mine Detection (+30%)

Tracking (+20%)

Prowl (+30%)

Loose one OCC skill of choice as a result of focus on the above.

**OCC Related Skills:** as per Men at Arms OCC, categories modified as below.

If any skill is already given, use the higher bonus, not both.

The following skills are required to be taken by the point man as soon as he has available slots: Acrobatics, Camouflage, Intelligence,

Trap Cons., Land Navigation.

Physical: as per OCC, plus Acrobatics is available.

Military: as per OCC, plus Camouflage (+20%), Trap Construction (+25%)

Espionage: as per OCC, plus Intelligence (+15%)

Wilderness: as per OCC, plus Land Navigation (+20%)

**Secondary Skills:** as per Men at Arms OCC.

**OCC Powers:** The term powers is used lightly, there are things a point man develops to stay alive.

1) Luck: Once per six hours of game session the point man can describe the results of one encounter. (Good for not having things blow up on you.)

Cost: -5% to experience point awards.

2) Reroll ability: Every hour of game session the point man can reroll two checks/rolls called for by the GM. The results of the second roll are binding. (Good for not being ambushed--basically a reroll free.)

Cost: -10% to experience point awards.

3) Observation Bonus: Whatever is used in your campaign for perception, the point man gets up to a +30% to it (or +6 on D20).

Cost: -5% to experience point awards for each +10% bonus above +10%. i.e. +10% (or +2) is free, +20% is -5% XP, +30% is -10% XP

4) Sixth Sense: Many point men are psionic, other are just good. 45% of point men have sixth sense. Treat as a minor psionic, but only gets one power. Figure ISP normally (see RMB)

**Cybernetics:** Favor sensory implants. Usually the motion detector/sensor hand, and multi-optic eye.

**Money:** Just as crappy as the Men at Arms OCC they were before, maybe gets additional hazardous duty pay.

**Equipment:** Same as OCC but many Pointmen favor light easy to use weapons that don't get hung up on brush and growth. They tend to keep other gear light, the easier to get the hell out fast. And particularly like small deadly weapons that have high ROF's or big payloads to spray lots of lead if they are caught in the kill zone of an ambush. Grenades of many types (smoke, frag, plasma) and in numbers are usually carried.

## Predator: Alien R.C.C.

By:

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This is the Predator as seen in both movies and countless comic books. Self-described as "Hunters," these alien beings live their life for the Hunt, where they prove themselves to be the best of the best. They hunt and kill the most powerful creatures/people in an area until they are the ultimate champions. They also follow an elaborate set of rules designed to govern how they are to go about the Hunt, although there are Rogues, who are deemed unworthy of participating in the Hunt and are killed on sight, without honor. The Predators also fight amongst themselves for status in their clan.

Aside from that, Predator clans get along very well, as do their constituent members (for the most part). They are effectively a military society whose sole purpose in life is to hunt.

**Note:** These are NOT humans. they do NOT have human standards and have NO regrets about killing ANYONE. Players and GMs should keep this in mind when determining if they should be allowed - this type of antisocial character can REALLY screw up a campaign (if played properly [grin]).

**Alignment:** 98% are Aberrant (they follow their Code of Honor and have little else in the way of emotion), with the remaining being Unprincipled, Anarchist, or Miscreant. Anarchists or Miscreants are ALWAYS Rogues.

**Attributes:** IQ: 3D6, ME: 3D6+3, MA: 3D4, PS: 4D6+6, PP: 4D6, PE: 5D6, PB: 2D6-2 (Minimum of 1. Note: All Predators appear male without inspection of the genital area), Spd: 4D6

**Requirements:** IQ: 7, PS: 16, PE: 16 These are not natural necessities, but reflect the fact that stupid or weak Predators die. Invariably.

**Horror Factor:** 10 unmasked

**HP:** 1D6 x 10 + PE

**SDC:** 1D6 x 50

**ISP:** None

**Permanent Base PPE:** 6D6 - Their Code of Honor is like a religion to them, and has been passed on for generations. They are very attractive to PPE.

However, they can have NOTHING to do with magic - no techno-wizard devices, etc. They rely on technology and themselves and dislike magic in the extreme - it is not an honorable weapon. They do not get along with mages and will kill them without hesitation if provoked in the least.

**Average life span:** 10 - 20 years

**Natural life span:** Anybody's guess. They invariably die before getting there. They are fully mature at age 3, and extremely old Predators (80+) show signs of weakening (-2 to all physical attributes except PB).

**Height:** 7' + 2D6"

**Weight:** 240lbs + 4D6lb.

**Natural Abilities:**

Thermal vision to 600'. Blinded for 1D4 melees if surprised by a heat source as large or larger than a torch. However, this does give them the same vision in the night as in the day. And no, coating oneself with mud does not hide you. (Arnie got away the first time because he had been in freezing cold water and was about the same temperature as the surrounding jungle. The second time was just ridiculous.) Track by heat 90%, -10%/10 min (NOT -1%/minute, you math geniuses out there... this is by design)

Heals 2D6 HP/SDC every hour.

Mimic Sounds/Speech: Predators instinctively understand ALL languages. They can also perfectly mimic any sound they hear, and understand the meaning of what they say. Their speech generally comes out in snippets, clips of language from various people. (GM's note - you might want to make your PCs write down language strips that they want to be able to say... hey, even Predators can't remember everything...) Their proficiency in a given language is related to the number of hours they have heard it spoken - 10% per hour, max 60%. This refers to SPEAKING - they always UNDERSTAND at \_100%\_ proficiency!

Hear a whisper up to 30' away.

Leap 15 feet across (25, if running) or 10 feet straight up.

**Damage from Hand-to-Hand Attacks:**

Restrained Punch: 1D6 (SDC)

Punch: 3D6

Kick: 4D6

Claw: 1D6

Bear Hug: 3D6

Flip/Throw: 2D6

Jump Kick: 1D6 x 10

(all also receive PS bonus)

**Bonuses:**

+1 attack

+3 Roll with Punch

+2 Parry/Dodge

+4 initiative

+40% Save vs. Coma/Death

+2 Save vs. Poison

+7 Save vs. Horror Factor

+3 Save vs. Insanity

**R.C.C. Skills:**

Detect Ambush (+30%)

Tracking (+30%)

Wilderness Survival (+20%)

First Aid (+5%)

Hand-to-Hand: Assassin (treated as if they were 2 levels higher than they actually are)

Acrobatics

Athletics

Boxing

Prowl (+40%)

Pilot: Small Spacecraft (Phase World, Base skill: 60%, + 3% per level)

WP - Pick 3 ancient and 4 modern

Hunting

Land Navigation (+10%)

Skin and Prepare Animal Hides (+30%)

**Other Skills:** Pick 5 from the following list. Gains 1 at 4th, 7th, 10th, 13th, and 15th.

Communications: Any

Domestic: Cook and Fishing only

Electrical: None

Espionage: Detect Concealment, Escape Artist, Pick Locks, and Sniper only

(+15%) Mechanical: None

Medical: Holistic Medicine and Paramedic (counts as 2 skill selections) only (+10%)

Military: Any (+20%)

Physical: Any (+20%)

Pilot: None to start (may be added later)

Pilot Related: Any



Rogue: None

Science: Any except Archaeology, Chemistry, Chemistry: Analytical, and Mathematics: Advanced

Technical: Literacy and both Loes only

WP: Any

Wilderness: Any (+15%)

**Secondary Skills:** Pick 3 from the above list, without the bonuses.

**Standard Equipment:** Predator Hunting Armor\*, Predator Battlearmor\*, Plasma Caster\*, Collapsible Spear\*, Boomerang Disc\*, Hunting Mask\*, Net Gun\*, 1D4 pouches, 1D6 skulls/bones from humanoid creatures - typically worn as a necklace, RMK, IRMS, First-Aid Kit (part of Hunting Armor), may have 2 E-Pistols/Rifles and 1 ancient weapon of choice, but if so, the forego the Hunting Armor and First Aid Kit. (\* These items are described in [Appendix 7](#)).

**Vehicle:** Starts off with no vehicle.

**Money:** None - do not need or want any

**Cybernetics:** None, and will not willingly get any, even to save their own life. They prefer to be crippled - battle scars show honor. If they cannot fight, they die.

**Note:** All Predators (except Rogues) must follow the Code of Honor (described below). To seriously break the Code is to become a Rogue.

**Predator's Code of Honor** (does not apply to Rogues, and to severely break is to become a Rogue)

- ❖ When fighting an honorable opponent, match the weapon as closely as possible (no long-range weapons vs. melee weapons, nor vibro-blades vs. SDC swords, etc.)
- ❖ Always take a trophy and keep it FOREVER! If it is lost or stolen, recovery is IMPERATIVE TO KEEPING ONE'S HONOR!!
- ❖ Invisibility is not fair in Hand-to-Hand combat with an honorable opponent.
- ❖ In death, take your enemies with you.
- ❖ Never back down from an honorable challenge.
- ❖ Be submissive to greater warriors.
- ❖ Fight until death or victory.
- ❖ Equalize the odds by any means possible (this means that parties are not protected by the Code - a Predator will pick them off, one by one, until one remains)
- ❖ An honorable opponent is defined as one who obeys the Code, more or less.  
In addition, MOST Predators will not kill opponents (honorable or not) who are helpless or too easy a target (will not kill an unconscious victim, nor an honorable opponent who is merely standing in the open, unawares).

**Note:** There are NO rules when it comes to actual COMBAT. They fight to win, and will not hesitate to use dirty tricks or unsportsmanlike attacks (i.e. - kneecap or groin)

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## Predator: Human O.C.C.

By:

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Sometimes, if a humanoid proves worthy, a single Predator or a group of them will take the person under their wing, teaching them the ways of the Hunt. The change in these people is remarkable; however, they are still only human. They often DO feel regret for those they kill, and are never treated as full members of Predator society, though one or two Predators will often form a close bond with the individual. They are all formidable opponents, and have earned the right to Hunt.

**Alignment:** Scrupulous, Any Selfish, or Aberrant. Most are Scrupulous or Unprincipled.

**Bonuses:** +3 ME, +6 PS, + 1D6 PP, + 4 PE, + 1D4 Spd, + 10 HP, + 6D6 SDC (Considered to be a Man of Arms)

**Requirements** (after ALL bonuses): IQ:7, PS: 14, PE: 14

**I.S.P.:** None

**Permanent Base P.P.E.:** 4D6

**Note:** Their weight is slightly above normal. Add 1D6 x 10 lb. to a normal human weight.

**Bonuses:**

+1 attack

+2 Roll with Punch

+1 Parry/Dodge

+3 initiative

Quick Healing: Heals 1D6 HP/SDC per hour.

**O.C.C. Skills:**

Detect Ambush (+15%)

Tracking (+30%)

Wilderness Survival (+5%)

Hand-to-Hand: Assassin

Athletics

Boxing

Prowl (+25%)

WP - Pick 5

Hunting

Land Navigation

**Other Skills:** Pick 8 from the following list. Gains 1 at 4th, 7th, 10th, 13th, and 15th levels.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only

Espionage: Any except Pick Pockets and Forgery (+10%)

Mechanical: None

Medical: Holistic Medicine, First Aid, and Paramedic (counts as 2 skill selections) only (+5%)

Military: Any (+10%)

Physical: Any (+15%)

Pilot: Any except Robots and Power Armor, Robot Combat Basic and Elite

Pilot Related: Any

Rogue: Any except Pick Pockets (+5%)

Science: Any except Archaeology and Chemistry: Analytical

Technical: Any (+10%)

WP: Any

Wilderness: Any (+10%)

**Secondary Skills:** Pick 6 from the above list without bonuses.**Standard Equipment:** Predator Hunting Armor\*, Plasma Caster\*, Collapsible Spear\*, Boomerang Disc\*, Hunting Mask\*, Net Gun\*, 1D6 pouches, RMK, IRMSS, First Aid Kit (part of Hunting Armor), E-Rifle and 2 clips, knife or short sword (non-vibro). (\* These items are described in [Appendix 7](#)).**Vehicle:** Starts off with no vehicle.**Money:** 1D4 x 100 credits**Cybernetics:** None; if they ever receive ANY, they will be rejected from Predator society. If they ever hunt again, they are fair game for other Predators - they've gone Rogue.**Note:** Must follow Predator's Code of Honor.**Predator's Code of Honor** (does not apply to Rogues, and to severely break it is to become a Rogue)

- ❖ When fighting an honorable opponent, match the weapon as closely as possible (no long-range weapons vs. melee weapons, nor vibro-blades vs. SDC swords, etc.)
- ❖ Always take a trophy and keep it FOREVER! If it is lost or stolen, recovery is IMPERATIVE TO KEEPING ONE'S HONOR!!
- ❖ Invisibility is not fair in Hand-to-Hand combat with an honorable opponent.
- ❖ In death, take your enemies with you.
- ❖ Never back down from an honorable challenge.
- ❖ Be submissive to greater warriors.
- ❖ Fight until death or victory.
- ❖ Equalize the odds by any means possible (this means that parties are not protected by the Code - a Predator will pick them off, one by one, until one remains)
- ❖ An honorable opponent is defined as one who obeys the Code, more or less.  
In addition, MOST Predators will not kill opponents (honorable or not) who are helpless or too easy a target (will not kill an unconscious victim, nor an honorable opponent who is merely standing in the open, unawares).

**Note:** There are NO rules when it comes to actual COMBAT. They fight to win, and will not hesitate to use dirty tricks or unsportsmanlike attacks (i.e. - kneecap or groin)

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# The Pretender P.C.C.

By:

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**Attributes:** Roll all attributes as per a normal human, but add the following bonuses:

+2D6 to IQ, with a minimum of 18, +1D6 to ME, with a minimum of 15, and plus 2D4 to MA, with a minimum of 16.

**I.S.P.:** ME+1D6/level

**P.P.E.:** PE+1D4x10

**P.C.C. Skills:** (All PCC Skills are at 98%)

Math: Basic and Advanced

Language and Literacy: American (or native language) and two others

Computer Operations

Computer Programming

Computer Hacking

Mechanical Engineer

**P.C.C. Related Skills:** Select 6 related skills from ANY category at a bonus of +30% plus IQ bonus.

**Note:** Double the normal rate for skill advancement (eg, a +5%/lvl goes to +10%/lvl)

**Secondary Skills:** Due to the unusual nature of the Pretender, he/she receives no secondary skills.

**Special ability:** The Pretender can learn a new skill of any variety given sufficient time and exposure. The base proficiency for any new skill is 30% + 5% per hour spent exposed to it. This exposure can be from reading a book on the subject, watching a detailed television show, observing an expert, etc. If the Pretender is attempting to improve his ability by teaching himself (without the benefit of a book or other aid) the skill increases at 5% per day.

**Psionics:** The Pretender is considered a minor psionic, with limited, and fairly standard psionic abilities.

Mind Block and Alter Aura (normal psionics)

Automatic Total Recall and Automatic Speed Reading (the effects of these powers are the same as the normal psionics, but cost NO ISP, and have unlimited duration.)

# Protector Wizard OCC

By:

satterle

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## Protector Wizard O.C.C.

The Protector Wizards are a group of elite mystics that are trained by an ancient group of Chiang-Ku dragons known as The Protectors. Protector Wizards are trained in mythical arts by a group of eight Chiang-Ku dragons, ten Mind Melters, ten Bursters, five Mind Bleeders, five Cyber-Knights, twelve Ley-Line Walkers, nine Mystics, four Shifters, and six Temporal Wizards. The Protectors select people of various races once every eight years for training as Protector Wizards. Protector candidates are not even aware that they are in training until two years after they are selected, this time is used by the Protectors to observe the candidates to make sure that they have the values that are required. The next six years of a Protector is spent under the tutelage of the Protectors learning various mystic and psychic arts. After training is complete the new Protectors go out into the world to begin their deeds. Protectors are often times responsible for protecting villages from tyranny and combating evil supernatural forces, others traverse the Megaverse exploring new dimensions and studying new lifeforms, and a few even begin campaigns of justice throughout the world. The most famous of all Protectors is the human Jeremy Satterlee who gathered a force of mages to confront Mrrlyn himself, although they failed they continue to traverse the Megaverse and Rifts Earth fighting the supernatural wherever they are needed. GMs be warned the Protector Wizard is quite powerful and have abilities that are unlike any other and it is solely left up to the Game Master if he/she wishes to incorporate the Protector Wizard into their game. The Wizard has many of the spells found in the new magic section and are quite possibly the most powerful Men of Magic known to exist on Rifts-Earth. Players remember that a Protector Wizard will always be of Scrupulous, or Principled alignment only and will never cooperate with the supernatural evil unless lives are at stake. Even then the Wizard will constantly be looking for ways to undermine their plans.

## Psionic Powers

The Protector has the following psionic abilities.

1. Sense Supernatural Evil. Same as the Mystic Mage(Rifts RPG pg. 85) except that range is increased to one mile plus 10 ft. per level of experience.
2. Psi-Sword. Same as Cyber Knight O.C.C.(Rifts RPG pg. 63) except does 2D6 M.D. at level one, increases same as Cyber Knight.
4. See Aura. Same as psionic power except it costs no I.S.P.
5. See the Invisible. Same as psionic power except it costs no I.S.P.
6. Sense Evil. Same as psionic power except is automatic and costs no I.S.P.
7. Sense Magic. Same as psionic power except is automatic and costs no I.S.P.
8. Other Psionic Abilities. Select eight other powers from healing, physical, and sensitive. Also select two super-psychic abilities.
9. I.S.P.: Roll 2D4x10 plus the characters M.E. number to determine the base Inner Strength Points. The Protector is considered a master psionic so he or she receives a additional 2D6 I.S.P. per each additional level of experience.
10. Saving throw versus psionic attack: As a master psionic, the character needs a 10 or higher to save vs. psionics. However, the Protector also receives a bonus of +2 to save vs. psionics at experience levels four, eight, and twelve.

## Magic Powers

1. Teleport: Lesser. Same as magic spell except that it does not cost any P.P.E.
2. Teleport: Superior. Same as magic spell except that it does not cost any P.P.E.
3. Mystic Portal. Same as magic spell except that it does not cost any P.P.E.
4. Dimensional Portal. Same as magic spell except that it does not cost any P.P.E.
5. Sense Rifts. Same as the Shifter ability(Rifts RPG pg. 87).
6. Tattoo Magic. Can endow magic tattoos on humans, elves, orcs, and themselves. Can endow themselves with one tattoo for each level of experience and can start with 2D6 tattoos if the player wishes.
7. Additional spell knowledge. The Protector's spell knowledge is quite expansive and starts with the following spells: Globe of Daylight, Chameleon, Energy Bolt, Armor of Ithan, and six other spells from levels 1-6.
8. Learning New Spells. The Protector instinctively learn four new spells per each level of experience. New spells can be selected from any level of experience. Spells can also be purchased as normal and can use magic scrolls and use techno-wizard devices in addition to being able to perform rituals.
9. P.P.E.: Like all men of magic, the Protector is a living battery of mystic energy that he can draw on to create magic. Permanent Base P.P.E.: 6D6x10 plus P.E. attribute. Add 4D6 P.P.E. per additional level of experience. Of course, the Protector can draw P.P.E. from ley lines, nexus points, and other people.
10. Magic Bonuses. +8 to save versus horror factor. +4 save versus magic at level one and an additional +1 at levels three, six, nine, and twelve. +2 to spell strength(the number others must save against when you cast a spell) at levels four, eight, and twelve.

**Attribute Requirements:** I.Q.=12, M.E.=12, M.A.=12, and P.E.=16 and must be a good alignment when they become a Protector.

## O.C.C. Skills

Language-American and Dragonese at 98%  
Select 1D6 additional languages(all +15%)  
Literacy-American, Dragonese, and one of choice(+10%)  
Math-Basic(+15%)  
Lore-Demon(+20%)  
Lore-Faeri(+15%)  
Lore-Magic(+20%)  
Lore-Psionics(+10%)  
Land Navigation  
Wilderness Survival  
Two physical skills of choice(+10%)  
Streetwise(+10%)  
Three W.P. skills of choice  
Hand to Hand-Martial Arts

## O.C.C. Related Skills:

Select eight other skills. Plus select two additional skills at level three, six, nine, and twelve.

Communication: Any  
Domestic: Any(+5%)  
Electrical: Basic Electronics  
Espionage: Intelligence(+5%)  
Mechanical: Basic and Automotive only  
Medical: Holistic Medicine and Paramedic only(+5%)  
Military: None  
Physical: Any  
Pilot: Any except robots and power armor  
Pilot Related: Any  
Rogue: Any(+5%)  
Science: Any(+5%)

Technical: Any(+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:**

The characters also get to select six secondary skills with the same limitations above and without the skill bonuses in parenthesis.

**Standard Equipment:** Set of clothing, set of traveling clothes, light body M.D.C. body armor(seldom wear heavy armor because it limits speed and mobility), knapsack, back pack, 1D4 small sacks, one large sack, pocket mirror, silver cross, 2D4 cloves of garlic, six wooden stakes and mallet(for vampires and other practical applications), salt, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, pocket laser distancer, pocket digital, disc recorder/player for recording observations, hand-held computer, silver plated survival knife, hand axe, energy pistol and rifle of choice, 3D6 extra E-Clips for each, 2D6 grenades, two vibro-weapons of choice, and a conventional S.D.C. weapon of choice. Can use techno-wizard weapons and rune weapons.

**Money:** The Protector starts with 1D6x1000 in credit and 2D6x1000 in black market items.

**Cybernetics:** Starts with none but may get minor sensor augmentation such as sensor eyes, ect. but will never get more than four total.

## Psi-Arkana - Tele-Pur RCC

By:

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Part two of the Psi-Arkana thread... The Tele-Purs...

The Tele-Pur is a species native to the worlds of Psi-Arkana and Arkana-Psi - though it is not known which of the binary planets they evolved on, they have become the dominant species of both worlds, with an estimated population of eight million.

The Tele-Pur looks like a snow leopard which can walk upright. Their silky white fur with it's yellow and black patterns is distinctive to each tribe within the Tele-Pur society and each tribe member has a specific sub-pattern of spots or stripes on the tail which signifies rank or bearing within the tribe itself.

Tele-Purs are one of the most naturally psionic species found to date within the 3 Galaxies and are being studied by all governments who can actually reach them - the difficulties in doing so are significant due to their system's location. The Tele-Pur use their Psionics as their tools and have a very exact control over these abilities, but are also excellent escape artists, and cannot be captured. They appear to have some ability which enables them to slip from nets, containment grids, sticky-nets, and even full force-fields.

From observations of their society, Tele-Purs have a very structuralised society, but it's rules seem to be extraordinarily complex to our views on society - such as; it appears that any Tele-Pur can mate with any other Tele-Pur, but if the mate is within the same tribe, must undergo some form of ritual combat - for a mate outside the tribe, the Tele-Pur must give a gift of some type to each member of the other tribe before the mating can take place. Tele-Purs imprint their young while still within the womb, and appear to have good control over which psionic abilities their young are born with.

The most dramatic evidence of the Tele-Pur's uniqueness is in combat with off-worlders. The Tele-Pur use their escape-artist ability to get into very close combat, then use their MDC claws to slash their opponents necks or bellies open. This ability can even seem to get the Tele-Pur into MDC body armor, as opponents in full EVA suits can still be killed by a tele-pur in hand-to-hand combat without injuring a single member of this unique race.

Fortunately for the Tele-Pur, this ability also makes it very difficult to capture them, so even with the many races looking for bio-weapons or armies to help them in their combat-happy raids across the region, the

Tele-pur seem unlikely to become embroiled or coerced into joining any side. They have no interest in communicating with outsiders, and avoid outsiders with apparent ease. All observations of Tele-Pur life have been done with remotes, there are no known first-hand observations on record, no matter what the Kreeghor tell you!!

### Tele-Pur RCC

**Alignment:** Any

**Attributes:** IQ 2d6+3 ME 4d6 MA 4d6 PS 2d6+6 PP 4d6+3 PB 3d6+3 PE 3d6+3 SPD 4d6

**Size:** five to six feet (1.5 - 1.8m tall)

**Weight:** 120 - 160 lbs (50 - 75kg)

**MDC:** Natural MDC Creatures - PE x 5 MDC plus 1d6 MDC per level

**HF:** 8

**PPE:** 4d6x10 + ME per level

**Average Life Span** - Unknown

**Natural Abilities:** Prowl 80%, See Invisible, Night vision (90 ft), side-slip Ability

Tele-Purs seem to have the ability to slip sideways through a spatial location to avoid capture. This appears to be a sudden winking as their body twists into a two dimensional shape and then slides away for a distance of up to 10 metres before reforming into it's normal 3d shape.

This ability ensures that a tele-pur can escape from any net or containment field as long as it is not magical in nature. It appears that they actually become a 2d creature, and can therefore sidestep any 3d object.

**Psionic Powers:** choose any six from any category save Super. Add 1 per level.

**Magic Ability:** none - the Tele-purs have no understanding of magic and are psionic in nature.

**OCCs:** None, the Tele-purs have no society to speak of that can be understood by any other race. They simply desire to be left alone and will avoid contact with any outsiders, even to the point of abandoning their homes to avoid contact.

**Money** - NA

**Cybernetics** - NA

## Psi-Bartender v1.2

By:

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### Psi-Bartender O.C.C.

Being a bar tender in the New West is interesting work. One hears all sorts of stories from various adventurers, heroes, or just plain drunks looking for a friendly ear. The threat of a bar fight is ever present, and sometimes gun fights even break out. A good barkeep knows how to defuse these situations, by being able to identify people who are likely to cause problems, calm them down with a free drink, or just by having a big honkin' shotgun behind the bar. The Psi-Bartender has developed his or her psychic abilities to better do this, as well as a few other things.

**Attribute requirements:** ME 13+ MA 13+ (before bonuses)

**Attribute bonuses:** +2D4 to MA

**Alignment:** Typically unprincipled or anarchist, can be any

**Psionics:**

**Alchokinesis** - This ability is similar to hydrokinesis, but a bit more specialized. It will only work on liquid substances with that are at least 10 proof alcoholic beverages. Anything over 150 proof can be affected at double range, and anything over 180 proof can be affected at quadruple range and for half cost.

Alcoholic manipulation - 30 ft + 5 ft/level - 2 ISP - 1 minute/level

The Psi-Bartender can telekinetically manipulate alcoholic beverages. This can allow him or her to mix a drink, cause someone's beer to spill, or make a bottle come flying off of the shelf and into his hand. Alcohol can be splashed into people's eyes or into fires for good effect in a fight. Potency boost - 6 ft + 6 "/level - 5 ISP - 1 hour/level

The Psi-Bartender can make alcoholic beverages twice as potent and intoxicating. This can be used to make drinking someone under the table a lot easier, to allow skimping on the alcohol content in beverages, or just to make it easier to take advantage of people who are drunker than they think they are. At third level the

Psi-Bartender will be able to affect the alcohol that is already in a person's blood stream for double the ISP cost.

Potency decrease - 12 ft + 1 ft/level - 4 ISP - permanent

The Psi-Bartender can make alcoholic beverages one fourth as potent and intoxicating, by converting a large portion of the alcohol to water and carbon dioxide. This can be used to keep people from getting drunk, to impress customers with one's incredible capacity for booze, or to keep bar fights from breaking out amongst intoxicated customers. At third level the Psi-Bartender can use this ability on the alcohol in a

person's blood stream for double the ISP cost, having the effect of instantly sobering them up by quite a bit.

Sense alcoholic content - 24 ft + 2 ft/level - 1 ISP - 1 minute/level

The Psi-Bartender can sense the alcoholic content of a beverage, allowing him or her to determine the proof, the type of alcohol, the source of the alcohol, and the quality of the beverage.

Impurities associated with the brewing and distilling process can be detected (ie, the lead in moonshine), and approximate age can be determined. At third level this can be used to determine the alcoholic content of a person's blood stream for the same ISP cost.

**Empathic Transmission:** trust

The Psi-Bartender can only perform the version of this that instills trust in the target. This allows them to get mines of information out of customers, and also to help defuse fights and get big tips.

**Bio-manipulation:** thirst - 30 ft + 2 ft/level - 3 ISP - 10 minutes/level

This allows the Psi-Bartended to subtly make people thirsty, so as to encourage them to buy more drinks and/or consume the ones they have more quickly. If the target fails their savings throw and has a drink in front of them, they will most likely not notice their thirst, but will consume the drink 4 times as fast as they normally would have. Many a Psi-Bartender has made a fortune selling drinks this way.

The Psi-Bartender also picks 2 minor psionic categories. He or she gets 2 psychic abilities from each of these categories at level 1. Each level after first they get one more ability from one of their minor categories. On levels 4, 8, and 12 they get one major of choice.

This Psi-Bartender is considered a master psychic, and has 2D6X10 + ME

ISP to start, and gets 2D6 ISP each additional level.

**Additional Abilities:**

Can hold 4 times the alcohol as an ordinary person without problems

Excellent night vision - able to see perfectly in dimly lit bars

Warning shot - can fire a weapon (usually a shotgun or rifle style heavy energy weapon such as a particle beam rifle) and shout in such a way as to cause those participating in bar fights to stop for a moment and maybe for good. This will not affect those who are really determined or who are fighting for their lives - just those who've gotten into a bar room brawl. Everyone in the fight must make a save vs. HF equal to the Psi-Bartender's MA.

### **OCC Skills**

Cook

Cook - drinks: +30%

Sing

Sing - drinking songs +20%

American: 90%

Spanish: 85%

Language of choice: +20%

Literacy of choice: +10%

Basic Math: +20%

Streetwise: +25%

WP Shotgun

WP Heavy Energy

H-H Basic (can be upgraded to expert for one skill, or MA for two)

### **OCC Related Skills**

The Psi-Bartender gets 8 "other" skills at level one, and can learn 2 new skills at levels 3, 8, and 12

Communications: Radio: Basic only

Domestic: Any (+10%)

Electrical: Basic only (+5%)

Espionage: None

Mechanical: Basic only (+5%)

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

Military: None

Physical: Any except Acrobatics, Boxing, or Wrestling

Pilot: Any, except for RV and PA

Pilot Related: Any, except for weapons systems

Rogue: Any (+10%)

Science: Any (+5% to chemistry and botany)

Technical: Any (+10%)

WP: Any

Wilderness: None

### **Secondary Skills**

The Psi-Bartender gets 6 secondary skills from the above list at level one, without any of the listed bonuses.

### **Starting equipment**

There is a 50% chance the Psi-Bartender own his/her own small hole in the wall bar, worth approximately 300,000 credits. However, this will not be easily liquidated. If the Psi-Bartender doesn't own their own bar they will almost certainly have a good job at a larger more well established bar. In either case, the Psi-Bartender will have 2D6X1000 credits on hand, and another 4D6X10,000 credits in various belonging (home, car, possibly weapons and/or armor, etc). The Psi-Bartender automatically starts with an SDC shotgun, 100 rounds of ammo, and an energy weapon of choice with 5 e-clips.

### **Experience**

The Psi-Bartender uses the Dog Boy experience table.

## **Psi-Chef PCC**

By:

Zhorn

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Well, after talking about such "flavor" OCC's as the Barmaid and the Saloon Bum I came up with another PCC that might not be terribly useful campaign wise but has some fun abilities and rounds out your average group of cowpokes. I hope you like it and if you find time try to reply.....don't feel bad if you don't though cause I haven't recently. :) Without further rambling here it is.....

Note: This write up is intended to be humorous(that doesn't mean it is) but the class itself is meant for real use in a campaign. Just ignore the funny(or wanna-be funny) stuff in real use. Or leave it if you want....just respond damn it. :)

\*\*\*\*\*

The Psi-Chef PCC - a.k.a. Cookie, Psi-Cookie, and occasionally The Gas Man  
(but that's only when he eats his beans...)

\*\*\*\*\*

With the coming of the rifts and the return of The West to it's glorious past, groups of Cowboys, Lawmen, and Bandits once again drift along the great American plains like tumble weeds blowing in the wind.

All that rolling through the country side and and desert can really make a man hungry. After a hard days work of herding the cattle, smoking the bad guys, or pillaging villages, raping the horses, and riding out on the women a man(or woman as the case may be) doesn't want to bake his own beans. With the demand for bean bakers way up a new class of men(or women again...) began to rise from the gutters of western towns to be immortalized and romanticized by silly people who have nothing better to do than convert everything under the sun to RPG format. These great men were cooks. They began traveling with groups of cowboys and the like in their covered wagons and prepared meals for them, very often of the baked and/or bean variety. Well, to make a long story short some of these cooks are a little more than just cooks. They have learned to harness the powers of their minds to do as one gold miner once put it..."rustle up the best dang grub this side of the Lone Star complex...". These are the psychic cooks of the New West. These are the Psi-Chefs.....

---

### **Psi Chef Powers:**

1.) Similar to Burststers Psi-Chefs have limited control over the element of fire. Their powers are not honed as well as the burststers resulting in more limited abilities and higher ISP cost.

-Fire and Heat do 1/2 damage: Due to the cooks close proximity to fire his mind and body have developed a special toughness against it. This includes magical fire, but not other forms of fire like energy like plasma. Only to fire and heat no matter what it's source.

-Extinguish Fires: The power to instantly without the need for chemicals or water. The fire is just instantly put out. Range: 20 ft + 3ft/level ISP cost: 6 Note: Although chemicals or water are not needed the Psi-Chef can reduce the ISP cost by half and increase the range by 1.5 by peeing on the fire to put it out.

-Flame Bolt: Not so much as a flame bolt as it is with a burstster as the ability to throw a small flame in order to catch things on fire. The Psi-Chef can throw a flame 10 ft. plus 2ft/level. He has a bonus of +3 to strike with the flame and anything combustibile the flame hits will automatically catch on fire. ISP Cost: 4

-Super Simmer Power: Much like the Burstster's power to fuel flames the Psi-Chef can control the size of fire by a small degree. Just enough to really regulate the flame size to mean the difference between simmering and trying to boil. This way he can do a variety of things around his campfire to keep his boys happy.(Have you ever tried sauted baked beans? Mmmmmm Mmmmmm.....that's good eat'n.) ISP Cost:5 ISP

2.) Takes 3/4 damage from cold: During the Psi-Chefs intensive training at a restaraunt or Chef's school he would have had to walk from in front of the scorching stove into the freezing walk in refrerator. The transition could make the walk-in temperature feel as low as 15 degrees Fahrenheit. The Psi-Chef now only takes 3/4 normal damage from cold attacks and is not fazed by transitions from hot to cold(or vica versa). In other words he could be in the Sahara naked and be dropped teleported to the North pole and still not give a damn that he's naked.

3.) Cooks like a professional. He has the cook skill and in addition he may choose one of three(or roll a 3 sider) specialties that will be

described a little later. He gains cook at 90% He is very good at what he does and although he may be able to cook lots of fancy stuff he very often sticks to simple if not wierd things involving baked beans such as Buffulo Ball Casserole.

4.) Automatically gets the WP knife skill. It also starts at second level. Besides that it advances as normal

5.) ISP: 1d4x10+15 in addition to the ME attribute. Considered a major psionic.

**Attribute Requirements:** None really, but should hopefully have a high PP. Spilling the baked beans on Mongo has never lead to anything pretty.

### **OCC Skills:**

American 96%

Spanish 86%

Cook 90%

WP Knife(special)

Skin/Prepare Animal Hides +20%

Horsemanship: General\*

Pilot: Covered Wagon +15%(use the Pilot:Truck percentage)

Brewing +15%

Lore: Food +20% (knows about different recipes and dishes commonly served in that time period)

Identify Plants/Fruits +15%

Math: Basic +20%

Literate: American +5%

HTH-Basic\*\*

\*Horsemanship: General can be changed to Horsemanship: Cowboy at teh cost of one "other" skill.

\*\*HTH-Basic can be upgraded to expert for two "other" skills

### **OCC Related Skills:**



The Psi-Chef may pick a total of six(6) "other" skills from the following categories with the following bonuses. They also get an additional skill at levels 4,7,11 and 15

Communications: Radio: Basic and Scramblers only

Domestic: Any (+10%)

Electrical: Basic and Kitchen Appliance Repair(treat as comp. repair) only (+5%)

Espionage: Any

Engineer: Basic only (+5%)

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

Military: None

Physical: Any except Acrobatics, Boxing, or Wrestling

Pilot: Any

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+10%)

Technical: Any (+10%)

WP: Any except heavy/ heavy energy

Wilderness: Any

### **Secondary Skills:**

The character may choose an additional 5 skills from the previous list of categories but does not receive the bonuses.

### **Specializations:**

These are three areas of cooking that the chef may decide to specialize in. The Psi-Chef should choose (or roll for) one of the following specialization. Treat everything in the OCC as normal unless specifically mentioned in the specialization that there is a change.

1.)Flambe- This Psi-Chef uses his cooking fire like a paint brush. Everything he cooks is a work of art. A slightly charred work of art, but art just the same. He only takes 1/4 he damage from fire now and gets all of the burster powers from the Rifts main book at half the range/duration, double the cost. In addition for the flame bolt, they only roll half the normal amount(burster's normal)of dice for damage and the Psi-Flambeist can not do MDC attacks. His MDC tttack does 5d6 SDC. As for the Flame Eruption the Psi-Flambeist still can't do MDC. Being a Flambe master also has it's draw backs though/ Your mind and body have become so accustomed to the flame that the flambeist no longer gets a bonus vs. cold. In fact he/she takes 1.5 times damage from cold attacks.

2.)Hibachi- This Psi-Chef revels in feats of juggling, throwing, and playing wiht food. Cooking is just a job for these guys. It's an entertainment form. These characters get WP Paired Knives(just knives) anf WP Thrown. In addition the characte gets a Moo Gi Gongesque ability to cause 1d6 sdc to someone with any object catapulted from a spatula(or flung from teh end of a fork, etc.). The Psi-Hibachiist also get s the juggling skill at 90% At the cost of all of his secondary skills the Psi-Hibachiist may choose Zanj Shinjenkin Ryu as a martial art form. He does not get the Martail Arts abilities and does not get any Chi abilities. He also only recieves the skills given to him from the martial art that satisfy his related skill categories. As a result he will begin following Bushido to his greatest ability and have a strict code of honor. Since he spends more time juggling his knives than cooking he also takes 3/4 damage from fire instead of half.

3.) Anachronistic Cooking- This Psi-Chef is fascinated by the food served from times long ago, especiaally Pre-Rifts earth. He feels a lot can be learned by looking at what people eat. He gets an additional 3 "related" skills, 2 secindary skills, and automatically gets archeology, anthropology, and lore:pre-rifts cuisine. Unfortunately for this book worm he spends too much time researching and not enough practicing. He no longer gets WP knife, and can only have HTH basic. He also doesn't spend enough time in the kitchen so he takes full damage from heat and cold.

**Equipment:** Gets all the usual stuff including light armor, canteen, crosses. In addition he gets cooking supplies like pots, pans, coffee pots, spatulas, 2d4 cooking knives. He gets 2 energy weapons of choice and 2 SDC weapons. He also has 2d4 e-clips for the energy weapons and 2 "boxes" of ammo depending on what his SDC weapons are(2 dozen arrows for a bow, 2 boxes of shells for a shotgun, and 2 dozen rags to clean the blood off of the baseball bat). If already situated with a group of people he has a covered wagon too. Otherwise he just has a robot or real horse.

**Money:** 1d4x1000 credits adn 2d6x100 in black market items

Use the Saloon Bum Experience Chart

## **Psionic Overlords**

### **O.C.C. Skills:**

Radio: Basic +25%

Pilot Automobile +20%

Basic Electronics +40%

Basic Mechanics (see Triax) +20%

ALL Domestic Skills +30%

Intelligence +25%

Pilot Hovercraft +30%  
Mathematics: Basic +25%  
Anthropology +30%  
Fluent (90%) in American, Euro, Spanish, and Dragonese  
Also literate in the above languages (+30%)  
Computer Operation +35%  
Writing +20%  
WP Energy Pistol

**O.C.C. Skills:** Select 12. Skills can be chosen from any category, but lean toward academics. (Hey, they're royalty!)

Communication:+15%  
Electrical:+25%  
Espionage:+10%  
Mechanical:+30%  
Medical:+15%  
Military:+10%  
Physical:+10%  
Pilot:+20%  
Pilot Related:+20%  
Rogue:+15%  
Science:+50%  
Technical:+30%  
Wilderness:+15%

**Psonic Powers:** At first level, has: Alter Aura, See Aura, Sixth Sense, Mind Block, Telepathy, Telekinesis, telemechanics and empathy. Five powers can be selected from each of the three common categories.

**I.S.P.:** 4D6x10. At second level, select two powers from each of the three categories. Add 5D6 ISP.

At third level and at each additional level, choose one power from each category, including Super. Also add 3D6 ISP per level.

#### **Special Powers of the Overlords:**

Immune to possession and mind control of all kinds.

Duration, Range, and damage of all powers is doubled.

Other's saving throws against psionics are at -3.

An Overlord can draw ISP from any electrical power source.

The rate of exchange (Electricity to ISP) is one ISP per volt of electricity. After the ISP is drawn, the energy source is depleted. If it is a generator, rather than a battery of some sort, it merely needs a little time to produce more energy.

All Overlords have a bonus of +10 to their MA, +3 to their IQ, and +5 to their ME. They are +3 to save vs magic.

## **Psi-Pilot O.C.C.**

By:

[Jason Bridgman](#)

The psi-pilot is a pilot which has had his latent psychic powers developed into an affinity for vehicles. These are the greatest pilots in the three galaxies, being able to get the most out of any vehicle they fly.

**Attribute Requirements:** P.P. and I.Q. of 12 or higher, also see attribute bonuses.

#### **O.C.C. Abilities and Bonuses:**

1. Attribute Bonuses: Psi-Pilots have a +1d6 to P.P., +1d4 to M.E. and +3d6 to S.D.C. (or +2d4 if M.D.C.).
2. Innate Telemechanics: A limited, but special, form of telemechanics is developed allowing the pilot to partially control their vehicle using their minds. The psi-link requires no I.S.P. (Note: they have no other psi-powers). This amazing ability allows them to react more quickly, and fully utilize a vehicle to its maximum potential. The power also allows them to pilot vehicles for which they have not been trained, including alien vehicles. Vehicles for which the psi-pilot has not been trained is at 60% of the normal base + I.Q. bonus if any. (e.g. Psi-pilot finds a helicopter, but he is not trained. After linking into the vehicle (one melee action) the pilot can now fly with a skill of 21% plus his I.Q. bonus, if any. (60% of 35%)). If the psi-pilot is trained in the type of vehicle, but it is an alien vehicle, the pilot may use it at no penalty after one melee (-10% until then).
3. Bonuses for Psi-link: When linked to a vehicle, the Psi-pilot gains the following bonuses- +4 to initiative, +2 attacks, +3 to strike, and +3 to dodge. All bonuses are in addition to training bonuses.

**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]

Fighter Combat Basic

EVA (+10%)

Weapon Systems (+15%)

Read Sensory Equipment (+15%)

Computer Operation (+5%)

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 7 other skills. Plus select two additional skills at levels four, and seven, and one at levels nine, twelve and fifteen.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Wilderness survival only.

Mechanical: Automotive and basic only.

Medical: First aid only.

Military: Demolitions only.

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 four 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:** None to start with. Will avoid them because they interfere with the link. More than two cybernetic implants or any bionics totally destroys the psi-link power.

## Psi-Tek Lord T.C.C.

**(Transformed Character Class)**

By:

[ART@MCHOICE.COM](mailto:ART@MCHOICE.COM)**Alignment:** Aberrant**Attributes:** Normal human but usually have high M.E.**Hit Points:** P.E. +1D6 per level

**S.D.C.:** 30 + Skills

**M.D.C.:** See Special Armor

**Size, Weight:** Normal

**Horror Factor:** 17 (in armor)

**P.P.E.:** 1d6

**Combat:** By skills only

**Special Bonuses:** None

**Magic Powers:** None

**Psionic Powers:** Telepathy, Mind Block Auto-defense and Mental Dominance\*.

+1 Psionic Power of any kind a level. I.S.P.= M.E.x10 + 14 per level.

\*Special: Mental Dominance only works against Psi-Tek Warriors who have a -5 to save.

**Skills:** Select 14 O.C.C. skills from any category (+10 to Military, Espionage, Rouge, Piloting), Space +5, Navigation +15.

**Secondary Skills** Select 9 skills, same as above but no bonuses.

### **Psi-Tek Lord Armor**

Size: 8' 2"

Weight: 650 Lb.

M.D.C.: 1000 + 100 per level

Spd: 50

Flight: Mach 1.5 atmosphere, Mach 8 + 1 every 2 levels in space.

Teleport: 1000 Miles once every hour

Force Field: 75 per level! Costs 20 ISP to Activate.

### **Special Bonuses:**

+8 attacks, parry, strike, +1 to dodge, +5 to dodge while flying, +7 to initiative, +45 to P.S. (Supernatural), +8 to P.P., Energy immunity (same as Cosmo-Knight in Phase World except that it adapts to the situation. Within 2 melees all energy attack inflict 1/100 the normal damage.)

### **Weapons:**

Hand Energy blast: 6d6x10! Can be used at will and always inflicts half normal damage to Cosmo-Knights, Psi-Tek Warriors, and Mech-Knights (Sorry Alan, got to have somebody who could scare a Mecha-Knight even slightly)

These are the Generals of the Psi-Tek armies. Very rarely will they deem it worthy to enter a physical slug fest. Schemers and tacticians, they use their advantages against their foes. Suspected of being the most strong willed and intelligent of the local life forms assimilated, they are totally dedicated to the Psi-Tek. Only a strong relationship, such as a loving son or daughter, can even hope to break these mental bonds.

A Psi-Tek Lord usually has at least 3 or 4 Psi-Tek Warriors that do his bidding. In addition he commands the army of the SI/SAO (Spider Infantry/Space Assault Organism) that number in the thousands, if not tens of thousands.

\*I really need to think of a better name for the Venomiod Spider Craft\*

They commune with Psi-Princes on matters of taking over the physical reality. The Psi-Princes are a high ranking Psi-Tek, rumored to be composed of psionic energy, as are all the true Psi-Tek.

The Psi-Tek Lords are almost never outside of their armor. This is imposing black armor with large black capes. Always has a presence that you can feel, even if you have your back turned to him.

If you do use him, try to play him like Darth Vader. Imposing and powerful, with the fates of planets hanging by his twisted desires and commands of his Over-Lords. Play up his horror factor and have him give Doctor Doom'ish pronouncements of the characters final fate (Broadcasted of course!). Have fun!!

# Psychohistorian OCC

By:  
Galahad  
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Okay, it's more of an MOS for a Rouge Scientist... well, that's actually EXACTLY what it is. Anyway, whatever it is, here it is.

**Attribute requirements:** An extraordinary IQ (17+)

**Skills** (take the place of traditional "other" skills):

Anthropology (+20%)

\*Psychology (+15%)

2 Lore Skills (+10%)

1 Science skill (their minor) (+15%)

Psychohistory (see below)

An additional +20% on Advanced Math

7 Other skills

All OCC and secondary skills unchanged

\*Psychology- Is their one in BTS? (Not Parapsychology) If so, use that.

If not, how about 20%+5 per level?

## Psychohistory

This is a delicate science involving using probability equations to predict possible futures. The base skill is 15% + 5% per level, but there are minuses listed below. This skill is only available to this MOS. Predicting the course of (K=1000, M=million, B=billion, T=trillion):

-----  
# people penalty  
-----

1 -50

10 -40

100 -30

1K -20

10K -10

100K -5

1M base skill

10M -5

100M -10

1B -20

10B -30

100B -40

1T -50

## Special minuses:

Characters with Clairvoyance or Empathy are -10% (each... these are cumulative) because the psionics interfere with the logical nature of their work.

**Specialized equipment:** A hand-held Statistics calculator/computer adds a +10% bonus to a psychohistory roll.

So, obviously this guy (or girl, for our fellow players of the finer sex) is not for everybody. Regardless, this character tends to be a real doomsayer, constantly working on formulas determining the end of world. Quebec, or especially Tolkeen could find one of these scientists to be extremely useful in developing strategy.

# Puppet Master O.C.C.

This O.C.C. was inspired by the Pinnocchio and Puppet Master movies

By:  
[gminser@erols.com](mailto:gminser@erols.com)

" A strange old man came into town tonight. He claimed to run a puppet show with puppets that moved on their own. He asked to be allowed to pay for his room with a puppet show. I agreed for some reason I can't fathom. "

" I took my children to the puppet show tonight. It was wondrous. The puppets, they really did move without strings. It was awe inspiring. At first I refused to believe it, looking around for some source of manipulation. Seeing none, I thought that a wizard was moving them, but there was none. I don't know what motivated those puppets, but there was something. Most strangely, even for their wooden bodies, there was something about the puppets, something almost human. Later, I went to see if the old man needed anything. Stopping outside his door, I could hear him talking, to his puppets I guess. I looked

through the keyhole, and what did I see but the puppets moving about as if alive. Suddenly one of their wooden little faces appeared in the keyhole staring at me with a look most sinister. Scared out of my wits, I ran down the hall as fast as I could. I fear it would be best to usher this old man and his odd puppets "

-Unfinished journal entry found next to dead hotel manager

The Puppet Masters are an odd lot. Part craftsman, part showman, and part wizard, they are among the most mysterious of magic practitioners. While most arcanists have a thirst for adventure, knowledge or even power, these individuals seem to care only about entertaining, and bringing life to their beloved puppets. Their whole lives revolve around traveling from town to town putting on shows with their little puppets, often in exchange for room and supplies.

There are two groups of arcanists, Gapetoans and Toulans, named for two Pre-rifts Puppet Masters who are believed to be the first Puppet Masters. The Gapetoans carve the body and then pray over the new puppet. They believe that it is a benevolent being that infuses their puppets with life but in reality, the puppets come to life because the Puppet Master has transferred some of his own life into the puppet. The Gapetoans are unique among Puppet Master in that they can actually bring their puppets not just to life but also to flesh and blood.

However, this needs an enormous amount of power often requiring a nexus. What many Gapetoan Puppet Masters realize is just how much magic energy they have. In fact few arcanists start with the power Gapetoan Puppet Master do. The Toulan Puppet Masters are almost as strong, though their practices don't require them to be as strong. The Toulan Puppet Masters use a different method of animating their wooden actors. The Toulan Puppet Master will often find a volunteer or victim, though they prefer the words candidate or subject, kill them, and transfer the life force of the dead into the puppet. While they can not bestow flesh on to their puppets as the Gapetoan Puppet Masters, they also do not suffer from reducing their life force.

## **Puppet Master Abilities:**

### **I. Gapetoan Abilities**

1. Animate Puppet - The Gapetoan Puppet Master, having fashioned the body, prays for several minutes, 1D20, over the puppet asking for it to be infused with life. There is no particular individual that Gapetoan Puppet Masters must pray to, although many prefer to pray to Gapeto. During this time of prayer, the puppet will begin to glow with growing intensity. At the peak there is a bright blinding flash, -5 strike, parry, and dodge for those looking at the puppet, -3 for those within 5'-10' of the puppet, and the Puppet Master expends 200 PPE while transferring 10 SDC or 5 HP into the puppet. MDC creatures transfer 5 MDC. A few minutes, 1D4, after this culmination of prayer the puppet will begin to show signs of it's new life.
2. Flesh Puppet - A Gapetoan Puppet Master has the ability to cause a puppet to become flesh and blood. That is, it will no longer be an animated wooden puppet, but a living, creature of flesh. To do this, the Puppet Master prays for his creation to become real. However this time the experience is much more intense and the Puppet Master must pray longer, 2D20 minutes. -10 strike, parry, and dodge to those watching and -6 to those within 10'-15' of the puppet. If the Puppet Master is praying for an already animated puppet, he only expends 400 PPE and transfers 20 SDC or 10 HP into the puppet. MDC creatures transfer 10 MDC. If the Puppet Master is praying for a puppet not yet animated, he expends 600 PPE and transfers 30 SDC or 15 HP / MDC into the puppet. Within several minutes, 2D4, the puppet will undergo a transformation where it's body turns to flesh from top to bottom although it will retain the size and shape of it's puppet form.
3. Generate Creation - Perhaps the most awesome of a Gapetoans abilities is the ability to have a puppet not just come to life, but to come to life at it's real size. This is perhaps the most taxing of abilities for the Gapetoan and is rarely preformed more than once or twice in a lifetime by them as that few have the strength to endure more than one or two. The Gapetoan starts his prayer which may last as long as an hour, 3D20. The culmination flash of this Gapetoan prayer is strong enough to harm, 1D10 SDC / 1D4 MD, most creatures damaged by sunlight and blinding to those without proper eye shielding, -15 strike, parry, dodge to those looking at the puppet and 35% chance permanent blindness, -9 to those within 15'-20' of the puppet. It is at the time of the flash that Gapetoan expends 600 PPE and transfers 40 SDC or 20 HP / MDC for a puppet that is flesh and blood, 1000 PPE and 60 SDC or 30 HP / MDC for an animated puppet, or 1200 PPE, 70 SDC or 35 HP into the puppet. Soon thereafter, the puppet will begin to grow to real-life proportions. Because of the amounts of energy need, this prayer often said on or near a Ley Line Nexus. Because many Gapetoans have noticed that this prayer seems to work better in groups, they have organized a calender of gatherings at various places and times of the year where Gapetoans may come together to assist one or more of their kind in this ceremony.
4. PPE - 1D6 x 100. Increase by 1D6 x 10 every other level

### **II. Toulan Abilities**

1. Animate Puppet - In order for a Toulan Puppet Master to animate his puppets by infusing them with life, he must capture a persons soul and their PPE as well as remove a gland from the back of their neck. Then he creates a solution with the gland, PPE, and life force which is spread over the puppet. At the same time the Puppet Master expends 150 PPE and completes the transfer of life into the puppet. The puppet will come to life soon thereafter, 1D4 minutes.

2. Capture Life Force - The Toulan Puppet Master has the ability to capture a persons soul and life force. Capture Life Force: 45% + 5% per level. If fails within 5% of skill level, captures either PPE or life force but not the other, GM's discretion.
3. Store Life Force - The Toulan Puppet Master that has capture someone's life force and PPE can store it indefinitely in an air-tight container.
4. Telepathy - The Toulan Puppet Master can communicate with his puppets telepathically.
5. PPE - 1D4 x 100 + 50. Increase by 1D4 x 10 every other level.

### III. Puppets

1. The Puppets can be made out of any material but most often are made of wood or soft metal.
2. Attributes - NPC Puppets: Gapetoan puppets attributes reflect their puppet master. Toulan puppets reflect the attributes of the dead person whose soul inhabits the puppets body. Players who wish to play a puppet use the attributes of the race that most closely resembles their puppet character, i.e. A dragon puppet would use dragon attributes (hatchling in most cases) and a human puppet would use human attributes.
3. SDC / HP: NPC Puppets: Gapetoan puppets have whatever SDC or HP that was transferred to them from their puppet maser plus the SDC of the material they were fashioned from. If MDC was used instead of HPs, convert each MDC into 1 HP or 2 SDC. Toulan puppets have as much SDC as the material their bodies were formed from. Players with Gapetoan puppets use the SDC and HP of the race that most closely resembles their puppet. If a MDC race is picked, SDC equals MDC and HPs equals half of MDC. For example: if the race had 300 MDC, the Puppet would have 300 SDC and 150 HP. Players with Toulan puppets use the SDC of the material their bodies were made of.
4. Magic & Psionics: None.
5. Combat: Starting number of attacks is half number of limbs Example: 2 arm puppet starts with 1 attack, 4 arm puppets start with 2 attacks, etc.
6. Skills - Domestic: Dance & Play Musical Instrument; Military: Demolitions; Physical; Technical: Art; Weapon Proficiencies. All skills are at toy equivalent. For instance, the toy equivalent of Demolitions would be using firecrackers and the toy equivalent of Weapon Proficiencies as seen in the Puppet Master movies (Six-Shooter is one example), however, modern weapon proficiencies can only be used with weapons designed for the puppets. Also if a vehicle is designed for the puppet, then the puppet gets appropriate Piloting skill and any Pilot Related skills for that vehicle only. Toulan Puppets (NPCs) get any of the above skills from the dead whose soul inhabits their body. Gapetoan Puppets (NPCs) can learn any of the above skills by choosing any Men-of-arms OCC but without bonuses and half the skills. Players Select any four skills at level 1, and another skill
7. Equipment - Start with 1D6 toy items. may tend to collect small things from time to time.

#### O.C.C. Skills:

Dance - (+10)  
 Play Musical Instrument - (+10)  
 Sew - (+10)  
 Disguise - (+10)  
 Anthropology - (+10)  
 Chemistry - (+10) [Toulan Puppet Masters only]  
 Math: Basic - (+10)  
 Art - (+20)  
 2 Language Skills - (+15)  
 2 Literacy Skills - (+15)  
 Lore: Demon & Monster - (+10)  
 Lore: Faerie - (+10)  
 Writing - (+10)  
 Carpentry - (+25)

#### O.C.C. Related Skills: Select 5 skills and another two at levels 4, 7, 10, & 13.

Radio - Radio: Basic only  
 Domestic - (+10)  
 Electrical - Basic Electronics only  
 Espionage - Wilderness Survival only  
 Mechanical - None  
 Medical - First-Aid only  
 Military - None  
 Physical - All except Acrobatics, Boxing, Gymnastics, & Wrestling  
 Pilot Skills - All  
 Pilot Related - All  
 Rogue - All  
 Science - (+5)

Technical - (+10)  
Weapon Proficiencies - All  
Wilderness - All

**Secondary Skills:** Select 5 skills and another two at levels 4, 7, 10, & 13 without bonuses.

**Equipment:** A few sets of clothes, a toolkit for fashioning puppets, paint kit, 1D4 non-living puppets, 1D4 living puppets, combination storage case and stage set, backpack, tent, notebook, digital disk audio / visual recorder / player, sunglasses, heavy SDC or light MDC body armor, 1 energy weapon with 1D4 E-clips, 1 ancient weapon, 10% of all Puppet Masters have a vehicle like a car or jeep.

**Money:** 1D4 x 100 credits, 1D6 x 1000 Black Market Items

**Cybernetics:** Tend to avoid cybernetics.

## Quantum Sorcerer

By:  
[Steven C. R. Israel](#)

The quantum sorcerer represents a spectacular renovation to the world of magic. Quantum magic works on the most basic of levels, manipulating atomic energy and quantum particles directly! In the quantum sorcerers perspective, the entire world can be simplified into the base parts of protons, electrons, and neutrons. And since they have such an incredible understanding of these particles they will never hesitate to explain at length to anyone who asks how their magic works! As can be imagined, many an amazed spectator have found themselves visited upon by a lecture in quantum physics.

### Quantum Sorcerer Magic Abilities:

Listings for [Quantum Sorcery Spells](#) and [Other Spells](#) see appendix 5

1. **Initial magic knowledge:** Starts with the spells Blinding Flash, Cloud of Smoke, and Create Water, and select 5 from the [quantum sorcery](#) spell levels one and/or two.
2. **Learning new spells.:** The quantum sorcerer will be able to sense when he or she has gained enough mastery to learn new spells (has reached a new experience level).  
At second level of experience, the player may choose three new spells from levels one or two. For every additional level beyond two, they may choose two spells from levels up to their current level of experience. Only Principled or Scrupulous characters may learn spells above 9th level.
3. **Magic Bonuses:** +5 vs. magic at first level! They also gain an additional +1 vs magic at levels 4, 10, and 15. +5D6 S.D.C. and +2D4 hit points. One of the most interesting aspects of quantum magic, similar to their psionic abilities, is that the magic works on such a base level and their P.P.E. is stored in such an odd state that it is almost undetectable! All attempts to detect their magic powers either when dormant or in use are at -80%!!
4. **P.P.E.:** Like all men of magic, the quantum sorcerer is like a living battery of mystic energy, but they have managed to make their body much more efficient at storing the energy. Of course their explanation of it is much to complicated for anyone else to understand.  
**Permanent Base P.P.E.:** 2D6 10+60. Add 3D6 P.P.E. for every second level of experience starting at level two.  
Quantum sorcerers also regain P.P.E. at the rate of ten times the average human! This means they regain lost P.P.E. at the rate of 50 points per hour of rest! Unlike other practitioners of magic, however, they cannot meditate to restore P.P.E. faster. Their mastery of controlling energies also allows them to perform a rejuvenation of mystic power once every 24 hours. Meditating for 75 minutes, they can completely restore their P.P.E. up to its maximum level! At 5th, 10th, and 15th level there rejuvenation takes 15 minutes less.
5. **Conversion:** Quantum sorcerers may convert their own I.S.P. to P.P.E. or vice versa at an exchange rate of two to one. Thus 2 I.S.P. could be transformed to 1 P.P.E. or the other way around(2 P.P.E. to 1 I.S.P.). This intermingling of their personal energy base makes it impossible for any other to drain either their P.P.E. or I.S.P.
6. **Quantum Sight:** Quantum sorcerers have the innate ability to identify specific elements and compounds known to them by sight. **Base Skill:** 55% +5% for every additional level of experience.  
They also have the ability to see into the submicroscopic range. Thus for no cost in P.P.E. they can focus their sight down to see the very particles that make up atoms. When using this sight they receive a +20% bonus to identifying elements and compounds.

**Quantum Sorcerer Psionic Powers** The quantum sorcerer, through some incomprehensible process that is kept as a strict secret, has the ability to generate psionic powers within themselves!

1. **The quantum sorcerer possesses the following psionic powers:** mind block, and three of choice from any one category OR one from the super category (excluding mind-block auto-defense, psi-sword, or psi-shield).
2. **I.S.P.:** Roll 4D6 plus the character's M.E. attribute. They are considered a minor psionic and receive 1D6 I.S.P. per additional level of experience.



3. **Temporary state!** The quantum control of sorcerers above 3rd level is such that they can actually remove their own psionic powers and store them in the quantum structure of their brain! Once every two hours, they can remove or return their psionics.
4. **Psionic saving throw:** Whether their powers are removed or not, quantum sorcerers have a saving throw of 12 or higher vs psionics.

**O.C.C. Skills:**

Basic Chemistry 98%

Basic Math 98% Analytical Chemistry 65%

Advanced Math 85%

2 Sciences of Choice(+20%)

Literacy 98% Cryptography 40%

Basic Electronics 50%

Hand to Hand: Basic

**O.C.C. Related Skills:** Select nine other skills. Plus two additional at level 4, two at level 7, one at level 10, and one at level 13.

Communications: Any

Domestic: Any

Electrical: Any (+5%)

Espionage: Detect Concealment and Forgery only (+8%)

Mechanical: Any, except robot and weapons

Medical: First aid only

Military: None

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: None

Science: Any (+10%)

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character may also select five secondary skills.

**Standard Equipment:** Set of clothing, set of traveling clothes, light M.D.C. body armor, knapsack or backpack, one large sack, six wooden stakes and mallet (not necessary for vampires), canteen, binoculars, sunglasses, air filter and gas mask, often wear bright clothes and robes. Weapons will include an energy rifle, and an energy pistol and 2D4 E-clips.

**Money:** The quantum sorcerer starts with 1D4 100 in universal credits and 1D6 1000 in gold and other precious metals. They tend to ignore credits for more substantial and universal forms of currency such as gold.

**Cybernetics:** Starts with none and will avoid getting major cybernetic or other forms of physical augmentation.

## Quickening Junkie O.C.C.

By:

[Peter Finin](#)

"I had just defeated the immortal who had been stalking me for weeks. I had just finished absorbing his Quickening, and stood there, slightly dazed as my wounds closed, and the blood on my blade, clothes, and face cooled. Scenes from the vanquished immortal's memories were still flashing through my head, when I noticed a figure step out of a darkened doorway and into the alley, a large axe gripped tightly in his hands. At first I thought he was another immortal, hoping to take me out while I was still weakened. He wasn't an immortal though, I am sure of that now. He hadn't had the aura of an immortal, and he released no quickening when he died.

"In any case, I saw that he was acting strangely, his face pale and beaded with sweat. A strange, unhealthy tension lied across his face, and a thin line of drool across his chin betrayed the fact that he was salivating heavily. He mentioned something about it being too long, I don't remember his exact words. The next thing he said, though, has stuck in my mind for years. He said, 'If you think there can be only one, you are deceived. There will be none, your kind is doomed, for now I am here, I have come to this earth.'

"Fortunately, he couldn't handle his axe too well. I don't know what he was strung out on, but that encounter chilled me like no other has, before or since. I hope there aren't many like him."

**-An immortal, recounting an encounter with a Quickening Junkie**

"You've heard heroin described, haven't you? Take the best sex you've ever had, multiply the peak moment of that by a thousand, and you have an idea of what heroin is like. I know, I've used heroin. Heroin doesn't even begin to compare to this, though. My best hit wasn't even a thousandth as good as the feeling you get when you take one of these guys out. If you want the best that life has to offer, go after one of the prey. If you want to become a god amongst men, take out one of the prey. If you manage to get enough of them, you may even become immortal yourself."

### **-Quickening junkie, attempting to hook a friend**

Occasionally an Immortal will die in some way other than being killed in a duel with another immortal. Throughout the ages, many immortals have died either by accident, or at the hands of other mortals. During the French Revolution several immortals died at the guillotine. During various wars, a handful of immortals have lost their heads due to cannons or explosives. Immortals have been known to die due to accidents with farm machinery, large vehicles, and even in collapsing buildings. While this is relatively rare, it does happen. When one immortal dies and there is no other immortal present to absorb the quickening, the quickening is released into the immediate area and will be absorbed by any mortals who are present.

When a mortal absorbs quickening, many things happen. The absorption of an immortal's life essence is very pleasurable, and will produce a period of euphoria lasting for a number of minutes equal to the Quickening points (PPE) of the immortal who has died. This is accompanied by a feeling of almost godlike power, which fades slightly after the euphoria ends, but will continue on for a number of days equal to twice the square root of the PPE score of the immortals. For this period of time, the character gains some of the healing abilities of the immortal (but is never immortal himself), and will not age (this makes it possible for a junkie with good reflexes or a high level of skill to live a very long time). Some Quickening Junkies do not realize that they are not actually omnipotent, and act as though they are. This is what gets many of them killed. The Quickening Junkie will heal at a rate of 4D6 SDC per minute. Although they will lapse into a coma if their hit points are reduced below zero, they will not die unless their hit points are reduced to below -30, and will quickly recover unless killed. For this duration, the Quickening Junkie also gains bonuses to attributes, heightened senses, and feeling of heal, vitality, and well being.

Most quickening junkies will do anything to get their "fix". After the feeling of power wears off, they have feelings similar to those of a juicer who has detoxed. This will drive even the most principled character to attempt to kill any immortal who they can find, producing rationalizations later as to the morality of their actions. Quickening junkies often claim that the immortals are perversions of nature and must be eliminated, that they do not deserve to live, or that they are not human and don't possess souls. Many more quickening junkies do not even bother trying to defend their actions, to themselves or to anyone else.

Many quickening junkies end up coming into contact with at least one other junkie somewhere. They spread rumors about weaknesses of immortals, how to gauge the "quality of the prey", etc. One rumor that is particularly prevalent is that if a certain number of immortals are killed, the junkie will become an immortal themselves, or will reach a permanent high. There has yet to be a documented case of this actually happening. (Note for GMs, I don't envision this as actually being possible, although you should feel free to let any quickening junkies strive for this, I wouldn't let them reach it).

**Alignment:** Typically selfish or evil, with the rare good character. Note that a good aligned Quickening Junkie is likely to either be wracked with guilt over slaying Immortals, or view them as demons, devils, witches, unnatural or somehow evil.

**Bonuses:** +2 PS, PE, and Spd. +1 PP. +10 SDC. +4 vs drugs, +2 vs HF, and +2 vs mind control and possession.

**Natural Abilities:** 1) Recognize and sense immortals: Range - 100 feet, junkies can sense the presence of an immortal, recognize them on sight, and even approximate the number of quickening points they may have.

2) Immune to the euphoric effects of other drugs: After absorbing the life essence of an immortal, other drugs just don't cut it. Drugs like marijuana, heroin, alcohol, cocaine, etc will have no mind altering abilities on the junkie. Alcohol and marijuana will still slow down the reactions of the junkie and make them sleepy, and cocaine will still have an a stimulant effect, but nothing more than a pot of coffee. Hallucinogens will still make the junkie hallucinate, but without the usual euphoria and intense happiness. Many quickening junkies are former addicts of various drugs, and this means that their old drugs no longer do much for them, driving them to hunt down immortals with an intense sense of urgency, seeking to replace their old drugs. This can also be useful, as they do not need to worry about being adversely affected by these drugs very much, and can often lure immortals into using with them, only to behead the immortal once thoroughly whacked out.

3) Gains the powers of the prey: During the period after recovering from the immediate euphoria, the junkie feels a sense of being awesomely powerful. Senses are heightened, the junkie feels more virile, stronger, faster, and tougher. They heal at awesome rates, and often assume that they are immortal, omnipotent, or gods. They get an additional +1 to PP, +2 to PS, PE, and Spd, and get +10 more SDC. They heal at a rate of 4D6 SDC per minute, and will temporarily fall into a coma, but not die, if reduced to below zero hit points. Only reduction to -30 HP or less will kill them. They also receive an additional +2 to initiative.

3a) There is a 10% chance of the junkie permanently gaining some of the immortal's skill for each kill that is made. The GM should pick one skill (almost always combat related) that the immortal has at a higher level than the junkie. If the junkie did not previously have this skill, they develop it at 0th level proficiency, otherwise they gain one level of proficiency in it. This can be a hand to hand skill (including a martial arts form, although only bonuses and moves are gained), a weapons proficiency, or a physical skill such as prowl, gymnastics, a weapons kata, a martial arts technique, etc.

3b) There is a 10% chance of the immortal permanently gaining a bonus to an attribute, SDC, or HP. Roll 1D6:

- 1) +2 PS
- 2) +2 PE
- 3) +1 PP
- 4) +2 Spd
- 5) +10 SDC
- 6) +5 HP

**O.C.C. Skills:**

Native Language (+30%)

Basic Math (+10%)

Streetwise (+15%)

Streetwise: Drugs (+30%)

WP Axe (or occasionally sword)

Hand to Hand Basic (can be upgraded to Expert for one other skill, or martial arts or assassin for 2)

**O.C.C. Related Skills:** Select 10 other skills, limited as below. Gains one addition skill at levels 3, 5, 7, 9, 11, 13, and 15. Also note that the junkie may gain skills from immortals that they kill.

Communications: Any (+10% to Surveillance Systems)

Domestic: Any (+5%)

Electrical: Basic Electronics only

Espionage: Any (-5 to intelligence, tracking, or wilderness survival)

Mechanical: Basic and Automotive Mechanics Only

Medical: First Aid Only

Military: None

Physical: Any (+5%)

Pilot: Automobile and motorcycle only (+10%)

Pilot Related: Navigation Only

Rogue: Any (+10%)

Science: None (other than math basic)

Technical: Language, literacy, computer operations, and photography only (+5)

WP: Any

Wilderness: None

**Secondary Skills:** Select 4 from the above list, no bonuses.

**Enemies:** Immortals, police, and most good people.

**Allies:** Will sometimes side with nightlords, evil mages, or alien intelligences to gain power and the ability to kill more immortals. They commonly loose their scruples soon after being hooked.

Everyone let me know what they think. I am open to suggestions, and will happily make changes if people think I should, as this is still a work in progress. In case you hadn't noticed, it goes along with Warlocks Immortal RCC.

## **RAGES: Retro-Actively Genetically Engineered Soldiers**

By:

[dstone@future.dreamscape.com](mailto:dstone@future.dreamscape.com)

Aproximately fifteen years ago, the Coalition saw the world around them going to hell. They decided to bio-engineer some soldiers to, in their words, "Destroy these inhuman invaders!" The RAGES are the result of these experiments. Created about 3 years ago, they're just now beginning to make their "rounds" in society.

Most RAGES are quite loyal to the Coalition, but some are hostile, for due to the great changes in their genetic structure, they are quite inhuman themselves and are cut off from Coalition society.

**Appearance:** The RAGES is a humanoid being with what looks to be lizard-like plates on his or her skin. The coloration is usually green, though some purple and white colorations have been identified.

**Bonuses:** +2 PS, +3 PE, -2 PP, Spd is halved. +4 Roll, -1 Initiative, +100 MDC.

**O.C.C. Skills:**

Radio: Basic(+10%)

Piloting: Hovercraft(+10%)

Piloting: Tank and APC(+14%)

Read Sensory Equipment(+5%)

Weapon Systems(+15%)

Body Building

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy Energy

W.P. Archaic Weapon of Choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Martial Arts or Assassin (if Evil), for one "other" skill slot.

**O.C.C. Related Skills:** Select 8 Other Skills, plus select 2 additional skills and 2 W.P. at levels 3 and 6, and one of each at level 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic Electronics Only

Espionage: None

Mechanical: Automotive Only

Medical: First Aid and Paramedic

Military: Any (+20%)

Physical: Any, except Acrobatics and Gymnastics

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Any

Science: Math Only

Technical: Any (+10%)

W.P.: Any

Wilderness: Carpentry, Hunting, and Land Navigation Only

**Secondary Skills:** Select seven skills from the previous list. These are additional areas of knowledge, and don't receive the (+%) Bonuses. Secondary Skills start at Base Level, and are limited as All, Any, None, as listed.

**Special Abilities:**

1. The character is turned into a humanoid dinosaur, for all of humanities genetic past is locked into his genetic structure. All SDC is MDC, and can take physical skills to increase MDC. Regenerates 10 MDC per Minute.

2. Once per day per level, the character can breath out a cone of fierce cold, doing 1d4x10 MDC to all targets in a 10' area of effect. It's unknown where this genetic blueprint came from.

3. Strength is considered Supernatural.

4. Can NEVER learn Magic or Psionics. The abilities are lost when the RAGES changes occur, due to the 'snipping' off of certain genes, and 'snipping' on of others. Can't use Techno-wizardry and other types of magic.

5. Has eyes of a cat, and can see 90' in the dark, and is +1 to strike due to aiming.

6. Can go berserk, or 'RAGE!' in battle, which gains the character +10 PS, +5 PE, and -10 IQ, and -15 MA(Min 1 for both). If his enemies are destroyed, he must roll under 30%+4%/Level or attack the closes person. This roll can be made 1/Round. He can only use Hand Weapons at this time.

**Equipment:** Can start with 2 Pistols, 1 Rifle, and 3 Archaic Weapon (Vibro or not) of choice. Can start with Light Body Armor(Around 70 MDC). No Techno-wizardry, of course. Can't use power armor(body too weirdly shaped.) Has a vehicle of choice, laser-disc player and 10 discs, Gyro-Compass, and at least one flask of alcohol(most RAGES have some type of mental illness due to the depression that inevitably occurs when they're cut-off from society. 80% Chance.)

**Money:** Pay is 2d4x500 Credits a month, and has 1d10x1000 in Black Market Items. Can Spend money for any equipment character wishes at creation.

**Xp table:** Use the Techno-Wizard table.

## The Rangers O.C.C.

Based on Babylon 5

By:

[Nathan Taylor](#)

Here's a new O.C.C. I'll be honest, I stole about 90% of the description from Voltayre's page. Its about 90% accurate and it was already all written out so I decided to use it with some modifications of my own on things we've learned since Voltayre wrote the article and changed some things he said that I didn't agree with. I'll be honest, I pretty much just took the Cyber-Knight, Palladium Warrior Monk, Sohei Warrior Monk and a few other things and mixed them together to come up with this. Call me a hack. I don't care.

Suggestions, requests or comments? Feel free to ask. E-mail: [taylorn@cadvision.com](mailto:taylorn@cadvision.com)

Here's that bloody disclaimer. Oh well its not as bad as having your orifices probed by a bunch of lawyers...

Babylon 5 is copyright Warner Brothers Entertainment and Babylonian Productions. A big thanks to J.M.S. for creating an awesome series. Don't let the lawyers get me.

### The Rangers/Anla-Shok Men of Arms Optional O.C.C.

"I am a Ranger. We live for the One, we die for the One. We go to the dark places where no one else dares venture! We stand on the bridge and no one passes."

- Ranger Motto

#### History:

The Anla-shok (meaning "the application of force") have a thousand year history. Shortly after Valen appeared to the Minbari, some within the warrior caste were organized into an elite corps to combat the Shadows. Since that time, the Rangers (as they are called in Standard English) dwindled in number until 2258 C.E. when the Shadows were discovered to be on the move again. The group was revitalized by Ambassador Jeffrey Sinclair shortly after he opened the first Earth embassy on Minbar. Aiding the Rangers are the Vorlons and certain sympathizer states.

Prior to Sinclair's taking command, Ranger movement was confined to Minbar and loosely organized. Once Jeffrey Sinclair was declared Entil'Zha (or Ranger One), the Rangers were directed to patrol the frontier, gather information, and act as couriers of sensitive and vital information. Membership increased dramatically. Realizing that the warrior caste was unwilling to commit to the coming Great War, humans were allowed to join this group. While membership is not gender exclusive, it is species exclusive (humans and Minbari only). Training bases were established. Their main base is located on Minbar, however, not all Minbari are comfortable with the aims and fraternity of the Rangers. To ensure continued support by the Minbari-at-large and the safety of the organization, additional bases were established on other worlds whose governments are sympathetic to the Cause.

One such base was located in Drazi space on the planet Zagros VII. It was financially supported by the Minbari. That base has since been abandoned; its personnel evacuated before the Shadows could capture it in January, 2260.

Following the decimation of the Narn by the Centauri in October, 2259, Captain John Sheridan gained co-control of the Babylon 5 division of Rangers with Minbari Ambassador Delenn. By March 2260, all Rangers were ordered to withdraw from Earth Alliance space and were placed on a heightened state of alert. After Sinclair's departure in August, 2260, the Rangers needed another leader. While former Grey Councilman Rathenn was a good choice for Entil'Zha (he was assistant to Sinclair throughout the reactivation and training of the Rangers), it was felt that Delenn would be a better choice. She accepted, despite objections from the Warrior Caste headed by Neroon. Neroon felt that this was another part of her bid for power; with the Grey Council disbanded, he felt she vied for military power to counter the warrior caste. While no Minbari has killed another for a thousand years, for the good of his people Neroon would break the law. Ranger Marcus Cole, upon the bidding of Lennier, stalled Neroon's strike by calling upon Den'Sha, the fight to the death. Neroon was the better fighter, but in the end, the fight was to the death: Neroon's. A mere human was willing to die in for a cause, for Delenn, and called upon Valen's name, where Neroon's aim was to strike one of his own kind down. For a human to be more minbari than he at that moment brought a revelation and a new respect. Marcus was critically wounded, but was soon healed in the Babylon 5 Medlab. Delenn was installed as the new Entil'Zha without incident.

Recently with the departure of the Shadows and Vorlons as well as the establishment of the new Interstellar Alliance, the Rangers have adopted a new role as the protectors and enforcers of the Alliance. They are responsible for the protection of all members of the Alliance and travel wherever needed. The Rangers form the crews of the entire White Star fleet consisting of approximately one-hundred and twenty ships. They are not exclusively posted to White Star ships however and Rangers can be found just about anywhere within the Alliance. As part of the new Alliance treaties the Rangers' membership has also been modified and members of all races within the Alliance now have the right to train as Rangers in the interests of equality amongst the worlds of the Alliance. The balance of power and peace is a fragile one that the Rangers are charged with maintaining.

The main base of operations for the Rangers is currently situated on the space station Babylon 5 where Entil'Zha Deleenn Sheridan and President John Sheridan of the Interstellar Alliance currently reside. A new Ranger headquarters is under construction on Minbar and when completed operations will be moved there. Already some concern has been voiced by Alliance members about situating the Ranger headquarters on Minbar, citing it as a conflict of interests and a form of favoritism. Debate continues but it appears unlikely that plans will change in the near future.

### Training

Rangers, whether human or Minbari, are taught the same. Humans require more training since they must also learn the Minbari way of doing things. They are taught delight, respect, and compassion. They learn that for one's actions to be pure they must proceed from direction, determination, patience and strength. Rangers are taught how to live, breathe, fight, die and taught how to face and use terror.

Martial training includes learning the art Denn'na, or pike fighting. F'hursna Sech Durhan, a legend with the Minbari Fighting Stick, teaches only those students he deems worthy. Those who pass his high standards are awarded their own pike.

### Uniform

The uniform of a Ranger is very similar to that of the Minbari warrior caste; A design to reflect that Minbari and Humans are working together. The center point of the outfit is a pin. A stylized Human and Minbari frame an aqua-blue gemstone. The figures blend in the middle to signify the two halves of their souls joined to battle a common enemy. The figures are worked into the same metal and hold the gemstone. The jewel is called Isil'Zha; meaning the future, birth, beginnings, and dawn of a new age. It is forged in white hot flame. The pin is then cooled in three bowls: First in ancient holy water, next in Minbari blood, and lastly in Human blood. It is said that when a ranger dies the two figures each shed three tears; one of water, two of blood. Note: The pin on the Ranger uniform is actually an Amulet as per the twelfth level spell. Invested with magic in the forging ceremony it provides its wearer with a bonus of +2 vs. horror factor.

### Special Ranger Training

- Denn'na, Minbari pike fighting:** The art of Minbari pike fighting is an ancient practice dating back to the warring clans on old Minbar. The pike is considered an extremely prestigious weapon that requires great skill to be used effectively as a weapon. A warrior who is proficient with the pike is far greater than any swordsman.  
**Pike Power Strike:** A powerful thrust with the point of the pike to the temple. The blow is so painful and jarring that it inflicts an extra 1D6 damage and, for a moment, everything goes black: the victim of the pike power strike loses initiative, loses one melee action and there is a 01-50% chance they will drop whatever weapon they were holding (only drops one if using a pair - victim's choice of which). The Ranger must focus and deliberately aim at and strike the temple. A roll of 18 or higher (including bonuses) is necessary to have full effect. Any roll that hits the opponent, but is under 18 misses its mark and only inflicts normal damage.  
**Parry Arrows with Pike:** The Ranger can attempt to parry arrow attacks! He/she is -2 to parry arrows, darts or thrown objects, and -6 to parry gunfire. The character can only attempt to parry the projectile attacks of one opponent at a time.  
+2 at level three, and +1 at levels 4, 6, 9, 12, and 15!  
**Denn'na Bonuses:** One extra attack per melee round when using a pike or staff, and +1 to parry in addition to hand to hand and possible attribute bonuses.
- Spirit Strike:** A death blow that draws on the character's inner spirit with mega-damage and mystical effect on supernatural beings and ancients like the Shadows. This blow counts as two attacks and converts the character's regular S.D.C. attack to M.D.C. when facing a supernatural opponent. The use of this power drains the character of 5 P.P.E. regardless of whether the attack hits or not. The blow is so devastating that the creature cannot regenerate the damage for 1D4 hours!
- Permanent P.P.E. Base:** P.E. x3 plus 1D4 per level of experience. Rangers have no spell casting or other unusual abilities, their high P.P.E. base is the result of rigorous spiritual training and inner strength.
- Other O.C.C. Bonuses:** +20 S.D.C., +2 to M.E., +2 to P.P. +1 to P.E., +1 to save vs horror factor at levels 2, 4, 7, 9, 11, 13 and 15, +1 to save vs disease, +1 to save vs illusions and mind control, and +4 to save vs possession.
- Minbari Temple Skills:**  
**Fasting:** The ability to go for long periods of time without food. So long as the character has sufficient water, two weeks without food will be pretty easy. After that, the character will have to roll under the fasting skill to avoid becoming weak or sick. **Base Skill:** 40%+3% per level of experience.  
**Deep Meditaion:** Involves engaging the mind and body, so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers I.S.P., P.P.E. and other internal resources at an accelerated rate (three times as fast as normal). Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state, the character is, at a subconscious

level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties. **Base Skill:** 20%+6% per level of experience. **Base Meditation Time:** The amount of time that a character can continue to meditate: one hour at first level, plus one additional hour per level of experience.

**Attribute Requirements:** M.E.: 11, P.P.: 11 and P.E.: 11 or higher.

**Alignment:** Any alignment, but typically good.

**Racial Requirements:** Initially only human and minbari, by 2262 all races within the Interstellar Alliance can train as Rangers. (R.C.C.s coming soon)

**O.C.C. Skills:**

Languages: Native Tongue at 98% and two languages of choice (+20%).

Note: All Rangers must speak Minbari.

Literacy: Native Language (+20%)

Literacy: Minbari (+15%) or one of choice if Minbari is their native language.

Basic Math (+20%)

Climbing (+10%)

\*Lore: Ancients (+15%)

\*Lore: Minbari Religion (+20%)

Land Navigation (+15%)

Swim (+10%)

Wilderness Survival (+15%)

W.P. Staff

W.P. of choice

Hand to Hand: \*\*Martial Arts

\*See new skills below.

\*\*Martial Arts can be exchanged if desired for any martial art in Ninjas and Superspies or Mystic China that allows the use of a staff.

**O.C.C. Related Skills:** Select a total of eight other skills, but at least two must be from physical. Plus select two additional skills at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only

Espionage: Any (+5%)

Mechanical: Basic and automotive only

Medical: First Aid or paramedic only (paramedic counts as two skill selections)

Military: Any

Physical: Any (+10% when applicable)

Pilot: Any

Pilot Related: Any (+5%)

Rogue: Any

Science: Any

Technical: Any (+5%)

W.P.: Any

Wilderness: Any (+10%)

**Secondary Skills:** The character also gets to select five secondary skills from the previous list. These are additional areas of study and do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** Ranger uniform including the Isil'Zha medalion, a dark travelling robe, gas mask and air filter, first aid kit, bedroll, backpack, 30 feet of rope, 2D4 weeks of food rations and some personal items.

A Ranger's means of transportation can be just about anything but most prefer a small, agile, non-descript vehicle or travel on foot.

**Armor:** Rarely wears armor though the uniform does provide some protection (equivalent to NGR plain clothes armor, A.R.: 12, 10 M.D.C.). If armor is needed they prefer light types that don't hinder stealth and movement.

**Weapons:** Minbari fighting pike, two ancient weapons of choice and one energy pistol of choice.

**Money:** 3D6x100 credits. Rangers have all their needs provided for by the organization, consequently they have little need or desire for wealth.

**Cybernetics:** None.

### **The Minbari Fighting Pike**

The Minbari fighting pike is unique in that it can take two forms. Normally a small tube like object about an inch in diameter and six inches long when quickly shaken the pike can extend virtually instantaneously into a full sized 6 foot long staff-like weapon. It is composed of durable Minbari alloys and is extremely well balanced. Minbari fighting pikes are extremely valuable and personal passed down from generation to generation many are hundreds of years old. Being granted one's own pike is a great honor and a show of confidence not to be broken. Used in combat it inflicts 2D6+2 S.D.C. damage and provides a +2 to parry and strike as well as a +2 on initiative for the first melee when it is first drawn.

### **New Babylon 5 Related Skills:**

**Lore -- Ancients:** Includes as much knowledge about the Shadows, Vorlons and other ancients as any of the younger race knows. This skill allows the character to recognise ships, technology and powers of the ancients as well as a general knowledge of early galactic history. Base Skill: 25%+5% per level of experience.

**Lore -- Minbari Religion:** Covers Minbari religious beliefs and customs from early feudal days to the age of Valen and the generations afterwards. Includes the teachings, ceremonies and rituals of Minbari religion throughout recorded history with a particular emphasis on Valen and his age. Base Skill: 30%+5% per level of experience.

"They are my eyes and ears. Where you see them, you see me."

- Entil'zha Jeffrey Sinclair, 2259

## **New Republican Legionnaire O.C.C.**

By:

Arch Mage Hadrian

Here is the posting of the New Republican Legionnaire O.C.C., this is my first attempt to create a Rifts O.C.C., and I would like any comments on it, but please make the comments constructive and not flames, also please mail them to me and not the list, then I will reply to the list with the summary of the comments I receive, with my answers to them and maybe a modified O.C.C., this way bandwidth is saved. Still to come is the Power armor Bots and Tanks used by the New Republic, but to make things easier they tend to use Pre-rift designs or versions of Kittani and NGR Bots which they can reproduce in their factories.

### **Some view from the New Republic on the Rest of the world**

Triax: The Republic, understands the reasons behind the treatment of non-humans in the NGR, and the current policy is to aid they non-humans in the NGR covertly, plus they support the NGR campaign against the Gargoyle Empire. On the other hand the NGR will leave the Republic alone, but is considering a treaty with the republic, as it would provide the NGR with secure facilities for attacking the Gargoyles from the south.

The Gargoyle Empire: The New Republic is against the empire, but for the time being are keeping things quiet, so as to not provoke the Gargoyles or their Brodkil allies into attacking them.

Atlantis: The New Republic is totally opposed to the Splurgorth and all they represent, including the New Phoenix empire in Egypt

**A note on the Mafia:** Mafia agents in the NGR have made contact with CS officials in the NGR, and are currently arranging for CS backing of the Mafia (training, some weapons and the like), these talks are likely to be successful.

### **Equipment and Weapons of the New Republic**

**Republican Legionnaire Environmental Body Armor:** Resembles Classical Roman Legionnaire armor with the addition of arm and leg armor, with the addition of a face plate this armor can become full environmental body armor. Comes in two standard sizes Wolfen and Human.

Wolfen Size: 100 MDC Weight: 25 pounds Cost 50,000 Cr

Human Size: 60 MDC Weight: 17 pounds Cost 30,000 Cr

-15% penalty to prowl

**Republican Legionnaire Scout Armour:** This armor resembles the Roman Legionnaire armor more closely the laminated armor than the Heavy Environmental suit.

Wolfen size: 80 MDC Weight 18 pounds Cost 25,000 Cr

Human Size: 45 MDC Weight 10 pounds Cost 15,000 Cr

No Prowl Penalty



**Scutum Shield:** This is a 60 MDC (human)90 MDC (Wolfen) shield issued to all Legionnaires

**Gladius short sword** 2D4 M.D.

**Pilum Energy Spear:** The energy spear is constructed using stolen Kittani Plasma technology.

Weight: 10 lb

Mega-Damage: 2D6+4 MD per strike or Plasma blast doing 6D6 MD, each plasma blast drains 10 minutes from the e-clip.

Rate of Fire: Standard

Payload: The Energy Clip contains enough power for 2 hours of constant use, a maximum of 12 plasma blasts (the Wolfen design uses a extra large e-clip design) a standard kittani e-clip can also be used with the Pilum but a 60 minute power supply.

Maximum Effective Range: 100 ft.

Market Price: 35,000 Cr.

**Note:** The New Republic has unearthed pre-rift weapon factories and technical specifications, the weapons produced at these retooled factories will instantly be recognized by any resident of North America as Coalition weapons New Republican Legionnaire O.C.C. This O.C.C. is a general O.C.C. covering all aspects of the New Republic Legionnaire training, the Legions also accept foreign trained personal or train specialists (select standard O.C.C. from the books).

All Legionnaires undergo basic training, with all soldiers receiving the same skills, the soldiers are then assigned to specialist training facilities based on the aptitude, where they undergo further training in their chosen field, before being assigned to their sections.

**Attribute Requirements:** P.E. 12

**O.C.C. Skills:**

Radio Basic (+10%)

Running

Climbing (+5%)

Language Wolfen or Italian (+20%)

Language Native 98%

Literacy Wolfen (+10%)

W.P. Spear

W.P. Energy Rifle

W.P. Sword

One W.P. of choice

Hand to Hand Expert

Select 1 M.O.S. Speciality from the ones listed below:

**Tormentia/Rifleman Training:**

First Aid

Pilot Truck

Sniper

Swimming (+10%)

W.P. Grenade Launcher

W.P. Auto & Semi Auto Rifle

**Ballistia/Artillery training:**

W.P. Heavy

W.P. Heavy Energy Weapons

Read Sensory Equipment (+10%)

Weapon Systems (+10%)

Pilot Truck (+5%)

Pilot Tanks and APCÖs

**Scutaria/Tank/Bot Crew Training:**

Weapon Systems (+10%)

Read Sensory Equipment (+10%)

Pilot Tanks and APCÖs (+20%)

Pilot Robots and Power Armour (+15%)

Robot Combat Elite Bot (no Power armor can be selected)

Robot Combat Elite Bot (no Power armor can be selected)

**Cataria/Power Armour Training:**

Weapon Systems (+10%)  
Read Sensory Equipment (+10%)  
Pilot Robots and Power Armour (+15%)  
Navigation (+15%)  
Robot Combat Elite Power Armour Selection  
Robot Combat Elite Power Armour Selection

**Clibania/Mobile/light Infantry:**

Pilot Jet Pack (+15%)  
Pilot Hover Vehicle (+10%)  
Pilot Motorcycle (+15%)  
Read Sensory Equipment (+10%)  
Weapon Systems (+5%)  
First Aid (+10%)

**Comitia: Scouts or Escort troops**

Wilderness Survival (+15%)  
Intelligence (+15%)  
Detect Ambush (+10%)  
Detect Concealment (+10%)  
Tracking (+10%)  
Navigation (+10%)

**Hastaria: Anti-Armour Training**

Pilot Tanks and APCs (+5%)  
Demolitions (+15%)  
Weapon Systems (+15%)  
W.P. Energy Pistol  
W.P. Heavy  
W.P. Heavy Energy Weapons

**Dolabria: Engineers**

Advanced Mathematics (+10%)  
Electrical Engineer (+15%)  
Mechanical Engineer (+15%)  
Weapons Engineer (+15%)  
Camouflage (+10%)  
Read Sensory Equipment (+10%)

**Imperia/Officer Training** skills package cannot be selected until 5th level, only experienced soldiers become eligible for officer training.

To see if the character is selected for officer training roll a D20 adding any I.Q. bonus if applicable to pass the officers candidates tests, if the roll is 17 or better, the character can take the officers skill package, they also graduate to the officer experience tables), if the roll is failed, they cannot retake the exams until they reach the next level (a bonus of +1 is added to the roll to pass the test for each level beyond 5).

Intelligence (+10%)  
W.P. Energy Pistol  
Language Dragonese (+10%)  
Literacy Dragonese

**O.C.C. Related Skills:** Select 6 from the following list.

Communications: Any.  
Domestic: Any.  
Electrical: Any.  
Espionage: Any. Mechanical: Any.  
Medical: First Aid or Paramedic only.  
Military: Any (+10%).  
Physical: Any.  
Pilot: Any.  
Pilot Related: Any.  
Rouge: Any.

Science: Maths only  
Technical: Any.  
Weapon Proficiencies: Any.  
Wilderness: Any.

**Secondary Skills:** Select 7 secondary skills from the above list.

**Equipment And Weapons:**

Legionnaire Body Armour (Environmental/Heavy or Light depending on training).  
Scutum Shield  
Gladius Vibrosword  
Pilum Energy Spear  
Republican Survival Pack (similar in content to the NG-S2 survival pack)  
NR-10 or NR-12 Assault Laser Rifle  
3 Grenades

Officers, Engineers, Pilots and Anti-Armour troops are issued NR-18 Laser Pistols

Anti-Armour troops are issued NR-27 Heavy Plasma Cannons or NRR-1 Rocket Launcher instead of the laser rifles.

Heavy Infantry can select the NR-14 "Firebreather" instead of the NR-10 or NR-12.

Power Armour Pilots can select 1 power Armour suit

Tank Crew training allows one tank or bot to be used.

Light Infantry can select any small light and fast hovercycle or motorcycle.

Engineers also receive a portable tool kit

**Money:** The character gets room and board at a barracks or subsidized off base accommodation as part of the pay package. Monthly pay package is 2,000 cr. Character starts out with 1,500 cr from basic training.

**Cybernetics:** The character starts off with none, most will only get cybernetics or bionics for medical purposes, though some areas will consider augmentation (Anti-Armour and Riflemen training mainly)

**Xp table:** Use the CS Military Specialist.

## Ricean Vampire R.C.C.

By:

[Joshua-Aaron Haskett](#)

Tis a joyous occasion my friends, I've released another R.C.C. (not the one I've been discussing with Legate either, I'm still working on that). But before flames are tossed my way, note the following.

I tried to make the backround as short as possible, because I don't really feel up to posting most of Anne Rice's Vampire Chronicles onto the list.

Also, I really need suggestions with this one (from people familiar with the books), because I'm not sure I remembered everything from the books (it's been years since I've read them).

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Several millennia ago, in the kingdom of Kemet, a spirit known as Amel entered the body of the queen, making her a vampire. Over the next few millennia, the queen, known as Akasha, had killed several people and made several vampires. Until her untimely death, at the hands of one of her children, Makare, in 1993A.D.

Over the next thousand years, several vampires have been made, passing the Dark Gift, the name for vampirism, among mortals. The actual act of giving the Dark Gift is called the Dark Trick. When the Dark Gift is given, the mortal's skin becomes a pale, and their eyes change color dramatically. Eye color table is below:

Mortal Eye Color | Vampire Eye Color  
Brown            Light Grey

Green	A Very Light Green
Blue	A Very Light Blue
Black	Grey
Grey	No Pigment
Hazel	Light Grey
All others	Light Grey

Additionally, most (75%) vampires follow the 5 Laws of the Vampires, a code which has been in effect for several millennia, which can be found below.

### The 5 Laws of the Vampires

1. Never reveal your vampire nature to a mortal, unless you plan on giving him the Dark Gift or killing him. Punishment is Fire.
2. Never give the Dark Gift to the sick, the elderly, or the crippled. Also, never give it to someone who wouldn't be able to survive on his or her own even with the Dark Gift. Punishment is Fire.
3. While a member of a coven, only the Coven Lord may deliver the Dark Gift. Punishment is imprisonment until the Coven Lord deemed you worthy of release. During imprisonment, you will be starved of all blood.
4. While a member of a coven, you must never kill another vampire of the same coven. Punishment is Fire.
5. Never reveal your nature through literature or song. Punishment is Fire.

For more information on the Ricean Vampire, read the following books by Anne Rice: Interview with the Vampire, The Vampire Lestat, Queen of the Damned, Tale of the Body Thief, Memnoch the Devil, Pandora (soon to be released), and Armand (soon to be released).

**Alignments:** Any except Principled. 60% are Aberrant, 30% are Anarchist.

**Height:** as human

**Weight:** as human

**Average Life Span:** Immortal, can only die by special circumstances. See below.

**P.P.E.:** 3d6

**Attributes:** I.Q.: 3d6, M.E.: 4d6, M.A. 4d6+3, P.S. 5d6 (supernatural), P.P. 4d6+4, P.E.: 4d6, P.B.: as human +2d6, Spd: 5d6 (also see below)

**Hit Points:** As human, x10

**S.D.C.:** As human, x10

**Horror Factor:** 11 when nature is revealed

### Ricean Vampire Abilities:

1. **Psionic Powers:** Once the Dark Gift is given to a newborn Vampire, he gets the following psionics:
  - Sixth Sense
  - See Aura
  - Presence Sense
  - Object Read
  - Total Recall

Other Psionic Powers are gained by the following:

- Resist (blood) Thirst at level 2
- Wingless Flight (costs no I.S.P.) at level 3, Spd attribute is x2 while flying.
- Resist Fatigue at level 4
- Mentally Possess Others at level 5
- Pyrokinesis at level 6

All psionics gained after level 6 are as follows:

- Level 8: Pick 3 from any category except Super
- Level 10: Pick 1 from Super (excluding Psi-Sword and Psi-Shield, and 1 from any category except Super
- Level 14: Pick 1 from any category (including Psi-Sword and Psi-Shield)

2. **Thought Reading:** The Vampire can at any given time read the thoughts of any humanoid, non-supernatural creature (unless they have Mind Block or Mind Block Auto-Defense), this includes vampires of other families. A vampire cannot read the thoughts of the vampire that gave him the Dark Gift or vampires that have gotten the Dark Gift from him. Also, the vampire can turn the Thought Reading off, if he so chooses.
3. **Closing the Mind:** The vampire can close his mind off from any kind of scrying or detection (See the Invisible, See Aura, Telepathy, etc) whenever he chooses at the cost of no I.S.P.
4. **To Fast for Humans to See:** If he chooses to, the vampire can perform actions and gestures at speeds too fast for humans or humanoids to see. While doing this, Spd attribute is x5 (i.e. Spd 20 would be Spd 100).
5. **Healing Blood:** If he so chooses, the vampire can give his blood to mortals, without draining them of any, which can heal any sickness, disease, affliction, etc. NOTE: While doing this, the mortal must make a save vs lethal poison at -8 or become addicted to the blood, causing the mortal to become restless. If the human gets addicted, he will not sleep, eat, or drink until

he gets more blood, and he will do anything possible to get the blood. Also, there is a 50% chance per drink of the blood that the mortal will become obsessed with getting the Dark Gift.

6. **Blood Swap:** If the vampire so chooses, and if the elder vampire allows, the vampire and an elder vampire can drink from each other, giving the younger vampire the following abilities:
  1. +1 to all physical bonuses (damage, strike, dodge, etc) and +2 attacks per melee per every 100 years of age difference between the two for a 24 hour period.
  2. +2 to all saving throws (+20 vs Coma/Death) per every 100 years of age difference for a 48 hour period.
  3. S.D.C. becomes one-fourth M.D.C. (i.e. 200 S.D.C. would be 50 M.D.C.) for a 12 hour period.
7. **Regeneration:** The vampire regenerates 4d6 S.D.C. and 3d4 Hit Points per melee.
8. **Hardened Skin:** For every 50 years of the vampire's existence, the vampire gets an additional 30 S.D.C.
9. **Hibernation:** A vampire at any given time may enter Hibernation, a state in which the vampire sleeps for 2d4 years without the need for blood.
10. **Nightvision:** Vampires have perfect 20/20 Nightvision.
11. **Saving Throw Bonuses:** Immune to any and all Mind Control, Immune to all poison, +4 save vs Magic, +8 save vs Psionics.
12. **Combat Bonuses:** begins with 3 attacks per melee, +2 damage, +2 initiative, +3 parry/dodge, and +4 to strike. Bite (1d6M.D.) and Claws (2d4M.D.). This is not including physical bonuses.

#### Penalties:

1. **Cannot Drink Dead Blood:** If a vampire drinks the blood of a non-living host, he will become pained and dizzy. -1 attack per melee, -2 initiative, -3 damage, -4 parry/dodge/strike and all saving throws are at -2 for 4d6 melees.
2. **Sunlight:** When sunlight touches a vampire, the following will happen (roll percentile):
  1. 01-70: The part of the vampire being touched by sunlight turns to ash, regenerating at one-fourth the normal rate. If the entire vampire is touched, he dies. No saving throw. Nothing.
  - 71-00: The vampire gets sunburnt, his skin turning from white to dark brown, and all saves are at -2, -1 attack per melee, -2 initiative, -3 damage, and -4 parry/dodge/strike.
3. **Fire:** When fire touches the vampire, the part touched turns to ash, regenerating at one-tenth the normal rate. However, if the entire vampire is burnt, he will regenerate completely, unless the ashes are scattered. If the ashes get scattered however, the vampire is forever dead.
4. **Blood Drinker:** Since it is a vampire, it must drink blood. How much blood per age of vampire is as follows:
  1. Newborn - 100 years old: One victim a night (usually a pint of blood is extracted).
  - 100 - 200 years old: 3 pints (victims a week).
  - 200 - 300 years old: 1 pint a week.
  - 300 - 500 years old: 3 pints a month.
  - 500 - 1000 years old: 1 pint a month.
  - 1000 - 5000 years old: 2 pints a year.
  - 5000+: Blood is no longer necessary, but if it isn't drunk at a rate of 1 pint per year, the vampire loses all physical bonuses and saving throw bonuses until it does.
5. **Insanity:** A save vs Insanity must be rolled once at the following ages: 100 years, 300 years, 500 years, 1000 years, 1500 years, 2000 years, and 5000 years. If this save is failed, the vampire gets an insanity, due to the pressures of living so long. (Note: The insanity will never be Claustrophobia; fear of enclosed spaces).

**R.C.C. Skills:** Prowl (+30%) and Climb (+20%), otherwise as per O.C.C.

**Related Skills:** as per O.C.C.

**Secondary Skills:** as per O.C.C.

**Available O.C.C.s:** Any, Except Coalition and Magic. For some unknown reason, vampires cannot utilize magic. Lean toward highly skilled classes.

**Weapons of Choice:** Any

**Equipment:** as per O.C.C.

**Bionics and Cybernetics:** None. They can get them, but their bodies will reject them in a matter of minutes.

**Money:** as per O.C.C.

**Experience:** As per O.C.C., otherwise use the Dragon's Experience Tables (page 17, Rifts Main Book)

## Rift Aegis O.C.C.

By:

[Zach Jackson](#)

"Long ago when the stars began to burn, the first race stepped out into the cosmos. They were the greatest race, due to their position as the first. Many things soon came to be in their grasp. Time, space, magic and all of reality were under their understanding. Soon, they began to create artifacts that would change reality as they knew it.

Why was this done? No one alive today can answer this old question, as the first are no more. Perhaps they grew tired of knowing the answers and wanted to create a new question to life and reality.

In a planet, the First created an artifact that was one of the steps to their greatest invention, the Cosmic Forge. Deep in the core of a volcano, the First tapped the power of the entire planet and focused it into a rift. This rift was not the ordinary sort, for this was the result that the ancient Atlanteans had also tried to accomplish. But, unlike the doomed Atlanteans the First were able to accomplish the impossible.

Ten volunteers gave their lives to the magic, so that the mega-rift would have a soul to guide it and to keep it whole. The ten merged into one mind and one soul, so that the one could keep sane in the infinity of space and time. The rift remained open, however, there was a flaw to the creation of the First, one which prompted them to leave their creation. The rift was a one way door to alternate dimensions, and the First could not imagine leaving all that they knew forever, for as much as they desired new ways, they could not leave the old.

In time, short time to the First, eons to all others, the Cosmic Forge was finished. The First were pleased with their work, until their fall by the one who would rule all. And then, the First were no more, but their legends, and artifacts still exist. These wonders of the times gone by are all that is left of the ancient glories of the First.

Forgotten for years, the mega-rift, still pulsing with the power of a planet, and the infinite energies of beyond, was found.

And unless we, the shields of the rift fail, the secrets of the First will remain hidden, until the universe is ready to accept them, once more."

**-passage from "The book of one thousand worlds"  
by: The Guardian**

During the early days of the CCW, about 1500 years before current era (BCE) exploration of the known universe was being conducted to find new planets and peoples. The crews of these explorations were smart and tough, willing to fight and die, if need be for their cause.

On the small planet of Axis-5, in the Thundercloud galaxy, the ship Muratic found life forms that needed study. The crew of the Muratic was a group of scientists, ex-military and spacers who all found the prospect of space travel extremely entertaining. The various races of the crew also did not matter to them, relatively.

Upon the surface of the planet, the crew found a race of green-skinned humanoids who were just coming out of the primitive hunter and gatherer stage of their evolution. normally, this would cause the crew to make a few readings, log in a report and return to the ship.

This planet held more surprises for the crew, however. a standard geologic survey discovered a strange reaction inside of a dormant volcano. Intreaged, the crew investigated. Inside they found a remarkable thing. A shaft of purple light, that came out of a pit that descended for miles, yet did not register any volcanic or seismic activity. Even stranger, was the fact that the light flowed like water, upwards to a height of thirty feet above the floor that the crew stood upon.

Further study by the only magic inclined member of the team showed that the light was indeed a rift of some sort. All devises and probes that they sent into the rift were rendered useless, or vanished without a trace.

Finally, one of the crew accepted the task of entering the rift himself. He too vanished. The team was ready to leave this planet and report on this event, when on the last night, the magic using explorer was struck by a dream.

A image of her entering the rift and imagining her destination as the rift itself entered her mind as she slept. Upon waking, the mage, Kara Upanishads, decided to enter the rift as shown to her in the dream. She did so, despite the cries of the others to stop and think her action over. As she entered the rift, and imagined the destination as shown, incredible power entered into her body.

Leaving the rift Kara was surprised at the feelings she had. It seemed nothing was out of her reach, distance was nothing to her. The rest of the team was surprised at her new level of skill, but to Kara, a price to this new power soon revealed itself. Her days as a mage were over, as even the simplest of spells failed her. Despite the cost, all of the rest of the exploration team entered the rift as Kara had. Not all of them survived. Out of the twenty people who crewed the Muratic, only six survived.

These six vowed to remain until the secret to the rift could be found out in time. During a crisis, when a unwanted monster came through one of the new Aegis' rifts, a new person entered the volcanic home of the exploration team. With the help of the stranger, the monster was defeated utterly. The new person introduced himself a Rift Aegis, sent back in time to help the founders at a time when

they needed it the most. Unfortunately, he found himself unable to return to his own time.

Under his knowledge, and some skill, the team was able to master their powers. the time traveler renamed himself the Guardian and began the task of guarding the mega-rift from all who would exploit it, as tales would surly begin after the Muratic failed to return or report.

Time passed to the peoples of Axis-5 and every once in a while a new recruit, with the 'right stuff' would be allowed to enter the rift and help to guard the power.

In recent times much has changed on the planet of Axis-5. The current war between the Transgalactic Empire and the Free World Council has rendered the planet to a virtual wasteland. However, the volcanic home of the Aegis has never been discovered by either army, who has no idea of the incredible treasure that the planet holds.

In the volcano, the Guardian (now a lv 15 Aegis) and the Aegis have constructed a temple/home for themselves. Known to them at the temple to 100 worlds this is a haven to the Aegis, immune to sensory probes (one toy the Guardian knew to build, his own invention)

Rift Aegis occasionally wander the cosmos, as the Guardian wants his people to know more of the universe. There is a practical side to this, all wandering Aegis search for new candidates. Presently over six hundred Aegis are known to exist, with over half in the Megaverse, somewhere.

### **Results of entering the Mega-Rift and attempting Kara's trick**

%

01-30 Instant teleport to a random dimension

31-60 Disintegration

61-82 Driven out of rift (1D6\*10 damage) -40% to attempt again

83-88 Absorbs all powers, magic, psionics, chi (even RCC powers)

89-93 Same as above, but grants null aura ability

94-00 Same as 83-88 but gives Rift Aegis powers

**Note:** any powers absorbed by the rift can never be regained

**Attributes:** use these stats or racial stats, whichever are higher. IQ 3D6, ME 3D6+3, MA 3D6+3, PS 2D6+20 (SN), PP 2D6+18, PE 3D6+8, PB 3D6, Spd 5D6

**P.P.E.:** 1D4\*100 (+PE) add 6D6 per level

**M.D.C.:** 6D6\*10 (3/4 this amount SDC in non-MD worlds) +2D6 per level

**Hit Points:** Standard: PE +1D6 /level

**Lifespan:** Unknown. The Guardian is still alive after 1500 years and several of the original 6 are too (some died during adventures)

### **Powers:**

1. Teleportationist: Once per melee plus one 'port per melee at level 3,5,7,9,11,13,15.

This ability allow the Aegis to teleport objects and himself to and from the cosmos. The amount of energy needed to teleport is based on the distance and the complexity of the teleportation. Also, in order to teleport to a far away place, the Aegis must meditate on the coordinates of the destination. (see power #4)

This power can be used on living beings to bring them to the Aegis, or to take them away. However, if the person is unwilling to cooperate with the Aegis, a save vs. magic will nullify the teleport.

Base save 14 plus one at lv 3,7,10,13

Maximum Weight 500 lb at lv 1 +100 lb per level

Teleport time/power chart

Places	PPE	Meditation Time needed
Same Planet	10	1D4*5 melees
'Next' Planet	20	1D4*10 melees
'Next' Star System	40	2D6 minutes
'Next' Dimension	80	6D6 minutes
Cosmic Anomaly (Phase World etc.)	100	1D4 hours

Simple objects (knife, bicycle etc) same as place

People	PPE	Time
close friend	= to place	place *2
casual friend	= to place	place *3
person seen a few times	=to place	place *4
has photo only	= to place	place *10
totally unknown person:	Not possible	

(note: if the Aegis has a personal object of the person reduce multiplier by 1)

Complex/Magical objects	PPE	Time
less than 100 total	place *2	place *3
only 1 or 2 total	place *4	place *5
simple magic	place *6	place *8
complex magic	place *10	place *12
high magic	place *20	place *25

Note: For the complex list, the place used is the next higher up on the chart ie from the next planet goes to next system. For the last place multiply PPE by 2 for 200 needed)

Combat teleportation: By not really focusing on any object or place, a Aegis can 'toss' objects at their opponents. this can range from missiles to teddy bears appearing (GM desecration) to strike with this teleport, do not add strike bonus, but teleport bonus only  
Teleport bonus: PP bonus plus 1 at lv 4,8 and 12

2. Attune object/place: By meditating for the amount needed plus one hour, the Aegis can attune one object or place (Not person) to himself. The advantage is the teleport to/from this place or object to the Aegis requires no meditation time afterward. the Aegis can attune one place/object per level  
(At lv one the Aegis has the temple of 1000 worlds attuned)

3. The Aegis have the ability to survive in any environment, including space. Aegis do not need to breathe eat or drink. However, the Aegis still require the normal amount of sleep that their species requires (if not more, some Aegis can be very lazy)

4. Cosmic Awareness and navigation: Allows the Aegis to find their teleport locations. Aegis teleport without fatality, thanks to this power. The time needed to meditate on the 'port is listed above. When meditating on a 'port, no action at all can be taken, the Aegis must close his eyes to see inward. Once the meditation is done the Aegis has 10 seconds to teleport or he loses the location, and must begin again. Note that this power cannot be used to track people, it is too tiring to the Aegis. Awareness also gives the skills of Navigation at 92% and Space Nav at 75% 5. Bio regeneration 3D6 per five minutes (plus additional 3D6 at lv 5,10,15) 6. At level three the Aegis can use the power equal to the close rifts spell with all of the details (loss of PPE etc)

7. At level 5 the Aegis gains the null aura ability. This power renders the Aegis immune to all sensory magic and psionics. (Good and Bad types)  
-Range: self  
-For a cost of 10 PPE per melee can extend null aura in a 1 foot radius per level after 5 (ie lv 7 2 feet)  
-Penalty: all means of psionically or magically rendering the Aegis invisible do not function at all.

8. At level six the Aegis gains the ability equal to the incantation of Time Warp: Fast Forward and Time Warp: Time and Space at 3/4 PPE cost. (see Rifts England for explanation of spells)

9. At level 12 the Aegis gains the ability to teleport back in time. At a cost of 90 PPE plus place (meditation \*3 for this) the Aegis can teleport one twist in the past. For 300 PPE plus place (meditation \*10) the Aegis can teleport 1 cycle in the past. For both his additional weight is 1/3 max to carry with him.

10. bonuses +3 on perception

11. vulnerability: Aegis take double damage from all magic weapons (including TW items). Triple damage from Rune weapons.

#### **Skills:**

Speak native language 98%  
Speak two other languages (+20%)  
Radio: Basic (+10%)  
Prowl (+10%)  
Lore: monster and demon (+15%)  
Lore: magic (+15%)  
Movement: Zero Gravity (+10%)



Wilderness survival (+10%)

WP: ancient

WP: modern

Hand to hand martial arts

**O.C.C. related skills:** Choose 7 from the following list. add one skill at lv 4 and 10.

Communications: any

Domestic: any

Electrical: any

Espionage: none

Mechanical: any (+5%)

Medical: First aid only

Military: none

Physical: any

Pilot: any

Pilot Related: any

Rogue: any (+10%)

Science: any (+5%)

Technical: any (+5%)

WP: any

Wilderness: any

**Secondary skills:** Select 4 from the previous list, without bonuses.

**Standard equipment:** One suit MDC armor (any type), one energy weapon of choice with three clips. Two ancient weapons of choice. three suits of clothing. Aegis tend to travel on the light side, and pick up what they need along the way.

**Money:** Starts with 1D4\*500 in savings. Aegis are expected to give donations to the temple every year to remain in good standing, mostly as a show of respect.

**Cybernetics:** None to start, cannot receive implants, body rejects them.

## Rising Knight O.C.C.

By:

Splynn

A Rising Knight is someone who was offered to become a Cosmo-Knight but decided to take a slow path there. At about 10th level or so they become true full cosmo-knights...increase everything as needed. Also...fallen knights can become Cosmo-Knights again (if they recognized their wrong doing and are trying to fix it/be forgiven). At level 10 or so (if the player announced when the char was created that he/she wants to become a knight again) then they can become Rising Knights...and 10 levels after becoming a Rising Knight they become Cosmo-Knights again.

Fallen knights that have become Cosmo-Knights again are not looked down upon...just the opposite. They are considered strong people who saw their errors, fixed them and started and completed a long, hard journey to fight for the force of good once more. \*GM Note: Reborn Cosmo-Knights will never betray their Code or fall...ever again. So if a Reborn Knight wants to do something that will cause it to fall...don't let it. You're the conscious of the character, unless you have good players.\* Fallen Knights that are in the process of Rising will be cheered on by their fellow Rising and Cosmo-Knights.

**Alignment:** Same as Cosmo-Knight

**Attributes:** Same as Cosmo-Knight

**Size:** Varies with race

**M.D.C.:** 2D6x10+30, plus add 2D6 MDC per level of experience. Their Comsic Armor adds an additional 250 MDC.

-Half that of a Full Cosmo-Knight

**Horror Factor:** Same as Cosmo-Knight

**P.P.E.:** 5D4x10 +100, plus 5D4 per level of experience

**Average Life Span:** Same as Cosmo-Knight

**Powers of the Cosmo-Knight:**

**Weakness:** Same as the Cosmo-Knight

1. Resistance to Energy: Same as Cosmo-Knight but dramatically reduced.

Fire, plasma, etc... does 1/20 damage and all other energy blast do 1/2 damage.

2. Superluminal Flight: Same as Cosmo-Knight

3. Cosmic Blasts: Reduced version of Cosmo-Knight power.

-DAMAGE: In an atmosphere, these beams inflict 1D6x10 MDC at level 1 and an additional 1D6x10 at levels 4, 8 and 12. Same in space, cannot be increased like a normal Cosmo-Knight.

-RANGE: 2000 feet, plus 200 feet per level of experience in an atmosphere. 2.5 Miles (4 Km) in space, cannot be increased.

-BONUSES: +3 to strike, in addition to normal hand to hand combat bonuses.

4. Galactic Awareness: Same as Cosmo-Knight

5. Bio-Regeneration: 1D4x10 MDC per minute

6. Cosmic Armor: Same as Cosmo-Knight except with less MDC. Only provides 250 MDC.

7. Cosmic Weapon: Same as Cosmo-Knight, but cannot have any extra powers added to it.

8. MDC Conversion: Same as Cosmo-Knight

9. Bonuses: Same as Cosmo-Knight

O.C.C. Skills, Other Skills, Secondary Skills, Damage, Combat, etc...are the same as a Standard Cosmo-Knight.

**Xp table:** Use the Cosmo-Knight table.

## Road Rats O.C.C.

By:

[Ghoul@aol.com](mailto:Ghoul@aol.com)

The so-called "Road Rats" are a new breed of the infamous city rats. Both are outlaws and undesirables who thumb their noses at the law and are always searching for illicit adventure. Both are feared and hated by the majority of law-abiding citizens. Both are wise to the ways of the streets, and know things about civilization's seamy underside that no civilian would know. However, there is a very major difference. The city rats cling to the streets and the sewers of their home cities, and fear and mistrust the outside world. They're perfectly happy in their little chunk of paradise. But Road Rats are driven by a mad wanderlust and a contempt for being closed up and trapped. They roam the roads and the airways in great packs, with the wind whistling in their hair and the bugs getting caught in their teeth.

Almost every Road Rat has some degree of claustrophobia. (Note: If the player takes the Confining Enclosures phobia during character creation, then the character gets a bonus of +5% to all of his or her OCC Skills. Many of the best Road Rats are claustrophobic, and became Road Rats for the heady freedom that they enjoy.) They can not stand being cooped up in one place, and the thought of holding a steady job has caused more than one to wet his pants with fear. They are reckless outlaws, hard-drinking, law-breaking ruffians who live life to the fullest extent, with no regard for the consequences, much like Juicers.

Road Rats travel the countryside in large "Rat Packs" which can have anywhere from 4 to 200 members, as well as dozens of hangers-on (girlfriends, children, etc.) who travel with the Pack. These Packs often attack cargo shipments, and eat, use, or sell the stolen goods. If they can not find any to rob, then they will often pull into a nearby town, loot as much as they can, and then drive off. When robbing, they prefer food, weapons and fuel to credits or valuables, mainly because they can't use credits while they're miles away from any stores, as they often are. However, no Road Rat has ever refused to take money.

The Coalition is of two minds about these bandits. On one hand, the Road Rats are an obvious menace to the smaller CS towns, and have stolen from CS merchants in the past. However, the outlaws share many of the Coalition's views on psychics and D-Bees, and some packs are quite brutal to any non-humans that they come across. Currently, there is an unspoken agreement that the Road Rats will not invade CS towns or attack CS troops or outposts, and in return, the Coalition will not persecute the bandits.

**Alignment Requirements:** None, but almost all Road Rats are Selfish or Evil. Good Rats are a rarity, but many have become great and popular folk heroes.

**Attribute Requirements:** PE: 9 or higher, ME: 9 or higher. High PP is recommended, but is not a requirement.

**O.C.C. Skills:**

Streetwise (+10%)  
Pilot Motorcycle (+20%)  
Pilot Hovercraft (+15%)  
Pilot Automobile (+15%)  
Wilderness Survival (+5%)  
Automotive Mechanics (+5%)  
WP Knife  
WP Sub Machine Gun  
WP Energy Pistol

**O.C.C. Related Skills:** Pick 5 skills from the following list. Plus, pick 3 more at level 3, 2 more at level 5, 1 more at level 7, and 1 more at level 9.

Communications: Radio: Basic only  
Domestic: Any  
Electrical: None  
Espionage: Any (+5%)  
Mechanical: Weapons Engineer only (+5%)  
Medical: None  
Military: Any  
Physical: Any except Acrobatics and Gymnastics  
Pilot: Any (+10%)  
Pilot Related: Any (+5%)  
Rogue: Any (+5%)  
Science: None  
Technical: Any  
WP: Any  
Wilderness: Any (+5%)

**Secondary Skills:** The character gets to select 5 additional skills from the list above. These skills do not get the bonuses listed, and begin at first level. Plus, select another 2 at level 3, 1 at level 5, and 1 at level 7.

**Standard Equipment:** Grungy Clothing (much of it covered by drawings and logos), Suit of Black Clothing (for covert operations), Flashlight, 2 Flares, Backpack, Knapsack, Utility Belt, Saddle Bags, Combat Boots, Portable CD Player, 4 Audio Disks.

**Weapons:** The character has a knife, an SDC firearm of choice with 2 extra ammo clips, and an energy weapon of choice with 2 extra E-Clips.

**Armor:** The character has a suit of non environmental MDC body armor, adorned with all sorts of logos and decorations. They almost never wear full environmental body armor, because it is too confining.

**Vehicle:** The Road Rat's vehicle is his or her most prized possession, and is always cared for and kept in good working order. Damage is always repaired as soon as humanly possible!

The vehicle can be anything from pages 226-227 in the Rifts RPG, or a motorcycle or car with MDC conversion and one additional weapon (see Golden Age Weaponsmiths in the Mercenaries sourcebook).

**Money:** The character will have 2D6 x 100 credits, and 1D4 x 1000 credits worth of black market goods.

**Cybernetic:** Some Road Rats see cybernetics as a good and wonderful thing, while others shun it like the plague. The player must decide whether or not the character is opposed to cybernetics. If not, then the Road Rat may have 1-2 cybernetic implants.

**Xp table:** The Road Rat character uses the same experience table as the City Rat OCC.

## Robot Master O.C.C.

By:  
[Killah](#)

**Alignment:** Any, Usually Good

**Attributes:** IQ: 5d6 + 2, ME: 6d4, MA: 6d4, PS: 6d6 +5 (REALLY STRONG!), PP: 6d4, PE: 5d6 +2, PB: 5d6 +2 (Almost always handsome), Spd: 5d6 +2

**S.D.C.:** 5d10

**M.D.C:** 0 (Without Armor)

**Magic Knowledge:** None

**P.P.E.:** 0

**Psionics:** None

**I.S.P.:** 0

**Weight:** Standard

**Height:** 5-7 feet tall

**Age:** 18 - 25

**Hand to Hand:** Martial Arts

**Weapon Proficiencies:** Energy Rifle, Energy Pistol + 5 more

**Bonuses:** +2 to attack when in Power Armor of some type

**O.C.C./R.C.C. Powers/Abilities:** Refer to Head-Hunter

**O.C.C. Skills:**

Electronics (+10%)

Robot Combat : Elite

Martial Arts

Robot Mechanics (+10%)

Refer to Head-Hunter for rest

**O.C.C. Related Skills:** Refer to Head-Hunter

**Secondary Skills:** Refer to head-hunter

**Description:** A handsome strong young character, most likely grew up around robots. Spent most of his/her life training as a robot pilot. They know the robot inside and out, they can fly it, fix it and even redesign it to their likings. As well as training in robots these breed of fighters also trained in the gym. A Robot master is basically a cross of a Head-Hunter, A Glitter boy and someone you don't want to fight in a bar. If Robo master is a Female most ALL men will "RISE" to her occasion. If Robo master is male most all female will be madly in LOVE with him.

**Robo Training Camp:** Most all Robo masters were sent to a special training camp by their parents when they were in the ages of 12-15. At the camp their were taught Nature survival , Robo Mechanics and Of course Advanced Robo piloting.

Please REFER to the HEAD-Hunter Section in your Rifts book for any additional information(i.e Gear).

**Cybernetics/Bionics:** Pick 3

**Xp table:** Same as the Glitter Boy O.C.C.

## Rock Troll R.C.C.

By:

[FlashFire](#)

And now, the reason why nuclear material is so abundant in Rifts Earth. Comments, flames, suggestions are greatly appreciated, as always. And now, Pratchett fans...

## ROCK TROLL RCC based on Rifts robot descriptions and some Terry Pratchett

"But, I don't have any billy goats!"

In a secondhand set of dimensions, on a world that proved that the gods love a good joke as much as, if not more so, than anyone else, there lives a race of creatures. Good thing for a planet to have, eh? Creatures. Makes the place much more interesting... but back to my point.

An entire city of these creatures was lounging around one day, drinking in the total lack of sunlight, when something decidedly unpleasant happened. This second hand set of dimensions had always been linked to another little universe. Up until that point, the two universes had gotten along together quite nicely, with only a little bit of fussing over who got what person at what time. An accident in one of the universes changed all that. In one fell swoop, the barrier between the worlds disintegrated, causing parts of one world to flow into the other. The first dimension beat a hasty retreat, managing to recover most of its important parts. That did not include one city-sized group of trolls.

These trolls found themselves trapped on Rifts Earth, a land of turmoil and death. They appeared out of random rifts, in the first ley line surge of the Coming of the Rifts, all over the world. They prospered in this land, spreading out far and wide, living and dying as best they could. As some of the older ones aged, or younger ones wandered around in the heat too much, some fell into a dormant state, a kind of long sleep. During this sleep, they appeared to be ordinary rocks. Some of these rocks were inadvertently (or on purpose, depending on the conditions) broken open to reveal the treasure of all treasures. Uranium.

A troll has a heart of stone, literally. That stone is made up of nine pounds of pure, radioactive uranium (see Natural Abilities). This treasure made dormant trolls a hot commodity for a long time. Their bodies naturally produced significant amounts of the most needed material in the Dark Ages, the fuel for a nuclear reactor. Dormant trolls (and occasionally not-so-dormant ones) were broken open for their valuable guts. Worse, some were trapped and had only most of their heart removed. These ones would then grow the heart back, only to have it removed again. The trolls became a renewable natural resource. This has made trolls somewhat resentful of pretty much everyone on Rifts Earth.

These days, trolls are hard to come by in the wilds, mostly residing in high mountains and arctic regions, or pretty much anywhere normal people won't go on a regular basis.

The rock trolls are a race of beings composed of... you guessed it! Rock. As a silicon-based life form, they possess a remarkable toughness, great strength, and an IQ that is based more on room temperature than some messy system like biochemical energy. The trolls' nervous system is made up of conductive materials laced throughout the body. As the temperature drops, the conductivity of these "nerves" increases, allowing greater and faster flow of electricity through the body. This can cause a significant jump in a troll's brain power, should the temperature drop far enough. Unfortunately, this special nervous system leaves them, for some reason, unable to possess psionics. Outside of these abilities, plus the troll's own hideous strength and usual mental simplicity, they possess no real talents or powers. They're big, they're tough, and they like to hit people with blunt objects (including other people).

**Alignments:** Any

**Attributes:** IQ: Special! ME: 2D6 MA: 2D6 PS: 5D6 PP: 3D6 PE: 5D6 PB: 2D6 Spd: 2D6+6

**Hit Points:** PE + 3D6 + 1D6 per level

**Armor Rating:** 13

**S.D.C.:** 2D4 x 100

**M.D.C.:** N/A

**Horror Factor:** 8

**P.P.E.:** 2D6

**Natural Abilities:**

**Changeable IQ:**

The Rock Troll's IQ is controlled not by biochemical forces and neurons, but by electrical signals that are sent throughout the creature's conductive body. Since conductors increase their efficiency in the cold, the troll's IQ goes up as the temperature goes down.

Every 9 degrees Fahrenheit (5 degrees Celsius) change in temperature generates a one point change in IQ in the opposite direction of the temperature change. IQ 1 comes at 138 degrees Fahrenheit (7[ ] Celsius). This puts them at IQ 6 at room temperature (75 F/46 C).

**Body Composition:**

The most important resource the Trolls possess is their heart. No, not their emotions (which are pretty straightforward, mad or happy), but their physical heart. Its not gold or silver or platinum. Its uranium. Nine pounds of solid U-235. Fortunately, the rest of their body is laced with boron, lead, and other radiation-absorbing/reflecting materials. The heart pumps valuable energy into the rest of the body, serving as both a digestive system and a heart. As the uranium decays, it is slowly flushed into other parts of the body, resulting in growth. Consumed rocks and other earths are then transformed through a sort of natural particle acceleration into new U-235, replacing lost material.

This "bio"logical fact is what makes trolls so valuable to advanced societies. Prospectors may go out and find a small group of dormant trolls. They hack them open and are suddenly richer than Midas. Some of the more sadistic and evil nations specially breed trolls for this purpose, cutting out most of the heart and then feeding the troll mass quantities of food, bringing the creatures heart back into shape. Doctor Bradford and his crew of loonies secretly practice this technique (saying

they found a "stash" in the lower levels of Lone Star), as does Atlantis, the Pheonixi Empire, and some European Gargoyle communities.

**Other Powers:**

Cannot digest biological materials (this doesn't stop them from trying, though). Trolls are not immune to cold. At -100 degrees Fahrenheit, a troll's body slows down (half Spd, PP, APM). These stats are divided in half again for each 10 degrees F below -100. Death comes at -150 degrees F.

**Combat:** Mostly, they hit things with other things. Start with one attack plus any gained from HTH skills.

**Damage:** Punch - 2D6 + PS : Kick - 4D6 + PS

**Magic:** By OCC.

**Psionics:** None. Troll minds don't work that way.

**Bonuses:** None.

**Average Life Span:** Unknown. Unconfirmed reports place them as technically immortal. Rather than die, they just go to sleep. In their dormant state, they resemble ordinary rocks. It takes a great deal to awaken a dormant troll (full blown attacks, pretty much).

**O.C.C.:** Trolls in warm climates tend towards OCCs that don't require a great deal of thought, such as grunts and City Rats. Cold climate trolls can pick any reasonable OCC (so no CS military OCCs)

**Skills of Note:** None

**Habitat:** Prefer the cold when they are there, but if they leave the cold, they forget how good it was to be smart.

**Enemies:** Dwarves and other subterranean races, mainly. This list has also come to include humans and advanced cultures on Rifts Earth.

**Allies:** No real allies, other than other trolls. Have a fondness for tectonic entities and non-carbon based life forms (supernaturals not included).

**Physical Appearance:** A walking, talking, and usually very craggy, statue.

**Size:** 6 foot 6 inches (2.33 meters) + 4D6 (x2.5 for centimeters) inches.

**Weight:** 300 lb. + 3D6x10 lb. (can anyone do kilos for me?)

**Notes:** They don't write notes. They hit stuff.

## Rogue Artist OCC

Scholar/Adventurer

By:

[FlashFire](#)

Okay, so I can't spell Rogue. It's not a word that comes up a whole lot in normal conversation... <g>

As always, thoughts/improvements/holy flame wars are gratefully accepted.

The Rifts Rogue Artist is pretty much what you've come to expect from the Rogue character classes. Rather than the stereotypical artist working in a studio on sculptures or venturing out into the field to paint a particularly evasive subject, the Artist in Rifts Earth has become a hunted character.

The Coalition States have branded all forms of visual art not relating to CS propaganda illegal! No sculpting, no painting, no metalworking (artistic that is), no photography, not even documentary filmmaking. If it doesn't make the CS look good, it'll get the maker thrown in prison. Or worse.

So, as with the scientist and the scholar, this occupation has gone underground. More than just pack of graffiti "artists," the Rogue Artist has made it his/her profession to create the beautiful and the provocative in a world that treats the expanding of one's consciousness like a migraine. And contrary to what you might think, a decent living can be made at it. The Black Market will pay for underground art, as well as running bookmaking operations on whether or not a certain artist can pull off certain stunts, such as setting off explosives to create a pattern in the ground inside a CS military base or painting "Prosek Sucks" in thirty different languages on the walls of Chi-Town. Rogue Artists come from all different backgrounds and may go to extreme lengths to increase the experience generated by their art. Some may spend years learning the magic arts just to combine supernatural effects with their art, much like the Techno-wizard does with technology. Others may take Juicer or MOM implants to make themselves better dancers. Psi-talents may use their powers to make themselves bait for the subjects of their next film documentary on the hunting tactics of wild Psi-stalkers. Regardless of background, powers, or training, all must be ready to run from pursuing troops or defend themselves if need be. Most are trained in armed and/or unarmed combat and are usually physically fit specimens, as capable of running or fighting as any City Rat or other Rogue occupation. Art is art, but you have to live to create more and the CS Government will stop at little to prevent that from happening. After all, we can't have people starting to think what's different might be good.

**Attribute Requirements:** None

**O.C.C. Skills:**

Art (+25%)

Running

Prowl (+10%)

Streetwise (+15%)

Language: Choose two (+20%)

WP: Choose one

HTH combat can be selected as an OCC Related or Secondary skill. Basic counts as one skill, Expert as two, and Martial Arts (or Assassin if evil) as three. Commando is not available.

**O.C.C. Related Skills:** Select Eleven other skills. Two must come from Technical and one from Domestic. Gets two more skills at levels three, nine, and fifteen. Gets one more skill at levels six and twelve.

Communications: Radio: Basic and TV/Video only (+5%)

Domestic: Any (Dance and Play Musical Instrument get +20%)

Electrical: Basic Electronics only

Espionage: Disguise (+10%), Impersonation (+10%), and Wilderness Survival only

Mechanical: Basic Mechanics only

Medical: First Aid Only (+5%)

Military: None

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

Pilot: Any ground vehicle, plus jet pack and hovercraft. No Robot or PA combat or Tank/APC

Pilot Related: Any

Rogue: Any (+5%)

Science: Math and Anthropology only (-10% except Basic Math)

Technical: Any (+25%)

W.P.: Any, except Heavy and Heavy Energy Weapons

Wilderness: Any

**Secondary Skills:** Select seven from the previous list. No bonuses

**Standard Equipment:** Two sets of travelling clothes, one set of work clothes, and at least three sets of fashionable clothes for presentations. The character will also have appropriate tools for whatever their art requires, such as hammer and chisels for a sculptor or paintbrushes and paint for a painter or a camera and film for a photographer and so on. The character will also have some sort of device for taking notes, such as an audio recorder or notepad.

Other equipment will include an gas mask and air filter, tinted goggles or 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, emergency food rations (two weeks worth), Geiger Counter, RMK Medical kit, and personal items.

Weapons include one energy rifle and pistol, with 2 clips/ full loads for each weapon. Also has a semi-auto firearm with two clips/loads of silver bullets. Body Armor can be of any type. Vehicles can be of any non-military type, preferably something fast and/or inconspicuous.

**Money:** 2D6x200 in credits. 2D4x1000 in Black Market items, presumably works of art.

**Cybernetics:** Start with none, except by variants. Isn't really opposed to cybernetics, unless it would degrade possible magic and psionic effects of their particular art form.

**Variants:** A Rogue Artist Variant is an an artist who has, for one reason or another, decided to undergo some form of augmentation or is some form of super-human. In these cases, the Rogue Artist becomes more of an alternate skill package than an individual OCC. Take the OCC of choice, complete with powers, and use these skill and equipment. The only real limitation is that the Variant can't use some kind of power that has to be learned. For example, a Mystic can be a Rogue Artist but a Line Walker can't. Rogue Artists can get Crazy, Juicer, or Bionic enhancements but they can't be a Cyber-Knight or Headhunter. The only exception is the Techno-Wizard, and that's only because TW magic lends itself to art almost naturally.

**XP TABLE:** For the typical Rogue Artist, use the Rogue Scholar/Scientist XP Table. If you're using a Variant class, look up the Rogue Scholar and the OCC/RCC Class tables you are using, and apply the one that takes the most XP to make a level. The reason for this is because the character has to split his learning from the normal skills of the occupation. It can be hard getting information on interpretive dance for Juicers.

## Rogue Time Lord P.C.R.

By:

[Joshua I. Sanofsky](#)

NOTE: Doctor Who, Gallifrey, TARDIS, etc. all belong to BBC International Ltd. Let's all thank them for continuing to release to video one of the greatest SF programs ever filmed. I've tried to make this as accurate as possible...Which, considering the mass of inconsistencies in the TV show, is a difficult job at best. If it gets a bit silly, well...So was the show. That's part of its charm. Enjoy! Also...Please don't accuse me of creating a munchkin race...It's not my fault they can be so powerful. :) BTW...More Doctor Who stuff to follow, specifically information on the Type 40 TARDIS and a Dalek R.C.C. Comments, as always, are welcome.

Time Lords come from a world called Gallifrey, far on the other side of the Galaxy. They tend to be an eccentric bunch, given to odd personality quirks and even odder habits. They consider themselves to be the chroniclers of all events across time, but have a code of non-interference which keeps most of them from becoming involved in the events they watch. Which is where Rogue Time Lords come in. These are Time Lords who have chosen (for one reason or another) to willingly become exiled from their homeworld in order to follow their own paths. Some of them "meddle" in the affairs of minor worlds, helping the natives along as best they can, or untangling the meddlings of other time-travelling beings. Others go completely rogue and take over worlds, feeling themselves to be

so superior to all other life forms that they should, by right of evolution, be in charge. The President of Gallifrey (currently a Time Lady named Romana) and her Council tend to quietly ignore the actions of benevolent Rogues, occasionally even praising their actions. However, they tend to call on Rogues for aid only when another Rogue has become dangerous... Which is probably the only reason Rogues are allowed to wander. Gallifreyan names are complex, being no less than seven syllables and (in the case of the Doctor) in excess of thirty! If the word of the Time Lords is to be believed, the various syllables of their names indicate lineage, family trees, etc. This information is, as with everything else pried out of Gallifreyans, suspicious. Most Time Lords will introduce themselves with their whole name, then give a shortened version if they intend to be friendly. Some, such as the Doctor and the Master, use titles instead, since their names don't abbreviate well. All Gallifreyans can regenerate twelve times, for a total of thirteen "lives." Each regeneration can, barring violent death, live as long as 200+ years (so we are led to believe, at any rate). See below for rules governing regeneration. The oldest living Time Lord, Rassilon, is several thousand years old, though he is currently in a state of suspended animation (he DOES wake up once in a while, just to keep an eye on things). A number of Time Lords seem to have developed a fondness for Earth, and humans. It has been suggested that they consider humans pets, but it has also been suggested that they see an early form of themselves when they see humans. As such, a fair number of Rogue Time Lords can be found on Earth in any given time period.

**Alignments:** Any, but most player characters will be of Good or Selfish alignment, though Aberrant works just as well.

**Attributes:** I.Q. 5D6, M.E. 4D6, M.A. 4D6, P.S. 4D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 3d6

**Hit Points:** P.E. attribute plus 1D10x10, plus 2D6 per level of experience starting with level two.

**S.D.C.:** Standard; see determining S.D.C. and physical skills.

**Average P.P.E.:** 5D6

**Occupational Character Classes (O.C.C.s):** Rogue Scientist, Rogue Scholar, Techno-Wizard or similar.

**Horror Factor:** Not applicable

**Physical Appearance:** Varies radically. Most Time Lords choose a humanoid form when they regenerate, but can appear almost any way they desire, and can change from regeneration to regeneration.

**Height:** Variable

**Weight:** Variable

**Average Lifespan:** See Special Abilities

**Special/Natural Abilities:**

1. **Regeneration:** A Time Lord can apparently choose to regenerate at any time without penalty. However, if they are forced to regenerate, they suffer a -7 penalty to all attributes for 1D6 hours. For a Time Lord to be forced to regenerate, their S.D.C. must be reduced to zero, and their H.P. must be reduced to below -50. Death only comes if the Time Lord is at the end of his 13th life, or if his body is completely obliterated by the events which caused his injury (unless he is within a TARDIS at the time, in which case his body will reform within 1d4 days). Each regeneration has a lifespan of 200+ years, barring violent death, which means that a Time Lord could conceivably live as long as 2600+ years.
2. **Physical Differences:** Additionally, a Time Lord's body is very resilient. With two hearts, four lungs, etc., they are fairly resistant to poisons, toxins and diseases (+5 to save), and can hold their breath twice as long as humans. To top this off, Time Lords possess exceptional regeneration abilities. Their bodies regenerate 1D4x10 S.D.C. or H.P. per minute.
3. **Personality Quirks:** Each time the Time Lord regenerates, his personality changes slightly, though the essential being remains the same. Roll 1d4 to determine the number of quirks, then again on the following table to determine which quirks.
  1. **Clothing:** The Time Lord wears archaic Earth clothes, none of which make him look particularly out of place anywhere, but which may draw attention.
  2. **Language:** The Time Lord speaks in a rather archaic manner, making him difficult to understand at times, usually at bad times.
  3. **Esoteric Knowledge:** The Time Lord has a 80% chance of knowing everything there is to know about any given topic...But only a 20% chance of knowing something useful at any given time.
  4. **Selective Hearing:** The Time Lord will often pretend to ignore or dismiss the suggestions of those around him, only to later claim them as his own. However, he does it in such a charming way, that it's impossible to remain annoyed with him for long.
  5. **Technical Incompetence:** The Time Lord is completely inept with all technology. -20% to appropriate tech skills, plus all technology has a 25% chance to not work properly if he is operating it. If #6 already rolled, roll again.
  6. **Technical Genius:** The Time Lord has an extraordinary knowledge of all technology. +20% to appropriate tech skills, and all technology works to its maximum effect (including weaponry) if he is the operator. If #5 already rolled, roll again.
  7. **Absurd Charisma:** The Time Lord is disgustingly charismatic. Charm/Impress: 98%, Invoke Trust/Intimidate: 98%. If #8 already rolled, roll again.
  8. **Abysmal Charisma:** The Time Lord is a complete boor, horribly arrogant, and almost impossible to get along with. Charm/Impress and Invoke Trust are at 15%, but Intimidate remains normal. If #7 already rolled, roll again.
  9. **Literacy/Language:** The Time Lord can read, write and speak EVERY language at 50%.
  10. **Combat Skills:** The Time Lord gains Hand to Hand: Martial Arts (unless he already has it) and an instinctive universal proficiency in all weapons. If #11 already rolled, roll again.
  11. **Combat Moron:** The Time Lord is reduced to Hand to Hand: Basic, and all weapon proficiencies are nullified (not gone, just loses the bonuses). If #10 already rolled, roll again.



12. M.D.C.: For some reason, the Time Lord becomes an M.D.C. creature. Add H.P. and S.D.C. to get M.D.C. score.  
Regeneration works as normal (1D4x10 M.D.C. per minute).

**Magic:** By available O.C.C.s only.

**Psionics:** The Time Lord is a minor psionic, and can choose 1D4 permanent powers from the Sensitive section. Base I.S.P. is determined by adding the M.E. attribute to 2D6. Add 1D6 I.S.P. per level of experience.

**Enemies:** Most sentient races that are aware of the Time Lords are wary of them, but very few are outright hostile. Of these hostiles, only the Cybermen and Daleks are watched, and only the Daleks are considered enemies.

**Allies:** See Enemies. If a race is aware of them, they have a 60% chance of standing with a Time Lord if his purpose is noble. Those humans who are aware of a Time Lord will always side with him if they consider him a friend.

**Habitat:** Just about any, but never found far from a TARDIS. Favorite Weapons: None as such. Time Lords are, as a generality, unwilling to engage in combat. They will do so only if there is no other choice.

**Other Notes:**

1. Always carries a Sonic Screwdriver, and knows how to build another if his is lost or destroyed (requires roughly 150 credits worth of common parts). The Sonic Screwdriver is a universal tool which uses sonic waves. Roughly the size of an old manual tire pressure gauge, it can do almost anything (except damage). If the player can explain why it'd work, go with it. Standard functions: removing screws, bolts, etc.; cutting steel (non-M.D.C. only, unless it's a plot device); detonating land mines.
2. Always has a recall device for his TARDIS, which will land it within 10 yards or in the nearest spot into which it's outward appearance will fit.
3. For the most part a laid-back, mellow people, who value their traditions above all else...Even if that just means having tea at the same time, every day, no matter what.
4. Most Time Lords won't start play while still in their first regeneration. Roll 1D4 to determine how many times they have regenerated, and 1d6 to determine their level. If still on their first life, they will likely be nearing the time when they'll need to regenerate.

## Romulan R.C.C.

By:

[Tim Santa Cruz](#)

Romulans are distant cousins to the Vulcans. Some would even consider them to be the same race. Possibly the Romulans left the Vulcans in a dispute over the addition of logical thinking into Vulcan society. Whatever their roots are, the Romulans as a race are a force to be reckoned with. They are magnificent Starship builders and have some of the most advanced FTL ships in their galaxy. They are a warlike race, constantly seeking to add more planets to their Star Empire.

They are the inventors of Cloaking technology in their galaxy, a technology that they traded to the Klingons for Warp Drive. Their Military vessels are by far the most superior in the quadrant. They have the utmost confidence in their military to the point of sometimes being overconfident. This can lead to problems, but has generally led to the growth of the Star Empire.

On Riffs Earth, they will seek to make alliances with seemingly powerful entities in order to advance the Empire.

**Alignments:** Any

**Attributes:** I.Q. 3D6+6, M.E. 4D6, M.A. 2D6, P.S. 5D6, P.P. 3D6+2, P.E. 3D6, P.B. 2D6+1, Spd. 3D6

**Hit Points:** P.E. +1D6 per each level

**S.D.C.:** 30

**Natural Armor Rating:** None

**Awe Factor:** None

**P.P.E.:** 3D6

**Natural Abilities:** Excellent Vision (3 times better than human)

**Combat:** 2 Attacks, plus those gained from Hand to Hand Combat and/or Boxing.

**Bonuses:** +2 Save vs. Poison, +1 Save vs. Horror Factor

**Psionics:** None

**Magic:** None

**Average Life Span:** 200 Years (Not sure about this one?)

**Riffs O.C.C.s:** Any except for CS Military

**Skills of Note:** Speak Romulan 98%, +5% on Science Skills, +10% on Engineering Skills (Mechanical or Electrical)

**Size:** 60 + 3D6 inches

**Weight:** 150 to 220 lb.

**Equipment:**

**Romulan Body Armor**

Weight: 25 lb.

A.R.: 10

S.D.C.: 75

## **Romulan Disrupter**

Weight: 5 lb.

Range: 1500 ft.

Payload: 40

Damage: 4 Settings

1 - 1D4 Stun. Has a 50 % chance of knocking out victims.

2 - 3D6

3 - 1D6 x 10

4 - 2D6 MDC\*

\* This last Setting is generally referred to as Kill and will vaporize in an instant.

## **Rune Caster O.C.C.**

By:

Jason Bridgman

**Attribute Requirements:** Minimum P.E. of 10. **Note:** Only S.D.C. races may become rune casters. Also, races with scales or natural armor cannot be rune casters as the runes must be inscribed on the skin. (As an interesting note on humans and other races which normally have body hair is that they lose all body hair on their arms, legs, and torso. Wolfen have a particular dislike for this a property, and hence only a handful have become rune casters.) Only humanoids are allowed (because body runes only work on humanoids). True Atlanteans and any beings with magic tattoos may not become rune casters because the tatoos interfere with body runes.

**Typical Alignments:** Scrupulous and unprincipled are most common, although any alignment is available. Evil rune casters are extremely rare.

### **O.C.C. Abilities and Bonuses:**

1. Mega-damage transformation! By inscribing the body with runes, the caster becomes a mega-damage being. Base M.D.C. is 3d6x10, plus 2d6 M.D.C. per level of experience. Note some runes and rune spells may add to the M.D.C. of the caster.
2. Attribute Bonuses: +2 to P.S. and P.E. +1 to M.E. Also the rune caster gets any normal bonuses do to race and skills.
3. Combat Bonuses: +1 to initiative, +2 to parry and dodge, +3 to parry with rune weapons (including long range attacks, which means only a -1 penalty -- +5 total parry bonus). All bonuses are in addition to attribute and skill bonuses.
4. Resistance Bonuses: +3 to save vs. magic and psionic attacks. Immune to poisons an toxins (a side effect of the runes).
5. Rune covered bodies. All rune casters have almost their entire bodies covered with runes. Only the head, palms of the hands, and bottoms of the feet are free of runes. The runes go as high as the base of the neck in the front and the hair line in the back of the head, as well as on the fingers until the first knuckle, but not on the toes. The runes have assorted functions ranging from protection to attack to healing. All rune casters have the following body runes: heart rune, basic protection rune, healing rune, and the warning rune. Also select three more body runes at first level.

Also see below. Note some of the more powerful runes DO require being drawn on the face (greater healing) and many rune casters have meaningless symbols drawn on their faces for decoration.

6. [Rune Magic](#). The rune caster is a master of rune magic, and as such has the following abilities: (See appendix 4)

**Recognize real runes and rune weapons** 80% + 2%/level

**Identify runes, wards, and symbols** 60% + 3%/level.

**Cast rune spells:** Knows a total of 10 rune spells, two augmentations, and they have seven slots for more spells/abilities or body runes. (A rune caster may learn two spells per ability slot.) Add one new rune spell/ability or body rune at each level after first.

Also, all rune casters can create rune weapons, but the time, materials and P.P.E. required makes the skill of little practical use.

**Base P.P.E.:** 2d4x10 + 20 + P.E. attribute + 15 per level of experience. (First level ranges from 55-115 in addition to the characters P.E.) Rune casters can gain additional P.P.E. from the same sources as other practitioners of magic.

### **O.C.C. Skills:**

Three Languages of choice (+20%)

Literacy in the same three languages (+15%)

Basic Math (+30%)

Lore: All (+5%)

Wilderness Survival (+10%)

Two ancient W.P. of choice

One modern W.P. 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) for the cost of two "other" skills.

**O.C.C. Related Skills:** Select 8 other skills. Plus select two additional skills at level three and one at levels six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any.

Electrical: None.

Espionage: Escape and Intelligence only.

Mechanical: Basic only.

Medical: First aid (+10%).

Military: None.

Physical: Any except gymnastics and acrobatics.

Pilot: Any except robot or power armor (+5%).

Pilot Related: Any (+5%).

Rogue: Any.

Science: Any (+5%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any (+10%).

**Secondary Skills:** The character also gets to select five 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 (any, only, none) as previously indicated in the list.

**Standard Equipment:** Tend to avoid technology. Will have one greater and one lesser rune weapon (created while an apprentice, the greater weapon is the test to become a full rune caster)! Will also have a suit of mega-damage armor (often enchanted by runes), a modern or techno-wizard weapon appropriate for their weapon proficiency, and usually some minor rune enhanced objects depending on their rune skills. Will usually dress in clothes designed to hide their runes (only some require touch) including deep robes, capes, and gloves.

**Money:** Will usually accumulate a small fortune by selling minor rune objects, in addition to the fortune in items they keep. Will usually have 1d6x10,000 credits and 1d4x5,000 in gems and precious metals. May or may not carry them on their person.

**Cybernetics and Bionics:** Most would not consider these even for medical reasons. Any implants reduce magic the same as other practitioners.

**Xp table:** Uses the same experience as the Temporal Wizard.

## Rune Weapon R.C.C.

By:

DaBeechMan

Actually, this is a lot like a Bot. The character literally is transformed into a rune weapon! This RCC is way powerful, with serious limitations. For one thing, the character must be Level 15 to make the transformation.

**Requirements:** ME: 20

**Attributes:** Unchanged, but drop PS, PE, PP, and Spd. You're a weapon; you don't need them anymore!

**Alignment:** Roll 1d100.

On a 1-50, the character reverts to Principled.

On a 51-100, alignment is unchanged.

**HP/SDC:** None! Impervious to everything except the Magic Cauldron of Destruction (which they cannot escape from, which makes these cauldrons a serious threat.)

**Magic:** Same as before. Rituals and circles may not be performed unless the owner is controlled.

**P.P.E.:** Same as before.

**Psionics:** Only these may be kept, assuming the character had these: Psi-Sword (now equal to a Cyber-Knight's), any kind of -kinesis, healing touch, any sensitive, and induce sleep. All psionics now function at the level of the USER, not the player.

**I.S.P.:** Same as before. Note: May be commanded to use magic or psionics. The weapon may not resist this command!

**Powers:** At Level 15, automatically has indestructibility and Mind Control, as well as any magic and psionics possessed before.

Mind Control: The weapon may control its user at certain times. This may happen when:

- 1) the weapon is first handled
- 2) someone who the weapon thinks is more worthy comes along
- 3) These weapons are intelligent, and may get into arguments.

To check for control, add up the weapon's IQ, MA, and ME. The user must beat this number on 3d20 or be controlled. While under the control, the user will do ANYTHING the weapon commands. In fact, many a sword has used this to get a few more jewels on its hilt (each 10,000 credits worth of jewels increases the weapon's PB by 2)

Every 2 levels, the sword may gain a new power, although Principled swords may not soul-drink. This starts at level 16.

**Standard Damage:** Double normal damage, then convert it to MD. Add 1 die every 4 levels. If a rune gun (like that one that looks like a dragon in the shape of a pistol) is created, the weapon starts shooting 2d6 MD pulses of force. It may shoot other things later on (fire, ice, etc.) but each new projectile counts as a power.

**Limitations:** The weapon may not move under its own power. The weapon only gets experience for killing things, and then only if it deals the death blow (it only has to strike the death blow, otherwise anything else can attack whatever the weapon must kill.

**Note:** The weapon gets NO EXPERIENCE for soul-drinking! If the weapon should happen to get stuck in a cauldron of destruction, it may NOT try to get out. Roll percentile dice every 10 minutes.

On a 1-10, someone walks by, but runs away.

On a 00, someone pulls the weapon out of the cauldron.

**Note:** for every hour spent in the cauldron, the weapon loses a level of EXPERIENCE.

Increase the chance of being rescued by 2% every time someone walks by. If the weapon in the cauldron less than an hour, no damage is done. Otherwise, round fractions up.

May not use skills. Totally dependent on its user in this field. If the user is controlled, the weapon may use its skills through the user, but not the user's skills.

**Average Life Span:** Indefinite

**OCC/RCC:** Any OCC or RCC may be a rune weapon, so long as it was 15th level in that OCC or RCC when it was transformed.

**Gear:** None

**Cybernetics/Bionics:** On a weapon? I don't think so!

**Xp table:** Uses the Ancient Chiang-Ku experience table (levels 16-26). After this, the weapon must double their EXPERIENCE to get to the next level. May rise as high as it can, until it gets all the powers (which takes a while.) After this, raise the MD of the weapon 1 die every level.

**Note:** These weapons are INCREDIBLY rare! Currently, there are known to be: 3 swords (one each in North America, Ireland, and Phoenix) 1 staff (in the NGR somewhere) 1 axe (Triax found it, but they can't seem to find a way to duplicate it; they think it's some kind of technology) 1 sharpened boomerang (where else-it's in Australia) 5 daggers (scattered all over the place).

## Rykarian R.C.C.

The Rykarian race is a humanoid race from another dimension. Only within the last 2 years was the first sighting of a Rykarian reported. It is likely that they have been here longer, only hidden from most due to their appearing only in the regions of what used to be southern California and Arizona. It is unknown exactly how many Rykarians are dispersed throughout that area, but their numbers are estimated between six and seven thousand. They seem to have a preference for warm, dry, wide open spaces. A peculiar talent of the Rykarians is the innate ability to "burrow" into sand, seemingly merging with the sand and transforming into sand themselves. This talent seems genetic and consistent throughout the race. They have only been spotted through chance encounters. They seem only marginally territorial and will allow travelers through their areas unharmed, and will even aid those in danger from more savage D-bees. They speak no known Earth language, but seem to understand simple sign-language. They have been found to be savage enemies of Xiticix and will attack them on sight. In battle, Rykarians are fierce warriors, but are wise enough to understand when they are outclassed. They adhere to a strict code of honor and will fight for loved ones or friends, no matter the odds. The Rykarians seem to reproduce the same as humans, which brings to mind the possibility that the two may have similar origins. The males stand between 5 and 8 feet, while the females stand only slightly smaller. They have developed slightly heavier body weights than humans, possibly because of environmental factors in their home dimension. Their most frightening features, however, are the

long bone spikes that grow from their shoulder-blades. There seems to be no set number of spikes, with the least being 2 and the most being 6. It is possible that some Rykarians have more, and just have not been seen. They have been observed using these MD structure spikes as weapons and they have seemingly developed their own special fighting form revolving around the spikes.

**Alignment:** Can be any.

**Attributes:** I.Q.:3D6, M.E.:3D6+5, M.A.:3D6, P.S.:5D6 (never less than 20), P.P.:3D6, P.E.:4D6+5 (never less than 18), SPD:3D6

**I.S.P.:** 1D4X10

**P.P.E:** 1D4X10

**Hit Points:** P.E.+1D10

**MDC:** 1D10X10 + 1D4X10 per level of experience

**Natural Armor Rating:** 12

**Horror Factor:** 6

**Natural Abilities:** Nightvision-100ft.; Immune to toxins/poisons/gasses; Do not need to eat or breathe; Sense Magic-automatic 1 mile; Extreme temperature resistance (fire does 1/2 damage); MDC Body Spikes-between ages 8 and 12 MDC spikes grow from Rykarian's shoulder blades-1D4+1 spikes; Sand-meld (see below). Shape Changing Power:Sand meld-Rykarians can instantly merge with sand or loose gravel. Their bodies seem to transform into sand themselves. This ability allows them to hide undetected in sand, or travel through sand as if they teleported from one point to another. The only limit of this ability seems to be the availability of sand or loose gravel in the area.

**Magic:** As adept at magic as any human. Can be any magic class, but tend to rely on physical strength.

**Psionic Abilities:** Sense Direction-automatic

**Combat Skills:** 4 attacks per melee; +1 strike/parry/dodge

**Damage:** Kick:1D8 MD

-----Leap Kick:3D8 MD

-----Ram/Body Block w/ Spikes: 1D20

-----Punch's as per Supernatural Strength

**R.C.C. Skills:**

Climbing +20%

General Athletics

Wrestling

Land Navigation +35%

Identify Plants +20%

Prowl +20%

Track animals +15%

Wilderness Survival +20%

W.P. Spear

W.P. Knife

W.P. 3 of Choice

Martial Arts:

**N.P.C. Experience Level:** 1D6+1

**Player Character Experience:** Starts at level 1; use the Wilderness Scout exp. table.

**Average Life Span:** 350-400 years

**Habitat:** Dry, warm, sand climates. Wide open areas.

**Enemies:** Xiticix

**Allies:** Most humanoids depending.

**Size:**

----Males:5-8 ft.

----Females:5-6 1/2 ft.

**Weight:**

----Males:150-400 lb.

----Females:125-300 lb.

**Eyes:** White (no pupils)

**Skin:** 25% White

-----25% Grey

-----40% Bronze

-----10% Gold

## Sage OCC

By:

Paladin492@aol.com

### Sage O.C.C.

The sage is a very interesting character, like a cross between a Mystic and a Headhunter. They know some psionics, a bit of magic, and a little fighting. One is, like a mystic, born a sage, and very often it runs in the family. Which is good, because someone needs to instruct the young sage in the ways of battle, or, the promising child will end up either losing most of his/her powers (doesn't develop them) or as a mystic (50-50% chance). The Sage is a fairly rare occupation.

#### Psionic Powers

1. Initial Psionics: I.S.P.: 1D4x10+M.E., add 1D8 per level. Deaden Pain, Exorcism, Healing Touch, and Death Trance. Learns Increased Healing at level two, Bio-Regeneration at level four, Psychic Purification at level five, and Psychic Diagnosis and Psychic Surgery at level seven.

2. Saving throw versus psionic attack: As a major psionic, the character needs a 12 or higher to save vs psionics. However, the sage also receives a bonus of +1 to save vs psionics at levels four, eight, and twelve.

#### Magic Powers

1. Initial Spell Knowledge: P.P.E.: 2D6x10+10 plus P.E, add 3D4 per level. Globe of Daylight, See Aura, See Invisible, Sense Magic.

2. Learning New Spells: Pick two from levels two and three at level two, two from levels three and four at level four, three from levels four and five at level six, three from levels five, six, and seven at level eight, and three from levels seven, eight, nine, and ten at level ten. 50% (01-50) chance of learning one spell from levels eleven-fourteen. Roll at each level.

3. Magic Bonus: +2 to save vs. horror factor, + 1 to save vs. magic at levels three, six, nine, and twelve, +1 to spell strength at levels four, eight, and twelve.

**Attribute Requirement:** I.Q. 10 and P.P. and P.E. 12 or up.

#### O.C.C. Skills

Sing (+5%)

Radio: Basic (+10%)

Detect Ambush (+10%)

Wilderness Survival (+10%)

First Aid (+10%)

Horsemanship (+15%)

Astronomy (+5%)

Basic Math (+15%)

One Language of Choice (+30%)

Literacy: Native (+20%)

Lore: Demons and Monsters (+10%)

W.P. Knife

W.P. Modern of choice

Hand to Hand: Expert

Hand to Hand: Expert can be change to Hand to Hand: Martial Art (or Assassin if an evil alignment) for the cost of one "other" skill.

**O.C.C. Related Skills:** Select nine other skills. Plus select three additional skills at level three, and two at levels five, eight, ten, twelve, and fifteen. All skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Electrical: Basic only  
Espionage: Any (+5%)  
Mechanical: Automotive only (+5%)  
Medical: Any except Medical Doctor (+2%)  
Military: Any (+10%)  
Physical: Any except Wrestling  
Pilot: Any (+5%)  
Pilot Related: Any (+5%)  
Rogue: Any  
Science: Any (+10%)  
Technical: (+5%)  
W.P.: Any  
Wilderness: Any

**Secondary Skills:** The character also gets to select ten secondary skills from the list above. 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. Also, skills are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** Suit of light M.D.C. armor, dress clothes, knap sack, backpack, camouflage clothes, sunglasses, canteen, binoculars, air filter, gas mask, flashlight, RMK, IRMSS, 100 ft. of light weight cord, pen, notebook. E-Pistol and Rifle, survival knife, hand axe, sub machinegun, 3 E or ammo clips for each gun. Vehicle can be anything.

**Money:** 1D6x1000 credits, 3D6x1000 in black market items.

**Cybernetics:** Starts with none and will avoid them like the plague.

**Experience Table:** Uses the Mystic experience table.

## Saiyan R.C.C.

By:

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Saiyans R.C.C.

A very belligerent and warlike race, the saiyans come from a world exposed to high amounts of gravity. As such, when their warriors are trained in the martial arts, they tend to fare better in a fight than people that train in lower gravity. These people engage in a process known as planet pirating, where they dispatch a team to "cleanse" a world of its indigenous life, and sell the world to the highest bidder. The saiyans are not a nice people. However, there have been saiyans who fought off their aggressive instincts and became champions of light. Goku is one example.

The saiyans are super strong, tough and fast, but they have two possible weaknesses. one: Saiyans tails are incredibly vulnerable to a good squeeze. Squeezing the tail will put most saiyans on the ground moaning in pain. second: The full moon causes saiyans to transform into a giant ape creature that fires off bolts of energy powerful enough to demolish whole mountains.

**Alignment:** generally miscreant or diabolic. but can be scrupulous or principled on rare occasion.

I.Q. 3d6

M.E. 3d6+3

M.A. 3d6

P.S. 6d6+6 supernatural

P.E. 4d6+6

P.P. 5d6

P.B. 3d6

S.P.D. 1d4x10+100

M.D.C. 3d6x10+300

P.P.E. p.e. X2 + 50

I.S.P. none.

**natural abilities**

fly mach one, fire energy bolts: 5d6 m.d. per level., martial art "sixth sense" bonuses included in bonus section.

**bonuses:**

automatically receives h/h martial arts.

+4 on initiative

+6 to strike

+6 to dodge

+8 to parry

+12 to save vs. poisons/toxins

+20% on coma death

Ape transformation to follow later, as well as the saiyan warrior o.c.c. Commander Ikari

# The Saiyans Reborn!

By:

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## The saiyan R.C.C.

Alignment: Diabolic or miscreant (G.M.'s can authorize the super rare good saiyan)

IQ 2D6+6

ME 3D6+4

MA 3D6

PS 4D6 (SUPERNATURAL!)

PP 3D6

PE 5D6

PB 3D6

SPD 1D4X10

MDC 3D6X10

PPE 2D6X10+PE (Will be explained later.....)

Natural abilities:

Battle sense:

All saiyans are inherently born with the fighting sprit. As such, they get some bonuses in h2h combat. A belligerent race, the saiyans will fight massive #'s of fighters to prove their prowess.

### bonuses:

+2 attacks per melee round

+2 on initiative

+2 to dodge

+4 to parry

+3 to roll p/f/i

+2 to pull punch

**Psionics:** None, but an exception could be made in rare situations. Either a minor or major as presented in rift MB.

**Magic:** Their powers may appear magical, but they are gained through martial arts training. However if the G.M. wants the saiyans could learn SOME low level spells.

**O.C.C.'s available:** Saiyan Warrior (coming soon!) Saiyan Scout (coming soon!)

Saiyan martial arts (automatically available to a RAISED saiyan) This martial art form stresses winning and killing your oppenent as fast as possible, but is flexible enough to allow a small bit of bragging before annihilating yor oppenent.

### bonuses:

+3 to initiative

+2 to strike

+ 3 to dodge

+12 roll p/f/i

1: 4 attacks per melee, +2 to initiative, +3 to strike, +2 to dodge, +2 to parry, +3 to roll p/f/i.

2: additional 1 power from saiyan table. disarm, entangle.

3: critical strike on nat. 19 or 20, additional attack.

4: new power from saiyan table, jump kick (critical), tripping foot technique

5: critical strike on nat. 18 or better. additional attack, +2 to strike

6: auto dodge, +3 to dodge, +2 to parry

7: new power from saiyan table. critical on nat 17 or better.

8:double natural speed

9: add 15 to PS critical on natural 16 or better.

10: +4 to strike, +2 to parry, +5 to dodge

11: new power from saiyan table, +1d6x10 m.d.

12: new power from saiyan table, +3 to strike

13: combo parry! can parry and strike at the same time, no loss of attacks!

+3 to parry!

14: SUPER SAIYAN!!! +2 to attacks, +5 to p.s., + 10 to p.e., +6 to p.p., double p.p.e.

15:double MDC, NEW ATTACK FROM SAIYAN TABLE!!!!!! critical strike on natural 14 or better.

Saiyan table coming soon! compliments of rabbit =:-)



# Sasquach and Silver Oak

By:  
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## Sasquach RCC and Silver Oak

In approxmity 50 PA, The Sasquach race appeared in the pacific northwest of Rifts Earth. They were there for millenia before but appeared more commonly recently. There are at least 30 villages with 1D4\*25 Bigfoots in each. The Sasquach have only one wish in life: to live in peace with nature. There are three major divisons in the tribe: Warrior, Shaman, and Healer. The Warriors protect the tribe, stoping monsters and invaders. Healers heal both the land and people. Shaman are wizards, casting powerful spells to help the tribe any way possible.

### Sasquach R.C.C.

**Alignment:** Any, tend toward selfish and good.

**Attributes:** I.Q. 4D4, M.E. 3D6, M.A. 3D6, P.S. 4D6 + 3, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd. 4D6

**M.D.C.** 4D6 + P.E. S.D.C. bonuses from physical skills do NOT apply

**Natural Abilities:** Chameleon at will as per Spell but always at least 20% undetectable; Supernatural P.S.; Nightvision 100ft, as good as day vision; Impervious to Fire and Cold (1/2 damage); Can use TW devices

**Horror Factor:** 10

**P.P.E.:** 6D6

**Combat:** 2 plus training

**Bonuses:** +1 Initiative, +2 Parry\Strike\Dodge

**Psionics:** 01-70 minor Psionic ISP: 1D4\*10 + ME 71-00 major

**Psionic ISP:** 1D6\*10 + ME

**Life Span:** 500 years average.

**O.C.C.'s:** Sasquach Warrior, Sasquach Shaman, Sasquach Healer

**Skills of note:** (Note: O.C.C.'s do NOT get these skills unless otherwise noted)

Speak Bigfoot 98%

Land Navigation +20%

Identify Plants and Fruits +20%

Wilderness Survival +30%

**Habitat:** Pacific Northwest of Rifts Earth

**Enemies:** Anyone who defiles nature

**Allies:** Anyone who respects nature

**Size:** 6' to 10'

**Weight:** 200lbs - 400lbs

**Note:** this is the local villager

### Sasquach Healer

#### Healer Powers:

1. Psionics: Pick 5 Healing, 3 Sensitive, and 1 Physical. Gets 1 Healing every level, 1 Sensitive every 2 levels, and 1 Physical every 3 levels. At level 6 gets Bio-regeneration (Super), level 10 Bio-Manipulation, and level 14 Group Mind Block. A Master Psionic.

**ISP:** 2D6\*10 + ME.

**PPE:** 3D6.

2. Healing: Can heal the land and others by by absorbing the damage to himself. The damage, which the transfered to the healer, can not be healed through psionics and will heal at half normal healing rate. This process also regenerates lost limbs. The Healer loses all feeling in his corresponding limb for 1D6 days. The healer can the land from polution by taking 1 point of damage for every 10 sq. ft. /level.

**ISP cost:** 10 ISP

3. Bonuses: +1D6 ME

+1D6 PE

+4 vs. Poisons

+5 vs. Drugs

+5 vs. Insanity

+4 vs. Psionics

+3 vs. Coma/Death

+4 vs. HF.

Heals at 5 times normal rate

**Alignment:** Good only!

**Attribute Requirments:** I.Q.: 10, M.E.: 12, P.E.: 12

**O.C.C. Skills:**

Speak Sasquach (98%)

Land Navigation (+20%)

Identify Plants and Fruits (+30%)

Wilderness Survival (+25%)

Holistic Medicine (+35%)

Paramedic (+30%)

Botany (+20%)

Biology (+10%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Hand to Hand Basic can be selected for 1 "other" skill, Expert for 2 "other" skills, Martial Arts and Assassin are not available

**O.C.C. Related Skills:** Select 7 related skills

Communications: any

Domestic: any (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: any, except MD Cybernetics (+25%)

Military: None

Physical: any, except Wrestling or

Acrobatics (+10% where applicable)

Pilot: any, (+5% for Horsemanship)

Pilot Related: Navigation, Radar/Sonar

Operations, and Read Sensory Equipment only! (+10%)

Rogue: any

Science: any (+20%)

Technical: any (+15%)

Weapon Proficiencies: any

Wilderness: any (+15%)

Secondary Skills: Select 6 other skills

**Standard Equipment:** Personal effects, light Silver Oak armor, 1 Silver Oak weapon of choice, backpack, assorted rare herbs for healing, 1D4 sacks.

**Money:** 6D6\*1000 cr in sellable jewels and Silver Oak wood.

**Cybernetics:** None, will only use Bigfoot Healers

### **Sasquach Shaman**

Shaman Powers

1. Sense Ley Lines and Rifts: Justs like a Ley Line Walker.

2. Initial Spell Knowledge: The player may choose two magic spells from each level one through four, for a total of eight spells. The Shaman also knows Lighting Bolt, Reduce: Self, Metamorphosis: Animal, Metamorphosis: Human, Metamorphosis: Insect, Summon and Control Animals

3. Learning New Spells. Sasquach Shamen instinctively learn 2 new spells per each level of experience. New spells can be selected from any level of magic up to their current level of experience. Spells can also be purchased as normal and can use magic scrolls in addition to being able to perform rituals.

4. PPE: 3D6\*10 + PE + 5D6/Level

5. Bounses

+2 vs. Horror Factor

+2 vs. magic and psionics

+1 magic strength at 3, 5, 6, and 7

**Alignment:** Good or Selfish only.

**Attribute Requirments:** I.Q.: 11, M.E.: 10, P.E.: 10

**O.C.C. Skills:**

Speak Sasquach (98%)

Lore: D-Bees(+25%)

Lore: Demons & Monsters(+25%)

Lore: Faerie(+25%)

Lore: Magic(+25%)

Identify Plants and Fruits(+10%)

Land Navigation(+20%)

Wilderness Survival(+15%)

**O.C.C. Related Skills:** Select 6 related skills

Communications: any

Domestic: any(+10%)  
Electrical: none  
Espionage: none  
Mechanical: none  
Medical: any except MD cybernetics(+10%)  
Military: none  
Physical: any(+5%)  
Pilot: Horsemanship only  
Pilot Related: any  
Rogue: any except computer hacking  
Science: any  
Technical: any except computers  
Weapon Proficiencies: any  
Wilderness: any(+10%)

**Secondary Skills:** Select 4 Secondary Skills

**Standard Equipment:** Personal effects, light Silver Oak armor, 1 Silver Oak weapon of choice, backpack, assorted rare magical regents, 1D4 sacks.

**Money:** 1D6\*10,000 cr in sellable jewels and Silver Oak wood.

**Cybernetics:** None, will only use Bigfoot Healers

### **Sasquach Warrior**

Warrior Abilities

1. +5 initiative, +1 at levels 3, 5, 7, 9, 11, and 13
2. +1 attack, +1 at levels 6, 11, and 15
3. +3 strike, parry, and dodge, +1 at levels 3, 4, 5, 7, 8, 9, 11, and 13
4. Attribute Bonuses PS +2D6, PP +1D6, PE +2D6, Spd +4D4

**M.D.C.** +6D6

5. +2 vs. drugs, poisons, and coma/death, +3 vs. Horror Factor, +1 vs. magic and psionics

**Alignment:** Any.

**Attribute Requirements:** P.S.: 12, P.P.: 11, P.E.: 13

**O.C.C. Skills:**

Sprak: Sasquach(98%)  
Tracking (+25%)  
Wilderness Survival (+30%)  
Camouflage(+20%)  
Acrobatics (+10%)  
Athletics General  
Climbing (+25%)  
Prowl (+25%)  
Hunting (+20%)  
Identify Plants & Animals (+15%)  
Land Navigation (+20%)  
Track Animal (+20%)

Martial Arts

3 Ancient WPs

2 Modern WPs

**O.C.C. Related Skills:** Select 8 related skills

Communications: any

Domestic: any

Electrical: none

Espionage: any (+10%)

Mechanical: Basic Mechanics only.

Medical: First aid only

Military: any (+20%)

Physical: any (+15% where applicable)

Pilot: any

Pilot Related: any

Rogue: any (+10%)

Science: any

Technical: any

Weapon Proficiencies: any

Wilderness: any (+15%)

**Secondary Skills:** Select 6 Secondary Skills

**Standard Equipment:** 3 Silver Oak weapons of Choice, 1 Energy Rifle of choice with 2D6 e-clips, medium or heavy Silver oak Armor, and personal effects.

**Money:** 5D6\*1000 cr in sellable jewels and Silver Oak wood.

**Cybernetics:** None, will only use Bigfoot Healers

### **Silver Oak**

These trees are related to Millenium trees. They look like oaks but are silver in color. They are mega damage and can be used in mega damage armor and weapons. Walls made of Silver Oak wood provide 100 M.D.C. per inch, armor for vehicle 50 M.D.C. per inch. These trees are 3D6\*100 ft tall and 4D6 \* 5 ft inches in diameter. Silver Oak armor used for high tech vehcials tends to disrupt electronics so full enviromental armor is not possible. Cutting this down is not easy but well worth it. The trees MUST be pulled up from the roots, otherwise the tree will heal itself. Cutting it with a laser will not work, the bark reflects laser fire and makes it one of the most valuable materials in Rifts Earth. Also the trees grow only in the Sasquach forests of the Pacific Northwest in groves of 2D4X10 and can only grow under the care of Sasquach Healers.

#### **Armor available from Silver Oaks:**

**Note:** all armors are laser resistant(lasers do 1/10th damage) and are not full enviromental

#### **Light Armor:**

M.D.C.: 100

Weight: 11 pounds

Prowl Penalty: 0%!

Cost: 75,000cr.

#### **Medium Armor:**

M.D.C.: 200

Weight: 15 pounds

Prowl Penalty: -5%

Cost: 100,000cr.

#### **Heavy Armor:**

M.D.C.: 300

Weight: 20 pounds

Prowl Penalty: -10%

Cost: 150,000cr.

#### **Weapons :**

Any ancient weapon can be fashioned from Silve Oak wood. For their own use. Sasquach prefer to use swords, clubs, staves, maces, and bows and arrows.

Sword: 3D6 M.D. Cost: 15,000 cr

Club: 2D6 M.D. Cost: 10,000 cr

Mace: 3D6 M.D. Cost: 15,000 cr

Staff: 3D6 M.D. Cost: 15,000 cr

Bow: Varies with arrow type. Cost: 10,000 cr

Arrows: 1D6 M.D. Cost: 1,000 cr each

#### **Giant Weapons:**

Note: These are the weapons used by the Bigfoots

Sword: 4D6 M.D. Cost: 25,000 cr

Club: 3D6 M.D. Cost: 20,000 cr

Mace: 4D6 M.D. Cost: 25,000 cr

Staff: 6D6 M.D. Cost: 30,000 cr

Bow: Varies with arrow type. Cost: 20,000 cr

Arrows: 2D6 M.D. Cost: 5,000 cr each

## **Schattenjager O.C.C.**

By:

[Kevin Lee](#)

This character class is based on after the Schattenjagers of Sierra's Gabriel Knight Mysteries.

The Schattenjagers of Germany have been around for centuries tracing their heritage way before the time of the Rifts. Schattenjager in English is translated into "Shadow Hunter". And that is precisely what they do. If there is evil abound, their job is to hunt through the shadows and destroy it.

The title of Schattenjager is passed through generation after generation from father to son and occasionally from father to daughter. Originally, in the Pre-Rifts era the Pantheon of light took pity upon the suffering humans of Europe. Plagued by Vampires, Were-

beasts, and other supernatural evils, these people lived in constant fear. Finally, the the Pantheon intervened and bestowed special gifts upon one of the more prominent and god-fearing families in the area. The Ritters. For 3 Centuries the Ritters fought the darkness. Eventually, the Schattenjager title was passed down to an heir by the name of Gabriel Knight. And this has been the name of the Shattenjagers since then.

The gifts that were bestowed upon the Ritters were two very powerful instruments to be used against the forces of Evil. The first was the talisman. This talisman was supposed to protect the bearer from evil and give an edge over them. Upon it's face is the picture of a lion battling a giant snake.

The second gift was the ability to enchant daggers. This dagger is the preferred weapon of the Schattenjager. Early in their training, the Schattenjager chooses a dagger in which to use. Upon receiving their title, blade becomes a magical weapon perfect for destroying evil.

**Attribute Requirement:** None. The title of Schattenjager is generally passed down through family ties. Most Schattenjagers have the last name of Knight. People from other families may also become a Schattenjager, but they will never wear the Talisman unless the Ritter/Knight line dies out completely.

**Alignment:** ALWAYS either Principled or Scrupulous. Most are Scrupulous.

**Character Bonuses:** The Schattenjager is often well trained in the physical ways of fighting evil as well as the mystical ways. They receive the following bonuses:

+1d6 PP +1d6 PE +1d6 ME  
+3d6 Spd +1d6 MA +2d4\*10 SDC

**P.P.E.:** 1d10\*10 + P.E.x2 Schattenjager can learn magic and therefore can tap into ley lines and use Techno-Wizardry Equipment.

**I.S.P.:** The Shattenjager is considered a Master Psychic. ME + 1d4\*10 ISP.

#### **Powers & Special Equipment:**

1. When one becomes a Schattenjager, they receive a few psionic abilities:

Clairvoiance(None) - In the form of dreams...

Mind Block Auto-Defence(Varies)

Presence Sense(none) - Automatic. Will get a watched feeling.

Object Read(6)

Sense Evil(none) - Automatic. Will get a feeling in a general area.

Summon Inner Strength(4)

Exorcism(10)

2. The Schattenjager is familiar with spells and magic. Can pick up a few as they go along. Only ONE magic spell can be learned at the levels 2, 5, 9, and 14.

3. Special combat against supernatural creatures. Often, when a Schattenjager combats supernatural demons, they are do not have enough in the way of armor to defend themselves. Fortunately, the Schattenjager have a way around this. Due to their inherent mystical nature, all supernatural attacks by supernatural beings only do SDC damage. This does not include attacks done through rune items though.

In addition to that, any SDC weapon attacks can be treated as MDC attacks in the hands of a Shattenjager if he/she is combating a Supernatural Evil.

4. The Talisman: There is only ONE Talisman. Usually it is in the hands of the senior Schattenjager. Often the case is that there is only one Schattenjager living so this is usually not a problem. The Talisman is an artifact of great power. It's following powers are:

- When worn by someone of good alignment, it gives the same bonuses as the Super Power: KARMIC POWER to the wearer when in proximity of Supernatural Evil.

- When spotted by Supernatural Creatures, it is immediately identified as a source of great power. If Evil, this power has the effect of giving a HF of 18. With vampires, it keeps them away similarly to a cross although without it's damaging abilities.

- When worn, the wearer cannot be cursed. This includes vampire's slow bite and any other magical curse. Of course if the Talisman is taken off, it's a different story.

- When worn, the wearer cannot be possessed.

5. The Schattenjager Blade: This is the preferred weapon of the Shattenjager. Each Schattenjager chooses their own blade to be enchanted and these special damages only work for that Schattenjager. The dagger does normal 1d6 damage when anybody else uses it.

It's following powers are:

- Indestructible. Will always stay sharp.
- Damage: To normal human beings, 3d6 SDC.
- Supernatural Creatures: 3d6 MDC.
- Supernatural Evil: 1d4\*10 MDC.
- Vampires & Splugeth: 2d4\*10 MDC.
- Can dispatch Vampires if plunged into heart.

6. Bonuses: +4 vs. Psionics, +8 vs. Horror Factor, +4 vs. Magic., +5 vs Possession.

**O.C.C. Skills:**

Languages: Euro & English at 98%.

Literacy in both.

Lore: Demons & Monsters (+25%)

Lore: Vampires (+15%)

Tracking (+25%)

Prowl (+15%)

Interrogation (+10%)

Athletics

W.P. Knife

Any 2 Ancient WP's

Any 2 Modern WP's

Any 2 Pilot Skills (+15%)

Any 2 Physical Skills (+10% when applicable)

Hand to Hand: Expert (can be upgraded to Martial Arts if one Related Skill is discarded).

**O.C.C. Related Skills:** Select 10 other skills. Select three at level three, two at level six, one at level nine, and one at level twelve.

Communication: any

Domestic: any (+5%)

Electrical: Basic Electronics only.

Espionage: any (+10%)

Mechanical: Basic and Automotive only.

Medical: First Aid only.

Military: Any

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+15%)

Rogue: Any (+10%)

Science: Any

Technical: Any (+5%)

W.P.: Any

Wilderness: Any (+10%)

**Secondary Skills:** The Character can select six secondary skills from the previous list. The bonuses in the parentheses do not apply.

**Standard Equipment:** Extra Set of traveling clothes, and boots. A set of light Mega-Damage body armor, personal gear, sunglasses or tinted visor, backpack, air-filter, bedroll, first-aid kit, utility belt, a few small bags, 100ft light weight rope, 6 iron spikes, 6 wooden spikes, hammer and a mallet, small utility knife(swiss army), a small cross of either wood or silver.

**Weapons:** Their Schattenjager Blade. An energy weapon of some sort. Often e-pistols, but e-rifles okay. One Modern SDC weapon. 3 extra clips for each weapon. May have a few other personal weapons. GM's please use your desecration.

**Vehicles:** Most Schattenjagers walk. If they do have a vehicle it is either a live mount, or a very sporty and fast vehicle.

**Money:** Although the Knight and/or Ritter family has always been well to do, when out traveling, the Schattenjager normally does not bring along very much in the way of cash. 1d8\*100 credits on hand. Can easily raise 5d6\*1000 in cash due to fairly wealthy background.

**Cybernetics:** The Schattenjagers have always disliked the use of cybernetics. They will not use them unless there are life threatening situation.

**Rittersburg, Germany: The home of the Schattenjagers.**

In Germany, deep in the forests and only a few hours drive from the former city of Munich is the small town of Rittersburg. In this

town lies the grand castle known as Castle Rittersburg which was built by the famed Schattenjager Christian Ritter before the coming of the Rifts. The people of Rittersburg, although wary of the forest and the demons that inhabit it, do not fear for within the walls of Castle Rittersburg, the warriors known as the Schattenjagers dwell. In general, the small village is a very hospitable place. Friendly D-Bee's have be known to take refuge within it's protected walls. The Militia of Rittersburg is a small yet surprisingly effective force when in defense of the village. This is especially true when a Schattenjager is in the lead. So far, the Gargoyles have not taken too much interest in the town. And of the few stray Gargoyles who have entered the area to wreak havok, only a meager handful have ever returned.

## Seer OCC

By: Anna Brink  
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The Seer is a psionist of the highest magnitude, with powers and abilities unlike any other psychic. They are one of the few characters that automatically attains psionics from any category including super!

Like most psychics in the world of Rifts, the Seer relies on his/her super psychic powers more than anything else. Seer's of good alignments make excellent diplomats and advisors, whereas those of selfish or evil alignments may choose to use their special abilities to become a criminal mastermind or an advisor to a viscous dictator or even mislead and confuse a well intentioned leader into starting a war just for laughs. The Seer can be a powerful and influential character and an evil Seer is one that should be feared.

All Coalition Seers are registered psychics and bear the IC bar code and implant. Criminal Seers are hunted by Psi-Stalkers and Dog-Packs.

Psionics

The Seer is a master psionist with 2D4x10+ME ISP at first level. Add 2D6 additional ISP per level. The character starts with the following psionic abilities.

Detect Psionics

Clairvoyance

Empathy

Object Read

See Aura

Sixth Sense

Mind Block Auto Defense

1D4+1 additional sensitive psionics of choice and one each from the healing and physical categories.

The Seer also gains an additional sensitive power at each level and two powers from either the healing or physical categories at levels 3,6,9,12 and 15; they also gain one super psionic at levels 3,7,11 and 15.

Special Bonuses

+1D6 to ME

+1D4 to MA

+6 vs. insanity

+4 vs. mind control/possession

OCC Skills

Like most psychics the Seer has had minimal education, having spent most of their time learning and mastering the complexities of their psionic powers. The individual has come to rely on those powers, their wits and experience.

Language: Two of Choice (90%)

Literacy: Native (98%)

Literacy: Two of Choice (+15%)

Pilot: Two of Choice (+5%)

OCC Related Skills

Choose six "other" skills at +10% from the following list.

Communications: any

Domestic: any

Electronics: Basic only

Espionage: none

Mechanical: Automobile only

Medical: First aid and Holistic medicine only

Military: any

Physical: any but Acrobatics, Boxing or Wrestling

Hand to Hand: Basic only

Pilot: any

Pilot Related: any

Rogue: any

Science: any

Technical: any

Wilderness: any

Weapon Proficiencies: any

Secondary Skills

Choose 8 skills from the above list with the same restrictions (any, only, none). No bonuses apply to these skills.

Special Abilities

1. See through the eyes of others

ISP: 12/melee

This is the ability to actually see through someone else's eyes.

This ability does not give the Seer the power to read the persons thoughts on what it is that s/he sees or to be able to read any language that the Seer does not know.

The base percentage for using this ability is 20%+5%/level.

Add the following bonuses for personal knowledge of the subject

+5% for someone that you have met only once or twice.

+10% for someone that is a casual acquaintance.

+15% for someone that you know well.

+20% for a close, personal friend.

+25% for someone you know intimately.

Range: At first level line of sight only

At second level 1000'+1000' for each additional level.

2. Object Read: Superior

ISP: 20

At fourth level the Seer can read the entire history of an object by touching it and totally focusing all of his/her concentration the object. No other actions can be taken. The Seer will get a mental picture of everything that the object has been through. For every melee the Seer spends concentrating s/he will be able to view six hours of the objects history. If the Seer wants to view a specific point in time the percentage chance for finding the exact moment that s/he is looking for is 30%+5%/level. If the object being read is a weapon or other implement of death or extreme violence the Seer must make a roll vs. insanity if it has been implemented in three or more deaths. The Seer will experience all of the deaths at once and suffers a -1 penalty to his/her saving throw for each 10 deaths associated with the object.

## Sentinel RCC

By:

Tiny, Dwarven Knight

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"If I'm correct, Detective Ellison, you're a behavioral throwback to a pre-civilized breed of man!" In all tribal cultures, every village has always had what has become known as a Sentinel. This Sentinel would serve as the Watchman of the tribe, watching for approaching enemies, changes in weather, and movement of game. these sentinels are chosen because of a genetic advantage that sets them out above the rest of the tribe. Sentinels have an accute sensory awareness that can be developed far beyond that of other memebrrs of their race. These skills are brought out and honed by time spent alone in the wilds. With the advent of the Rifts, nearly the whole Earth has become "the wilds." Due to this, the Sentinels are appearing with increasing regularity, and many are beginning to do more than protect their tribe. many have taken to wandering tghe landside to better utilize their powers.

Requirements: The character must be of a near-human race.

**Alignment:** Any. Sentinels are generally honorable, but they may be evil, as well.

**Attributes:** Retain the attributes of the respective race, but add 2D4 to PE, 1D4 to ME, and 2 to PS.

**Bonuses:** +20 SDC, in addition to those bonuses gained form the Special Abilities.

**SDC & Hit Points:** As per original RCC.

**Horror Factor:** As per original RCC.

**PPE:** As per original RCC.

**Natural Abilities:** All Sentinels have the minor super powers of

Heightened Sense of Touch, Heightened Sense of Taste, Heightened Sense of Hearing, Heightened Sense of Smell, and Super Vision: Advanced Sight. These powers are not always "on." The Sentinel at first will be very disoriented by the powers, because he will not



be able to control them; they will come and go at random. After the Sentinel has learned to control his powers, he can easily tune one sense in to one stimulus (one scent, one sight, one sound, etc.).

**Zone-Out Factor:** The problem with these powers is that when they are in use, the Sentinel becomes completely oblivious to everything else around him. He could be focusing on the sounds of footprints in the west hallway, and not know that the room he was in was being taken over by armed mercs pouring in from the east hallway. Due to this, Sentinels are almost always found with at least one other person serving as a partner and protector.

**Magic:** Sentinels cannot use magic.

**Psionics:** Sentinels cannot use psionics.

**Available OCCs:** Most Sentinels seem to be Men of Arms or Adventurers, although they may be scholars as well. Sentinels cannot be magic or psionic, because this would disrupt their natural abilities.

## Sepic Warrior RCC

By:

Jeremy Puckett

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Here's something new... sorta. I was watching National Geographic's special on dealy predators, and in it they had a section on the Sepic tribesmen of Papua New Guinea. They revere crocodiles as brothers and have a special ceremony (called the Ritual of Crocodile Skin) in which a young warrior has his flesh impaled dozens or even hundreds of times by tiny barbs to create a pattern of raised scars which resemble a crocodile's skin. My only thought was "Cool!"

Of course, these days, anything I think is cool immediately becomes a new race or class for Rifts/Nightbane. Instead of "in one ear and out the other" I suffer from "in one ear and down the writing arm." So here it is--my conversion of the Sepic tribal warrior for Rifts.

Comments, maggots! For once in your stinking lives, comment! (Those of you that have commented before are exempt from the "maggots" declaration, but are still advised to comment.)

### Sepic Warrior RCC

Living in the jungles of Papua New Guinea since time out of mind, the Sepic tribesmen are one with their world. Living in one of the deadliest areas of the planet--a place filled with poisonous snakes, huge saltwater crocodiles, and vicious wild beasts of all kinds--they have had to be just as deadly to survive. They are powerful hunters and expert warriors that respect strength above all things.

However, they are not monsters, but honorable and noble people with a strong sense of morality.

The Sepic tribe lived relatively primitively before the coming of the European settlers, but adapted quickly. They managed to coexist with the settlers without losing any of their own rich and varied culture, and several important ceremonies survived through the years. Even after the modernization of the island nation, the Sepics (for the most part) stayed in their small villages and lived as hunters and sugar cane farmers.

Throughout the modern age, their rituals and ceremonies remained a comfort to them. The most important of these was the Ritual of Crocodile Skin. This semi-mystical ceremony was the initiation rite for young Sepic warriors. In it, through a process never revealed to outsiders (or even the non-warriors of the tribe) a young man would have his flesh pierced hundreds of times with a small blade to simulate the markings of the crocodile, a highly respected and loved creature in their culture. It was believed that this ritual made the soul of the warrior and the spirit of the crocodile one; their strength, speed, and endurance (both mental and physical) would be joined forever. To accomplish this, the young warrior (usually male, but a few female warriors have been known) would have to sit utterly still and silent for hours on end while the incisions were made--without anesthesia. Afterwards, a natural antiseptic would be used to cleanse the wounds, one that hurt almost as much as the cuts themselves.

Even through the age of super-technology before the Coming of the Rifts, the Sepics remained the same. This resilience and reliance on tradition meant that when the Rifts came, the Sepics were as unaffected as ever. With the breakdown of the few modern luxuries they had enjoyed, they went back to the land, hunting and gathering as always. They did keep several fields of sugar cane as snacks and flavoring (raw sugar cane is tough but very sweet).

There were some effects to the rest of New Guinea, however. The island is rich in ley lines, and it was little time before monsters and D-Bees of all sorts were migrating to it (whether purposely or not). A few enclaves of humanity survived, but most were either wiped out by monsters or reduced to barbarism when their technologies failed. The highest level of technology that currently exists on New Guinea is roughly equal to the 17th century (black powder weapons, swords, horses, etc.).

And thus, the Sepics are in a unique position, one that they have not been in for over seven centuries: the single most powerful force for humanity on New Guinea. This is not because of technology or magic--the Sepics spurn both in favor of their natural abilities. Because of their long affiliation with (and near-worship of) the crocodile, the Sepics have developed great powers. These include the strength and speed of the crocodile, empathy with reptiles, and even a limited transformation into their animal brother! Those that undergo the Ritual of the Crocodile Skin (almost all tribe members anymore) become mega-damage creatures with hunting prowess to rival the toughest and most skilled opponents.

(Author's Note: The Sepic tribe of Papua New Guinea and their reverence for the saltwater crocodile are both very much real! While they are real people, everything relating to Rifts in this context is made up. If you want to learn more about the Sepics and their Ritual of the Crocodile Skin, look them up in your local public library or see the National Geographic special on deadly predators.)

## Sepic Warrior RCC

(Note: Until adolescence, Sepics are considered normal humans. It is not until the Ritual of Crocodile Skin that they use the attributes listed below.)

**Alignment:** Any. Most are either Scrupulous or Aberrant, both alignments with a strong sense of honor. Miscreant and Diabolic Sepics are outcasts and never trusted by another tribesman.

**Attributes:** IQ 3d6; ME 4d6; MA 2d6; PS 4d6+6; PP 4d6; PE 4d6; PB 2d6+4; Spd 5d6. PS and PE are supernatural. (The low PB and MA result from the scarring that all Sepics go through and the fact that most people consider crocodiles evil and untrustworthy.)

**MDC:** PE +2d4 per level

**Horror Factor:** 9 (from the scars and apparent supernatural power); 13 if seen in crocodile form; 16 if the transformation to crocodile form is seen.

**Magic:** Sepics distrust magic and only a very few practice it. (These latter do not receive the Ritual of Crocodile Skin, and remain normal humans, but keep the reptile empathy power and their psionics. The only available classes for magic-users are Shifter and Mystic.)PPE: 1d4x10. Sepics have a large spiritual reserve from their link to the spirit of the crocodile. (This PPE is a bonus to the few Sepic magic-users.)

**Psionics:** Sepics are considered minor psionics. They are limited to the following powers: Bio-regeneration (self; trest SDC as MDC); sixth sense; mind block auto-defense.

**ISP:** ME attribute +3d6

**OCCs:** Almost all Sepics are members of the Sepic Warrior RCC; they do not consider any other occupations worthy of a warrior race. However, they can become members of the following classes if they give up the Ritual of Crocodile Skin, staying normal humans (except for the reptile empathy power and psionic abilities): Headhunter; Body Fixer; Wilderness Scout; Shifter; Mystic; Burster; Mind Melter. Other OCCs may be acceptable by GM permission, but all must give up the Ritual of Crocodile Skin before accepting another class.

**Height:** Human size

**Weight:** Human weight

**Average Life Span:** The power that courses through them gives them a life span approaching that of the crocodile they revere--250 years.

**Enemies:** Evil supernatural predators and those that would kill the crocodile.

**Allies:** Fellow hunters and any goodly being.

**Description:** Sepics are dark-skinned humans with scars of their chests, face, and back that resemble the scales of a crocodile. They wear little clothing in the hot, humid jungles of Papua New Guinea, but are not opposed to clothing. Their weapon of choice is the spear, and they often have the tribal shaman ensorcel the weapon to withstand the punishment of hunting supernatural monsters. This is one of the few approved uses of magic in the tribe.

When their hunts take them into more "civilized" areas, they will often wear a suit of regular clothes and perhaps even use a mega-damage weapon, almost always a vibro version of an archaic weapon, like a vibro-knife or vibro-sword. These toys are usually discarded as soon as the warrior returns to his natural jungle habitat. Sepics never give up a hunt for anything--not bad weather, not impossible odds, not even the prey going out of their usual habitat. Sepics have been known to chase especially difficult prey for years on end, and a few have even ended up in Asia, Australia, Africa, and North America. (Note: Plot device! Plot device!)

Sepics may be driven, but they are not fools. If an opponent is obviously beyond their formidable abilities, they will not hesitate to enlist help (from the player characters, perhaps?). Sepics are nothing if not practical.

**Habitat:** The jungles of Papua New Guinea.

### Natural Abilities:

1. Nightvision: 100 feet.

2. Reptile Empathy: While believed to be a psionic ability, this actually transcends the mental aspect of psionic powers and seems to tap directly into the spirits of the two beings (Sepic and reptile). Because of their association with the crocodile spirit, no reptile (animal) will ever willingly attack the Sepic. Nor will they react to the Sepic's presence, treating him/her as though they were one of the animal's species.

If under mind control and ordered to attack the Sepic, the reptile receives a saving throw with a +5 bonus to refuse the command.

If a natural 20 is rolled on the save, the reptile actually attacks its controller!

Large reptiles, including dinosaurs and silar, (but never the crocodile) can be ridden at a skill of 85% +2% per level. Reptile riding beasts will always be docile and gentle to their rider, following his orders willingly (unless suicidal, but no true Sepic would ever kill or allow to be killed a reptile cousin).

Intelligent reptilian beings (including the Eandroth and Lyvorrkians) will instantly like and respect the Sepic warrior, treating him as though his MA were 20! Through some sort of semi-telepathic link, Sepics can understand and be understood by all reptilians as though they were proficient in the listener's language at 98%.

Sepics, in their turn, will never intentionally harm or allow to be harmed a reptile or reptilian D-Bee/mutant/alien. If forced into a confrontation, they will avoid killing their opponent, instead trying to disarm or subdue the creature. If nothing else is possible, they will kill the creature to save themselves (unless it is a crocodile), but will spend weeks atoning for its death (praying to the crocodile spirit, making offering into bodies of saltwater, etc.).

Crocodiles consider Sepic Warriors to be blood kin! They will never harm a Sepic for any reason unless mind controlled, and then they have a +10 bonus to break free. If the save is a natural 18, 19, or 20, then the crocodile turns on its controller. Crocodilians, Tautons, and similar beings will adore Sepics and do anything within their power to protect them. Sepics feel the same way, and will gladly sacrifice themselves to save their "brothers."

3. Crocodile Transformation: This is the most devastating power of the Sepic Warrior and the one that their opponents fear most. Once a day, for five minutes per level, the Sepic Warrior may set free the portion of the crocodile spirit housed within them. The transformation takes one melee (15 seconds). At the end of it, the Sepic is gone, replaced by an enormous crocodile. The beast is twenty feet long from snout to tail and weighs in at nearly half a ton! The downside to the transformation is that the release of the beast makes the Sepic's mind become more bestial as well. Things seem black and white in this form: friend or foe, food or not food, attack or stay still, kill or die.

Bonuses in Crocodile Form: +10 PS; +5 PE; +350 MDC (damage is taken from this bonus MDC first and only carries over to human form if is exceeded). Bite inflicts 3d6 MD plus supernatural strength and engulfs any creature smaller than man-size on a natural 18-20; claws cannot be used; tail lash does 2d6 MD and knocks down any creature of man-size or smaller (50% to knock down creatures 10-20 feet tall); running ram does 4d6 MD plus supernatural strength, but takes two actions to use. +4 to strike; +1 to dodge; +1 attack per melee; +4 vs. magic; impervious to poisons, toxins, gases, radiation, disease, possession, and mind control; half damage from energy attacks. Can run at double Spd for one melee, but Spd is half on the following round. Can swim at three times the Spd attribute (+5 to dodge underwater; can hold breath for duration of change).

**Penalties:** Reduce MA to 0 and IQ by half. If the IQ is reduced below 6 in this manner, the beast is no longer intelligent enough to distinguish friends from enemies. It will attack enemies first, but must save vs. psionics with no bonuses to avoid turning on friends when the enemies are finished. The crocodile-warrior fights to the death! It does not know retreat, surrender, or cowardice--nothing short of death can stop it from reaching its prey. Reduce land speed to 75%. The beast has no skills except Hand to Hand: Expert, and only uses it to determine combat bonuses. No combat moves except bites, tail lashes, running rams, and (in the water) entangle can be used.

4. RCC Bonuses: +3 vs. poison and disease; +1 vs. magic; +1 to strike, parry, and dodge; +2 to roll with punch; +2 vs. mind control. Impervious to physical transformation and the vampire's slow kill bite.

**RCC Skills:**

Language: Sepic (98%; there is no written component)

Language: two of choice (+15%)

Sing (+5%)

Detect Ambush (+10%)

Detect Concealment (+5%)

Wilderness Survival (+25%)

First Aid (+5%)

Camouflage (+15%)

Trap Construction (+10%)

Athletics

Climbing (+15%)

Prowl (+20%)

Running

Swimming (+15%)

Pilot Boat (+5%)

Land Navigation (+5%)

Lore: Demons and Monsters (+20%)

Boat Building (+5%)

Hunting

Identify Plants and Fruits

Skin and Prepare Animal Hides (+10%)

Preserve Food

Tracking (+15%)

WP Spear

WP Knife

Hand to Hand: Expert (cannot be changed)

RCC Related Skills: Select five other skills from the following list.

Gain one more at levels 2, 4, 6, 8, 10, and 12.

Communications: None

Domestic: Any (+5%)

Electrical: None

Espionage: Any except Forgery (+5%)

Mechanical: None

Medical: Holistic Medicine only (counts as two skill selections)

Military: None

Physical: Any except Boxing and SCUBA (+5% where applicable)

Pilot: Horsemanship only

Pilot Related: None

Rogue: Any except Computer Hacking, Find Contraband, and Streetwise

Science: None

Technical: Art (+5%), Language (+10%), Literacy, and Lores only

WP: Any ancient at first level; any at second level and beyond

Wilderness: Any (+10%)

**Secondary Skills:** Choose five secondary skills from the previous list.

These are additional areas of knowledge that do not receive the bonuses in parentheses.

**Equipment:** Sepics carry little with them when they hunt, usually only a knife, a spear, some dried fruit and meat, some sacks, and an outfit of outworlder clothes. The knife and spear have been ensorceled by tribal magic-users to be indestructible. The knife does normal damage to mortals and SDC structures, but inflicts 1d4 MD plus the user's supernatural strength to supernatural beings, creatures of magic, and MDC materials. The spear acts in the same manner, but does 2d4 MD plus the user's supernatural strength.

**Money:** Sepics have tradable items worth 1d4x100 credits.

**Cybernetics:** None ever! Sepics cannot receive them, as they interfere with the link to the crocodile spirit. A Sepic who did not receive the Ritual of Crocodile Skin could take bionic implants, but they have the same effect on reptile empathy as they do on psionics.

**XP:** Use the Dragon Hatchling experience table

## Sex Fiend RCC

By:

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### The Sex Fiend R.C.C.

By Saint Ryan

The Sex Fiend is a demon from the twised dimensions of the Funk Daddy King. In it's natural form it is a grotesque reptillian creatrure with gigantic horns and scaly skin. The demon has intense eyes that resemble a revolving disco ball. Greenish-brown in color, the demon walks on two eagle-like legs. However, the demon only rarely, and when in great distress manifests itself into this form.

The Sex Fiend ecology is sick and twisted. Instead of eating food to survive, the Sex Fiend sustains it's bodily functions by draining the sexual energies of it's victims. The emotions and concerns the victim feels feed the monstrosity. Not surprisingly, reproduction is a primary concern of the creature and fortunatly for the races of Rifts Earth, is not achieved easily. First, all true Sex Fiends are males.

When a Sex Fiend unites with a female of almost any race, offspring are produced.

Females become carriers of the Sex Fiend genes and become unusually lusty while males become actual Sex Fiends. Only first generation offspring may become Sex Fiends. (i.e. artificial insemination won't do the trick!) On very rare occasions, a normal male and female carrier of the Sex Fiend genes will produce a actual Sex Fiend but the odds are approximatly 1 in 10,000. Only 1 in a 100 offspring from true Sex Fiends become males. Unions between a female carrier and a true Sex Fiend produce males 1 in 10.

Fortunatly, very few Sex Fiends have made it to Rifts Earth, and those that have are ruthlessly hunted not because people know of their true nature, but because they have a bad habit of knocking up other peoples wives.

**Alignment:** Any . . . . but usually chaos orientated.

**Attributes:** IQ-2 (limit of 1) ME:+1d6 MA:+1d6 PS:+1d4(supernatural) PP:+2d6 PE:+3d6 PB:(see special abilities) Spd:+2d6

Fly:1d4\*10

**MDC:** 4d4\*10

**MHP:** PE+1d6 per level (or just +1d6 MDC if not using MHP)

**HF:** 13 in demon form

**ISP:** 1d6\*10 =10 at levels 3, 6, 9, 12, and 15

**PPE:** 2d4\*10 + 10 PPE every two levels

#### Natural Abilities:

- 1) Limited Telepathy allows Sex Fiend to see victims most inner fantasies.
- 2) Shape changing allows Sex Fiend to morph into most desired features of the intended victim by utilizing aformentioned telepathy. This gives the Sex Fiend the highest rating possible for PB to all members of that race and 1/2 that to all other races.
- 3) Ability to reproduce with any sentient race.
- 4) Enhanced Genital Region. Nuff said. (Goes along with #2)
- 5) Complete immunity to Venereal Diseases.
- 6) Immune to mind controlling or affecting psionics, magic, and other special abilities.
- 7) Sexavore. Nuff said.

#### Vulnerabilities:

- 1) Allergic to Laytex. Any laytex comming into contact with the Sex Fiend calls for an immediate save versus toxins at -5 or death results in minutes. Extended contact means instant death.
- 2) If the Sex Fiend is not allowed to feed for 1 week, he instantly reverts to his true form and resorts to bestiality and other such nonsense. After 2 weeks of starvation, the Sex Fiend dies. Influx of good beer may stop this for 1d4 days.
- 3) Irrevocably stuck in the seventies. Reveres Superfly as God. It's Disco or nothin'!
- 4) 1/2 PB attribute when not wearing a leisure suit or something of equal sleazyness.

#### Combat:

The Sex Fiend usually tries to charm any female opponents and then tries to convince them to attack any none-female opposition.

Otherwise the Sex Fiend has no enhanced combat abilities beyond standard skills and it's special attack. The Sex Fiend does receive 1 additional attack at levels 5, 10, and 15.

**Damage:**

Standard for supernatural creatures.

**Special:** The Volcanic Ass

Once per day, the Sex Fiend may ignite a large pocket of intestinal gas to shoot flame in a cone, 1' at the beginning, 6' at the end and 20' long. This supernatural fire does 2d6\*10 MDC to anything caught in the blast radius. Alternately, a projectile no larger than that of a Gerbil may be fired at a speed approaching Mach 7 to do 4d6\*10 MDC to one opponent.

**Psionics:** Mind Block, Sense Disgruntled Husband (same as Sense Evil but against Husbands only.)

**Magic:** 6 of your choice!

**Average Lifespan:** Unknown, none have survived more than 100 years due to nasty husbands and post office workers.

**Enemies:** Disgruntled husbands and Post Office Workers just because they're mean to everybody.

**Allies:** Pimps

**Skills:**

**RCC:**

WP: 4, your choice

HTH: Expert

Prowl: +20%

Lang: 4 at 99%

**Other:**

Select 6 from any category except demolitions

**Secondary:**

Select 3 at level 1

Select 1 at levels 3, 5, 7, 9, 11, 13, 15

Any categories without bonuses

**Equipment:** 2 Weapons with 2 clips each when applicable. 1 pimped out street cruiser. clothes and backpack. 1 Swedish-made penis enlarger. Several Disco albums on vinyl. Silken underpants and a movie camera.

**Money:** 1d6\*1000

Rumor has it that a Female version of the Sex Fiend exists named originally the Sex Fiendess. If this is true, Earth is screwed but if you need me, I'll be waiting at the nearest Nexus with a high number of Sex Fiend(esses).

## ShadowBorn R.C.C

By:

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The ShadowBorn:

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The ShadowBorn are creatures from any species that were born with an affinity for the Shadow World. They can possess minor Shadow Magic, but not as spells...as natural abilities that they cannot explain. Most ShadowBorn are unaware of their powers until after they've started a life beyond childhood...particular if that life puts their life in danger (adventurers). Over time, their natural Shadow Power will manifest themselves and the ShadowBorn will grow closer to the Shadow World. Many ShadowBorn join one of the Shadow Orders...the good ones usually join The Nightsabres, while the bad ones join Kastur's Claw or Shade's Arcane. Almost every species can be a ShadowBorn..even dragons. It's not a matter of breeding, it's a matter of magical circumstance.

**ShadowBorn Abilities and Bonuses:**

+1D4x10 SDC or MDC

+1 PE

+50 foot Nightvision

+1 save vs. HF

After a ShadowBorn has chosen a path of life (OCC), roll of the following tables to determine if Shadow Powers manifest and what they are.

Chance Of Shadow Power Developing:

Level 03: 50%

Level 06: 65%

Level 09: 80%

Level 12: 95%

Level 15: 100%

If Shadow Power develops roll on table to determine which power develops (percentile):

-All powers are equal to Shadow Spell of same name and start at level 1.

-If a power is rolled twice (ie: same powered rolled at level 3 and 6) then just double the power of the spell.

Blinding Flash: 01-10

Darkness: 11-15

Dispel Darkness: 16-20

Globe of Daylight: 21-25

Nightbringer: 26-30

Nightvision: 31-40

See Through Shadows: 41-50

Shadow Armor: 51-55

Shadow Bolt Greater: 56-58

Shadow Bolt: Lesser: 59-63

Shadow Meld: Greater: 64-66

Shadow Meld: Lesser: 67-71

Shadow Shield: 72-76

Shadow Spray: 77-81

Shadow Steed: 82-85

Shadow Weapon: 86-90

Shadow Whip: 91-95

True Light: 96-00

## Shadowcaster OCC

By:

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Shadowcaster OCC:

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The Shadowcaster is a new type magic-user that was created by Shade.

Shadowcasters are one of the only normal magic-users that also has access to spells from the Elemental Plane Of Shadows. The Shadowcaster is one of more prominent magic-using classes in Shade's Arcane. The Shadowcaster is a mix between a Line Walker and a Shadow Warlock.

Abilities:

1. Sense Ley Line And magic Energy: Very much like normal Line Walker abilities.

-Sense Ley Line: range: 1 mile per level of experience, locate: 15% + 5% per level

-Sense Nexus: locate: 20% + 5% per level

-Sense Rift: range: 5 miles + 1 mile per level

-Sense Magic In Use: range: 50 feet per level of experience, twice range is magic is Elemental Shadow in nature

2. Ley Line Transmission: Same as #3 on page 83, RMB

3. Ley Line Phasing: Same as #4 on page 83, RMB. except:

-Maximum number of phasings per hour is 2

-Maximum number of phasings per 24 hours 2 + 1 per every 2 levels of experience

4. Ley Line Rejuvenation: Same as #6 on page 84, RMB

5. Speak Elemental: same as #6 on page 60, Conversion Book. Except proficiency is at 50% + 5% per level of experience (+ any IQ bonuses).

6. Sense Elementals: same as #7 on page 60, CB. Except range is 60 feet, sense presense at 15% + 4% per level of experience, 50% chance of seeing invisible elemental creatures.

7. Sense The Nature Of The Life Sign:

-Can sense when night will fall, regardless of position (inside, outside, in cave, etc..)

-Sense Shadow Creatures: range: 100 feet per level of experience

8. Initial Standard Spell Knowledge: Initial spell selection is based on apoint system. The Shadowcaster gets a number of selection points equal to his or her IQ. For every level gained, the Shadowcaster gets some many additional points equal to the level they just attained (ie: from 2nd to 3rd means 3 points). A spell has a point value equal to its level (ie: fireball has a point value of 6). The Shadowcaster much 'purchase' spells from the number of points they have available.

-Ex: new shadowcaster, has IQ of 15, that's 15 points. He can choose all the 1st level spells, and 3 2nd level spells, or 7 2nd level spells and 1 1st level, or 1 15th level, or 1 10th level and 1 5th, and so on. Future spell selections are made the same way. These 'spell points' can be saved for future use.

9. Learning New Spells: As above. Shadowcasters CANNOT learn spells from scrolls, or boons, or the like. They must figure them out themself. The only way a Shadowcaster can learn a new spell other than by normal means is to go to a higher leveled Shadowcaster and have him or her teach it.

10. Shadow Spell Knowledge: Shadowcaster can actually cast Elemental: Shadow spells! They must learn the spell on their own, and cannot be taught it by ANYONE..even fellow Shadowcasters. A Shadowcaster gets 1 spell per level of experience, equal to but not exceeding his or her current level. IE: a 5th level Shadowcaster will have 5 Shadow Spells, with none being above 5th level in power (infact only 1 could possibly be equal to 5<sup>th</sup> level).

11. Casting Shadow Spells: It takes a Shadowcaster more energy to cast Shadow Spells. The PPE requirement for the spell is the listed PPE of the spell times 2. IE: a 5th level spell that takes 20PPE for a Warlock will take 40 PPE for the Shadowcaster!

12. Magic Bonuses: +2 save versus Horror Factor, +4 against Shadow Creatures, +1 save vs. magic at levels 4, 8 and 12, +1 save vs. shadow magic at levels 3, 6, 9, 12 and 15, +1 spell strength at levels 4, 8 and 12.

13. PPE: Base: 2D4x10+20 + PE, +2D6 PPE per level of experience.

14. Restrictions: ONLY ShadowBorn can become Shadowcasters. All alignments except Miscreant and Diabolical are allowed. Those two are banned.

**Attribute Requirments:** IQ: 12, PE: 12, ME: 12

**OCC Skills:**

Speak 2 additional languages of choice (+10%)

Literate in 1 language of choice (+10%)

Lore: Demon (+15%) (+25% when dealing with shadow creatures)

Land Navigation (+5%)

Wilderness Survival (+10%)

1 Piloting skill of choice (+5%)

Math: Basic (+5%)

1 Ancient WP

HtH:Basic can be selected for 1 other skill, Expert for 2, Martial Arts for 3 (or Assassin if appropriate).

**OCC Related Skills:** Select 8, 1 must be from domestic, 1 must be from wilderness, 1 must be from technical, 1 must be from science. Plus select 2 additional at level 3, 1 at level 6, 1 at level 9, and 1 at level 12.

Communication: Any

Domestic: Any (+10%)

Electrical: None

Espionage: Any (+15%)

Mechanical: None

Medical: Any

Military: None

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any (+10%)

Science: Any (+10%)

Technical: Any (+5%)

WP: Any

Wilderness: Any

**Secondary Skills:** select 5

**Standard Equipment:** clothes, black hooded cape, light MDC armor, knapsack, backpack, 1D4 small sacks, 1 large sack, canteen, binoculars, mallet, 6 wooden stakes, tinted goggles or sunglasses, air filter/gas mask, flashlight, 1st aid kit, flint and charcoal, writing equipment

**Weapons:** survival knife, automatic pistol or sub-machinegun, energy rifle, and 1 weapon that matches 1 of the character's WPs.

Vehicle of choice: Dark Horse, or other Shadow Creature that can be ridden. Or hove craft if nothing else.

**Money:** 3D4x1000 in credits, 2D4x1000 in black market items

**Cybernetics:** None, ever. Prefers some form of Bio-Magic replacements/enhancements.

## Shadow Wolf R.C.C.

By:

[Amos Barrows](#)

Shadow Wolves are an interesting derivative of Werewolves. They were created by the an arch-mage of great power, many centuries ago. The arch-mage created and activated a powerful magic circle, where the mage summoned and merged a wolfen, a shadow beast and a human, and endowed it with magical abilities to shift between a human form and a wolfen form. The arch-mage further enchanted the new creatures giving them an amazing array of powers, and making them bigger and stronger than normal werewolves in were/wolfen form. The result was a powerful creature of magic and shadows. Shadow Wolves are some of the greatest prowlers, and can sneak up on anything in nighttime. These creatures of nocturnal..so much so that sunlight weakens them.

In wereform the creatures coat is coal black, and the eyes are pure black, but shiny. When angered the creatures eyes glow red or blue

depending on the creatures persona and tendency (alignment). In human form the eyes are still pure black and shiny, but never change color.

Shadow Wolves usually wear sunglasses in human form, no matter where they are (unless amongst friends/allies/fellow Shadow Wolves/etc..). The eyes are the typical main way to identify a Shadow Wolf, but black eyes doesn't always mean Shadow Wolf. Instead the best and most reliable identification for a Shadow Wolf is, its shadow. IT HAS NONE! Regardless of conditions a Shadow Wolf NEVER casts a shadow. This can scare someone half-to-death if it catches them off-guard (Horror Factor 14...they have no idea what kind of creature would not cast a shadow).

Most Shadow Wolves have a strange preference for black clothing, specifically trench coats or cloaks (hooded preferred). In human form all Shadow Wolves have black hair.

The arch-mage didn't make too many, but it doesn't really matter because that was long ago. Though it may be worth noting the first one was neither male nor female! The arch-mage merged a male Wolfen with a female Human on the first attempt at Shadow Wolves. And there is some rumor that this original Shadow Wolf may still be alive. If so...it...would easily be more powerful than ANY other Shadow Wolf in existence. Especially considering no one is quite sure how old the Shadow Wolf species really is.

#### **Human Form: Daytime** (Base)

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

#### **Human Form: Nighttime** (In addition to Daytime stats)

IQ: -, ME: -, MA: +3, PS: Becomes supernatural, PP: +2, PE: +3, PB: -, Spd: +6

#### **Wereform: Nighttime** (In addition to Daytime stats)

--Note: Cannot transform to Wereform during daytime

IQ: -, ME: -, MA: +6, PS: Becomes supernatural and is +12, PP: +6, PE: +6, Spd: x2

#### **Damage Capacity and Invulnerabilities and Regeneration:**

**Human-Daytime:** --MDC: (PE x 1D4+2) + (1D6 per Level)

--Regenerates: 1D6 MD per Hour

--Invulnerabilities: None (Beyond non-MDC weapons).

--Vulnerabilities: Silver does normal damage

#### **Human-Nighttime:** Include modifications

--MDC: DaytimeMDC + (Adjusted PE x 2)

--Regenerates: 1D6 per Minute

--Invulnerabilities: ALL non-magical/non-psionic/non-silver MDC weapons inflict half damage.

--Vulnerabilities: Silver does double damage, magic and psionic attacks/weapons inflict full damage

#### **Wereform-Nighttime:** Include modifications

--MDC: (Nighttime MDC x 2) + Adjusted PE

--Regenerates: 1D4 per melee

--Invulnerabilities: EVERYTHING...except silver, magic and psionic weapons/attacks

--Vulnerabilities: Silver does triple damage, magic and psionic attacks/weapons inflict full damage

#### **Damage Capacity, Damage Taken and changing of forms (willing or not):**

--When a Shadow Wolf changes from one form to another, the actual damage taken DOES NOT transfer. Instead the percentage of damage that was done transfers. ex: Wereform has 100 MDC and takes 50 points damage. If the Shadow Wolf transforms to any other form, whatever the MDC of that form is is now at 50% of normal. This applies to all transformations.

#### **Natural Abilities:**

##### **Human Form: Daytime** (base)

--Horror Factor: If the lack of a shadow is noticed: 14; If the eyes are noticed 16; If it is known the person is a Shadow Wolf: 18

--Shadow Meld: Unlimited duration, Prowl: +15%, -5 to be struck, detected by Infrared and Thermal Optics.

--Night vision: Can see in total darkness

--Bonuses: +2 save versus magic, +2 to save versus psionics, +4 to save versus horror factor.

##### **Human Form: Nighttime**

--Horror Factor: +1 to above

--Shadow Meld: -6 to be struck, unlimited duration, can only be seen with Thermal Optics, Prowl +25%

--Night Vision: Can see in total darkness, Can see person shadow melded, +5% Detect Concealment/Ambush, +1 perception, +3 to save against Illusions.



--Combat Bonuses: +1 attack/action, +2 Dodge, +2 Strike, +2 Parry, +2 Roll, +1 save vs. magic and psionics (in addition to base), +2 save vs HF (in addition to base).

**Wereform: Nighttime**

--Takes one action to transform to Shadow Were.

--Horror Factor: +3 to base

--Super Shadow Meld: -7 to be struck, unlimited duration, cannot be seen even with thermal optics, Prowl +35%. Doesn't even need a shadow! Can shadow meld INTO the darkness.

--Night Vision: Can see in total darkness, can see invisible (any..including those with shadow meld), +15% Detect Concealment/Ambush, +5 Perception, can see through illusions.

--Combat Bonuses: +2 attack/action, +2, Initiative, +5 roll, +5 Dodge, +5 Strike, +5 Parry, Autododge (no bonuses ever), +3 save vs magic and psionics (to addition to base), +4 save vs HF (in addition to base).

--Special Powers (Optional): At 5th Level the Shadow Wolf develops a Talent a la Nightspawn(bane)! Must be related to shadows. Can only be used in Wereform.

**Damage:** See appropriate tables

Wereform:

--Claws: punch + 12 MD

--Bite: punch + 4 MD

**O.C.C.s:** Scholar and Adventurers...with HEAVY preference toward Wilderness Scout/Ranger types for wilderness-based Shadow Wolves, and City Rat/Assassin types for City-based Shadow Wolves.

**Skills of Note:**

Detect Concealment: +5%

Tracking: +10%

Prowl: 45% (increases normally)

HTH: Basic.

**Psionics:** None

**Magic:** None

**P.P.E.:** 1D4x10

**Height:**

--Human Form: 5-7 feet

--Wereform: 6-9 feet

**Weight:** 200-300 pounds (not ever fat though)

**Average Lifespan:** 300+

**Breeding:** Shadow Wolves are an interesting species to say the least. They can breed with humans or wolfen, as well as themselves!! For a Shadow Wolf to breed (and produce an offspring), it must breed with a Human in human form and a Wolfen in a wereform. But...there are problems. First off there is only a 25% chance of producing an offspring, then there is only a 50% chance it will be a Shadow Wolf, else it'll be a normal Human or Wolfen (depending on form mating occurred).

When a female Shadow Wolf is about to give birth, she will transform to the appropriate form depending on paternal species (Wereform for Wolfen father, Human for Human father). She has NO control over the transformation and will go to Wereform even in daytime!

As for inter-Shadow Wolf breeding there is no problem...child will be a Shadow Wolf and will be delivered without a forced form change. As for birth appearance...if the child is by Human or Wolfen mother and is not a Shadow Wolf, then birth is normal..and the child is basically normal. But for Shadow Wolf children, when they are born they appear to be an odd mix between Wereform and human form.

**Non-Shadow Wolf Offspring:** Shadow Wolf offspring that were not Shadow Wolves, still have a chance to be Shadow Wolves!

After a non-Shadow Wolf child reaches maturity, it may become a full Shadow Wolf on a full moon night, Full Solar Eclipse or Full Lunar Eclipse. On a full moon night, the child will be racked with headaches and may become a Shadow Wolf (roll versus Insanity with a +5 bonus in addition to ME bonuses, failure means becoming a Shadow Wolf). On a Full Solar Eclipse, being in the shadow of the moon (thou still in daytime) the chances are more likely to become a Shadow Wolf (roll versus Insanity with ME bonuses only, failure means becoming a Shadow Wolf). But Full Lunar Eclipses are the most powerful, with chances being even greater! (roll versus

Insanity with NO bonuses at all).

## Shield Knight

By:  
DreamSmith

### Shield Knight (An alternative to Cyber-Knights) O.C.C.

(Based loosely on the CyberKnight O.C.C. by K. Siembieda, and very much on a comic book character who shall remain nameless)

A few years before the coming of the Rifts, the world was in a period of near chaos.

Radical new technologies were being developed at a feverish pace, and put into full-scale production before they were fully understood. The Juicer and Crazy conversions were examples of this; incomplete technologies, producing powerful warriors, who then became dangerous madmen or lived briefly and died horribly.

In the United States, a little-known series of projects designed to produce Super-Soldiers had been quietly making progress for over a century. First used during world war II, the program suffered many setbacks, but was repeatedly renewed = for funding by various Presidents and influential military leaders. After all, they KNEW the project could produce extraordinary fighting men, they had a living legend for proof. Finally, the ultimate breakthrough was made. Latent psychics were = subjected to a program of drug therapy and Genetic Manipulation that turned them into fighters of amazing strength, speed and resilience. The Super-Soldier fell short of the Juicer in raw physical ability, but this conversion extended their lifespan instead of = shortening it, and granted 20 them psychic powers rivaling those of a Crazy, and without the annoying insanities. Additionally, their ability to absorb physical punishment surpassed any conventional Juicer.

After the government began to produce the Super-Soldiers in numbers, the veil of secrecy around the project became impossible to maintain. Soon thereafter the research underlying the Super-Soldier conversion was stolen, but in incomplete = form. This flawed=20 version became the basis for the Mega-Juicer conversion. The United States government began to deploy Super-Soldiers in critical = security areas, as well as using them to control rioting by rogue Juicers and Crazies. Armed with High-Tech weaponry designed expressly for them, they were extremely successful, and gained great popularity with the civilian population.

When the Rifts came, many Super-Soldiers and their support personnel were stationed in fortified military installations. Despite the incredible destruction that followed, many of these individuals survived. The PPE rich environment only increased their powers, transforming them into MDC beings. They labored tirelessly to protect the survivors of the cataclysm, and over the ensuing decades they were responsible for saving tens of thousands of lives. Eventually the surviving members of the program made contact with each other, and established a base of operations in the least damaged and most extensive military installation that remained. They designated this location "Stronghold".

Their technical personnel rebuilt the equipment for the Super-Soldier conversion, and were able to duplicate most of the special weaponry as well, including the all-important Shields.

Over the centuries, the Shield Knights (as they have become known) have striven to protect civilians by countering monster incursions, as well as battling bandits and evil warlords. In recent decades, the Coalition has become the most frequently battled foe, with Shield Knights fighting individually, and in groups of scores and even hundreds against this tyrannical empire. The Knights fight the battles they can win, refusing to commit suicide by taking their enemy head-on.

Some few dozen Knights have turned away from their code to become mercenaries or evil tyrants, but an overwhelming majority stay true till their deaths.

Thanks to their conversions, these warriors can remain in their fighting prime for a century or more! Many Shield Knights have been protectors of a given village or town for generations.

Most Shield Knights are found in North America, but individuals roam every continent on earth.

**Alignment:** Any, Usually Principled or Scrupulous, some few are Aberrant, rare individuals are Selfish or Miscreant.

The Super-Soldier Process bestows the following enhancements, and the training that accompanies his indoctrination grants the mental attribute bonuses.

**ISP:** 3D4x10+25, +2D6+3/Level Recover 5D6 ISP/Hour

**MDC:** PEx2, +2D4 MD/Level

**Attribute Bonuses:** +3D4 PS (Minimum 18)=20

+3D6 PP (Minimum 21)

+3D4 PE (Minimum 18)

+1D4 MA

+2D4 ME

+2 Initiative

One additional Attack

+2D4x10 on Spd

The process can only be performed upon Humans, and near-Humans such as Ogres and True 20 Atlanteans (Atlanteans do not gain increased lifespan). Only those whose bodies have reached physical maturity can safely undergo the conversion; Humans must be at least 17 or 18 years of age.

As a result of the alterations to the individual at the cellular level, he receives the following benefits:

He has five times the endurance of a person with the same PE He ages at one-fifth the normal rate for someone of his race He regenerates 1D4 MD per Hour

Immunity to all conventional Disease

Able to Lift double the weight of a normal person with his PS +2 on all Saving Throws, +5 to save vs. Toxic Gases, Poisons, Drugs

Leap 10' Vertical, 20' Horizontal

Effectively Immune to climatic extremes of heat and cold, though the Knight still needs to eat, drink and breathe.

#### **Side Effects/Limitations**

The Knight requires a daily food intake of around 8,000 calories, more if extremely active.

The genetic alterations to the body render the Knight less fertile than a normal human.

In rare cases they have fathered (or mothered) children, but in all such cases the child is a normal, SDC human.

**Armor Encumbrance:** Mobility is life for a Shield Knight. Wearing any armor with rigid plates will cancel the Knight's Extra Melee attack. Additionally, heavy armor will impose penalties on the Knight's fighting style. Treat the Prowl penalty of the armor as the negative penalty to Strike (in Melee), Parry, Dodge and Block.

Power Armor can be used, but:

Armor in which the Knight has only Robot Combat; Basic, will result in the loss of 2 attacks/melee, as well as halving the Knight's bonuses to = Strike, Parry, Dodge and Block.

Armor in which the Knight has Robot Combat; Elite, will not impose any = of=20 these penalties.

#### **Special Abilities**

The Shield Knight's fists inflict damage as if the character had a supernatural strength. Damage is SDC vs. SDC beings, and MDC vs. MDC beings. The power will inflict damage to the body armor of living beings, but has no effect on power armor, Borgs, or robots. This ability requires no PPE or ISP to use.

**Psionic Powers:** The conversion process awakens the latent psionic powers of the individual, resulting in the following:

2 Sensitive powers at first level, plus one additional sensitive power at third, sixth, ninth and twelfth levels.

#### **Automatic Psionic Powers**

Telekinetic Shield Resonance

Isp Cost: 2/Melee (Base), Additional cost for Special Attacks

This power is a combination of minor telekinetic effects, tuned to the unique material of the Shield. Effectively, the Knight is adding his telekinetic strength to that of his muscles, allowing him to strike harder and more swiftly. Also, the material of the Shield itself alters when the Knight's power infuses it, becoming something that resembles (at least from the receiving end of the damage it inflicts,) a Psi-Sword.

Melee Attacks with the shield inflict 2D6 MD per level of Experience, + 1/2 Strength Bonuses

Attacks with the Shield "Cold" (Non-Resonating) inflict 2D6 SDC, plus strength bonus.

**Special Attack:** Increase Damage; +1D6 MD per 1 ISP, or +1D6x10 SDC per 1 ISP.

Maximum Enhancement: Up to 2 extra dice per Level of Experience

Throws backed by TK can inflict up to 1D6 MD per level of Experience, Range: 100'/Level.

Attacks made with a "Cold" Shield inflict 1D6 SDC, + Strength Bonus.

Propelled by Telekinesis, the shield travels at (Knight's Level x50) feet per phase.

Special Attack: Increase Damage; +1D6 MD per 2 ISP, or +1D6x10 SDC per 1 ISP.

Maximum Enhancement: Up to 2 extra dice per Level of Experience

Regeneration (Shield)

Damage to the Shield will regenerate at 10 MDC per melee round while the Shield Resonance power is active.

Expending extra ISP will increase the rate of Regeneration. For every point of ISP, the Shield will recover (Knight Level x10) points of MegaDamage. Willing the Shield whole requires concentration, costing the Knight two Melee actions each time it is done.

The Knight can choose to intentionally tune the frequency of his telekinetic resonance to counter that of his Shield. This will Decrease the MDC of his Shield by (Knight Level x20) per ISP point expended. This is only used to suicide in a truly spectacular manner.

Telekinesis, Minor, Duration 1 Minute/Level,

(LevelxLevel) Pounds per ISP, Range: 20'per level

Telekinesis, Self: Duration 1 Melee Action, ISP Cost: Special

Allows the Shield Knight to telekinetically lift/hurl his own body, allowing the character to leap farther and higher, and/or Dodge more effectively. (Allows the Knight to change directions in mid-air, achieve octuple somersaults, etc

Level Requirement

1st 2 ISP: 15'vertical, 30' Horizontal; +1 Dodge, +2 Roll w/Impact 2nd 4 ISP: 20'vertical, 40' Horizontal; +2 Dodge, +4 Roll w/Impact

3rd 6 ISP: 25'vertical, 50' Horizontal; +3 Dodge, +6 Roll w/Impact 4th 8 ISP: 30'vertical, 60' Horizontal; +4 Dodge, +8 Roll w/Impact

5th 10 ISP: 35'vertical, 70' Horizontal; +5 Dodge, +10 Roll w/Impact

T-K Barrier, 10 ISP, Duration: 1 Minute/Level,

Surrounds the Knight with a MDC Force Field, 10 MD/Level

Re-Manifesting the shield once knocked down doubles the ISP cost each time.

#### **Fighting Style**

W.P. Shield (Melee):

+4 to Strike/Parry/Block with shield at first level, with an additional +1 to Strike/Parry/Block with the =09 Shield at Levels 3,5,7,9,10, and 12.

AutoBlock with Shield, no more than one block per combat phase.

+2 Initiative when using the Shield, plus an additional +1

Initiative for a PP of 22, and for every two additional points (24, 26, etc)

+1 Attack when the Shield is used for the first two strikes that round. =20

+1 to Strike (in Ranged Combat) for a PP of 18, and an additional +1 for a PP of 20,22,24,26, and 28. These are in addition to the normal bonuses.

**Experience Table:** As Cyber-Knight

O.C.C. Skills:

Literacy (+20%)

Language: American (98%)

Dragonese/Elf (98%)

Language (+30%)

Math, Basic

Computer Operation

Demon Lore (+20)

Paramedic (+10%)

Land Navigation (+10%)

Horsemanship (+15%)

Climbing (+10%)

Body Building

Gymnastics (+10%)

Swimming (+10%)

Weapon Systems (+5%)

W.P. Shield

W.P. Ancient (Select One)

W.P. Modern (Select Three)

Hand to Hand Skill of Choice

O.C.C. Related Skills: Select 10 other skills, but at least three must = be selected from the=20

physical skill list.

Communications: Any

Domestic: Any

Electrical: Basic Only

Espionage: Any (+10%)

Mechanical: Automotive only

Medical: None, other than Paramedic

Military: Any

Physical: Any (+10% where applicable)

Pilot: Any

Pilot Related: Any (+10%)

Rogue: Any

Science: Any

Technical: Any

W.P. Any

Wilderness: Any

**Secondary Skills:** The character also begins with 6 additional skills = from the previous list.=20

These skills do not receive the bonus in parenthesis.

### **Training**

The training of the Shield Knight will typically begin when the character is 15 to 18 years old. He or she can ask a wandering Knight to take them in for training, and provided the situation (and the kid's parents) allow it the Knight may accept. They will then hang out, or travel, or whatever, while the Knight tries to gauge the kid's temperment (Alignment).

After a couple of months, he should have a fairly clear picture of the person's attitudes. Should he feel the youngster shows promise, he can then take steps to begin training on his own (provided the Knight is based in a town or city, and feels that this is relatively safe), or he can take the initiate to StrongHold, to be trained by the resident Knights.

The initial training concentrates on education, and can last between one to three years. Languages, mathematics, and basic technological and medical skills are the main courses. Also undertaken is a discipline of mental training designed to increase the power of the individual's will, and to awaken any latent Psionic abilities. During this period, the student is carefully monitored, his or her physical, mental, and emotional condition evaluated by experts. Those who "wash out" of the program are given a series of treatments to erase their memories of StrongHold (99.4% successful). They are then released in a town some distance away, with 5D6x1000 credits in their pocket. They are watched for several weeks, to insure they adjust to their mysterious loss of time. If they have trouble, some kind of help will probably "happen to turn up".

Those who do well, and who seem to genuinely want to help and protect others, move on to the next phase; the conversion. During a period of 3 months, the individual is subjected to the conversion process, and their body undergoes radical changes. Physical strength, agility and endurance are greatly enhanced. The body becomes a MDC structure, able to heal injury with remarkable speed. His Psionic abilities manifest in full, granting him all the powers of the O.C.C. After the individual has come to accept his new body and mental abilities, he is shown how to use them, with an intensive period of physical and combat training lasting not less than one year. The initiate learns the use of weapons (including, of course, the Shields), as well as gymnastics, horsemanship and martial arts. At the end of this period, the Initiate is officially a Knight, and is presented with his Shield.

At this point the Knight is free to do as he wishes. He may decide to travel as a lone wanderer, or to join a group of adventurers. The only thing he is absolutely forbidden to do is to reveal the location of StrongHold. As he travels he will frequently encounter other Shield Knights, usually those who have established themselves as the protectors of a village or town. There they can exchange news, rest in safety, and re-equip themselves from the caches of gear these Knights maintain (supplied by secret shipments from StrongHold).

These Knights usually maintain at least a tenuous link to their superiors, and can pass along general information and orders from StrongHold.

Shield Knights who, after departing StrongHold, change alignment to something Selfish or Evil will likely find themselves without these sources of support. Word of any atrocities WILL spread, as such behavior is known to be out of line for a Shield Knight.

Any Knights met will be likely to demand an explanation of such behavior, and refuse the character any aid. Only by going before the Knights at StrongHold and pleading his case might such black marks be removed from his record.

### **The Shield**

The Knight's symbol and primary weapon is The Shield.

The Shield is the result of a Quantum Theory breakthrough shortly before the coming of the

Rifts. It was discovered that a portion of subspace could be transformed into an energy matrix, that when overlaid upon normal matter, enhanced the strength of the molecular bonds, making the material even more ultra-tough than the Glitter Boy armor. Unfortunately this process was flawed. The energy matrix proved unstable, rapidly deteriorating over the course of a few days. Worse, once the energy matrix dissipated, the molecular bonds of the treated material weakened, then shattered spontaneously, creating a small nuclear blast!

Through pure coincidence it was discovered that the psionic powers of individuals altered by the Super Soldier program operated on a similar "frequency" as the energy matrixes created by the scientists. Only a Shield Knight, periodically reinforcing the energy fields with his Psi powers, could safely bear objects created with this process. Even better, that same Psi-Energy causes the material to regenerate, allowing the Knight to restore the Shield to perfect condition despite the wear and tear inflicted upon it by combat.

The secret of the process involved in creating these items is a closely guarded secret, known only to a handful of individuals within Stronghold.

Incidentally, the Knight can change the color of the shield, altering the surface on the molecular level by using their Psionic Resonance power. Most Knights have some form of personal symbol on their Shield, though some go with plain silver or black.

**MDC:** 2D4x100, +100/Knight's Level

**Size:** 40" in Diameter

**Weight:** 15lbs

Damage Form Effect on Shield

Kinetic 1/10th Normal Damage

Energy 1/10th Normal Damage

Heat No Damage

Psionics Full Damage

Magic 1/2 damage, Knight saves vs. Magic for 1/4 damage Rune Weapons Full Damage (from melee attacks, for magic or energy = effects, see above)

Each 12 hour period during which the Shield is not resonated it loses = 10 MDC. A Shield which is reduced to 0 MDC cannot be repaired or regenerated. A Shield which drops to 0 MDC because of neglect will explode, inflicting damage equal to its maximum MDC in a radius of 500', then half, quarter and eighth damage to each successive 250' radius ring. A Shield which is reduced to 0 MDC in combat is rendered a mass of mangled metal, useless in combat. 1-10 hours later it will explode, as above.

Needless to say, thieves who manage to steal a shield will seldom live to tell the tale.

If the shield is used to block a Kinetic Mega-Damage attack, 25% of the initial damage (not the 1/10th inflicted TO the Shield) will transfer through the shield to the wielder's arm and body (A= normal man blocking the fist of a giant with an indestructible shield would still be crushed like a bug). Only a Shield Knight, with his Telekinetic Resonance with the Shield, is able to block attacks safely.

Kinetic MegaDamage will transfer thru the shield when held by a Shield Knight, but when his TK Resonance is active, his power will negate 5 points of MegaDamage bleedthru per level of experience.

Damage in excess of the safe maximum will cause injury to the character, typically to his shield

arm and torso in equal amounts. Each point of damage to the arm will cause a penalty of -1 to Strike and Block in melee, or -2 to strike with Shield throws.

Shield Knight's Level Maximum Safe Block (Kinetic Only)

1st 23 MDC

2nd 43 MDC

3rd 63 MDC  
4th 83 MDC  
5th 103 MDC

**Standard Equipment:** The Shield, Two Battle Gauntlets (choose type), A = suit of light MegaDamage Armor, A modern pistol or rifle of choice, 3 ammo clips for it, one Ancient Weapon of choice, Backpack, 7-Day supply of High-Calorie food concentrate, a 2-liter canteen, Robot Horse or HoverCycle or Motorcycle, First-Aid Kit, RMK Robot Medical Kit, Compu-Drug Dispenser (Loaded with various Antibiotics, Pain Killers and Anti-Venoms), 3 Tubes of Protein Salve, a coil of rope, and a shaving kit.

**Money:** The Knight starts with 5D6x1,000 in Credit and 2D6x100 Gold Coins.

**Cybernetics:** Identification Implant; a tiny device which responds to RF (Radio Frequency) challenges, transmitting hardwired passcodes which give the Knight clearance to enter both the defensive perimeter and structures of StrongHold, and other, Pre-Rifts United States military installations. This would include such locations as The Lone Star Complex. These clearances are hardwired into the equipment of such installations, and cannot be eliminated by reprogramming. This ability to enter does not give the Knight the ability to order the complex in any way, that requires a normal attempt at computer programming. Also, the clearance of the Shield Knight does not prevent the facility from attacking other, unauthorized individuals accompanying him.

**Mnemonic Protection Implant:** A device implanted in the Knight's brain, as a protection against the possibility of torture. The Coalition has captured a dozen Knights over the years, but despite long and imaginative sessions of torture, they have not learned the location of StrongHold. The reason is the Mnemonic implant, which, when triggered, irrevocably erases all memory of certain subjects. Mental conditioning, administered during their initiation, groups all reference to classified material in the areas of the mind that will, if necessary, be eliminated. The implant is triggered by an act of will, by any attempt to remove it, or by a period of unconsciousness lasting longer than 48 hours. If the Knight survives the situation that triggered the implant, he remembers what happened, (his capture, or torture, or whatever), and he recognizes that certain events and information have been forgotten. He must then find another Knight, convince him/her that everything is cool, and have them fill him in on what he forgot (which might take some convincing; this guy might be a Coalition agent, after all).

Many Shield Knights will also have a Multi-Optic Eye, which serves to augment their only-human senses. More invasive cyber implants will impair the Knight's Psionic Abilities.

**Standard Equipment** for a Shield Knight includes several weapons whose designs date from before the time of the Rifts, when the original members of the program were intended to battle enemy agents and protect civilians. These weapons are custom-made by the Armorers of Stronghold, and presented to the Knight by the leader of his order.

**Battle Gauntlet:** Designed in the Pre-Rifts era by Government contractors specifically for the Shield Knight program, this is a multi-function weapon intended to give the user a variety of responses to varying levels of threat.

The Gauntlet covers the wearer's hand and forearm, custom-fitted with such precision that there is no loss of dexterity.

Mass: 4.6 pounds, MDC: 25 The systems which use energy are powered by an Energy Cell that is recharged by small solar collectors on the Gauntlet. The Cell holds 50 "Units" of power, and recharges 5 units per hour it is exposed to sunlight.

There are two types of Battle Gauntlet. Most Shield Knights use one of each, but many use two of the same type. A few use neither, preferring to rely on more common weaponry.

The weapon systems of the Gauntlets are as follows:

Dexter (Right)

Neural Stunner: When active, this system can incapacitate SDC beings without harming them.

Any melee strike which touches bare skin or SDC armor requires the target to save vs.

PE at -10. Failure indicates the person is stunned senseless for 5D6 Minutes. (Juicers save at +6, and if stunned they recover in 1D4 Melees) Energy Cost: .2/Hit

VTR Cannon: A projectile weapon whose double barrels are mounted on the wearer's forearm.

The VTR (Variable Threat Response) Cannon can fire single shots, or bursts of 5 rounds. Ammunition is stored in 15 chambers, each holding 5 rounds (75 total).

The wearer can switch the ammo feed with a flick of his fingers, = allowing him to choose the appropriate level of force for any given encounter.

Range: 1,000' Ammo Type Single Burst

Stun (Rubber) 2D4 SDC 6D4 SDC

Standard or Silver 5D4 SDC 3D4x5 SDC

Ramjet/AP 2D6 MD 6D6 MD

A bandolier can hold 30 of these mini-clips, each holding 5 rounds.

Laser Sword: The gauntlet can generate a static phase-field of high-density photonic plasma (laser energy). This is manifested as a straight shaft of light emerging from the clenched fist. The sword's length can be adjusted from 12 to 36 inches, and it is solid to impacts from other weapons.

Damage: 6D6 MD

Energy Cost: 5 per Melee Round

Sinister (Left)

Neural Stunner: When active, this system can incapacitate SDC beings without harming them.

Any melee strike which touches bare skin or SDC armor requires the target to save vs. PE at -10. Failure indicates the person is stunned senseless for 5D6 Minutes. (Juicers save at +6, and if stunned they recover in 1D4 Melees) Energy Cost: .2/Hit

Variable Intensity/Frequency Laser: The gauntlet contains a high-energy laser system.

The intensity can be adjusted from that of a small flashlight, to that of a starfighter cannon.

The laser is variable-frequency, and can be adjusted to have full effect upon laser-resistant armor. One drawback to packing a weapon of this power into something as small as a gauntlet is that there is no room for proper heat dissipation systems. As a result, the wearer will suffer a burn injury equal to 1/100th of the damage the weapon inflicts. (MegaDamage beings will suffer damage only on 20 the highest setting).

Illumination Charges Used

20'Beam or 5'Radius 1 per Hour

50'Beam or 15'Radius 1 per 30 Minutes

500'Beam or 100'Radius 1 per 20 Minutes

5000'Beam or 500'Radius 1 per 10 Minutes

Laser Effects Range Charges Used

1 SDC 10' 1 per 10 Minutes

1D6 SDC 500' 1 per Minute

5D6 SDC 500' 1 per Melee Round

1D6x10 SDC 750' 1 (per shot)

5D6x10 SDC 1,000' 2 per shot

1D6 MD 1,000' 2 per shot

5D6 MD 1,500' 10 per shot

2D6x10 MD 2,000' 50 per shot

Armor: One common type of Shield Knight armor is a MegaDamage scale mail.20 AR: 16 (Covers Torso,=20 Arms, and Legs to the Knees)

MDC: 25

Weight: 12 Lbs

Excellent Mobility, no Prowl Penalty!

SA-75 Body Armor

This armor is a combination of light padding and layers of scalemail/chainmail.

Protection and mobility are maximized, resulting in a fairly heavy = suit.

AR: 16, 19 with cowl up

MDC: 40 Main Body 16 Arms Weight: 30lbs

8 Head 20 Legs

ForceField: 75 MDC; Modified Naruni System. Powered for 10 Hours per E-Clip.

Mobility: Individuals with a PS of 17 or less suffer -10% to climb and Prowl.20 Those with a PS of 18 or higher suffer no penalties.

## Shining Ones RCC

By: Brian Joyce

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All Right. Since nobody has told me that a copy of this already exists, I'll assume its one of a kind and post it. Just for the record, the idea of this was taken from the trilogy called "The Tamuli" by David Eddings, so he owns the concept.

The Shining Ones or "Delphae R.C.C.

For use with the Rifts RPG

The Delphae, or "Shining Ones as they are more commonly known, have become somewhat of a children's horror story, like the Vampire or the Werewolf. They were said to be beings which glowed brighter than the sun, and whose touch caused death and decay, and they loved to prey on children, etc. The Delphae were, in fact, originally Humans who worshiped a powerful god named Edaemus. But because they worshipped this particular God, they were outcast and hunted. In order to protect his worshippers, Edaemus gathered them all into a valley, and concealed it with magic. They, he enchanted the waters of the Delphae's only source of water, giving them a number of spectacular and powerful magic abilities. The Delphae now live in seclusion, with only an occasional traveler going out, and of these, only a small fraction finding their way to other worlds. All Delphae are constantly journeying towards a state of enlightenment, with Edaemus leading the way. When the Delphae eventually reach this goal, they will transform into pure light, vanishing into the cosmos, never to be seen or heard from again. In game terms, this means, when the character reaches 15th level, bam, he's gone. In the meantime, the Delphae wander the land, using their abilities for good (contrary to rumor, they are almost never evil).

**The Delphae R.C.C.**

Alignment: Any, but never Miscreant or Diabolic, and almost never

Anarchist or Abberant.

Horror Factor: None when not glowing. 13 when glowing, and 16 when using the death touch.

Average Size and Weight: Same as Human

Average Life Span: 500 Years

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

PB: 3d6+4, Spd: 3d6

PPE: 2d6X10+30+4d6 per level of experience.

MDC: 2d4X10+20+1d6 per level of experience.

Natural Abilities: Nightvision 300ft, See the Invisible, Sense Rifts,

Ley Lines, and Nexuses (Same as Ley Line Walker), Bio-Regenerate 1d4 MDC

per Hour.

Manipulate Light: The Delphae can control the way their Body emits light. In their normal state, the Delphae emit as much light as a couple good torches. However, they can control this emission, with varying effect. By expending 20 PPE, the Delphae can, for 1 hour, become invisible. This form of invisibility is so potent that creatures who can normally see the invisible will find that this is NOT the case here. However, this only applies to visual light. Thermo Imaging, Radar, and other modern sensory methods will reveal the character (who is, in fact, just bending the light around him/her self). All the other usual restrictions to invisibility apply. At the opposite end, the character can emit as much light as the sun. It costs no PPE, and is, in fact, very comfortable for the character. In the middle, the character can manipulate light in such a way as to change the colors or him/her self, and any objects within 10 feet. This color change costs 5 PPE per hour. To prevent the character from emitting light, it costs 2 PPE per hour.

Death Touch: If the Delphae so wills it, his touch can cause living or once-living substances to decay! Damage is 1d6 MD, plus another 1d6 MD at levels 3, 6, 9, 12, and 15. This damage CANNOT be regenerated for an entire year, except through the restoration spell.

Limited Telepathy: The Delphae can read the thoughts and memories of others within the Delphae's line of sight. Mind Blocks will NOT stop this probe. However, it requires 5 minutes of meditation per ever 3 levels of the victim. In order to get coherent thoughts/memories, the probe must last for 10 minutes per level of the victim, +20 minutes if the victim is drunk. Insane people cannot be probed coherently. PPE cost: 5 per minute (including meditation time and duration of probe).

Mystical Invisibility: The Delphae CANNOT be detected by any psionic or magical means, TW devices included. This ability always extends in a 5 foot radius around the character. (Also Note, the "Holeo/oo in mystical detection isn't in and of itself visible, so smack any PCs that try to be this clever).

Psionics: None

Combat: 3 + Hand to Hand Skill and other bonuses.

Magic: Starts with 3 spells selected from each of the levels 1-4, for a total of 12. The Delphae selects 1 additional spell per each additional level of experience, of a level less than or equal to the characters current level.

RCC Skills:

Literate American 98%

2 Languages of Choice +20%

Basic Math 98%

Advanced Math

2 Domestic Skills of choice +10%

Detect Ambush +10%

Detect Concealment +10%

Wilderness Survival +10%

Holistic Medicine or First Aid +15%

Demon Lore +10%

Faerie Lore +10%

Magic Lore +10%

HtH: Basic

HtH: Basic may be upgraded to expert at a cost of 2 "other/oo skills, or

Martial Arts at a cost of 3 "other" skills.

RCC Related Skills: Select 5 "other" skills. Select an additional 2 "other" skills at levels 3, 6, 9, and 12.

Communications: Any

Domestic: Any (+10%)

Espionage: Any

Physical: Any (+5% where applicable)

Pilot: Horsemanship only

Pilot Related: Navigation only (+5%)

Rogue: Any except Hacking

Science: Any

Technical: Any except Computer Programming (+15%)

WP: Any

Wilderness: Any (+10%)



Secondary Skills: Select 3 at level 1, 4, 8, 10, and 12, from the categories above.

Standard Equipment: Wilderness equipment (tent, flint and tinderbox, etc.), 2 weeks' worth of rations, 1 weapon of choice.

Money: 2d6X100 credits worth of tradeable goods.

Cybernetics: Never!!!!

## Shocker R.C.C.

You've all seen the Buster, and his psionic control of fire and heat. You may have seen my Icer R.C.C., with his psionic control of ice, snow, and cold. As you may have guessed, here is the Shocker. This R.C.C. has psionic control of electricity.

**Attribute Requirements:** IQ 6, ME 11, PP 7, SPD 7

**P.P.E.:** 3D6

**Psionics:** Chose 2 powers from each category but Super, and get the following special powers:

Impervious to Electricity: Even MD damage bolts (Particle Weapons) do NO damage. Ion weapons do only 1/2. Laser weapons do 3/4 damage.

Shield from Electricity: A shield can be erected that blocks electricity. It has the same effect as the above power on MD weapons. RNG: 20 feet +3 feet per level of experience. ISP: 5 Duration: 3 minutes +1 minute per level of the Shocker

Lightning Storm: The ability to create a freak lightning storm. This makes the weather turn nasty and a storm to appear. It's just a normal lightning storm, but they're still lethal. RNG: 50 feet or 2 miles ISP: 3 or 20, Duration: 3 minutes or 30 minutes.

Electric Blast: The ability to shoot a bolt of lightning at an opponent. RNG: 200 feet for SDC, 700 Feet for MD, DMG: 3d6 SDC, 5d6 SDC, 1d4 MD, 2d6MD, 4d6 MD, 1d6x10 MD, ISP: 3, 5, 6, 9, 13, 25.

**I.S.P.:** 3d4x10 ISP (+7 per level of experience) Regains 3 ISP per hour of activity, regains 10 ISP per hour of rest/meditation.

**Bonuses:** +1 vs. psionics and magic, +2 to Dodge, +1d6x5 to SPD, +1d4 to PP, +1d6 to SDC.

### R.C.C. Skills:

Language: Chose 1 at 85%

Radio: Basic (+20%)

Basic Electronics (+40%)

General Athletics

HTH: Basic (Can be switched to Expert for 4 Other Skills.)

1 WP of choice

**R.C.C. Related Skills:** Chose 4 Other skills. Chose 2 more at levels 3, 5, 8, 11, and 14.

Communications: Any (+5%)

Domestic: Any

Electrical: Any (+20%)

Espionage: Wilderness Survival (+10%)

Mechanical: Automotive, Mechanical Engineer (The latter Counts as 3 skills, not available as a secondary skill.)

Medical: First Aid or Paramedic (+5%)(Paramedic counts 2 skill selections)

Military: Any (+5%)

Physical: Any but Acrobatics, Boxing, and Wrestling

Pilot: Any

Pilot Related: Any

Rogue Skills: Any

Science: Chemistry and Basic and Advanced Mathematics (+5%)

Technical: Any (+10%)

WP: Any

Wilderness: Land Navigation (+5%)

**Secondary Skills:** Chose 3 skills from the list above without bonuses.

**Standard Gear:** Light MD body armor of choice, MD laser pistol or vibro-dagger. Clothes, boots, sunglasses or tinted goggles, canteen, backpack.

**Credits:** Starts with 1d4x50 Credits.

**Cybernetics:** Will never get cybernetic nor bionic augmentation. May consider cybernetics to replace lost body parts or for other medical reasons.

**Xp table:** Use the same table as the Burster.

## Silver Ball R.C.C.

The Silver Ball is a race of highly intelligent sphere-shaped bipeds that are powerful psionics. They have no home world and are megaverse explorers. They seem to have no real love, they just like to wander and explore.

Silver balls have no sex, cannot reproduce unless they are at least 3000 years old, and have no features except a silver ball shaped body with a slant on the front for an eye, and two thin arms and two thin legs with bird like feet.

**Alignment:** Any, but few are evil and most (about 70%) are Unprincipled.

**Attributes:** IQ 5D6+3, ME 4D6+4, MA 3D6, PS 2D6, PP 2D6+2, PE 3d4, PB 4D6, Spd 1d6x10.

**M.D.C.:** 1d6x25 +5 per level of experience

**Awe:** 7

**Magic:** When rolling up your Silver Ball, roll 1d10.

On a 1-3: The character has no magic and only 2d4 PPE. Add 10 MDC and 1 to PS and SPD.

On a 4-8: The character can chose 3 first level spells, with an additional spell at levels 3, 7, and 10. The levels you can chose from are: at level 3, spell levels 1 and 2, at level 7, spell levels 1-4, at level 10, spell levels 1-6. The character has 1d4x10 +10 PPE to begin with and gains 3 PPE per level of experience.

On a 9 or 0 (10): The character can chose 5 spells from levels 1-3. At level 3 and 5, chose 2 spells from levels 1-5. At level 7, chose 1 spell from levels 1-8. At level 12, chose 3 spells from level 1-11. Base PPE is 2d6x10 +5 per level of experience. -1 PS and -5 MDC.

**Psionics:** When creating your silver ball, roll 1d12.

On a 1: The silver ball may only chose 1 psionic from the sensitive category and only has 1d4 ISP, +1 per level of experience. Add 1 to PS and 5 to MDC.

On a 2-4: The character may chose 2 psionics from all categories but super. The character has 2d6+ME ISP to begin with, and gains 2 per level of experience.

On a 5-10: The character may chose 3 psionics from all categories but super. Plus the character gets PSI-SWORD at level 5. Base ISP is 1d4x10+ME. Add 3 per level of experience.

**Note:** That on both the above two, that's 2 and 3 from each category as in you chose 2 from Sensitive., 2 from Physical, and 2 from healer. **Note:** You only get 2 from all three. Thus, a 2-4 really has 6 psionics, and a 5-10 has 9 (10 with psi-sword).

On a 11 or 12: The character may chose 4 psionics from each category but Super (In the same way as described above, so a total of 12). The character also gets 2 super psionics at level 1. Base ISP is 2d4x10+ME, add 5 ISP per level of experience. At level 3, 7, 9, and 12, chose 1 psionic from any category but super (This means 1 from each, for 3). At levels 2, 6, and 13, chose 1 psionic from super ONLY.

Saves vs. Psionics as minor if you rolled a 1-4, as a major if you rolled a 5-10, as a master 11 or 12.

**Other Powers:** Immune to gases and poisons (Except MD corrosive) Regenerates 1d6 MDC every 3 minutes. Cannot be turned into vampire. If a vampire bites a Silver Ball, the same thing happens as with an Ironoid, they permanently lose 3D6 HP.

**Average Life Span:** 500 years

**Habitat:** None. Does not need anything, and could care less what its environment is. Can be in temperatures as low as -130 degrees to as high as 500 degrees without discomfort.

**Allies:** Dragons and Titans seem to like Silver Balls

**Enemies:** Metztla hate Silver Balls for reasons unknown (there is no reason, really)

**Size:** The main body (Ball) is about a foot in diameter.

**Height:** 3 to 7 feet.

**Weight:** 230 to 700 lb.

**R.C.C. Skills:**

Math: Basic at 98%  
1 science skill of choice at +30%  
2 Languages at 96%  
1 Literacy at 92%  
HTH: Basic

**R.C.C. Related Skills:** Chose 7 at level one, 2 more at levels 3, 6, and 12.

Communications: Any (+10%)  
Domestic: Any  
Electronics: Any (+5%)  
Espionage: Detect Ambush (Only available to ones with the least psionic power), Detect Concealment, Forgery (+5%), Intelligence (+5%)  
Mechanical: ANY (+5%)  
Medical: First Aid only (+10%)  
Military: Any  
Physical: Climbing  
Pilot: Any but Robots or Power Armor (+10%)  
Pilot Related: Any (+5%)  
Rogue Skills: Any (+5%)  
Science: Any (+10%)  
Technical: Any (+10%)  
WP: Any  
Land Navigation (+5%)

**Secondary Skills:** Chose 3 from the above list at level one with no bonuses.

**Gear:** None: can't wear armor, and has no use for anything. Isn't strong enough to use many weapons, but may use some pistols. Likes Swords and Spears.

**Money:** None.

**Cybernetics:** It is not possible to design them for their strange biology.

**Xp table:** Use the dragon experience table, but add 500 to reach level 2, 1000 to reach level 5, and 3000 to reach level 10.

## Silver Dragon R.C.C.

**Hatchlings**

**Alignment:** Usually Principled or Scrupulous, occasionally Unprincipled.

**Attributes:** IQ: 5d6, MA: 4d6, ME: 4d6, PS: 5d6, PP: 5d6, PE: 4d6, PB: 6d6, Spd: 4d6

**P.P.E.:** 2d4x10+40, +3d6 per level

**M.D.C.:** 1d6x50+100

**Special Abilities:** Fly at 60 mph, bio-regenerate 1d6x10 MDC/5 minutes, metamorphosis at will (minimum size is about that of a cat, maximum size is its own), speak with any intelligent life form, night-vision 90', see the invisible, 1/2 damage from cold. Teleport 18% + 2%/level, 5 mile range.

**Horror Factor:** 10

**Ice Breath:** 3d6 MD, 80' range.

**Psionics:** Major Psionic, select 8 powers from any of the psychic categories (except super). Select an additional four at fifth and tenth levels.

**I.S.P.:** 1d6x10+20, plus 1d6+1 per level.

**Magic Knowledge:** Full understanding of magic, but knows no spells. Can intuitively use techno-magic devices, read magic, use scrolls, and recognizes magical circles and enchantment. Can sense ley-lines, nexuses, and other dragons within 20 miles (general distance and direction only; no specific locations). Spells can be learned beginning at third level.

**Combat abilities:** equal to HTH: Basic, plus an additional attack. Claws inflict 2d6 MD, bite 2d4 MD.

**Average life span:** 600 years, after which they quickly develop into adults.

### **Adult**

**Alignment:** Usually Principled or Scrupulous, occasionally Unprincipled.

**Attributes:** IQ: 2d6+18, MA: 2d6+18, ME: 2d6+18, PS: 2d6+40, PP: 3d6+18, PE: 3d6+12, PB: 4d6+10, Spd: 2d4x10/2d6x10+100 (walking/flying)

**M.D.C.:** 2d4x1000+500

**Horror Factor:** 18

**P.P.E.:** 2d6x100+200, + 1d6x5 per level.

**Special Abilities:** Night Vision 100', excellent colour vision, see the invisible, turn invisible at will, bio-regenerate 1d4x10 MDC/minute, impervious to cold (including MD cold), resistant to heat (1/2 damage; no effect on lasers), speak with any intelligent creature, teleport self 78% +2%/level (5 mile range), dimensional teleport 52%, metamorphosis at will, cloud walking (the character can walk or sit upon clouds as if they were solid; this does not prevent her from passing through clouds, however).

**Combat:** 8 attacks per melee. Damage: restrained punch: 1d6x10 SDC plus bonuses, full strength punch: 6d6 MD, power punch: 1d6x10+20 MD (counts as two attacks), kick or tail attack: 6d6 MD, bite: 6d6 MD, ice breath: 5d6 MD (200' range), nerve gas breath: 200' range, paralysis for 2d6 melees.

**Bonuses:** +3 strike, +4 parry/dodge, +4 initiative, +4 pull punch, +4 roll, +4 on saving throws.

**Magic:** Knows all spell magic from levels 1-15.

**Psionics:** All sensitive, physical, and healing powers, plus hydrokinesis. Considered a major psionic.

**I.S.P.:** 3d4x10+80, plus 1d6+1 per level.

### **R.C.C. Skills:**

basic & advanced math: 98%

literate in Dragonese, Spanish, and four other languages at 98%

demon lore: 98%

monster lore: 98%

faerie lore: 90%

and four skills from each of the following: communications, domestic, electrical, pilot, and pilot-related.

**Average Life Span:** Usually 6000 years of corporeal existence (those who choose to live longer add 1000 MDC and +1 to their HF); some dragons are known to have existed for over 30,000 years! Those who choose to "end" their lives are generally assumed to have become minor or obscure deities, or reborn as hatchlings.

**Reproductive Note:** Female silver dragons can mate successfully with males of human or elven stock (this includes Atlanteans and Palladium Ogres). The result of such a union will always be female, full-blooded silver dragons. A pregnant silver gestates for ten months, then lays 2-4 eggs that hatch two months later.

## **Siren O.C.C.**

By:

The Black Man

(It's really more of an R.C.C., but the fact that it is not restricted to any one race sort of makes that a difficult concept)

Sirens are psionics that can augment their psionic abilities by using sounds, specifically, their voices. They also have a few unique abilities, not found in other psionics. They have the power to control minds, and to deflect bullets with their voices, and can perform feats unheard of by most other psionics.

Most sirens are human, although elves and true atlanteans make a sizable proportion. There have been reports of mermaids also exhibiting siren-like abilities, along with the isolated rumors of ogre's.

**Attribute requirements:** IQ 8+, ME 12+, Female, and related to human.

**Bonuses:** + 1 to save vs psionics. +1D4 to MA.

**I.S.P.:** 3D4\*10 + ME

**P.P.E.:** 3D6 (Usual reasons)

**H.P./S.D.C.:** Racial

#### **O.C.C. Abilities:**

**1. Perfect Pitch.** The siren has perfect pitch, can hold a note perfectly, almost indefinitely. They can sing a tune after only hearing it once, and have a very large range of notes. They can, if musically trained, tell what a note is, exactly, just by listening to it.

I.S.P. cost: none. Duration: constant.

**2. Sound control.** The siren can cancel out sounds, by singing the "anti sound". This requires the siren to stand still, and concentrate on what she is singing. (Note: It is obvious that the siren is singing, despite the fact that nothing can be heard). At low levels, the siren can block all sound, whilst at higher levels, she can selectively block certain noises. From level one, the siren can block all noise within a 10ft per level radius. Starting at level 4, she can selectively tune out one distinct source of noise eg a piece of machinery, a person talking or something similar. However, this halves the range that the siren can block to, only 5 ft per level. For every 2 levels after that she can tune out an additional object. eg a level 8 siren could tune out the voice of a person, and a piece of machinery, out to a distance of 40 ft.

I.S.P. cost: 5 per minute

**3. Sonic attacks:** There are 2 types of attacks that the siren can make.

1. Mind control. The siren can attempt to take over someone's mind, to force them to do what they want them to do, or to encourage them to do so. This is the same as the hypnotic suggestion psionic power, except that the siren must sing to do so, and the target must be able to hear her. It is possible to direct this, so that a siren can only effect on person out of an audience. The target does not need to be in eye contact, just in hearing distance.

I.S.P.: 10 per melee.

Duration: As hypnotic suggestion (don't have the books to hand ATM!)

2. Sonic shocks. The siren can break down the physical structure of an object. This is done by focusing psychic energy into sonic energy, using the singing of the siren as the focal point. This requires concentration, and time to get the best effect. The amount of damage done is proportional to the hardness of the target, so an MDC target will take MDC, and an SDC target will take SDC damage. In the first round the target takes 1 point of damage. in the second round the target takes 2 points of damage, in the third 3 etc... To increase the damage takes 1 melee action, so if they parry or dodge, then they cannot increase to damage done. If the siren takes hit point damage, or is stunned/knocked down, they she will be unable to continue.

I.S.P.: 5 per melee round. If the siren is prevented from singing, or takes H.P. damage, etc., then the ISP is lost.

#### 3. Vibro blades.

As sound is just vibration, and the siren's can control sound, they can affect vibro blades too. The siren must focus her voice on the blade, causing it to vibrate. The experienced siren can also cause a vibro blade to stop vibrating, by canceling out the vibrations with her voice.

I.S.P. to turn a blade into a vibro blade: 10 ISP per minute.

I.S.P. to stop a vibroblade from working: 15 ISP per minute. (Must be 4th level or higher).

4. Defense against sonic attacks: Slightly different from the sound control above. The siren can block sonic attacks. This is resolved as a skill roll. The siren must roll 50% + 5% per level to block it. This is the siren singing at the attack, to neutralize it. This cannot be used at the same time as any other ability (except see below..)

5. Multiple uses. In general, a siren can only use one of these ability's at once. However, once the siren get's to 7th level, she has ability to perform 2 of her abilities at once, but only those that that involve her voice.

**Conventional psionics:** Select 2 from each category except super, plus one from any, except super, every 2 levels (3,5,7 etc). At fifth level select one from super, but not psi sword or psi shield.

**O.C.C. Skills:**

Speak American 90%  
Speaks two other languages at 90%  
Select two piloting skills (+5%)  
Singing (+40%)

**O.C.C. Related Skills:** Select six skills each with a +10% bonus. The only combat skill is HtH: Basic.

Communications: Any  
Domestic: Any  
Electrical: Basic only  
Mechanical: Automotive only  
Military: Any  
Medical: First aid only  
Physical: Any, except for acrobatics and wrestling  
Pilot: Any  
Pilot Related: Any  
Rogue: Any  
Science: Math only  
Technical: Any  
Weapon Proficiencies: Any  
Wilderness: Any

**Secondary Skills:** Select eight secondary skills. At third and eighth levels an additional four secondary skills can be selected. As Mind Melter but add singing at +40%

## The Siren PCC

By: Gabriel  
Warlock@Neonexus.com

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### The Siren

"Beware the banshee, for when she wails, men die..."

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Sirens are women gifted (or some might say, cursed) with a magical voice. The most famous of the Sirens are the Banshee (Bean Sidhe, literally "Woman Fairy") of Ireland and the Sirens of Greek myth. Banshee still exist to this day, but they are rare and often hide their powers. The Banshee are the portion of those sirens with precognitive powers. They often see the death of others and wail at the visions. This has led to their being hunted, for many thought that they caused death rather than foretell them.

These women (and the extremely rare male) have the voices of goddesses (or gods). While their voices are beautiful, they are also extremely deadly. Sirens are able to do wondrous things with their voices, from mesmerizing people to destroying a building. In ancient times, a person was able to neutralize their powers by simply plugging their ears. In post-Dark Day Earth, their abilities have increased to the point that they are a force to be feared, even by the minions of the Nightlords.

As a small side note, Sirens are also known to have a talent for spoken languages.

Siren P.C.C. Abilities and Bonuses:

1. The Voice of the Siren: The voice of the Siren is capable of a variety of things. It can be used to destroy or to heal, to protect or to attack. All Songs last as long as the Siren keeps singing (unless otherwise noted). The usual tactic of a Siren is to begin singing and then simply change their Song to accomplish different things. They may sing the Song of Destruction, and then a short burst of the Song of Protection to ward off incoming gunfire, and then switch back to the Song of Destruction. Be aware however that a Siren cannot undertake serious physical exertion and keep singing. This means that in order to defend themselves they usually use the Song of Protection.

GM Note: You may wish to have Sirens roll against their Singing skill to use these Songs. The following Songs are automatic to all Sirens.

**Song of Destruction:** A loud, high-pitched Song. It sends out powerful sonic waves which disrupts matter that it comes in contact with. As a Siren gains in experience, they are able to control this power better, until they are able to target a single object. Against living creatures this power is most likely to rupture blood vessels in the brain or head, and possibly rupture eardrums.

Damage: 3D6 + 1D6 per each even level (2, 4, 6, etc...) per action

Duration: The Siren can maintain this Song for three times their Mental Endurance in minutes.

Range: 200' + (ME+50') per level.

Area of Effect: Varies. At first level, the Siren affects a 360 degree area. They cannot focus it any more than that. At second level, they can narrow the sonic waves to a 90 degree area in front of them (note that the Song is still heard by others, however they are not affected by the sonic waves). At third level, the waves can be narrowed to a 10' wide 'beam', and at fourth level the Siren can affect a single, man-sized target. At fifth level, the control is refined to the point that they can affect a small, 6" object.

Note: Even if you are fifth level, you can still affect a 360 degree area.

**Song of Healing:** A soothing, quiet Song that is very calming. Those nearby (within 25') will start to drift into a light trance unless they make a save vs. 12 (mental endurance bonuses do apply). This is the most passive Song that the Sirens possess, and cannot be used during combat. Some say that this relaxing Song is one of the most beautiful things in the Megaverse (an awe factor may be applicable depending on the situation, consider it to have an awe factor of 17). While the Siren is singing this Song she channels positive healing energy into her target, increasing their natural healing to incredible rates. While the target is healing, they are put in a deep trance. They will awaken 3D4 minutes after the Song is ended, or if they experience great pain (at least 2D6 SDC damage). The Song can be restarted, uninterrupted, as long as the target does not awaken.

Healing Powers: At first level, the target heals 1D6 per hour. At second level, the rate is increased to 1D6 per half hour. At fourth, 1D6 per 15 minutes. At sixth level, 1D6 per minute. At eighth, the target heals 1D6 per melee.

Duration: Because this is such a quiet and relaxing Song, it relaxes the singer as well. They can maintain it for (ME+PE/2) hours at a time, as long as they take short breaks to drink water and eat. If they wish to continue past their limit, they must roll against their singing skill with cumulative penalties. -10% for the first hour, -20% for the second, -30% for the fourth, -60% for the fifth. It is impossible to continue for more than five hours past their limit.

Range: Maximum of 10', however if there is not physical contact, reduce the amount healed to 1D4 rather than 1D6.

Area of Effect: At first level, only a single person can be affected. However, at level 7, all the people in a 50' radius can be affected.

**Song of Mesmerism:** The Sirens are known for their seductive voices, voices which men (and women) will die for. This is sort of a super-hypnotic suggestion. As long as the Siren keeps singing, the target remains mesmerized. The only time they get a second save is if they are told to do something which is contrary to their alignment, like a principled person killing an innocent, etc.

Duration: As long as the Siren keeps singing. They can see for three times their Mental Endurance in minutes.

Range: 300' + ME x 10' at levels 3, 6, 9, 12, 15

Area of Effect: At first level the Siren cannot specify a target, rather they affect a radius equal to their range. At second level, they can effect everyone in a 90 degree area to their front for a distance equal to their range. At third level, they can target a specific person.

Note: Everyone will hear the Song, but the power will only be targeted against an area as noted above.

Saving Throw: Save at a 14 or higher. Mental endurance bonuses are applicable.

**Song of Protection:** A vaguely soothing, persistent Song, mostly composed of the lower notes of the Siren's particular octaves. This Song forms a protective shield composed of psychic energy. The shield forms a strong barrier against all physical, energy, and magical attacks.

AR: Not applicable when the SDC reservoir is full, but gets an AR of 18 when the reservoir is depleted 50%. Reduce that again to 15 when 75% of the SDC reservoir is gone.

SDC Reservoir: Mental Endurance x 10 + (Mental Endurance + 10) per additional level. This SDC regenerates at a rate equal to the character's Mental Endurance per half hour.

Duration: This Song will only last as long as the SDC reservoir holds out. The SDC is an indicator of the mental strength of the Siren. As the SDC is depleted, the Siren's control begins to waver (see AR, above). When all of the SDC is depleted, the Siren is stunned for 1D4 melees. The Siren can sing for three times their Mental Endurance in minutes.

Range: 100' + ME' per level (starting at level 1)

Area of Effect: At first level the Siren can only create a two-dimensional protective screen 10'x10'. This screen must be within the line of sight of the Siren. At second level the Siren is able to create a protective bubble surrounding the Siren for a 15' radius (cannot be created around someone else, unless the Siren is also inside the bubble). At third level, the Siren can make temporary shields which are used to parry attacks. They simply snap up to block an attack and then disappear.

Note: These are not automatic parries and each parry costs one attack (these parries are a short burst of Song).

When parrying using these shields, roll for damage as usual and take it off of the SDC reservoir. This SDC cannot be used to create shields until it regenerates. At fourth level, the Siren can create protective bubbles around other people, as long as the targets are within their line of sight.

**Song of Sleep:** The Song of sleep is similar to a psychic lullaby. This is the only Song which the Siren does not need to continue singing in order for its effects to be felt. When the Siren begins singing her target(s) begin to feel drowsy (-5 on initiative, -3 to strike, parry, and dodge and they will be somewhat disoriented and confused as their mind approaches the Dreamstream). At the end of one melee, they must make a save vs. psionics or fall into a deep slumber. Those that make their save must make another save at the end of the next melee. After the second save, if they remain awake they must make a save every melee in order to remain awake. During this entire time they remain drowsy (see penalties above).

**Duration:** The Siren can maintain the Song for a number of minutes equal to his/her Mental Endurance. If they attempt to continue singing past this time limit, they must make a save vs. psionics or fall prey to their own Song. If they fail, they fall asleep for 1D6x10 minutes. For every minute past their limit that they sing, apply a -1 to save. Eventually, they will give in. Once the Siren stops singing, his/her victims will remain asleep for 3D6x10 minutes.

**Range:** 75' + (ME+25') per additional level

**Area of Effect:** At first level the Siren can affect a radius equal to their range. At second level, they can affect a 90 degree area in front of them with a radius equal to their range. At fourth level, they can target a specific individual.

2. **Psionic Powers:** In addition to their special abilities (see below) all Sirens can choose four powers from the sensitive or healing psionic categories.

3. **ISP:** ME attribute plus 1D4x10. Add 2D6 per level of experience.

4. **Bonuses:** All Sirens are +3 to save vs. Dream Manipulation / Combat and +1 to save vs. possession and insanity.

**Alignment:** Any

**Attribute Requirements:** IQ and ME of 13 or higher.

**Note:** 90% of all Sirens are female. Males are also called Sirens.

**Attribute Bonuses:** +1D4 to MA and PB

**PCC Skills:**

Native Language and Literacy (98%)

Basic Mathematics (+30%)

Sing (+40%)

Pilot: Select 1

Domestic: Select 1 (+10%)

Technical: Choose 2 Languages

Hand to Hand skills must be chosen. Basic costs 1 skill, Expert 2, and

Martial Arts 3 (or Assassin if an evil alignment).

**Other Skills:** Select 8 other skills.

Communications: Any (+10%)

Domestic: Any (+5%)

Electrical: None

Espionage: Any except sniper and tracking

Mechanical: Automotive only

Medical: First Aid and Holistic Medicine only

Military: None

Physical: Any except Acrobatics

Pilot: Civilian vehicles only

Pilot Related Skills: Navigation only

Rogue: Any

Science: Any

Technical: Any

WP: Any

Wilderness: Any

**Secondary Skills:** The character also gets to choose 4 secondary skills at level one. In addition, the character can select 1 skill at levels 3, 6, 9, 12 and 15.

**Equipment:** Varies with background and setting. May have an old car or motorcycle.

**Money:** 1D10x100 dollars in cash in addition to 4D6x1000 in various possessions.

**Conversion Notes:**

**RIFTS®:** The Song of Destruction can also do MDC at the Siren's discretion, but they can only maintain it for half the duration. The Song of Protection provides an MDC barrier, BUT the AR still applies as the MDC is depleted.



Palladium Fantasy RPG.: No changes  
After the Bomb®: No changes that I am aware of  
Heroes Unlimited.: No changes  
Siren Experience Table:

1	0000 - 2500
2	2501 - 5000
3	5001 - 10000
4	10001 - 20000
5	20001 - 30000
6	30001 - 50000
7	50001 - 80000
8	80001 - 120000
9	120001 - 170000
10	170001 - 225000
11	225001 - 275000
12	275001 - 350000
13	350001 - 420000
14	420001 - 520000
15	520001 - 700000

## Sirrush RCC

By: hellsAngel  
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### Sirrush R.C.C.

Desceiption: 18 feet long, silver or bronze metallic scaly skin. This dragon has lion's paws instead of the traditional taloned feet on it's forelegs. It has a long neck with a horned head, and a forked tongue.

The Sirrush is a guardian dragon, one who attaches itself to a region, normally around a small village, and will act as the defender of that region against all intruders that would attempt to do evil there. Sirrush are normally of good alignment, but some have been known to be anarchist.

The Sirrush has no metamorphic ability, but is naturally a very stealthy dragon, and can creep up on almost any other creature without being detected. They have excellent nightvision, keen sense of hearing and smell, and are excellent trackers. They are also very good teleports, and can easily teleport to any location they have been, or have heard of, with little chance of failure.

### Sirrush RCC

Alignment: Good or Anarchist only

Attributes - Hatchling:

IQ: 3c6 ME: 3d6 MA: 3d6

PS: 4d6 PE: 4d6 PP: 3d6+3

PB: 2d6 SPD: 2d6+6

Adult

IQ: 4c6 ME: 4d6 MA: 4d6

PS: 5d6 PE: 5d6 PP: 4d6+6

PB: 2d6+6 SPD: 4d6+6

MDC/Hit points Hatchling: 1d6x100

Adult: 2d6x100+400

Horror Factor: 8 for Hatchling

14 for Adult

PPE: 2d6 x 10 Hatchling

2d6x100 Adult

atural abilités: Impervious to poisons, toxins, drugs and gases

Nightvision 120 feet, see invisible

Fire and cold resistant (does half damage)

Bio-regenerate 1 MDC per ten minutes

Teleport self 98% accuracy

Telepathy - surface thoughts only - only within line of sight

ISP: 1d6x10

**Magic Knowledge:** SIRRUSH are born with an innate understanding of the basics of magic and Rifts. They learn new magic as per standard rules, and can acquire any spells available, with no limitations as long as they can find a teacher. SIRRUSH cannot use tattoo magic.

**Spells:** The typical SIRRUSH is as experienced as it can be in one field of magic, with minor abilities in other fields.

**Combat abilities:** All SIRRUSH encountered which are not hatchlings will have hand-to-hand: Martial arts at their level.

**Average EXP. level of adult:** 2d6+5

**Combat attacks per melee:** Adult: varies, but average is 1d4+4

**Bonuses:** +5 initiative, +2 strike, +4 parry, +2 damage, +2 roll/pull punch, +3 save vs. psionics, +2 save vs magic, immune to horror factor – SIRRUSH have no fear.

## Sisters of Mercy

By:

[Reeves Clippard](#)

The Sister of Mercy is a war hardened field medic that is completely neutral during battles and will attempt to heal anyone that comes to her for aid. The Sister is well trained in hand to hand combat and certain ancient and modern weapons when working or traveling through certain hostile environments.

The training into the Sisterhood is so rigorous that many of the trainees drop out. 10% drop out with some sort of psychosis (look out, psycho with a scalpel), 35% quit from not being able to hold up under the pressures of working in the tent, 15% are thrown out after the Prioress or Abbess discovers that the Sister has a motive beyond that of the Sisterhood, another 10% never make it into the field because of failed test and such, but they still hold "desk jobs" within the Sisterhood, the remaining 30% are field medics.

From studying the innards of hundreds of humans and D-Bees the Sisters are immune to all horror factors (visual not magical though). The Sisterhood is maintained by funds from unnamed officials in several governments. Often funds become so thin, that Sisters have been known to warm their hands in the guts of those they are operating on when in cold environments. The tents where surgical operations are conducted nearly always reek of festering wounds and strong disinfectant. The Sisterhood is not a religious group, but they do set up a neutral shrine in each of their tents for patients and Sisters alike to use. Most also learn to sing or play a musical instrument to calm not only their patients nerves, but their own. Even though the Sisters of Mercy is for women only, men are often found working along side them in and around their tents. The Sisters always welcome help from body fixers, cyberdocs, mages and psychics with healing powers, and most other people. Often previous patients are found near the tents helping move victims and remove bodies, or preventing fights from breaking out too close to the camp. The Sisterhood is very respected around a battlefield, and there are unwritten rules among patients that in and around the Sister's camp that all fighting stays on the battlefield.

**Note:** The Sister suffers a penalty of -20% when dealing with extremely alien physiologies, but they have studied the most common D-Bees on Rifts Earth.

**Attribute Requirements:** I.Q. 11 or higher; M.E. 11 or higher, a high P.E., P.P., and M.A. are suggested but not mandatory.

### O.C.C. Skills:

Medical Doctor (+5%)

Paramedic (+20%)

Anthropology (+5%)

Biology (+15%)

Math: Basic (+10%)

Language: American (+30%)

Language: (2 others +20%)

Literacy: American (+30%)

Lore: Demons and Monsters (+5%)

WP Knife

WP (one other)

HTH: Basic\*

\*Can be raised to Expert at the cost of one "other" skill and to Martial Arts at the cost of two "other" skills.

**O.C.C. Related Skills:** Select 6 other skills, but at least two must be from technical or the sciences. Plus select two additional skills at level three, and six, and one at level 9 and 12. All new skills start at level one proficiency.

Communications: Radio Basic only (+5%)

Domestic: Any

Electrical: None

Espionage: Wilderness survival only (+5%)  
Mechanical: None  
Medical: Any (+15%)  
Military: None  
Physical: any except boxing, wrestling, and acrobatics  
Pilot: Any  
Pilot Related: Any  
Rogue: None  
Science: Any (+5%)  
Technical: Any  
W.P.: Any  
Wilderness: Skin and Prepare Animal Hides and Preserve Food only

**Secondary Skills:** The character also get to select eight secondary skills from the previous list. 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:** A surgical gown, half a dozen pair of disposable surgical gloves, two pair of reusable surgical gloves, emergency surgical kit (scalpels, suture, needles, etc.), first aid kit, 3 unbreakable vials, and other basic survival items (canteen, flashlight, etc.)

The Sister is also likely to have a very lightweight suit of MD body armor that won't impede on many medical operations (preliminary first aid/stabilizing etc.), select one automatic weapon, a MD rifle or pistol, 2D6 extra clips for each. The sister is very skilled with a scalpel and often has a few combat knives with her.

Sisters of Mercy rarely travel alone so almost never have their own vehicle, but hitch rides with other travelers or ride in a Sisterhood issued vehicle with several other of the nurses.

**Money:** A Sister of Mercy will have only 4D6x100 credit and 3D6x100 in personal items.

## The Sisters of the Sightless Eye

Based on the computer game Diablo

By:  
[Crow T. Robot](#)

The Sisters of the Sightless Eye are a loosely organized guild from the land of Khanduras. This female only organization trains its members in many skills, including archery, the ability to disarm traps, a basic training of magic, psionic development, and other ' skills to help them survive.

The 'sisters' travel the land disguised as simple travellers, each with her own motives. Some of them use their talents for the good of the people in that land, while others use them to further themselves, or to make a quick buck.

The organization is very loosely organized, with no center or leaders. New recruits are trained by veteran sisters (Usually at least level 8 or so), and thus the organization is not as large as other guilds, but much more spread out. Meetings among the veterans, while rare, are held occasionally when a situation that needs a resolution presents itself.

The sisters are no longer limited to their homeworld of Khanduras, many have made the travel to other parts of the megaverse, and quickly adapted to technology in worlds such as Rifts Earth. The sisters have grown fairly widespread (for them, at least) in places such as Phase World, Rifts Earth, and even Wormwood.

**Race:** Any (Female only)

**Alignment:** Any, but lean towards unprincipled

**Attribute Requirements:** IQ 10, PP 12

**O.C.C. Skills:**

Speak Native Language - 98%

Speak Additional Lang (+15%)

Hand to Hand: Basic

W.P. Longbow

W.P. 1 of Choice

Pick Locks (+25%)

Detect Traps/Secret Doors (+25%)

Prowl (+15%)

Pick Pockets (+15%)

Streetwise (+15%)

Tracking (+8%)

Lore: Magic

**Other Skills:** Select 2 from Rogue, 2 from wilderness and 7 from any category. Plus select another 2 skills at levels 3, 6, 9, 12 & 15.

Communications: any

Domestic: Any

Electrical: Any

Espionage: Any

Mechanical: Any

Medical: Any

Military: Any

Pilot: Any

Pilot Related: Any

Rogue: Any (+10%)

Technical: Any

W.P.: Any

Wilderness: Any (+10%)

**Secondary Skills:** Select 4 from any category. Plus pick another 1 skill at levels 4, 8, 12 & 15.

**Magical Abilities:** Pick 1d4 Spells from Levels 1-3 at level 1. Can be taught other spells

**P.P.E.:** 1d4x10+PE + 2d4 per Level

**Psionic Abilities:** All Sisters (Unless from a psionically incapable race) get an automatic sixth sense. Roll for psionic abilities afterwards.

**Equipment:** Old Travelling Clothes, Backpack, 1d4 Bags, 2 Weeks Rations, 1 Waterskin/Canteen.

**Weapons & Armor:**

On Fantasy Worlds:

Long Bow, Quiver of 6d6 Arrows

Dagger

1 Non Magical/1 handed Sword (Players Choice)

Soft Leather Armor, 3d4x10 Gold Pieces

On Rifts/High Tech Worlds:

Light MDC Body Armor

Vibro-Knife/Sword

High Quality Long Bow, 4d6 arrows.

2d4 Explosive Arrowheads (-2 to hit (Heavy), 1d4x10 MD to a 10 foot radius on impact)

2d6 Vibro Arrowheads (Armor Piercing, Short Battery, Re-Usable)

4d6 MD to MD armor/creatures, 60% chance of piercing Body Armor 30% of Power Armor - Damage to target inside if penetrates

Automatically penetrates SDC AR, does 6d6 SDC/HP to SDC targets

1 Light Energy Weapon

**Money:** 4d6x10 Credits.

## The Slayer

By: Necromancer Bob

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### Slayer O.C.C.

Based on the TV show "Buffy the Vampire Slayer"

The Slayers are a rare and dangerous kind. They are chosen from among their generation to be the protectors of mankind from the supernatural. Chosen by whom isn't known; perhaps God or Allah or whatever deity you want to suggest. The greatest enemy of the Slayers are vampires, people who have been corrupted by the spirits of an ancient demon (or so the legends say). Although demons and other supernaturals are also to be stopped, it is the vampire -first and foremost- that is to be destroyed.

In centuries past, there was only one Slayer in a generation; most of the supernatural denizens of the world were asleep or in hiding. But now, after Dark Day, with the explosion of Nightbane, new vampire incursions, and the gates of Domhain Dorcha again opened, there is a greater need for Slayers than there has ever been. As a result, whatever deity is behind the Slayers has chosen perhaps

hundreds of them to join in the fight (O.C.C. Note: Some

Slayers chosen can be of other O.C.C.s, such as men of magic or psionics. This O.C.C. represents the most common, straight "physical" Slayer class. Other classes chosen to be a Slayer do not get any of the special powers or abilities of this O.C.C.).

Slayers are approached when they are young (in their teens) by one who will become their teacher. Sometimes, the teacher is a Slayer herself (or himself, maybe- I still haven't gotten it confirmed); more often, the teacher is a member of the Watchers, the guiding hand of the Slayers (a bard or parapsychologist). The Watchers are not fighters; instead they are only teachers. They are an ancient sect of the Seekers who have existed for centuries, watching and compiling lore (especially about vampires) and teaching neophyte Slayers the arts of the kill. The student is trained and immediately sent into the world on their mission; the teacher usually remains by their side as an adviser.

Slayers are gifted with an in-born prowess and skill that enables them to go toe-to-toe with vampires and, with luck, succeed in ridding the world of them. Training, including the martial arts, helps to hone this innate ability to make the Slayer what they are. Vampires have their powers; a Slayer must make do with honing their human body to physical perfection.

Slayers are not men of magic nor psionics; they instead make do with skill and knowledge.

In the modern world, Slayers tend to be very principled people. They see the world as very black and white: the supernatural is evil and must be destroyed. Their mission is to protect the weak and innocent (meaning normal humans) from the undead. This includes only rarely allowing others to accompany the Slayer on excursions into vampire territory. Another part of the Slayers' traditional creed is not making friends (or even allies) of supernaturals. There are humans and there are others- only humans are to be trusted. Recently, some Slayers have broken this creed by trying to understand and even help the Nightbane- no harm has come to them, although their teachers usually give them hell about it.

Most Slayers of the early 21st century are members of the Lightbringers or Spook Squad factions. The Lightbringer Slayers have been convinced (for the moment) that the Guardians really are angels and humanity's salvation (little do they know).

The toughest part about being a Slayer is coping with everyday life. Like the Nightspawn, Slayers are usually young people (in their teens and early twenties) who must contend with having both their normal school lives or jobs and their...real profession. Sure, a Slayer may be a hunter of undead, but she still has to go to class. The odd behaviour (ie, disappearing from class when a vampire threat comes up) often causes people to misunderstand.

Ironically, Slayers are often labeled as slackers and "bad kids" by the very people they are protecting. A sad predicament that often frustrates the young vampire hunters.

Necromancer Bob's Note: I think that this is something that we forget in role-playing- everyday life. Sure, your character may be able to turn into a huge, hulking monster, but where does he get the money for his trips to Wal-Mart? The mundane side of our characters' lives isn't something we want to think about when indulging in escapism, but it's still important. GMs, take the idea and run with it.

Alignments: Any, but usually (90%) good. Evil Slayers will usually be aberrant. An evil Slayer is indicative of one who has seen too many horrors and become callous to human suffering, but is still obsessed with their duty.

Attribute Requirements: A Slayer is born, not made, so there are no attribute requirements. However, most Slayers have an M.E. and P.P. of 14 or higher. Also, most (if not all- I'll ask about it) Slayers are female.

Powers/Abilities of the Slayers:

1. Martial Arts: All Slayers know some form of martial arts. They have found this gives them a real physical edge in their fights with the undead, hence it is part of the traditional training The Slayer gets one martial arts form (including Exclusive) from Ninjas & Superspies RPG. Ninjutsu is excluded.

2. Quick-Draw and Throwing Initiative (Knives and Stakes): A special P.P. bonus similar to that of the Tribal Warrior (see Rifts: Spirit West). It enables the Slayer to draw and throw wooden stakes or knives (only when throwing them). The Slayer is +1 on initiative for every 2 P.P. points above 16 (maximum P.P. 30 for a bonus of +7). This bonus only counts when throwing one of these two weapons.

3. W.P. Sharpshooting (Knives and Stakes): The Slayer can throw wooden stakes and knives with deadly accuracy. The Slayer is +1 to strike with a P.P. 20 and +1 for every 5 points above 20. Only applicable when throwing either of these weapons. The usual tactic for killing a vampire is a called shot to the heart.

4. Sense Vampires: This ability is one part psionics, one part instinct, and one part luck. The Slayer can sort of "smell" when vampires are nearby.

Range: 30 ft. Success Rate: 15% +5% per level of experience.

5. Other Bonuses: +2 on perception, +1 to save vs. magic and psionics, immune to vampire mind control (but not the Slow Kill), +3 to save vs. horror factor. The Slayer's strength also becomes supernatural.

6. Mentor: Not really a power as such, but sort of an extra note here. The Slayer's teacher is usually around and can be called on for advice or aid. The teacher is usually a parapsychologist, bard, or similar. Role-play this to the hilt.

O.C.C. Skills:

Native Language & Literacy 98%

Lore: Demon and Monster (+15%)

Lore: Vampire (+20%)

Research

Basic Math (+20%)

Computer Operation (+10%)

Streetwise (+15%)  
Prowl (+15%)  
W.P. Archery & Targeting  
Two science or technical skills of choice (+20%)  
O.C.C. Related Skills: Choose 8 other skills from the following:  
Communications: any (+5%)  
Domestic: any (+10%)  
Electrical: any  
Espionage: any (within reason)  
Mechanical: any  
Medical: first aid only  
Military: none  
Physical: any  
Pilot: any  
Pilot Related: any  
Rogue: any (+10%)  
Science: any (+10%)  
Technical: any (+10%)  
W.P.: any  
Wilderness: wilderness survival and land navigation only  
Secondary Skills: Choose 4 from the above list, but without the bonuses listed.  
Equipment/Money: 1 dozen stakes, a couple of small throwing knives (silver and otherwise), a quality crossbow or bow and arrows, a water gun, a silver cross, a pistol with silver bullets, other vampire-slaying equipment. A junker of a car, a small apartment, casual clothes, a black trench coat (to look like Vampire Hunter D), etc. 2D6x1000 dollars in property (car, etc) and 2D4x 100 in cash.  
Experience Table: Uses Sorcerer experience table.

## Smurf Faerie R.C.C.

By:  
[Jason Stephenson](#)

Everyone knows the Smurfs, those lovable little blue-skinned faeries of pre-Rifts legend. They cannot fly and live in deep forests far from larger folk. They can communicate with all woodland creatures and all wild animals will obey their commands. They usually go around naked or wear clothing of spun spider silk.

**Alignment:** Tend toward selfish.

**Attributes:** IQ 3D6, ME 2D6, MA 2D6, PS 1D6, PP 3D6, PE 2D6, PB 4D6+6 (minimum of 16), Spd 3D6 (remember, they can't fly).

**Natural Abilities:** Nightvision 90 ft., see the invisible, keen normal vision, sense the location of water 60%, sense ley lines 80%.

**Magic Spells:** Charm, love charm, grow plants, animate plants, sense evil, summon & control animals, tongues, and the faeries dance.

**Combat:** 3 hand to hand or 3 with magic.

**Additional Bonuses:** +1 to save vs. magic.

**R.C.C.:** creature of magic and nature/woodland faerie

### R.C.C. Skills:

Speaks Faerie and Gobblely 98%  
player characters can learn two additional languages at the base skill +10% bonus  
identify plants & fruits 80%  
land navigation 82%  
wilderness survival 90%  
preserve food 90%  
track animals 60%  
faerie lore 90%  
sing 60%  
dance 74%  
pick pockets 50%

prowl 80%  
climb 80/70%  
and one ancient weapon proficiency of choice.

Skills do not increase!

**Size:** 6 inches (152 mm) tall

**Weight:** 6 ounces (250 grams)

**Notes:** Never wear armor and don't trust most big folk. Use typical faerie weapons.

**Smurfberries:** Turns the victim blue and causes them to become obnoxiously cheerful and friendly to the point of losing all aggressive qualities. The victim will be unable to engage in combat except in self defense and then will lose all bonuses to strike, parry and dodge due to joviality and a sudden lack of concern for their personal safety. In addition, the character will begin to "talk Smurf" (that is, saying everything is Smurfy and appending Smurf to every other noun). The effects of Smurfberries last 2D6+2 hours, unless a remove curse spell is used first.

## Snow Ranger O.C.C.

By:  
Arch Mage Hadrian

The Snow Ranger is a version of the Wilderness Scout, trained to survive in the Antarctic wastes. The duties of the Snow Rangers involve escorting convoys, scouting, hunting. The Snow ranger is a independent occupation, involving living apart from civilization for months on end, and teaches self reliance.

**Attribute Requirements:** I.Q.: 8, and a P.E. of 12, a high P.S. and M.E. is helpful but not mandatory.

**Special Bonus:** Add 3D6 + 10 to the characters S.D.C., plus 1D4 to P.E.

### O.C.C. Skills:

Cooking (+5%)  
Climbing (+20%)  
General Athletics  
Language Select 2, (+15%)  
Land Navigation (+20%)  
Horsemanship Exotic (+20%)  
Hunting  
Fishing (+10%)  
Prowl (+15%)  
Track Animals (+20%)  
Winter Survival (+20%)  
Skiing (+15%)  
Pilot Dog Sleds (+10%)  
Pilot Snowmobiles (+15%)  
W.P. Knife  
W.P.Ôs of choice: select 3  
Hand to Hand Basic  
Hand to hand Basic can be changed to Expert at the cost of 1 other skill or to Martial Arts or Assassin (if evil), for 2 other skills.

**O.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%), holistic medicine counts as 2 skills.

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.)

**Standard Equipment:** Set of warm clothing, extra pair of boots, set of M.D.C. armor (probably light armor to maximize mobility), warm hat or helmet, sunglasses or tinted visor, air filter, first aid kit, knapsack, backpack, utility/ammo belt, a couple of sacks, several short lengths of cord, 100 ft of lightweight rope, 6 iron spikes, hammer and mallet, hand axe, utility knife, skinning knife, fishing line and hooks, snares, and 6 flares, IR distancing binoculars, passive nightvision goggles, and a telescopic gun sight. Weapons, the player can choose any reasonable amount of weapons to carry (subject to GM approval). Vehicles can be any snowmobile or snow tractor, or could be the Snow Beasts that the Federation has tamed.

**Money:** The typical ranger will have 4D6 x 10 in credit, and another 3D4 x 1000 in black marketable items. Most rangers and employed by the federation, but there are some hardy individuals who choose to live in the wastes from the cities.

**Cybernetics:** Most rangers will avoid cybernetics, but some will see some cybernetics essential, for survival such as Cyber optics, and hands and feet.

**Xp table:** As Wilderness Scout O.C.C.

## Sonic Dragon R.C.C.

By: IainHend@aol.com

### Sonic Dragon Hatchling

Description: The sonic dragon 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 sonic dragon 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 sonic dragon.

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. 3 M.A. 4 P.S. 3 P.P. 5 P.E. 5 P.B. 4 Spd 3D6 +1000

These attributes stay pretty constant until the dragon reaches full maturity at about 400 years old. At that time the physical attributes increase dramatically (except speed).

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. 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: Acrobatics, Climbing, Gymnastics, Prowl, and Swimming only

Pilot: Any

Pilot Related: Any

Rogue: Any

Technical: Any

Wilderness: Any

Ancient Weamagic

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: 8D4 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, and immune to the effects of sound (sonic booms ect...).



### Hear Wider Spectrum of Sound

Range: 1000 +100 ft 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.

Emit High Pitched Whine

Range: 180 ft

Area affected: 60 ft radius, with dragon as focal point.

Damage: 2D6 per melee

The dragon emits a high pitched whine which will hurt, deafen, and distract all who fall prey to it. Victims are -6 on initiative, and -6 to strike, parry, and dodge. Victims also take 2D6 damage each melee round. 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 its own air supply, 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 ft

Duration: Instant

Damage: 1D4x10, +10 underwater

Attacks Per Melee: Equal to hand to hand.

Sonar

Range: 400 ft +100 ft 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 its natural powers and abilities. So a hatchling metamorphed to look like a bunny rabbit can still talk, cast spells, and kick with the strength of a dragon. The metamorphosis does not instill any of the abilities of the animal, only its appearance.

Teleport: 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. A sonic dragon generates a sonic boom whenever he 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.

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 sonic dragon 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), +2 to strike(+1 in air), +5 to parry(+2 in air), +8 to dodge(+6 in air), +10 on initiative, +10 roll with punch, fall, or impact, Fast Punch: 1D6, Super Fast Punch: 4D6(2 attacks), Fast Kick/Claw: 2D6, 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 fisted flying ram style punch at 400 mph or greater: 1D4x10(3D6 to self)(2 attacks).

Average Life Span: 4,000

Insanity: Sonic dragons 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 fidgeting. 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. Sonic dragons 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 sonic dragon usually appears to be fearless, leaping into battle with a joke on its lips and armed with its 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 sonic dragon tends to be naive and a sucker for a sad tale, good cause, or pretty face. Also roll once on the obsession table found in the insanity section of Rifts or Heroes Unlimited.

## The Sons of Ether

By: Crow T. Robot

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### The Sons of Ether

Based on White Wolf's "Mage the Ascension"

The Sons of Ether are an institution of eccentric scientists that originated in the Victorian era. Their goal, to create a better tomorrow using new and odd sciences that no one had yet discovered. Little known to them at the time was the concept that what they were dabbling in was magic.

The society continued into the present day, practicing what they came to call Science (always capitalized, the mundane form is referred to as lowercase science).

In their existence, they have tended to scoff and ridicule so called 'magic' instead insisting that it was indeed a form of advanced Science powered by an invisible substance called Ether (This could potentially be ectoplasm or PPE, it is up to the particular GM).

With this marvelous Ether they were able to empower wondrous devices, and explore strange new worlds (The sons of ether stumbled upon the astral domain, and were also the first 'known' humans in outer space. Not that anyone would believe them.)

The ideology of the Sons of Ether originated from an ancient text known as the Kitab al Alacir, an ancient text that was found in both Arabic and Greek scrolls, and is believed to have been written by Aristotle, although it is hardly known in the 'true' scientific community. What is presented here is the theory of Ether that the sons are built on, and this document contains the basic theory that brought this collective together. (In reality, this document was a falsified creation that was sent to Earth by the Nightlords eons ago when human civilization was new. It was hoped that this would send humans away from true understanding of magic and make them more vulnerable. Ironically, this plan backfired and enabled a human sect to learn the secrets of magic. In reality, it was the Nightlords who created this clan, although they fail to see the humor - they only succeeded in making a new enemy.) New Sons of Ether are recruited throughout the world at Universities by professors. An elder Son of Ether will let a copy of the Kitab al Alacir fall in the laps of the student, and if a true interest is taken, the professor will take further steps to determine the viability of that particular student. If there is hope, he will bring the student to a meeting and the initiation will begin - that professor will become a mentor to the student for a period of 1-4 years.

Within the clan there is both much differentiability and much conflict. No two Sons are alike and each have different ideas about Science. One of the primary movements is that of the younger members, who hope to make the society more up-beat, while the elders still cling to a Victorian style. A key conflict currently in the clan is the issue of sexism - a common factor in the Sons. Many female members want to change the name to something more 'Politically Correct.'

Dark Day brought the sons together, forcing them to all agree on one thing - That the Nightlords had to be fought. Since the Sons' recognition of the Nightlords, they have wholeheartedly begun to assault the invasion in every way possible.

Low numbers make this difficult, but the group is not without resources, many members are rather wealthy, and their unique abilities make them an asset to any group. They are amazed by all supernatural creatures, and are curious to get their hands on any possible to 'Dissect' it. For this purpose, they have established a small hideout in the Nightlands, where the bodies of many Nightlord minions and Nightspawn stay to where they can be cut open. They will not murder a being in cold blood, but corpses are collected by the more Morbid Sons. All information is shared through the headquarters of the Sons, which is an Astral domain which has about 12 major portals throughout the world.

### The Sons of Ether OCC

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OCC Abilities:

1) Cast Magic Spells with Foci: The Sons of Ether have a unique method of casting magic (or in their terms Science). Instead of actual casting spells, they use physical devices to act as a sort of foci that collects PPE (or Ether in their eyes) and creates a certain effect. That has several distinct advantages. First - the spell has one half the normal PPE costs, allowing the Son to get more spells off than your average spellcaster. Second, the effects always look connected to a technological item - making them much more believable and therefore more trustworthy than the average mage. Third, the items themselves are not magical, so therefore they do not register on any magical detection. The disadvantages are also there, though, and the most obvious of these is the fact that without these Foci the Son is powerless.

2) Creation of Foci: The Son of Ether has the base ability of  $45\% + 5\%$  per level of experience to create a foci. This number is  $- 3\%$  per level of the spell that he wishes to be emulated. The time taken to create a foci is  $2d6$  days times the spell level for simple spells (levels 1-4),  $4d6$  times the spell level for intermediate spells (5-9),  $1d4 \times 10$  times the spell level for difficult spells (10-13), and  $1d4$  months times the spell level for extremely difficult spells (14-15). The time is spent whether successful or not, and at the end of this period if the roll was successful the player will have created a new foci that allows him to cast one specific spell. (If the Foci is lost, the Son may create the same one again in half the time and without the skill roll, providing he kept the blueprints.)

Foci from levels 1-6 are simple and common enough to be shared among the sons, although it is not common practice. However higher level spell foci are different for every Son and cannot be shared. Sons can create new spell effects as per the rules in *Through the Glass Darkly*, but use the Foci Creation rules instead of the Principles of Magic Rules.

3) PPE Base:  $2d4 \times 10 + PE$ . Add  $4d6$  per level of experience. This may seem high but keep in mind the sons can NEVER gain PPE from blood sacrifice, ley lines, etc.

4) Initial Foci - 8 different devices that emulate any spells from levels 1-4.

5) Bonuses: +2 to save vs. magic, +6 to save vs. horror factor (it's simply Science!), +2 to save vs. mind control.

#### OCC Skills:

Read/Write/Speak Native Language - 98%

Math: Basic (+25%)

Computer Operations (+20%)

Research (+25%)

Four Technical or Science Skills (+20%) (Except Lore: Magic)

Speak one additional Language (+10%)

Hand to Hand: Basic (Expert can cost one other skill, Assassin/MA costs 2, and N&SS forms cost 3-4 GM discretion)

Other Skills: Select ten other skills from any category, except for Military.

Also excluded is magic lore. +10% for science skills, +5% for

Technical skills, and +5% for Communication skills.

Secondary: Select 6 other skills from above categories with no bonuses.

Standard Equipment: Varies a lot, but will include foci, a modest laboratory, a laptop or desktop computer, a small car and apartment, and  $3d6 \times 1000$  dollars in other equipment.

Money:  $1d6 \times 1000$  dollars at hand.

## Sorcerer O.C.C.

By: JediGyver@aol.com

### Sorcerer O.C.C.

Generally, we refer to all magic users as magicians, wizards, witches, warlocks, etc. as being the same type of being. However, we definitely do know better. This particular O.C.C. showcases the specialization of magic using the Will and the Word. If you liked my Will and the Word piece, this will be a perfect add-on to it.

The sorcerer is one of the most powerful of the magic O.C.C.s; he/she has the ability to do almost anything by using the will & the word. (Described elsewhere) They are the only class (right now) that is more or less solely dedicated to the study and use of their power. In many cases, the sorcerer is a magical scholar, as he must have great knowledge of the world around him to apply his powers. Because the will and the word is limited only by the imagination/knowledge of the user, or vice versa depending on how creative you are. Above all, these people are teachers, and they are an even greater threat to the CS than rogue scholars are. For they possess and use both knowledge and power, where one can diminish or enlighten, the other can destroy or change. This is why the CS deems sorcerers (above all others) the deadliest and most kill-worthy of their enemies. (Only one is known to reside in Tolkeen, but the CS doesn't know this. Several more however, do make their home in Lazlo. The CS is in for some very unexpected surprises when they start their campaign.)

The sorcerer is more than a P.P.E. battery, they are a conduit for the magical power which creates and maintains the ley lines, nexuses, and the such. They actually mainline the power and are far more attuned than any other magic user. Sorcerers are different from other users of the will and the word because they are far more powerful, more knowledgeable in most cases, and know the most about the power which they use.

Sorcerer magic powers, bonuses, and abilities:

- 1) Knows of the will and the word (Lore: Will and the word, Base skill-25%, +5% per level. Sorcerer automatically gets plus 50%)
  - 2) Knows all "spells," see the section on the will and the word.
  - 3) +5 vs. horror factor, +1 vs. magic at levels 2, 4, 6, 8, 11, and 14, +1 to spell strength at levels 1, 3, 7, 10, and 13, +1 to magic rolls (spell table) at 4, 8, 12, and 15.
  - 4) Starting age of training can be any age. But pick a starting age and add 1d10x10 years to it. This is the training time of a sorcerer. During this period, he is more of a trainee or disciple. During which, none of the bonuses of his power are in effect. Remember, a sorcerer is effectively immortal.
  - 5) Can do virtually anything with his/her power. (GMs, this can be a great munchkin dispenser)
  - 6) PPE: Take M.E. and P.E. numbers, add them together and multiply by 5, this is the base P.P.E. Add 1d10 PPE per level of experience. Of course the sorcerer can draw from ley lines and nexuses. Just not people.
- Attribute Requirements: I.Q. 12, M.E. 13, P.E. 13 or higher. These particular attributes are mandatory.

Alignment: Any

O.C.C. Skills:

Literacy: 2 languages (+50%)

3 additional languages of choice (+30%)

Basic Math (+25%)

Computer operation (+20%)

Lore: Demon (+20%)

Lore: Magic (+20%)

HTH: Basic

O.C.C.Related Skills: Select 14 other skills, but at least 4 must be from technical and 2 from science. Plus select 2 additional skills at level 3, two at level 6, two at level nine, and 1 at level 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Electrical: Any

Espionage: Any (+5%)

Mechanical: Any

Medical: Any (+10%)

Military: Any

Physical: Any

Pilot: Any

Pilot Related: Any (+10%)

Rogue: Any

Science: Any (+10%)

Technical: Any (+20%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to choose 7 secondary. Additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis ( ). Select 1 additional skill at levels 4, 8, and 13. All secondary skills start at the base skill level.

Standard Equipment: Robe or cape, set of clothing, set of traveling clothing, may or may not have light M.D.C. body armor, knapsack, back pack, 1d4 small sacks, 1 large sack, 6 wooden stakes and mallet, canteen, binoculars, flares, a hunting knife, pens or pencils, other standard equipment.

Either take a vehicle matching the piloting skill or prefer to walk, or use other means. (Think Belgarath or Belgarion)

Weapons are pretty much the same. Either they have them or they don't. I leave it to the gamemasters to decide if and what weapons the character gets.

Money: Starts with 1d4x100 in credits and 4d4x1000 in black markets items. In a pinch, the character can literally create whatever they want. Again I dropped it into the laps of the players or GMs.

Obviously they don't get, nor want cybernetics.

## **Soul Merchant RCC**

By: Brice Daury

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### **The Soul Merchant RCC**

These beings, who can be of various races and appear to be normal members of their race, except for greater personal charisma and ability to inter-relate with others. They have no racial ties with one another and the only thing that they always have in common is the

desire to sell weapons, vehicles, souls, whatever else that they can seel, they will.

While it is this innate desire and ability to sell that makes them merchants, it's their racial ability to deal in souls that makes them what they truly are- powerbrokers, pure and simple. These characters have very little inherent combat ability and do not go out of their way to gain more, they are salesmen who usually have as their protection any number of beholden beings who owe them in one way or another. It is this power, the ability to barter services and to get whatever they need through trade or amass fortunes through sale, which allows them to accomplish whatever goals they set for themselves.

Attributes: all are the usual for their race, except that they automatically gain a bonus of +2d6 to their personal MA, allowing them their ability to sell snow to eskimos or buy gold from misers at dirt-cheap price. These characters are not only not built to be combat monsters, but are intended as the exact opposite- a merchant who has his OEclients' protect him.

Special Abilities of the Soul Merchant:

1) Create Soul Drop- the OE Soul Drop' is an organic crystal that the merchant can create within his body and store for up to two days without OEselling' it, then it is reabsorbed (but not the PPE for it) back into their body. The effects of the Soul Drop on clients is described below.

Range: Must be touched to clients skin to bind to them, usually at the forehead or near the spine, but can be anywhere.

PPE Cost: 10 per soul drop created

Duration: As noted above, they can be stored for up to two days.

Effects of the Soul Drop: Binds to the body and OE soul (or magical aura, if you will) of the client, granting a few powers over the client to the merchant;

a) The merchant, not the client, has final say on PPE expenditures and use. Since the client has signed an arrangement giving his PPE to the merchant, the merchant can allow or disallow its expenditure (mages cannot use spells if the merchant won't let them- something they rarely are let in on before signing the pact), can stop it from being regenerated and can be taken from the client at any time, to be stored in the "Merchant's Jewel" a large multi-carat gem that looks more valuable the more PPE stored in it. It is this ability to take PPE from clients and then OE sell' it to others that allow these beings to get powerful mages beholden to them. And while merchant cannot force client to use their magic or control what spells they cast, they can remove casting ability.

b) The merchant has certain controls over the body of clients, he can do one of three things to them with but a thought- Can do 1d6 HP or 4d6 MD damage to client for each melee action expended, Can paralyze the client by shutting down their central nervous system for as long as the merchant concentrates or for 2d6 minutes and finally, the merchant can send the client into Narcoleptic-like coma that renders them unconscious for 1d4+2 hours, though they can be awoken by outside stimulus after half sleep duration.

\*These powers insure that the clients are (rightly so) protective of their merchant, if merchant dies, they have no idea whether it will kill them or what (this will be dealt with in future post). It also insures that the client cannot openly attack or attempt to harm merchant. Because these powers are freely granted to the merchant when the soul drop is accepted (see below for details), the clients get absolutely NO save vs. these attacks.

2) Sense Clients and Communicate Telepathically with them:

Range: The merchant can psionically sense any client of their within 500 miles range and the client cannot in anyway hide themselves from their merchant, nor can anyone else. The Merchant can telepathically communicate with their clients at up to 1 mile away, but they cannot read the clients thoughts unless the client chooses to OE speak' to them, though the client is forced to hear the merchant's words to them. This power costs no PPE or ISP to use and cannot be blocked or OE peeked in on' psionically.

3) See PPE and OE Soul'

Range: line of sight, this is actually a part of their normal sense of sight, anyone they look is seen in terms of appearance and also as a battery that shows both current PPE total and what percentage of full PPE they are at. This is the ability that most determines who the merchant will try to arrange a Pact with.

Soul Drop Note: this one is important, any removal of the drop will kill the client, no exceptions! Once the client signs the pact, it can only be broken by consent of merchant or by inability of merchant to uphold their end (see below).

Limitations of the Soul Drops And Soul Merchants:

\* The drops also have a maximum range of 500 miles for the transmission of PPE to the merchant and if client dies outside this range, their PPE is doubled and released as normal, otherwise it goes to the merchant at the point of death when the power doubles.

\*\* The soul drop can only be bonded to someone who has signed a Pact with the merchant of their own free will and they must then cut themselves (one point SDC minimum) and touch blood to the soul drop, which is then adhered to the client, usually at the forehead or spine, but could be hidden anywhere on their body.

\*\*\* Soul Merchants cannot themselves ever learn to utilize magic, nor do they get the use of psionic powers. Their own PPE stores are only usable in three ways:

1- They can OE sell' their own current PPE to mages in need of more power.

2- They can empower TW devices, this is the extent of their own mystic ability.

3- PPE can be burned to heal damage at the rate of 1 HP/SDC/MDC for every 2 PPE spent.

Starting PPE for merchants: 2d6x10 PPE plus PE attribute, gain +10PPE at level 3, 6, 9 and 12 only—they have high initial amount but don't increase much over time.

RCC Skills: Brokering/Sales +20% (New Skill—see below)

Basic Mathematics 98% American 98% and two other languages (+15%)

Literacy +30%

Advanced Mathematics +20% Lore: Magic +15%

Writing (pacts/Business Contracts) +25% Computer Operation +5%

Lore: Demons and Monsters +15% Radio: Basic +5%

One modern WP of choice

\*HtH: Basic costs the user two OEOther' skill and Expert costs three, no other possibilities

Must choose one of the following Field Of Sales (FOS) orientations:

Weapons: Recognize Weapon Quality +15% Any three WPs

Vehicles: Piloting (any two non-military or one military) +15%

Any two Pilot-Related +15%

Computer/Electronics:

Computer Operation +20% Computer Programming +15%

Any two Electronic skills of choice at +5% to the base skill level

Black Market Items: Streetwise +20% Streetwise: Drugs +15%

Find Contraband/Weapons/Cybernetics +10% Any one WP

RCC Other Skills: Pick six from the following at level one and two more at level 4, 8, 12 and 15.

Communications: Any (+10% TV/Video— they like to make commercials)

Electrical: FOS only

Espionage: Intelligence and Forgery only (+10%)

Mechanical: Basic and Automotive only

Medical: Paramedic only

Military: None

Physical: Any except Acrobatics/Boxing/Gymnastics/Wrestling

Pilot: Any (+5%)

Pilot-Related: Any (+5%)

Rogue: Any

Technical: Any (+10% to literacies and languages plus photography)

Weapon Proficiencies: Any

Wilderness: Boat Building and Carpentry only

Secondary Skills: Six at level one from previous list and gains two new ones at levels 3, 6, 9, and 12.

Equipment: Start with Expensive wardrobe of all top-notch fashionable clothes for all occasions Suit of Light MDC armor Two

Weapons of Choice (must fit WPs) 2 weeks rations PC-3000 computer with 2d6 discs worth of info on prospective deals Personal PDD-V with 5 blank CDs Backpack Knapsack and Briefcase/Portfolio Bag (either way, it's lightly

armored to have 15MDC, to protect contents)

Starts out with 1d6x1000 dolloars in credits and 2d4x10,000 in blackmarket items (this is what they do...)

## Space Bum OCC V.01

By: Matt W Penn

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### Space Bum O.C.C

Inspired by Dave Lister from RED DWARF, And Lone Star from Spaceballs.

"So just because I haven't written any symphonies or painted the Sistine Chapel, that makes me prunable?"

"No. Being a totally worthless, unwashed space bum, that's what makes you prunable."

-Lister & Holly, Red Dwarf *'The Inquisitor'*

From the dawn of time there has existed a certain breed of individuals in the Megaverse, a breed willing to put themselves on the line to make sure justice will prevail for all and have truth and liberty for all! No less impressive is the person who is so hard-working, so industrious, that with only large amounts of caffeine products to aid them, will drive themselves into an early grave to enhance the quality of life everywhere for man/wolfen/dwarf/elf-kind. Then there's the man or woman who wishes only to work hard and provide for themselves and their families and succeed in their chosen profession through hard work and dedication.

The Space Bum is none of those people.

This particular breed of intergalactic floatsam simply wishes to coast through life with as little exertion on their part as possible, while trying to avoid the mythical beast called 'work' of which they are deathly terrified. They are perfectly content to let Cosmo-Knights or what-have-you run about like avians that have been decapitated saving the world while they sit on the sidelines drinking cheep domestic beer. Or, if it's too far to drive, they'll simply watch it on cable, which they're probably stealing anyway. Unfortunately (for the galaxy at large) Space Bums are also possessed with a wanderlust that drives them off their homeplanet (note: sometimes wanderlust can be substituted with things like 'creditors, enraged fathers and horrible slug-like criminal overlords) and explore the galaxy, seeing new sights and meeting new people. If the Bum is very lucky, these new people will even take one of their checks.

Unfortunately (for the Bums), it often costs money to do the things like travel the spaceways. So this means they might have to work. This isn't to imply Bums are lazy (well, maybe it is), it's simply they have panic attacks and curl into the fetal position at the mention of working. To them, 'Manual Labor' is the president of Mexico. Strangely enough, many of this unique class of people manage to get their hands (or paws, or tentacles or whatever) on small ships that are nearly always in bad shape, and on which cleanliness is something that happens to other people. In these, they wander about the Spacelanes doing odd jobs, becoming the equivalent of really lazy runners. A recent poll found that the primary hobby of these people was getting stoned drunk on the aforementioned cheep domestic beer, more than likely Natural Light. A close second is a strange talent for getting indebted to gangsters and being forced to do an inane task to raise the ungodly sum of credits to pay the individual off or risk being reduced to component atoms. Tasks of this sort include rescuing obnoxious princesses, who if not for their looks, who be better off free-floating particles anyway. It also should be noted the gangsters who have Bums in their debts wind up dying, normally through odd means such as strangulation or eating themselves to death. As such, the CCW has considered deputized Bums who are probably the greatest deterrent to organized crime in the galaxy, but then the CCW got a whiff of the Space Bums and decided unanimously against it.

Alignments: Normally Unprincipled or Anarchist, but can be any. Diabolic Space Bums are a true rarity, coming up with evil schemes they don't have the patience to make work (I gotta go all the way over THERE to get the last component for my Death Ray? Bugger that. What's on the vid?)

Attributes: None, though as always, having the IQ of toothpaste limits the chances of continued breathing.

Natural Abilities:

Dumb Luck: 5%+5% per level of experience. Due to some odd cosmic occurrence, Space Bums are preternaturally lucky. In circumstances when they are being threatened, the GM should roll to see if something bad happens to their antagonist, such as the villain's E-clips all being empty.

Note: that this doesn't mean the Space Bum will be uninjured when Dumb Luck takes effect. Getting knocked into next week by a Chrysler 1976 LeBehemoth will hurt and injure bones, but it's better than being fried by a Dominator death-ray aimed precisely where the Bum was standing before the car hit him. Dumb Luck should never be relied on to save one's carcass. Bums who do are now laminated across the landscape.

(Hey! Game Masters! Feel free to be 'creative.')

#### O.C.C. Skills

Able to speak Galactic Trade Tongue Three or Four (pick one) at 98%, and literacy in the language at -15%

Basic Mechanics (+5%)

Basic Electronics (+5%)

Cook (+10%)

Pilot EVA (+5)

Pilot Hovercraft (+10%)

Pilot Small Spacecraft (+10%)

Movement Zero Gee (+5%)

Hand to Hand Skills must be selected as an 'other' skill by trading in

O.C.C. related skills. One for Basic, two for Expert and so on. Most Space Bums, when in a fight, prefer to hide behind the nearest Glitter Boy.

O.C.C. Related Skills. Select eight at level one, plus select two additional at levels two and three, plus one more at levels six, nine and twelve. All skills start at level one proficiency, but you already knew that.

Communications: Any except laser and cryptography

Domestic: Any (+10%)

Electrical: None (besides the skill they already have)

Espionage: None

Mechanics: Basic, Automobile and Spacecraft only (+10%)

Military: None

Physical: Any except acrobatics, boxing, gymnastics and wrestling

Pilot: Any except jets, robot combat: elite and tanks

Pilot Related: Any (+5%)

Rogue: Any (+2%)

Science: Basic and advanced mathematics only

Technical: Any

W.P.s: Any

Wilderness: Any

Secondary Skills: May select four secondary skills at level one and two at level three, and do not get the benefit of skill bonuses.

Equipment: Old jumpsuit, hat, thick boots, leather vest, driving gloves, unique odor, bandoleer loaded with beer cans instead of grenades, one energy weapon with an extra clip of ammo, knife, pack of cigarettes, high-fat snack foods, I.D. card with bad photo of the Bum, 1D4 sacks and 1D4 wooden stakes.

May also have a rusted out junker of a small spacecraft (GM's discretion).

Credits: 3D4 x 1000, tends to spend money freely.

## **Spatial Mage O.C.C. and Spatial Magic**

By: Steven Trustrum

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### **Spatial Mage O.C.C.**

What is it that makes this person one with the the multiverse and not another? Fate? Astrology? Divine intervention? Favorite cereal? Nobody knows.

What is known is that some people are born attuned to the dimensional energies that comprise the multiple dimensions of the multiverse. These beings are very few in number and even then, the chances of this person realising that he has this attunement are even rarer.

However, for those few that are found and trained by another or who have the raw talent to learn on their own, the path of the Spatial Mage is theirs to tread.

The Spatial Mage is a master of spatial energies, able to warp and bend the reality of both physical and universal dimensions to his will; he can sense dimensional energies as easily as the rest of us feel hot and cold.

A Spatial Mage, like a Shifter, is more aware of the workings and energies of rifts than other men of magic. However, where as the Shifter might be considered students of such energies, Spatial Mages are its master.

Because the Spatial Mage is a fragment of the multiverse itself, they are able to open and close rifts more easily than nearly any other being in existance, gods and alien intelligences included! This also allows the Spatial Mage the ability to control the energies of the multiverse so far as to create a small dimension of his own, known as a "Dimensional Realm".

These beings tend to be either wandering scholars or adventurers, equipped with this-and-that from all manner of dimensions. Their travels through the multiverse and the knowledge they gain from such wanderings also result in them usually being very eccentric.

Those Spatial Mages that decide to use their powers for the accumulation of wealth and power instead of knowledge are deadly foes indeed and are the distorted mirror images of their more benign brethren.

#### **1. SENSE THE OPENING AND CLOSING OF RIFTS**

As per the Ley Line Walker ability, only all ranges are tripled.

#### **2. LEY LINE PHASING**

As per the Ley Line Walker ability.

#### **3. CREATE DIMENSIONAL REALM**

Spatial Mages, at any time, may create a "realm", a pocket dimension of their own design. This is done by the creator permanently sacrificing some P.P.E. from his permanent P.P.E. base. As the creator of such a realm goes up in levels, thus gaining more P.P.E., he can improve his realm by sacrificing more permanent P.P.E. into it.

More than one Spatial Mage may co-operate upon the creation of a realm, each sacrificing some of his P.P.E. into its development.

However, each of those who contributes is considered the "creator" with regards to accessibility to that realm. Thus, none of those who have contributed to a realm's creation can lock out any of the other contributors as each has equal control (no matter each person's actual amount of P.P.E. sacrificed).

#### **4. SPELL CASTING**

At first level, the Spatial Mage can learn Spatial Magic or regular spells. Some of these spells operate the same (and have the same name) as their regular counterparts, yet are represented separately under the "Spatial Magic" section because their statistics differ, representing the Spatial Mage's greater ability to control dimensional energies. The Spatial Mage can learn the following regular spells without any change to their description or statistics: tongues, see the invisible, dispel magic barrier, energy field, seal, summon familiar, summon greater familiar, sense magic, detect concealment, fool's gold, chameleon, befuddle, armor of Ithan, negate magic, eyes of Thoth, protection circle: lesser, fireball and ward.

#### **5. P.P.E.**

Beginning P.P.E. is 3D6x10 plus his P.E. The character gains 2D6 P.P.E. per level. Note that if the character's racial P.P.E., either at the beginning or per level, is greater, use that instead.

BONUSES: +3 to M.E., +2 to save vs. horror factor

ATTRIBUTE REQUIREMENTS: none, the character is either born with the abilities or not.

RACIAL RESTRICTIONS: Nearly any race can be a Spatial Mage (Gamemaster's discretion).

O.C.C. SKILLS:



Lore: Megaverse: The player is knowledgeable in the workings of dimensions, multiple planes of existence, theories on parallel worlds, etc. Base Skill: 25% + 5% a level.

Lore: Magic (+15%)

Basic Mathematics (+25%)

Languages: Speaks 5 languages from any dimension(s) (+20%)

Literacy in native language and 3 others from any dimension(s) (+20%)

Astronomy (+10%)

Hand to Hand Basic can be bought at the cost of one "other" skill,

Expert at the cost of two and Martial Arts at the cost of three.

O.C.C. RELATED SKILLS: Select 8 other skills. Plus select two additional skills at levels three and six, and one at levels nine and twelve. All new skills start at level one proficiency.

Communications: Basic Radio, Surveillance Systems and TV/Video only.

Domestic: Any (+10%)

Electrical: Basic Only

Espionage: Intelligence, Wilderness Survival and Tracking only

Mechanical: Basic Only

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

Military: Camouflage only

Physical: Any

Pilot: Any except Robots

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+10%)

Technical: Any (+15%)

W.P.: Any

Wilderness: Any

SECONDARY SKILLS: The character gets to select six 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: Items are limited to several changes of clothing, a backpack, a few pens and pencils, notebook, a pistol (energy or otherwise) with 1d4+1 extra clips, travelling shoes / boots, 50 feet of rope, a crucifix, a survival knife and several other common items.

MONEY: 2d4x100 in cash and 2d4x1000 in possessions

CYBERNETICS: Avoids cybernetics and bionics as it impairs their magic.

Spatial Mage

(1) 0,000 - 2,240

(2) 2,241 - 4,480

(3) 4,481 - 8,960

(4) 8,961 - 17,920

(5) 17,921 - 25,920

(6) 25,921 - 35,920

(7) 35,921 - 50,920

(8) 50,921 - 70,920

(9) 70,921 - 95,920

(10) 95,921 - 135,920

(11) 135,921 - 185,920

(12) 185,921 - 225,920

(13) 225,921 - 275,920

(14) 275,921 - 335,920

(15) 335,921 - 295,920

Spatial Magic

Level 1 Spells

ALTER ENVIRONMENT

Range: 10 foot radius per level up to 35 feet away; affects one object or person

Duration: 2d6 minutes plus 2 minutes per level

Saving Throw: Standard (if saving vs. the affects of the altered temperature).

P.P.E.: 3 per 5 degrees or 5% lighting altered

The caster of this spell can cause changes in the environment around the target. These changes can be in either light level or temperature. The degree to which these changes take place depend upon the caster's level, as shown by the chart below (effects are not cumulative):

1st - can raise or lower the temperature by 10 degrees celcius or faintly dim or brighten the existing light levels.

3rd - can raise or lower the temperature by up to 25 degrees celcius or dim or brighten the existing light levels by up to 25%.

5th - can raise or lower the temperature by up to 50 degrees celcius or dim or brighten the existing light levels by up to 50%.  
5th - can raise or lower the temperature by up to 75 degrees celcius or dim or brighten the existing light to create white light (utterly blinding) or complete, pure darkness.  
7th and every 2 levels beyond - can raise or lower the temperature by up to an additional 25 degrees celcius.

#### ASTRAL PROJECTION

Range: Self  
Duration: 20 minutes per level of experience  
Saving Throw: None  
P.P.E.: 2  
This spell is essentially the same as the spell on page 172 of the Rifts book.

#### BANISHMENT

Range: 300 feet  
Duration: 5 weeks per level of experience  
Saving Throw: Standard  
P.P.E.: 15  
This spell is essentially the same as the spell on page 183 of the Rifts book, except the "immediate area" which the entity must leave is one mile instead.

#### D-PHASE

Range: Self only  
Duration: 30 seconds per level  
Saving Throw: Not applicable  
P.P.E.: 15  
Same as the Temporal Spell in the England World Book, pg 74. However, unlike the temporal spell, the caster's movement rate is not reduced.

#### EXPEL DEMONS

Range: 20 foot area per level of the caster  
Duration: Immediate, 3D6 hours  
Saving Throw: Special  
P.P.E.: 20  
This spell is essentially the same as the spell on page 51 of Conversion Book 1.

#### FEATHERLIGHT

Range: touch or up to 10 feet away  
Duration: 10 minutes per level  
Saving Throw: None  
P.P.E.: 6  
Same as the spell on pg. 136 of the "Federation Of Magic" worldbook.

#### IMPLOSION NEUTRALIZER

Range: Can be cast on one explosive item up to 50 feet away per level of experience or two by touch.  
Damage: Reduced  
Duration: Special; varies  
Saving Throw: Not applicable  
P.P.E.: 8  
Same as the spell on pg. 137 of the "Federation Of Magic" worldbook.

#### MYSTIC PORTAL

Range: 50 feet  
Duration: 2 minutes per level of the caster.  
Size: Up to a 30 foot wide and 60 foot tall portal / opening.  
Saving Throw: None  
P.P.E.: 8  
This spell is essentially the same as the spell on page 184 of the Rifts book.

#### SPATIAL SENSES

Range: Self, 15 foot radius per level.  
Duration: 1 melee per level  
Saving Throw: None  
P.P.E.: 8  
This spell results in the caster receiving a sort of 3 dimensional radar sense that surrounds him. The caster is aware of all senses within that area, be it textures, scents, sights, sounds, what have you. Of course, this makes it very difficult for others to sneak up on or attack the caster, thus the spell confers the following bonuses: +4 to initiative, +2 to parry and dodge, -35% to anyone trying to prowl within that area against the caster.

## TELEPORT: LESSER

Range: 15 miles per level of experience; touch.

Duration: Requires 1/2 a melee

Saving Throw: None

P.P.E.: 3

This spell is essentially the same as the spell on page 177 of the Rifts book except the success ratio is 99% and the weight able to be transported is up to 150 lbs.

## Level 2 Spells

### D-SHIFT PHANTOM

Range: Self only

Duration: 30 seconds per level

Saving Throw: Not applicable

Limitations: Cannot move, speak, use psionics or cast magic in this altered state.

P.P.E.: 10

Same as the Temporal Spell in the England World Book, pg 74.

### D-SHIFT TWO DIMENSIONS

Range: Self only

Duration: 30 seconds per level.

Saving Throw: Not applicable

Limitations; Cannot move, speak or cast magic while in this altered state, but can use psionic powers that don't require speech or movement.

P.P.E.: 17

Same as the Temporal Spell in the England World Book, pg 74.

### D-STEP

Range: Five feet

Duration: One melee per level

Saving Throw: None

P.P.E.: 30

Same as the spell on pg. 147 of the "Federation Of Magic" worldbook.

### D-WARP

Range: 35 feet per level to a path up to 5 feet wide per level

Duration: 1 melee, plus one melee per every 2 levels

Saving Throw: Standard

P.P.E.: 10

This spell alters the spatial perceptions of beings caught within its area of affect if they fail to save. The victim(s) can no longer tell what is up and what is down, how far away something is, what colour is which, etc. Essentially, the spell creates an EXTREME sense of vertigo like affects. For the duration of the spell the victim loses initiative, is minus half his actions/attacks, and is -2 to strike, parry, dodge and roll. Also, the character must save vs. poisons every melee at -8 or throw up. Any skills requiring physical dexterity, such as acrobatics, are performed at -30%

### IGNORE 3D CONSTRAINT

Range: Self only

Duration: 2 melees per level

Saving Throw: None

P.P.E.: 14

This spell allows the caster to ignore the laws of 3-D movement, thus making him able to walk on ceilings and up or down walls as if moving horizontally. Also, should the character be knocked off a wall or ceiling, he will fall back towards that plane (the last that his feet touched).

The character can jump between two planes (such as from a wall to a ceiling) so long as it is within his normal jumping range; once his feet touch the new plane, that plane becomes the one towards which he will fall (his sense of "down").

## Level 3 Spells

### CLOSE RIFT

Range: 250 feet

Duration: Instant results

Saving Throw: Standard

P.P.E.: 45

This spell is essentially the same as the spell on page 189 of the Rifts book, except the spell does not drain any permanent P.P.E. However, despite the Spatial Mage's incredible control over dimensional energies, permanent rifts such as the St.Louis Gateway STILL cannot be closed by them. This leads many Spatial Mages to believe it was created by a very powerful member of their brotherhood or by a being whose dimensional control dwarves even their own!

## DIMENSIONAL POCKETS

Range: Self only

Duration: Varies. Temporary pockets last up to 2 hours per level of the caster. Long-term pockets can exist for years; 1 year per level.

Saving Throw: Not applicable

P.P.E.: Temporary 10, long-term 70

Same as the Temporal Spell in the England World Book, pg 76.

## FOLD OBJECT

Range: by touch

Duration: 1 hour per level of experience

Saving Throw: None

P.P.E.: 5 per 10 lbs.

This allows the caster to turn another object into a 2-Dimensional object, thus allowing it to be folded like a piece of paper. The caster may fold up to 50 lbs. of a single object, per level of his experience. Note that living objects are not affected by this spell.

## WARPED SPACE

Range: Can be cast a distance of 250 feet away

Radius: 20 feet radius per level of experience

Damage: None per se; varies

Duration: Two melee rounds

Saving Throw: None

P.P.E.: 60

Same as the spell on pg. 152 of the "Federation Of Magic" worldbook.

## WORLD BIZARRE

Range: Can be cast up to 200 feet away; radius affect

Duration: Two melees per level of experience

Saving Throw: Special

P.P.E.: 30

Same as the spell on pg. 145 of the "Federation Of Magic" worldbook.

## Level 4 Spells

### ALTER PERCEPTION

Range: 35 feet per level of experience

Duration: 1 melee per level of experience

Saving Throw: Standard

P.P.E.: 18 per person affected

This spell can affect one person per level of the caster. Altering the way which reality is perceived by the target's senses, the spell makes it appear to the victim as though reality around him has become warped.

For instance, vision seems to be all out of proportion and constantly in flux, tastes, smells and sounds seem to be too loud or too soft for what they are (ie: explosions only as loud as a whisper) and not coming from the direction of their source and touch is the exact opposite of what it really is (ie: touching a rabbit would feel sharp instead of soft).

The victim's belief in these altered perceptions is so great that he can actually be affected by them. For instance, in the case of the rabbit, the G.M. might say the character takes 1d4 S.D. from the "sharpness" of the rabbit's fur or might cause the character to be deafened (in a similar manner as a Boom Gun) when someone tries whispering to him.

This spell creates such a sense of disorientation that the character suffers the following penalties: -5 to initiative, -8 to strike, -4 to parry, dodge, and roll with impact. All skills requiring physical dexterity, such as gymnastics, are at a penalty of -30%.

### CURSE OF THE WORLD BIZARRE

Range: 50 feet or by touch

Duration: 1d6 days per level of the caster

Saving Throw: -1 to save

P.P.E.: 65

Same as the spell on pg. 153 of the "Federation Of Magic" worldbook.

### DIMENSIONAL ENVELOPE

Range: Self only

Duration: Varies. Temporary envelopes last up to 5 hours per level of the caster. Long-term envelopes can exist for decades; 30 years per level.

Saving Throw: Not applicable

P.P.E.: Temporary 40, Long-term 250

Same as the Temporal Spell in the England World Book, pg 75.

### PLANE SKIP

Range: Self and up to two others by touch

Duration: Instant

Saving Throw: None

P.P.E.: 50

Same as the spell on pg. 151 of the "Federation Of Magic" worldbook.

REALM OF CHAOS

Range: Up to a 200 foot radius around the caster

Duration: One minute per level

Saving Throw: -3 to save

P.P.E.: 55

Same as the spell on pg. 148 of the "Federation Of Magic" worldbook.

Level 5 Spells

ASTRAL HOLE

Range: Self

Duration: One melee per level

Saving Throw: Not applicable

P.P.E.: 80

Same as the spell on pg. 152 of the "Federation Of Magic" worldbook.

BOTTOMLESS PIT

Range: 50 feet The portal/hole appears to be about 5 feet in diameter

Duration: 5 minutes per level

Saving Throw: Dodge

P.P.E.: 65

Same as the spell on pg. 153 of the "Federation Of Magic" worldbook.

PHASE OUT OBJECT

Range: By touch

Duration: 1 melee per level

Saving Throw: None

P.P.E.: 12 per 10 lbs. affected

This spell allows the caster to cause an item to go "out of phase". What this means is that the object can be seen but it cannot be touched save by those objects or people that are themselves "out of phase" (such as through Phasetechnology). All attacks made against such objects merely pass through, as do people who would otherwise walk into the object, etc. Only 10 lbs. of object may be phased out, per level of the experience and only one object may be affected per casting of the spell.

REDIRECT DAMAGE

Range: Self; 25 feet per level of experience

Duration: 1 melee per level of experience

Saving Throw: None

P.P.E.: 85

This spell causes any damage from physical attacks, such as missiles, swords, lasers, punches, that are directed at the caster to have an affect on this spell's target. For instance, if the caster uses this spell (targetting his attacker), when his attacker goes to punch him, the attacker would suffer the damage from his own attack. The effects of this spell are caused by the caster warping a part of space around himself and the target, thus misdirecting the damage. Magic and psionic attacks of a non-physical nature are not misdirected by this spell. There is also a maximum of 10 M.D.C. (1,000 S.D.C.) of damage which can be redirected per level of the caster; if the damage total is greater than the caster's maximum, it does only the maximum amount instead.

WARP OBJECT

Range: 40 feet plus 10 feet per level of the caster

Duration: 1 melee

Saving Throw: None

P.P.E.: 8 per 5 lbs. of object

An object upon which this spell is cast becomes warped and its shaped drastically altered. The affect that this has on the object is up to the G.M. For instance, warped armour may only now offer half the protection they once did, arrows may only fly one-fourth as far as normal arrows, coins will not fit into coin slots, etc. Only one object may be affected per casting of this spell and even then, up to a maximum of 5 lbs. of object per level of the caster.

Level 6 Spells

DIMENSIONAL PORTAL

Range: 15 feet

Duration: 6 melees per level of the caster, or 3 minutes per level when performed as a ritual.

Saving Throw: None

P.P.E.: 100

This spell is essentially the same as the spell on page 190 of the Rifts book. While the Spatial Mage can traverse the dimensions without the use of the spell, he must use it in order to take others with him (his dimensional travel ability affects only him).

#### FORCE REALM ENTRY

Range: Self and possibly others

Duration: 1 melee

Saving Throw: None

P.P.E.: depends upon the realm which is being entered.

This spell allows the caster (and others if he decides to expend the additional P.P.E.) to enter a Dimensional Realm that has been sealed. To determine if a realm may be successfully entered, add the spell caster's level to 10 and then subtract any penalties due to the barrier strength of the realm as well as the level of the creator of the barriers at the time of their creation. Roll a D20 and if the roll is less than the target number, the realm has been successfully entered. For example: a 6th level spatial mage is attempting to enter a restricted realm created by a 4th level spatial mage. The target number is  $10 + 6$  (the caster's level) - 3 (restricted access) - 4 (the level of the realm creator) = 9. If the spatial mage attempting entry rolls a nine or less, he gains entrance, otherwise the barriers successfully repel his attempt.

#### RE-OPEN GATEWAY

Range: 35 feet

Duration: 2 melee rounds per level

Saving Throw: None

P.P.E.: 100

Same as the spell on pg. 155 of the "Federation Of Magic" worldbook.

#### SWAP PLACES

Range: 75 feet per level; line of sight. Self or one other person by touch.

Duration: One minute per level

Saving Throw: None

P.P.E.: 170

Same as the spell on pg. 157 of the "Federation Of Magic" worldbook.

#### TELEPORT: SUPERIOR

Range: Self or others; distance of 1,000 miles per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: 110

This spell is essentially the same as the spell on page 190 of the Rifts book except the success ratio tables are as below and the amount of weight that can be teleported is 2,000 lbs. per level.

Chances of a successful Teleport:

1. Teleporting to a familiar location or a destination visible from one's starting point: 100%
2. A place seen only a few times before (2-6 times): 99%
3. A place seen in a photo/video (the photograph / video image is being looked at during the moment of teleportation): 90%
4. A place never visited before, but described in detail: 70%
5. A place never visited before and known only by name or brief description: 40%

Results of an Unsuccessful Teleport:

1-30: Appear at the wrong place. No idea of present location, 3D6x10 miles off course.

31-85: Appear at the wrong place. No idea of present location, 1D6x10 miles off course.

86-99: Teleport several feet above the ground; everybody falls, suffering 1D6 damage.

00: Teleport into an object; instant death.

#### Level 7 Spells

##### DIMENSIONAL TELEPORT

Range: Another dimension

Duration: Instant

Saving Throw: None

P.P.E.: 150

This spell is essentially the same as the spell on page 51 of Conversion Book 1 except he can transport 3,500 lbs. While the Spatial Mage can traverse the dimensions without the use of the spell, he must use it in order to take others with him (his dimensional travel ability affects only him).

##### FOURTH DIMENSION TRANSFORMATION

Range: Self only

Duration: 3 minutes per level

Saving Throw: Not applicable

Limitations: Distortion of space and time which can result in temporary disorientation or permanent insanity.

P.P.E.: 200

Same as the Temporal Spell in the England World Book, pg 76. However, the Spatial Mage only has to roll on the possible side affects table if he fails two consecutive saves vs. insanity first.

##### SANCTUM

Range: 100x100 foot room; can be created up to 1,000 miles away.

Duration: The lifetime of the mage or until cancelled.  
Saving Throw: None  
P.P.E.: 130  
This spell is essentially the same as the spell on page 189 of the Rifts book.

#### Level 8 Spells

##### ANNIHILATE

Range: 500 feet +100 feet per level

Damage: Special

Duration: Instant

Saving Throw: Dodge

P.P.E.: 300

Same as the spell on pg. 158 of the "Federation Of Magic" worldbook.

##### CIRCLE OF TRAVEL (RITUAL)

Range: 1,000 miles per level of experience

Duration: Indefinite - as long as both circles exist undamaged and the user has sufficient P.P.E. to activate it.

Saving Throw: Not applicable

P.P.E.: 400 and 15 to activate (30 if taking others)

Same as the spell on pg. 158 of the "Federation Of Magic" worldbook.

##### DIMENSIONAL VORTEX

Range: The vortex can be created up to 20 feet per level away from the caster

Duration: up to a melee per level of the caster

Saving Throw: None

P.P.E.: Varies, see below

This spell creates a vortex that draws all loose objects within its area of affect into it. Anything entering the vortex is thrown into the dimension to which the vortex was randomly opened to. The vortex itself appears as a swirling whirlpool of blue energy. The size and power (chance of certain objects being drawn in) depends upon the amount of P.P.E. the caster decides to spend on it.

Obviously, an object larger than the vortex cannot get sucked into it, even though it may be pulled towards it.

##### \*\* Vortex Size \*\*

Tiny vortex = less than a foot in diameter

Small vortex = a foot and a half in diameter

Average vortex = five feet in diameter

Large vortex = 10 feet in diameter

Huge vortex = 25 feet in diameter

Enormous vortex = 50 feet in diameter + 5 feet per each additional 10

P.P.E. spent with a limit of an additional 5 feet per level.

##### \*\* Object Size \*\*

Small objects = objects smaller than man-sized

Man = man sized objects (including power armour)

Large = robots and regular sized vehicles

Huge = large robots (40 feet plus) and similiar

The percentage beneath the object sizes is the chance that an object of that size will be drawn into the vortex if it isn't restrained. If an object is restrained (nailed down, held onto, etc.) then the percentage is reduced by 1/2.

##### VORTEX SIZE P.P.E. SMALL MAN LARGE HUGE

-----  
Tiny 100 64% 24% 2% ---

Small 130 76% 38% 6% ---

Average 160 88% 48% 16% 2%

Large 260 99% 64% 38% 16%

Huge 340 99% 88% 48% 38%

Enormous 480 99% 99% 64% 48%

For each additional 5 feet of size added to the enormous vortex the P.P.E. cost goes up by 10 and the chance of being sucked in goes up by 2% to a maximum of 99%.

The dimension to which the vortex opens up is random and cannot be controlled by the caster. The GM can either pick the dimension or roll on the table below (note that if the dimension rolled is the same as that in which the object is already in, the object will simply be teleported elsewhere).

01-07: Wormwood

08-14: Rifts Earth

15-21: Heroes Unlimited Earth

22-28: Nightbane Earth

29-35: The Warspheres

36-42: Phaseworld

43-49: Hell  
50-56: The Nightlands  
57-63: The Astral Plane  
64-70: The Manhunter Universe  
71-77: Robotech Universe (Macross)  
78-85: Robotech Universe (Southern Cross)  
86-92: Robotech Universe (Invid Invasion)  
93-00: Macross II Universe

#### ID SELF

Range: Self

Duration: Varies

Saving Throw: Special

Limitations: Can summon only one id self per every 2 levels of experience, starting at 2nd level.

P.P.E.: 260

Same as the Temporal Spell in the England World Book, pg 77.

#### SANCTUARY

Range: 75 foot radius per level of the caster

Duration: 2D6 hours per level of the caster

Saving Throw: None

P.P.E.: 500

This spell is essentially the same as the spell on page 53 of Conversion Book 1.

#### Dimensional Realm Creation

(Based on ideas by C.J.Carella)

A dimensional realm is a (relatively) small dimension which is created through the sheer will and expenditure of mystic energy by a being that has the ability to manipulate dimensional energies like they were toys (such as spatial mages are capable of doing).

Another oddity about the realms created by spatial mages is that, should they choose to do so, more than one can combine their efforts and P.P.E. in their creation.

#### Size and Creation Points:

When a realm is being made by a Spatial Mage, he or she must first determine how big it is to be (in actual size, not in appearance).

The larger the realm's actual size gets, the more P.P.E. must be spent in order to create it. However, the larger the realm, the more speciality points there are to spend on special features. All of the following can be selected as often as desired, to create either multiple realms or to add on to a previous one, provided P.P.E. are permanently spent.

1. TINY REALM: This is as small as it gets as far as dimensional realms go. It is typically the size of a single bedroom apartment.

Permanent P.P.E. Cost: 10

Available Specialty Points: 50

2. SMALL REALM: Slightly larger than the tiny realm, this one is more along the lines of an average sized house.

Permanent P.P.E. Cost: 20

Available Specialty Points: 100

3. AVERAGE REALM: The most common kind of realm created by the Spatial Mage, these realms are about the size of a single city block.

Permanent P.P.E. Cost: 40

Available Specialty Points: 300

4. LARGE REALM: About the size of a small town, this realm is created by those Spatial Mages who have chosen to settle down or have lots of power to spend.

Permanent P.P.E. Cost: 100

Available Specialty Points: 500

5. GREATER REALM: Usually restricted only to those who are very powerful, these realms are complex in their design and abilities and usually cover miles in area.

Permanent P.P.E. Cost: 250

Available Specialty Points: 800

6. GRAND REALM: Only those beings with extreme power at their fingertips are capable of making these huge and majestic realms. Ranging in size from a single city to that of a small country, this realm is capable of containing its own civilization or society!

Permanent P.P.E. Cost: 1000

Available Specialty Points: 1200

#### Characteristics and Features of a Realm

##### (A) Accessibility:

This feature of a realm denotes how easy it is to enter the realm.

1. FREE: The entrance is out in the open for all to see and can also be used by anyone, thus it is possible that people will accidentally just wander into it.

Specialty Point Cost: None

2. HIDDEN: There is some form of secret which must be performed in order to enter the realm. This could range from a secret knock



on the door before opening, a password, going in backwards, etc. However, this secret method will only keep out non Spatial Mages. Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 20 P.P.E. per person being brought through with no penalty. Other Spatial Mages will notice that the entrance is there on a moderate perception roll though the exact means to enter need not be known, their spatial power alone allows them access.

Specialty Point Cost: 10

3. ENERGY BARRIERS: Surrounded by dimensional energies which have been channelled into forming mystic barriers with 200 M.D.C. (S.D.C.) per 10 square foot section. The barriers regenerate at a rate of 20 M.D.C. (S.D.C.) per melee round. Only people the creator specifies can cross the barriers without problems. Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 40 P.P.E. per person being brought through with a penalty of -1. Note that the energy shields do not have to be brought down first.

Specialty Point Cost: 15

4. RESTRICTED: Similiar to the Hidden selection, but the barriers will keep out Spatial Mages as well. To enter unbidden, the Spatial Mage must use the "Force Realm Entry" spell. The energy barriers are 300 M.D.C. (S.D.C.) per 10 foot section and regenerate 30 M.D.C. (S.D.C.) per melee. Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 60 P.P.E. per person being brought through with a penalty of -3. Note that the energy shields do not have to be brought down first.

Specialty Point Cost: 25

5. FORBIDDING: Similiar to the Restricted selection, except any being attempting to use the "Force Realm Entry" spell must do so at a cost of 80 P.P.E. per person being brought through with a penalty of -5. Note that the energy shields DO have to be brought down first.

Specialty Point Cost: 40

6. FORTIFIED: Similiar to the Restricted selection, but the energy barriers are 400 M.D.C. (S.D.C.) per 10 foot section and regenerate 40 M.D.C. (S.D.C.) per melee (double both if number 6 is taken twice). Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 110 P.P.E. per person being brought through with a penalty of -7 (-14 if selection 6 is taken twice). Note that the energy shields DO have to be brought down first.

Specialty Point Cost: 55

(B) Size

In this section the Spatial Mage chooses the actual size of his realm. The same size can be purchased more than once to make the realm bigger.

1. TINY: 100 cubic feet

Specialty Point Cost: None

2. SMALL: 300 cubic feet

Specialty Point Cost: 5

3. AVERAGE: 1000 cubic feet

Specialty Point Cost: 10

4. BIG: 1 cubic mile

Specialty Point Cost: 20

5. LARGE: 10 cubic miles

Specialty Point Cost: 35

6. HUGE: 100 cubic miles

Specialty Point Cost: 50

(C) Portals or Gateways:

Access to all dimensional realms MUST be achieved through some sort of permanent entryway, such as a door, a chest, or a tunnel in a hillside. Multiple portals can be bought, giving more than one entrance as well as diversity of types.

1. FIXED PORTAL: This is a stationary point that cannot be moved, nor can the entranceway be changed to another place.

Specialty Point Cost: None for the first, 5 for each additional.

2. ASTRAL PORTAL: The dimension can only be accessed from a specific point in the astral plane. Any astral traveller may see the portal no matter its defenses (though gaining access is another matter).

Specialty Point Cost: 10

3. MOVABLE PORTAL: Through means of some portable device, the character can enter his realm. Note that the item's opening must be large enough for the character to pass through. If the item is destroyed, so too is the portal.

Specialty Point Cost: 20

4. AUTOMATIC TRANSPORTATION: The character can teleport into his domain at will. This ability has a base chance for success of 55% +4% per level of experience. It takes 3 minutes of concentration and only those who created the realm may use this ability (no P.P.E. cost)

Specialty Point Cost: 50

5. INSTANT TRANSPORTATION: Same as number 4, above, but only takes one action of concentration.

Specialty Point Cost: 80

(D) Landscape

The dimension can take on any appearance that the creator(s) imagination wishes but is restricted by the amount of P.P.E. he spends upon it.

1. FEATURELESS: Lacking of any features whatsoever, the realm creature most decide how this "nothingness" will appear (mist, fog, complete blackness, etc.).

Specialty Point Cost: None

2. SINGLE STRUCTURE AND SIMPLE LANDSCAPE: The entire realm exists within one building which looks out onto nothing. If anyone attempts to leave the single building by any means than the portals attached to it (through a window for instance), they will encounter the realm's barriers. The number of rooms in the realm and their size depends upon the total size of the realm.

Specialty Point Cost: 10

3. MULTIPLE BUILDINGS: The realm exists as several structures upon a simple landscape (nothing, a field, wasteland, etc.). This landscape extends only a few feet (2 to 30) from the buildings but appears to be infinite. The realm creator must decide whether attached portals will deposit people upon the landscape itself or within one of the buildings. The size of the buildings on the outside has no bearing upon how big they are on the inside (that depends upon the total size of the realm) yet each building must be exited in order to enter the rooms within another, same as any other type of building.

Specialty Point Cost: 20

4. LIFELIKE: The realm has been detailed completely so that it takes on the existance of a complete landscape (with sounds and plants, as desired). Although it may appear to be real, the realm's plants (if any) are fakes but have the same appearance and S.D.C. as their real counterparts. In order to create a realm with real plants, see "G", later in this section or rules. However, the sky still remains featureless, detracting from the illusion of the realm being a "real" world. The creator can deign to put buildings within the realm or not, as he sees fit.

Specialty Point Cost: 30

5. COMPLEX: Same as the lifelike selection, but with more detail. Items such as clouds (fake) and a lifelike sky, making the realm appear as a part of a "real" world. All constructs have double the amount of S.D.C. as their real world counterparts.

Specialty Point Cost: 40

6. HIGHLY COMPLEX: Multiple kinds of landscapes can be created along with the sky. For instance, part of the realm may be a mountain range with the creator's castle while at the base of these mountains is a sandy beach upon a body of water. All constructs have triple the S.D.C. of their real world counterparts.

Specialty Point Cost: 50

#### (E) Special Defenses

While it may be hard for intruders to enter a realm, it is not impossible by any means. When those defenses which are meant to keep intruders out have been breached, it is up to the following special defenses (if purchased) to deal with such intruders.

Also, beyond the defenses mentioned below, it is possible for the realm to be guarded by simpler means (such as explosive mines and tripwires or mystical wards) but because such methods do not require the permanent expenditure of P.P.E., they are not looked at in this section.

1. NONE: The realm itself has no other defenses than its barriers. It is therefore up to any beings within the realm to deal with such invaders.

Specialty Point Cost: None

2. ALARMS: If anyone except the creator(s) or those who are there by their [the creator(s)] leave enter the realm, a mental alarm goes off in the creators' head. This alarm will alert the creator anywhere in the megaverse that his realm is being intruded upon.

Specialty Point Cost: 5 (+5 to allow the spatial mage to mentally designate guests which will not set off the alarm). Alarms can be set in various parts of the domain.

3. TRAPS: These are traps built of the creator(s) mystical sacrafice and are thus apart of the realm itself. Any trap envisioned can be created and only intruders with skills such as detect ambush and detect concealment may notice them; for all others, a successful challenging perception roll may allow them to avoid the traps. The maximum damage a trap may do is 1D4x10 S.D.C. or M.D.C. (one or the other, as determined upon the trap's creation).

Specialty Point Cost: 25 per trap (+5 to allow the spatial mage the ability to mentally designate guests who shall not be attacked by the traps).

4. DIMENSIONAL TRAPS: These are dimensional portals that simply "shove" the invaders out of the realm. The destination of the intruder that is successfully attacked by one of these moving portals is dimensionally teleported, as per the table given with the "Dimensional Vortex" spell. As many as 8 intruders can be teleported away at once per single trap! Afterwards, it becomes inactive until a new group of intruders enters the realm. This trap may be purchased multiple times by paying the base cost. Each additional purchase increases the amount of people teleported by six. The portal attacks intruders with the following statistics: 3 attacks per melee, +3 to strike, immune to damage as it is not substantial and there is nothing to damage.

Specialty Point Cost: 35 per portal (+5 to allow the spatial mage the ability to mentally designate guests who shall not be attacked by the traps).

5. SPATIAL MAGE SPELL SPHERES: These appear as jet black sphers, about one foot in diameter, which seem to absorb all light. They float through the air and attack any intruders within the realm. This attack is achieved by the creator of the realm, upon making the sphere, instilling it with a spell that he knows. When purchased, by type, the spheres are granted a P.P.E. base from which it will power that spell (note that the chosen spell cannot cost more to cast than the sphere's P.P.E. reserve).

The sphere can take damage, some of which it can regenerate each melee, and if destroyed it is gone for good.

SPHERE P.P.E. M.D.C. M.D.C.

TYPE RESERVE TOTAL REGENERATION

-----  
Weak 30 45 1D10

Average 60 90 2D10

Strong 120 180 1D4x10

Powerful 240 360 2D4x10

Deadly 480 720 3D6x10

Specialty Point Cost: 5 for the Weak, 10 for the Average, 20 for the Strong, 40 for the powerful, 80 for the Deadly.

#### (F) Physical Laws

Because the Spatial Mage's realm is a dimension of his own creation, he may design what laws of physics apply and which do not.

1. SAME AS HOME DIMENSION: The physical laws of the creator(s) home dimension apply within the realm.

Specialty Point Cost: None

2. TESSARACT: Any surface is considered "down", thus walls and ceilings may be walked upon and objects dropped will fall towards the nearest such surface. This affect is very confusing and disconcerting and thus those who are not used to it will suffer the following penalties (save flying creatures): -2 on all combat moves/bonuses when fighting creatures who have lived in the realm for several months (no modifiers if both sides are equally disoriented). Furthermore, characters with the skills of navigation, land navigation and tracking suffer a skill penalty of -30%.

Specialty Point Cost: 15

3. SPECIFIC TECHNOLOGY NULLIFIED: A technology of the creator's choice, such as energy weapons, gunpowder, etc., will not work within the realm. This selection may be made multiple times to cancel out multiple technology types.

Specialty Point Cost: 25

4. NO MAGICS or PSIONICS: This selection must be made separately for each, magic and psionics, and stops that particular choice from working within the realm. Note, however, that Spatial Mages have such a great control over their powers that the "No Magics" choice must be bought TWICE to stop Spatial Magic from working as well. If this is done, the creator's own spells will not work within his own realm.

Specialty Point Cost: 40 per category cancelled and can be bought for psionics, magic, superpowers, nightbane talents, and supernatural P.S.

5. POWER CONTROL: The creator of the domain is unaffected by any of the restrictions purchased. Thus, he can, for example, use magic or lasers while nobody else can.

Specialty Point Cost: 50

6. OTHERS: Other changes, as desired by the player or G.M., are possible as well.

Specialty Point Cost: Varies, though should range between 20 and 100 points, depending upon how powerful they are.

#### (G) Living Conditions

Until certain living conditions are met, all within the realm is false and merely for appearances sake. In order to make the realm a truly self-sustaining pocket dimension, capable of supporting life, certain provisions must be made.

1. NONE: The realm is made up entirely of showpieces which are not equal to their "real" world counterparts. In other words, the fruit of the realm does not grow back and contains no nutritional value or taste, the water will slake no thirst, etc.

Specialty Point Cost: None

2. SOIL NUTRIENTS AND WATER: The earth of the realm is real, as is the water. Thus, seeds brought from elsewhere can be planted and an entire ecosystem can be transplanted into the realm. However, to make sure this transplanted environment is created properly so that it will not destroy itself, a skill roll of both biology and botany at -30% must be made. It is also up to the character to determine how he will get the plants and animals to his realm.

Specialty Point Cost: 15

3. ENERGY: The massive P.P.E. fields of the Megaverse which exist outside of the pocket dimension are tapped as a source of electrical power and can thus be used to power modern appliances and electrically powered equipment.

Specialty Point Cost: 30 points to supply power to one building, 40 for the equivalent of a city block, +10 per additional city block equivalent.

#### (H) Special Abilities

A creator may bestow upon his realm certain special abilities which help to define its reality.

1. P.P.E. SOURCE: The realm grants its creator(s) the capacity to draw P.P.E. from the sprawling megaverse beyond its borders. This energy source will regenerate completely every 12 hours.

Specialty Point Cost: 1 per every 2 P.P.E. points in the source.

2. I.S.P. SOURCE: Similar to the P.P.E. source only the megaversal energies manifest in mental, not magical, energies.

Specialty Point Cost: 1 per every 2 I.S.P. points in the source.

3. MAGICAL PROTECTION: The mystic nature grants its creator(s) added protection from magic so long as he is in his realm.

Specialty Point Cost: 3 points per +1 save vs. magic.

4. PSYCHIC PROTECTION: Similar to magic protection except it is affective against psionics.

Specialty Point Cost: 3 points per +1 save vs. psionics.

5. ENHANCED ATTRIBUTES: Drawing upon the energies of his realm, the creator(s) physical attribute(s) is enhanced while in his realm. This ability can only affect P.S., P.P., P.E., P.B. and Spd., with the specific attribute which is to be enhanced chosen when this special ability is created. The enhancement occurs automatically as soon as the creator enters his realm.

Specialty Point Cost: 5 points provides +1 to any 1 physical attribute or +5 to S.D.C. / M.D.C. All attributes other than P.S. cannot be raised higher than 30; P.S. can be increased to 60 and S.D.C. / M.D.C. up to 200.

6. MAGICAL ABILITIES: The creator(s) allows himself to have the ability to "cast" a magical spell at no P.P.E. cost. The spell is cast as if the character were 5th level in strength and can be used as often as twice per melee. As many as 20 spells may be purchased in this manner, each separately. Each creator has access to these spells.

Specialty Point Cost: Equal to five times the cost in P.P.E. to cast the spell.

7. PSYCHIC ABILITIES: The same as number 6, above, only it pertains to psychic abilities.

Specialty Point Cost: Equal to five times the cost in I.S.P. to activate the power.

8. INSTANT TRAVEL: The creator(s) has the ability to appear anywhere within his realm, instantly and with no cost in P.P.E.

Specialty Point Cost: 25

(I) Inhabitants

Any beings that the creator may wish to have live in his realm must be brought there under his own means.

## Spawn R.C.C.

### Creature of Hell

By: [Joseph W House](#)

The Spawn are not a race unto themselves as much as they are a mystic hybrid of what they once had been and a bit of the mystic power that is Hell. Spawn are created when a creature dies, and yet has such a desire to live that they instead of going to whichever plane of existence they are expected to go to they instead roam the Nega-Planes of existence until they are found by the scouts of Hell and are offered the chance to live again. As in all cases when dealing with Hell the benefits are outweighed by the consequences.

When sent back to whatever planet they choose to return to, the character is not returned as what they once were but as a Hellspawn (or Spawn for short). Hellspawn appear to be a partially decomposed version of what they formally were. While they might be happy with their newfound abilities (they can even make themselves to appear human yet they never will be able to appear as they once were) and seeming invulnerability they will soon find that their power is limited.

With the waning power comes the limited time that they are able to spend within the realm of the living as when they run out of power they will return to the realms of Hell to the troop housing facilities to begin their training as footsoldiers for the Leviathan.

The only chance of not being ultimately signed over to an eternal existence of servitude in Hell is to find and destroy the intelligence whom is the contract holder. Though many can remember the appearance of the intelligence none know it's name as though it is on the contract it is written in an unintelligible rune sequence (Cthullu?, a Splugorth?).

It is interesting to note that most Spawn (57%) are characters from both of the alignment extremes, a character who was a truly dedicated Cyber Knight will be just as likely to come back as a Spawn as the coke dealer at the end of the block. The reason for the frequency of these extremely honor aligned (principled) characters signing away their souls to this supernatural evil is that they may have been in the midst of fighting their ever worst enemy and might totally disregard the fact that they're dead. Though then again they're sense of duty may be so powerful that they may be totally knowledgeable of the fact of their being deceased yet they still fight on to find a way to return and destroy this evil of evils. The simple fact of the matter is this, for a Paladin or Cyber Knight to sacrifice themselves (and even their immortal souls) seems to be a little price for them to pay to make the Megaverse a better kinder place for the people that they've sworn to protect.

And then there is the second school of thought which is simply this, if you were a truly evil and vile alien intelligence who was seeking to take over both the Underworlds and Heaven AND Earth wouldn't you be perversely gleeful in knowing that a full half of your army is consistent of truly good characters whom through your knowledge of deceit and cunning have personally tricked into serving in your army for eternity?

**Notes:** If creating a Spawn character the character will only remember key portions of their past and then they will only come during dreams and flashbacks. A Spawn does not have to be a former adventurer and may be a small child who had some reason to come back (Gms have fun with this). If a Spawn is being created newly then you may want to roll 1D4 and select an O.C.C. / R.C.C. / P.C.C. to see what the Spawn was in it's past life and how high it advanced.

**Alignments:** Any though most are evil

**Attributes:** I.Q. as before death, M.E. +1D6, M.A. as before death, P.S. +2D6 (Supernatural), P.P. +1D6, P.E. +1D6, P.B. Reduce to 2D4, Spd +3D6

**Average Lifespan:** Varies, how much do you want to do?

**Average Size:** as before death

**Weight:** as before death

**Hit Points:** na

**S.D.C.:** na

**M.D.C.:** 200 +1d6x10 per level, or if already M.D.C. +210 +66 per level

**Horror Factor:** 16, or if already possessing a H.F. +6, if in costume drop this by four.

**P.P.E.:** 5000 (it may be suggestable to drop this total to 1500 if the character seems too powerful). Note: This P.P.E. does not and cannot regenerate through any means at all.

**Natural Abilities:** As before death plus Spawn abilities (Note: the Spawn abilities work only while the P.P.E. is being expended. I.S.P. may be used as well but at twice the cost)

**Enhanced Immunity towards HF:** The Spawn is going to be harder to scare than another character simply because they are extremely driven, and hell, they're already dead. +4 vs Horror Factor

**Immune to Vampires:** The Spawn is immune to all of the Vampire's special abilities as they're another form of undead. So the only way for a vampire to kill a Spawn is to either pummel them or to blow 'em away.

**Flight:** The character is able to fly at a certain cost of P.P.E. which is directly associated to the speed attained.

Speed: 5mph, 10mph, 50mph, 100mph, 200mph, Mach1, Mach5

P.P.E.: (this is per every five minutes at the speed indicated) 5, 10, 20, 40, 80, 160, 320

**Power Ball:** The character can create a devastating glowing orb of mystic energy approximately the size of a softball that may be thrown at a target. **Note:** This spell is a one use per casting spell.

M.D.: 4D6, or 3D6x10

Range: As a thrown object (1 pound of weight)

P.P.E.: 10, 25

**Minor Teleportation:** This applies to all teleports from the smallest fraction of an inch up to two hundred feet.

Range: 200 Feet

P.P.E.: 10

**Greater Teleportation:** A little bit stronger than Minor Teleportation.

Range: 2 Miles

P.P.E.: 30

**Major Teleportation:** The strongest of the teleportation abilities.

Range: Spacefold (anywhere in the realm of the living)

P.P.E.: 1000

**Instantaneous Regeneration:** This instantaneously repairs/heals any and all damage done to the Spawn. Note: If the character has sustained any heavy damage, 65% total M.D.C. is gone, (ie limbs are hanging, there's large hole through the center of the body) body parts will be torn from the main body (and at times the main body may rip apart) if there is anything over 100 lb. lifted by the Spawn.

P.P.E.: 30

**Mystic Charge:** Charges an M.D.C. weapon with mystic energy for mystic combat. It can also be used on an S.D.C. weapon making it both an M.D.C. weapon and capable of mystic combat (though it'll cost more).

Duration: 5 melees per level

P.P.E.: 15, 40

**Psionics:** As before death

**Magic:** As before death

**Combat:** As before death, except combat is now M.D.

**Available O.C.C.s:** As before death and may continue to advance yet now at the Dragon table of advancement. Starts as 1st level.

**Weapons and Equipment:** As before death, plus a symbiotic Spawn armor.

**Bionics and Cybernetics:** As before death, yet weapons are now P.P.E. powered.

**Money** As before death

### **Spawn Symbiotic Amor**

The Spawn Symbiotic Armor (from here on out it'll be called the SSA) is more than a mere suit of armor to be worn to protect oneself. The SSA is a separate living entity who's one goal in life is to keep their partner alive and well. Though the Spawn can command the SSA to attack and to do various other tasks (though nothing which requires a skill check) the SSA does have it's own mind and is capable of independent thought and action.

The SSA has the following attributes and any bonuses or penalties which may apply:

❖ I.Q. 4

❖ P.S. (supernatural) 18

❖ P.P. 22

**M.D.C.** 100 the Spawn may purchase additional M.D.C. protection for the armor at the initial character creation at the rate 50 M.D.C. for every 30 P.P.E. spent from the character's P.P.E. base (Note: this expenditure is permanent) The armor regenerates at the rate of 40 M.D.C. per hour.

**Weight:** NA the SSA is a part of the Spawn itself

**Prowl Penalties** None

**Number of Attacks** the suit can attack a number of times per melee equal to the number of chains it has (these do not count against the Spawn's attacks)

### **Weapons and Equipment**

1. **Hooked Chains** The SSA has a number of chains equal to 2 chains on each of the character's wrists and ankles (so the basic humanoid character has eight chains. And no these cannot be lost as they are a part of the armor (limbs)). These do Mega

Damage!  
**M.D.:** 1D6 per striking attack  
**Optional attack** entangle (see N&SS or Rifts)  
**Range** 20 Feet

## Speaker for the Dead

By: Galahad  
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As Taren stood before the ever-gathering crowd, she once more thought through her introduction. She wasn't nervous, but she never got used to it. After she was through everyone in this small farming community would hate her, but at least they would know the truth. When the hour struck, she waited for the last whispers of the crowd to cease before she started. She began in the usual way, stating the obvious statistics. "Laren Ghin. Born 42 PA, died in 104. He was a priest in the local church. He told you all every day that faith would make these barren plains grow bounty galore and that the gods would protect you. The plains are still barren, but he gave you hope." Up to this point was simple. They all thought she was going to tell a glorious tale of his life. Taren looked down at the priest's daughter who had called her here. She was going to be heart-broken. Taren continued. "You gave tithes, food, sacrifices. He built a magnificent temple from which he could talk to the gods and help you. It took everything you had, but you built it." Taren took a deep breath. "I'm afraid all was in vain. You did not build a house for the gods, you built a palace for a thief. Laren Ghin was no servant of the gods, and was no saint." Taren went on, perfectly calm while telling about how it was he who had poisoned the land. The fertilizers that they were supposed to be spreading by Ghin's divine orders were actually salt and herbicides, therefore ruining the crop and making his position of faith much more potent.

At the end, everyone was crying. The huge building, the temple, in front of which he was standing was torn down by an angry mob. Taren knew she was safe. She had spoken the truth and the people knew it. She went back to the house where she had been staying, packed her small bags, mounted her old horse, and headed out into the wilderness. I couldn't seem to build a whole OCC on The Speaker for the Dead, but I realized that I didn't need to. Ender (reference to Ender's Game by Orson Scott Card) was a military guy who just "became" a Speaker because he had a traumatic event in his life (that's the year's biggest understatement.) So, here is the deal. anyone can become a Speaker. It doesn't cost any skills or anything, just the commitment to the truth and the blunt telling of it.

Regardless of last occupation, they will commit their lives to speaking the deaths of anyone when called. They continue to advance as normal. SFD skills increase starting at level 1.

The speaker is well versed in many languages and studies them excessively. After all, you can't speak if you don't know how. They have also had great tragedy in their lives and are usually very compassionate, never so much, however, as to interfere with the truth.

### Speaker for the Dead

Alignment restrictions: Good or Aberrant only

Attributes: MA of 13+ and IQ of 11+

Additional skills (in addition to original OCC):

Anthropology (+20%) or 10% bonus if character already has the skill

2 Languages (+15%)

2 Literacy's (+10%)

Public Speaking\* (+10%)

Streetwise (+5%)

Plus any secondary or OCC skills taken get a 5% bonus, due to the character's affinity for languages

\*Is there a public speaking skill? If not, use 30% + 5% per level. Sound good?

Additional equipment: none to speak of. they tend not to have much because they constantly travel. Also, a speaker will never accept pay for their services outside of room and board for the duration of their investigation.

## Spider Warrior R.C.C.

By: Gothix "dÈs" "BrisÈ/Joshua-Aaron" Haskett  
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### The Spider Warrior R.C.C.

Black as night and as quick as a bullet, the Spider Warriors are a race to be reckoned with. As beings that are technically half-spider half-human, the Spider Warriors can be a threat indeed. They have been known to raid small villages in packs of 40-50 (1d4x10+10), eating the local inhabitants.

No one knows where the Spider Warriors came from. It is rumored (among the Spider Warriors as well) that they are a result of a Gene-Spicer's madness. Other rumors hint at DNA transfusions gone haywire. Some have even suggested that they are "demons sent

from hell to purge the land of all that is holy". Weather any of these accusations are true, no one knows.

The Spider Warriors have dark-gray to black skin, dark gray to black hair (always worn long), eyes without pigment, and muscular builds. Lend to wear clothing and body armor that is dark in color.

Once per year, a female Spider Warrior will find a mate, go through the mating process, then instinctively kill the male. About 3d6 days later, the female will lay 1d4 eggs, which she will mother until they are about 6 years old. The eggs will hatch 2d4 days after being laid.

Alignments: Any. (70% of them are cannibals)

Attributes: IQ: 3d6, MA: 3d6, ME: 3d6, PS: 2d4+20 (supernatural), PP: 4d6+2, PE: 4d6+2, PB: 2d6, Spd: 3d6+40

Average Size: 8-10 feet tall

Weight: 215-350 pounds

Average-life Span: 120 years

Hit Points & SDC: A mega-damage being

MDC: PE attribute plus 1d6 MD per level of experience, and/or from body armor or magic.

Horror Factor: 13

PPE: 3d6

Special Abilities:

1. Leap: The Spider Warrior can use his spider legs to leap 30 feet up and 30 feet across, add 1d8 feet per level of experience.

2. Wall Climbing: The Spider Warrior can use his legs to climb on walls and ceilings without suffering Spd penalties. Base percentages are as follows: Smooth (like glass) surfaces: 20% +2% per level, Stucco and Brick-like surfaces: 40% +4% per level, All other surfaces: 60% +5% per level.

3. Immunity to Poison: Due to its spider nature, the Spider Warrior is immune to all non-magical poisons. Has a +4 save vs Magical Poisons.

4. Poisonous Bite: The Spider Warrior has a bite that secretes a non-lethal non-magical poison into its victim's bloodstream. The victim must save vs Poison or fall asleep in 2d4x4 rounds for 3d6x4 rounds.

5. Immunity to Falls: The Spider Warrior cannot be hurt from falling. Damage tables are as follows: 1-50 feet fall: No Damage, 51-100 feet falls: 1 M.D. of damage, 101-150 feet falls: 1d4 M.D., 151-200 feet: 2d4 M.D., 201-250 feet: 3d4, etc.

6. Hold Breath: The Spider Warrior can hold its breath for 20 rounds, +1d4 rounds per level.

Penalties:

1. Water: Spider Warriors cannot swim. When in water, they can hold their breath as the ability above suggests, but if they don't reach a source of oxygen afterwards, they die. All skills and bonuses (except saving throws) are at half when underwater.

RCC Skills:

One Earth Language of choice at 89%

Mathematics: Basic (+15%)

Climb (+50%)

Prowl (+50%)

Wilderness Survival (+30%)

Track Animals (+30%)

Track Humanoids (+30%)

Hand to Hand: Expert (this can be changed to Hand to Hand: Martial Arts

or Assassin (if evil) for

the cost of one "RCC Related Skill" point)

RCC Related Skills: Select 8 other skills. Select 2 additional skills at levels 3, 6, 10, and 14

Communications: Any

Domestic: Any

Electrical: None

Espionage: Any

Mechanical: None

Medical: First Aid only

Military: any except demolitions/demolitions disposal

Physical: Any, (+5% where available)

Pilot: Any

Pilot Related: Any

Rogue: Any (+5%)

Science: Any

Technical: Any

WP: Any

Wilderness: Any (+20%)

Secondary Skills: The character also gets to select 6 secondary skills 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. Also, skills are limited (any, only, none) as previously indicated in the list.

Available OCCs (optional): Any except Magic (can have Juicer and Crazy conversions)  
Weapons of choice: Most will use natural attacks over anything else, but can use any weapon.  
Equipment: Whatever they can find or as according to OCC  
Bionics and Cybernetics: Can have cybernetics and bionics.  
Money: Scavengers mostly, whatever they can find.  
Experience: Uses the Dragon's Experience Tables (see RIFTS page 17), or as per O.C.C.

## Spiker R.C.C.

Picture a human with spikes all over his body. Now make him about 7 feet tall. Now color him (or her, they have no sex) silver. You have the Spiker R.C.C.

A genetically engineered Bio-Warrior designed as a Gargoyle killer. You'd think the NGR would like these things, but they kill them just like any other creature.

Currently 157 reside on Earth. 58 are in a community in the Rocky Mountains, 69 are in a community in Poland, and the rest are lone or paired wanderers.

**Alignment:** Any, but mostly (83%) good.

**Attributes:** IQ: 3d4, ME: 3d6, MA: 2d6, PS: 5d6, PP: 4d6, PE: 4d6, PB: 2d6, SPD: 6d6. On a roll of 17, add 1d6 (or a roll of 11 or 12 on the IQ)

**MDC:** 1d4x1d6x15 (Pretty cool, eh.)

**Horror Factor/Awe:** Equal to PB + MA Divided by 2 rounding down

**P.P.E.:** 2d4x5

**Natural Abilities:** Has all the normal senses of a human (Note: The hands are NOT covered in spikes, nor are the feet). Including vision (although there are no apparent eyes, ears, etc.), Hearing, Smell, etc. They do have 3 powers of note:

1. They can sense ALL movement within 30 feet, regardless of walls or barriers.
2. the effects of DU rounds are negated and U rounds DO heal, just takes 3x normal time. Bullets need not be removed.
3. the spike's on the characters body can all be launched. This causes 1d4x50 Damage to all within a 20 foot range, but does 1d4x20 damage to the Spiker and the Spikes take 1d4x2 days to regrow. Until then, permanently reduce 10 MDC. All spike bonuses are canceled.

**Combat:** See HTH but add +1 Parry.

**Damage:** Strength has no effect for the Spikers.

Punch: 2d6 MD

Spike Swipe (Forearm): 4d6 MD

Kick: 2d6 MD

Knee or Elbow with Spike: 1d6x10 MD (counts as 2 attacks)

Power Punch or Jump Kick: 3d6 MD (also count as 2 attacks).

**Bonuses:** +3 vs. Magic, +2 vs. Insanity, +5 vs. Mind Control, +2vs. Psionics, Immune to all toxins. (Cannot and does not eat, breath, or sleep.) Double all damage to Gargoyles (the whole family) and Vampires

**Psionics:** Chose 3 powers from any of the three major categories (Yes, McFly, this does not include Super.)

**I.S.P.:** 1d4x10

**Magic:** Chose 1 spell from level 1 and 1 spell from level 2. This is the FULL effect of the characters magic knowledge and they use it as more of a natural power than a Magic Spell.

**Healing:** The creature heals 2d4 MD every 5 minutes.

**R.C.C. Skills:**

Chose 3 languages at +35%



Chose 1 Literacy at +15%  
Detect Ambush (+20%)  
Detect Concealment (+15%)  
Tracking (+20%)  
Athletics: General (ignore SDC bonus)  
Prowl (+10%)  
Climbing (+5%)  
Lore-Demons and Monsters (+15%)  
Chose 3 ancient W.P.  
Chose 1 Modern W.P.  
Land Navigation (+15%)  
HTH: Basic (Cannot be changed, but is 1 level above character's level. A first level character would have Level 2 HTH: Basic.)

**Other Skills:** Chose 2 from the following list:

Communications: Radio: Basic Only  
Domestic: Any  
Electrical: Electronics-Basic (+5%) Only  
Espionage: Any (+10%)  
Mechanical: Basic Mechanics Only  
Medical: First Aid only  
Military: Any (+5%)  
Physical: None  
Pilot: None  
Pilot Related: None  
Rogue Skills: Any  
Science: Math Basic (+5%)  
Technical: Any (+10% on Lore and Languages, +5% on Literacy)  
W.P.: Any  
Wilderness: Any (+5% when applicable)

**Secondary Skills:** Chose 1 skill without the bonuses listed above. Chose an additional one at levels 2, 5, 7, 9, 11, 13, 14, and 15.

**Size:** from 6' 5" to 9' 8"

**Weight:** From 300 to 780 lb.

**Habitat:** None, lives freely anywhere. Including vacuums and underwater.

**Average Lifespan:** 600 years. Maximum is about 3000 years.

**Reproduction:** They cannot reproduce. There are currently about 2 million in the megaverse (although about 1,800,000 live on just one world (their home world).

**Allies:** Get along (perhaps designed by) True Atlanteans, Undead Slayers, Psi-Stalkers (share a close bond with these), and Dragons.

**Enemies:** Gargoyles and their kin!

**Gear:** Chose 1 ancient weapon that is magical and has 10 MDC and does it's normal SDC damage in MD.

**Credits:** 1d4x5

**Cybernetics:** Cannot accept Bionics or Cybernetics, but I think you're all smart enough to figure this out by now.

**Xp table:** Same as Dragon

## Spirit R.C.C.

By:  
Christopher Watkins

There was pain. There was horrible pain. Not from the death as much as from the life -- the regret. But now... now you have a second

chance... of sorts... If you can overcome your own pain, you might just last long enough to see your enemies destroyed... your love requited... your life remembered.

Spirits are the ghosts of men and women who died in extremely emotional situations which left them with some earthly thing left undone. An uncomplete Spirit cannot let go of the material world -- it fears what the afterlife might truly be like. And it yearns for completeness. Unity.

Spirits are further classified into three main groups by parapsychologists: wraiths, haunts, and spectres. Wraiths are commonly good beings that serve as protectors of some sort. Either they protect a person they knew in life, or a treasure they kept hidden. Haunts seek remembrance. They want to be known to someone for some specific reason -- an unrequited love or a playwright who never finished his final masterpiece are examples. Spectres are by far the worst. Some may be good -- seeking to bring their killers to justice -- but many are evil, tormenting a specific individual or group that scorned them in life. And all spectres are violent and hostile.

Spirits may have lived as any sort of being in any sort of occupation, but they start their class advancement over after death. It's a new state of life they are entering and, even though they may remember some old skills, all experiences are new to them.

(Note: new Spirit characters can be made from old, deceased NPCs or PCs; keep skills and attributes as they were, but add RCC bonuses, including the extra D6 to SPD and ME. All other aspects change -- even magic is lost to the change.)

**Alignments:** Any

**Attributes:** The number of six-sided dice rolled is as designated: IQ 3D6, ME 4D6, MA 2D6, PS 3D6, PP 3D6+1, PE 3D6+1, PB 3D6, SPD 4D6

**Hit Points:** ME +3D6, plus 1D8 per level.

**Horror Factor:** Equal to 20 minus PB with a minimum of 7.

**P.P.E.:** 1D4x10

**Natural Abilities:** Nightvision 60'. See into both the physical and astral planes simultaneously. Detect magic, the supernatural, and psionics within 100'.

Spirits are naturally invisible and intangible (note that this means Spirits can pass through walls and other obstacles -- only magical barriers and walls made of pure iron will stop them). However, this also means they can't normally interact with the physical world. They must use their psionic powers to contact the material world.

All Spirits can become visible for a time, if they spend 5 ISP -- the duration is ten minutes per level, and the clarity of the image also depends on the level (a second level Spirit appears as little more than a hazy cloud, while a tenth level Spirit is almost indistinguishable from a living creature).

No matter how high the Spirit's level, however, there are two unsolvable problems: when someone films or takes a photograph of the Spirit, the image always comes out blurred and ghostly, and Spirits cast no shadows. Note that exorcism spells and effects will drive a Spirits from the area for the extent of the duration.

**Damage and Spirits:** Ordinary attacks do not damage Spirits in their natural form.

Non-physical psionic and magical attacks do harm them, as do rune weapons, holy weapons, and weapons forged from pure iron. When they have taken a physical form (usually via possession), any damage done to the body does half damage to the spirit. All damage that can harm the body, regardless of whether it is SD or MD drains from the Spirit's Hit Points equally.

Spirits heal Hit Points back at the rate of 1 every minute (4 melees).

Spirits are also obviously immune to poisons, toxins, fire, disease, etc. in their natural form. If a Spirit loses all of its Hit Points, it is dicorporated (and ejected from any body it may be inhabiting). It must then make a saving throw versus coma/death. If the roll is successful, the Spirit will reform within 1D4 hours. If not, it is destroyed forever -- sent into eternal torment in an endless limbo dimension.

**Combat:** One attack without any training, or those gained from Hand to Hand combat and/or boxing. Psionic attacks equal the number of Hand to Hand attacks per round.

**Bonuses:** +1 to initiative, plus those gained from attributes and skill bonuses.

**Psionics:** All Spirits are considered master psionics.

**I.S.P.:** ME +40; add 2D4 per level. Spirits can also draw off of the ISP and PPE of those around them. Living creatures get a saving throw versus psionics to avoid having their energy drained. One point of PPE equals 4 points of ISP.

At first level, Spirits have the following abilities: see aura, mind block, empathy, see the invisible, and mentally possess others (in which their soul takes total control, actually entering the host body; duration is raised to 10 minutes per level). In addition, Spirit characters may select one new power from the following list at each new even numbered level:

healing touch  
increased healing

induce sleep  
psychic diagnosis  
psychic purification  
psychic surgery  
alter aura  
ectoplasm  
levitation  
resist fatigue\*  
resist hunger\*  
resist thirst\*  
summon inner strength\*  
telekinesis  
clairvoyance  
object read  
sense evil  
sixth sense  
telepathy.

Those powers marked with asterisks function only on a possessed body. Spirits also gain one Super-Psionic at third level (but cannot pick Bio-Regeneration: Super, Psi-Sword, or Psi-Shield).

**R.C.C. Skills:**

Speaks native language at 98%  
plus one other at +10%

Hand to Hand combat is none -- Basic cost 1 other skill selection, Expert costs 2, and Martial Arts or Assassin cost 3.

**Other Skills:** Select 7 from the following list:

Communications: any  
Domestic: any (+10%)  
Electrical: any  
Espionage: any  
Mechanical: any  
Medical: any (+5%)  
Military: any  
Physical: any  
Pilot: any (+5%)  
Pilot Related: any  
Rogue: any  
Science: any  
Technical: any (+10%)  
WPs: any  
Wilderness: any

**Secondary Skills:** Select 4 more from that list (without the bonuses listed in parenthesis), and select one more at levels 3, 6, 9, and 12.

**Equipment and Money:** none.

**Cybernetics and Bionics:** Obviously, they can't acquire these themselves. Spirits can possess borgs, but the victim gains a +2 to save if he is partial conversion, and +5 if he is full conversion.

## Starfleet Commando O.C.C.

By:  
[Tim Santa Cruz](#)

**Attribute Requirements:** I.Q. 11, M.E. 10, P.S.. 13.

**Starting Rank:** Lieutenant

**O.C.C. Skills:**

Athletics  
Boxing

Computer Operation (+15%)  
Demolition (+10%)  
Demolition Disposal (+5%)  
Intelligence (+5%)  
Language: English (98%)  
Literacy: English (98%)  
Math: Advanced (+15%)  
Radio: Basic (+10%)  
Sniper  
Weapons Engineer (+5%)  
W.P. Energy Pistol  
W.P. Energy Rifle  
W.P. Heavy Energy  
Hand to Hand: Starfleet (See Below)

**O.C.C. Related Skills:** Select Eight from the following categories

Communications - Any  
Domestic - Any  
Electrical - Basic Electronics Only  
Espionage - Any (+10%)  
Mechanical - Any  
Medical - First Aid and Paramedic Only  
Physical - Any (+5% where applicable)  
Pilot - Any  
Pilot Related - Any  
Rogue - Any (+5%)  
Science - Any  
Technical - Any  
Weapon Proficiencies - Any  
Wilderness - Any (+5%)

**Secondary Skills:** Select 8 at level One, and Two at levels Three, Six, Nine, Twelve, Fifteen

**Standard Equipment:** One suit of Medium Armor, One Type II Phaser, One Type III Phaser Rifle, 2D6 Flash Grenades, 1D6 Plasma Grenades, One SF-10 Disruptor, Tricorder, Universal Translator, Communicator, One Carrying Bag, One Standard Starfleet Uniform, One Standard Starfleet Dress Uniform, Five weeks of Ration Pills, Binoculars, Medical Kit.

**Money:** Standard Salary is 6000 Starfleet Credits a Month (Equal to 3600 Rifts Credits). Starts off with One Months Pay

**Cybernetics:** None. Would not necessarily be opposed to cybernetic implants, but Starfleet generally frowns upon them. Definitely no Bionic limbs.

## Starfleet Special Operative O.C.C.

By:  
[Tim Santa Cruz](#)

These guys are Starfleet's equivalent to the CIA. These operatives are extremely skilled and dangerous. Any job that can not be handled by diplomacy and the Prime Directive is handled by them. They are a highly secret agency, with a nearly 100% success rate.

They work under direct control of the Military and do not have to answer to the Government. Most are not Academy Graduates and the few that are were may have served a small term in the Starfleet. Recruits are chosen for their leadership qualities, Intelligence, and a will to fight for the UFP. They must spend 3 years in training, and only the top 5% of all recruits graduate. The rest are sent back to Starfleet with a promotion and a raise, or sent on their way. The ones that do graduate, must go through another 4 years of training before becoming field operatives.

A tour of duty is 5 years, and all operatives must serve at least two terms. They are then given the option to remain in the service, or retire at the ripe age of 35 and enjoy luxury the rest of their lives.

**Attribute Requirements:** I.Q. 10, M.E. 11, M.A. 13. A good P.S. and P.E. are helpful but not necessary.

**Starting Rank:** Lieutenant Jr. Grade

**O.C.C. Skills:**

Astrophysics (+5%)  
Computer Operation (+15%)  
Demolition (+10%)  
Demolition Disposal (+5%)  
Intelligence (+5%)  
Laser (+10%)  
Language: English (98%)  
Literacy: English (98%)  
Math: Advanced (+15%)  
Navigation: Space (+10%)  
Pilot: Shuttlecraft (+10%)  
Radio: Basic (+10%)  
Radio: Satellite (+5%)  
Read Sensory Instruments (+15%)  
Weapons Engineer (+5%)  
Zero Gravity Movement & Combat  
W.P. Energy Pistol  
W.P. Energy Rifle  
Hand to Hand: Starfleet (See Below)

**O.C.C. Related Skills:** Select Eight

Communications - Any (+5%)  
Domestic - Any  
Electrical - Basic Mechanics Only  
Espionage - Any (+10%)  
Mechanical - Any  
Medical - First Aid and Paramedic Only  
Physical - Any (+5% where applicable)  
Pilot - Any (+5%)  
Pilot Related - Any  
Rogue - Any (+5%)  
Science - Any  
Technical - Any  
Weapon Proficiencies - Any  
Wilderness - Any (+5%)

**Secondary Skills:** Select 6 at level One, and Two at levels Three, Six, Nine, Twelve, Fifteen

**Standard Equipment:** One suit of Espionage Armor, One Type II Phaser, One Type III Phaser Rifle, 2D6 Flash Grenades, Tricorder, Universal Translator, Communicator, One Carrying Bag, One Standard Starfleet Uniform, One Standard Starfleet Dress Uniform, Three weeks of Ration Pills, Binoculars, Medical Kit.

**Money:** Contrary to popular belief Starfleet Personnel are given a salary. For a Special Operative it is 5000 Starfleet Credits a Month (I know that's not what they use but who gives a damn). The exchange rate to Rifts credits is 5/3, meaning 5 Starfleet Credits for every 3 Rifts credits.

**Cybernetics:** None. Would not necessarily be opposed to cybernetic implants, but Starfleet generally frowns upon them. Definitely no Bionic limbs.

**Hand to Hand:** Starfleet

Level:

1. Two Attacks per Melee; +3 Pull/Roll with Punch/Fall, Body Flip/Throw, +2 to Save vs. Horror Factor
2. +3 Parry/Dodge
3. +2 to Strike, +1 to Initiative  
Level 4: +1 Attack per melee, Disarm
4. Kick attack does 1D6 damage, Critical body flip/throw
5. +1 to Parry/Dodge, +1 to Initiative, +2 to pull/roll with punch, fall or impact
6. +1 to Strike, Knockout/Stun on 17-20

7. +1 Attack per melee
8. +2 to Damage
9. Critical Strike on 18-20
10. +2 to Parry/Dodge, +1 to Initiative
11. Critical Strike from Behind
12. +1 to Strike, +1 to Strike with Body Flip/Throw
13. +1 Attack per melee
14. Death Blow on Natural 20

## Statisti R.C.C.

By:

[Dustin M](#)

Often called Stats, because of their phenomenal ability with mathematics, these beings look virtually identical to humans, despite being D-Bees from another dimension. They are a race of beings who take honor quite seriously.

**Alignment:** Any, but most tend toward the honorable alignments of Principled Good, Unprincipled Selfish, and Aberrant Evil.

**Attributes:** The number of dice rolled is as designated: I.Q. 3D6, M.E. 3D6+10, M.A. 2D6+2, P.S. 3D6+4, P.P. 3D6+2, P.E. 3D6+8, P.B. 3D6, Spd 2D6

**M.D.C.:** 3D4\*10+40 on RIFTS Earth, plus 1D6 M.D.C. per level of experience.

**Horror Factor:** None

**P.P.E.:** 4D6

**Natural Abilities:** Exceptional mathematics (see skills), high physical and mental endurance, superior sense of hearing equal to cybernetic amplified hearing (see skills), and superior tactile sense (see skills).

**Bonuses:** +3 to initiative, +1 to parry, +2 to dodge, and +2 to save vs Horror Factor in addition to those bonuses gained from attributes, O.C.C., and skills.

**Magic:** By O.C.C.

**Psionics:** None

**O.C.C.:** Any O.C.C. (except Glitter Boy), including equivalents to the CS Military. However, while not opposed to bionics and cybernetics, the Statisti never go for more than partial conversion. **Note:** reduce the number of Secondary skills by one-half to reflect the time spent honing the character's natural abilities.

**Skills of Note:** Speaks and is literate in Statisti at 98%, speaks one additional language at 90%, plus select one additional W.P.  
**Exceptional Mathematics:** A natural ability to automatically understand and perform advanced mathematics in one's mind with the accuracy and speed of a calculating machine. This includes simple addition, subtraction, multiplication, division, fractions, percentages, algebra, geometry, calculus, statistics, and so on. Base Skill: 80%+4% per each level of experience.  
**Remember Numbers:** Part of the phenomenal mathematics skill is the ability to picture and remember numbers instantly and permanently. This includes phone numbers, addresses, combination lock sequences, and so on. The total recall ability is restricted exclusively to numbers. Base Skill: 76%+4% per additional level of experience. A failed roll means the number is forgotten.  
**Additional Bonuses:** Mathematical: +10% Cryptography, +5% Pick Locks, +5% Locksmith, +10% Chemistry, and +10% Chemistry: Analytical.  
**Estimate Distance of a Sound:** 60%+5% per level of proficiency.  
**Estimate Speed of Sound's Approach or Departure:** 50%+5% per level.  
**Recognize a Sound Through Intense Concentration:** 40%+5% per level of experience.  
**Imitate a Voice:** 35% + 5% per level of experience.  
**Additional Bonuses:** Superior Sense of Touch: +10% to skills that require a delicate, light touch. For example: Demolitions, Pick Pocket, Pick Lock, Palming, etc.

**Average Life Span:** 150 years.

**Habitat:** Can be found anywhere. Considered an alien or D-Bee on RIFTS Earth.

**Enemies:** Non per se. May associate with anyone.

**Allies:** Non per se. May associate with anyone.

**Physical Appearance:** These D-Bees are virtually identical to humans. While their skin color tends to be more ashen in shade, the most obvious difference between Statisti and Humans is the fact that the Statisti have an additional opposable thumb on each hand.

**Size:** 6ft (1.82m) plus 1D6 inches.

**Weight:** 150 to 300lb (68 to 136kg).

## Stone Troll R.C.C.

By:

[Sir Tiny](#)

Stone Trolls are a race of rock-like beings that were apparently rifted in from an alternate dimension called Discworld. They look like tall hunch-backed humanoids with thick, leathery skin.

These Trolls are cold-blooded creatures. Their body temperature equalizes with whatever the temperature around it happens to be. The one extremely odd problem with this is that, because the troll's silicon-based brain works better in the cold, they get dumber in the heat. The attribute given for a Troll's IQ is at 50<sub>i</sub> - 60<sub>i</sub> F. they get -1 for every 5<sub>i</sub> above 60<sub>i</sub>, and +1 for every 5<sub>i</sub> below 50<sub>i</sub>.

At 70<sub>i</sub> F (my accepted value for room temperature) the maximum a Stone Troll's IQ can be is 9. Note that these Trolls feel very uncomfortable in temperatures most humans accept as the normal. They cannot function in temperatures over 100<sub>i</sub>. The maximum temperature low that the Trolls can survive is around -50<sub>i</sub>. At this point, Trolls begin to freeze to death. Note that upon death's door, a Troll may surpass the genius of Einstein. But he usually dies.

**Alignment:** Any

**Attributes:** IQ 2D4 +3, ME 2D6, MA 2D6, PS 4D6, PP 3D6, PE 4D6 +3, PB 2D6, Spd 2D6. Strength and Endurance are supernatural.

**Size:** 7-9 feet.

**Weight:** 350-500 lb.

**M.D.C.:** 2D6 x10 +100

**Horror Factor:** 12

**P.P.E.:** 2D6

**Average Life Span:** 150 years.

**Natural Abilities:** Nightvision: 90' (from spending so much time in caves)

**Psionics:** None.

**Magic:** By OCC only. Few Stone Trolls choose to study magic. It takes too much patience and intelligence, two traits these Trolls are not generally known for.

**Combat:** Standard.

**Damage:** Standard Supernatural Strength.

**RCC Bonuses:** +2 to Damage bonus, + 1 Attack per Melee, +3 Save vs. Psionics

**Vulnerabilities:** Slab. Slab is a powerful psychoactive drug to Stone Trolls. It is their equivalent of LSD. To a normal human, Slab is lethal in relatively small doses.

**OCCs:** Any Men of Arms, except Glitter Boy. No Scholars (Men of Brains); they don't like to think too much. the same problems go

with magic OCCs. Stone Trolls cannot be psionic.

**Habitat:** Stone trolls prefer the cool mountains of the North American Northeast and lower parts of Europe. It helps them think.

**Alliances and Allies:** Stone trolls and most Giants. They see humans as neither friend nor enemy, just there.

**Enemies:** Dwarves. Stone Trolls hate Dwarves. The feeling is mutual.

## Stormtrooper O.C.C.

By:

[Shawn Merrow](#)

Stormtroopers are used by the Empire as its shock troopers. They are in a way a cross between the U.S.A. Army and the Marines. They are trained and equipped to perform a wide range of mission ranging from garrison duty to planetary assaults. These are the most trusted and loyal of the Emperor troops.

**Attribute Requirements:** A P.S. and P.E. of 10 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 become Stormtroopers.

### O.C.C. Skills:

Radio: Basic (+15%)

Wilderness Survival (+20%)

Boxing

Climbing (+10%)

General Athletics

Swimming (+10%)

Running

Computer Operations (+5%)

Language: Galactic Standard (+20%)

Literacy: Galactic Standard (+10%)

Math: Basic (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert

Hand to Hand: Expert can be changed to martial arts (or assassin if an evil alignment) at the cost of an one "other" skill.

### Specialized Stormtrooper

**O.C.C. Skills:** Below are the skills taught to the specialized Stormtroopers. Standard Stormtroopers don't get any specialized training.

**Aquatic Stormtroopers:** Are deployed on planets mostly covered in water. They are used to garrison such planets and assault them when necessary.

Demolitions: Underwater (+15%)

Demolitions Disposal (+10%)

S.C.U.B.A. (+10%)

Swimming (+20%)

Pilot: Advanced Deep Sea Diving (+15%)

Undersea Salvage (+5%)

Undersea & Sea Survival (+15%)

**Cold Assault Stormtroopers:** Are used to assault and garrison cold weather planets. They receive special training to fight and work effectively in severe arctic conditions.

Tracking: Arctic (+5%)\*

Wilderness Survival: Arctic (+15%)\*

Demolitions (+15%)

Demolitions Disposal (+10%)

W.P. Heavy Energy Weapons

Land Navigation: Arctic (+10%)\*



\* All skills with an astrick are the same as the standard skill except they are geared toward the savage conditions in the artic. The base skill number is the same.

**Scout Stormtroopers:** They are used to scout out hostile planets before and during invasions. They are also quite often used as garrison troops.

Radio: Scramblers (+5%)

Detect Ambush (+10%)

Detect Concealment (+10%)

Intelligence (+5%)

Tracking (+5%)

Prowl (+15%)

Pilot: Repulsorlift (+20%)\*\*

Navigation (+5%)

Read Sensory Navigation (+5%)

Land Navigation (+5%)

\*\* Pilot: Repulsorlift is the same as Pilot: Hovercraft except that it covers all vehicles that use repulsorlift as a means of propulsion. The base skill number is the same.

**Zero G Stormtroopers:** Are used to board other ships and space stations through the deadly environment of space.

Demolitions (+15%)

Demolitions Disposal (+10%)

Combat (Zero Gravity): Advanced

Movement: Zero Gravity (+10%)

Oxygen Conservation (+5%)

Vacuum Survival (+5%)

EVA (+15%)

W.P. Sword

W.P. Heavy Energy Weapons

**O.C.C Related Skills:** Select four "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 character gets to select three secondary from the list, excluding those marked "none" at levels four, seven, ten, and thirteen the character can select another secondary skill. These are additional areas of knowledge and don't get the advantage of the bonus listed in parentheses. All secondary skills start at base level.

**Standard gear issued to Stormtroopers:**

Aquatic Stormtroopers: Aquatic Stormtrooper body armor, underwater propulsion pack, blue-green blaster rifle and blaster pistol with six extra e-clips each, 1D10 miscellaneous grenades, laser cutting torch, rubber raft, flashlight, first aid kit, backpack, utility belt, and two weeks field rations.

Cold Assault Stormtroopers: Artic Stormtrooper Armor, blaster rifle and blaster pistol with six extra e-clips, 1D8 concussion grenades, terrain-grip boots, utility belt, and two weeks field rations.

Scout Stormtroopers: Light Stormtrooper armor, blaster rifle and blaster pistol with six extra e-clips, 1D4 concussion grenades,

distancing binoculars, canteen, utility belt, and two weeks field rations.

**Standard Stormtroopers:** Stormtrooper armor, blaster rifle and blaster pistol with six extra e-clips, utility belt, and two weeks field rations.

**Zero G Stormtroopers:** Heavy space Stormtrooper armor, blaster rifle and blaster pistol with six extra e-clips, repulsorlift propulsion pack, 2D6 miscellaneous grenades, laser cutter, back pack with magnetic attachment pad, utility belt, plus a assortment of heavy weapons.

**Equipment available upon assignment:** Extra equipment and weapons can be issued to Stormtroopers for the duration of special missions. **Note:** This depends if the local commanders deems the extra equipment and weapons are necessary.

**Money:** The Stormtrooper gets a roof over his head and all his basic needs provided free as part of his pay. The Stormtrooper gets a monthly salary of a 1,000 credits. Stormtrooper quarters will vary quite a bit between different assignments.

**Cybernetics:** None to start. May only get them for medical purposes only.

**Xp table:** Use the New Navy Marine table.

### **Imperial Stormtrooper Gear**

**1. Blaster Pistol:** There are dozens of types of blaster pistols, below is a generic blaster pistol.

Weight: 4 lb.

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. Automatic Blaster Cannon:** This is a tri-pod mounted heavy field weapon used by Stormtroopers when they need that extra punch (Snowtroopers try to set one up in time in the Empire Strikes Back to take a shot at the Millennium Falcon).

Weight: 50 lb.

Mega-Damage: Single shot 1D4 M.D., Full burst 1D6x10 M.D., half burst 3D6 M.D.

Rate of Fire: Standard.

Effective Range: 2,400 ft.

Payload: 100 full burst, one burst shot equals four single shots.

Black Market Cost: 54,000 credits.

**4. Light Stormtrooper Armor:** Has all the properties of body armor described in the main Rifts book.

M.D.C.: 20.

Weight: 10 lb.

Mobility: Full, no prowl penalty.

Black Market Cost: Illegal to own, 20,000 credits.

**5. Standard Stormtrooper Armor:** Has all the properties of body armor described in the main Rifts book.

M.D.C.: 35 M.D.C.

Weight: 20 lb

Mobility: Fair, -15% prowl penalty.

Black Market Cost: Illegal to own, 25,000 credits.

**6. Aquatic Stormtrooper Armor:** Has all the properties of body armor described in the main Rifts book. It also has magnetic pads on the back and the chest for the attachment of various items. The underwater propulsion pack is attached to the main pad on the back. There is two pads on the back and four on the chest. The suit can be taken to a depth of a mile.

M.D.C.: 45.

Weight: 35 lb.

Mobility: Underwater: Full, no prowl penalty, Above Water: Poor, -20% prowl penalty.

Black market Cost: Illegal to own, 50,000 credits.

**7. Underwater Propulsion Pack:** The pack is attached to the main magnetic pad on the back of the Aquatic Stormtrooper armor. It can propel the suit up to 40 mph under the water.

M.D.C.: 10.

Weight: 25 lb.

Mobility: Underwater: No change, Above Water: Fair, another -10% to the prowl penalty.

**8. Zero G Stormtrooper Armor:** Has all the properties of body armor described in the main Rifts book. It also has magnetic pads on the back and the chest for the attachment of various items. The repulsorlift propulsion pack is attached to the main pad on the back. There are two pads on the back and four on the chest. Uses a basic exoskeleton to aid the Stormtrooper (+2 to P.S. and P.E.).

M.D.C.: 100.

Weight: 70 lb.

Mobility: Zero G: Full, no prowl penalty, In Gravity: Good, -5% prowl penalty.

Black market Cost: Illegal to own, 80,000 credits.

**9. Repulsorlift Propulsion Pack:** The pack is attached to the main magnetic pad on the back of the Zero G Stormtrooper armor. It can propel the suit up to 100 mph in zero gravity.

M.D.C.: 25.

Weight: 50 lb.

Mobility: Zero G: No change, In Gravity: Fair, another -10% to the prowl penalty.

Black market Cost: Illegal to own, 40,000 credits.

**10. Grenades:** Just use the Grenades from any of the Rifts books.

## Street Fighters O.C.C.

By:

[Jeremy David Balsley](#)

Once, long before the Rifts, before even Victor Lazlo...there were the masters of the Arts of Unarmed Combat.

### Background:

#### The Street Fighters

The Street Fighters are men and women trained in the ancient martial arts to such a level of perfection that they have learned to channel their very spirit (ISP, PPE, Chi) into their styles. The trademarks of the Street Fighter are his or her flashy style, the devastating techniques, and...with the most advanced Fighter, the ability to throw projectiles composed out of their very spirit.

#### The Grand Tournament

Every year, the best of the best of Street Fighters fight for the title of Grand Master. For the last two years, the young martial artist known as Ryu Hoshi has held that title...

**Bonuses:** 3D6 SDC

**P.P.E.:** PE+1D4

**Chi:** PE+1D4

**I.S.P.:** ME+1D4

**Attributes:** As per R.C.C. 95% of all Street Fighters are humans.

### Skills:

Language: Native (98%)

Literacy: Native (+10%)

Language: English (+10%)

Literacy: English (+5%)

Math: Basic (+10%)

Lore: The Grand Tournament (Base: 25% +5%/Level, +10% bonus)

Select 6 Skills (All at +5%)

Hand-Hand: (Street Fighter) Select one Style

**Secondary Skills:** Select 4.

### **SFH-H: Shotokan Karate**

\*\*\*This Form is only available to Street Fighters!\*\*\*

Key to Symbols

Punch-Hand Attacks

Kick-Foot Attacks

Focus-Ranged attacks

Parry-As usual

Dodge-As Usual

Roll-As Usual

+: 'And'

|: 'Or'

+2(Punch+Kick) means +2 to Punch and +2 to Kick

+2(Punch|Kick) means +2 distributed between punch and Kick

#### Beginning maneuvers

Basic Defenses: Parry, Dodge, AutoParry

Advanced Defenses: Circular Parry.

Basic Hand Attacks: Select any 3

Basic Foot Attacks: Select any 3

Advanced Hand Attacks: leap attack

Advanced Foot Attacks: Leap Kick (any 3 above)

Advanced Maneuvers

Level 1 HaDouken

Level 1 ShoRyuKen

Level 1 TatsumakiSenpuuKyaku

1000 points in MA Techniques

#### **Level Advancement Chart:**

1st: +2 (Punch+Kick+Focus), +3(Dodge+Parry+Roll), 2 APM, Select any 2 Techniques from MA Powers, Chi Mastery, or Special Katas.

2nd: +1 (Punch+Kick+Focus), +2(Punch|Kick|Focus)

3rd: +2 (Parry|Dodge|Roll), select 1 MA Technique from the above list

4th: +1 Attack per Melee

5th: +2 (Punch|kick|focus)

6th: +1 (Parry+Dodge+Roll+Punch+Kick+Focus), +1 APM

7th: Select 1 Zenjorike Power, +2 (Punch|Kick|Focus)

8th: +2 (Parry|Dodge|Roll)

9th: +2 (Punch|Kick|Focus)

10th: +1 (Punch+Kick+Focus+Dodge+Parry+Roll)

11th: +1 APM, +2 (Punch|Kick|Focus)

12th: +2 (Parry|Dodge|Roll)

13th: +1 (Punch+Kick+Focus+Parry+Dodge+Roll)

14th: +2 (Parry|Dodge|Roll|Punch|Kick|Focus)

15th: Select 1 Zenjorike Power

#### **SFHH: Shotokan Karate Special Maneuvers**

Ha Dou Ken

The Infamous Wave Motion Punch

The Fighter pulls his/her arms back, gathers his/her Chi, then cuts loose.

Level 1: (100 points)  
A Dan style 'GaDouKen'  
Range: PE inches  
Damage: 2D4

Level 2: (250 points)  
A Sakura style "HaDouKen"  
Range: PE feet  
Damage: 2D4

Level 3: (400 points)  
A Ryu/Ken/Gouki Style HaDouKen, the most advanced one  
Range: PE Meters  
Damage: 2D6

**Enhancements:**

**Charging:** (20 points)

The fighter can spend extra attacks, to increase the size of the projectile, making it more likely to strike the intended victim. Sakura's HaDouKen is an example of this in action.

<u>Number of Attacks</u>	<u>Range</u>	<u>Damage</u>	<u>Strike</u>
1 Attack	Full	Normal	Normal
2 Attacks	1/2	+4	+2
3 Attacks	1/16	+	

**Elemental:** (20 points)

The fighters projectile inflicts damage of an elemental nature. The most common element is that of Fire, followed by ice or electricity.  
Range: Normal

Damage: Normal + 3

Effects: Target suffers the effects of a knockdown, and loses an attack

**Fast:** (20 points)

The fighters HaDouKen gets a +1 Initiative for each time this power is selected.

**Heavy Damage:** (30 points)

The fighters HaDouKen is more damaging.

Damage: Normal +2

**Knockdown:** (10 points)

The fighters Hadouken inflicts a knockdown on its target

## Street Punk OCC v0.01

By: FlashFire  
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### STREET PUNK OCC (Scholar/Adventurer) based on Rifts and the City Rat OCC

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"Carjackers have got to be the worst. Mooks too stupid to boost a parked car, they gotta have the keys in the ignition and the engine running..."

Street Punks are a sub-class of the City Rats that live, and some say plague, the lower class section of most post-Rifts cities. City Rats are relatively "normal" person, a teenager who lives in a degenerate world, forced to make do with what he has. Sometimes, they do what they do for money and food. Other times, they do what they do because they're being run down by rape gangs and rogue D-Bees. But what they do is almost always outside the law.

The Street Punk is a variant of this character type. Unlike their "normal" cousins, though, these idiots do what they do because they think its cool. Not smart enough to make something of themselves, they satisfy their urges by committing crimes "just for the hell of it."

These are the teens who go out and steal hovercars, joyride around in them, and dump the then trashed car in a ditch somewhere.

These are the idiots who go out of their way to make racist/sexist/otherwise insulting remarks just to start a fight and then pull out weaponry because they're neither skilled nor tough enough to make it in a hand-to-hand fight. In fact, cybersnatching, the "removal" of cybernetic and bionic attachments, is a favorite hobby of these losers. A great many of the crimes attributed to City Rats are actually committed by this class.

But, all is not lost with this class. It is possible, though not likely, that a Street Punk will live to his early or mid-twenties and finally figure out that what he's doing with his life is actually insanely stupid. At this point, the character can try to get out of the world he's made for himself and find other things to do with his time.

Unfortunately, the character has spent the better part of his life learning how to be a go-nowhere-do-nothing human monster, so his options will be fairly limited (the CS military seems to pick up most of these characters and use them as Grunts.) Alternately, something horrific could happen to the character that would shock him out of his lifestyle, such as a sudden and unexpected trip to Wormwood or Atlantis. Enforced punishments, like "tough love" and trips to Grandma's House, won't help these nearly lost causes, but a good near-death experience could get him to kick his bad habits.

ATTRIBUTE REQUIREMENTS: IQ of less than 10

ALIGNMENT RESTRICTIONS: Anarchist and Evil only

OCC SKILLS:

Speak Native Language - 65%

Local Slang - 90%

Unintelligible/Insulting - 98%

Streetwise (+15%)

Streetwise: Drugs (+15%)

Pilot: Motorcycle (+10%)

Hovercraft (+10%)

Running

General Athletics

First Aid (-5%)

Concealment (+5%)

Pick Pockets (+5%)

HTH Basic can be selected as an OCC Related or Secondary skill at a cost of two skills. Expert, Assassin, Martial Arts, and Commando are not available.

OCC RELATED SKILLS: Select twelve other skills, but two must be from Rouge and one from Physical. Can select two more skills at every third level.

Communications: Radio only

Domestic: Any (+5%)

Electrical: Basic only (-10%)

Espionage: None

Mechanical: Basic and Automotive only (+5%)

Medical: Hollistic Medicine only

Military: Demolitions and Demolitions: Disposal only (-25%)

Physical: Any, except Acrobatics, Wrestling, and SCUBA (+10% where applicable)

Pilot: Any (+10% on all but military vehicles)

Pilot Related: Any, except Navigation

Rogue: Any, except Computer Hacking

Science: Math: Basic only (-10%)

Technical: Any, except Computer Programming

W.P.: Any

Wilderness: None

SECONDARY SKILLS: Select eight from the previous list. No bonuses

STANDARD EQUIPMENT:

Street Punks start with a few sets of clothes in whatever style is popular on the street, or at least whatever the Punk thinks is popular. Examples of twentieth century favorites include cheap trenchcoats and clothes that are at least three sizes too big.

Other equipment will include an gas mask and air filter, tinted goggles or sunglasses, 6 wooden stakes plus mallet, walkie-talkie radio, flashlight, backpack, 1D4 sacks, RMK Medical kit, and personal items.

Armor is a prized possession and will be the biggest and best looking type the Punk can get his hands on, regardless of weight and penalties. Juicer Assassin armor and Dog Pack spiked armor are common types. Weapons will include one MD pistol, with 3D6 E-Clips, and a largish knife (switchblades and paratrooper knives are popular), whether the character can use them or not.

MONEY: 4D6x50 in credit, 1D6x100 in Black Market item(s). Punks can rarely hold on to money for very long, as they'll either blow it on something pointless or have it stolen by another Punk. But that's okay, the Punk can always steal more.

CYBERNETICS: Starts with two cybernetic implants of choice, illegal cybernetics allowed. After that, they'll get whatever the rage is, or replacements for whatever body part they've had blown off.

EXPERIENCE TABLE: These characters live fast and die young, and the ones that live tend to change their OCC quickly. As such, they go up in levels quickly.

- 1.) 0,000- 2,000
- 2.) 2,001- 4,000
- 3.) 4,001- 6,000
- 4.) 6,001- 9,000
- 5.) 9,001- 13,000
- 6.) 13,001- 18,000
- 7.) 18,001- 25,000
- 8.) 25,001- 31,000
- 9.) 31,001- 39,000
- 10.) 39,001- 48,000
- 11.) 48,001- 58,000
- 12.) 58,001- 69,000
- 13.) 69,001- 81,000
- 14.) 81,001- 94,000
- 15.) 94,001-108,000

At level 16, change the OCC. The old skills freeze at their current levels. The character starts out at Level Zero. It takes twice as much XP as it does to reach the new OCC's Level 2 to reach Level 1. Once there, the character gets all of the new class' OCC skills (not Related or secondary), duplicate skills unfreeze from their Punk percentages. As the character goes up in levels, he can pick OCC Related Skills from the new class as normal for that OCC. The character can do this any time he wishes.

## Street Surfer OCC Data

By: Roy G Bunting  
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### Street Surfer OCC

OCC Requirements PP 12+ (prefably 16+)

Alignment, Any, Usually Anarchist, unprincipled and Miscreant

OCC Skills:

Lang of birth 98% (in proper worlds Lit as above 98%)

(In Arcopolis, Computer Operation +20%)

Streetwise +20%

Pilot Fav St Surfer vehicle 98%

Either 1D4 other St Surfers vehicles at +15% Or 1 per 10 IQ +15%

Basic Math +5%

Running

WP of choice (see limitations)

HTH Basic

Note: HTH Basic Can Be upgraded to HTH Martial Arts at the cost of 1 skill (High PP)

OCC Related Skills: Choose 10, 2 must be Rogue, 2 Psychical. +1 WP at 5th level, + 2 skills at 3rd level

Communications: Any but Radio Scramblers, Electronic Countermeasures,

Laser, Microwave, Sattlite Relay

Electrial: Any except Robot Electtonics, electornics engineer <sp>

Mechianal: Basic Mechanics (+5%) and Auto Mechanics only

E sponge: Disguise Only

Medical: First Aid Only (and usually taken)

Military: None, unless something is CWC is really cool 8-)

Psychical: Any (+15% where applicable)

Pilot: St Surfer (+5%) or Motorcycle (-20%), Jetpack (-10%) (yes those are minuses)

Pilot Related: None

Rogue: Any (+15%)

Domestic/Cultural: Any (+10%)

Science: Adv Math, Basic Chemstry, (+5%)

Technical: Any, except Lores not found in the City

Wilderness: None (maybe Carpentry)

Anichient <sp> WPs: Any, except weapons longer than a Short

Sword/Machete (excluding chain weapons)

Modern WP's: Anything smaller than a Carbine/sawed off shotgun

Energy WP's: As above

Secondary Skills: Choose 7 at first level, 1 at every 3rd level from there, Restrictions as above, no bonuses

Money: 1D4x100 credits and 2D4x100 Black market goods, rathole apartment in the worst part of town, often shared with 1 or two other St Surfers/City Rats, or wherever they may slip by living (parents house, friends house). In \$areas \$1500 to start

Standard Equipment:

Fave mode of transport, best quality. 1 other St. surfer vehicle, 2 Weapons of choice, survival knife or cheap swithcblade/butterfly (Etc) knife, either lots of 'Punker' clothes (surplus and salvation army, military boots), or 3D4 "fashion" outfits (Fila, Rebok, etc), they usually wear their pants baggy with a chained wallet, and expensive sneakers. Backpack, a lighter, and other sundry personal items. Cybernetics (when applicble) 1D4 Minor Cybernetics, Same resstirctions as City Rats (In Arcopolis +Headjack)

## The Subahl

By: Intensity

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### Subahl (soo-BAHL)

A subahl is a strange creature which exists in all dimensions of the megaverse. In all outward appearance it is a harmless creature, as harmless as small six-legged creatures are. Bearing a striking resemblance to an armadillo, these little beasts are naturally inquisitive and at times, easily frightened. They are omnivorous but seem to prefer fruits and other vegetation, eating meat only about once every two weeks.

Apart from the obvious differences between a subahl and an armadillo, the truly astonishing thing about them is not obvious at all. Anyone who spends any more than a few days observing one is likely to see some remarkable events as the subahl in question appears to dematerialise and rematerialise at random. During this time the subahl has passed through the delicate barrier between dimensions and back again! Moving from one dimension to another is no more difficult for a subahl than it is for a child to giggle. To a subahl it is as though some cosmic 'Fade' has been used to fade out one dimension and fade in the other. Xenobiologists and shifters who have studied them have reached a collective opinion that each one is, in fact, a living rift!

This opinion is supported by the evidence of events which take place when a subahl is involved with, or close to dimensional magic. See Natural Abilities for more details.

Alignment: Animal; generally considered to be anarchist or miscreant.

Attributes: I.Q.: Animal intelligence: 1D6+1, M.E.: 2D6+3, M.A.: 3D6+4, P.S.: 1D6, P.P.: 4D6, P.B.: 2D6, P.E.: 3D6+2, Spd: 3D6

Hit Points: Considered to be a M.D.C. creature in a magic-rich environments such as RIFTS Earth. Elsewhere will be P.E. + 4D6

S.D.C.: See M.D.C. for magic-rich environments. Elsewhere will be 2D4x10

Armour Rating: 14 in a non-magic environment.

M.D.C.: In magic-rich environments 1D4x10+20

Horror Factor: None

P.P.E.: 4D6x10

I.S.P.: 4D6

Chi: equal to P.E.

Natural Abilities:

1. Dimension walk.

This ability allows a subahl to meander from one dimension to another without external assistance. It is achieved effortlessly and requires 1 action.

2. Dimension sight.

A subahl can see between dimensions as clearly as a human might see the bottom of a pool of water from the surface. Dimensions which are further away cannot be seen as clearly. They also are aware of other dimensional and temporal anomalies. This ability tends to limit how far they can perceive in their current dimension. Normal vision is only 50 feet.

3. Other dimensional effects.

While subahl hold a great deal of P.P.E. they don't use it for any known reason. It is not depleted when they travel from one dimension to another. It is their capacity to hold such large amounts of P.P.E. which has indirectly caused a number of accidents.

Mages who have sensed the magic energy and have decided to use them as sacrifices for their spells have been the victims of terrible P.P.E. feedback loops. If a subahl is used as a sacrifice for a spell, roll percentile and consult the following table. Add 50% to the roll if the spell in question is dimensional or 30% for temporal magic.

01-15 The mage(s) loses 50% of remaining P.P.E. and the spell does not work.

16-30 The mage(s) loses all remaining P.P.E. and cannot recover any P.P.E. for 1D4 days. The spell does not work.

31-40 The remains of the subahl explode, not only providing the surrounding area with the delights of their grey intestines but inflicting 3D6 points of damage (M.D.C. in magic-rich environments, S.D.C. otherwise) to the spellcaster(s). The spell does not work.

41-45 Superspell! All effects of the spell are doubled.

46-60 The spell backfires on the caster. Any spells which the caster meant to cast on someone else are cast on the mage. Any spells which were to be cast on the mage have the opposite effect. For example, Teleport Superior may send the mage in the opposite direction, send the mage to another dimension or cause the teleport to act in reverse, bringing the destination to the caster!

61-75 The inner rift of the subahl opens and 1D4 "things" come through per level of the spell being cast. The spell does not work and



the caster suffers 1 hit point of damage per 50 points of P.P.E. being released for the spell This includes any excess P.P.E. not required for the spell.

75-95 As per the previous result except that 2D6 "things" come through the rift per level of the spell, and the caster suffers 1 point of damage per 10 points of P.P.E. being released.

95-00 The subahl does not die but transforms into a being of living P.P.E. which absorbs all P.P.E. within 50 feet per level of spell being cast. After absorbing this energy at a rate of 20 P.P.E. points per round the creature will only be attacked if provoked and when it has no more reason to stay will leave the dimension, reveling in its newfound power. The caster suffers damage as per the previous result and must save vs coma or will be in a coma for 2D6 days.

Killing a subahl for any other reason than to glean their

P.P.E. will not have any of these effects.

4. Excellent senses of smell and hearing.

5. Sense psychic and magic energy

Range is twice that of the Psi-Stalker (see RIFTS, page 105), in addition to its other psychic powers (see Psionics).

Vulnerabilities: None.

Combat: 3 attacks per melee.

Damage: 3D6 claw attack, 1D6 biting attack. All damage is in S.D.C.

Bonuses: +1 to strike and parry, +4 to dodge, +4 to save vs. psionics, +3 to save vs. magic (immune to dimensional magic), +6 to save vs. horror factor.

Psionics: Detect Psionics, Presence Sense, Sense Evil, Sense Magic, Sixth Sense.

Average Life Span: 8 years.

Skills of Note: Track by Smell 42%, Climb 80%

Habitat: No fixed habitat although they aren't common in cities.

Enemies: Carnivorous predators..

Allies: None per se.

Physical Appearance: Very similar to an armadillo but larger and with six legs.

Size: 18 inches (45cm) tall.

Weight: 20lbs (9kgs).

Notes:

1. No, it can't roll up into a ball.

2. These creatures are not well known at all. Make all Lore rolls at -40%.

## \*Rifts Style Summoner O.C.C.\*

**Attribute Requirements:** IQ:12+, PE:12+, ME:12+

**P.P.E.:** 3D6\*10 + PE, + 10 per level of experience.

**S.D.C.:** +25

**Bonuses:** +5 vs HF, +1 save vs ritual magic at lvl: 1, 5, 10 & 15, +1 save vs spell magic at lvl: 2, 6, 11 and 14. +1 Spell Strength at lvl: 3, 7, 9 and 13

### **O.C.C. Skills:**

Math: Basic(+10%)

Lore:Monster(+25%)

Lore:Faerie(+15%)

Language:Select 3(+15%)

Language:+ 1D6 more(+10%)

Wilderness Survival(+5%)

Running

Ride:Creature(+10%)

WP:Knife

HtH:Basic

**O.C.C. Related Skills:** -Select 6 at first level, then 2 at levels 3 & 6 and 1 at levels 9 & 12

Communications: Radio Basic

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+5%), except Forgery & Disguise

Mechanical: None

Medical: Holistic & First Aid only(+10%)  
Military: None  
Physical: Any  
Pilot: Any (+5%), except RV & PA  
Pilot Related: Any (+5%)  
Rogue: Any (+5%)  
Science: Basic and Advanced Math only (+5%)  
Technical: Any (+10%)  
W.P.: Any  
Wilderness: Any (+5%)

**Secondary Skills:** Select 6

**Money:** 2D4 X 1000 in credits ; 2D6 X 1000 in Black Market Items

**Cybernetics:** None!

**Equipment:** MDC Armor, clothes, knapsack, back pack, 1D6 small sacks, 2 large sacks, ritual equipment, pocket mirror, silver cross, 4 cloves of garlic, 2D4 wooden stacks and mallet, salt, canteen, binoculars, tinted goggles, air filter/gas mask, lighter as well as other stuff

**Weapons:** Ornate ritual dagger( worth:1D4 X 1000 credits), .45 w/ 2 silver bullet clips, Energy Rifle w/ 1D4 clips, Energy Pistol w/ 1D4 clips, 1 other weapon of choice and 1D4 + 1 additional E-clips

**Vehicle:** A good riding animal of choice( tamed)

**Spells:** All summoning, Armor of Ithan, Familiar Link, Repel Animals, Expel Demons, See Aura, Sense Magic, Sense Evil, Magic Net, Seal, Domination, Constrain Being, Control Entity, Create Golem, Lightning Bolt and Fire Ball --- Plus select 1 additional spell every other level --- Level of spells to be is limited to level of chooser

**Xp table:** Same as Techno-wizard

\*NOTE\*: Change this as you wish, it is your game.

## **S.W.A.T Team O.C.C.**

By:  
Matthew C. Cutter

**Alignment:** Any

**Requirements:** ME 11, MA 9, PS 13, PE 14

**SDC:** 1ds4 x 10

### **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, WP Automatic Rifle or Submachine Gun, Hand-to-Hand: Expert, Radio:  
Basic, Pilot: Auto. (+20%)

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

**OR**

Math: Basic 98%  
Literacy (Native Language) 98%  
Native Language 98%

Biology (+20%)  
Criminal Sciences/Forensics (Chem, & Chem: Analytical prerequisites not necessary)  
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: 8, +2 at 3, 6, 9, 12, 15**

**Xp table:** Use the Genius/Natural from Beyond the Supernatural

## Sword Mage O.C.C.

By:

[sir\\_tiny@juno.com](mailto:sir_tiny@juno.com)

I swung at the beast. It was a clean shot, right through its right eye and across its body. My sword never fails me when I need it; it always strikes true. But something was wrong this time.

The beast roared a blood-curling scream that made me quake in my boots. And then it stood back up. There was no damage done at all. "What is going on?!" I screamed at my mentor. "It should be dead! I cannot kill something that will not die!"

Calmly came his reply. "\*Will\* not die? Or merely dies slowly? Could it be that there is something more needed? Something more than your fabulous sword?"

And with that, the monster fell to the ground. Its entrails were scattering across the grass.

"Now then," he began, "it is time for you to learn the next level of the Order."

There has recently arisen a new order of Knights. The Sword Mages are trained in the ancient mystic arts and the most modern fighting techniques available. The combination is a quite formidable one. Sword Mages are highly prized in slave markets, gladiatorial events and mercenary outfits because of their versatility. Most Sword Mages are found in England, but they have been seen in Europe, North & Central America, and even Japan.

**O.C.C. Skills:**

Detect Ambush (+5%)  
Pick Locks (+10%)  
Escape Artist (+10%)  
One Pilot Skill (+5%)  
Prowl (+15%)  
Two Languages, or One Language/Literacy (+20%)  
Lore: Demon (+25%)  
Lore: Magic (+30%)

Two Physical Skills  
H to H: Expert (Martial Arts for one "other" skill)  
WP Sword  
Two Ancient WP  
Two Modern WP

**O.C.C. Related Skills:** Select Six with the following restrictions:

Communications: Radio: Basic & Cryptogarahy Only.

Domestic: Any (+10%).

Electrical: Basic Only.

Espionage: Any (+5%).

Mechanical: Auto Only.

Medical: First Aid or Paramedic Only.

Military: Any (+5%).

Physical: Any.

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Any.

Science: Any.

Technical: Any (+5%).

WP: Any.

Wilderness: Any.

**Secondary Skills:** Select four at level one, and two every other level, all with the same restrictions as above, but without the bonuses.

**Psionics:** None

**Magic:** Starts With 3 spells from Levels 1 & 2. Each additional Level, add two spells from the new Level Plus one (i.e., At Fifth Level, Choose two from Levels 1-6)

**Special Powers:** All Sword mages begin with a lesser magic sword with the following abilities:

1) Indestructible blade. Cannot be destroyed. If you want to shoot a fireball down the blade, go for it.

2) Mega-Damage. Strikes by the blade do mega-damage. 3D4 MD normally, 5D6 to supernatural creatures.

3) Magic Focus (Tip o' the cyber-hat to Jason Bridgman). Focuses the Magic powers of the wielder. Effectively reduces the PPE required to cast any given spell by 10%.

4) Cost. Generally not available for sale. Those that are are almost always stolen. Average black market cost is 20,000 credits.

**P.P.E.:** 2D4 x10 +2D6 per Level.

**Equipment:** Set of Black clothing, set of utility clothing, Light & Heavy MDC armor, sunglasses or tinted goggles, laser distancer, First aid Kit, Air Filter & Gas Mask.

**Weapons:** Two Ancient weapons and two Modern weapons (should reflect WP skills). Also, 6 plasma grenades and 2D4 clips for each energy weapon. Ancient weapons may be SDC, Vibro, energy or magical, at the GM's approval. They like TW. Also see the Special Powers.

**Vehicle:** Anything the character can pilot. Also, GM's discretion.

**Xp table:** Use the same table as the Headhunter.

## T.C.C. (Transformed Character Class)

By:

[art@mchoice.com](mailto:art@mchoice.com)

This is loosely based on the TV series TECHNOMAN. Could work out as a protagonist to Cosmo-Knight, or ally. As a villain in charge of a fleet of monsters invading a world, it would be a great Cosmo-Knight villain, considering they work in small groups (2-4). This is part of my effort to work out a "cosmic" level character to have in the same group as a Cosmo-Knight. Individual Ps-Tek Warriors would always have the danger of psychic reprogramming reinstating if they stay in the Armor too long.

**Alignment:** Any

**Attributes:** Normal human but usually have high P.S. and P.P. High M.E. is recommended for renegade Psi-Tek Warriors.

**Hit Points:** P.E. + 1d6 per level

**S.D.C.:** 30 + Skills

**M.D.C.:** See Special Armor

**Size, Weight:** Normal

**Horror Factor:** 10 (in armor)

**P.P.E.:** 1d6

**Combat:** By skills only

**Special Bonuses:** None

**Magic Powers:** None

**Psionic Powers:** Telepathy and Mind Block Auto-defense.

**I.S.P.:** M.E.x2 + 6 per level.

**O.C.C. Skills:** Select 14.

Communications: Any

Domestic: Any

Electrical: Any

Espionage: Any (+10%)

Mechanical: Any

Medical: First Aid and Paramedic only

Military: Any (+10%)

Physical: Any

Pilot: Any (+10%)

Pilot Related: Any, Navigation +15%

Rogue: Any (+10%)

Spatial: Any (+5%)

Technical

Weapon Proficiencies

Wilderness

**Secondary Skills:** Select 9 skills from the same areas as above without the bonuses.

**Psi-Tek Armor**

Size: 7' 6"

Weight: 510 lb.

M.D.C.: 450 + 5d6 per level

Spd: 150

Flight: Mach 1.5 atmosphere, Mach 3 + 1 every 2 levels in space.

**Special Bonuses:**

+2 attacks, parry, strike, +3 to dodge, +5 to dodge while flying, +4 to initiative, +30 to P.S. (Supernatural), +11 to P.P., Energy immunity (same as Cosmo-Knight in Phase World)

**Vulnerabilities:** -3 to save versus mental domination, 1 insanity, and reinstatement of mental reprogramming if in Psi-Tek mode for more than 1/2 hour.

**Weapons:**

Double Sword/Spear: 4d6 + P.S. (Supernatural), Can separate to become two swords that inflict 2d6 + P.S.

Energy Whip: 3d6 and can snag and return the spear.

Energy blast: 4d6x10 to 2 targets per level! Wide area of affect, designed to take out small fighters. Once per hour only.

**Psi-Tek Crystal:**

Abilities: Able to summon the Psi-Tek armor

## Tattooed Weapon Master O.C.C.

By:

Brad Skibinsky

The tattooed weapons master is an elite class of tattooed warrior slave. This T-man is taught the art of melee combat using hand-held weaponry. These slaves are popular in arenas and sometimes as personal bodyguards or assassins.

This is a sub-class of the tattooed man OCC. to create this character, use the stats for creating a t-monster man, and apply the following modifications:

T-weapons master creates magic weapons at normal PPE amount.

Replace all wilderness skills with WP skills.

Exotic WP skill selection : WP paired weapons, WP net, WP grappling hook, or any other weapon proficiency found in any palladium book.

HTH selection: any, including from other games (NO NINJAS & SUPERSPIES; however, can choose the art of sword drawing from the martial arts powers if a martial artist or gladiator HTH)

These skills are from the palladium book entitled adventures on the high seas... i'm only including them for completion of this character's description. Author: Kevin Siembieda.

HTH Gladiator (from adventures on high seas)

1. +3 parry (3 apm to start)
2. +1 Attack Per Melee
3. +2 damage (counts as MD when supernatural strength engaged)
4. disarm opponent on nat 18-20
5. +2 strike
6. +1 a.p.m.
7. +2 parry +3 dodge
8. stun 17-20
9. kick 1d6
10. +1 a.p.m.
11. +2 parry/dodge
12. critical strike 18-20
13. +1 a.p.m.
14. +2 damage(see above)
15. critical strike from behind (3x damage)

WP net (see high seas, p 8)

1. snaring an opponent's weapon (disarm opponent on nat 18-20) unless opponent parries successfully w/ NO BONUS.

2. snare opponent-opponent must dodge or is snared (the net, if magic, is indestructible).

+1 strike @ lev 1,4,6,9,12,15

+1 parry @ lev 2,5,7,10,13

+1 throw @ lev 3,6,8,11,14

Change all 'animal' tattoos to 'simple weapon' tattoos and vice versa

Change all 'monster' tattoos to 'magic weapon' tattoos and vice versa

\*\* note that WP skills should reflect weapons tattoos given to the slave.

**Insanity:** see T-man insanity table.

**Xp table:** character advances as per t-monster man occ

## Techner R.C.C.

Not too long ago (to their standards), in a galaxy not too far away (also to their standards), there is a planet called the Technon. There lives a humanoid being that calls themselves the Techners. History says that the World Leader that discovered other life forms on other worlds renamed themselves this. During that time, the Techners were supposed to be the most advanced being in the Megaverse. However, because of the benevolent temper of the people, they did not colonize other worlds. Now, when other worlds find their way to the Megaverse, the Techners are "rediscovered" by them.

During those years of improvements, the Techners have a technology level that surpasses the rest. All the planetary residents were happy about their current situation and do not wish to change. All families have security bots, highly advanced computers, etc. However, because of this comfortable life style, the people start to disevolve the physical aspect of their life, but getting smarter and smarter. (GM note: The GM should create new equipment for the character or use existing equipment with a +20% to all aspects compared to an "average" one.) An average adventuring Techner is usually bored about his/her life style, and lives on his/her cunning only.

**Alignment:** Any, but have a tendency to be good.

**Attributes:** All 3D6 except IQ, which is 4D6.

**Size, Weight:** a smaller sized human.

**M.D.C.:** by armor or magic only.

**Hit Points:** Standard

**S.D.C.:** 20 SDC at first level, plus 1D6 per level.

**P.P.E.:** 2D6.

**Average Life Span:** 180+ years. Ultra-tech health care has more than doubled the Techner's natural life span.

**Psionic Powers:** None.

**Magic Powers:** None.

**Combat:** See Hand to Hand combat.

**Damage:** See Hand to Hand combat.

**Bonus:** +5% to all skills in addition to other bonuses.

### R.C.C. Skills:

Basic Radio (+10%)

Native Language & Literacy (Technian/Trade Four) 98%

Basic and Advanced Math (+20%)

Computer Operation (+20%)

Computer Programming (+15%)

Pilot Automobile (+10%)

One W.P. 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 at the cost of two "other" skills.

**R.C.C. Related Skills:** Select eight other skills from the following list. Plus select two new skills at level three, six, ten, fifteen. All new skills start at the first level of proficiency.

Communications: Any

Domestic: Any (+10%)

Electrical: Any (+10%)

Espionage: Any

Mechanical: Any (+10%)

Medical: Any

Military: None

Physical: Any

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+10% on computer hacking)

Science: Any (+20%)

Technical: Any (+15%)

W.P.: Any

Wilderness: None (may be selected later)

**Secondary Skills:** Select an additional ten skills. Plus one additional at levels three, five, seven, nine, and eleven.

**Alliance and Allies:** Almost every beings that are good.

**Appearance:** A shorter and slimmer human.

**Standard Equipment:** Suit of mega-damage armor, choice of one pistol, hand computer, portable translator, first aid kit, and other clothing.

**Money:** 2D6x200 credits

**Cybernetics:** An option of two at level one.

**Xp table:** Use CAF scientist

## Techno Shooters R.C.C.

By:

[Brice Daury](#)

The Techno-Shooters are the warrior arm of Techno-Fuser society, training more on the combat applications of their psionic powers than the building of devices. Thus, they are unable to build their own TF devices and must rely upon TF allies and/or employers to build these devices for them. Due to their extensive arms training, they get the special Techno-Shooter Hand to Hand combat skill as well.

**Attribute Requirements:** PP 13 or higher, high ME and Spd are beneficial, but not required.

### Skills and Training of the Techno-Shooters:

American 98%

Techno-Can 96%

Literacy: American 96%

Detect Ambush +15%

Demolitions +15%

Dem. Disposal +10%

Radio:Basic +10%

Read Sensory Equipment+10%

Weapon Systems +10%

Pilot Robots/Power Armor +10%

Pilot Jet Packs +10%

Land Navigation +10%



Pilot (Two of Choice) +10%  
HTH: Shooter (see description below)

**Other Skills:**\* at first level and 2 additional at level 3, one at level 6, one at level 9 and two at level 12.

Communications: Any(+10%)

Domestic: Any

Electrical: None

Espionage: Any

Mechanical: None

Medical: Paramedic Only (two skills)

Military: Any (+10%)

Physical: Any except Acrobatics or Wrestling

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Lockpicking or Streetwise only (+10%)

Science: Math only

Technical: Any (+10% on literacy or computer skills)

WP: Any

Wilderness: Any

**Secondary Skills:** Select any six from previous list without benefit of bonuses.

**Techno-Shooter Powers:** Have all the Techno-Fuser powers number 1-8, but they cannot create TF devices!

**I.S.P.:** Equal to the Techno-Fuser, saves vs. psionics as a major psychic, as does the TF, 12 or better.

**Creation Points:** Although they have no ability to make the TF devices, they do have their own CPs, which they 'pay' TFs to make their devices for them, 2d4x10 CPs at level one plus 8 CPs per additional level of experience.

Their relationship to their TF benefactor determines how much the device will cost them, roll on following table: (roll 1d6)

1-Friends, can go back to TF and get new devices at cost.

2-Not Friends, but on good terms, can get new devices at cost+10%.

3/4/5-Ambivalent, future devices will require some service or period of service plus the cost of device +50% CPs.

6-Hostile, must go elsewhere for new devices.

**Note:** Any debts a Techno-Shooter acquires to TFs will be repaid usually by period of service as a bodyguard, guide, etc., solely at the TF(GM)'s discretion.

### **New Skill-Hand To Hand: Shooter**

Attacks per Melee: 3 to start

Escape: Roll with Punch/fall/impact, Backflip

Defense: Automatic Parry, Dodge

Advanced Defenses: Armor Auto Dodge\*, Circular Parry, Combo Parry/Shoot

Basic Hand Attacks: Palm Strike, Knife Hand, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Crescent Kick

Jump Foot Attacks: Jump Kick

Special Attacks: Technodeath Blow\*, Bodyflip/throw, Body Block/tackle, Liquid-Metal Punch\*

Weapon Katas: WP Energy Pistol, WP Energy Rifle

Modifiers to Strike: Pull Punch, Knockout/stun, Critical Strike, Critical Strike from Rear

1. +2 parry and dodge, CS from behind, +2 roll with p/f/i
2. WP Sharpshooter with either E.Pistol or E.Rifle, +2 I
3. +1 attack per melee round, +2 strike (hth) and CS 19-20 with modern weapons
4. Gains WP paired Energy Pistols, +1 damage (hth)
5. Knockout/stun on 19-20, CS on 19-20 (18-20 w/ modern weapons)
6. +1 attack per melee, Automatic Roll w/P/F/I
7. Add Uppercut Punch (1d8 damage), Technodeath Blow\*

8. Body Flip/throw does 2d4 (instead of 1d6), victim knocked down
9. +1 p/d, Overdrive Kata\* acquired automatically
10. +2 strike with modern weapons, +2 initiative
11. +4 HTH damage,+1 strike(hth)
12. +1 attack per melee round, +1p/d
13. Liquid-Metal Punch gained
14. Knockout/Stun on 18-20
15. Critical Strike on 18-20 in hth or 17-20 with modern weapons

**Note:** Use the Modern weapons CS level for hth when in armor.

**\*New Techniques:**

**Armor Auto-Dodge:** Just as it sounds, this is the ability to automatically dodge attacks when in power armor.

**Combination Parry/Shoot:** Once per melee this attack can be used against target in hth combat range. Normal roll to parry and simultaneously rolls to strike WITH NO BONUSES to strike roll (since this is generally a point-blank attack, the bonus is pretty much moot anyways). Counts as one melee attack/action.

**Technodeath Blow:** Character must inflict a minor (minimum 1 sdc) wound to own hand and then strikes the technological target with bare hand. The pain of blow allows the user to focus their fusing power to damage the target, doing 1d6x10 MD to any mechanical/technological targets(including borgs bionic components). This costs the user the sdc lost in wound, 2 attacks and they are -3s/p/d and -2 initiative for 2d6 melees afterwards.

**Overdrive Kata:** This could be called Zen and the Art of Shooting. Essentially, it is the temporary doubling of the user's number of AIMED shots per melee round! These are Sharpshooter aimed shots and the kata lasts for one melee only, leaving the character at -2 initiative for 2 melees afterwards. Maximum use of once every 5 minutes due to the strain on nervous system.

**Liquid-Metal Punch:** This is actually usable with any hth strike and costs two melee actions/attacks. Allows the user to fuse THROUGH the target's armor/robot/vehicle/etc., doing normal hth damage for that attack directly to the target without affecting their equipment! This allows high level TS to wear down armor pilots without even denting their PA units. Cannot be used more than once every two melee rounds(30 seconds).

**Standard Equipment:** Has the normal equipment listed for the headhunter except for any applicable TF devices.

## Technos R.C.C.

By: Shawn Merrow  
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### Technos R.C.C.

The Technos evolved on a deserts world. A low gravity field led to them being a tall race. In their legends there are stories that when they were still hunter gathers a group of powerful magical beings visited there planet. It is believed these are the beings who changes their genetic structure to give them magical abilities. The common belief is that some members of one the pantheon of Gods are the ancient visitors. The ones who actually did it were a group of Gene-Splicers with a generally good streak who wanted to help out younger races.

After the alien involvement they started to evolve science and technology at a very fast pace. Within fifty years they had given up wandering the countryside and lived in cities getting there food from farming. In about five hundred years they had started using steam powered machines and were still rapidly advancing. At this time there were a couple of small wars between small countries but they tended not to last very long.

It then took them only another hundred years to develop the early stages of nuclear power and the beginning of space travel. This was also a very sad chapter for their race because what started out as small disagreement between two small countries went nuclear. Only about five nuclear bombs were used but it was enough for their race as a whole to step back and contemplate what happened. This led to a ban on nuclear weapon on the home planet and the forming of a world government. They still advanced in science but at a somewhat slower pace to hopefully prevent the problems that came from the rapid advance of nuclear energy and bombs.

The Technos eventually discover that a rare mineral that their planet had in large abundance could be used to make dimensional engines. This led to reckless charge into the megaverse to find out everything they could about the many alien sciences and technological achievements. This became their golden years and lasted for several thousand years. During this time they discovered more advanced ways to make items ranging from power armor to kitchen appliances. It was at this time the New Tech company was formed to research and make the newly discovered technological products.

Unfortunately for them one of their group of explorers came across a small group of Mechanoids. The research team fought for their lives and defeated them or so they thought. It was unknown to them a Mechanoid Brain survived the battle. In the battle one of the small scout ships of the research team was shot down and could not be recovered. The remote self-destruct was activated but for some reason malfunctioned. The surviving Mechanoid was able to study and copy the dimensional engines of the scout ship. The Mechanoid Brain sat on the engine design till it was able to gather a large force of troops. The Brain then led his army to the home dimension of the Technos. It was good fortune for the Technos the Brain did not fully understand how the engines worked and made a miscalculation on the jump. This mistake caused them to appear a hundred thousand light years off target and destroyed the dimensional engines trapping them in the Technos dimension. The Mechanoids then proceeded to spread out conquering or destroying every race between them and their target.

The Technos did not know what was approaching them till it was almost too late. Their home planet was in a quiet corner of a small galaxy so they did not bother much to explore the local neighborhood very often. When the Mechanoid threat was discovered they had only a month to prepare for it. The Technos navy reinforced with ships from New Tech tried to stop the Mechanoids but were defeated time and time again by their superior numbers.

When the Mechanoids were only a week away it was decided the only option was to try to escape to another dimension. This when the hard choices had to be made since there were not enough ships to evacuate everyone on the planet. They made sure a large enough cross-section of their race survived so they could start again in a new dimension. The fleet did their best to hold off the Mechanoids but was destroyed to the last ship but they did gain enough time for about two million of the planet's billion inhabitants to escape. They would not have lasted that long if it wasn't for the last minute work by the New Tech R&D department to come up with new weapons. The refugee fleet fled to the Phase World dimension and popped out in C.C.W. space. They found a nearby planet that was similar to their home planet and landed there. They found it to be a nice planet also rich in the mineral they needed to make their dimensional engines. They then named their new planet Acme in honor of an old joke about a company they made everything. When one of the New Techs V.P. was younger he came to Earth of the mid twenties and saw some Roadrunner cartoons. He liked it so much he pushed Acme as the name for the new planet. He is the only person who knows the true joke behind the name. It was not long before C.C.W. found out about them claiming the planet Acme for their own. At first the C.C.W. was outraged by this and blockaded the solar system. It took a couple of months but a plan was worked out that left both parties happy and laid the ground work for Acme to join the C.C.W. and to prosper in their new home.

The early years in the new dimension were rough and sometimes dangerous. One of the first explore ships sent out to explore the new dimension unknowingly wandered into the Transgalactic Empire and the crew was brutally massacred. Because of this at this time Transgalactic Empire space is off limits to all ships from Acme and New Tech. They also bumped into the Naruni for the first time. After a few small clashes it was deemed best if they ignored each others existence. At this time there is not a formal state of war between Naruni and New Tech but industrial espionage is quite common. It has taken them some time to get back on their feet but they are exploring the Megaverse again though with greater care than before. There are about twenty million Technos living on Acme at any time plus a large group of aliens.

The Technos are a race of thinkers. They tend to be a rather tall race with a slender build. The Technos have four slender fingers and opposable thumb on each hand. Their hair tends to be long and brightly colored. The most popular fashions tend to favor also bright colors and long robes.

A average Techno woman will have about two kids in her lifetime. These kids stay at home till age four then they start to attend school. The school period lasts all year long with about thirty days off spread out during the year. There is very little in the way of team sports in their schools because academics is considered much more important.

Technos on average will hit puberty about age ten but will not usually become sexually active till their mid twenties.

The school system is not divided into subdivisions (grade school, middle school, high school), but instead it's one fourteen year program. When they finish they will then go on to college for about another four to eight years. The cost of college is paid for by taxes to make sure all Technos can get a higher education. At this point they will either join the military or enter the public sector. The ones who join the military will stay about ten to twenty years and then leave for a civilian job. Because of their long life spans they will stay in the work force till their mid two hundreds. It is also common for Technos to change careers every thirty to fifty years to add a little variety to their lives. When they retire they will get a generous pension to live out the rest of their lives in peace and relaxation.

Alignment: Any, but tends to lean towards the good side of the spectrum.

Attributes: I.Q. 3D6+6\* M.E. 3D6 M.A. 3D6 P.S. 2D8 P.P. 3D6+4\*\* P.E. 3D6 P.B. 3D6 Spd. 3D6

\* They have a higher I.Q. because education is highly valued among their race.

\*\* Their slender build makes them a little more agile than normal.

Size: 6' to 6'7" tall.

Weight: 150 to 190 pounds.

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

S.D.C./Hit Points: 4D6 / P.E. plus 1D4 per level of experience.

Horror Factor: None.

P.P.E.: 4D6

Average Life Span: Their life span has been increased to 300 years through the use of advance medicine and medical cybernetics.

Natural Abilities:

1. Their eyes each have two special eyelids and one normal eyelid. If the first of the special eyelids is closed. It will magnify objects like a microscope at 10x magnification. If they close both lids it will go up to 25x magnification. This ability evolved because there original homeworld had very small parasites and this was the only way to see if they were on you. Note: When the special eyelids are closed only object no farther then four feet away can be seen clearly.
2. They have very agile and slender hands. Because of this they get a +5% bonus to skills the evolve the delicate use of the hands. For example skills like Electronics, Pick Pockets and Sewing would get the skills bonus because of the frequent use of delicate movements of the hands and fingers.

Psionic Powers: When the Technos technology advanced to the point they started using electronics. A dormant gene in their DNA became active. This active gene give all Technos a low level version of Telemechanics. Their best scientist tried to figure out what was happening but could not come up with any explanations. Their were a few who said it had to do with the old legends about powerful magical beings who visited there planet thousands of years in the past. These beings supposedly gave them a gift that would help them one day in the future to face a great threat. Whatever the reason within five years all Technos had the ability. The evan stranger thing was one year later five percent of all Technos developed a stronger version of Telemechanics. At this point there has not been anymore changes and the stronger version only shows up in five percent of all Technos. Below is the changes in their version of Telemechanics to get the full text look in the main Rifts book on page 127.

1. Telemechanics (low level version)

Range: Touch

Duration: Five minutes plus one minutes per level.

I.S.P.: 10

Savings Throw: None

Text: Same as in the book.

2. Telemechanics (strong version)

Range: Touch or ten feet away

Duration: Thirty minutes plus four minutes per level.

I.S.P.: 15

Savings Throw: None

Text: Same as in the book.

I.S.P.: 1D4x10 plus M.E. attributes, plus 1D4 per level for those with the weak version of Telemechanics and 1D8 for those with the stronger version. Technos with the weak version of Telemechanics are considered to be minor psionics those with the stronger version

are considered to be major psionics.

Magic: It's vary rare for a Technos to pursue a study of magic. Only about on in fifty thousand will evan think about studying magic at all. Of all the magic O.C.C. Techno-Wizard is by far the most popular with eighty percent of all Technos who go into magic studying it. The remaining twenty percent will chose from Ley Line Walker, Warlock, etc.

Combat: Normal, all bonuses varies with the skills of the character.

Bonuses: +10% to all Science and Technical skills, +5% to all

Electrical and Mechanical skills.

Vulnerabilities/ Penalties: Technos are used to being surrounded by technology. If they are on a planet with no advanced technology they will be rather edgy and tend to jump at shadows. Because of this they get a -10% to the wilderness survival skill. Also for every week they are on the planet apply a -5% to all skills to a maximum of -20% this show the effect of their nervousness when not surrounded by technology.

O.C.C.: Below are the varies O.C.C. Technos can get.

Rifts Main Book: Borg, City Rat, Headhunter, Line Walker, Operator, Shifter, Techno-Wizard. Note: They get literacy at +20% if the O.C.C. does not normally have it.

Coalition Navy: None.

Vampire Kingdoms: None.

Atlantis: None.

England: Temporal Warrior, Temporal Wizard.

Africa: None.

Triax and the NGR: None.

South America 1: None.

Underseas: Salvage Expert. Note: the underwater related skills are replaced with similar space related skills.

Japan: Police Officer. Note: The only differences are the language and literacy skill are changed to Techno and Trade Four.

South America 2: None.

Juicer Uprising: None.

Coalition War Campaign: None.

Lone Star: None.

New West: None.

Spirit West: I have yet to get this book. Though it will probably be none.

Mercenaries: All.

Conversion Book 1: Warlock

Conversion Book 2: None

Wormwood: None

Phase World: Colonist, Cosmo-Knight Galactic Tracer, Runner, Spacer, Space Pirate. The Technos standing military use O.C.C. similar to the ones the CCW use. The ones they use are CAF Fleet Officer, CAF Scientist, CAF Trooper, CAF TVIA Inspector.

Phase World Sourcebook: Turbo-Jockey.

## Temporal Master P.C.C.

By:

[Drakkon](#)

A long time ago, in a galaxy far far away...

Ok, so it might have been sometime in the future, or even the past, and who cares about the actual distances involved when space is a set of dimensional coordinates easily mutilated...

The Temporal Master is a Psychic who, for one reason or another, is a member of the gifted elite. He is capable of perceiving time itself, and understanding its dimensions. Far from being linear, and most assuredly not something navigable in only one direction, the Temporal Master can step from one line to another, and move backward and forward along its flow with ease.

When the first group of Temporal Masters discovered each other (they were strangely attracted to the same anomaly), they decided that since none of them would gain the upper hand in a conflict against another, that they would be better suited to creating a sort of organization. They focused their powers, and constructed a special temporal bubble. It exists outside of all time/space, and is effectively impenetrable, except to a Temporal Psychic.

Dubbed 'Temporia', the Static Temporal Bubble became their new home. They became known as the Grand Masters. Together they founded the Academy of Temporal Science, to train the young Psychics attracted to Temporia. As new psychics enter, they give up a portion of their energy, and Temporia is made more grand. Such is the fee for services rendered.

The Temporal Master is a Master Psychic, trained at the Academy to fulfill his psychic potential. He is a master of time, and Lord of his own Temporal Domain. In many ways similar to the Astral Lords of the Astral Plane, the Temporal Master is a major player in the Timestream.

Each Master is given, upon graduation (not a set period of time, but a level of maturity), a certain number of timelines to monitor. His domain is setup at a junction that allows him to see all that happens within his temporal domain. Temporal Masters have their own Temporal Psychics, and TYMECops to make sure that events within those timelines are not contaminated by random interference from external sources.

### Abilities and Bonuses:

1. **Temporal Ascendancy:** This power is possessed by anyone with the ability to transcend the time/space barriers of their timeline, and move outside of time. It creates a Temporal Bubble around the user, and allows him to take 1 person each level. A 1st Level Temporal Psychic can only move himself out of time/space. A 2nd Level can take one other. Etc. Etc.

The Temporal Bubble has a few special properties. Firstly, it cannot be attacked by conventional means. This means all weapons, including Phase Weapons, do NO DAMAGE. Temporal Bubbles can only be attacked by Temporal Weapons and Temporal Powers.

Secondly, the Bubble can only be seen by those who can See the Invisible. Those inside the Bubble are perceived as if shrouded in fog, and the bubble itself is a translucent silver in color. Those who cannot See the Invisible, cannot detect the Psychic, nor anyone in the Bubble. The exception is a Psi-Hound or Stalker, who will know that Psi-Powers are in use, but not where, nor how powerful the Psychic is.

Thirdly, the Bubble immediately shifts the Psychic out of phase with the reality, rendering the occupants insubstantial, though subject to local forces like gravity, and surface tension. This permits movement (half normal speed of the Psychic), but not interaction with the lifeforms in the given time/space. Perfect for observing, but not interacting.

The Temporal Bubble is free, if used as part of another power. If used by itself, to travel out of time/space, the Temporal Bubble has the following costs:

1 ISP per 10 TDC (Temporal Damage Capacity)

5 ISP per passenger (up to the max granted by level)

These costs are paid per minute (personal time) maintained.

2. **Temporal Longevity:** Due to the inordinate amount of time that Temporal Masters spend outside of time, they appear to have no maximum to their lifespan. This is not exactly true, as a Temporal Master will age, if subjected to realtime. However, most Masters spend their days inside their Domains, where they rule as absolute gods. They do not age, nor are they subject to attacks, nor disease.
3. **Temporal Domains:** Temporal Masters all maintain and rule their own personal Domains. These Domains are set at the nexus point of several Timestreams, to provide easy monitoring of the flow. Temporal Masters may pump as much of their ISP base into their domain, but starting Masters are required to sacrifice at least 1/3 their total ISP into their Domain. From then on, they may increase their Domain as they see fit. (See Building a Temporal Domain, in another post)
4. **Other Psionic Powers:** Besides these formidable powers, the Temporal Master may select 2 powers from each category (Sensitive, Physical, Healer, Super, and [Temporal](#): see appendix 8) for a total of 10. At each additional level, the Temporal Master may select 3 additional powers from any category. They may not select Psi-Sword before 3rd Level, nor Mind Wipe and Mentally Possess Others before 5th.
5. **P.P.E.:** Temporal Masters have all burned away most of their PPE in gaining their fantasyic powers. This leaves them virtually drained of all PPE, possessing only 1d4 PPE.
6. **I.S.P.:** Temporal Masters are considered Master Psychics, and possess 2d4X10+ME ISP at 1st level. After that, they increase their ISP 2d6 per level.

**Alignment:** Any, but rarely Diabolic or Miscreant.

**P.C.C. Skills:**

Language:(native) @ 98%

Language: Temporian @ 98%

Lore: Temporal (new Skill) (+25%)

3 Technical Skills (+10%)

2 Science Skills (+10%)

2 Communication Skills (+10%)

1 WP

Hand to Hand: Expert (though Martial Arts may be purchased at the cost of 1 other skill. HTH: Assassin may not be learned by Temporal Masters)

**P.C.C. Related Skills:** The Temporal Master may select 8 other skills from the following categories. Standard rules apply to Any/None/(specific) ratings.

Communications: Any (+10%)

Domestic: Any

Electrical: Any

Espionage: Any

Mechanical: None

Medical: Any

Military: None

Physical: Any (except Acrobatics)

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Any (+5%)

Technical: Any (+10%)

WP: Any

Wilderness: Any

**Secondary Skills:** The Temporal Master may also select 3 Secondary Skills, but these are without the special bonuses of the Related Skills. We all know how this works.

**Standard Equipment:** Whatever the GM and the player think is fair. As the Temporal Master has almost free reign thruout all of time/space, anything is possible, though certain items will not be looked upon with favor by the Grand Masters. Choose, but choose wisely.

**Money:** None to start. They can usually find what they need when they need it. Go fig.

# Temporal-Mechanic O.C.C.

By:

[Wade Gulbrandsen](#)

The temporal-mechanic is an offshoot of the techno-wizard. Temporal-mechanics can make and use TW devices as well as TM devices. TM devices are just specialized TW devices and can be used by anyone who can use TW devices. TM devices have a focus on dimensional effects and time.

## Temporal-Mechanic Psionic Powers

1. The temporal-mechanic has the following psionic powers: mind block, speed reading, total recall, and Telemechanics.
2. I.S.P.: Roll 4D6 plus the character's M.E. number to determine the base Inner Strength Points. The temporal-mechanic is considered a minor psionic so he or she receives another 1D4 I.S.P. per each additional level of experience.
3. Saving throw versus psionic attack: As a minor psionic, the character needs a 12 or higher to save vs psionics.

## Temporal-Mechanic Magic Powers

1. Initial Spell Knowledge. In addition to his temporal-mechanic powers, the character has a solid understanding of spell magic and how to tap into ley lines and nexus points for additional P.P.E. The temporal-mechanic is not the master of spell magic the Ley Line Walker or Shifter are, but is still pretty capable. It is not a lack of understanding in magic that limits the temporal-mechanic's spell casting abilities, but his orientation. That orientation is magic used in conjunction with machines. Consequently, his spell casting abilities are not the same as other spell casters.

**Spell Casting Penalty:** All spell ranges, duration, M.D.C./S.D.C., and damage are half when cast as a spell or ritual rather than channeled through at TW or TM device.

A temporal-mechanic is primarily interested in energy spells needed to power mystic devices and temporal magic used to manipulate space and time. The temporal-mechanic spends much of his time building and tinkering with new devices rather than seeking out new spells.

At level one experience, the character knows the following spells fundamental to his needs for empowering TW and TM devices! Blinding flash, globe of day light, ignite fire, fuel flame, fire bolt, call lightning, energy bolt, energy field, impervious to energy, and telekinesis. The temporal-mechanic also knows six spells from magic levels 1-4, but half of these must be Temporal spells (see Rifts England) or have a dimensional or time related aspect. Each additional level of experience, the character will be able to figure out/select one new spell equal to his own level of achievement/experience.

**Note:** Other spells can be used to create other devices. For example: Wink out can be used to create a vehicle or suit that can disappear for a few minutes.

2. Learning new spells. Additional spells and rituals of any magic level can be learned and or purchased at any time regardless of the temporal-mechanic's experience level. The temporal-mechanic's area of interest will first be in energy spells, followed by dimensional and time manipulation that can be applied to devices, such as D-phase, see dimensional anomaly, S-Dep, T-Dep, time warp: fast forward, teleport, dimensional portal, and related. The character is not usually interested in other areas of magic and never acquires summoning or circle magic.
3. Magic Bonuses. +3 to save versus horror factor. +1 to save versus magic at levels three, seven, ten, and thirteen. +1 to spell strength (the number others must save against when you cast a spell) at levels four, eight, and twelve.
4. P.P.E.: Like all men of magic, the techno-wizard is a living battery of mystic energy that he can draw on to create magic. Permanent Base P.P.E.: 2D4x10, in addition to the P.E. attribute number. Add 2D6 P.P.E. per each additional level of experience. Of course, the mage can also draw P.P.E. from ley lines, nexus points, and other people whenever available.

**Attribute Requirements:** I.Q. 12, M.E. 12, P.E. 12 or higher. A high P.P. is also suggested but are not mandatory.

## O.C.C. Skills:

Literacy (+10%)

Radio: Basic (+10%)

Carpentry (+10%)

Computer Operation (+5%)

Computer Programming (+5%)

Computer Repair (+10%)  
Basic Electronics (+15%)  
Automotive Mechanics (+10%)  
Read Sensory Equipment (+10%)  
Math: Basic (+20%)  
Land Navigation (+5%)  
Language: Two of choice (+15%)

Hand to Hand combat must be selected as an "other" skill. Hand to Hand: Basic costs one skill selection, Expert counts as two, and Martial Arts or Assassin (if evil) count as three skill selections.

**O.C.C. Related Skills:** Select seven other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Any, but each skill counts as two skill selections.

Espionage: Wilderness Survival only.

Mechanical: Any, but each skill counts as two skill selections.

Medical: First Aid only.

Military: Any

Physical: Any, except, Boxing, Wrestling, and Acrobatics.

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any (+5%)

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select five secondary skills from those listed, excluding those marked "None." 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:** Work overalls, set of nice clothes, biker clothes, sunglasses, multi-optics band, magnifying glass, pocket flashlight, large flashlight, six signal flares, mini-tool kit, knapsack, back pack, 1D4 small sacks, one large sack, packet mirror, silver cross, six wooden stakes and mallet (for vampires and other practical applications), canteen, distancing binoculars, air filter and gas mask, pocket digital disc recorder/player for recording his observations, and a hand-held computer. Note: Favorite clothing is pre-Rifts biker clothing, leather jackets, jeans, chaps, boots, finger-less gloves, etc. Currently considered to be high fashion among temporal-mechanics.

Light M.D.C body armor (seldom wear heavy armor, because it reduces one's speed and mobility by half) that has two special magic features of player's choice, excluding invisibility and impervious to energy.

**Weapons:** Will include a survival knife, magic energy converted energy rifle and pistol.

**Vehicles:** One magic energy converted vehicle of choice with one additional magic feature, excluding invisibility and impervious to energy. Favorite types of vehicles tend to be souped-up motorcycles, and hover vehicles.

**Money:** The temporal-mechanic starts with 1D6x100 credits, 1D4x1000 in black market items and 2D4x1000 in quartz crystals and gems.

**Cybernetics:** Starts with none and will avoid getting cybernetics except for medical reasons.

**Special Temporal-Mechanic Powers** Techno-Wizard Powers: A temporal-mechanic possesses all techno-wizard powers (see Rifts RPG pg. 91) with the following additions:

#### **Features that can be added to power and body armor**

Not applicable to robots or cyborgs. As many as four powers can be built into one armor.

**D-Phase:** This spell is activated by thought and 20 P.P.E. or 40 I.S.P.; works the same as the spell. Duration is subject to the level of its creator.



Initial Creation Cost in P.P.E.: 400.

Cost: 100,000 credits for each level of the creator.

**D-Shift Phantom:** This spell is activated by thought and 20 P.P.E. or 40 I.S.P.; works the same as the spell. Duration is subject to the level of its creator.

Initial Creation Cost in P.P.E.: 400.

Cost: 100,000 credits for each level of the creator.

**D-Shift Two Dimensions:** This spell is activated by thought and 25 P.P.E. or 50 I.S.P.; works the same as the spell. Duration is subject to the level of its creator.

Initial Creation Cost in P.P.E.: 500.

Cost: 125,000 credits for each level of the creator.

**Sense Dimensional Anomaly:** This spell is activated by thought and 30 P.P.E. or 60 I.S.P.; works the same as the spell. Duration is subject to the level of its creator.

Initial Creation Cost in P.P.E.: 600.

Cost: 150,000 credits.

**See Dimensional Anomaly:** This spell is activated by thought and 30 P.P.E. or 60 I.S.P.; works the same as the spell. Duration is subject to the level of its creator.

Initial Creation Cost in P.P.E.: 600.

Cost: 150,000 credits.

**Time Warp: Fast Forward:** This spell is activated by thought and 70 P.P.E. or 140 I.S.P.; works the same as the spell. Duration is variable.

Initial Creation Cost in P.P.E.: 1400.

Cost: 1.4 million credits.

**Wink-Out:** This spell is activated by thought and 20 P.P.E. or 40 I.S.P. for one minute and 10 P.P.E. or 20 I.S.P. for each additional minute, up to five minutes; works the same as the spell.

Initial Creation Cost in P.P.E.: 400.

Cost: 250,000 credits.

## Terror Child OCC

By: Andrew Brookins

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The Terror Child is a person who has been abused sexually, physically, or [not often] mentally as a child. Most [60%] are women between the ages of 12 and 25. When they suffer the traumatic event (or events) of abuse, they are numbed emotionally. To the point where they need to mutilate their bodies to remind themselves they are still "alive."

The mutilation can be in many different forms; burning, tearing, cutting, piercing, etc. In most cases the self mutilator only does these things for a small period of time, then they go on with their lives. But for some, it becomes an addiction. These few people (less than 15% of all self-mutilators) are usually born with a high amount of PPE. When they mutilate themselves, they start to feel a "buzz" or "rush". This is because when they cut, tear, rip, or burn things into their body, their internal PPE is activated. After 1d6 months of mutilation, the person will observe that he or she can harness the "buzz" or "rush" that they get off mutilation to enhance themselves temporarily and gain magical power. The more damage to their body they do, the more power they are able to harness. These special individuals are known as Terror Children. In order for the Terror Child to harness the energy the mutilations give her (I'll be using 'her' because the majority of Terror Children are female) she has to create patterns that she cuts or burns into herself to get different powers. These patterns are created by the Terror Child when attempting to gain another power and will be larger and more complex depending on how much power the Terror Child is trying to attain. It is a fact that many Terror Children accidentally kill themselves during power attainment. Usually this happens when they underestimate the damage the pattern or burn will cause. Terror Children will usually try to cover up their scars and wounds. The Terror Children will usually become rogues and outlaws of society, robbing and stealing to make a living. Of course, there are many who do not follow this path and become protectors. More to come on the Terror Children's position in the world of Nightbane (maybe), as well as more powers.

Special Abilities and Bonuses of the Terror Child:

Powers gained through Self Mutilation

1.) Enhanced SDC... sort of

The Terror Child uses physical pain to gain magical powers. That means the more SDC/HP he has, the more power he will be able to attain. The Terror Child starts off with 3d6 SDC. Each level the Terror Child gains, add 1d4 SDC. The use of physical skills will also raise the Terror Child's SDC.

2.) Mutilation Patterns

There are hundreds of different possibilities when it comes to the patterns the Terror Child will carve/burn into her arm. To determine what temporary abilities she gains from the pattern, roll for damage and look up the amount of SDC the wound causes in the number of tables below. This will give you a listing of skills from which the Terror Child can choose from. The number of mutilation patterns

the Terror Child can have active at one time is equal to her ME divided by 4, rounding down. Note: it would be very wise to use the optional damage rules found in most of the main books. Very, VERY wise :)

#### Power Level 1: Minor Patterns

1-3 points of SDC: Choose ONE of the following abilities

- a. +1 to PS, lasts 1d4 minutes
- b. +1 to PP, lasts 1d4 minutes
- c. +1d4 SDC to punch attack

Time to carve/burn pattern: 1 round

4-8 points of SDC: Choose ONE of the following abilities

- a. electric shock from hands does 1d6 SDC (1d6 MDC in Rifts), range: touch, lasts 1d6 minutes, ignites flammable material (70% chance)
- b. +2 PS, lasts 1d6 minutes
- c. +2 PP, lasts 1d6 minutes
- d. make her eyes glow red, +1 HF, lasts 2d6 minutes

Time to carve/burn pattern: 1 round

9-14 points of SDC: Choose ONE of the following abilities

- a. shout attack does 2d6 SDC (2d6 MDC in Rifts) and shatters windows within 15 feet, lasts 2d4 minutes
- b. run at 20 mph, lasts 2d4 minutes
- c. fly (20 MPH, -3 strike/parry/dodge), lasts 2d6 minutes

Time to carve/burn pattern: 2 rounds

#### Power Level 2: Major Patterns

15-20 points of SDC: Choose ONE of the following abilities

- a. 20 SDC (20 MDC in Rifts) shield, lasts 3d4 minutes
- b. PP increased to 18, lasts 2d6 minutes
- c. flaming hands do 3d6 SDC (3d6 MDC in Rifts), lasts 2d4 minutes, ignites flammable materials (90% chance)
- d. evil eye averts glances and is +5 to HF, lasts 2d4 minutes

Time to carve/burn patterns: 3 rounds

21-27 points of SDC: Choose ONE of the following abilities

- a. +5 ME, lasts 1d6 hours
- b. +3 strike/parry/dodge, lasts 6d6 minutes
- c. 30 SDC (30 MDC in Rifts) shield, lasts 2d6 minutes
- d. PS increased to 18, lasts 1d4 hours

Time to carve/burn patterns: 3 rounds

28-33 points of SDC: Choose ONE of the following abilities, and ONE ability from ONE minor pattern category

- a. impervious to poison, toxins, drugs, gases and disease, lasts 1d6 hours
- b. invisibility (normal sight), lasts 1d4 minutes
- c. fly-major (100 mph, -5 strike/parry/dodge), lasts 1d6x10 minutes
- d. weapon appendage does 2d6 SDC (1d4 MDC in Rifts-because it's supercharged with life energy)(arm morphs into a sword, club, etc.-no mechanical weapons are possible), lasts 2d6 minutes

Time to carve/burn patterns: 6 rounds

34-40 points of SDC: choose one of the following abilities AND ONE ability from ONE minor pattern category, or choose THREE abilities from one minor pattern.

- a. cause pain does 1d6 SDC and sends victim into epileptic seizure (works only on humans), seizure lasts 1d4 rounds (saving throw vs. magic at -6 to avoid attack-range is in the line of site, and see able)
- b. +3d6 SDC (+2d6 MDC in Rifts-even if to an SDC weapon) to any ancient weapon's damage, lasts 2d6 hours
- c. +5 strike with any weapon, lasts 6d6 minutes
- d. blinding light causes blindness to everyone within 10 feet of the Terror Child, except the Terror Child, lasts 1d4 rounds
- e. power punch does 5d6 SDC (3d6 MDC in Rifts), lasts 1d4 rounds

Time to carve/burn pattern: 1 minute

#### Power Level 3: Super Patterns

41-45 points of SDC: choose one of the following abilities

- a. +2 PS, lasts permanent (all permanent spells can only be used once; nobody would be able to put themselves through the same amount of pain more than once)
- b. +1 ME, lasts permanent (special, see above)
- c. +2 PP, lasts permanent (special, see above)
- d. choose one minor pattern ability. This ability can now be activated once a day without expending SDC.

Time to carve/burn pattern: 1 hour

46-50 points of SDC: choose one of the following abilities

- a. +3d6 SDC, lasts permanent (special, see above note about permanent pattern usage)
- b. sense evil, breath under water, see the invisible, lasts permanent

c. +1 to all attributes, lasts permanent (see note about permanent pattern usage)

### 3.) Psionics

ISP: 5d6 ISP + ME attribute. All Terror Children are considered Minor Psionics. They have 1d6x10 PPE, but they don't use it.

### 4.) Impervious to Pain

This ability allows the Terror Child to remain conscious and moving, no matter how much damage has been applied to her body. The limit is, of course, once she reaches 0 HP she clinically dies and her heart stops.

See, even if her left leg is snapped off and she has a gaping hole in her abdomen, she will be able to hobble around or whatever she wants to do until she reaches 0 HP. There are logical limits to the use of this ability, of course, like the character would not be able to speak if her jaw has been shot off (though she would still be able to kick the ass of whoever shot it off). This ability only works when the Terror Child knows she is going to be injured (she has to be able to 'turn it on') and if she is surprised she will not be able to deaden the pain. The ability takes 1d4 rounds to activate (as she hypes herself up).

Bonuses: +2 horror factor, +3 save vs. psionics/magic, +2 save vs. possession

Weaknesses:

Heals twice as slow as humans.

-10% on all skills requiring precise hand movements and delicate touch. (due to scar-tissue)

-5% on all skills. (due to lack of concentration)

Inanities:

Roll twice on the Psychosis table. Roll once on the Random Insanity table at levels 4, 9, and 13

Roll percentile dice. 50% and above, the character is an alcoholic.

Rolls of 49-20% means you get to pick a drug and be addicted to it.

Below 20% means you start out with no substance abuse habits or alcohol problems. Nice rolling :)

## **Terror Child**

Alignment: Any (tend to be selfish or evil)

Attribute Requirements: ME: 15, PE: 14

Racial Restrictions: Humanity is the only society in the megaverse to show signs of the mental disease that leads to the Terror Children.

Therefore, only humans can be Terror Children.

Horror Factor: 8 if arms or skin of any kind on their body is showing.

OCC Skills:

Native Language (98%)

Basic Math (+10%)

WP: one Ancient of choice

Computer Operation (+15%)

Radio: Basic (+5%)

Streetwise (+10%)

OCC Related Skills:

Select 10 other skills, plus select 2 skills at level 2, two at level 5, one at level 8, and one at level 12. All new skills start at level one proficiency.

Communications: Radio: Basic only

Domestic: Any

Electric: Basic only

Espionage: None

Mechanical: Basic Mechanics and Auto Mechanics only

Medical: First Aid or Paramedic only

Military: None

Physical: Wrestling and Boxing, as well as all contact-related sports and skills cannot be chosen (the wounds all over their body do not feel to good when they are punched)

Pilot: Any non-military vehicles

Pilot Related: Navigation and Read Sensory Equipment only.

Rogue: Any

Science: Basic and Advanced Math only

Technical: Any

WP: Any "civilian" type weapons.

Secondary Skills:

Secondary Skills:

Also, the character gets to select 5 secondary skills from the above list. These skills are additional areas of knowledge and do not get the bonus indicated in the parentheses. Terror Children also get to select an additional 2 skills at level two and four. All secondary skills star at the base level.

Standard Equipment:

BTS/NB:

The Terror Child will start out with a small vehicle of choice (an automobile), one ancient weapon of choice, a couple sets of clothing, a radio, sunglasses, one bic lighter package, one small knife (1d6 SDC) and personal effects. Other things can be purchased.

Rifts:

The Terror Child will start out with a small vehicle of choice (most often a motorcycle-unless the Terror Child is below the age of 15, then she doesn't get a vehicle), wilks laser wand, a small knife, an ancient weapon of choice, another weapon of choice, light MDC body armor (something that exposes her arms, unless she doesn't want to use her special abilities), flashlight, first aid kit, a pack of cigarettes and a lighter (easy remedy for that pain-craving), and some personal items.

Note: to use armor, she must have some kind of protection covering her skin, or else she is at half her normal speed, -2 to strike/parry/dodge, and -10% on all skills requiring MOVEMENT. The Terror Child is VERY uncomfortable in armor, as it irritates her skin.

Money: the Terror Child starts out with 2d6x100 in cash. Or 3d6x100 credits in Rifts.

Cybernetics: the Terror Child avoids ALL external cybernetics. Only small internal bionics and cybernetics can be chosen.

## **The Uhr: Time Demon R.C.C. Optional Player Characters**

By:

HellHound

The Uhr, among the most infamous beings to ever walk the Megaverse, have returned.

Called time demons by some, the wretched by others, they have lived with a horribly accurate reputation throughout their entire history. As enforcers of the Old Ones, they were truly ruthless; an estimated fifty races faced extinction at the hands of the Uhr, and countless others were devastated by their 'lessons in humility.' The swath of destruction they cut in the Dark Crusade will never be wiped from the Megaverse's mind, and a vast number of races still speak in abject terror of the monsters from beyond Time and Space.

As enemies of the Old Ones, they were no less brutal. It was through the assistance and arcane influence of the time demons that the ancient masters of gods and men were finally sealed away into the Netherdark. And only the Uhr were able to hunt down and annihilate their most hated enemies, Netosa's nosferatu.

The home world (if 'world' is an accurate term) of the Uhr is an insane place known as Overtime. This dimension seems to exist somewhere beyond the influence of normal time, and even space is severely warped there. It is not uncommon for a single time demon to be born dozens of times, or to be in several places and/or ages simultaneously there. It is possible to meet versions of oneself from other planes of reality, to travel into the past, or far into the future, to relive entire days, years, or even lifetimes, and suffer other equally disconcerting effects.

At the age of around 137 Earth years (which can pass in the blink of an eye, or a geologic age, in Overtime), all Uhr undergo a metamorphosis into what the demons call 'Labryne' form. It is in this stage that the demons' powers begin to truly manifest. Prior to the Labryne stage, the Uhr possess only minor magical and psionic powers, and are unable to change shape (half P.P.E. and I.S.P., minor psionics and non-temporal spells only).

With the Labryne stage comes an intense, totally irresistible sense of wanderlust. Virtually no force can prevent the Labryne from going out to explore the Megaverse. This period of wanderlust lasts until the demon has reached the tenth Plane of Enlightenment (experience level eleven). At this point, most Uhr will desire to return to Overtime, to take their places as Armidores, members of the overlord class. However, some time demons may wish to travel the Megaverse for even longer, seeing more of the ways of the beings who live in linear time.

A powerful artifact, known as the Ain-Amarth by the Uhr, prevents intruders from entering the Overtime dimension. Any attempts by a non-Uhr to dimensionally teleport to Overtime will result in imprisonment in the Ain-Amarth's pocket dimension, a realm where time does not flow. Then, the Uhr overlords, called Armidores, decide what to do with the intruder. This will most likely include brutal torture and interrogation, and intense psionic probing. If the intruder requests the presence of a specific Uhr, or claims to be an ally of the race, he or she will be given more leeway, and will probably be dimensionally teleported to another world, away from Overtime, to discuss his/her reason for entering Overtime.

The Ain-Amarth was designed and created by the Old Ones, to protect their enforcer race, and to keep them in line. The Old One Erva's last act, as she was placed in the cold of the Netherdark, was to seal the Uhr into their dimension, by forbidding the Ain-Amarth to allow any beings to leave Overtime. Only within the last thousand years have the Uhr determined how to control the Ain-Amarth themselves, and thus, how to free their race.

The return of the Uhr to the Megaverse will surely have some profound repercussions on the infinite worlds. They will attempt to regain a foothold in the games of power, and will attempt to make allies of other time/space twisting species (Temporal Raiders, Prometheans, and the In-Betweeners, specifically) as quickly as possible. Rifts Earth and Phase World will be especially attractive to them, being incredible energy nexuses, and the large numbers of Temporal Raiders will eventually draw them to Wormwood as well. **Culture and Personality** Uhr culture is literally choked with rituals and formality. A simple greeting may take as long as five minutes, while the conversing Uhr exchange names, titles, brief family histories, and schools of training. More complicated ceremonies, such as weddings or naming rites can stretch on for days, with an alarming complexity and smoothness. Many non-Uhr have commented that Uhr culture resembles a play or a dance; everyone has a part, and nobody ever screws up or gets the words wrong.

There are nearly 150 different social 'ranks' or castes in Uhr culture, each rigidly defined and based on achievement, family history, age, and to a lesser degree, wealth. Despite the ranking system, high ranking demons do not speak down to or degrade those of lower rank. It is seen as rather crass to insult ones lessers, and monstrously stupid to insult those of higher rank.

The Uhran language has 72 separate cases, used depending on the station of the speaker, and the station of the audience. It is one of the most difficult skills in the Megaverse to master (non-Uhr may study Uhran, but base skill is 15%, plus 3% per level of experience; use of the tongues spell is recommended). However, a non-Uhr capable of speaking the language without magical or technological assistance will command the highest respect from even Armidore-level Uhr, providing the speaker is not actively hostile or insulting.

As for personality, the Uhr are the very embodiment of 'cool.' They are nearly unshakable, believing (often quite correctly) that nothing in 'Undertime,' their term for the rest of the Megaverse, can compare to the awe and majesty of their home world. It is impossible to cow an Uhr, as they will die sooner than degrade themselves. Gods and alien intelligences will rarely even attempt to impress a time demon, unless the deity does not know the reputation of the Uhr. Those who are ignorant of the Uhr may become truly infuriated at the indomitable time demon's willpower and self-control.

Another peculiar aspect of the Uhr personality is that all Uhr, even villainous scoundrels, are nice guys. They will be unfailingly polite, jovial, social, fun-loving, and helpful, even to their enemies. This is a personality trait many beings find insufferable, has earned them the ire of more dark and brooding species, and is likely the reason for their animosity with the nosferatu. For the same reason, the Uhr get along amazingly well with the necromancer demons known as the Veraxi (see Rifts Hades).

However, when extremely somber situations arise, the Uhr can become more grim than one would think possible. The destruction of beauty causes them great sadness, no matter the nature of the beauty. A group of Uhran paladins will vanquish an evil dragon with the same heavy heart of an Uhran assassin strangling a lovely elven maiden. Thus, the Uhr will always try to avoid unnecessary destruction, especially of works of art or great beauty. For this reason, many of the races lost to the Dark Crusade were able to leave behind their cities, monuments, and art works as reminders of their existence. If beauty must be destroyed, a short ritual of apology will be performed, to atone for the act.

All Uhr, even those not of the Labryne stage, are natural wanderers, and their time- and space-twisting powers perfectly compliment these tendencies. However, the wanderlust of the Labrynes far outstrips that of any other race seen yet. A Labryne will become anxious and unruly if he or she remains in the same place for more than a day or two. Forcing the Labryne to stay any longer than three days will drive the demon crazy. In fact, the Uhr's normally unshakable cool will begin to fade, to quickly be replaced with open hostility and anger.

Imprisonment will prompt a Labryne to take literally any means necessary to escape. If imprisonment persists, permanent insanity may result (Game Master's discretion), and the Labryne will eventually begin to ignore even the restraints of his/her alignment in the need for escape. Friends may be abused or slain, loved ones may be sacrificed, and possessions may be given up or destroyed. The player of a Labryne may make a saving throw versus psionics every six hours to avoid losing his/her sanity to wanderlust. A successful save means that the urge to escape has been quelled for six more hours. But it can't go on forever...

### **The Uhr Labryne R.C.C.**

Formerly Minions of the Old Ones Also Known As: Time Demons, Beyonders, the Red Ones, the Wretched, and the Traitors, among other insulting terms.

**Alignments:** Anarchist, unprincipled, Taoist, or miscreant only.

**Attributes:** I.Q.: 4D6, M.E.: 3D6+10, M.A.: 4D6+4, P.S.: 4D6+6, P.P.: 4D6, P.E.: 4D6+4, P.B.: 3D6+4, Speed: 4D6+10. Armidore-stage Uhr will see each of their attributes increased by 5 (five) points.

**Hit Points** (in S.D.C. environments): Equal to three (3) times the character's P.E., plus 2D6 per level of experience. Armidores will have twice as many hit points.

**S.D.C.** (in S.D.C. environments): 4D6x10, in addition to any from skills and other training. Armidores have an additional 400 S.D.C.

points.

**M.D.C.:** Equal to the character's P.E. attribute multiplied by ten, plus 1D4x10 points per level of the demon's experience. (2D6x100, plus 50 per level for Armidores)

**Horror Factor:** None in a human or semi-human guise, 14 in true, monstrous form.

Once the Uhr have had a chance to reestablish their former reputation in Undertime (the Megaverse), average horror factor will become 16.

**Weight in Demon Form:** 3D6x10+120 pounds (68 to 136 kg)

**Size in Demon Form:** Six feet, plus 4D6 inches tall (1.9 to 2.4 meters)

**Average Experience Level:** Labrynes vary widely in experience (roll 2D6 for level). Player characters should start at level one, and advance slowly from there. Armidores are always at least eleventh level, and can achieve incredible levels of experience (roll 8+3D6).

**Natural Abilities:** See the invisible, night vision 200 feet (60.9 meters, can see in total darkness), bio-regenerates 5D6 M.D.C. every minute (2D6x10 per minute for Armidores), completely regrows limbs within 1D4+2 hours. Metamorphosis into a humanoid shape (always the same form; the time demon must choose one humanoid shape and stick with it), unlimited duration. The features of the human-like form will resemble the natural features of the Uhr. Unconsciousness or coma will not cancel the metamorphosis; only death can reveal the true form of the Uhr.

**Powers Granted by the Old One Master:** When the Uhr were in the service of the Old Ones, they possessed the ability to slip between dimensions, to pass through solid matter at will, and to dimensionally teleport to or from any Old One. The S.D.C. and hit points of the demons were also 25% higher than the current levels.

**Note:** These powers were possessed only by those who served the dread Old Ones. No Uhr who are alive today have the powers granted by a link to the Old Ones.

**Combat Skills:** The Uhr are all trained in a form of martial arts as Labrynes, which is equivalent to Hand to Hand: Martial Arts. Each magic or psionic action counts as one physical melee action. Prefer to use natural abilities, but will use weapons when the need arises.

**Damage:** Varies by supernatural physical strength, psionic power, or magic attack. The hand attacks of Uhr demons affect vampires, werebeasts, and all creatures of magic.

**Bonuses:** In addition to attribute bonuses, +3 to strike and dodge, +1 to parry and roll with a punch, fall, or impact. +6 on initiative, +3 to save versus magic, +8 to save versus horror factor, +2 to save versus mind control. (Armidores have an additional +2 on all combat rolls, and +3 on all saving throws)

**Penalties:** The Uhr have no bonuses to resist/save versus the attacks of Old Ones, their Spirits, or Avatars, and are vulnerable to all things which have adverse effects on true demons.

Exposure to true daylight reduces the Uhr's spell strength by two, and attacks per melee by one. The demon is not affected by the globe of daylight spell, or other artificially created sunlight.

**Magic:** Innately knows the basics of magic, and can use techno-wizard devices and scrolls without instruction. Starts with knowledge of the following spells: time maelstrom, sense dimensional anomaly, time warp: fast forward, time warp: slow motion, time warp: age, time warp: send, metamorphosis: four dimensions (suffers no insanity from using this spell), close rifts, impervious to energy, fire bolt, energy fist, tongues, time slip, teleport: lesser, teleport: greater, close rifts, dimensional portal, armor of Ithan.

Additional spells may be learned at any time, regardless of experience or skill. (Armidores will typically know all spells from levels one to level 2D4+2, and 2D4 spells from each additional spell level, will know all temporal magic spells)

**Note:** If using the Mystic China Sourcebook, all Uhr can also begin the game with the following chi magic spells: enter tung tien, reverse chi, and any three animus-creating spells.

**P.P.E.:** 3D6x10, plus 4D6 points per level of experience. (Armidores will have 2D4x100+100 P.P.E.)

**Psionics:** Considered a master psionic, with the following psionics and phase psionic powers: d-shift: distance, fast draw, multi-phase, dimensional leap, mind block, sixth sense, astral projection, and super-telekinesis. (Armidores have all sensitive and physical psionic powers, super telekinesis, six other super psionic powers, and all phase powers)

**I.S.P.:** 3D6x10, in addition to 10 points per level of experience. (Armidores have 1D4x100 I.S.P.).

**Weapons:** Labrynes start equipped with one greater rune weapon or one psionic crystal weapon. The demon may also begin play

equipped with one medium-powered suit of magical armor (minor techno-wizard modifications, or Millennium Tree bark armor, etc). Experienced demons (most N.P.C.s) will have access to several magical or technological weapons of medium to great power. Rune weapons and phase-tech weapons are prized greatly.

**Bio-Technology Devices:** None! Most will never consider any sort of artificial modification, although implants may be Time/Space Bound in the normal manner, preventing the item from being rejected, or displaced when the Uhr shape shifts.

**Appearance:** Most appear in the form of an attractive human or elf. However, use of their time/space twisting powers causes them to lose control of their disguise. Every melee round in which time or space altering powers are used, the being's horror factor is increased by 2 points (beginning at H.F. 0), until the natural H.F. is reached. At horror factor 5, the demon is noticeably deformed, and above 10, looks more like the character's true form than a human. Concentrating for one melee round (and not using time or space warping powers) restores the Uhr to fully human form. Alternately, the Uhr can assume his/her true demonic form in only half a melee round. The natural appearance of the Uhr reflects what they are called in legends: the time demons. A large (6 feet plus 4D6 inch tall), powerfully built humanoid frame, with extremely dark red skin. The hands and feet sport huge black claws, and the eyes are pitch black. The demon's facial features are sharp, but still very attractive. The ears, nose, and chin come to noticeable points, and the teeth are long, curved, and pure white. The hair of the being is extremely black, and frequently (but not always) grown very long.

**Average Life Span:** At least 100,000 years, maybe effectively immortal.

**Habitat:** A transdimensional being which can be found, periodically, anywhere. Overtime, to most normal beings, is an incredibly distorted plane, shifting constantly in both time and space.

**Enemies:** The Old Ones, and many of the races assaulted in the Dark Crusade. The Uhr have always had a strong hatred for Netosa's nosferatu minions, and will therefore not care for vampires or ellal much, either.

**Allies:** The Uhr feel a strong kinship with the beings who call themselves High Humanity, and have a great respect for the Grimalkin, and their creations, the Clockwork Warriors. Wurm Dragons are also respected and feared by the Uhr. Once they reenter the games of the Megaverse, Uhr will definitely try to befriend Temporal Raiders, Prometheans, and In-Betweeners.

**Slave Market Value:** None. Uhr are nearly impossible to restrain, and due to their intense wanderlust, useless even when restrained.

#### **R.C.C Skills:**

Language & Literacy: Dragonese, Runic, Uhran, and Demongolian (98%)

Language: Two of choice (+15%)

Math: Basic (+20%)

Lore: Demon (+25%)

Lore: Powers (+10%)

Lore: Magic (+10%)

Land Navigation (+10%)

W.P.: Three of choice

Hand to Hand: Martial Arts

**R.C.C. Related Skills:** The character may select five skills as limited by the following skill list.

Communications: Cryptography and Radio: Basic only

Domestic: Any (+10%)

Electrical: Basic only

Espionage: Any

Mechanical: Locksmith and basic only

Medical: Any (+10%)

Military: Any

Physical: Any except hand to hand combat

Pilot: Any except robots and power armor (+15% for Horsemanship)

Pilot Related: Navigation only

Rogue: Any except Computer Hacking

Science: Any (+10% on Math or Astronomy)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

**Secondary Skills:** The character may select five skills as limited by the list above. Secondary skills do not get the bonuses listed in parenthesis. Standard Equipment: Modern adventurers and newly-awakened ancients will usually be equipped with two suits of clothing, 1D4 minor magical items (herbs, amulets, etc.), sketch/note pad and pencils, as well as personal items.

**Money:** 1D6x10,000 credits worth of precious metals, gems, and other objects of value. (Armidores typically have access to vast wealth and resources.)

### Special R.C.C. Abilities Unique to the Uhr

**1. Slow Others:** This can be thought of as a modified form of the time warp: slow motion temporal magic spell, and is a natural ability of the Uhr. By concentrating the Uhr is able to "bubble" the time stream around a specific target, which has the effect of causing the target to slow down. This attack requires one melee action, and can only be used once per melee round. Duration is 1D4 melee rounds. Victims of the time distortion will see the world around them accelerate, and cannot catch up no matter how hard they try. Attacks per melee, speed, bonuses, and all damage from slowed vehicles or individuals are reduced by half.

Range is 50 feet (15.2 meters) per level of experience, and can affect 400 lb (181.4 kg) per level of the demon.

Only temporally sensitive beings (Prometheans, Temporal Raiders, Phase Mystics, Temporal Warriors/Wizards, Shifters, Travelers, Time Worms, etc.) are able to resist this attack, by making a magic saving throw versus the Uhr's spell strength. Each use of this power costs the Uhr 8 P.P.E. points, or 10 I.S.P.

**2. Instant Acceleration:** This power pushes the Uhr slightly ahead in time, causing him/her to speed up for a second. Use of this power allows the Uhr to determine the movement of a rolling die or the path of a punch, or to hit an opponent with an ultra-fast punch or kick. This means the Uhr can dodge even volleys or energy blasts, or parry single projectiles/energy blasts. Counts as one melee action, and affects only the Uhr himself. Using this power in conjunction with a dodge or parry still counts as only one melee action, and adds +2 to the dodge or parry roll.

Used in combination with an attack, it takes up one additional melee action (a normal punch would take two melee actions, a leap kick would take three), and the roll to strike is made at +3 to strike. Such an attack inflicts critical damage on a roll of a natural 14 or higher!

Cost of this effect is 3 P.P.E. or 5 I.S.P. per use.

**3. Ley Line Phasing:** This power is identical to that of a Ley Line Walker or Temporal Wizard. See the Rifts Role-Playing Game, page 83, or Rifts England, page 67, for exact details of Ley Line Phasing.

**4. Dimensional Flicker:** The Uhr is able to push him/herself forward in time for an instant. The result is that the demon disappears from the universe for just a second or two, to reappear in exactly the same place he/she vanished from. Used to dodge, this power provides a bonus of +6 to the dodge roll.

Each time this power is used, the Uhr must pay 8 P.P.E. or 10 I.S.P.

**5. Sense Dimensional Distortions:** As temporal beings, the Uhr are extremely in touch with the fabric of space and time. All major spatial disturbances, such as dimensional rifts, astral bridges, and ley line storms, can be sensed as long as they are within one mile (1.6 km) per level of experience of the Uhr.

Smaller-scale anomalies, such as four-dimensional beings, dimensional envelopes, and time holes can be sensed within 100 feet (30.5 m) per level of experience. The demon will know the general direction and approximate distance of the distortion. This is a constant power, and cost the Uhr no I.S.P. or P.P.E. to use.

**6. Time and Space Binding:** This power is similar to the temporal magic spell attune object to owner. The Uhr may fuse any object to his/her life essence and dimensional energy pattern. The bound objects may be summoned to the Uhr with the fast draw phase power, and any special abilities of the object cannot be used by any except the Uhr attuned to it, just as with the attune object spell. The attuned objects cannot be object read, and no other beings may attune themselves to any object attuned to an Uhr.

Another effect of the binding is the physical link between the Uhr and the object. A sword or energy rifle bound to the Uhr changes shape along with the Uhr if he/she uses metamorphosis, or any shape changing magic; a katana blade will lengthen and change to a red color, becoming large and jagged when the Uhr assumes his/her natural form, cybernetic limbs and implants bound to the Uhr will grow and toughen with the demon, healing as if they were normal body parts. All bound weapons do an additional 2D6 M.D. while the Uhr is in demonic form, and any bound weapons are considered to be magical weapons.

The cost for using this power is special. Each item bound permanently reduces the character's P.P.E. base by 12, or I.S.P. by 15 points. The only way to regain the lost I.S.P. and P.P.E. is by canceling the link to the object or by destroying it. Either way, the invested I.S.P. and/or P.P.E. instantly returns to the Uhr. Attuned objects may not weigh more than 75 pounds (34 kg), and living creatures cannot be bound.

**7. Cancel Magical Energy:** This is identical to the power of a Phase Mystic, allowing the Uhr to shift his/her dimensional energy signature to prevent a magical spell from affecting the Uhr. Any spell that directly targets a time demon can be negated! Spells that create energies which attack the target (fire bolt, energy fist, etc.) are not affected by this power and inflict full damage, as do rune weapons and other types of magic weapons and beings.



5 I.S.P. or P.P.E. must be spent each time this power is activated, per spell to be negated.

**8. Phase Form:** By concentrating for one melee round, the Uhr is able to shift himself out of dimensional phase temporarily. In this state, the Uhr automatically reverts to his/her natural demonic form, instantly recovers all I.S.P. and P.P.E. (and, incidentally, chi), and heals half of the damage he/she has taken at the time of transformation. In energy form, the demon is surrounded in a cloud of sparks, and becomes semi-transparent. As an energy being the Uhr takes no damage from physical attacks, and takes half damage from energy attacks.

Psionics, magic, and phase attacks do full damage to the time demon. In this state of phase, the Uhr cannot touch anything in the physical world, although magic and psionics may still be used to attack solid beings. The phase transformation lasts one minute per level of the Uhr, twice as long for Armidores.

Use of this power costs the Uhr 50 I.S.P. or P.P.E. points. Additionally, once the Uhr has transformed back into corporeal form, all of his/her I.S.P. and P.P.E. is expended for 1D4 hours. After that time, the demon's personal energy slowly recovers as normal.

**Experience Levels and Advancement of the Uhr** 0-4000 Level One: All powers and information are as described above.

4001-8000 Level Two: +1 spell strength, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

8001-12,000 Level Three: +1 to save versus magic, the character gains one additional phase psionic power, and one traditional magic spell from any level. The character gains two additional R.C.C. related skills, which begin at level one proficiency.

12,001-24,000 Level Four: +2 to save versus horror factor, inflicts critical damage on a roll of a natural 19 or 20, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

24,001-36,000 Level Five: +1 spell strength, the character gains one additional phase psionic power, and one traditional magic spell from any level.

36,001-50,000 Level Six: +1 to save versus magic, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

50,001-80,000 Level Seven: The character gains one additional phase psionic power, and one traditional magic spell from any level. The character gains two additional R.C.C. related skills, which begin at level one proficiency.

80,001-120,000 Level Eight: +2 to save versus horror factor, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

120,001-170,000 Level Nine: Critical damage on a roll of a natural 18 or better, +1 spell strength, +1 to save versus magic, select one additional phase psionic power, and one traditional magic spell from any level.

170,001-230,000 Level Ten: Add one attack per melee round, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

230,001-300,000 Level Eleven: +1 to save versus magic, select one additional phase psionic power, and one traditional magic spell from any level. The character gains two additional R.C.C. related skills, which begin at level one proficiency. At this experience level, Labrynes will begin to feel the call of Overtime, and will desire to return to the homeland. Most (98%) do so. Player characters who choose to do so become N.P.C. Armidores, and are not under the control of the player any longer. Time to roll up a new character! Characters who do not return to Overtime continue to advance as follows, instead of becoming Armidores.

300,001-380,000 Level Twelve: +2 to save versus horror factor, +1 attack per melee round, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

380,001-470,000 Level Thirteen: +1 to save versus magic, the character gains one additional phase psionic power, and one traditional magic spell from any level.

470,001-570,000 Level Fourteen: +1 to save versus magic, select one additional psionic power from super, healing, sensitive, or physical, and select one additional temporal spell.

570,001-700,000 Level Fifteen: Select one additional phase psionic power, and one traditional magic spell from any level. The character gains two additional R.C.C. related skills, which begin at level one proficiency.

# Tleixaxu Face Dancer R.C.C. v0.2

By: Matt Barnes  
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## Tleixaxu Face Dancer

Some of these mysterious entities have been showing up all through-out the Megaverse, not just in it's home dimension. They are feared by those who now they exist, and the ones that are oblivious to them, they're the lucky ones. Their masters are mysterious and no one can figure out their motives. They are usually arrogant and surprising in that they always give their opponents a way of escape, no matter how abstract, vague or completely obvious. They have more nerves than humans in their skin, and that allows them to manipulate their features. They cannot turn into another being, like going from humanoid to a Gargoyle, merely change their features, voice, and every facet of another person perfectly. Only those with clairvoyance MAY be able to tell them by a flash from the future warning them of the Face Dancer. Their changes are fluid and in a crowd will probably not be noticed.

### Tleixaxu Face Dancer R.C.C.

Alignment: Any

Attributes: IQ 3d6+5, ME 2d6+8, MA 3d4+10, PS 3d6+2, PP 3d6+1, PE 3d6+6, P.B. (Constantly Changes), Spd 2d6mph, supernatural being

Size: Constantly Changes

Weight: Constantly Changes

SDC/HP: 6d6 SDC and PEx3 HP

Horror Factor: To those who know what they are 4, otherwise none

PPE: 2d6x10

Average Life Span: 100-150

Natural Abilities: Can change into any human form with no cost, the change is fluid and most will not notice it in a large crowd. The Face Dancers can change their eyes, physical appearance, voice, and the well trained ones will even slip into the person their imitating

thought patterns. The transformation takes only a few seconds, but complete transformation (Voice etc..) will take up to two minutes of preparation. Experience Level: 1-15,

Average: Rouges (Don't serve their Tleixaxu Masters) 1-4, Trained and Conditioned Servants 3-7

Psionic Powers: Use OCC/PCC stats

ISP: Use OCC/PCC stats

Magic Powers: Use OCC/PCC stats (OCC PPE + Base PPE (Above))

# Tolkeen Hedge Mage O.C.C

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After reading the Tolkeen vs CS debate I thought up this O.C.C to give Tolkeen a helping hand. Think of it as mystic vagabond or Non Citizen Soldier with magic.

## The Tolkeen Conscript Hedge Mage (Hedgehogs)

It is common knowledge that it takes years of study and training to become a mage. In fact it was so taken for granted, that no one ever took the time to find out if it was true or not. Until now. Facing a siege by the Coalition War Machine, the Tolkeen High council appointed an elven scholar named Asinius Mortus the task of finding a quicker way of training mages.

This was 16 years ago. Now Asinius has presented his results to the council and the council has hastily approved of his plans. Already over 2,000 recruits have been molded into hedgehogs and more are to follow. Tolkeen can now churn out approximately 6,000 recruits every year with their current facilities. They have already proven effective against CS infantry and work well as support troops against bots and borgs. However CS psi-stalkers are already hated by every Hedgehog in the Tolkeen military, as the psi-stalkers find hedge mages an easy and delicious meal.

Every hedge mage is just a normal person before their training, usually an eager and young recruit eager to learn magic and to serve their country. They come from all backgrounds, some being rich (some would say spoiled) boys who burn to get the one thing money can't buy, young orcs looking for some quick power, and naive human farm boys who just like the name Hedgehog.

In any case, each 'class' of recruits is taken to a secluded site (usually a ley line nexus). Then a single high level sorcerer (usually Asinius Mortus) performs a twenty minute ceremony that requires 400 P.P.E (from any source).

Every non spell caster within eye sight of the sorcerer is 'awakened'. After the Awakening, the recruits are hustled away to a 8 week boot camp where they receive training in basic grunt work and among other things, the use of TW weapons and a few spells.

The graduates are put on 4 month active duty, and if they survive, the new hedgehogs are given a few more spells and a promotion.

From then on, the Hedgehog is given a review by a superior officer to see if the Hedgehog deserves promotion and additional training.

Hedgehogs serve in a variety of capacities, making most of them a jack of all trades. They usually are assigned to a platoon of 'mundanes' for magical assistance when real wizards are too scarce. They also pilot many of the mystic war machines that surround Tolkeen. A few even are put together in teams to use the new TW crew served weapons (hints of things to come >:).

Tolkeen Hedge mage O.C.C info

Requirements: none. Any non supernatural race may learn this O.C.C.

Powers:

1. Sense magic/supernatural evil: By concentrating for one minute the character may detect any magic or sources of supernatural evil with a 100 foot radius. The character may take any NON offensive actions and still detect magic/evil but once he or she attacks, is attacked or decides to break the concentration, the character must start over again to detect magic/evil.
2. Use TW devices without any penalty. P.P.E cost is normal.
3. Spellcasting. The character may cast spells equal or lower their current level without penalty. When the character casts a higher level spell in times of stress (combat included), the character must roll under their I.Q if the spell is mental/divination spell, M.E. if the spell requires conjuration or illusion or P.E for all other spells. If the roll fails, the character rolls on the following percentile table.  
1-35 Spell fizzles, P.P.E is spent, nothing happens.  
36-51 Spell is at 1/5 normal power, range duration etc.  
52-89 Spell hits someone else within range (GM pick).  
90-00 Spell backfires, causing a minor curse on the character (GM pick)
4. P.P.E : 7D6 plus P.E at first level. Add 1D6 + 4 per each level.
5. Spells: At level 1, the character picks 1D6+2 spells from level 1-3. No additional spells per level although the Hedgehog may learn them later.

Limitations:

1. Character's number of spells learned and their maximum level is limited by I.Q. (Chart to come later)
2. Hedgehogs may ONLY take P.P.E from ley lines and Nexuses and a few non living P.P.E batteries (like amulets). Nothing else, not even the P.P.E of dying beings.
3. Hedgehogs are universally disdained by 'true' wizards who refuse to admit that Hedgehogs are actual wizards.

Skills:

Radio:Basic (+5%)

Pilot:one of choice

W.P. Energy rifle

W.P one of choice

Athletics

One technical skill of choice (+5%)

Skills Available: Pick 9 at level 1, plus two more at level 3, 5, 7, 10, and 12.

Communications:Any except laser and cryptography

Domestic:Any +10%

Electrical:Basic only

Espionage:Intelligence, and sniper only

Mechanical:automotive,basic or ship only +5%

Military:any +5%

Physical:Any except gymnastics and acrobatics

Pilot:Any +5%

Pilot related:Any +5%

Rogue:Any except computer hacking

Science:Math only

Technical:Any +5%

W.P: Any

Wilderness:Any

Secondary skills:6 with standard limitations

Equipment:Light to medium body armor, three M.D.C weapons, one of which can have a TW modification. Salary is 1600 credits a month.

## The Transcendent PCC

By: James Calder

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### THE TRANSCENDENT PCC

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The transcendent is cursed with a kind of immortality. The "soul" or "consciousness" of the individual never fully dies, but instead

moves on to inhabit a new body. These memories and experiences (as well as individual consciousnesses) move to the current life's subconscious, where they come to life when triggered. This character is proof that past lives and déjà vu exists, however the transcendent doesn't know it. They may suspect it, but can never entirely prove it.

What does this mean for the character? The character have years (maybe centuries of past knowledge that seems to manifest itself at the most unusual of occasions. A character with an arcanist in a previous life, may suddenly find themselves with the power to cast a globe of daylight when confronted by a vampire. Once the danger has passed, the character suddenly forgets the knowledge and cannot recreate it for the life of them. A character with a psychic past life, may receive premonitions just before an attack by a creature that killed the previous life. The lives may or may not be related, that is, ancestral. There is no explanation for these phenomenon.

The transcendent is \*not\* a psychic or a practitioner of magic. Luck or whatever has made the character what s/he is.

BASE PPE is 2D6.

#### DETERMINING PAST LIVES

First, determine the number of past lives. GMs are free to determine where such a limit should be placed, but rolling 3D6 will give between 3 and 18 past lives.

Second, determine the number (or proportion) of the past lives that are significant in the development of the current character. Roll percentile, and multiple the result by the number of past lives (rounding down). For example, if a character generates 12 past lives and then rolls 46% on the percentile dice, the character has 5 ( $12 \times 0.46 = 5.52 \Rightarrow 5$  after rounding) significant past lives.

Third, determine what role the significant past life played (if the roll results in another Arcanist or Psychic after one has already been assigned, that significant past life gets molded into the other and the total number becomes reduced - \*do not\* reroll for another past life).

01-15 Special: Arcanist or mystic. This past life was involved in the mystical arts. The character gains the following abilities:

Sense Magic, Sense PPE, and Understand the Principles of Magic at -30% (not really "understanding," just has inklings and insights).

The character may also gain the same spells as an Arcanist, but cannot learn or purchase new spells (I don't know how I know, I just do). Whether or not the spells are available is calculated this way. Take the  $(100 / (\text{spell level})) + (100 / \text{number of past lives}) - (100 / (\text{level of experience}))$  is the percentage that the character will know the spell. So, for instance, a 4th level transcendent character with a mage past life is trying to determine if he knows Globe of Daylight. It's a first level spell and he has 9 significant past lives. Therefore, he must get under  $(100/1) + (100/9) - (100/4) = 100 + 11.111... - 25 = 86.11$  This character gains a one time bonus of 3D6 to PPE.

16-30 Special: Psychic. The past life was a psychic of some kind. The character gains the following abilities: Sixth Sense, See Aura, and Sense PPE. The character may also check to determine if the character knows a particular psychic ability. Use the same calculation as above, substituting ISP cost for spell level. The base ISP is the same as the latent psychic and increases at 10 ISP per level.

31-50 Professional. The past life was a professional individual of some merit. Select one skill from any skill category at +40% (do not include skill bonus from education or high IQ). Other skills selected from this category receive a bonus of +35% (do not include skill bonus from education or high IQ). This knowledge is inherited not taught, so the prerequisites are not necessary. So, for instance, if a character had a medical doctor in a past life, the character can perform the same skills as a doctor (doesn't know why), but will not be able to become a practicing doctor without the proper education. The character will also attempt to take charge when his or her expertise are needed.

51-75 Aristocrat. The character really did not necessarily have great training in life, but instead was of strong character and / or upbringing. The character may add 2D4 attribute points to I.Q., M.E., M.A., or P.B. in any combination or in any quantity. In addition, the character will be fond of rich, extravagant things despite current situation.

76-00 Child. One of the past lives died as a child. What does this mean? Essentially, the character receives the same bonuses as applied to the optional victim character. Optional Additions to this character:

\* The character has multiple personality syndrome. The character's past lives actually come to the surface on behalf of the individual instead of surfacing at random. The player may, with the support of the GM, create separate characters to be housed in the one body. The true character does not know the others exist (or does).

\* Other past life possibilities that I didn't think of.

\* Random skills from insignificant past lives. Perhaps a past life was an expert seamstress who lived a happy, productive life. Character would gain Sewing at 98%.

#### Bonuses and Vulnerabilities:

\* The character gains all the bonuses and vulnerabilities of all the significant past lives divided by their number rounded up. So, if a past life would have a +4 vs. magic and the character has 3 significant past lives, that becomes +2 vs. magic.

\* Must roll a 13 or higher to save vs. psychic attack if there is a psychic in the past. Otherwise, the standard over 15 is used.

#### Notes

This PCC was created with the 1st edition Beyond the Supernatural in mind. If you intend to use this creation for Nightbane or Rifts, the GM should use his/her judgment as to how to allot OCC skills and Related Skills. One suggestion, is to use the Psychic PCC from the Nightbane main book.

# Transformers R.C.C.

By:

[Necromancer Bob](#)

I've actually had the chance to use this RCC in Rifts and it actually worked well (granted, it was a medium-high game- the other characters were a Highlander Immortal, an NGR 'borg soldier, and an NGR Glitter Boy)... I had a guy playing as a Junkion (not Technobabble, BTW) and he was nuts. Lemme know what you guys think, and I'll work out a few more example characters.

This RCC could easily be used in a HU, N&SS, or Robotech (some would consider the Transformers to be anime) game... for HU & N&SS, you'd need the robot character generation tables in HU for the SDC (make 'em SDC rather than MDC)....

## **A quote from "The Return of Optimus Prime":**

Hot Rod: The wisdom of the ages, it's lost?!

Optimus: No, I think we're all a little wiser now.

Yes, this is it! A Rifts character class based on that old cartoon (and the toys and the comic book and the underwear and...) THE TRANSFORMERS.

Yeah, I know, it sounds like a munchkin's wet dream, to be able to play a 30-foot robot with heavy ordnance that makes Triax look like Northern Gun and no need for a weakling human pilot who has to do such annoying things like eat, sleep, and occasionally empty his bladder and/or bowels. To foil those munchkins, every Transformer has to have a personality quirk or flaw if you will that makes them...well, human. (For player-created evil characters, a roll on the phobia/obsession table would probably be appropriate). And not to mention, with most of the big guys, it'll take them 2 melee rounds to change forms, during which NO actions can be taken (For other, smaller ones, it's only 1 melee). And, of course, robots don't heal like carbon-based life forms do. Any damage they take can seriously hurt them in the long run, especially considering how few places have facilities to repair robots, especially such alien ones.

That being said, I just hope you people won't think I'm a total munchkin for creating this class (like poor Allan Harrison and his Mecha-Knight thing). I just thought it would be a cool class. I have based this work on the OLD stuff, not the new stuff they've been coming out with. (Beast Wars? What in the name of God is that?) Not much post-movie stuff is in there, either, as everything changed once Prime died, but I possibly will be including Junkions, maybe a few other movie ones.... If you want references, check out the old comic books and the TV series (which is still on in some places in unbutchered form), and the movie is great. The Sci-Fi Channel sometimes shows the old TV series in cut-up format, too. I apologize if this takes forever to load, as I tried to put in as much detail and cool background about the Transformers I could think of and/or find, along with putting in several example characters.

**How the Transformers got to Rifts Earth and their origins:** (BTW, this is a combination of the origins told in the comic books, the TV series, and some other sources, some of which I can't remember just now. What I couldn't find, I bullshitted.) If you wanna skip this, even though it is really interesting, I won't feel offended if you just scroll down to the Skills section now.

After the Big Bang which created the cosmos, three major humanoid races emerged long before mankind in three different star systems. One, the Micromen, hailed from Alpha Centauri. The second, the Acros, hailed from the Andromeda System. The third, the Waruders, hailed from the "Great Darkness Nebula." All these races, despite their different solar systems, independently developed transtechnology. Transtechnology mecha run on a plasma-like substance generally known as Energon (more about Energon later).

A group of Transtechnological scientists from the Microman, Acro, and Waruder races decided to abandon this galaxy and seek another. On their way to what would later be known as the Quintesson galaxy, they found another galaxy right next to theirs, inhabited by the Romulans (no relation to Star Trek) and the Casmozoner. These scientists were disgusted with their pathetic humanoid bodies and decided to create artificial Transtech bodies. They also discovered a method of increasing their intelligence by merging as many as five minds--one from each of the five races (Microman, Acro, Waruder, Romulan, Casmozoner) with artificial neural/computer interfaces. They became the Quintessons, driven insane by the merger of minds.

Only one of these scientists, their leader, refused to become a Quintesson, and through unknown means became the god known as Primatron or Primus (no relation to the band).

The Quintessons built the Sharkticons as their slaves, who in turn built the supercomputer Vector Sigma, with enough memory to memorize the soul patterns of billions of people and could therefore create new mechanical beings from that. The Quintessons constructed Cybertron (about the size of Mars, but much heavier as it is entirely metal and air) and its twin moons around Alpha Centauri, vast laboratories for research in creating new mechanical beings. Vector Sigma, the ultimate computer, was the only way to control the Plasma Energy Chamber (the central power source for Cybertron) and other parts of the planet. The Quintessons, mistrustful of even their own creations, made the Plasma Energy Chamber give off too much energy, so that all robots trying to use it would overload. The Quintessons, being partly organic, had no such problem with the Plasma.

In order to protect themselves from volatile experiments, they built a gigantic asteroid-ship, Quintessa, as their mobile headquarters.

The asteroid Junkion (Also called the Planet of Junk) was built from the remains of mechanical being-slaves destroyed by failed experiments. Eventually, there evolved a race on the Planet of Junk, the Junkions, who were rediscovered by the Autobots in 2005 after the assault on Autobot City. Apparently, junk (for lack of a better word) kept collecting there from various sources, including Earth (Wreck-Gar's rather weird quotes in the movie; e.g. "Kill the Grand Pooh-bah! Eliminate even the toughest stain!") and Cybertron, giving the Junkions a constant if irregular stream of information about what was going on off-planet.

In this new universe with few other life forms, Energon was plentiful --but the Quintessons soon expended Energon quicker than they could collect it, and so before the situation got any worse, they used their remaining Energon to create a huge, sentient robot the size of a small moon called Unicron. Unicron's mission was to seek worlds and devour them to produce Energon, and then return to the Quintessons to deliver mass Energon shipments. However, Unicron, seeing that he was WAY bigger than everybody else, revolted and made himself the leader of the Quintessons, who cowered in terror and became his slaves. Eventually, Unicron moved on, away from Cybertron, searching for worlds to use for energy.

The Quintessons eventually shared part of their knowledge with a younger race known as the Robotech Masters. The Robotech Masters took these ideas and linked them to the use of protoculture as a power source rather than Energon. The Robotech Masters, rather than using Transtechnology to create sentient mechanical beings, used it in piloted mecha that could link with a pilot's mind more efficiently than any others (and still are, for the most part).

The Quintessons' later experiments included new beings, smarter than the Sharkticons, who were purely robotic in nature, later to be called the Transformers. The robots developed true sentient 'souls' and, sick of fighting and dying in mock wars for the Quintessons' pleasure, the Transformers revolted (a lot of revolution going on here; that tell you anything about how the Quintessons treat beings?), freeing Cybertron from their Quintesson masters. Thus began the First Cybertronian War. A scientist robot named A3 was one of the leaders, with a female scientist called Beta as his second-in-command. A3 managed to make a controller device to override the Quintessons' Guardian enforcer robots. The Quintessons were forced to flee Cybertron. Thus began "the Golden Age of Cybertron", a time of pure science and self-discovery for the Cybertronian self-willed robots.

A depository for the greatest scientists' and leaders minds' was made, and called the Autobot Matrix of Leadership. As time progressed, this Matrix was found to have strange powers of remote energy-matter transference. Only certain Autobots who have both the proper mind and body shape can use the Matrix. A tradition of calling the Autobot leader "Prime" was started.

Vector Sigma was (and still is, for the most part) the only computer that can program new robot bodies. As asked by the Cybertronians, each robot is given a personality at "birth".

The Quintessons and Unicron were forgotten....at least until 2005 (and the movie).

Thousands of years later, the world of Cybertron was wracked by the Second Cybertronian War, this time between two factions of Transformers, the (good, selfish, mostly) Autobots and the (anarchist and evil) Decepticons.

Over the next 5 million years different Decepticon and Autobots ruled Cybertron, their home, with the losers fleeing the planet or "jailed" (their AIs held in stasis), or outright killed. A3, now known as Alpha Trion, was a still a scientist Autobot at the end of the Third Cybertronian War. He inherited the Autobot Matrix when the last Autobot leader fell, but did not accept the mantle of leadership. When the current Decepticon leader Megatron damaged warehouse-worker Orion Pax and two others, Alpha Trion recreated them into Optimus Prime, Elita One, and Ironhide. He gave Optimus Prime the Autobot Matrix of Leadership, giving new life to the Autobot cause against the Decepticons. Thus the Fourth Cybertronian War begins.

The force of this thousands of years-long war was so great that it actually tore Cybertron loose from its orbit to send it hurtling through space. As the planet careened through the cosmos, it happened to pass through an asteroid belt that would certainly destroy it. The Autobots, seeing this happen (and being the heroes, of course) built a spaceship (The Ark) to take them out there and blast the asteroids to dust before one crashed into the planet and sent all of their asses to mechanical hell. The Decepticons found out about their plan and, seeing the opportunity to crush the Autobots once and for all, built their own ship (unnamed) and followed them.

After standing by and watching the Autobots destroy the asteroids and save their world, the Decepticons treacherously attacked, boarding the Ark and slaughtering the weakened Autobots in short order. Optimus Prime decided to send the Ark on a collision course into the nearest planet (which just happened to be Earth). All on board, both Decepticons and Autobots, died.

But that was not the end of the Transformers, of course. The place where the Ark crashed just happened to be in a volcano. (Mt. St. Hillary aka Mt. St. Helens) A few million years later, in 1984 ad., the volcano erupted. Somehow, the force of the eruption reawakened the Ark's computer, Teletram One. Teletram One sent out a probe to examine the world around it. Much had changed in four million years. The indigenous, dominant life forms had a primitive technology. Teletram One scanned several native transportation and military vehicles, and used its' onboard repair units to reactivate the Autobots, giving them the form of these Earth

vehicles (and other stuff). Unfortunately, the ship's memory banks were damaged and it accidentally revived the Decepticons too.

The Decepticons, true to their nature, decided to take over the world. Prime & Co., regretful at bringing the menace here, decided to help to defend the world (being the heroes, it's their job) and find a way to get back to Cybertron.

Ok, now to span the time between 1984 and Post-Apocalypse. The Decepticons created an early dimensional rift generator (sometime around 1986?) called the Space Bridge that allowed them to access Cybertron. The Autobots shared Cybertronian technology with the people of Earth, eventually helping them develop Exo-Suits, (as seen in the movie) an early form of power armor. This technology was instrumental in developing later power armor and manned robot vehicles.

The Decepticons eventually left Earth for Cybertron as FTL starship drives were developed, allowing a short time of peace there. The Autobots built Autobot City, using it as a base and a gigantic Transformer warrior, Metroplex (a major munchkin). Autobots also set up bases on Cybertron's moons as a stepping-stone to attack the Decepticons. One of them was later eaten by Unicron.

Unicron? He returned, tried to eat Cybertron, but Hot Rod, a brash young Transformer, took the Matrix and used it to blow him up, to put it shortly. The Autobots then re-conquered Cybertron.

And this brings us to the Cataclysm. Somehow, these beings survived, having (barely) enough Energon. Remember; they're robots—they're immortal if they don't run out of juice or get stepped on by a Dinobot or melted by Megatron's 5D6x10 MD fusion cannon. With the colonies up there in orbit playing hell with anybody attempting to reach Earth orbit or beyond, their spaceship technology is almost useless. Anyway, seeing the Rifts erupt, the Transformers have found a possible way to get home (note: this will probably be covered later, if I ever get the time to finish a Quintesson NPC RCC).

Despite being a race of sentient mechanical beings, the Transformers still haven't discovered 25-year nuclear power plants. Instead, they subsist on a form of energy stored in Energon cubes (which the Quintessons were always hungry for). Basically Energon is pure electrical/plasma energy formed into a translucent plastic-ish box. Transformers absorb these to power their circuits (even though some do have the ability to tap into other energy sources) and energy weapons such as Mirage's electro-disruptor (something like the Triax Lightning jet's Arc Blaster combined with a holographic projector) or force fields like Trailbreaker's, laser rifles and the like. (NOTE: Most hand-held energy weapons tap directly into the Transformer's power supply via a link in the robot's palm and the weapon's handgrip. The handgrip link is pretty much universal, meaning that any Transformer can, if necessary, use any other's weapon. Very few Transformers have adapted their energy weapons to use E-clips, although some, Wheeljack especially, like using Triax-style giant 'bot weapons. Wheeljack has even modified a Triax VX-180 Maxi-Rail Gun (the one from the Ulti-Max robot) to link into himself, a definite plus. Energon can be produced by a conversion process from the energy of a star (something like the way the Mechanoids produce their power crystals, but less devastating to the star) or from other less powerful means, such as from high-octane gasoline, fusion reactors, even regular house current. Energon made from stellar matter is the best, and a single cube will last the average Transformer from three to six months, depending on use. However, an Energon cube made from fusion energy or gasoline will only last about a month at most. It takes (I think) about 100 gallons of gasoline to form one Energon cube. Regular old house current turned into the polymer-ish power source will only last a week, and it tastes like shit besides. Currently, there are only two plants built to make Energon cubes on Rifts Earth (one under each faction's control).

Okay, now to put the characteristics of the Transformers into Rifts terms. The Transformers are entirely robotic beings, meaning that they are not cyborgs like the Mechanoids or Quintessons. Though they have PPE for some odd reason, there is no organic brain inside their bodies. Instead, a Transformer's brain is more like ARCHIE-3, something akin to a neural intelligence/positronic brain kind of thing. Each has their own personality, with human flaws, quirks, etc, programmed into it by Vector Sigma. Perhaps a roll on the phobia/obsession table would be appropriate, especially for evil characters.

Their bodies are heavily armored (read in that: mega-damage) and give them the ability to change from the form of a car or truck, jet fighter, handgun, whatever, to a large robot being. For creation of the body of a Transformer player character, see the Robot Character Class in Sourcebook 1. That has things like MDC, size, speed, etc. Just remember, the robot has two separate forms, and even sometimes three modes (two vehicular; reduce main body MDC by 1/3). GM's, use your good judgment. What I have done here is work out some of the basic skill packages for different roles like warrior, leader, scout, inventor, mechanic/doctor (remember, the two are the same thing to them) and others.

**Note:** Skills DO NOT grow. Experience levels are all but irrelevant. However, at 500,000 XP pts, two new skills may be chosen.

#### **Attributes and skills by primary function:**

**Primary skills** (note: all Transformers have these skills, plus their function skills):

Speak/understand and literate in American, Euro, and native language (94%, 94%, 98%)

mathematics: basic (98%)

land navigation (90%)

radio: basic (92%)

hand to hand: basic

basic mechanics (94%)

computer operation (98%, note that since they are robots, most have a standard headjack and can link with a computer in this way)

read sensory equipment (95%)

WP energy pistol.

If vehicular in form, have the ability to pilot themselves at 98%.

**P.P.E.** for all is minimal, 1D4, and they cannot use spell magic. Exactly why they have PPE is a mystery, but can perhaps be explained by the fact that ley line energy (which includes PPE) is very similar to the plasma energy found in Energon.

**Leader** (note: there are only two leaders, Megatron and Optimus Prime, and I DON'T recommend using them as player characters, as they are VERY powerful. The skills are just here for reference.): All engineering, pilot related, computer, and communication skills, astronomy, both chemistries, and mathematics: advanced, all at 94%, hand to hand: martial arts (Megatron has HTH: assassin), WP heavy, WP heavy energy weapons, WP blunt, three others from list.

**Warrior:** IQ: 3D6, ME: 3D6+2, MA: 3D6 PP:3D6, all other attributes N/A. Skills: all pilot related, all communications except surveillance & cryptography, basic electronics (all at 80%), climb 70%, detect ambush 80%, advanced math 70% (can be changed to 98% at cost of one other skill), Hand to Hand: Expert (can be changed to HTH: Assassin if evil at cost of one other skill), WP energy rifle, WP heavy, WP heavy energy weapons, WP blunt, plus three others at 90%. Cannot prowl.

**Sentry/Guard:** IQ: 3D6, ME: 3D6+6, MA: 3D6, PP:2D6, all other attributes N/A. All standard Warrior-class skills + surveillance, detect concealment, intelligence, and two more, all at 90%.

**Scout/Spy** (ex: Hound, Bumblebee): IQ, ME, MA, PP all 3D6+bonus. all pilot related, all communications except cryptography, basic electronics, detect concealment, detect ambush, and intelligence all at 90%, advanced mathematics 97%, tracking 76%, climb 80%, prowl 35% (may be made higher or lower by individual bot), streetwise (base proficiency at first; gradually increases as knowledge of area does- it's the one skill that actually grows) WP Energy Rifle, WP Knife (most Scout-class have a vibro-dagger), and three others at 85%. Note that Scouts will generally have better optical and auditory equipment than other classes.

**Healer/mechanic** (ex: Ratchet): IQ: 4D6, ME, MA, PP: 3D6. all pilot related at 90%, all mechanical except locksmith, all electrical, laser communications, optic systems, computer programming, all science except anthropology, archaeology, biology, and botany, all at 96%, WP Energy Rifle, WP Knife (scalpel), and three other skills at 90%. Unlike other classes, Healer/mechanics can learn first aid, paramedic, and medical doctor skills. (Most, Ratchet included, want to heal all races, not just mechanical ones). Note that healer-types usually have medical-type cybernetic equipment, as well as similar to those used by human mechanics. See Triax & NGR for reference on these.

**Transport** (note: rare. Ex. Astrotrain, Gears): IQ, ME, MA: 3D6, PP: 2D6. All warrior-class skills+detect ambush and detect concealment at 85% Engineer/Inventor (ex: Wheeljack. Note: usually tinkering with some new weapon or gadget or something. Think gnomes from Dragonlance): IQ 4D6, ME, MA, PP, 3D6. all pilot related, all mechanical, weapons engineer, all communications except smoke signals (just threw that one in to see if you were paying attention) computer programming, and three others at 96% WP Energy Rifle, WP heavy, WP heavy energy weapons.

**Dinobot Warrior:** This particular class is dumb (IQ 2D4-1, ME 2D6, MA 3D6, PP 1D8) so they don't get many skills. But in terms of hitting power, this is a munchkin's wet dream! +200 main body MDC, the basic skills plus WP heavy, WP heavy energy weapons, WP sword, WP battle axe, WP blunt (Dinobots love the giant electro-maces carried by the Triax Black Knight! In fact, if Triax makes it for their giant bots, the Dinobots will use it!) No other skills! Remember, Dinobots are dumb as hell (can end up with an IQ of one), but if you play in character (and use bad grammar), they are cool! Alignment is limited to good or selfish. The real problem is, of course, that Dinobots tend to get distracted by shiny objects.

**Junkion Warrior Mechanic:** These are a variant of Transformers that evolved independently on the Planet of Junk. Their race makes its living as scavengers, so most of them are basically walking discard stacks. Mostly, to outward appearance, they appear to be cobbled together from discarded parts of other Transformers into a barely-functional bot. This is deceptive, however, as they are extremely fast and agile. Most of the time, two Junkions will work together as a team, one in bot form and the other as a motorcycle. (Like in the movie) When one gets hit, they will just change forms and continue attacking. They're not really enduring, however, but can usually fix themselves up quickly on the battlefield, cannibalizing parts from fallen Transformers. This character class is basically a mechanized Crazy, and limited to good or selfish alignments (the Junkions have a loose alliance with the Autobots; most are unprincipled- they kinda just look out mostly for themselves, but they're not really bad). Junkions are always hyperactive, talk incessantly (even to themselves, if it comes to that) and natural mechanics. They usually tend to prefer the forms of motorcycles, skycycles, sports cars, and the like. A typical non-motorcycle Junkion would be a beat-up old heap of a car with a huge engine sticking out of its hood. Fast and loud. Skills and attributes are the same as warrior class with +2 to IQ and +1 to PP. They get the basic warrior skills plus all electrical, mechanical engineer, and weapons engineer at 90%, and two others at 90%. Note: all skills other than fixing or modifying machinery that require sitting still for more than five minutes are at -20% because of the Junkion's inability



to pay attention for long periods of time. Working with extremely alien machinery (not TW items) can be done with NO penalty (a natural affinity with machines). Roll on the following table for wacko characteristics, like a Crazy, or pick one or two. Even combine 'em, like with Technobabble.

#### Random Junkion Crazy Element Table

1-30 Phobia or Obsession (Roll on table below)  
31-60 Multiple Personalities (create as for Crazy; Rifts p.59)  
61-95 Crazy Man (Just like Rifts, p.62) 96-00 Frenzy (ditto)

#### Junkion Phobias & Obsessions

1-5 Phobia: Humans (Scared that human beings will attempt to haul the character off to a junkyard or something.)  
6-10 Obsession: Rocky Horror Picture Show (Always doing impressions, quotes, making references, etc. Will listen to the soundtrack incessantly; usually owns the boxed set of CD's (most likely, a built-in CD player, too) and the movie on vid-disc. Will have seen the movie several dozen times and will watch it again every chance they get. Will most likely have a name like "Riff-Raff".)  
11-20 Obsession: Old (pre-Rifts) TV Show (Roll as follows) (Always doing impressions, quotes, making references to the show, etc. Will even take a name in idolization of one of the characters.)  
1-10 Star Trek (any series)  
11-20 Seinfeld  
21-30 Cheers  
31-40 The Brady Bunch  
41-50 Car 54, Where Are You?  
51-60 The Muppet Show  
61-70 The Flintstones  
71-80 Looney Tunes  
81-90 Beavis & Butthead  
91-00 Speed Racer  
21-30 Obsession: TV Commercials (Always reciting commercials. Plop, plop, fizz, fizz...)  
31-35 Phobia: heights  
36-45 Obsession: Movies (Will have seen at least two hundred pre-Rifts movies. Is always doing impressions, making quotes, playing sound bites, etc.)  
46-55 Phobia: Anything bigger than them (They're Transformers. Anything bigger than them and they've got a right to be scared.)  
56-60 Phobia: Rust (Note that Junkions are basically made of junk; they always rust)  
61-70 Obsession: Super Mario Brothers (Enough said.)  
71-80 Obsession: Weapons (either loves collecting them or is scared shitless of them)  
81-90 Obsession: Danger (either loves taking risks or never takes them)  
91-00 Obsession: Appearance (either a slob or is constantly polishing themselves)

**Gestalts/Headmasters/Targetmasters:** Gestalts are generally normal robots (although slightly less armored than usual) who have a third form, that of combining with other robots, their team members, to form a single large humanoid robot. The first and most famous of the gestalts were the Constructicons (who I would really like to run a campaign involving, but it would take six people to play the Constructicons and at least a few others to balance them out). Generally, gestalts are made up of teams of multiple classes (one of each, sometimes) whose skills are all able to be used when in combined form. When in combined form, the separate characters must all agree on what action for their combined form to take; if they don't, they will automatically separate. I don't know if anyone would actually be able to use these as player characters, although it would be very cool.

Headmasters and Targetmasters are another form of combining Transformer quite different from the gestalts (and probably quite a bit more useful than the gestalts). Headmasters and Targetmasters are Transformers with human or Nebulan secondary operators. Nebulans are a race of human-looking D-Bees who have learned a psionic power of super-telemechanics and use this to communicate with machines. Generally, for the -Masters, the human or Nebulan pilot wears a suit of power armor (usually about the same stats as Coalition SAMAS, but without the wings) or is a full-conversion borg. With the Headmasters, this power armor or their cyborg body transforms into a head for their Transformer companion. This provides enhanced targeting and agility, but, as with the gestalts, both of the binary-bonded pair must agree, or they will separate. Note that a Headmaster Transformer cannot function in robot form without the head PA pilot linked onto them (blind, no bonuses, -60% on all skills, -7 to strike, parry, and dodge).

Headmaster bonuses for a human binary partner are as follows: gain all skills the human has at same percentage, +1 melee attack for the Transformer (note that the bonded human cannot take any actions when combined; remember, they're just a head.) +1 to strike, parry and dodge, and +1 to strike against targets smaller than the robot's size. Because of the additional power of super-telemechanics, binary-bonded Nebulans gives an additional +1 to strike against small targets.

Targetmasters are another variation of binary-bonding Transformers with humanoid pilots. With a Targetmaster, the human's power armor or cyborg body transforms into a powerful giant bot-sized gun which the otherwise normal Transformer carries, resulting in improved targeting. Bonuses from a Targetmaster union (only apply when the PA pilot's suit is in gun mode and the bonded Transformer is the one using it) are +1 to strike on all shots and gain sniper and WP Sharpshooting skills.

The type of weapon the human's PA turns into is up to the characters to decide; most are rail guns, ion pulse guns or lasers. Damage is as for normal giant-sized weapon.

Human binary partners of Targetmasters or Headmasters can be of any normal human (or D-Bee) OCC except for magic classes. Usually the OCC of the human corresponds somewhat to what class the Transformer is, although psi-operators, headhunters, and rogue scholars tend to be the most common. For a full-conversion borg partner instead of a PA pilot, I recommend using the Cyborg Soldier OCC in Triax and NGR. Note that the human advances in levels normally, although requiring 25% more xp. pts. to gain levels, as they are essentially a split-class.

**Skills available:**

Communications: any  
Domestic: any except cook and fish  
Electrical: any  
Espionage: any except wilderness survival and disguise (note: natural disguise!)  
Mechanical: any  
Medical: none except criminal science & forensics (disregard Biology required)  
Military: any  
Physical: only hand to hand, boxing, prowl, climb, and swim  
Pilot: none except spacecraft and jet pack  
Pilot Related: any  
Rogue: any except palming  
Science: any except archaeology, anthropology, and botany  
Technical: only computer operation and programming, languages, literacy, and photography  
Weapon Proficiencies: any  
Wilderness: none

**General Combat Bonuses** (WPs added separately):

Leaders: +6 to strike (HTH combat only; WP bonuses for ranged weapons), +5 to parry, +4 to dodge attacks from bots/beings of similar size; no strike/parry/dodge bonus against HTH attacks from smaller things (under 10 feet), +2 to roll with impact

Warriors, Sentries, & Junkions: +4 to strike, +5 to parry, +4 to dodge attacks from bots/beings of similar size; no strike/parry/dodge bonus against smaller things, +2 to roll with impact

Engineers/Transports/Mechanics: +1 to strike, +5 to parry, +4 to dodge; same limitations. +2 to roll with impact.

Scouts: +3 to strike, +4 to parry, +5 to dodge, +3 to roll with impact. Unlike the other classes, they actually get the bonuses of +3 to strike and +2 to dodge against smaller targets.

Dinobots: only bonuses from WP's apply.

Some Example Transformer Characters (for use as both PC's and NPC's):

I had to do Bumblebee because he's one of my favorite Transformers. So, of course, in homage to him, he is here. He was also the first Transformer toy I got as a kid. I wonder if that has something to do with my choice of putting him first on this list. Hmmm....

Code Name: Bumblebee

Function: Espionage/Scout

Group Affiliation: Autobot

Quote: "Outta gas, but not outta luck!"

Alignment: Scrupulous

Earth Form: A yellow VW Beetle

Description: Bumblebee acts as a messenger, spy, and saboteur. Due to his small size, he dares to go where others can't and won't. He idolizes the bigger Autobots, especially Optimus Prime, and strives to be accepted. He is the most energy efficient (can go twice as long on the same amount of Energon) and has the best vision of all the Autobots. He can go underwater for reconnaissance and salvage missions. Although physically one of the weakest Autobots, his stealth more than compensates for this inadequacy.

Height: (robot form) 12 feet

Width: 5 feet at shoulders

Length: 5 feet

Weight: 3 tons

Speed: 120 mph car mode

60 mph running robot mode

5 knots/hr driving underwater (on bottom)

Flying not possible without a jet-pack.

IQ: 18  
ME: 20  
MA: 16  
PP: 11  
PS: 25

Skills: All Scout-class skills + prowl at 50% robot mode/60% car mode, pick locks, demolitions, and swimming. His tracking skill is at 35%, due to his lack of experience in that particular field of scouting, but he is slowly learning more about it from Hound.

**M.D.C. by Location:**

\*Hands (2): 50 each  
Forearms (2): 70 each  
Upper arms (2): 120 each  
Legs (2): 120 each  
Feet (2): 80 each  
\*Head: 75  
Main Body: 250  
(Car mode:)  
Windshield: 20  
\*Windows (3): 10 each  
\*Headlights (2): 5 each  
\*\$Wheels (4): 10 each

\*As usual, anything with a \* beside it is small and hard to hit, requiring a called shot at -2 to strike.  
\$Wheels are made of an MDC composite similar to mega-damage Spandex.

Systems/sensors: Same as most power armor/robot vehicles;

Weapons:

Laser Pistol: Sorry, but the only weapon this guy has (or ever used on the show, for that matter) is a dinky little laser pistol; of course, it's not a bad weapon...

Purpose: Defense

Secondary Purpose: Offense

Damage: 3D6 MD

Range: 1000 ft.

Rate of fire: equal to HTH attacks

Payload: Unlimited, due to hand-link. Backup internal (non-removable) clip holds 20 shots. Internal clip can be recharged by hand-link (24 hrs) or by plugging into a power source (8 hrs).

Weight: 15 lbs.

Note: This weapon is still giant-sized, although somewhat smaller than most, and cannot be used by normal humans (possibly by borgs, tho).

And, of course, here's the chief munchkin himself...

Code Name: Grimlock

Function: Dinobot Leader/Head Munchkin

Group Affiliation: Autobot

Quote: "Good thing me Grimlock have hard head. Otherwise would now be Dinosplatter."

Alignment: Unprincipled

Earth Form: A metal Tyrannosaurus Rex

Description: Dumb but the brightest of the Dinobots (which isn't saying much). Grimlock functions as leader of the Munchkin Pack, as they have become known over the years.

Actually, Grimlock is pretty smart; he just has problems with grammar and expressing himself (the speech center of his 'brain' is severely lacking). He is gruff but lovable, sometimes overprotective of smaller, weaker Autobots. Basically, he's just a good guy to have at your side to smash a door in or something.

Height: (robot mode) 36 feet (dinobot mode) 30 feet

Width: 12 feet

Length: (robot mode) 10 feet (dinobot mode) 20 feet

Weight: A lot.

Speed: 40 mph running, robot mode

70 mph running, Dinobot mode

Flight not possible

IQ: 9

ME: 12

MA: 18

PP: 5

PS: 50 (note: in dinobot mode, Grimlock's T-Rex forearms are weaker than his normal robot arms, limiting lifting/carrying weight to that of a PS 25)

Skills: All standard Dinobot Warrior skills

### **M.D.C. by location:**

Head 220

Arms (Dinobot) 250

Arms (Robot)/Legs (Dinobot) 350

Legs (Robot) 400

Tail 350

Main Body 770

### Weapon Systems:

Heavy Blaster Rifle (robot mode) - 4D6 MD

Not a bad gun...has a reserve internal e-clip for if the palm link is damaged. 20 shot capacity.

Mouth Blast (dinobot mode) - 1D6x10 MD

A plasma ejector mounted in Grimlock's mouth.

Giant-Size Vibro-Sword - 4D6 MD

### HTH Combat:

Bite (Dinobot mode) - 4D6 MD

Stomp (against foes 10 ft. or smaller)- 3D6

Tail Swat - 3D6

Punch (robot mode)- 3D6

Forearm Punch (Dinobot mode; remember the T-Rex weak forearms) 1D6

Kick (either mode)- 3D6 + 4 (counts as 2 attacks when in Dinobot mode)

Body Block/Ram - 2D6 + has 80% chance of knocking over opponents between 20-40 feet tall. 98% chance for those under 20 feet.

Special Attack: Knockdown & Trample (combined Body Block/Stomp) If an enemy is knocked down by a body block attack, the Dinobot can use his next two melee attacks to run them over, trampling them. The combined attack does a total of 3D6x10 and will generally push the enemy about five feet into the ground (ouch!).

A rather brilliant, if I do say so myself, Junkion of my own creation:

Code Name: Technobabble

Function: Junkion Warrior Mechanic

Group Affiliation: Junkion/loosely affiliated with the Autobots.

Quote: "He's dead, Jim." (Yes, I know Bones said it first)

Alignment: Unprincipled

Earth Form: An orange, red, and yellow motorcycle. Several rust spots.

Description: A typical Junkion. Technobabble is, like all others, hyperactive and talks incessantly. He is obsessed with Star Trek (the original series). Needless to say, a Trekkie `bot having full audio/video recording and playback capability is an annoying thing. For some odd reason, Technobabble is always imagining Star Trek things are real, and putting himself into the roles of various characters (a combination of his obsession, schizophrenia, and multiple personalities). An example: right before transforming into his motorcycle mode, Technobabble will say something like "Warp 6, Mr. Sulu." in the voice of Captain Kirk. As he transforms, in the voice of Sulu, he will answer himself with "Aye, aye, Captain." or something similar. If he's having some mechanical failure or something (he's a Junkion, breakdowns are inevitable) he'll say in a flawless imitation of Scotty, "Aye canna hold it much longer." When talking on the radio, his voice will probably be that of Uhura. It only gets weirder from there. For some reason, Technobabble always refers to Coalition troops as "Romulans", as in "Captain, the Romulans are attacking!"- a phrase inevitably heard when Dead Boys show up. Optimus Prime and Wreck-Gar (the leader of the Junkions) are generally known as "Starfleet Command." The Splugorth and their minions are, to Technobabble, "Klingons." Note that Technobabble rarely talks in his own voice; always in that of the original Star Trek characters. This can be VERY annoying to anybody traveling with him.

Height: (robot mode) 10 ft.

Width: (robot mode) 5 ft. (motorcycle mode) 2 feet

Length: (robot mode) 3.5 ft. (cycle mode) 6 ft.

Weight: 1 ton.

Speed: 65 mph running robot mode

140 mph cycle mode

Flight not possible

IQ: 18

ME: 9  
MA: 8  
PP: 10  
PS: 28

Skills: Standard Junkion-WM-class +computer programming and computer hacking at 90%

**M.D.C. by location:**

\*Hands (2): 50 each  
Forearms (2): 70 each  
Upper arms (2): 120 each  
Legs (2): 120 each  
Feet (2): 70 each  
\*Head: 75  
Main Body: 250  
(Cycle mode)  
\*Windshield: 20  
\*Headlight: 5 each  
\*Wheels (2): 5 each

\* as usual, anything with this \* beside it is small and/or hard to hit. Called shot at -2 to strike.

## Trash Collector O.C.C.

During the D-bee wars and the building of Kajira City, the amount of junk being produced grew foot by foot every minute. The junk got so deep, people were waist high in garbage. After seeing all the garbage the city decided to do something about it. So they hired people to clean up the garbage, these people were not trained for all they had to do was take the garbage from one place to another. These people tried to find every possible way to free themselves from the boredom of their job, so they started fiddling around with weapons they cleaned up and the electronics and power armor. Some of the more advanced workers made vehicles out of the garbage to make the job easier. These vehicles are made of loose junk lying around, and look like a rolling pile of junk. Most of the Trash Collectors now live in the junkyard, they are usually strapped down with weapons and wear body armor because of the creatures that roam the junkyard. They find pleasure in working with the tools and weapons, some find their way out and turn to valiant warriors (to their thinking at least). Some of these "warriors" end up dead at the first alien encounter with a dragon, vampire, or other M.D. creature.

**Requirement:** P.E. of 12, high P.S. suggested not required.

**O.C.C. Skills:**

Speaks two languages of choice (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

**O.C.C. Related Skills:** 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: Surveillance Systems (+5%)  
Domestic: Cooking  
Electrical: Electrical Basic  
Espionage: Sniper

Mechanical: Automotive Repair  
Medical:  
Military: Demolition (5%)  
Physical: Boxing, Athletics  
Pilot:  
Pilot Related: Weapon Systems (10%)  
Rogue: Streetwise  
Science:  
Technical:  
W.P.:  
Wilderness:

**Secondary Skills:** The character also gets to select six secondary skills. These are 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 weapons of choice with one modification, one personalized suit of body armor, rope, and a back pack full of miscellaneous items of choice.

## The Traveling Merchant

By: MsgtKhaine  
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Haggling note: in my campaigns anyone can haggle, I use the half the character's MA rounded down as the maximum they can knock off of the list price +1% per level of exp. Uteni and those whose livelihoods depend on haggling get the haggling ability as below.

### The Traveling Merchant

While the coming of rifts did change many things, it did not change man's quest for profit. From the fortress cities of the NGR to the wild towns on the Rio Grande men and women travel and sell their goods. Many travel in huge caravans protected from bandits and monsters from the rifts. Others travel alone, preferring to take greater risks for greater profits. These traders also vary in technology. In industrialized areas they drive hover trucks while in backwater areas they may work out of a wagon. No matter how high-tech their operations are, these merchants are vital to the survival of many small kingdoms. For it is these merchants who often sell nations weaponry and goods from other kingdoms. Traveling Merchants are a welcome sight in many towns the world over.

### The Traveling Merchant O.C.C.

Special O.C.C. Abilities

**Haggle:** The traveling Merchant is an expert trader and realizes that the price is not how much it costs, but how much someone is willing to pay. Because of this the merchant can often get items for lower than list price. Take the merchant's MA, this is the maximum percent a merchant can "knock-off" the list price. In addition add 3% per level to this maximum, to represent the character's increasing haggling ability. GM Note: feel free to make the merchant role-play this to the hilt and remember that the percentage is the maximum, not the norm. Note 2: This represents haggling in a marketplace where haggling is common and expected, most stores prices are set in stone.

The Traveling Merchant

Alignment restrictions: none, although most are unprincipled or anarchist, very few are diabolic or miscreant.

Attribute requirements: M.A. 12 or higher is the only requirement

OCC Skills:

Literacy: One of Choice (+30%)

Language: two of choice (+20%)

Streetwise (+15%)

Find Contraband, Weapons, and Cybernetics (+15%)

Land Navigation (+10%)

Basic Math (+10%)

Wilderness Survival (+10%)

Radio: basic (+5%)

One piloting of Choice (excluding power armor/robot) (+15%)

WP: 2 of choice

Hand to Hand: Basic

O.C.C. Related Skills: Select 9 Skills, these will often represent the merchant's common merchandise (ie, an arms merchant would select recognize weapon quality). Select 3 more skills at level 3, 2 more at levels six and nine, and 1 at level 12. New skills start at 1st level proficiency.

Communications: any

Domestic: any (+5%)

Electrical: Basic Only

Espionage: none  
Mechanical: basic and automotive only (+5%)  
Medical: First aid only  
Military: recognize weapons quality only (+10%)  
Physical: any  
Pilot: any (+10%)  
Pilot Related: any  
Rogue: Any (+5%)  
Science: any  
Technical: any (+15%)  
WP: Any  
Wilderness: any (+5%)

Secondary Skills: Select 6 secondary skills from the list above. These are additional areas of knowledge and do not get the bonuses in the parenthesis. All secondary skills start at base skill level.

Standard Equipment: 2 sets of traveling clothes, utility belt, ammo belt, 100 feet of rope, 2 canteens, portable language translator, flashlight, 2 weeks of rations. Weapons include 1 energy rifle and 1 energy pistol with 1d4 e-clips for each, a knife, and 1 modern Sdc weapon with 2 clips of ammo. The Merchant begins with a Horse-drawn wagon (or tamed monster driven) or a hovertruck or an apc depending on what the merchant knows how to pilot. The wagon/apc/truck is filled with merchandise.

Starting Money: 3d4 x 100 in credits with another 4d4x10,000 in merchandise,(exact Merchandise should be figured out by GM and Player) however most (at least 80%) of the profit from selling those items must go into buying more merchandise.

Cybernetics: none to start but may opt to get them at a later date.

Note: uses the smuggler Experience table from rifts mercs..

Why Be a Traveling Merchant?

The character is entirely self sufficient by himself, provides a good backdrop should the group fall upon hard times. Not to mention the travel opportunities and lower cost on goods.

## TreeCat R.C.C.

By: [RMHOWA01@ULKYVM.LOUISVILLE.EDU](mailto:RMHOWA01@ULKYVM.LOUISVILLE.EDU)

### Tree-Cats

Tree-Cats are an intelligent, six limbed, cat-like race found only on the world of Sphinx, in the Manticore system. They are empathic and occasionally form bonds to humans/humanoids who visit their world. The Tree Cats are an intelligent race, with human-level intellect. However, their vocal apparatus is unsuited for any humanoid languages. They do, on the other hand, have an extremely wide range of calls that humans have learned to identify. Most tree cats remain on their homeworld, in the wilds of Sphinx (A tree-cat colony has been recently established on the planet of Grayson). The rare one will form a bond with a human (ME of human/humanoid must be 15 or greater), and leave their world with their partner. The two are in an empathic bond in which each can sense the emotions of the other. When speaking to someone bonded to a tree cat, often the humans true emotions will be reflected in the tree cat. When tree cats leave their homeworld, they adapt quickly. A tree cat can learn to operate simple machinery, understands the purpose and use of life support systems and suits on starships, and so on. Treecats are fully telepathic with one another, capable of communicating over wide areas.

Alignment: All are available, however, those bonded to a human/humanoid will shift their alignment to be closer to that of their partner by one level.

Wild ones tend to be anarchist or unprincipled. Regardless of alignment, all tree cats are more primal than their partners (Example: threats are in 2 categories for tree cats: Dead, and those not yet dealt with)

Attributes: IQ: 3d6, ME: 4d6+6, MA: 3d6+4, PS: 2d6+3, PP: 3d6+6, PE: 3d6, PB: 3d6, Spd: 8d6+10 running, Per: 3d6+2

HP: PE +1d6 per level

Natural AR: 8 due to small size (base roles of 8 or less miss the Tree Cat entirely)

SDC: 2d4x10 SDC + physical training

PPE: 3d6

Natural Abilities:

Nightvision 400 feet, keen vision/hearing, extra set of arms, claws (+2d6 SDC), can leap up to 25 feet standing, +10' if running, can vertical 15' standing, +5' running. Prowl 70%, Climb 98%, Swim 65%, Track by smell 75%, acrobatics 80%, gymnastics 80%

Combat: 5 attacks per melee

Bonuses: +4 Initiative, +5 strike, +3 parry, +5 dodge, +4 vs HF, +6 vs psionics, give their partner a +5 to save vs psionics/insanity, +3 vs disease/drugs/toxins, autododge (straight 1d20, no bonuses. If they spend an action, they get the bonuses).

Damage: Bite 1d6 SDC, Claws (middle hands): 4d6 SDC. A special attack of Tree Cats is to leap upon the head of a humanoid sized opponent, plant feet on the shoulders, grab the hair with the upper sets of hands (true-hands), then claw the eyes or throat with the middle set (this sort of attack does double damage in my campaigns). This takes one attack for the Tree Cat.

Magic: None

Psionics: Major psionics, automatically get the following: Sense supernatural, mind block, sense magic, sense psionics, empathy, 6th

sense, and telepathy with other tree cats only, at no cost. The tree cat can select 2 other minor psionic powers, +1 additional power every 3 levels. The tree cat also has a 1% chance of getting one super-psionic power - this is limited to some form of empathic or telepathic ability (no treecats with psi-swords :-).

ISP: 4d4x10 +4d4 per level

RCC Skills

Identify Plants and Fruits +25%

Land Navigation +20%

Track Animals +15%

Preserve Food +10%

WP: Throwing, small

Lore Faerie +20% (you never know what's in those hills...)

Basic Math +10%

Detect Ambush +10%

Detect Concealment +10%

Wilderness Survival +25%

Hand to Hand: Basic equivalent

Secondary Skills: The Tree Cat can learn 4 skills from the following categories, +1 skill at levels 5 and 10.

Domestic: Any

Espionage: Escape Artist, Tracking only

Medical: First Aid (2 picks) or holistic medicine only

Physical: Athletics, SCUBA (limited)

Pilot: Jet pack/contra-grav pack only

Rogue: Concealment, palming

Technical: Art, any Lore

WP: Knife or Blunt (weapon must be smaller than 6 inches)

Wilderness: Any

Average Life Span: 80-100 years. The age of a treecat can be determined from the bands in its tail

Habitat: Arboreal. The Tree-cats evolved in the forests of a high (1.35 G) world. However, they are adaptable enough to survive in virtually any terrain.

Size: Average 65 cm in length, +30 cm of tail (2 ft +1 ft of tail).

Approximately the size of a large house cat.

Weight: 8-10 kg (18-22 lbs)

Appearance: Tree cats can best be described as large, 6 limbed cats. They are furred, with red, grey, tan, brown, or black coats being the most common, although the rare albino is known. The first set of arm, the true-hands, are fully functional hands. The second (middle) set of arms, the near-hands, are semi-functional hands (about the same as a chimpanzee), but contain the claws that the tree-cat uses for defense. The hind legs also have claws, but these are primarily used for climbing.

Notes

Tree cats are arboreal hunters who have developed a complex culture based around their empathic abilities. Tree cats are of human intelligence, capable of tool use, and enjoy their bonds to humanity. The Tree Cats who form empathic bonds to others are often more daring than most tree cats (explorer types). The empathic bond is for the lifespan of the pair. If the partner dies, the Tree-Cat will rarely (5% of the time) form a new bond, however, most will wish to return to their homeworld. The treecats have been observing humanity ever since they came to Sphinx. Because the treecats initially did not trust the humans, they decided to remain in hiding. The few who bond to humans are scouts; their job is to study the human society and report back to the treecat clans on Sphinx periodically. The treecats are good enough actors that they have kept humanity in the dark about their intelligence for over 500 years.

Based on what has been observed, the treecats made several cultural advances - they learned agriculture from observing humans, and the knowledge of planetary disasters and the current intergalactic war that the Manticore system is involved in led to the formation of the first treecat colony on another world.

Treecats have an extended clan structure lead by a group of elders. The elders make the major decisions for the tribe and have their own heirarchy based on support from parts of the tribe. If a lower elder makes a challenge against an elder higher up, and the tribe supports the lower one, they will replace the higher up elder. The clans are generally centered in picket tree groups (a species of Sphinxian tree that reproduces by sending out runners - much like a Terran mangrove). The center of the clan holdings is well defended by the treecats. Even the dangerous hexapumas (look almost identical to a treecat except the size of a grizzly bear) will not enter the center of clan territory, despite the fact the hexapuma will kill any treecat it finds outside the clan territories.

Mindsingers are an important occupation for treecats. They fulfill the clan historian/peacemaker role for the treecats. The mindsingers are responsible for remembering the telepathic mindsongs and creating new ones. Mindsongs are memories transmitted telepathically from one treecat to another. These memories eventually fade over time, but it allows the treecats to maintain their history. One of the reasons celery is so beloved by treecats is that mindsongs created while "under the influence" appear to be much clearer and realistic after transmission of the mindsong.

Tree cats go into a mating season once every 2 Terran years. The males will mate with a chosen female. If the pair decides not to have young, they will separate, often not seeing each other again. If the pair decides to have young, they will stay mated for life. The new kits (1d4+1) will be born 6 months after mating. The kits are raised in a communal environment, with mothers watching over all the



young. This is why pregnant females always return to Sphinx.

The Empathic link between a Tree Cat and their partner is (90%) of the time, one way to the cat. 9% of the time, both partners will be able to sense the emotions of the other, and occasionally be able to send each other images (ME role -10). The rare 1% of the bonds becomes a much deeper link, at least for the humanoid partner. The humanoid partner can dimly sense communications between tree cats (limited empathy), can sense the emotions of others through the TreeCat, and gains a limited 6th sense through the TreeCat. If the humanoid partner is anything capable of emotions, they get the effects of 6<sup>th</sup> sense. Robots, accidents, etc, will NOT trigger the 6th sense. The empathic bond is unlimited in range between the partners. However, if the tree cat is separated from their partner for more than 1/2 ME days, the separation will cause intense pain for the Treecat (-10 to do anything). The humanoid partner will feel uncomfortable during this time (-2 S/P/D, -5% to skills). Both will want to reunite very quickly. TreeCats absolutely love Terran celery, almost to the point of addiction! A quick way of making a friend with a treecat is to give them a few stalks. TreeCats love the taste, but can not digest celery properly. The treecat is also designed as a predator, and as such, really does not have the teeth to eat celery (they tend to turn it into wet, stringy green strands). The plant is similar to a native species, however, it was unknown before human appearance. Celery boosts a treecat's natural psionic ability by a substantial margin. It also triggers a powerful mental "rush" when this occurs. After eating celery, a TreeCat's psionics are 3x normal range and the 'Cat gets an additional 1d4x10 ISP. However, this is counterbalanced by the "Rush" - the treecat is -2 to perception (if you use that attribute) for 3d4 minutes. The psionic boost effect lasts 1d4x10 minutes. The standard riding point of a treecat on their partner is the partner's shoulder. The TreeCat will sink their claws into the shoulder (get padding put there), to anchor themselves.

The plant is similar to a native species, however, it was unknown before human appearance. Celery boosts a treecat's natural psionic ability by a substantial margin. It also triggers a powerful mental "rush" when this occurs. After eating celery, a TreeCat's psionics are 3x normal range and the 'Cat gets an additional 1d4x10 ISP. However, this is counterbalanced by the "Rush" - the treecat is -2 to perception (if you use that attribute) for 3d4 minutes. The psionic boost effect lasts 1d4x10 minutes.

## Treent R.C.C.

By:  
George Bird

These creatures are composed of living plant matter. They look like walking trees that have legs, hands, arms, and a face. They are magical/elemental in nature and therefore are Mega Damage creatures in Rifts earth.

**Alignment:** Any, but typically anarchist.

**Attributes:** IQ: 3D4+3, ME: 3D6, MA: 3D6, PS: 20+4D6, PP: 3D6, PE: 10+ 3D6, PB: 2D6, Spd: 3D6. Note: PS and PE are considered Supernatural.

**M.D.C.:** 100 +PE +3D4 per level.

**S.D.C.:** For none MDC worlds 200.

**Hit Points:** -NA-, for none MDC worlds 40 +PE +2D6 per level

**Height:** To 20 ft tall. (minimum of 7 ft tall)

**Weight:** 300 lb to 2 tones.

**P.P.E.:** 65 +PE +2D6 per level

**Special Abilities:** Nightvision 120', Supernatural physical strength and endurance. Impervious to normal fire and cold, half damage from magic fire and cold. The ability to sense any water within 100 ft, includes water underground. Impervious to normal gases and disease, but attacks (both conventional and magic) that destroy plants does damage to these creatures. They don't eat normal food but they must "root" (stick their toes into the ground to suck up water and nutrients) for 8 hours per 24.

**Magical Abilities:** Natural Warlocks, get all the abilities of a warlock, including the extra skills, and the ability to summon elementals. But not the OCC skills.

**Skills:** The following RCC skills are known by all Treents.

All Wilderness Skills (+20%, +30% for Land Navigation)

Language: Dragonese (+15%)

Basic Math

Singing (+20%)

Dance (+20%)  
WP Blunt  
HTH Basic  
Wilderness Survival (+30%)

**Select 4 skills from the following list:**

Archeology  
Any ancient weapon proficiencies  
Anthropology  
Detect Ambush (+10% in wilderness)  
Astronomy  
Detect Concealment (+10% in wilderness)  
Prowl (-5%, there big)  
Language: Any (+5%)  
Botany (+10%)

Select 1 other skill at levels 5, 10, and 15.

**Average Life Span:** 1800 years

**Xp table:** Use the dragon experience table.

**Bonuses:** +2 save vs magic, +5 save vs possession/mind control.

## True Immortal

The true Immortal is an offshoot of the human race that has been "blessed" with the inability to die. The only way for a true immortal to die is by being beheaded or by having their body completely destroyed. They can heal from almost any wound in minutes and only scar when hit with bladed weapons. They are MD beings and as such are incredibly tough, but they can be harmed by the ordinary combination of steel and a keen edge, a metal blade of any kind, S.D.C. or M.D.C., will damage them severely. True Immortals are unable to procreate and are borne at random to random parents. They can have mutant powers, magic or psionics, or do anything else a normal human can do, with the exception of cybernetics and bionics, or any other means of physical transformation. The one force that drives all true immortals is the desire to be the last remaining true immortal alive! This instinct is not so strong as to override the true immortal's common sense though.

**Alignment:** Good or Selfish, evil Immortals are usually NPC's

**Attributes:** IQ: 4D6, ME: 4D6, MA: 4D6, \*PS: 4D6, PP: 5D6, \*PE: 4D6, PB: 4D6, SPD: 4D6 \*are supernatural

**M.D.C.:** 500

**Natural Armor Rating:** Immortals are immune to the effects of poisons, toxins, gasses, drugs, and alcohol. They take no damage from cold, fire, heat, and electricity. They can not drown or suffocate, are immune to the effects of long term exposure to zero-G and are unaffected by hard vacuum. The only way to kill a true immortal is by separating their head from their neck! (total destruction of the body counts.)

**Horror Factor:** None

**P.P.E.:** 8D6

**Natural Abilities:** Sense True Immortals (general location) 500 ft range.

**Special:** Any bladed weapon that strikes a true immortal's body does double damage, bladed weapons that strike the neck do triple damage. If a True Immortal ever loses a limb it will not regenerate, nor can it be replaced by cybernetics or bionics. The only alternative is a cloned replacement, but because of the "unnatural" nature of the cloned replacement the True Immortal will lose 75 M.D.C. from his/her permanent base. The True Immortal's M.D.C. regenerates at a rate of 1D6\*10 per melee.

**Shape Changing Power:** True Immortals can not be physically transformed by any means (magic included)

**Magic:** By O.C.C. only

**Psionic Abilities:** Roll on the same table as normal humans

**Combat Skills:** Automatically get W.P. sword at 5th level proficiency

**Damage:** Physical attacks from a true immortal damage werebeasts and vampires (although vampires may heal much to quickly to be killed by punches from a true immortal.) And do Mega Damage

**R.C.C. Skills:** None, by O.C.C. only.

**N.P.C. Experience Level:** 1D6+4

**Player Character Experience:** Usually start at 1st level.

**Average Life Span:** Immortal, they could live for millennia.

**Habitat:** Anywhere

**Enemies:** Most other true immortals.

**Allies:** Anyone could be an ally.

**Size:** 5'6" to 7'

**Weight:** 100 to 300 lb

**Notes:** When a true immortal kills another true immortal they experience a burst of energy that heals them totally. In addition they gain all of the other's P.P.E. and I.S.P. added to their own permanent base. There is also a 3% chance per level of the surviving immortal that they will gain one power/ability/skill/spell from the deceased. The newly acquired ability will be at the same level of experience as the deceased and will be an ability that the survivor didn't have before (typically the deceased party's most powerful or most used ability).

## True Seeker O.C.C.

A seeker is a person that is looking for something. A seeker is, in many ways, a holy man. The item that a seeker is looking for is generally an item of extreme significance for a particular culture that could potentially change the face of humanity for the better. Common items that seekers look for include the Holy Grail, and the sword Excalibur. Most people hold great respect for seekers and the purity with which they conduct their quests, as a result, they will often try to help seekers in any reasonable way that they can.

Seekers generally don't train to become what they are, they just gain their calling one day and begin their quests. Before they begin their quests, most seekers lead unassuming normal lives and don't have any psychic powers, but once they begin their quest, their powers start to manifest.

Scholars are at a loss to explain why these powers manifest for no particular reason. Some scientists speculate that the fact that seekers are so driven on their quest trips some "mental switch" which lets them tap these powers that have been there all along. Many mystics say that the seeker's purity in purpose clears his mind so that these powers become obvious. Most seekers don't care. They just accept it and continue on with their quest.

It should be noted, that seekers are always Good in alignment. Their purity, it is said, is what drives them. As a result, a seeker will never harm an innocent, even if they have to give up a once-in-a-lifetime chance at acquiring the object of their obsession.

**Psionics:** Seekers are considered master psionics, and have the following powers: Resist Fatigue, Summon Inner Strength, Death Trance, Mind Block, Deaden Pain, Healing Touch, and Induce Sleep. At fourth level, they get to choose three additional powers from the Sensitive category, at second and sixth level, a seeker can choose two powers from the Healer or Sensitive categories, and at levels 5, 8, and 11, the seeker can select one power from the Super category.

**I.S.P.:** 2D4x10 + M.E. Add 2D6 ISP per level.

**Mental Endurance:** Seekers get a bonus of +1D6 to their M.E.

**Aura of Protection:** This is another power of the true seeker. In essence, it allows the seeker to protect another person from harm. The seeker simply places his hand on the individual, and announces that "this person is under my protection." Once this is done, no one will attack the individual while the seeker is within ear shot. It should be noted, however, that this power will not protect the seeker from attack, just the individual he is protecting.

**Horror Factor:** Seekers have a peaceful horror factor of 10. This horror factor differs from normal ones, however, in that if someone fails their horror factor roll, they won't want to attack the seeker. It's not that they fear the seeker, it just doesn't feel right to attack such a holy man.

**O.C.C. Skills:**

Speaks native language 98%

Speaks one language +20%

Cook +10%

Pilot Automobile +5%

**Other Skills (general):** Select eight other skills at level one. Plus, select four additional skills at levels two and three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency. These selections get the benefits of any bonuses that may be noted.

Communications: Any, except laser and cryptography

Domestic: Any (+10%)

Electrical: Basic electronics only

Espionage: None

Mechanical: Basic Mechanics and Automotive only

Medical: First aid only (+5%)

Military: None

Physical: Any except acrobatics, gymnastics, and wrestling

Pilot: Any except jets, ships, and tanks

Pilot Related: Any

Rogue: Any (+2%)

Science: Any

Technical: Any (+2%)

W.P.: Any

Wilderness: Any

**Secondary Skills:** The character also gets to select six secondary skills from the previous list, at first level and another four at level three. There are additional areas of knowledge that do not get the advantages of the bonus listed in parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** The clothes on his back and an extra set, baseball cap, jacket or coat, knife, flashlight, backpack sleeping bag, wallet with I.D., a couple of bandages, pack of aspirin, comb, toothbrush and paste, a bar of soap, several pieces of candy, a sturdy plastic bag for extra stuff, and an old rusty junker of a car or motorcycle. Most seekers also carry a walking staff of some kind which doubles as a defensive weapon.

**Money:** Starts with 2D6x100 credits.

**Cybernetics:** None to start. May get them for medical reasons, but generally won't for any other reason.

## True Vampire R.C.C.

By:

[Sir Tiny](#)

I had been chased across town by the cursed thing; it had been at my heels the whole time. Finally, I came to what I believed to be my salvation: the river on the edge of town. I waded to the middle and turned, expecting to see the creature standing at the bank, cursing me. Instead, it was standing in the water behind me.

"Fool," it said to me. Then my life was over.

There has been a frightening emergence in Europe of a new sect of Vampire. These vampires serve no mastering entity, but are creatures of free will, doing whatever they please. Since these creatures are not creations of a vampire intelligence, they are believed to be the beings that the alien intelligences imitate.

There has been no evidence of these new creatures' emergence from a rift or any other kind of dimensional anomaly. This, coupled

with the fact that the creatures seem to be effectively immortal, can lead only to the conclusion that these Vampires did not come from another plane, but have in fact been living on Earth since before the Time of the Rifts and are just now deciding to show themselves.

Although these Vampires can function in a society without causing too much trouble, they are never comfortable around the living. Their irresistible thirst for blood drives them on a conquest of all living creatures. Some Vampires have learned to overcome this urge and lead a life as a normal being of their race, but it is much harder for them than trying to quit using drugs.

To kill a Vampire, their body must be reduced to ashes. To do this, the vampire must be exposed to either fire or sunlight. A Vampire at Ground Zero would be reduced to ashes, but usually they have to be restrained first, as few people have the means to go around nuking every Vampire they come across. Hog tying a vampire will work, but it is not advised. The best way is to stick wood or silver into the heart of the vampire. This will put the Vampire into stasis until it is removed. At this point, just leave them out in the open and wait for sunrise.

Garlic, Turn Dead spells, Globes of Daylight, and Judeo-Christian symbols (Crosses, Stars of David, etc... It is believed to be linked to a fear picked up from European Vampires in the late Middle Ages) will repel the vampire, but do no damage (i.e., A laser with a cross-shaped shadow would just be stupid). Lasers do no damage because they are artificial light. The only things that can damage a Vampire are silver, sunlight, and fire. Wood must be through the heart to have any effect, but silver burns a Vampire on touch. Garlic will cause a great deal of pain to a Vampire on contact, and serious agony if accidentally ingested, but will deal no physical damage.

**Note:** Vampires cannot reproduce sexually.

**Attribute Bonuses:** PS +2D4, PB +1D4, MA +1D6, ME +2D6

**Note:** The Vampire cannot use a Charm or Trust on anyone that recognizes it as a Vampire. Intimidate works well, though (If the target has retained control of his bodily functions, that is), +15%.

**Horror Factor:** 12 if known to be a Vampire.

**R.C.C. Skills:** Only those present (RCC / OCC) before the transformation.

**Hit Points:** Same as the character's SDC (Not counting Hit Points) or MDC before the transformation. +1D6 HP per additional level.

**Magic/Psionics:** If the Vampire was previously a mage or psionic, he will keep his former abilities, but they will never advance in level, and he can never learn any more.

**R.C.C. Powers:** Upon transformation into a Vampire, the new creature instinctively knows how to use certain powers. This instinctive knowledge also comes with the urge for blood (i.e., Vampires are "born" hooked). A Good-aligned character will have to seek out a Vampire that is living a normal life in order to learn to fully repress this urge.

Control. The Vampire can mentally control a victim he has bitten within the past week. Save v. Magic of 17. This can be a victim of any bite (including the Bat's Bite). A victim of the Slow Death must still be alive, and the victim of the Transformation must not yet be undead. While doing this, the Vampire is completely vulnerable, with his body in stasis. This can only be stopped by killing the Vampire... or the victim.

Metamorphosis. Can shift between a humanoid and a bat in 1 melee. NO STOPS IN BETWEEN! ("AAAAAHHH!!! There's a giant Man-Bat attacking the city!") Bat's bite does 1D4 HP/MDC and has no lasting effects.

Bite. Vampires can damage even mega-damage creatures with their bites. A simple bite does 1D6 HP/MDC (HP to SDC creatures, MD to MDC creatures), takes one attack, and has no lasting effects. "Specialty Bites" are described below.

Life Drain. The Vampire gains 4D6 HP upon completion of this bite. If this is more than the Vampire's base HP, the additional points will wear off in 2D6 hours. This bite takes 1D6 x10 seconds and kills the victim. There is no save for this bite, as the effect comes from the victim's blood being completely drained from his body. Unless the Vampire is stopped in 1/4 the time it will take to complete the bite, the victim will be in a vegetable-like state from having his blood drained in such a manner. he may never recover.

Slow Death. This bite takes two attacks from the Vampire and does 1D8 HP/MDC immediately to the victim. Save v. magic at 16. the next morning, the victim feels very sluggish. he will be nauseous the next morning. the day after that, he won't be able to move at all. He will die at sunrise the next morning. The victim must have a Remove Greater Curse preformed or the Vampire that bit him must be killed in order to stop the process (And it should be done \*before\* he dies).

Transformation. This costs the Vampire 4 melee attacks. The victim immediately takes 2D6 HP/MDC. Save v. magic at 17. He cannot eat the next day, and cannot sleep that night. Fangs grow in and the skin pales slightly. The next day, he cannot face the sunlight. That night, he must drink blood or he will die. At sunrise, the creature is a Vampire. To stop this procession, a Remove Greatest curse must be preformed, or the Vampire who bit the character must be killed, \*before\* the transformation is complete. After the third sunrise, there is no return.

Note that the character \*can\* learn to live as a human, but will always be a Vampire.

## True Warlock R.C.C.

By:

[Wraith](#)

The so-called "True Warlocks" are something akin to the Earth and Star children of England. The True Warlocks are born to human parents and have human thoughts and emotions, but physically and magically are more akin to elementals than to mammals.

A True Warlock is born when two warlocks of the same element mate and have a child. At birth, the child appears to be nothing more than a misshapen lump of his or her element (fire babies appear to be smoldering coals and air babies are semi-solid globs of a bluish gas). At the end of the day it will begin to shape into a human form, and by the end of the month it will look like a completely normal human child, although it will shift into its true form (a miniature elemental) when distressed. The baby will be of the element that its parents are of.

True Warlocks can shift between their dual forms at will. As a rule of thumb, urban TWs are usually most comfortable in human form, and rural or traveling TWs tend to prefer their elemental form. They can cast a few spells of their element, and speak the Warlock language as their native tongue.

True Warlocks are revered by human warlocks, as a perfect blending of magic and man. The TWs, in turn, cherish their warlock friends, and treat them all with courtesy and grace. The True Warlocks live in many magical communities, often leading congregations or adventuring parties of normal warlocks.

TWs are also found in the elemental planes of existence. True Elementals look at True Warlocks the way a boy might look at his little brother; the smaller child is not seen to be very intelligent or strong, but is beloved all the same. True Warlocks are often the escorts and servants of elemental intelligences.

In recent years, many True Warlocks have been sent to Earth by both human warlocks and elemental intelligences. Some factions are taking interest in the up-coming war between the Coalition and Tolkeen. It is feared that the wizards of Tolkeen might try to summon and enslave some elemental intelligences for use as powerful cannon fodder; this would be of great concern to the intelligences, who would try to avoid that if at all possible. While the elementals feel pity for Tolkeen, they value their independence and free will.

### True Warlocks Powers:

- 1: Dual form: A TW has 2 shapes, that of his or her element (the being looks like a miniature elemental) and human form. Switching between the two is automatic but takes one melee round to complete.
- 2: Elemental Kin: TWs are on very good terms with elementals of their element, who will come to their aid if possible (and vice versa). This is the same as with normal warlocks.
- 3: Spells: The TW can pick 2D6 spells from levels 1-4 of his element at level 1. Other spells must be learned normally. True Warlocks can only learn spells from their element.
- 4: Meld with Element: While in elemental form, TWs can meld with their element, as long as enough of it is around. They may move through it at their speed rate.
- 5: D-Port: TWs can travel to their elemental planes instantly. This requires a skill check, though. Success rate is 25%, +5% per level of experience.
- 6: Language: All TWs can speak the warlock language at 98%.
- 7: Sense nature of element: Same as warlocks.
- 8: Special skills: Same as warlocks.

**Alignment:** Any.

**Attributes:** IQ: 3D6, ME: 4D6, MA: 3D6 (18 to warlocks), PS: 5D6, PE: 6D6, PB: 3D6, Spd: 3D6+6.

**M.D.C.:** 1D4 x 100 +200.

**Horror Factor** (when in elemental form): 10

**P.P.E.:** 2D4 x 10 +20

**Natural Abilities:** Described above

**Combat:** Depends on hand-to-hand skill, usually 3-6.

**Damage:**

Restrained punch: 3D6 SDC + PS bonus

Normal punch: 1D6 MD

Power punch (uses 2 attacks): 3D6 MD.

**Psionics:** None.

**RCC Skills:**

Demon Lore (+20%)

Faerie Lore (+10%)

4 Languages of Choice (+15%)

Wilderness Survival (+10%)

2 WPs of Choice

Piloting Skill of Choice

4 Other skills from any category.

**Habitat:** Pretty much anywhere.

**Average Life Span:** 400 years.

**Natural Enemies:** None.

**Natural Allies:** Warlocks and elementals.

**Size:** 10-16 feet tall in elemental form.

**Weight:** 1D4 x 100 lb.

**XP table:** Uses Dragon Hatchling table.

## Turtextron R.C.C.

A rare race of humanoids, the Turtextron get the first 2 parts of their name from their ways. The Tur is for Turtle. They have heavy armor plating all over their body and it looks like that of a turtle, and their head is shaped like a turtles. The Taxis for Tech.

TurTrextron's don't use technology. There is no exception to this rule. The only Tech they may use is MD ancient weapons (Vibro-Blades, etc.) and MDC shields. NOT MDC armor, unless it is primitive in design.

The reason is that, centuries ago, technology killed their race. Use the Techno Wizard experience table.

Only a Turtextron can tell the sex of another Turtextron. They may mate only after they have reached 500 years, and then sex is pretty much like a human and they mate for life. When one partner dies, the other loses, permanently, 1d4x50 MDC and reduce all 8 attributes by 1 point.

**Alignment:** Any good, selfish, or Aberrant. No Diabolic or Miscreant.

**Attributes:** IQ 4D6, ME 4D6, MA 3D6, PS 4D6, PP 1D6, PE 3D6, PB2D6, Spd 1D6. Attributes are supernatural

**M.D.C.:** 4d4x100 +25 per level of experience

**Horror Factor:** 7

**Magic:** All Turtextron posses a small amount of magic, although they cannot learn new spells. Chose 2 first level spells and 1 second level spell.

**P.P.E.:** 2d6 + PE. Add 2 PPE at levels 5 and 9.

**Psionics:** All Turtextron posses a fair amount of psychic power (considered a Major Psionic). Chose 4 spells from any category but super at level 1. Chose 1 super psionic at level 5. Chose 3 spells from any category but super at level 10.

**I.S.P.:** 1d4x10+ME. Add 2 per level of experience.

**Average Lifespan:** 2000 years

**Habitat:** Vegetarians. Have a turtle like beak which does 1d4 MD on a bite attack. They must eat at least 20 lb. of plants per week or starve and die within 36 hours. During this starved period, divide EVERY skill and ability by 1/2 in all areas. They prefer swamps where there is plenty of algae and moss and fern for them to eat.

**Friends:** None to speak of. Earth Elementals seem to like them though. Tend to have a mutual friendship with Silver Balls and Ironoids.

**Enemies:** None to speak of. Gargoyles dislike them more than other races.

**Size:** 7 to 12 feet tall

**Weight:** 700 to 3000 lb.

**Bonuses:** +1 to save vs. insanity+3 to save vs. all poisons Add 2 MD to all kicks and punches because of small nails.

**Natural Abilities:**

Nightvision (100 feet)

See the invisible

Regenerates 2d6x10 MDC per 2 minutes until level 10. At levels 10 and above, they regenerate 3d6x10 per 6 melees (1 and 1/2 minutes)

Can not be turned into a vampire

Can survive in extreme temperatures (needs no oxygen, and can survive in temperatures as low as 20 degrees or as high as 400 degrees).

Fire (including MD plasma and magic) does only 1/2 damage.

Envelope: Twice a day, the Turtextron can form into a black ball about 3 feet in diameter. The ball has 1d6x1000 MDC and lasts for 5 minutes or until it is destroyed. If the time expires or it is destroyed, the Turtextron appears unharmed and has totally regenerated and healed all damage.

Poisons are stalled but not cured while in the Ball. At 12th level and above, the ball becomes 3d4x1000 MDC and lasts for 30 minutes.

**R.C.C. Skills:**

Language: Speak 3 at 98%

Literacy: Chose 2 from the above at 85%

Play Musical Instrument (Chose One): 70%

Math: Basic: 90%

Horsemanship (+20%) (Most horses can't carry a Turtextron, but many other animals can.)

2 Sciences of choice (Excluding Archeology, Chemistry-Analytical, and Math-Advanced) (+30%)

1 WP Ancient of choice

Land Navigation (+20%)

HTH: Basic

**Other Skills:** Chose 3 Other skills from the list below. Chose 1 additional at levels 2, 4, 7, 9, and 13

Domestic: Any (+10%)

Detect Ambush (+10%)

Detect Concealment (+15%)

Tracking

Wilderness Survival (+30%)

Holistic Medicine (+15%)

Physical: Any but Gymnastics, Acrobatics, and SCUBA. (+5%)

Pilot: Only Boats-Sail Type is available

Rogue: Any but Computer and Pick Locks (+5%)

Technical: Any but the Computers and Photography (+10%)

WP: Any Ancient only

Wilderness: Any (+5%)

**Secondary Skills:** Chose 3 from the list above without the benefit of bonuses.

**Gear:** None

**Credits:** None



**Cybernetics:** Will NEVER get a cyber system. Would rather die. Will only get a biosystem if absolutely necessary to save their OWN life.

## Ultimate Martial Artist O.C.C.

By:

[Jason Che-han Yip](#)

Whether through inherent talent, dedicated study, or more likely a combination of the two, some practitioners of the martial artists gain the insight to attain a superhuman level of ability.

**Attribute Requirements:** None

**Starting Age:** Varies, current age is usually in the 20-40 range

**Base SDC:** 50

**Base Chi:** PE + 3D6\*6, +1D6\*6/level

**Base P.P.E.:** minimal, 1D6

**Xp table:** Use Fox Spirit RCC table

**Martial Art Forms:** Choose any one (1) form including "exclusive" forms

**Education Level:** Varies but usually around High School Level

**Superspy Modifications Available:** None

**Basic Minimum Skills:**

Basic Mathematics

Speak/Read/Write Native Language

**Skills:** Like the Worldly Martial Artist but change the Basic: Military skill program to either Basic: Cultural or a Basic: Oriental skill program (choose 5 from Mystic China skills (+5%))

**Note:** Ignore the special Martial Arts Bonus of the Worldly Martial Artist

**Money:** 1D6\*1000

The key to the Ultimate Martial Artist's supernatural combative ability is his/her understanding of how to channel and manipulate Chi. This is common to all of these practitioners whether their fighting style is traditionally external or internal.

**Note:** The following martial art abilities, which are exclusive to the Ultimate Martial Artist, are in addition to any more mundane abilities gained from the martial artist's form.

**Basic Martial Art Abilities:** - Zanshin (10 m +1m/level)

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**Note:** Martial Artists with over a 1000 Chi will be "felt" by anyone with Chi Awareness at 10 km/1000 chi.

**Advanced Fu Zhen song, Mending Chi, and Body Chi**

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At level 1, the Ultimate Martial Artist learns how to draw on the life energy in the surroundings and automatically channel it to restoring his/her own chi as well as augmenting his/her attributes. Without any need to focus, the martial artist will draw in the maximum amount of Positive Chi from the surroundings and channel at least five(5) points into attributes (one point for each of ME, MA, PS, PP, Spd). This gathering and channeling will slow down in Negative Chi areas (refer to Mending Chi Kata in Mystic China). In addition, maximum Positive Chi gathered in any area is double normal and will increase by one(1) point/level (before doubling).

**Note:** Negative Chi masters will instead have Charkuri Chi, a modified Mending Chi, and a modified Body Chi, with the ability to live on Negative Chi.

**Advanced Chi Overcharge**

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At level 3, the Ultimate Martial Artist learns to double the amount of chi energy that his/her body can contain. This ability is essentially the same as normal Chi Overcharging but the excess chi is gathered instantaneously. Just like the normal Chi Overcharge, the excess chi immediately drains away when the martial artist is unconscious.

At level 6, the practitioner gains the ability to Chi Supercharge (ie. chi capacity is multiplied by 4 rather than 2). A side effect of the Chi Supercharge is that the martial artist will glow with a yellowish, sunny aura of light and even his/her hair will turn bright yellow.

**Note:** Negative chi masters will be surrounded by a dark vortex-like aura and his/her hair will turn pitch black. For both, hair and clothes will float up as if being blown by a breeze. Even the Ultimate Martial Artist cannot maintain this amount of chi in his/her body for long and excess chi will immediately drain off at a rate of four(4) per melee. After one minute, all unused chi will dissipate into the surroundings, including the martial artist's base chi. **Note:** At this point, the martial artist usually focuses all chi gathering solely to replenishing his/her stores of chi.

**Advanced Hardened Chi Ball**

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The chi field has a spherical radius of 1 m/level and only uses the first 10% as a maximum but chi must be pumped in to maintain it. It also prevents the target from approaching roll 1D20 plus PS vs 1D20 plus number of chi points). The victim can however flee in the opposite direction. The first type of chi beam is similar to the chi disc but with longer gather time, greater range and damage. The

second type is similar to the chi ball but is not as easy to redirect and has only one initial strike bonus equal to the practitioner's bonus. After that, there are no strike bonuses with a maximum of one melee of repeated attacks. The beam also dissipates 10% per attack.

**Note:** Just like normal chi combat, characters can nullify the chi attack even though it is hardened chi. One negative chi point will destroy 3D6 points of a positive chi ball and one positive chi point will destroy 1D6 points of a negative chi ball.

### **Advanced Chi Weight Control and Chi Polarity Control**

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At level 2, the Ultimate Martial Artist combines Karumi-Jutsu and the practice of Chi Weight Control solely to decrease weight in order to gain the Karumi-Jutsu abilities except with a 20x jumping distance. The cost is 1 chi/melee.

**Note:** Without other training, characters can normally jump 4 ft high and 4 ft across +2 ft/level

Once the martial artist has a minimum of 400 chi, s/he is able to use chi to fly! This costs 8 chi/melee for 80 km/h flight + 1 chi per 10 km/h.

Maximum speed is 350 km/h +35 km/h per level.

Once the martial artist has a minimum of 1000 chi, s/he is able to use chi to teleport! It costs 20 chi for a maximum 100 m teleport.

This ability is usually used to defeat the opponent's Zanshin or other augmented awareness abilities. Penalties to opponent for first attack after teleport: -6 initiative, -2 parry, -4 dodge

At level 5, the practitioner uses a combination of external chi weight control and chi polarity control to develop a type of chi-controlled telekinesis. The same as Rifts Telekinesis(Super) ability except each ISP is equivalent to 6 Chi.

## **Undead Werewolf**

By:

[FlashFire](#)

**Note:** Were means "man." In this, I'll sometimes refer to the Werewolf as a Were. This means the Werewolf in its human form.

There are a great many types of lycanthropes in the supernatural world. Ancient cultures are practically plagued by the beasts. Half-man, half-wolf creatures would attack settlements, slaughter whole families, and prey on little girls who were on their way to Grandma's house. Most of these attacks were made by normal wolves and natural werewolves, creatures who were born able to change back and forth between states. But, there is a small subset of the werewolf population, a legend even among the lycanthropes themselves.

The Undead Werewolf is a rare creature, due to its abnormal status in the natural order. For most of the time, the Werewolf lives a normal human life, eating, sleeping, going to work, ect... They look, act, and talk just like any other person on the street, until the night of the full moon. Once the full moon rises, the person begins to transform. This is an incredibly painful and traumatic ordeal, as one can imagine. Once the transformation is complete, the human that the Wolf was is gone, replaced by a monster.

As with all other lycanthropes and Undead, the Werewolf's only true physical vulnerability is to the Element of the Moon, silver. Steel and lead will bounce off the Wolf's supernatural hide. The creature can walk through walls of fire and stalk its victims through an Alaskan blizzard. Some forms of magic and psionics have been known to work, though physical attacks of any kind will have no effect, unless they involve silver in some way or fashion. Werewolves also possess massive regeneration abilities on top of their nigh-invulnerability. These powers essentially make the Werewolf immortal.

The reason there aren't more of these demons running around is the fact that they are Undead. People naturally despise and kill Undead wherever they are found. Plus, Undead are made, not born.

A Werewolf attack is similar to a Vampire's slow kill, but far more powerful. Regardless of the attack, if the skin is broken a Werewolf victim is doomed. Anyone who survives such an assault becomes one of the Undead. At first, it will seem as though nothing is wrong with the victim. The wounds caused by the attack will heal somewhat faster than normal, but not abnormally so. The victim will go on as they have before, the only indicators of a problem being a slightly reduced appetite and a lower need for sleep than normal.

This will continue until the next full moon. For that first month, the victim will still be human, and can be die just like any other mortal. But once the moon rises one month from the attack, the victim will die in the horribly painful transformation into the Wolf, becoming one of the Undead forever. Legendary cures are supposed to exist, spells and potions that will prevent the change. There are also rumored to be hidden temples in the Orient that house the power to keep a victim from becoming a Werewolf, but there seem to be one of those for every disease and curse ever known to man (how many hidden temples could there be?).

Then, there's the ones who don't survive the attack.

The Werewolf pounces out of the shadows and rips its victim several new orifices in places where there shouldn't be any. The poor sap dies. With most attackers, this would be the end of it. Not so with the Werewolf. A victim that dies from a Werewolf attack gets three days of Rest. After those three days, the victim comes back to life. Not as a Zombie, not as a Werewolf, not as a Wraith, but as a Ghost. (PLUG! See my Traditional Ghost for this rundown on this. If it's not out there anywhere, use the Haunting Entity's stats with the assumption that it's actually the person's spirit.) The dead victim will want revenge on the monster that killed it ("Unfinished Business") and will do everything within its limited power to kill it. Once the Werewolf is dead, the Ghost goes on to his Eternal Rest. The other Undead look at the Werewolf with disdain.

This Undead has advantages over the others in that they don't look dead. They can pass as normal for most of the month. Also, some aspects of the Werewolf are more powerful than the others, especially the attack. Other Undead have to invest time in making another of their race (from six days to months, depending on the species) where the Werewolf only have to break the skin of their target to make another.

In fact, Werewolves are the only Undead that can actually be made by accident. This leads to the assumption that Werewolves are more of an "honorary" Undead, rather than a full living corpse.

These feelings aren't mirrored by other supernatural forces. The Werewolf can make wonderful foot soldiers and spies.

They can easily infiltrate a city, keeping a low profile in their Were form. Then, when the full moon rises, the Wolves strike and can destroy entire cities. The only problem is that in their Wolf state, the Werewolves are rather difficult to control. This presents a problem in breeding an army of the beasts.

**Stat Note:** The stats presented apply only during the transformed state. During the Were periods, use the Ordinary Person OCC or the character's normal stats for skills, attributes, and experience levels.

Attribute Bonuses apply to the character's normal stats.

**Alignments:** Lean heavily towards Miscreant or Diabolic, but can technically be any.

**Attributes:** IQ: 2D6 (high animal intelligence), ME: Same as Normal, MA: +1D6 (in a snarly, huge gaping maw full of fangs kind of way), PS: +3D6 (supernatural), PP: +1D6+6, PE: +2D6+6 (supernatural), PB: 4D6 (in a stark, dangerous way), Spd: 5D6+30 (24 mph to 40 mph)

**Natural A.R.:** 14 (applies to silver weapons as well)

**Hit Points:** PE + 3D6 per level

**SDC:** 2D6x10

**Horror Factor:** 14 once transformed, 16 during transformation process.

**P.P.E.:** 2D6x10+10

**Natural Abilities:**

- ❖ **Limited Invulnerability:** Werewolves are impervious to all attacks by all modern and ancient weapons, from safety pins to C-4 plastique, as well as poisons and toxic substances/energy of all kinds. Regenerates all damage at a rate of 3D6 Hit/SDC per hour. Any wounds inflicted during the Wolf state will scar and be visible on the creature's Were body. They are subject to normal knockdown rules for supernatural targets. Explosives will stun the Werewolf for 1D6 melees. This applies to the Werewolf at all times after its first change, whether in Were form or Wolf, due to its Undead nature.
- ❖ **Immortality:** Undead Werewolves live forever, not counting death by violent means. They stop aging at the point of their first change. This does not guarantee long life though, as most living creatures tend to hunt these monsters down and destroy them.
- ❖ **Transform Self - Wolf:** After sunset on the night of the full moon, the Werewolf changes from its Were body to that of a large Wolf. This change is unstoppable and irreversible until the sun rises. The Were cannot control this change, and cannot change at any other time. The rest of the time, the Were appears to be a normal member of its original race.
- ❖ **Transform Others - Werewolf:** This is the Werewolf's most feared power. Any sentient creature which is attacked and wounded by a Werewolf becomes one of them. The victim will remain normal from the time of the attack until the next full moon, at which time they will transform into the Wolf. During that first month, the victim is not yet undead and can still be killed by normal means. It is also possible that magical means exist to remove the curse before it sets in (remember the Dim Mak cure from N&SS?). Once the first transformation occurs, though, the victim is a member of the Undead and is beyond all hope.
- ❖ **Transform Others - Ghost:** This is the Werewolf's second most feared power. Any sentient creature with a PPE over 10 which is attacked and killed by a Werewolf, well, dies. Unfortunately, this isn't the end of it. After three days of peaceful death, the dead victim will rise and become a Ghost. They will instinctively know that the only way they can return to the afterlife is to see the Wolf that killed them dead ("Unfinished Business") Once that is accomplished, they can finally rest in peace.
- ❖ **Other Abilities**  
Nightvision - 300 ft, track by smell (roll per 200 yards, -20% in cities) - 70%, Identify smells (at up to 1000 yards) - 55%, and Prowl - 90%

**Vulnerabilities:** Silver, Magic, and Psionics inflict full damage/work at full effect. This does not include physical or energy Magic/Psi attacks, unless they somehow involve hitting the Werewolf with silver. The only exceptions are hits from Rune and Magic Weapons, which work at full effect (spells from weapons don't count as hits). Hand to hand strikes from other supernatural creatures, including other Undead, inflict damage but cannot kill the Werewolf for good. Silver is still needed for that job.

**Combat:** Six attacks per melee. In addition to attribute bonuses, the Wolf gets +4 to strike, parry, and dodge, +25% vs Coma/Death, and +6 vs HF

**Damage:** Kick - 3D6 + damage bonus; Claw/Bite - 4D6 + damage bonus.

**Magic:** As per normal OCC/PCC. Can't use them in its Wolf state

**Psionics:** As per normal OCC/PCC. Can't use them in its Wolf state.

**Average Life Span:** Effectively immortal

**Habitat:** Go wherever the eating's good. Cities and rural towns are favored spots.

**Enemies:** Anything alive

**Allies:** Most forms of the Undead will tolerate the Werewolf. Greater supernatural beings like to use them as foot soldiers and spies.

**Appearance/Size:** During the normal state, the Were looks just like they did before they were changed. This is exceptional, as most undead look slightly rotten.

During the Wolf state, it will look like a very large wolf. About 6-7 ft long and around 3-4 ft tall at the shoulders and weigh around 160 lbs with a grey to black coat of fur. The eyes will have a red, and slightly glowing, shade. Fangs will be slightly longer than normal as well.

**Experience Table:** Use the character's OCC skill chart as normal. The character will also get an additional 100 XP per kill made as a Werewolf.

**Notes:** The Werewolf's change is linked to lunar cycles, not to the fact the the moon is full. For example, suppose a planet had a moon that traveled around the planet in an orbit with such an angle that caused a lunar eclipse every revolution. The moon would never be full. The Werewolf would still change every month, when the moon was on the opposite side of the planet from the star.

Should a Werewolf be made on a world that has more than one moon, they will change once per lunar cycle of the moon they were created under. This can lead to different "tribes" of Werewolves, one for each moon. Werewolves on these worlds have been known to take the place of Werewolf Hunters during the off full moons, using their Were form to track down the Wolves of the other moons and attempt to destroy them.

Werewolves that are transported to other worlds will still change, but according to the lunar cycles of their world of origin. Should their moon be destroyed in some fashion, they will never change again. In fact, within one month, they will degenerate into a Zombie. Most will seek ultimate destruction before that fate comes, though.

## Urban Vigilante O.C.C.

By:

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When men first banded together to hide from the creatures of the night behind walls, they invented the city. With the city came crime. Crime eventually necessitated a justice system and keepers of law and order. But when that system and those police officers become unable to stem the flow of darkness and corruption from the underside of the city, there sometimes emerges from the ruins of the law-abiding homes and businesses a champion of good, a fighter of evil, sworn to destroy crime in its many insidious forms. Though sometimes called superheroes, these brave men and women usually possess no extraordinary powers other than a burning desire to forge their bodies and minds into keen edged swords of good. These vigilantes are part City Rat, Headhunter and Justice Ranger. They are often fantastic acrobats, actors and masters of disguise. While battling for the greater good, most of these people ignore the laws and conventions of the crime-fighting systems that they often supplant, although they may cooperate with some non-corrupt police forces when they deem it necessary. Though mighty, Urban Vigilantes are by no means perfect. They can be as prejudiced or abrasive as the next man. Some hate and revile D-Bees, seeing them as the root of the evil that has infected their fair town. Others will kill criminals without mercy, while some will not take life or allow it to be taken.

There is no such thing as an "average" Vigilante.

Some use high tech gadgets, power armor and wear elaborate costumes designed to strike terror into the hearts of evildoers. Others believe justice is best dispensed with brass knuckles and steel-toe boots and wear nothing fancier than a trenchcoat and fedora. Some are minor magicians, others powerful psychics, and yet others possess phenomenal physical attributes. A small number of these brave folk possess much wealth in their alter-egos, while others have no alter-egos at all.

Though most are tied down to a particular city, many Urban Vigilantes travel, seeking mercenary jobs that allow them to fight evil and make some money at the same time. Others steal from criminals or the CS to support themselves, as few have substantial day jobs.

What all Urban Vigilantes have in common, however, is an unstoppable urge to stem the flow of crime that victimizes innocent citizens.

### Bonuses:

+4D4 SDC

+2D6 HP

+2 PP

+1 PS and PE

+1 attack per melee.

**P.P.E.:** 2D6

**Alignment:** Usually Scrupulous, sometimes Abberant or Unprincipled, rarely Principled and never Anarchist, Miscreant or Diabolic.

**Attribute Requirements:** ME 14 or greater, PE and PP 12 or higher before O.C.C. bonuses, of course), a high IQ and PS are recommended but not required.

**Horror Factor:** The Urban Vigilante in full costumed regalia has a H.F. of 8, +1 at levels 3, 5, 7, 10, 11, 13 and 15

**O.C.C. Skills:**

Speaks native language at 98%

Speaks three other languages +25%

Radio: Basic +20%

Surveillance Systems +30%

Electronics: Basic +15%

Literacy: Native tongue and one of choice +30%

Computer Operation +5%

Detect Ambush +10 %

Disguise +15%

Escape Artist +20%

Pick Locks +10%

Urban Survival +10%

Interrogation Techniques +10%

Paramedic +10 %

Find Contraband, Weapons & Cybernetics +16%

Streetwise +20 %

Streetwise: Drugs +15 %

Prowl: +20

Acrobatics OR Gymnastics +10% where applicable

Lore: One of choice

Physical: Four of choice

WP Ancient: two of choice

WP Modern: three of choice

Pilot: Three of choice

Hand-to-Hand: Expert

H-H: Expert can be changed to H-H: Martial Arts or H-H: Commando at the cost of one "Other" skill, or to a specific martial art of choice (From Rifts: Japan and other sources) at the cost of two "Other" skills.

**O.C.C. Related Skills:** The player may select six other skills from the following list at first level, plus two other skills at levels two, five, seven, ten and fourteen.

Communications: Any (+10%)

Domestic: Any

Electrical: Any

Espionage: Any (+10%)

Mechanical: Any, except Aircraft and Robot Mechanics

Medical: Criminal Sciences and Forensics only (+15%), must have all prerequisite skills

Military: Any

Physical: Any

Pilot: Any (+5%)

Pilot Related: None

Rogue: Any (+15%)

Science: Any

Technical: Any (+5%)

WP: Any

**Secondary Skills:** The character can select three skills from the above list, excluding those marked "None," at level one, plus two skills at levels 3, 6, 8, 9, 12 and 15. These are additional areas of knowledge that do not get the advantage of the bonuses in parentheses. All secondary skills start at the base level.

**Standard Equipment:** Three sets street clothes, one set dress clothes, one heavy SDC/light MDC costume of choice, one set light-medium highly customised/costume MDC armor (lean towards light), gas mask and air filter, passive nightvision goggles, IRMSS medical kit, infrared distancing binoculars, portable language translator, 2D4 sets of heavy SDC (90 SDC) handcuffs and/or manacles, 1D6 sets of heavy MDC manacles (15 MDC), 1D4 50 foot lengths of strong rope/fishing line, grappling hook, utility belt. A city-specific Vigilante has a small to medium sized apartment and a medium to large and very well concealed lair or hideout located outside the city or in a run down area of town.

Vehicles can include practically any fast MDC vehicle, up to and including light SAMAS power armor. Most vehicles will be customised to fit the Vigilante's costume motif.

Weapons can include almost anything, but usually stick to the character's WPs. As a rule of thumb, three ancient weapons and up to five modern weapons are standard Vigilante armament. Remember, the Vigilante is not a conventional mercenary, but rather a crusader against evil. He or she will not accept missions or jobs that do not have to do with fighting crime or evil in one form or

another and will usually try to capture the criminal before killing him (Not always, however. Some will just as soon rid the world of scum by blowing them away than capturing them, especially in places with corrupt justice systems).

**Credits:** 5D6\*1000 in credits and stuff (Ya gotta have some cash if ya don't have a steady job, plus those fancy equipment and hospital bill run high)

**Specific Vigilante Types (pick one)** Note: These are only guidelines. Players and GM's, please feel free to modify or alter any of these types, or even create your own.

1. Millionaire playboy (or playgirl): Almost always a city-specific Vigilante with an alter-ego.  
2D4\*250,000 credits that can be saved or used to purchase cool gadgets, hi-fashion (and MDC) costumes, scientific equipment or other trinkets during character creation.  
Mansion or large penthouse in a high-class area of town.  
Staff of 1D4 domestic staff - may or may not know of Vigilante's secret life
2. Outstanding Physical Specimen: Possesses the following attribute bonuses.  
Increased Strength - PS 20 +1D6, NOT considered supernatural, but can lift 20 times PS in lbs and can carry 40 times PS in pounds  
Increased Prowess - +2D4 to PP attribute, +2D4 to speed, one extra attack to melee and +5% to physical skills that require dexterity and prowess, like acrobatics and prowl.  
PE 20 +1D6, not considered supernatural, and +3D6 to SDC and +1D6 to HP
3. Supergenius: Possesses the following attributes  
Increased Intelligence - IQ 21 +1D6 (note skill bonuses)  
Scientist - Choose 1D4+1 science and 1D4 technical skills at +20%, OR  
Criminal Sciences and Forensics and all skill requirements at +15%
4. Mystical Hero: Possesses limited magical and psychic abilities  
Penalties: Reduce all skills by 15%, all combat bonuses by 2, attacks per melee by 1, SDC by 20 (minimum 25), HP by 1D6  
PPE: 3D4\*10 + 10  
ISP: ME\*4 + 10  
Spell Knowledge:
  1. Cloud of Smoke  
Sense Evil  
Fear  
Climb  
Chameleon  
Carpet of Adhesion  
Magic Net  
Shadow Meld  
Escape  
Superhuman Strength  
Superhuman Speed  
Words of Truth  
Protection Circle: Simple  
Negate MagicThe Mystical Hero can learn new spells, but is restricted to spells of level 7 or lower and only 2 spells can be learned per level of experience.  
Psychic powers:
  2. Bio Regenerate (self)  
Resist Fatigue  
Mind Block  
See Aura  
See the Invisible  
Summon Inner Strength

The Mystical Hero can select one additional power from any category except Super at levels 2, 4, 7, 11, and 14.

## Valarian R.C.C.

By:

[Cozy Bear](#)

The Valarian's are a supernatural race from the Astral Plane. They are the product of an experiment made by the Old One Xy. He created a race much like the elves in a pocket dimension within the Astral Plane. He nurtured them and cultivated their minds. He had forbidden war or any act of aggression. Then he evolved the race millions of years with a great spell, but to them time moved

normally. They evolved into beings of energy. He left them and took note of the changes. This experiment was only a part of his great transformation spell that went wrong and turned him into Thoth.

The rest of the Old Ones never knew of this new race that Xy had brought into being. Years later Thoth found them and asked for help against the Old Ones. They came and saw the horrors of war and were changed. They learned combat and war by the example of the other races. They became great warriors. After the defeat of the Old Ones, they went back into their world. Only recently have they come out again. But they only do this because they know of another race like them has come back from the abyss. They too were once servants to the Old Ones. They just as evil and cunning creatures as anything the Old Ones ever nurtured. The Valarians are once again preparing for war but this time in secret. They are subtly placing people in areas so that they may call on them when the war comes.

**Attributes:** IQ:6d6, MA: 6d6, ME: 6d6, All other attributes are not applicable!

**Alignment:** Must be good or selfish, but never evil!

**P.P.E.:** 5d6

**I.S.P.:** M.E. x 5 plus 10 per level of experience. They regenerate a rate of 6 ISP per hour. 20 per hour is not in a shell or in the Astral Plane.

**Hit Points.:** 1d6x10+10, they gain 5 per level of experience.

**Average life span:** 2000

**RCC Bonuses:** They start with 5 psionic attacks per melee and gain an additional +1 every 4 levels.

**Natural Abilities:** They have the ability to see in all spectrums of light, Telekinesis (500 lbs, +100 lbs per level of experience), Telepathy (Range is 10 miles, send and receive thoughts). Regenerates 3d6+6 Hit Points per hour. They also radiate their emotions just as psychics from Psycap. Immune to possession and mind control of all kinds.

Due to the nature of the Valarian's, they have developed an ability to interact with the real world. It is based off of the psionic power of ectoplasm and ectoplasmic disguise. They have developed the ability to create two solid shells in which they can interact with the real world. The first is a physical body that resembles a olympian physique with wings (A physically toned Angel, and can form clothing on the shell) and then an armored version for combat (picture a Cosmo-Knight Angel!). The regular body costs 5 ISP per hour and the combat form costs 10 ISP per melee round. The regular body has a P.S. of 20, PP of 20, and a SDC value of 50 while the armored version has a P.S. of 40, PP of 30, and a SDC value of 150. All physical attributes are considered supernatural. ISP can be used to repair both shells at a rate of 1ISP per 2 SDC.

**Psionics:** Bio-Manipulation, Possession, and Dream Manipulation (special). In addition, the Valarian must choose 8 regular psionics and 4 more supers with the Mind Melter limitations. They gain 2 regular psi powers and 1 super every two levels of experience.

**Dream Manipulation:** (Author's Note: I don't have Nightbane so I don't know if this power exists as I have created it!). The Valarians do not do things directly and so they prefer to manipulate people through their dreams. By using the memories of places, events, language and people, the Valarians make their intentions understood. They usually do not directly appear in the dreams but rather as some one close to the person that they are communicating with.

**Duration :** One dream per night.

**Range :** 10 feet

**ISP:** 25 if already dreaming or 35 to force a "day dream"

**Possession:** This is a modified power of the standard psionic listed in the books. This power does not render control of a targets body, but rather just a place to dwell. The Valarian usually use this power as a means of traveling with out being seen. They can only use Telepathy or Dream Manipulation while in this state.

Duration: As long as they want.

Range: Must be within 2 miles of target

Save: Save vs Possession with a -5 penalty.

ISP: none if willing or 25 if unwilling.

**Magic:** Rarely any Valarian will ever take the time to learn Magic.

#### **R.C.C. Skills:**

Languages and Literacy: Select 7 languages, all at 98% (just 'cause it's easier)

Lore: Demons and Monsters (+20%)

Math: Both (+20%)

**R.C.C. Related/Secondary Skills:** Choose 16 other non-physical. No physical skills can be chosen.

**Standard Equipment:** They have no need of physical things. So they start with no equipment or money!

# Valerian Dragon Knight

By: Dragoon  
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## Valerian Dragon Knight O.C.C.

The Dragon Knights of Valeria are the elite forces of the Stormhalls. They have paired with a previously unknown species of dragon with phenomenal powers of teleportation and telepathy/empathy.

Note: Here are the missing things from the Sky Knight.

1. Due to the teachings of the Cyber-Knight, one out over hundred Sky Knights possess the ability to create psi-swords identical to the Cyber-Knight.
2. Psychic powers. Can select 2 powers from each of the lesser categories or those given by their race.
3. The saddle. It is enchanted with a carpet of adhesion spell. Saying the proper word activates for 10 min. Can be used 3 times a day. Sticks to both the rider and mount making them literally inseparable.

On to the Dragon Knight!

Psionic Powers. All Dragon Knights have psychic powers. The dragons pick a partner at the time of their birth and only choose those with psychic abilities. They choose the same as the Sky Knight.

Requirements and Skills: An ME of 14 or higher. The rest as the Sky Knight.

OCC Skills: Identical to the Sky Knight.

Related Skills: Identical to the Sky Knight.

Secondary Skills: Identical to the Sky Knight.

Standard Equipment: Same as the Sky Knight.

Abilities:

Telepathy with Dragon mount.

Range: Indefinite on the same world. If separated to different worlds, all that is sensed are strong emotions.

Cost: None.

Psi-Lance

This ability is believed to be the emergence of the Cyber Knights power brought about by the strong bond between the Knight and Dragon. It was first discovered by Bren Pendragon (the first Dragon Knight (from the first 2 known eggs which were found on the Palladium World)) when he activated his Plasma Lance. The energy field extended about 30' (about twice as far as usual)! By experimenting, he discovered that he could create it without the plasma lance and it lasted indefinitely!

Damage: When used with the plasma lance add 3D6 MD to the jab or charge. When used by itself it inflicts 2D6 MD plus 2D6 MD at levels five, seven, ten and fifteen. (A whopping 1D6x10 MD at level 15!)

PS bonus is added to all damage.

Duration: 15 min when used to enhance the lance, Indefinite when used by itself.

Cost: Same cost as the Plasma lance when used to enhance it (15 ISP or Fire Bolt Spell.)

None when created by itself.

## Vampire Hunter O.C.C.

The Vampire Hunter is a character driven fanatically to the goal of destroying all vampires. The character sees vampires as a creature from the depths of hell who pose the most serious threat to humanity, humanity has ever seen. They may be right.

Vampire Hunters focus on physical and mental strengths to defeat their foes. The longer they live the more knowledgeable they become about their enemy, yet as they grow older they often are not strong enough to carry on their crusade.

The Vampire Hunter can be of any alignment. Just because the vampires that they seek to destroy are evil by no means indicates that their Hunters must be Principled! Some characters will attempt to overcome any boundary in-between them and their goal, even if it means hurting or killing a human being.

A Vampire Hunter will work alone if need be, but they tend to like to work in groups. They feel that there is more safety in numbers, and frankly they are confronting an evil that has much more power than they, so having other people with them increases their chance of survival. However most Vampire Hunters do not like to work among their peers. They dispute and bicker over methods and targets, but this is a smoke screen to cover up their clashing ego's, Reids Rangers are an exception... They are bound together by Reids leadership abilities. But other hunters will often find or assemble a group of hearty adventurers to help them further their cause. These characters are usually relatively naive about vampires, and the Hunter takes great enjoyment on acting as a strange kind of mentor.

A Vampire Hunter also often takes an apprentice, a person he or she can teach to carry on the good fight, in case they fall in battle, or for some other reason cannot continue their quest. The Hunter treats this apprentice as a loved son or daughter.

One of a Vampire Hunters greatest dangers is the distinct possibility that he or she may someday become what they loathe. Some



Vampire Hunters who become vampires themselves commit suicide if they can, yet most become the most ruthless creatures of the night, as if their fanaticism for the destruction of vampires has transformed to a lust for blood most vampires cannot even comprehend.

### **Vampire Hunter Powers:**

Some people say these powers don't exist, that they are just rumors created from the rantings of Vampire Hunters... Others say that these powers are a special sort of psionics, and still others say a deity granted the Vampire Hunter these strange powers. The real answer? Nobody knows not even the Vampire Hunters themselves, but never the less they DO work.

1. Smell Undead: When a Vampire Hunter is within 1 mile of a vampire (or other undead) they smell something in the air. Its common to see a Vampire Hunter take a deep breath and say something like "Yep there's vampires here"

2. Immune to ghoulish horror: Vampire Hunters face horror so often they have become numb to it. They can be surprised but any HF from an undead creature affects a level 1 Hunter at one half its normal value, and at level 5 not at all.

3. Faith: A Vampire Hunter's greatest weapon, the one that makes their strikes ring true, and their flee in terror, can simply be called faith. 3 times a day Vampire Hunters can call upon their faith to add a + 2 bonus to any roll against undead, or exorcise a demon, or be a minor help for many other actions. However the player must declare its use before the action (not after the roll.)

4. Induce fear in undead"Undead who realize the Vampire Hunter for what he/she is have to check against a HF of 12. Vampires will have unpredictable reactions to this. Some will flee in terror, others will attack like a raccoon that's been backed into a corner. But the reaction will always be extreme.\* Note a vampire cannot tell a Vampire Hunter like a Hunter can detect a vampire, once the Hunter is approaching with a stake in one hand and a water gun in the other, bearing a silver cross....

5. Weapon MakingVampire Hunters know how to create vampire killing weapons, and they commonly modify guns, crossbows, make water pistols. A Vampire Hunter will give these weapons to other people in town, hoping they will protect themselves

**Requirements:** IQ:12 ME:14 PE:10

### **O.C.C. Skills:**

Radio: Basic

Basic Electronics

Detect Ambush

Detect Concealment

Pick Locks

Tracking

Wilderness Survival

Athletics (general)

Climbing

Prowl

Language

Lore (Vampires, Demons & Monsters)

W.P. Archery and targeting

W.P. Automatic Pistol

W.P. Special (self designed weapons)

Carpentry

Hunting

Hand to Hand Basic

**O.C.C. Related Skills:** Select 5 other skills. Plus two at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Electrical: Any except Robot Electronics

Espionage: Any

Mechanical: Weapons Engineer only

Medical: First Aid or Medical Doctor only

Military: None

Physical: Any except Body Building or Boxing

Hand to Hand (cost ex=2 , mar=3 assassin=4)

Pilot: Airplane, Auto, Boat, Horsemanship, Motorcycle and Truck

Pilot Related: Any

Rogue: Any

Science: Any

Technical: Any

W.P.: Any except Heavy Energy Weapons

Wilderness: Any

**Secondary Skills:** The PC may choose 4 Skills from those available above.

**Money:** 1D4x500 credits.

**Starting equipment:** A vehicle (usually large enough for 1 - 2 people to live in) OR a small home. Numerous guns, crosses, stakes, water pistols, garlic, and 1 techno-wizard made weapon.

**Xp table:** The same as a Cyber Doc.

## Vector-Man R.C.C.

This is one of the main populous among the Kajiran Empire is Vector Men. These men are human looking in general, but not totally human. They have great magic potential because of a magic filled world. Their eyes turn different colors when using magic or psionic abilities. When they reach the age of 350 (which is considered adult hood) they go into a cocoon for one week (cocoon is 500 M.D.C.) in which they go through a massive change. They grow wings out of their back, get a long prehensile tale, grow 15 ft and gain massive amounts of P.P.E. and I.S.P.. They become very agile when on all fours after transformation. Most adults turn to intellects or supreme warriors.

**Child (before 350 years):** I.Q. 3D6, M.E. 3D6, M.A. 3D6+2, P.S. 6D6, P.E. 3D6+7, P.P. 5D4, P.B. 3D6, Spd. 4D6

**H.P.:** 1D4x10 S.D.C. P.E.+1D6x10

**Adult (after 350 years):** I.Q. 5D6, M.E. 4D6, M.A. 4D6, P.S. 6D6+4, P.E. 3D6, P.P. 5D4+5, P.B. 2D6, H.F. 15, Spd: Running 4D6+1, Flying 1D4x10

**M.D.C.:** P.E. x 10 + 50

**P.P.E.:** 2D4x 10 +3D6 per level, when reaching adult hood or level 12 which ever comes first, add previous P.P.E. with 3D6x100

**I.S.P.:** 5D6+10 for both

### R.C.C. Skills:

Basic and Advanced Math (15%)

Languages: 2 of choice (20%)

Literacy: 2 of choice (10%)

Lore: Demons and Monsters (10%)

Basic Electronics (15%)

Mechanical Engineering (15%)

Weapons Engineer (10%)

Intelligence (15%)

Concealment (20%)

W.P. any 3

Hand to Hand Basic

**R.C.C. related:** Select 2 new skills at levels 2,3,5,8,10,and 12

Communications: any (5%)

Domestic: any (5%)

Electrical: any (10%)

Espionage: any (10%)

Mechanical: any (10%)

Medical: any (5%)

Military: any

Physical: any

Pilot: any (5%)

Rogue: any

Science any (5%)

Technical (10%)

W.P. any

Wilderness: none

**Secondary skills:** Character gets 6 skills from any category above without any bonuses.

**Equipment:** Dress clothes and travel clothes, energy rifle and sword, mess kit, four grenades, survival knife, hand communicator, goggles, distancing binoculars

**Money:** 3D6x1000 credits to start with and 4D6x10000 credits in black market items.

**Cybernetics:** Starts with none and usually won't get them unless it means death

## Vulcan R.C.C.

By:

[Tim Santa Cruz](#)

; ;Vulcans are a logical race of humanoids from the planet Vulcan. They believe in logic as the only way to live a complete life. Thus, they have no crime, violence, or other social problems, because those things are, illogical.

; ;Vulcans at one time were an extremely illogical race, given to barbarism, war, and the like, but in order to save their race, they adopted a logical way of life. They have developed FTL spaceships, but their craft are designed mainly for science and exploration, with minimal weapons and shielding. They are the opposite of their cousin race the Romulans who are a warlike and illogical people. The Vulcans want to learn all that they can about the universe, and thus, are very interested in exploring Rifts Earth. (As well as other RPG settings).

**Alignments:** Most Vulcans will be of good alignment due to their logical outlook on life.

**Attributes:** I.Q. 3D6+6, M.E. 4D6+6, M.A. 2D6, P.S. 5D6, P.P. 3D6+2, P.E. 3D6, P.B. 3D6, Spd. 3D6

**Hit Points:** P.E. +1D6 per each level.

**S.D.C.:** 30

**Natural Armor Rating:** None

**Awe Factor:** 7

**I.S.P.:** M.E. +2D6 plus 1D6 per each level (starting at level one)

**P.P.E.:** 1D6

**Natural Abilities:** Superior Physical Strength, Vulcan Nerve Pinch (Special, See Below), Resistant to Radiation (1/2 Damage)

**Combat:** 2 Attacks, plus those gained from Hand to Hand Combat and/or Boxing.

**Bonuses:** +1 Save vs. Psionics. +1 Save vs. Poison, +4 Save vs. Horror Factor

**Psionics:** Mind Meld (Special, See Below), Empathy

**Magic:** None

**Average Life Span:** 250 Years

**Rifts O.C.C.s:** Mostly Scholarly, but any O.C.C. may be chosen. The only exception is CS Military, and Borg

**Skills of Note:** Speak Vulcan 98%, Speak English 60%, +5% to all Science Skills

**Size:** 60 + 4D6 inches

**Weight:** 150 to 250 lb.

**Equipment:** Only Equipment that is available to the O.C.C. The Vulcans do not build their own weapons so the only ones available will be the ones purchased or traded for.

**Vulcan Nerve Pinch** (Available only to Vulcans): Vulcans use this to incapacitate a victim. Since the vulcans generally don't believe in violence, this is a suitable alternative for them. The victim will be completely unconscious for 1D6 minutes.

There is \*no\* savings throw.

; Range: Touch

; Duration: 1D6 Minutes

; Damage: None

**Vulcan Mind Meld** (Available only to Vulcans): This power allows the vulcan to experience a telepathic transfer of thoughts with another of any race. This includes all humanoids, aliens intelligences and unintelligent animals. This can be very useful to extract information from an individual. The vulcan can also transfer his thoughts to another person. Once a Vulcan has mind melded with someone, the it can never be taken back. The vulcan will remember all information extracted, and the other person will remember all information received.

**Telepathic Extraction:** The vulcan can use this power to extract any thoughts or emotions from an individual. The savings throw is standard, but the vulcan can raise it by adding 10 I.S.P. per Point.

; I.S.P.: 10

; Range: Touch

; Duration: Permanent

**Telepathic Transmission:** The vulcan may use this to transfer his own thoughts or emotions to another person. The savings throw is standard.

; I.S.P.: 10

; Range: Touch

; Duration: Permanent

**Mind Transfer:** If a vulcan determines that he is going to die, he will attempt a transfer of all mental functions to the nearest individual. This is a grueling process that takes it's toll, not only on the vulcan, but also on the recipient, who will automatically lose 1 M.E. point, and 2 P.P.E. points.

; I.S.P.: All remaining ISP + the loss of 2 M.E. points

; Range: Touch

; Duration: Permanent

## Wampyr: Stoker Vampire RCC/CCE

By: Joshua Brink

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This is a C.C.E. (Character Class Extension) Split all future experience points with 2/3 going to your O.C.C. and 1/3 to your C.C.E. To advance in a C.C.E. you must acquire 1/2 of the experience points that you needed for that same level in you O.C.C. i.e. if you needed 2200 EXP to become 2nd level in your O.C.C., you need 1100 EXP to become a 2nd level Wampyr.

This version of the vampire is taken straight from the pages of Bram Stokers 1897 book *Dracula*.

**Alignment:** Most are Evil, but there are a handful of Selfish. No good alignments are allowed (A Wampyr of a good alignment would commit suicide to protect others from themselves.)

**Attributes:** These do not change upon becoming a Wampyr, other than physical stats are now considered Supernatural. Add 1D4 to P.S., P.P., P.E. and 1 to M.E. and M.A. for each level as a Wampyr.

**M.D.C.:** None. Character is now a Hit Point Creature. If formerly M.D.C., convert M.D. to H.P. If formerly a S.D.C. creature, add H.P. and S.D.C. This is your new H.P. total. H.P. increases, as would your S/M.D.C.

**H.F.:** None normally, 10 if recognized as a Wampyr.

**Average life span:** Effectively immortal. Can only Die if decapitated and heart is either pierced or burnt. Natural Abilities: Any natural abilities that the character may have had previous to becoming a Wampyr are lost.

The Wampyr have the following spell like abilities.

❖ As Per Spell:

Thunder Clap

Befuddle

Invisibility: Simple\*

Shadowmeld

Calling (Victims Only)

Reduce Self: 6"

Metamorphosis: Animal\* (Bat, mouse, rat, owl, and wolf only)

Wisps of Confusion

Metamorphosis: Insect\* (Moth only)

Summon and Control Canine (Non-domesticated only. Wolf, fox, dingo, ect.)

Summon and Control Rodents (Mice, rats, and bats only)

Summon fog Metamorphosis: Mist\*

Summon and Control Rain  
Summon and Control Storm

❖ As Per Psionic:

Induce Sleep  
Empathy  
Presence Sense (at will)  
Sixth Sense (constant)  
Telepathy (at will with victim)  
Total Recall  
Empathetic Transmission (at will with victim)  
Hypnotic Suggestion (at will with victim)

❖ As Per Super Ability: (Heros Unlimited)

Healing Factor (against mundane weapons)(constant)  
Night Vision (Constant)  
Shrink\*  
Control Elemental Force: Air (except Call Lightning)  
Growth\*

\*Cannot drink in these forms (except bat).

Each of these abilities can be used once per day per level (unless otherwise noted).

**Vulnerabilities and Hindrances:**

- ❖ Can be harmed by mundane weapons (takes M.D. as H.P. 1 for 1).
- ❖ Wounds caused by wood or the thorn of a wild rose are unaffected by healing factor (must heal normally and will scar).
- ❖ Wounds caused by sacred items (cross, star of David, or any other Deific symbol or other item that has been blessed by a true priest or God (holding up two sticks in the form of a cross does not work, but shooting a Wampyr with a blessed bullet will)) are unaffected by healing factor and heal at 1/2 of the normal rate.
- ❖ Cannot enter a dwelling without first being invited in (after that they may come and go as they please).
- ❖ Held at bay by sacred symbols and artifacts, garlic, and wild roses.
- ❖ Has no reflection or shadow (can come in handy for prowling, but makes for easy identification).
- ❖ Has no power during the day, except at the stroke of noon (yes, they can move about freely during the day), but all powers, regeneration and supernatural strength is lost (H.P. becomes S.D.C. even if formerly a Mega Damage creature and a normal bullet or laser can kill (still suffers all normal vulnerabilities)).
- ❖ Must sleep on consecrated ground (earth that has been blessed for burial (it's blessed in the name of man, not the name of God)).
- ❖ Eyes glow red when reflecting light or when angry. Harry palms. Pointed ears and teeth. Very light sensitive, -3 to s/p/d in bright light (can be countered by sunglasses).
- ❖ All I.S.P. and P.P.E. are lost. Cannot cast spells or use Psionic abilities except for spell and psionic like abilities listed above.
- ❖ Juicers and other augmented characters go through instant detox (see Rifts RPG).
- ❖ All flames and fires within 120' of Wampyr burn dim and blue, including magic fires like fireball spells ect.
- ❖ Cannot voluntarily cross running water except at high or low tide.

**Skills of Note:** As per O.C.C.

**O.C.C.s:** Any, but mage and Psionists are S.O.L. (see above).

**R.C.C.s:** Any humanoid non-supernatural race can become a Wampyr.

**The Wampyr's bite:**

Anyone bitten by a Wampyr (see R.C.C. restrictions), and not sucked dry or killed by a broken neck or by taking twice their S/M.D.C. in fire or acid damage, will, two nights after their death, arise as a Wampyr (unless the Wampyr that bit them is killed first).

Anyone bitten by a Wampyr will be sluggish for 1 - 4 days (-4 to s/p/d) and if blood is not transfused or given a chance to replenish itself multiple bites will result in death by blood loss.

Wampyr gain one H.P. for each victim sucked dry (must be at least 90% uninjured) If only ingesting the minimum amount of blood for survival the Wampyr will continue to age normally (will not die of old age but may become more feeble). By drinking twice the minimum amount the Wampyr will cease to age. And by drinking 4X the minimum the Wampyr can rejuvenate his/herself up to one year per day.

Minimum Blood Intake:

Level 1 - 5: 2 pints per day

6 - 10: 1 pint per day

11 - 15: 1 pint per 3 days

16 - 20: 1 pint per week

20 + : 1 pint per 2 weeks

Drinking less than minimum will cause the Wampyr to slowly weaken (-10 H.P. and -3 to s/p/d) for each infusion missed. At 0 H.P. the Wampyr goes into a coma until force fed at least 8 pints of blood.

**Sleep:**

Sleep is equivalent to a death trance (see Rifts RPG) and automatically awakens at sunset.

A Wampyr must sleep the day following feeding, otherwise they may stay awake as long as their endurance (P.E.) allows.

**Note:** Wampyr will almost always kill their victims to prevent competition for food and to reduce the risk of a Wampyr presence being noticed. The only exceptions to this are if the Wampyr is creating a companion or if they are stopped from finishing the job.

## Weapons Engineer OCC

By: Joshua Brink

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Attribute Requirements: IQ 10 or higher. A high MA and PP are recommended but not required.

OCC Skills

Laser (+15%)

Optic Systems (+10%)

Radio: Basic (+15%)

Electronics: Basic (+20%)

Electrical engineer: (+15%)

Mechanical Engineer: (+15%)

Weapons Engineer: (+20%)

Demolitions (+15%)

Demotions Disposal (+10%)

Read Sensory Equipment (+15%)

Weapon Systems (+20%)

Chemistry (+10%)

Chemistry: Analytical (+5%)

Mathematics: Basic (+20%)

Mathematics: Advanced (+15%)

Language: Tecno-can (+20%)

Literacy: Native (98%)

Literacy: Tecno-can (+20%)

Computer Operations (+15%)

Computer Programming: (+10%)

Carpentry (+10%)

Weapon Proficiency: E-Pistol

Weapon Proficiency: E-Rifle

OCC Related Skills - Six of Choice

Communications: any (+10%)

Domestic: any (+5%)

Electrical: any (+15%)

Hand to Hand: Basic only

Mechanical: any (+15%)

Medical: any

Physical: any

Pilot: any (+5%)

Pilot Related: any

Rogue: any (+5%)

Science: any (+10%)

Technical: any (+15%)

Weapon Proficiencies: any

Wilderness: any

Secondary Skills - Four of choice from the list above (except Physical) with no bonuses.

Cybernetics

The Weapons Engineer usually starts with 1D4 cybernetic implants to aid in his/her work. I.e. cyber eye for magnification. They may add more as need and money allows.

Standard Equipment

Any tools and/or electrical components that s/he needs. Two modified energy weapons of choice. Vehicle of choice (Non - Military).

Money

2D6x100 Universal Credits

4D4x1000 in store credit

3D6x1000 in tradable goods

Psionics

40% chance of minor psionics

3D6 ISP +1D4/level

Choose 3 powers from:

Mind block  
Object read  
Resist Fatigue  
Sense Magic  
Speed-Reading  
Sixth Sense  
Total Recall  
Or Telemechanics Only!  
Special Skills  
Improve weapon efficiency, damage and range by 10 - 100% (1D10x10)  
Invent new weapons  
Create explosives

## Weapon Mage OCC

By: Galahad  
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The origination of the Weapon Mages is a mystery. It is said that these champions came from a planet or dimension torn by war and evil. In an attempt to vanquish these evils in other places, many mages turned to more combat orientation and the study of enchanting objects. These masters in turn taught others, who taught others until the origin was lost. Only a few still possess the true power of the Weapon Mages.

### Weapon Mage OCC

Attribute Requirements: PP and PE of 12 or higher  
Racial Requirements: must be able to use magic and magic items  
PPE is  $2D4 \times 10 + PE + 2D4$  per level  
Bonuses: +1 attack per melee, +1 strike and parry with their own magic weapon

Skills:

Literacy: One of Choice (+10%)  
Language: Two of Choice (+10%)  
Magic Lore (+15%)  
Demon Lore (+5%)  
Land Navigation (+10%)  
Horsemanship (+15%)  
Wilderness Survival (+10%)  
WP's: 3 ancient and one modern of choice

Acrobatics

HTH: Martial Arts

Select 6 other skills (use same restrictions as Cyber Knight)

Select 6 secondary skills

Special skills:

Blacksmithing: the skill to create beautiful weapons from scratch. This can be used to make both ordinary weapons and weapons to be enchanted. This skill also includes woodworking.  $25 + 5\%$  per level

Read, write and recognize runes: the ability to distinguish between true and false runes as well as read and write them correctly.  $30\% + 5\%$  per level

At level 15, a master Weapon Mage will seek out the character and teach him the lost art of creating magic weapons. This spell of legend is quite powerful and is only given to a mage once he or she reaches that peak in their ability.

Forge Magic Weapon

Spell of Legend

Total time: 2 hours

Total PPE:  $300 +$  that of the spells being induced

The Forging process is basically the same, but with some magical additions.

The forging must take place on a ley line and the flame must be created magically. At special points in the ritual, fuel flame is used to increase the temperature of the flame and massive amounts of PPE are pumped into the weapon. After the weapon is forged, any spell can be put into that weapon, provided the forger knows it. Up to six spells may be put on any one weapon. The most common are spells such as call lightning, fire bolt, Armor of Ithan, and Superhuman Strength. All spells may be used as many as once per melee. If a spell is added more than once, it may be used as many times a melee as it has been added. Through this process, the weapon is made indestructible and its wielder always has +1 strike and parry while using it. Magic abilities: 1 spell per level less than or equal to the level of the spell caster

### Sword of Power

A solid silver, indestructable broadsword covered in Runes.

Length: 3 ft.

Weight: 20 lbs

Damage: 6D6+6 (this is the original damage... it went up later)

Properties:

\*Paralysis Lesser, affected those with flesh exposed, save as usual

\*Invulnerability, same as spell

\*fireball: 5D6+6

\*Fly as the Eagle, 50 MPH

\*Magic Forcefield, 100 MDC

### ----- Gauntlet of Strength

A gauntlet with two blades made of silver. Indestructable.

Damage: 3D6

Properties:

\*Fear: basically the spell, gives wearer HF of 16

\*Armor of Ithan: 50 MDC

\*Superhuman Strength

\*Superhuman Speed

Use Cyber Knight Experience Table

## Wandering Laborer OCC v0.01

By: FlashFire

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### ----- WANDERING LABORER OCC (Scholar/Adventurer) based on Rifts Vagabond OCC -----

"All that is gold does not glitter, not all those that wander are lost."

The Wandering Laborer is just that, a wandering laborer. These characters are people who's lives, for some reason, forbid them from staying in one place for too long, similar to the Vagabond. Unlike those characters, the Laborer is not interested in roaming the world or going on adventures in search of lost gold. They are interested in staying alive. All they want is to make enough money to build their own little place somewhere where they can stay away from all the death and destruction taking place across most of the world. Life has dealt them a crummy hand, though. They haven't yet been able to get enough money together to build their little place in the sky. Not only that, but every town they go to seems to find some reason to distrust them. Violence and "adventure" seems to find these people wherever they go. No place will take them in because of the fact that they are wanderers, and therefore untrustworthy, and their history of being in the wrong place at the wrong time.

Usually skilled in construction, carpentry, and farm work, Laborers are tough as nails though not combat-orientated. They've spent most of their lives moving from place to place, working long hours at thankless jobs. They have little in the way of money or possessions, but they still have the hope of a better life.

ATTRIBUTE REQUIREMENTS: None

ATTRIBUTE BONUSSES: +1D4 to PE and PS

OCC SKILLS:

Speak Native Language at 98%

Cook (+10%)

Basic Mechanics (+5%)

General Repair/Maintenance (+10%)

Wilderness Survival (+5%)

First Aid (+10%)

Pilot: Automobile, Truck, Hovercraft, or Horsemanship: Standard (+10%)

Choose Two: (+15%)

Boat Building

Carpentry

Skin and Prepare Animal Hides

Farming (NEW)

Automotive Mechanics

Basic Electronics



HTH combat can be selected as an OCC Related or Secondary skill. Basic counts as one skill and Martial Arts as three.

Expert, Assassin and Commando are not available.

OCC RELATED SKILLS: Select eight other skills. One must be from Wilderness and one from Physical. Choose two more skills at levels two, five, eight, eleven, and fourteen.

Communications: Radio: Basic only (+5%)

Cowboy: Any (+5%)

Domestic: Any (+10%)

Electrical: Computer Repair and Robot Electronics only

Espionage: Tracking only

Mechanical: Locksmith, Automotive (+10%), Aircraft, and

Robot Mechanics only

Medical: Hollistic Medicine only

Military: None

Physical: Any, except Acrobatics and Wrestling (+10% where applicable)

Pilot: Any, except Tanks/APCs, Jets, and Robot/PA

Combat (+5%)

Pilot Related: Any

Rogue: Any

Science: Math: Basic only (+10%)

Technical: Any

W.P.: Any, except Heavy and Heavy Energy Weapons

Wilderness: Any (+10%)

SECONDARY SKILLS: Select five from the previous list. No bonuses

STANDARD EQUIPMENT:

Starts with two sets of work/travelling clothes, a cape/cloak or coat/jacket, two pairs of leather work gloves, a handkerchief, and a wide-brimmed hat. Other equipment will include an gas mask and air filter, tinted goggles or sunglasses, hatchet, survival knife, 6 wooden stakes plus mallet, 100' of nylon cord or rope, flashlight, tent, sleeping bag and pillow, knapsack, backpack, 1D4 sacks, utility belt, canteen, emergency food rations (two weeks worth), Geiger Counter, RMK Medical kit, and a few personal items that mean a great deal to the character (specify what they are and how the character came by them)

Vehicle will be an old junker car or hovercraft, probably salvaged and maintained by the character. Has a 70% chance of owning a patched Huntsman/Bushman body armor. Weapons include an SDC hunting rifle and an energy sidearm, one box of bullets for the rifle, and 1D4 E-clips for the sidearm. MONEY: Starts with 1D4x100 in credits, and a Black Market item worth 1D6x100 credits.

CYBERNETICS: Starts with none, but the character works an accident-prone trade. Will probably end up getting cybernetics for medical reasons.

EXPERIENCE TABLE: Use Vagabond XP Table

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## Wandering Tribe OCC - RIFTS Australia

By: Chiang-Ku

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Wandering Tribe OCC

Attribute requirements - none

Alignment - good or selfish only

Restricted to Aboriginal RCC Only

OCC Skills

First Aid (+10)

Languages & literacy - Dragonese-elf, regional dialect, both at 98%

Languages - Speaks 3 other languages of choice (+10)

Basic math (+10)

Lore: Demons & Monsters (+20)

Lore: Faerie (+5)

Land Navigation (+20)

Wilderness Survival (+25)

Swimming (+5)

WP: Blunt

WP: Archery & Targeting

WP: Energy Rifle

Hand to Hand: Basic (May be changed to Expert at a cost of 1 'other' skill)

OCC Related Skills - 10 total. Plus 2 at levels 3, 6, 9, 12 - all new skills start at level 1 proficiency

Communications: Radio: Basic and Radio: Scrambler only (+5)

Domestic: Any (+20)

Electrical: Basic only

Espionage: Any (except Forgery & Sniper) (+10)

Mechanical: any (except Robot mechanics)

Medical: Any (except criminal and cybernetics)

Military: any

Physical: any

Pilot: any (except Robot & robot combat) (+10)

Pilot related: any

Rogue: any (+5)

Science: any

Technical: any (+10)

Weapon Proficiencies: Any

Wilderness: Any (+15)

Secondary: Any five skills from the above list, but do not receive the bonus in parenthesis.

Standard Equipment: Energy Rifle and weapons related to WP, survival kit, MDC body armour.

Magic Tattoos: Marks of Heritage plus two others

Money: 2d6 x 100 in gems.

Cybernetics: none

## The Wanna-Be

By: mickstar

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Well now hopefully this has never been done before. Also hopefully I included everything that is needed. If not forgiveness is requested. Wanna-be's are not a true stand alone OCC they are kind of like the punk kid who saw too many Kung-Fu movies and believes that since they believe they are Shoa-Lin <sp> they actually are. BTW since this is my first attempt at an OCC it is a V0.01 and as such may be in need of several modifications.

### The Wanna-Be

"The young child had been following Lord Coake and his fellow Defilers for several weeks. Certainly he was handy with a pistol, but he lacked the raw talent to make it as a Cyber-Knight. Even though he had told the men to leave the child alone they persisted in teasing him (although in a way that the child did not seem to notice). Lord Coake took a deep breath and called out to the boy, "Boy stop lagging behind. If you insist on following us from town to town at least stay close enough so that we may protect you." "There be no need my lord I will guard the rear from the foul fiends we seek to purge from the land. You may not see it yet but at heart I am a fellow Knight.", the small boy chimed. The sigh that escaped Lord Coake's lips was as much from his tiring of this child's pestering as from his dedication....

Everyone has had some experience with a wanna-be. Wether it be a kid always wanting to be "in" with the crowd or your little brother who wants to game. Well since you all should have some idea of what this character is like here are the rules and such. But first a few things. Here are some examples of how a Wanna-Be should be equipped as depending on the different OCC that is being adored/admired/mimicked.

A G.B Wana-Be:

Has set of light MDC Power Armor. Taught Pilot Robot Basic somewhere. I suggest the terrain hopper or something like it. No more than 120 MDC main body

A Borg Wanna-Be:

Two limbs replaced with Bionics. Maybe a weapon somewhere. Possible future recruit for full-conversion. But not yet old enough.

A Mage Wanna-Be:

One-Four spells. All first level. Possibly has a book to teach them higher level spells but unable to understand it so far.

Psychic Wanna-Be:

Has the powers just not at full strength. Level of X.P. won't change that only time.

Juicer Wanna-Be:

This one is the exception to the rule. PC has a harness nd possibly even the armor. Only problem no drugs. Player should role-play to the max the childs desire to get the drugs and no amount of convincing should make the kid change his mind. After all as a teenager we plan on living forever. Also Character has the laser rifle. Barely any idea how to use it but at least he has it. etc... you get the idea.

## The Wanna-Be

Attribute requirements: None, but cannot meet the attribute(s) needed for the OCC; If the OCC has more than one attribute requirement then character may meet or even exceed some of them as long as the fall short of the last one. However either a High ME to put up with the constant teasing they should receive or a \*very\* low IQ to not realize it.

SDC Bonus: 1/2 that of the "real" OCC. With the exception of Juicer. Character gets the ability to go past pain and can survive to -3 H.P. Unfortunately without a Doctor's care at this point the PC shall curl up and die after three melees. If doctor is present must save vs. Coma twice but PC has the bonus of +10% if conscience and +15 if idol is present and tells him he'll make it (after all these guys (the Idols) seem like a god to the Wanna-Be's).

O.C.C skills:

Okay not too tricky here. OCC gets the skills that the "real" OCC would get, minus the ones requiring formal education. For a GB pilot Character would not get the Robot Combat Elite but may have Basic taught to him by relative who gave him a Vehicle or more likely a weak PA.

**\*\*NOTE\*\*:** H-2-H can ONLY be Basic. No chance of expert or M-A!!!

OCC related Skills:

Choose from those listed for City Rat if from the City, or from Headhunter

with the exception of no Energy Heavy. Use some common sense here Characters should be no older than 15 and as such will not have all skills available.

Secondary skills:

Choose from those available for Vagabond.

Standard Equipment:

The clothes on back, and one extra set if on the move. Near home town has up to twelve sets at home. Some type of cap, a jacket or coat (for some reason trench coats are popular with this OCC something about looking cool), 1D4 SDC knife, a SDC or very low MDC gun and one extra clip, flashlight (batteries maybe dead first time needed), back pack (and I mean a school type back pack), sleeping bag, toothbrush, three sets clean underwear, one set marbles/jacks/cards, locally made ID card if applicable, couple bandages (maybe sterile or not), bottle of aspirin, soap, bag of candy (5% chance of bubble gum otherwise some form of hard candy), 55% chance of hand-me-down vehicle.

Money: 3D6\*10 in credit, and up to 1D4\*1000 in Black Market items

Cybernetics: None, unless a full conversion borg Wanna-Be is chosen. If so then at least one pair of limbs should have been replaced. And up to 5 implants as GM allows. Bionic armor may be made available having been modified to be work with a fleshy (but at the cost of losing 20-60% of MDC).

Uses the Wilderness Scout X.P table. Not too hard to advance. But then again where they gonna go. It will take time and formal education for them to ever stop being a Wanna-Be.

## Warloch (Oath-Breaker) P.C.C.

By: Necromancer Bob

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### Warloch P.C.C. (aka the Oath-Breaker)

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Author's Note: This all began with the "True" Bard P.C.C., an adaptation of a bard class I created for a series of fantasy stories I wrote, set around the fallen country of Starhaven. The next part of the bardic lore came from the Black Horse Society, a group of mystics who channeled their spells through music and art. Between these two, I got to thinking about bards and druids and that kind of stuff, and before I knew it, ideas were floating around for a couple more bardic P.C.C.s, along with more of the history of the secret society of bards, etc.

#### The Winds of Change

The life of any 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 and impressions; the lines are not the focus of them.

#### Warloch P.C.C.

"For centuries, we have been called the Oath-Breakers, the Shamed Ones. Our brothers have made us outcasts even among those few who would seek the truth. Why? Because we are the few who see in the discord of the Winds a pattern, a fate for our kind that the others are too fearful to accept. The Black Horse? They are close to learning it, but they are arrogant, insufferable little snots. They require more discipline. Perhaps with our guidance..."

-Sean Broman, one of the Oath-Breakers

I have told you of the bards, my kind, the soul that guides the world. But there remain others to be spoken of. In the days of old, when mankind's civilization was young and times were dark, Dagda came down from above. Times were dark because man's heart was dim and faltering, and we were but savages lurking in the wilderness, because we could not call upon the Dreaming to guide us. In the land that would become known as Avalon, Dagda called those few dreamers of a new day to him. The Swift Sure Hand marked us, called us "bards" and "druids". We were to serve as the emissaries between the Dreaming and man. There were the artists of the Black Horse, gifted to call upon the dreams in their arts and music, to enlighten and inspire men. The druids, the mystics of nature, were given their power, to worship and heal. The astromancers cast their bones, read the future, and foretold great events. And we, the bards, were given the powers to teach and to remember, to tell the tales of fallen heroes. But much time has passed since our charge was given us. Bards have died and new bards have been born, the awen passed on to each new generation. And among us, there is a new corruption. Not just the waning of the Winds, but also a corruption from within. Bards have heard their charge, to protect, to warn, and to remember. Some, now, have taken it to be that they are to lead man, to affect the fates and bend it to their will. They are the Oath-Breakers, the Warlocks. The warlocks are the newest of the bards, only appearing in the early 20<sup>th</sup> century. They have one thing in common: that they have been trained as bards and choose to manipulate reality. Most believe themselves to have at least the potential to be great leaders of men, and seek their own gain. They believe that our fates are not pre-ordained, but can be altered. To them, mankind has no limits to their development.

Unfortunately, this philosophy is seductive to many people who are greedy or power-hungry. Thus, in turn, most of the Oath-Breakers are selfish power players, behind the scenes, using their abilities to alter men's perceptions and manipulate them. Their abilities made them the only bards that have ever been economically prosperous, with many being leaders in business and in the stock market. Some also became prominent sponsors of the Seekers. With the coming of Dark Day, the power base the warlocks had built up over the years was shattered. The Ba'al takeover nearly wiped these social predators out; the few Oath-Breakers that survived have, like their brethren, become recluses and wanderers. Only a few have joined in the secret war against the Nightlords, most of these with their progeny in the Seekers.

Alignments: Any, but usually (90%) selfish. Evil Warlocks will usually be aberrant, still retaining at least a little bit of their bardic training and heritage.

Most warlocks are manipulative and ruthless, but not necessarily evil. Attribute Requirements: A bard of any kind is born, not made, so there are no attribute requirements. However, most warlocks have an I.Q., and

M.A. of 10 or higher, and an M.E. of 13 or higher.

#### P.C.C. Powers/Abilities:

1. Sense Winds of Change: Like the "true" bard, the warlock 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 corrupted 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..

Due to the willful nature of the Oath-Breakers, their ability to listen to the Winds is somewhat more limited than that of other bards. This is because of the orientation of the warlocks towards manipulating their own fates and those of others, rather than predicting and riding with the flow of change like the other bards.

The base chance of successfully gaining insight from the Winds of Change is only 10% +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%

2. Manipulate Random Events: These corrupted bards have developed the unique psionic ability to control random events. This is a fairly difficult ability to use, and its effects are usually minor. Things like dice rolls, card shuffling, etc. fall into a pattern that the warlock wants them to (if the ability works, that is) The warlock must concentrate (counts as 1 melee action/attack, as usual) and expend 5 I.S.P. (or higher for bigger things- GM's discretion), while thinking of the desired effects. The object being effected must save vs. psionic attack or be bent to the Oath-Breaker's will.

Ex.: Bob the Warlock is playing cards with Gargoyle. It's Gargoyle's turn to shuffle the cards, and Bob wants to get some good cards this time, so he concentrates (while Gargoyle is shuffling) and spends 5 I.S.P. The deck of cards gets to save and fails. Bob ends up getting a full house, and wins the hand.

For bigger random events (like some stroke of luck saving the warloch's ass), the object or person being affected will have anywhere from a +1 to a +6 to save vs. this ability and will at least triple the I.S.P. cost. Living beings (people) automatically have a +3 to save vs. this ability. Note that the effects of this ability are always minor, with nothing big.

3. Shift Winds of Change: The warloch has developed the ability to actually shift and warp the Winds of Change. This power can be used to make it easier or harder for other bards to pick up impressions from the Winds, with either a +10% bonus or a -10% penalty. To use this power, the bard must meditate and make sweeping motions with his arms, as if to tangle the Winds. The range of the effect is 1 mile, duration: 10 minutes +5 minutes per level of experience. I.S.P. Cost: 20

If using Mystic China and the concept of Chi, the warloch can also perform the psionic equivalent of the Draw Alternate Line of Natural Chi geomantic spell, at a cost of 15 I.S.P..

4. Mind Trip: Same as the Mind Bleeder psionic power (see Rifts: Africa or Psyscape).

5. Sense & Read Ley Lines: Fundamentally the same as the ley line walker ability.

6. Dream Travel: Like the "true" bards, the Oath-Breakers have the ability to explore and enter the world's subconscious via the Dreamstream. This ability was intended to be used in the bard's role as explorers of the human mind and spirit potential, but now the warlocks use this powerful ability to influence men's dreams. Same as the Dreamdance: Major ability (see Between the Shadows), with the usual I.S.P. cost.

6. Other Psionics: The bard also starts with the psionic powers of empathy, mind block, bio-regenerate self, presence sense, and two other sensitive, physical, or mind bleeder abilities. I.S.P. is M.E. attribute +5D6. Gains 2D6 I.S.P. per level of experience. The warloch saves as a major psionic (12 or higher). The warloch also gains one new sensitive or physical power every three levels of experience (ie, levels 3, 6, 9, etc...).

#### P.C.C. Skills:

The character was probably trained as another kind of bard to begin with.

Choose the P.C.C. skills of either the "True" Bard or the Astromancer

P.C.C., but add the following:

Gambling +10%

Gambling: Dirty Tricks (+10%)

Two other rogue skills of choice at +5% to reflect the Oath-Breaker's choice of path.

P.C.C. Related Skills:

Select 8 other skills with the following limitations and bonuses:

Communications: Any (+5%)

Domestic/Cultural: Any (+10%)

Electrical: Any (+5%)

Espionage: Any (+5%)

Mechanical: Any

Medical: Criminal Science & Forensics, Paramedic, or First Aid only

Military: None

Physical: Any

Pilot: Civilian vehicles only (+10%)

Pilot Related: Any

Rogue: Any (+10%)

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Civilian weapons only

Wilderness: Any (+10%)

Secondary Skills: Select 6 secondary skills from the above list.

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 an apartment or house, a personal computer (laptop or at home), a car that's 1D6 years old, etc. The warlocks have few compunctions about using technology, seeing it as another tool to use. The only exceptions are technology that alters the body, such as cyberware and Juicer augmentation (interferes with their link to the Winds).

Money: 1D6\*1000 dollars/credits in cash (savings) and 5D6\*1000 in possessions.

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

## Watcher OCC

By: Tiny, Dwarven Knight

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"I am a Watcher. Part of a secret society of men and women who observe and record, but never interfere. We know the truth about Immortals. In the end, there can be only one."

-Joe

As long as there are Immortals, there will be mortals that discover their existence. Those that do must either keep the knowledge a secret or be killed. If word were to get out that Immortal men and women walked the Earth, they would be hunted like animals, especially within the CS. And since the only way to find an Immortal is to "kill" them, there would be mass carnage not unlike the ancient Salem Witch Trials, but on a much larger scale.

Most of those that find out about Immortals are contacted shortly thereafter by The Watchers and are given the opportunity to join. Note: that this is not like the opportunity to get on a mafia boss's good side, but an actual opportunity. Because of this, Watchers can be a multitude of occupations and cover identities; the stats listed here are only for those that discover the Immortals at an early age and spend their time training under a Watcher.

Other popular OCCs for Watchers are Headhunters, Rogue Scholars, Knights, Cyber-Knights, Lawmen, Cosmo-Knights (oh, sorry; how did that get in there?), Wilderness Scouts, and, well, anything else. Some Watchers are psionics or mages, but this is a very small percentage.

Also note that not all Immortals know about the Watchers. In some cases, this is for their protection; quite a few evil Immortals would not look kindly on all of their actions being recorded.

Alignment: Due to the dedication of Watchers, only those that are honorable enough to keep the job ever sign on.

Attribute Requirements: IQ: 10, ME: 12, PE: 10

Bonuses: +1 to Initiative, +3 to Save v. Horror Factor.

PPE: Standard.

Magic: None

Psionics: Standard.

OCC Skills:

Cryptography (+10%)

Radio: Basic (+25%)

Radio: Scramblers (+10%)

Surveillance Systems (+15%)

One other Communication Skill (two if Nightbane, HU, or N&SS): (+15%)

Intelligence (+5%)

Tracking (+10%)

Prowl (+20%)

Pilot: Two of choice (+10%)

Computer Operation (+15%)

Lore: Immortal (See Note)

Photography (+10%)

Writing (+10%)

Hand to Hand: Basic (Expert for one, Martial Arts for two)

OCC Related Skills: Choose seven other skills at level one. Choose one additional skill each new level.

Communications: Any (+10%)

Domestic: Any (+5%)

Electrical: Basic and Computer Repair only

Espionage: Any (+5%)

Mechanical: Basic only

Medical: First Aid or paramedic only

Military: None

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any

Science: Any

Technical: Any

Weapons Proficiencies: Any

Wilderness: Any

Secondary Skills: Choose two secondary skills at Levels 1, 4, 7, 10, 13, and 15.

Equipment: Starts with a portable CD recoder/player, vid disc recoder/player, laptop computer, language translator, notebook, blank paper, many pencils and markers, a half-dozen pens, binoculars with multi-optic readout, set of travelling clothes, dress clothes, black clothes for covert observing, back pack, utility belt, carrying case for reports, hand-held long-range radio. All electronic equipment can be linked to the computer for information storage and transfer.

Weapons: Starts with one E-weapon of choice and two e-clips, and one mega-damage bladed weapon (just in case those evil Immortals ever spot them...)

Vehicles: Any vehicle which will help the character observe his assigned Immortal.  
Experience Table: Use the Rogue Scholar table.

## Water Dragon (or Shui Long )

By: Jeremy David Balsley  
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Alignment: Any

Attributes: (See Serpent of the Wind for data)

IQ: 2D6+10 ME: 2D6+10 MA: 2D6+10 PS: 2D6+18 PP: 2D6+10 PE: 3D6+10 PB: 5D6 Spd: 1D6\*10+10

PPE: 2D4\*100 CHI: 2 \* PE + 100

MDC: 1D4\*1000 MHP: 2PE + 2D6/Level

Horror Factor: 12

Natural Abilities:

1. Expel Cloud of Pearly Chi

Range: 200' Area

Duration: 1Min / Level

Effect

Victims in cloud must save vs. 16 (PE bonuses are valid, or be knocked out for 3D6 rounds. )

-or-

The Dragon can condense the Cloud to allow him to apply 40 MDC per melee round to a stationary object in the cloud.

2. Spit Dragon Pearl

Range: 50' spit, or as per PS thrown.

Damage:

1D6 MDC per Chi point spent

2D6 Chi per Chi point spent (when \_first\_ spit)

Bonuses: +8 when spit.

As thrown object when thrown.

3. Change to pure positive Chi.

The character disorporates into pure positive Chi. He can fly as per the Fox Spirit at incredible speeds (at about 500 MPH) He becomes invulnerable to physical attacks, but he still is hurt by Magic and Psychic Effects, as well as by Chi. His strongest weakness in Chi form is negative Chi. He will be Chi-attacked by the negative chi as per the chi combat section in Ninja's and Superspies.

4. Sense Flow of Chi.

She can sense the flow of Chi in an area, and determine whether those she looks at are charged with positive or negative chi. Effectively, the dragon is constantly using the ability of Chi Awareness on everything within 100' of her.

5. Sense Magic

As per the spell, but with a range of 200'

6. All Sensing Leyline powers as per a Line Walker.

7. Metamorphosis: 5 Hrs/Level

Damage: As per Supernatural PS and Combat technique.

Combat:

Select Gui Long Kung Fu (Dragon Spirit), plus one additional CHINESE style from Ninjas and Superspies or Mystic China.

Bonuses: +3 Save versus Magic, +1 APM, and +3 save versus Psionics, in addition to Attribute and Hand to Hand bonuses.

Magic:

All Spells Levels 1 through 11 from Mystic China (INCLUDES Geomantic and Living Chi spells), plus roll or select one of the below.

01-30 All Chi Magic from Levels 1 to 15

31-50 Select Three Mudras from each of the Mudra Classes.

51-70 All Western Spells up to Level 2+1D4

71-90 A Level D4+2 Shifter

91-00 A Level D4+1 Warlock

Psionics:

Due to this Dragon's link to Chi, the Dragon has no natural Psionics. He saves at a base of 14.

Chi:

Select 2 powers from Positive or Positive/Negative Chi Mastery

Skills. These are in addition to any extras the Dragon may have acquired from a Martial Art.

Skills:

Language: Chinese (Max), Literacy: Chinese (Level 4: Classical)(Max), Basic and Advanced Math (Max), Lore: Demons and

Monsters (Max), Lore: Faeries (90%), Language/Literacy: Dragonese (+20), Language/Literacy: Select Two Others (+10%), in addition to the skills provided by her martial arts. She is effectively a Dedicated Martial Artist when it comes to skills)

## Water Master O.C.C.

By:  
Jeffrey Sass

Although Kedrians do not have any magic arts per se, there are a few rare true masters of the psionic arts, like mind melters (a possibility on Kedral.) However, since Kedral is 90% water, a Burster seems like a pretty ridiculous class for a Kedrian. Thus, the Water Master. Water Masters are hydrokinetic specialists, supreme manipulators of liquid.

**Note:** This OCC is also available to any other race that can be psychic, and the modifications for such a character are noted.

### **Powers:**

Sense water: range 4 mi.

ISP cost: 0. automatic ability.

The Water Master can sense any water exposed to open air within range. They can also detect and identify water elementals.

**Sense Chemical Impurities:** range 3 ft.

ISP cost: 0. automatic ability, but must concentrate for 15 seconds (1 melee) to use it.

The psychic can sense if the water is pure or drinkable (70% + 5% per lvl) and can also sense the general nature of the pollutant (50% + 5% per lvl). e.g., chemical/drug or poison/toxin.

**Water Empathy:** Can detect, as per Rifts empathy, any surface emotion of a sentient creature touching water that the Water Master is also touching. Example, a Water Master standing in a puddle can sense that his foe, also touching the same puddle, is afraid and unsure, possibly ready to flee... (Note, the water must be touching the skin, etc. of both the Water Master and the person being scanned.) range 100ft + 10ft per lvl. ISP cost: 0, but the Water Master must concentrate for 1 melee (15 seconds) for the power to work.

**Boil water:** 1 gallon per lvl can be affected. Takes 1 minute per gallon to bring to a boil. range 40ft + 4ft per lvl. ISP cost: 3.

**Freeze water:** 1 gallon per lvl can be affected. Takes 1 minute per gallon to freeze completely. A thin layer of water freezes in on melee round (1/8 of an inch thick or less.) range 40ft + 4ft per lvl. ISP cost: 3.

**Water spout:** can hurl 4 gallons per lvl of liquid (at least 75% water) at a time. See Rifts hydrokinesis for a full description of this power, but note the changes in range, etc. range 60ft + 20ft per lvl. Bonus to strike: +3. ISP cost: 5.

This power can also be used to create a wall of water around the psychic or another opponent, etc. The wall causes all attacks fired through the wall to be -2 to strike, and all damage is halved. The size of the wall is 8ft tall (max) and it has a radius of 2ft + 1ft per lvl of experience. duration: 1 minute per lvl.

Lastly, the water spout power can be used to create an actual spout of water, but only if the psychic creates it over or in a larger body of water. This geyser/spout is 4ft per lvl of the psychic high. It can carry 100 lb per every 5 ISP spent. duration: 1 minute per lvl.

**Object read water:** This unique power can be used as per the Rifts object read power with the additional ability to glean an area history or area scan. Example, the psychic can scan an area of ocean to search for predatory fish, or the same psychic could touch a puddle of water and get a mental image of who last stepped in it. Use the same rolls as for normal object reads, dependent upon what data the player wants. range touch. ISP cost: 6.

**Other psychic powers:** (Choose 5 from the following list)

resist thirst

bioregeneration

telekinesis

mind block

death trance

resist fatigue

empathy

resist hunger

summon inner strength

impervious to cold

impervious to fire



ALSO, at levels 3, 6, 9, 12, and 15 choose an addition psionic power from the following list, or the previous list.

increased healing  
alter aura  
ectoplasm  
see aura  
see the invisible  
detect psionics

**Attribute Requirements:** IQ 10+. A high ME is also suggested.

**O.C.C. Skills:**

speak two other languages: 40%  
pilot boat: +10%  
pilot any other: +5%  
land navigation: +10%  
HTH Basic

Basic can't be upgraded if you're going to play a Kedrian, there just aren't any other fighting styles on the planet. For a Rifts Water Master, its 1 other skill for expert and 2 for Martial arts of Assassin.

**O.C.C. related skills:** Select 6 other skills.

Communication: any.  
Domestic: any (+5%)  
Electrical: basic or electrical engineer (costs 2 skills).  
Espionage: Any except for sniper and intelligence.  
Mechanical: any but robot. all cost 2 skills.  
Medical: first aid, paramedic (costs 2 skills) or holistic medicine (also costs 2 skills).  
Military: none.  
Physical: any except boxing.  
Pilot: any but hovercraft, robots related (that includes powered armor) and jet pack.  
Rogue: any (+10%)  
Science: any (from the regular Rifts list)  
Technical: any but the lore skills.  
WP: any but the modern energy weapons.

**Secondary Skills:** select 4 more with no bonuses. Also, at levels 3, 7, 9 and 12, select one other skill.

**Note:** This list is for a Kedrian Water Master. Modify it as your GM sees fit for a normal Rifts Water Master.

**Equipment:** several sets of clothes, back pack, canteen, sun glasses or goggles, food rations, personal items.

**Weapons:** a knife and easily bought and easily concealed gun or other such concealable weapon. (A Rifts Water Master would also have a light suit of MDC armor.)

**Money:** 2D6 x 10 Kedrian dollars (for Kedrian Water Masters)

OR

4D6 x 100 universal credits

4D4 x 1000 credits in black market items.

**Notes:** A Water Master is a wild, rough and tumble sort who loves a good adventure. They are generally part of the outcast crowds on Kedral, if they are Kedrian. Water Masters tend to be cocky and self assured, like a Mind Melter, but they are not fools, and know well the extent and limitations of their powers.

## Wemic R.C.C.

By: Stephen Dragoo  
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## Wemic RCC

Redclaw looked at Dewpaw with new reverence after her creation of the doorway. Not only was she the tribe's shaman and the prime

advisor to the chief, she had a head for opportunity as well. In her turn, she deeply loved and admired her mate, not just because he was the war leader but also out of a genuine affection; that was rare in an arranged mating.

"This doorway," began Dewpaw in her address to the tribe, "is the key to our tribe's prosperity. I and my honor guard have been through, and we have found it to be a beautiful and bountiful land, a land filled with prey galore and open spaces as we are used to. The skies are blue, and the fields are green, and the animals' blood is red as any we have here." She paused.

"Listen well, my kinsmen, my sisters, my friends. This land is bountiful, but it is not tame. There are many races, beings without number, that inhabit this world. Some we have spoken to -- they are as diverse in attitude as they are in appearance. Some are good and honorable, some are cruel and evil. Some are strong and some are weak. Never before had I imagined such a thing possible; even now the magnitude of it stuns me."

There were quiet murmurs throughout the tribal enclave. If the wise one was amazed, what chance did the rest of them have in this strange, new world?

"Quiet!" commanded Dewpaw. Her voice was commanding and forceful but contained no malice, only tenderness and caring for her people. She crackled her vertebrae in the silence and sheathed and unsheathed her talons in a nervous gesture completely unbecoming of a shaman. "While odd and new to us, I believe that this world will be good to us -- better than this one has become at any rate." Her voice nearly broke, and she could see her people's eyes filled with tears. Even the faerie folk affiliated with the tribe could not remain unmoved by this heartfelt outpouring.

"I could order you through, blissfully ignorant of the dangers involved; my mate could maneuver you into the doorway by appealing to your honor; your chieftain could simply say 'Go,' and you would. You are an honorable, true people. However, this decision is far too great for any one member of the tribe, or even we three, your appointed leaders. Therefore, we have decided to let you decide whether you will go or stay. While splitting the tribe is dangerous at this point in time, it is far more dangerous to explore a new home with bad blood amongst us.

"Here are your options:

"First, stay here and face the metal invaders, the murderers of our fae kin; fight the last good fight, and die with honor. While we can injure them, we cannot beat them; you have all seen that firsthand. With the death of the entire Flame Talon tribe in under a sun's passage, I think it self-evident that we cannot win. We also cannot turn over our little cousins, for then we would be without honor, and not deserving of life.

"Second, we run. While dishonorable in the strictest sense, I do not feel that the gods would be angry for turning away from a vastly superior force. Surely, we could travel far enough and fast enough to find a secluded homeland, someplace where our children may live without fear and our cousins in their usual manner -- happily and carefree.

"Finally, we can go through the doorway our combined force of spirit has summoned. If it were possible, I would suggest a delay in this decision; it is not one to be made lightly. However, despite my personal feelings, we cannot delay, we cannot dawdle, we cannot laze about as though it were a summer highsun. The doorway will last for but the span of one width of the moon in its passage across the sky. We have neither the time nor the strength to summon another one.

"Now is the time for decision. Now is the time for action.

"All those at the age of decision may vote; additionally, though it is awkward, our faerie brethren may also have a say in this matter -- it is their fate we decide here too. The choice is simple: stay or go. Those who stay may choose their own path after we depart. Raise your voices so that the gods of earth and sky may hear your decision.

"All for staying here, declare!"

The cavern, lit only by fennel torches and the glow of the rift, was utterly silent, not even broken by the cooing or crying of cubs. It seemed to Dewpaw that the gathered assemblage was even holding their breath as a whole, so as not to mistake their intent.

"And those for the new world, declare!"

The roar shook the cave to its stony roots and the fennel torches wavered from the sudden intake of air. Dewpaw's tears rolled down her furry cheeks in love and admiration...

The Wemic are a centauroid race from an alternate universe. While centauroid, their component parts are blended much more smoothly than in a true centaur. A Wemic has the lower body of a lion and a humanoid upper body, which is covered in short fur. All Wemics have tails, and males have manes as well. Their fur, short on their bodies and bristly on their torsos, ranges from bright golden to dark brown.

Although they are technologically primitive, Wemics are far from stupid. They are highly curious and learn easily, acquiring new skills quickly in the proper environment. In their natural terrain, plains and grasslands, they are nomadic hunters and gatherers that travel in tribes of 1d6x10 to 2d6x100. Males traditionally occupy the position of hunters, war party leaders, and chieftain of the tribe. Females gather fruits and herbs to supplement the tribe's diet, occupy the position of tribal priest (shaman) and healer, and act as diplomats to other tribes (and other races on Rifts Earth).

A single tribe of nearly five hundred members dimensionally teleported to Rifts Earth in a time of utter desperation. A monstrous hoard of metallic invaders -- the Mechanoids -- began systematically destroying the many tribes of Wemic inhabiting the vast grasslands of their homeworld. While far enough from humanoid to not attract the ire of these beings in and of themselves, their allies and friends, the faerie folk, were. Unable to reconcile their sense of honor to sacrificing their "little cousins," they stood by them and were wiped out tribe by tribe.

The Sunrunner tribe, led by the shaman Dewpaw, her mate and the party war leader Redclaw, and the chieftain Blackmane, managed the tremendous feat of opening a random rift on a low-magic world (not unlike Earth between the accident at Atlantis and the end of the last age of magic). The rift was drawn to Rifts Earth (which is something of a cross-dimensional nexus), on the plains in the old American state of Kansas, which delighted them to no small end; Kansas is almost exactly like their homeworld but without the freshwater oceans. By the post-apocalyptic calendar, the year was 79 P.A.

By an accident of fate, nearly a quarter of the tribe was separated from the main body in transit and dropped right at the border of Kingsdale. These Wemics were confused by the new locale, by the strange sights, and by the sudden lack of a motivating force or leadership. Despairing of finding a new home, or even surviving, they sent a diplomatic envoy to Kingsdale to petition for citizenship. The Dictator of Kingsdale, taking pity on the dispossessed people, admitted them to the city and offered them a deal: full citizenship rights, an education in the ways of their new world, and a home inside the city walls in exchange for all adult members of the tribe serving ten years in the Kingsdale army and the usual requirements of their descendants. The tribe instantly agreed, feeling that by far they got the better of the deal. After all, what was an army but a larger hunting party?

The Kingsdale Senate was absolutely delighted when they discovered that the females' mystical and psionic powers had risen to near-supernatural levels in the magic-rich environment of Rifts Earth; even more so when the Wemic demonstrated a knack for machines. Kingsdale made good on all of their promises and then some, and the Wemic division has become a staple of the armed and magical forces of Kingsdale.

The plains Wemic have had no knowledge of their brethren for the past twenty-six years and believe them lost forever. However, if ever confronted with their existence, they will gladly open their arms to them, despite the many differences between the tribal branches. It is unlikely for them to ever become a single tribe again, or even to cohabit (Barbarian Wemic don't like Earth cities), but they will remain amicable.

### **Wemic RCC**

Alignment: Any except Miscreant or Diabolic, but most are Principled or Scrupulous.

Attributes: Males: IQ 3d6; ME 4d6; MA 2d6; PS 4d6+6; PP 2d6+3; PE 5d6; PB 2d6; Spd 6d6. Females: IQ 3d6; ME 4d6; MA 3d6; PS 3d6+4; PP 2d6+3; PE 5d6; PB 3d6; Spd 6d6.

Wemic Abilities:

Females are innate spellcasters and major psionics. Males are minor psionics. See below for details. The one thing that has contributed most to the survival of the wemics on Rifts Earth is the ability of the males to transform themselves into supernatural beings for short periods of time! When using the transformation, they manifest into a form representing their tribal name. The Sunrunners, the only tribe currently on Rifts Earth, manifest as their basic shape, but appearing to be made of pure sunlight. This acts on vampires as the globe of daylight spell with a thirty foot radius. The transformation may be achieved once per day, for one minute (four melees) per level of experience. The male Wemic becomes a mega-damage being with MDC equal to his SDC plus hit points, multiplied by two. The character's strength becomes supernatural for this period of time (see Rifts Conversion Book One for the supernatural strength damage table).

Wemics are immune to mind control and possession.

Nightvision to 50 ft (15.2 m).

Bite for 1D8 SDC, claw with front paws for 2D6 + PS bonus SDC, and kick with rear paws for 1D8 + PS bonus SDC. This damage becomes MD for males during the transformation.

Faerie Folk instinctively like and trust Wemics, treating them as relatives and dear friends. They also have a deeply ingrained respect for Wemics and play few tricks on them, and none that could possibly be dangerous. In their turn, Wemics adore their "little cousins" and will ever betray or harm them. The only exceptions to this rule are the evil Faerie Folk (pucks, unseelie, etc.), who hate and are hated by the Wemics and their gentler cousins. Most Wemics of adult age will have a group of faerie "kinfolk," 1D6 small, similarly aligned faeries that accompany the Wemic virtually everywhere, aiding when they can, cheering on when they can't, and generally lending friendship and moral support. It is considered the greatest disgrace possible (other than an outright betrayal of the tribe) to allow the death of even a single faerie kinfolk.

Hit Points: PEx2, plus 1D6 per level.

SDC: 2D6x10, plus skill bonuses.

MDC: by armor or magic only.

Height: Females are three to three and a half feet tall at the shoulder, and are just under six feet tall from front paws to head. Males stand nearly a foot taller.

Weight: Females weigh from 300-450 lbs.; males weigh between 400-600 lbs.

Horror Factor: 14 for males; 10 for females. Add two to HF when enraged.

Average Life Span: 120-150 years, with females generally living 30 years longer. Wemics reach physical maturity at the age of six to seven years, and achieve emotional maturity soon after.

Magic: Females may select six spells from spell levels 1-4 at first level; at each new level, the character may choose a spell from her own level or lower. They cannot purchase or otherwise learn new spells, gaining their spells through meditation and prayer, much like a mystic.

PPE: Males have 4D6 PPE; females have 1D4x10 plus the PE attribute, plus 1D6 per level.

Psionics: Females may choose three psionic powers from the healing and sensitive power categories. They may also select one lesser power at every even level (2nd, 4th, 6th, 8th, etc.) and one super psionic power at each fifth level (5th, 10th, and 15th). Males have only the powers of sixth sense and mind block auto-defense. Civilized males also have the power of telemechanics. Males are minor psionics and females are major psionics.

ISP: Males have 2D6 +ME attribute ISP. Females have 1D4x10 + ME attribute ISP, plus 1D6 per level.

Combat: Males have the equivalent of Hand to Hand: Expert; females have the equivalent of Hand to Hand: Basic. These skills may not be changed.

Bonuses:

Males: +4 save vs. poison/magic, +2 vs. HF, +1 vs. HF at each third level; +2 to strike and parry; +1 attack per melee.

Females: +4 save vs. magic, +1 vs. poison, +3 vs. HF; +2 to parry/dodge; +1 to spell strength at levels 3, 6, 9, 12, and 15.

Vulnerabilities/Penalties: Wemics cannot wear normal armor (centauroids have that problem); special armor costs two to four times normal but has double MDC. They also have difficulties in climbing and cannot rappel. If a Wemic were to (foolishly) claw an MDC structure, they lose 1D4 claws from the paw that attacked and suffer one HP damage for each claw thus lost. Finally, Wemics take +1 damage per die from normal fire due to their fur.

#### Barbarian Wemic Skills

Male - Female

Language: Faerispeak (98%) - Language: Faerispeak (98%)

Language: one of choice (+5%) - Language: one of choice (+5%)

Hunting - Hunting

Fishing (+10%) - Fishing (+10%)

Swimming (+5%) - Swimming (+5%)

Track Animals (+15%) - Cook (+5%)

Athletics - Lore: Faerie (+15%)

Body Building - Holistic Medicine (+15%)

Wrestling - Identify Plants and Fruits (+15%)

Land Navigation (+10%) - Preserve Food (+10%)

Detect Ambush (+15%) - Skin and Prepare Animal Hides (+10%)

Prowl (+10%) - Lore: Religion (+5%)

Wilderness Survival (+15%) - Wilderness Survival (+15%)

WP Speart - WP Spear

WP Archery - WP Archery

WP Targeting - WP Targeting

WP: two ancient of choice - Language: two of choice (+10%)

Hand to Hand: Expert - Hand to Hand: Basic

RCC Related Skills: Select eight of choice from the following list, but females must select two Domestic skills and males must take two Wilderness skills.

Communications: None

Domestic: Any for females (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: None (except RCC skills)

Military: None

Physical: Any except Acrobatics, Gymnastics, Climbing, and SCUBA (+5% where applicable)

Pilot: None

Pilot Related: None

Rogue: Any except for Computer skills (+5%)

Science: Botany only

Technical: Any except Writing, Photography, and Literacy (females receive +10% to Art)

WP: Any ancient

Wilderness: Any (+10%)

Secondary Skills: Choose four secondary skills with the previous restrictions, but without bonuses.

#### Civilized Wemic Skills

Male - Female

Language/Literacy: Faeriespeak (98%) - Language/Literacy: Faeriespeak (98%)

Language/Literacy: two of choice (+10%) - Language/Literacy: two of choice (+10%)

Basic Math (98%) - Basic Math (98%)

Basic Electronics (+5%) - Basic Electronics (+5%)

Athletics - First Aid (+10%)

Advanced Math (+5%) - Paramedic (+5%)

Wrestling - Art (+10%)

Body Building - Cook (+15%)

Prowl (+5%) - Lore: Faerie (+10%)

Land Navigation (+10%) - Sing or Play Musical Instrument (+10%)

Wilderness Survival (+5%) - Wilderness Survival (+5%)

WP Energy Pistol - WP Energy Pistol

WP Energy Rifle - WP Energy Rifle

WP: two modern of choice - WP: two modern of choice

Hand to Hand: Expert - Hand to Hand: Basic

RCC Related Skills: Select twelve of choice from the following list at first level, but three must be chosen from Mechanical or Electrical, and two from Espionage or Technical. Add two skills at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%)

Domestic: Any

Electrical: Any (+5%)

Espionage: Any except Disguise and Pick Pockets (+5%)

Mechanical: Any (+10%)

Medical: Females may select Pathology, Medical Doctor, and MD in Cybernetics, but the latter count as two skills each (+15%)

Military: Males may select any (+5%)

Physical: Any except Acrobatics, Gymnastics, and Climbing

Pilot: Any

Pilot Related: Any (+5%)

Rogue: Any except Computer Hacking and Pick Pockets

Science: Females may select any (+15%)

Technical: Any except Lore (+5%)

WP: Any

Wilderness: Track Animals and Identify Plants and Fruits only (+5%)

Secondary Skills: Choose six secondary skills from the previous list without the bonuses listed in parentheses.

Standard Equipment:

Barbarian Wemics have very little to call their own; usually just a family tent, a few weapons (all made of stone, bone, and wood), and some preserved meat and hides. They do like shiny stones and precious metals as decorations and have quite an eye for aesthetics.

Civilized Wemics will have a customized suit of non-environmental medium or heavy MDC body armor; an energy pistol; an energy rifle; one other weapon of choice (GM's discretion); six E-clips; a few sets of clothes (dress, common, and camouflage); food rations for one month; and a few personal items. A vehicle is usually not selected because of their great pride in their natural speed.

Money:

Barbarian Wemics do not understand the concept of money and work on a barter system for the few needs that they cannot provide for themselves. They are good artists, gemcutters, and metalworkers (although they do not use metal in their weapons), and it is likely that any given Wemic will have artworks and precious gems that may be sold for 1D4x1000 credits, but money will still take quite a bit of getting used to.

Civilized Wemics have more in the way of money and valuables. Those employed by the Kingsdale military have a salary of 3500 credits per month and start play with three months' pay. Mercenary Wemics (those no longer employed by Kingsdale) will have 3D6x100 credits and 2D4x1000 credits in black market items.

Cybernetics:

Barbarian Wemics know nothing about them, but would never consider them even if they did. They are too proud of their natural abilities to ever consider augmentation.

Civilized male Wemics may have 1D4 cybernetic implants if they wish, and will consider having more added throughout their lives. Females will only accept bio-system replacements due to the detrimental affect of bionic implants on magic and psionics.

XP:

Male barbarians use the Wilderness Scout experience table. Female barbarians use the Mystic experience table.

Civilized males use the Headhunter experience table. Females use the Body Fixer experience table.

Final Notes: This RCC is based on the Wemic race from AD&D, which is in turn based on the legendary centaur (but a lion instead of a horse).

## Werecheetah R.C.C.

**Alignment:** Any, but usually selfish or evil.

**Attributes:** I.Q.: 2D6+2; M.E.: 3D6+2; M.A.: 4D6; P.S.: 4D6 (never less than 15); P.P.: 4D6+1 (never less than 17); P.E.: 4D6; P.B.: 4D6; SPD: 8D6 (see special under abilities).

**Hit Points:** 6D6+10 plus 1D6 per level.

**Natural Armor Rating:** The werecheetah, like all werebeasts, is immune to damage from normal weapons including MD energy weapons, explosives, bullets, fire, wood, steel, poisons and toxins. However, werebeasts are vulnerable to ordinary silver. Weapons composed of 50% or more silver do double damage directly to the creatures hit points.

**Horror Factor:** 12 in their natural half human/half animal form or as a huge Cheetah. Not applicable in human form.

**P.P.E.:** 2D4X10+10

**Natural Abilities:** Speak while in animal form; Prowl 70%; Swim 60%; Climb 85%/75%; Track by smell 65%; Leap 30 ft. high or lengthwise from a standing position; Nightvision 300ft.; Keen colorvision and hearing; and Bio-regenerate 2D6 hp per hour.

**Special:** The werecheetah is especially fleet of foot. In it's natural hybrid form it can maintain a running speed of 70 m.p.h. indefinitely and can sprint at 140 m.p.h. for up to 1 minute (4 melees) once every five minutes. In it's cheetah form the beast can run at 140 m.p.h. indefinitely and can sprint at an impressive 300 m.p.h. for one minute every five minutes.

**Shape Changing Power:** The werecheetah can shape change at will any time, day or night. The metamorphosis takes 15 seconds (1 melee) and there is no limit to the number of time the creature can change or how long it can maintain any particular form.

**Magic:Metamorphosis:** Animal; Metamorphosis:Human; Summon and control felines; Repel Animals; Sense Evil; Sense Magic; Tongues.

**Psionic Abilities:** Sixth Sense; See the Invisible; Presence Sense; and Mind Block

**I.S.P.:**5D6

**Combat Skills:** 5 attacks per melee in hybrid or cheetah forms; 3 attacks in human form.

**Bonuses:** In addition to attribute bonuses the werecheetah is +2 to initiative, +2 to strike and parry, +3 to dodge, +4 to pull/roll with punch, +6 to save vs. Horror Factor, +2 to save vs. psionics, and +2 to save vs. magic.

**Damage:** Varies depending on form.

Human shape: Punch-2D6 SDC plus damage bonus; Kick-3D6 SDC plus damage bonus.

Hybrid and Cheetah forms: Restrained claw-5D6 SDC plus damage bonus; Full strength claw-2D6 MD; Power punch/claw-4D6 MD; Normal bite-2D6 SDC; Power bite-1D4 MD (counts as two attacks)

**Note:** All physical attacks from a werecheetah do full normal damage to Vampires and other werebeasts.

**R.C.C. Skills:** The werecheetah can speak Euro at 98% and one other language at +20%; Track animals +10%; and select 7 "other" skills plus 3 additional at levels 4,8,12,15.

Available skill categories include:

- ; Domestic
- ; Espionage
- ; Science: Basic Mathematics only
- ; Technical: Language, Lore, Photography, Literacy only
- ; Pilot: Automobile, Truck, Motorcycle, Hover vehicle and Boat only
- ; W.P.: Any, but lean toward ancient weapons
- ; Wilderness: Any +10%

**N.P.C. Experience Level:** 1D4+1

**Player Character Experience:** Player characters start at level one and follow the Psi-stalker experience table.

**Average Life Span:** 350 years

**Habitat:** The werecheetah is almost exclusively found in the light jungles and flatlands of Africa. Only the occasional adventurer or outcast can be found elsewhere in the Megaverse. They tend to prefer warm and arid climates with wide open spaces.

**Enemies:** Supernatural predators, and vampires, leery of humanoids. Hate werewolves and will attack them on sight without hesitation. They will continue to fight until killed or subdued or the werewolf is killed or removed from the range of the werecheeta's senses.

**Allies:** May join forces with Supernatural creatures who have proven themselves to be true friends. Extremely loyal to friends.

**Size:** 6 to 7 feet tall in Human and hybrid forms, 3 to 4 feet tall as cheetah and 7 to 9 feet long from nosetip to rear, plus another 3 to 5 feet of tail.

**Weight:** 200 to 300 pounds

**Notes:** Gather in packs of 1D4X10+5 and are very community oriented. Hunt alone or in pairs. Love open spaces and exploring. Very playful, almost to a fault. Very curious about most things. Love to run and prefer their Hybrid form above all others.

## Werewolves R.C.C.

By:

[Gabriel](#)

"...four cubits in height, and his face was like unto the face of a great dog, and his eyes were like unto lamps of fire which burnt brightly, and his teeth were like unto the tusks of a wild boar, or the teeth of a lion, and the nails of his hands were like unto curved reaping hooks, and the nails of his toes were like unto the claws of a lion, and the hair of his head came down over his arms like unto the mane of a lion, and his whole appearance was awful and terrifying."

### - The Contendings of the Apostles

Walking amongst mankind for millennia, the Were have always been here. Tales abound of men capable of changing their form by moonlight, transforming into the form of a giant wolf or wolf-man. Canines are the predominant species represented in these stories, however other species do exist.

The concept of werewolves, or lycanthropes, is possibly based on the myth of Lycaos. He was the king of Arcadia, and in the time of the ancient Greeks he was notorious for his cruelty. He tried to buy the favor of Zeus by offering him the flesh of a young child. Zeus punished him for this crime and turned him into a wolf.

They are known all over the world. In areas where the wolf is not so common, the belief in werewolves is replaced by folklore where men can change themselves in tigers, lions, bears and other fierce animals.

### In gaming terms:

Werewolves are supernatural predators able to change their form in order to blend into human society. Their true form is that of a half-man, half-wolf. Their most deadly ability however is their power to change into a completely human form. This allows them to hunt among the masses, usually undetected. In addition they can change into a giant wolf, larger than the normal specimen. Unlike most myths, werewolves can change their shape at will and are not limited by the phases of the moon. However they are strongest during a full moon.

The werewolf is common to Europe, North America, and Eur. The legends of werewolves have been told since the ancient Greeks and brethren, but still fairly intelligent. They will hunt any living creature, but prefer humans and humanoids.

**Horror Factor:** 13 in the true form, a wolf-man, or 12 as a giant wolf.

**Alignment:** Any, but usually Anarchist or miscreant.

**Attributes:** IQ: 3D6, ME: 3D6, MA: 2D6, PS: 4D6+3, PP: 4D6, PE: 4D6+6, PB: 3D6, SPD: 4D6 in human form or 50 as a wolf / wolf-man. Supernatural physical strength.

**Hit Points (special):** 1D4x10+25; see natural armor rating

**Natural Armor Rating:** The werewolf is invulnerable to all mundane weapons, except for those that have 50% silver content. In other words, whether it be a .38 special firing exploding rounds, or a heavy plasma ejector, it won't hurt them. This includes all known poisons and drugs. However, use a weapon made of silver and the werewolf is in trouble. Due to their relationship with the moon, ordinary silver hurts them, inflicting double damage to hit points. Magic and psionics will affect them, doing normal damage. Attacks from supernatural creatures, such as Nightbane or Vampires, do normal damage to hit points. Wolfbane will keep them at bay.

**P.P.E.:** 2D6x10+20 due to their mystical nature

**Natural Abilities:** Speak while in animal form and beast form, prowl 75%, swim 60%, track by smell 70%, track by blood 90%, nightvision 500 feet, bio-regenerate at a rate of 1D4x5 per hour. Limited invulnerability, see natural armor rating.

1.) Shape-changing powers: The werewolf can change from beast form to human form or to ejector, it won't hurt them. This includes all known poisons and drugs. endurance save is made (12 or higher on a D20, can add ME bonuses). +1 to save at levels 1, 4, 8, 12, 15.

2.) Moon Powers: The powers of werewolves usually do not change with the waning and waxing of the moon, except for full moons. During the full moon the creature gains 1D4x10 hit points, and is +10 to PS, +4 to PP, and +15 to speed. In addition, they regenerate at a rate of 1D10 HP per melee round.

**Magic Abilities:** None

**Psionic Abilities:** None

**Combat:** Use Hand to Hand: Assassin with the following modifiers.

1.) Human Form: No modifiers.

2.) Wolf Form: No kick attacks, Add one attack per melee, cannot use weapons.

3.) Beast Form: Can use weapons, but at -3 to strike with modern weapons, and -1 to strike and parry using ancient weapons. Add two attacks per melee.

**Bonuses:** +5 to save vs. horror factor in addition to attribute bonuses.

**Damage:** As per supernatural strength table, with the following modifiers -

1.) Beast Form: +6 to damage, bite does 4D6 SDC

2.) Wolf Form: +3 to damage, bite does 3D6 SDC

**O.C.C.'s:** And that don't require psionics or magic. Tend towards gang-related occupations, warrior types.

**Habitat:** Anywhere, but most commonly found in Europe, North America, and Eurasia, and to a lesser degree, Australia.

**Enemies:** Hunters of the supernatural, rival packs, the Nightlords and their minions, etc.

**Allies:** Pack members, other supernatural creatures

**Size:** Standard human in human form, 6'6" to 8' in beast form, 4-5 feet at the shoulder in wolf form.

**Weight:** 200-500 lb depending on form.

## Western Warrior R.C.C.

By:

[Allan Harrison](#)

**Alignment:** Any, but as stated under Eastern Warriors, no Warrior will EVER fight another for any reason.

**Attributes:** IQ: 4D6+12, ME: 4D6+12, MA: 3D6, PS: 3D6, PP: 3D6, PE: 4D6+6, PB: 4D6+6, Spd: 3D6



**M.D.C.:** 3D6\*10 + 2D6/level

**Note:** All Western Warriors are totally impervious to kinetic attacks.

**Magic Knowledge:** The whole race is one with Superhuman Magic Capabilities (Phase World, pg. 108), with every member equal to a Techno-Wizard, and with a 50% chance of being able to pick up a magic OCC on the side!

**P.P.E.:** 1D4\*100 + (PE\*5) +1D6\*10/level

**Psionics:** All are minor psionics with the powers of Empathy and Exorcism

**I.S.P.:** ME\*2 + 2D4/level

Western Warriors are Enlightened Imperialists (Phase World, pg. 108)

**R.C.C. Skills:**

Intelligence(+20%)

Tracking(+10%)

Wilderness Survival(+20%)

Holistic Medicine(+20%)

Horsemanship(+20%)

Prowl(+15%)

Botany(+15%)

Astronomy(+20%)

Math: Basic and Advanced(+20%)

Literacy: Western Warrish/Sioux: 98%

Lore: Faerie, Demon and Monster(+20%)

WP Archery and Targeting

WP Knife

Hand to Hand: Expert

Plus the necessary skills of a TW.

**R.C.C. Related Skills:** Select 9 from the following categories

Domestic: Any

Electrical: Any

Espionage: Any

Mechanical: Any

Physical: Any

Piloting skill (Warr Machines)

Pilot Related (Warr Machines).

Science: Any

Technical: Any

Wilderness: Any (+8%)

WP: Any

**Secondary Skills:** Select 7 from those under Related, with the usual restrictions.

**Standard Equipment:** Normal long bow and knife, Magic long bow (2D6 MD and 2x range) and knife (1D8 MD), buckskin leggings and vest (AR:17 MDC:50 works like Cyber-Armor), 1 month rations, and 1 lesser Warr Machine.

**Xp table:** Use the Dragon table, except for those who learn an OCC on the side, in which case they must use that table, but at 2x normal amount.

## Wild Child OCC

By: Yagathai@aol.com

### Wild Child OCC

Throughout history, there have been legends, stories and myths of children, abandoned or lost by their parents in the wilderness and raised by wild animals. Legendary figures, such as Tarzan, Mowgli and Sheena, were such people. Generally the Wild Child lost all contact with humans at an early age, less than 18 months. They were adopted by a mammalian animal (or more likely, a pack of

animals) and taught the way of Nature. Many also learn something of Man, like some basic rudiments of language, the use of some weapons and often some primitive lore, but they are creatures of the wild and do not react well to being separated from their homes. Prime physical specimens, these rare, naive men and women know little of guile or deceit and are often used as thieves or warriors by the unethical. Once in the outside world, however, the average Wild Child will be quick to learn new skills from the modern world and will take often advantage of modern equipment.

#### Special Wild Child OCC Bonuses and Penalties

+1D6 to PS

+2D4 to PP

+1D4 to PE

- (yes, minus) 1D4 MA

+1D4 ME

+3D6 to SPD

+1 to roll with punch, fall or impact

+1 to initiative

+3D6+6 to SDC

+1D6 to HP

#### OCC Abilities

**Commune With Animal:** The Wild Child can commune with a certain type of animal (Pachyderm, Ursine, Canine, Feline, Bovine, Equine, etc) of the sort that raised them. They can call these creatures from up to 2 miles away and can sometimes cause them to do their bidding. This is not a form mind-control - the Wild Child merely asks the animal or animals to do them a favor and the animal(s) will usually agree. This does, however work both ways – the animals may call upon their human cousin to help them with some problem they are having with humans (or demons, or robots, or other animals...that's a great plot device right there, GMs). The Wild Child will not ask the animals to give up their lives (though the animals may choose to do so), and the animal probably will refuse to do anything against their nature. Furthermore, the Wild Child cannot communicate purely telepathically with the creatures - they must use a combination of body language and sounds to communicate their meaning. The communication is fairly limited – no complicated instructions. It goes without saying that the Wild Child will not tolerate any harming or mistreating of the animal that they were raised by. At levels 3, 5, 7, 10, 12 and 15 the Wild Child may select another type of animal they can communicate with (Tarzan could communicate with apes, elephants, panthers (Yep, panthers, read the books) and monkeys, at very least)

**Psychic Abilities:** The Wild Child possess the following minor psychic abilities (they are considered minor psychics):

Sixth Sense

Sense Supernatural Evil

See the Invisible

Nightvision

Summon Inner Strength

ISP: 1D4\*10 + 2D4 per Level of Experience

#### OCC Requirements

ME 14 or higher, PE 14 or higher. High PS, PP and IQ are recommended but not required. Alignments are restricted to Principled, Scrupulous and Abberant only.

#### Racial Restrictions

None, really. Be reasonable, though.

#### OCC Skills

Speak OR write language of choice at (- (yes, minus) 10%)

Acrobatics (+ 15% where applicable)

Climbing (+20 %)

Prowl (+25%)

Swimming (+15%)

Track Animals (+25%)

Identify Plants and Fruits (+15%)

Land Navigation (+14%)

Wilderness Survival (+25%)

Hunting

Cook

Holistic Medicine (+10%)

Lore: Animals (+25%)

Trap Construction (+20%)

WP Knife

Two other ancients WP's of choice

Hand to Hand: Expert

**OCC Related Skills :** The character may select four additional skills from the below list, plus two additional skills at levels 2, 4, 6, 7, 9, 11, 13 and 15. Hand-to-hand skills may be upgraded as a Secondary skill. See below.

**Communications:** None

**Cowboy:** None

Domestic: None  
Electrical: None  
Espionage: Detect Ambush and Concealment only (+10%)  
Horsemanship: General and Exotic only (+10%) (Tarzan could ride Triceratops, for example, and Mowgli could ride panthers)  
Mechanical: None  
Medical: First aid only (+5%)  
Military: None  
Physical: Any except Boxing, Wrestling SCUBA and all Juicer sports  
Pilot: Small (sail and canoe type) boats and Horsemanship (see above) only  
Pilot Related: None  
Rogue: None  
Science: Anthropology only  
Technical: Limited to one additional language/literacy (-10) and all lore (+10)  
WP: Ancient only  
Wilderness: Any (+10%)

#### Secondary Skills

The character may select 4 skills from the above list at first level (without benefits of skill level), and 3 additional skills from the below list at levels 2, 3, 4, 6, 7, 8, 10, 11, 12, 13 and 15 All skills start at base level, except as noted below.

Hand-to-hand combat may be upgraded to Martial Arts at the cost of one secondary skill or Commando at the cost of two secondary skills. This cannot be done until second level, where the H-H starts at the character's current level (character discards all previous bonuses and skills from H-H combat and adds bonuses from new combat skill from first to current level)

Communications: Radio: Basic and TV/Video only

Electrical: Basic only

Espionage: Any

Horsemanship: General and Exotic only

Mechanical: Basic only

Medical: Any (yes, any)

Military: Any, except Parachuting, Find Contraband and NBC Warfare

Physical: Any

Pilot: Any, except Robots and Power Armor and Jet Fighters

Pilot Related: Any

Rogue: Any except Computer hacking, Streetwise and Find Contraband

Science: Any

Technical: Any, except computer skills

WPs: Any

Wilderness: Any

Cybernetics: Nope, except for medically-necessary bio-systems

Standard equipment: Basic clothing, a knife, a grass rope, two weeks worth of food, personal keepsakes, and perhaps some skins or hides. Also, 1D4 animal companions, usually (but not always) of the type that the Wild Child was raised by. That's it.

Weapons: Two ancient weapons of choice, typically a spear or staff and a bow and arrow. Usually non-metal items.

Money: 1D4\*1000 in skins, plants, and artifacts

## Wildrunner R.C.C.

By:

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With the advent of psionic powers came into being the Wildrunners, beings whose mental powers developed toward the control of beasts. In this regard, they are extremely powerful individuals, capable of mentally dominating even the mighty dragons!

These are uncommon beings who generally dislike contact with civilization, spending most of their existence in the wilderness. They are sometimes sought out by Coalition forces for their ability to control supernatural creatures, and used to help eradicate their threat to humankind.

Wildrunners in the wilderness tend to be solitary beings, except for a gathering of befriended animals who accompany them. As a Coalition soldier, a Wildrunner will generally be assigned to work with a Search and Destroy team of Dog Boys, Psi-Stalker, and Duster.

Wildrunners are a valued asset of the Coalition in its campaign against supernatural creatures.

### Wildrunner Powers:

1. Psionic Empathy/Control of Creatures: Wildrunners have an affinity with animals of all kinds. Domesticated animals will always take an immediate liking to a wildrunner and will do their best to please him; +20% bonus to ride a horse and work with all domestic

animals.

Wild animals will react to the wildrunner as if he was a fellow woodland creature, allowing him to walk among them without fear. This allows the wildrunner to operate in the wilderness without causing animals to react to his presence; birds do not fly away, animals do not run, and therefore do not indicate a wildrunner's approach. Even watchdogs will not bark at the presence of a wildrunner.

Wildrunners not only have an empathy with animals, they can psionically control animals. This ability requires a saving throw to negate, otherwise the animal will be under the wildrunner's mental domination. Controlling an animal (or supernatural beastie) costs 4 I.S.P. for every 10 minutes of domination.

Supernatural beasties are allowed a saving throw every 10 minutes, other animals are only allowed the initial save. Intelligent supernatural demons (including vampires) may also be controlled at the cost of 8 I.S.P. for every 10 minutes of mental domination.

**Note:** this ability also applies to attempts to control dragons, although this is an extremely risky proposition. Attempts to control dragons must be made when the wildrunner is in actual, physical contact with a dragon, and the following conditions apply: Saving throw is at +4 (every 10 minutes!), I.S.P. cost is 12 points per 10 minutes of control. Also note that when a dragon comes out of mind control, he is very disturbed and willing to shred the wildrunner!

**Special Note:** because of his special rapport with animals, a wildrunner will try to never unnecessarily kill any animal. He will hunt for food, however, and shows no compassion for amoral supernatural beings.

2. Other Psi-Powers: Wildrunners also possess the following psionic abilities: Empathic Transmission (super), Presence Sense, Empathy, Nightvision, Bio-Regeneration, and Mind Block. Wildrunners also have a +2 bonus to save versus mind control. They can also use items of Techno-Wizardry, and especially enjoy TW weapon types.

3. Physical Bonuses: Enhanced senses make it difficult to surprise a wildrunner, giving a bonus +2 to initiative rolls. +10 to S.D.C., +1d6 to P.E. and M.A., +1d4 to M.E.

**Attribute Requirements:** P.S. 10, P.P. 11, M.E. 16.

**P.P.E.:** 2d6.

**I.S.P.:** 2d4 x 10 + M.E., plus 10 I.S.P. per level of experience. Considered a master psionic.

**O.C.C. Skills:**

Detect Ambush (+15%)

Detect Concealment (+15%)

Acrobatics (+10%)

Climbing (+20%)

Prowl (+20%)

Wilderness Survival (+20%)

Identify Plants (+15%)

Tracking (+15%)

Land Navigation (+15%)

Horsemanship (+10%)

W.P. Sword

W.P. Knife

W.P. Energy Pistol

W.P. Bolt Action Rifle

Hand to Hand: Expert (can change to Martial Arts at cost of 1 "other" skill)

**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: Basic Radio only

Domestic: any (Fishing +5%)

Electrical: none

Espionage: any

Mechanical: none

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

Military: none

Physical: any (+5% where applicable)

Pilot: any

Pilot Related: any

Rogue: any (except Computer Hacking)

Science: Basic Math only

Technical: Art, Language, Literacy, and Lore only

Weapon Proficiencies: any

Wilderness: any (+5%)

**Secondary Skills:** The character also gets to select 6 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:** Wildrunners usually have equipment very similar to that possessed by the Wilderness Scout, and should refer to that list.

**Weapons:** Usually include: energy pistol and a couple of spare E-clips, S.D.C. knife, bolt action hunting rifle and S.D.C. ammunition.

**Vehicle:** Generally will be some form of riding animal, be it horse or some similar creature befriended by the wildrunner. However, mechanical forms of transportation may also be used.

**Coalition Wildrunners:** will have PSI "Dead Boy" body armor, a C-18 energy sidearm, and a vibro-blade in addition to whatever equipment they possessed before coming to work for the Coalition. Availability of other equipment depends, as usual, upon the relationship between the Wildrunner and his superiors.

**Money:** 2d6 x 100 in credit, and 1d4 x 1,000 in black market items. Coalition Wildrunners earn 2000 credits per month for their services.

**Cybernetics:** Wildrunners will generally avoid cybernetic implantation except to replace missing body parts.

**Xp table:** Same as Psi-Stalker

## Witchblade OCC v1.3

By: Albert  
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### The WitchBlade Wielder O.C.C

Description:

The Witchblade itself is an organic glove construct with special powers, usually worn on the right hand. The high levels of SDC and HP are the only

reason I can think of to explain why Sara (from the comic) is still affected by pistols and guns, as well as being able to survive powerful magic beams. It seems to have the user predestined for it. How the user is chosen or how they come into contact is up to the GM. It rips apart the clothes of the wearer when activated, and leaves the clothes ripped, until the user reaches level two, at which point the clothes can be repaired. When not activated, it is in a small bracelet like form. There is only one user for it at any given time, and anyone who is not the user and tries to use it gets his/her arm cut off.

The wielder of the Witchblade is a human woman with high M.A and M.E, generally smart, and in the Rifts setting means a vagabond woman with the desire and drive to achieve something great for herself, although so far she has had little success because of her low physical attributes or lack of resources. Somehow the Witchblade will come into contact with her. What follows is basically a Vagabond O.C.C merged with the Witchblade. This is mainly due to some complains that the Witchblade makes the character too powerful when merged with an established powerhouse like a magic user. Now, hopefully, it should be just about as powerful as a Mega-Juicer or similar with very very good high - tech equipment. The reduced P.P.E means that power expenditure should be carefully planned, as it shuts down when all P.P.E is used, a very deadly situation when in the middle of combat.

Racial Restrictions: Human females only

Note: Males and females who were not meant for the Witchblade, but forces it on them, may be allowed by the GM, but uses personal P.P.E rate instead of the Witchblade's. This means that only a few of the powers may be used.

Very rare. The low personal P.P.E is why Ken Irons from the comic who forced the Witchblade on himself can only use some of the powers and the powers are weak too. P.B is also reduced to 2D6, all other stats are rolled standard 3D6. Shouldn't be allowed except under extremely exceptional circumstances, like maybe godly intervention. The Witchblade doesn't like being forced onto someone and will not defend the wielder automatically, nor give warnings or advice from its lore skill, and will try to sabotage the wielder and kill him/her at every opportunity. GMs, this can be fun, role-play the Witchblade itself. Considered a greatest rune weapon for all intents and purposes

Alignment: Any, but usually good, unprincipled or aberrant

Witchblade Alignment: Effectively Anarchist for itself and its user

Attributes: The Witchblade itself has I.Q. 10 (very high animal intelligence)

The wielder's attributes are rolled up as such:

I.Q 3D6+2

M.E 2D6+10

M.A 2D6+10

P.S 3D6+10

P.P 3D6+10

P.E 3D6+10

P.B 3D6

Spd 6D6

(all attributes are considered supernatural)

Average Lifespan: The Witchblade itself is immortal, but does the user become immortal, has a lengthened life span, or has a normal life span? I think its a normal life span, but GMs can change it.

Hit Points: P.E attribute +2D6x100 to HP, plus 1D6x10 per level.

S.D.C.: 1D4x10 + 4D6x100 + 500 to S.D.C, plus 1D6x100 per level.

M.D.C: The construct itself has 1,000 M.D.C and regenerates at a rate of 1D6x10 per melee round.

Takes a called shot at -8 to hit it. The wielder is not an M.D.C creature, although one of its powers can change that. If blasted below 0 M.D.C it will disappear only to reappear far away (the other side of the world) awaiting its new wielder.

P.P.E: 3D6, cannot learn magic.

I.S.P and Psionics: Roll as a standard human

Magic: Special: The Witchblade knows all the necromantic spells at 20 level proficiency, which was used to resurrect Michael Yee in the comic. However, like the Lore skill, it is only used when needed or specifically asked for by the wielder. Cannot resurrect the wielder! Uses Witchblade P.P.E base.

Witchblade P.P.E.: 250 (+ 3xM.E attribute + 2D6 per experience level after the first)

For the Witchblade only! Cannot be drawn by any one, including its user, in any way for any purpose whatsoever, and used to power its abilities, nor can any other source of P.P.E be used to power its abilities. It regenerates at a rate of 20 per hour, 40 near a ley line, 50 near a ley line nexus. Once this P.P.E is used up, the Witchblade "switches off" for 24 hours while it recharges. Nothing can affect it, or cause it to activate until this 24 hour period is completed, by the end of which all P.P.E will be restored to maximum.

Natural Abilities: Witchblade abilities only.

Black Market Cost: The only one of its kind, almost never found or sold. If it is, would cost somewhere between 20 billion to 40 billion (or more, depending on the buyer and seller)

Insanities: The wielder is eventually drawn closer and closer into the bond with the Witchblade, and gets some of its basic, primal feelings. At levels 3,8 and 12 roll once on the obsession table.

Also, the wielder has multiple personalities, 2 of them, which is in fact the Witchblade which attempts to assert control over the body from time to time. Exact details are the same as the Crazy, see the Rifts book. However, the second personality is always a "Blood Thirsty" character with a Diabolic alignment. The only difference is that the wielder may attempt to regain control by rolling 5D10 and adding the results. If the resulting number is under the wielder's M.E score, she succeeds in regaining control.

She may try as often as once per minute. In the "Blood Thirsty" persona, the I.Q of the Witchblade takes over (I.Q 10)

Witchblade bonuses and abilities:

The Witchblade has a life and intelligence of its own, and attacks of its own will anything which the wielder does not see and which might present a threat to her. See the powers, below.

+2 save vs. Horror Factor.

+3 on all combat bonuses, in addition to the ones given by the enhanced stats above. Also gets an additional +1 at levels 3,6,12 and 15.

Can parry energy and laser blasts, as well as bullets and rail guns (not missiles) but does so at -2 to parry.

Fatigues at twice the normal rate (can do twice as much before tiring)

Also takes twice as long before she requires food, rest, drink, etc, although they are still required. Also twice as long without oxygen, so she can go underwater for a longer while.

Perfect 20/20 vision, keen hawk eye vision (can read a book a mile away)

+45% recover from coma/death

+4 to save from insanity, psionics of all kinds, magic, and mind probes etc.

Immune to poison and disease

Enhanced healing: Heals at a rate of twenty times the normal rate.

Lost limbs take 300 P.P.E from the Witchblade to replace, as well as taking 12 hours of sleep or unconsciousness. This period of time must be unbroken, a straight 12 hours, if it is interrupted, the P.P.E is spent, but the limb only returns the next time 12 hours is spent sleeping uninterrupted. This 300 P.P.E must be spent the moment the limb is gone, which can lead to a great disadvantage in combat due to the high cost.

Sense Rifts, ley lines, ley line nexus's within a 160km range.

See the invisible, see astral beings, sense evil, sense magic, all constantly on with no cost at all. The wielder does not actually see them, but the Witchblade does and lets the wielder know.

The Witchblade also possesses LORE - Everything at 98% but will only tell the wielder when it is required. For example Sara has to fight a vampire, which she has no previous knowledge of. When preparing for the fight, the Witchblade tells her nothing. However, when it comes to the actual confrontation, she will instinctively know that they are affected by sunlight, etc. However, if Sara had asked, she would have been given the knowledge when and where she asked) Considered a magic weapon, does damage straight to H.P to vampires, etc.

Also, the wielder cannot be surprised, and can be woken even if she is sleeping.

The Witchblade also can change form, to become a small bracelet, or full gauntlet, or full body armour. The last one is only when

power number one is activated.

Eyes and body glow pink/purple with energy when angry.

**SPECIAL:** When meeting its old enemy, a wielder of The Darkness (does anyone read the Witchblade and / or The Darkness comics?) it will attack it and ignore every other enemy, gaining the bonus equivalents of a frenzy (see Rifts Crazy O.C.C)

The wielder can select 3 of the below special powers at first level. She can gain one more at levels 3 and 6. Note that the Witchblade controlled abilities "This power automatically kicks in whenever an attack that would otherwise be fatal would hit (i.e a dodge attempt failed, etc) whether the wielder wills it or not", will not work if the power has not been selected.

#### 1) Special M.D.C

If 50 P.P.E is spent, the wielder of the Witchblade can become a M.D.C construct, with a base of (HP + SDC divided by 10) M.D.C and 3 more for every extra P.P.E point spent above and over the base 50 P.P.E cost. For example, Sara has 1000 HP and 1900 SDC. Once she invokes this power, and spends 60 P.P.E, she would have 290 M.D.C as a base, and an additional 30 M.D.C for a total of 320 M.D.C. This power automatically kicks in whenever an attack that would otherwise be fatal would hit (i.e a dodge attempt failed, etc) whether the wielder wills it or not. There is no chance of the blow getting in before the M.D.C armour is created. This lasts until the M.D.C is depleted, or until retracted by the user. This M.D.C can be created as many times as desired, and allowed by P.P.E reserves. Thus, if one suit is depleted, it can be retracted and another one created immediately, with full M.D.C. It lasts until depleted or until retracted.

#### 2) Power Blast

A blast that is pure power, doing 1D4 M.D. or 1D4x100 S.D for every 1 point of P.P.E put into it. The range is 100 metres + 20 metres per level of experience. A +4 to strike, when using this blast only. It also has a blast radius, 3 metres +1 per level of experience. This blast comes out from the hands, presumably generated by the 2 small gem-like things in the Witchblade itself.

#### 3) Psi-Blades

An energy construct resembling a two pronged fork appears out of the hand the glove is worn on. It does 2D6 M.D at first level, and an additional 1D6 per level of experience. The power can also be boosted by 1D6 M.D per every 10 extra P.P.E put into it. The basic blades cost 30 P.P.E to activate, and lasts for ten minutes every level of the user, or until retracted. OR can be created as a physical weapon that is created and retracted as needed. No difference.

#### 4) Magical and Psionic Dispersal

The Witchblade can construct a field that negates any hostile magic or psionics that is incoming. It costs 150% the cost in P.P.E, the cost in I.S.P or P.P.E it took to cast the spell that is incoming. It will only appear when the wielder wills it, but will also appear when the spell incoming is fatal, during which the Witchblade disperses it to the best of its ability, regardless of the wielder's wishes. If P.P.E is unavailable to fully disperse the spell, all remaining P.P.E is used up and the spells effect, duration, etc is reduced to a quarter the normal. There is no way to get the spell in before this field is created. This field is a one use thing.

#### 5) Barbed Tentacles

These are created by the Witchblade to deal with enemies the wielder might not have seen, or might have trouble handling on her own (even with the other Witchblade powers) As many of these can be created as desired, up to a maximum of ten + five per level of the wielder. If a situation like above, the Witchblade will automatically create what it feels is necessary to handle the problem. (for example 1 to deal with a normal human, 10 to deal with a human in light body armour, etc). If really powerful, then the current full amount is created, to the maximum amount of P.P.E available. They cost 20 P.P.E per tentacle, and last for 10 minutes per level of the wielder, or until retracted. Each tentacle can strike once. So if there is ten tentacles, each can strike once every melee.

M.D.: 1D6 + 4 per striking attack

Optional attack entangle (see N&SS or Rifts)

Range 200 Feet

Combat: Hand to Hand Combat: Assassin with +2 attacks

O.C.C experience table: Uses the Dragon experience table.

Weapons and Equipment: Any, but only light armour may be worn. Prefers to use natural abilities over others.

Bionics and Cybernetics: Cybernetics can be used, but only bio-systems, and cannot be the arm on which the Witchblade is on (right).

Symbiotes: No other symbiotes may be used.

Special: Vampires. The wielder is NOT immune to the vampires powers, such as mind control (although has the bonuses against them) etc, but CANNOT be turned into a vampire in any way.

Others, standard equipment, and skills: The same as the Vagabond O.C.C (which was probably what she was before she found the Witchblade) except that the wielder gains a W.P Ancient Weapon of Choice, which is what the Psi-Blades are considered (they appear in the form of the wielders favorite weapon, a spear, etc. The weapon formed is likely to be determined by the user, i.e an axe if user is impressed by strength, or a rapier if impressed by speed, etc.)

## Wolfen Legionnaire O.C.C.

By: Paladin

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## Wolfen Legionnaire O.C.C.

The legionnaire is the backbone of the Roman Army. There are only five thousand troops in the army that are not legionnaires. The legionnaire is generally a well-trained warrior, trained in both the use of sword and energy weapons. They are respected by the common people and are well paid and treated. All Wolfen males are required to join the army at age 16 (females are not required to join, but may if they wish). All must serve for a minimum of four years. At that point, the warrior can return to civilian life, or reenlist for six years. At age 44 all Wolfen must retire from service. They receive a bi-weekly pension, which is 1000 credits plus five hundred for each additional enlistment, so any Wolfen who serves from 16-44 will receive a pension of 3000 credit every other week. Anyone who returned to civilian life after the first four years does not receive a pension. Other races are not required to join the army, though they can. They do not receive training (must have another O.C.C.), and receive half pay and pension.

Attribute Requirements: A high P.S. and P.E. are suggested but not necessary.

O.C.C. Skills:

Language: Euro (98%)

Language: Wolfen (+20%)

Language: One of choice (+10%)

Literacy: Euro (+10%)

Math: Basic (+10%)

Radio: Basic (+10%)

Detect Ambush (+10%)

Wilderness Survival (+5%)

Pilot: One of choice (+10%)

Running

W.P. Energy Rifle

W.P. Energy Pistol

W.P. Sword

W.P. of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts at the cost of one "other" skill, or assassin, if an evil alignment, at the cost of two "other" skills.

O.C.C. Related Skills: Select six "other" skills, plus select one additional skill at levels three, seven, ten, twelve, and fifteen. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic only

Espionage: Any (+5%)

Mechanical: Basic only

Medical: First Aid only (+5%)

Military: Any (+10%)

Physical: Any (+5%) if applicable

Pilot: Any except Robot and Power Armor (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: Math only

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

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 bonus listed in parentheses.

All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Military issue for Combat Soldiers: As listed above, plus survival knife, flashlight, distancing binoculars, canteen, utility belt, backpack, air filter, gas mask, walkie-talkie, two standard uniforms, and one dress uniform.

Equipment Available Upon Assignment: Additional equipment and weapons, portable language translator, Naruni force fields (generally light), jet packs, and other exotic vehicles. The character also has access to most military bases (low level clearance) and military doctors, hospitals, and facilities.

Note: Availability of equipment and resources may be dependant upon the local commander, supply stock, location, casualties and combat conditions. The combat soldier is typically at the bottom of priority lists.

Money: The soldier gets a roof over his head, food, clothing, medical care, and all other basic needs provided free as part of his/her pay. The character also receives a monthly salary of 1200 credits (the savings of a first level character is 1D4 x 1000 credits). High ranking soldiers (9th level and higher) get 3000 credits a month.

Soldier's quarters are a nice, dormitory style barracks in Rome. Three Wolfen share one dorm area. Each has a private bedroom, and share one bathroom, a sitting room, and a living room. Other features include a stereo, video system, and a personal computer. Or the soldier can opt to live off base at his own expense.

Rank: The ranks of a legionnaire starts at the lowest rank in the Roman Army, hastatus posterior. They progress to hastatus prior, then princeps posterior, followed by princeps prior, then pilus posterior, and finally, pilus primus, the highest rank a legionnaire can attain.



Note that centurions use the same ranks, but a centurion would be a centurion hastatus posterior and a legionnaire would be a legionnaire hastatus posterior.

Cybernetics and Bionics: None to start, but can be purchased later with the soldier's own money, or may be awarded to them for a job well done.

Experience: Use the CS Grunt experience table.

### **Wolfen Centurion O.C.C.**

The centurions are the elite members of the Roman army. They are generally part of the upper class, trained in a special academy in Rome. They act as the commanders and officers of the army, and are more well trained than the legionnaires. Only Wolfen may be centurions, or take a commanding role in the army. The highest rank a non-Wolfen can attain is legionnaire pilus primus.

Attribute Requirements: I.Q. 10, M.A. 12, P.S. 12, and P.E. 10 or higher.

O.C.C. Skills:

Language: Euro and Wolfen (98%)

Language: Latin and one of choice (+20%)

Literacy: Euro, Wolfen, and one of choice (usually Latin) (+15%)

Radio: Basic (+15%)

Radio: Scrambler (+10%)

Computer Operation (+10%)

Read Sensory Equipment (+10%)

Weapon Systems (+10%)

Wilderness Survival (+10%)

Pilot: Hovercraft (+15%)

Intelligence (+10%)

Running

W.P. Energy Rifle

W.P. Energy Pistol

W.P. Sword

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or Hand to Hand:

Assassin, if an evil alignment) at the cost of one "other" skill.

O.C.C. Related Skills: Select two skills from military, two from espionage, one W.P., and seven "other" skills. Plus selects one additional at levels four, six, nine, twelve, and fifteen.

Communications: Any (+10%)

Domestic: Any

Electrical: Any

Espionage: Any (+15%)

Mechanical: Any (+5%)

Medical: Paramedic only

Military: Any

Physical: Any (+5%) if applicable

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any

Science: Anthropology, Archeology (+5% on those), and Math only.

Technical: Any (+5%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to 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. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Military issue for Combat Soldiers: As listed above, plus survival knife, flashlight, distancing binoculars, canteen, utility belt, backpack, air filter, gas mask, walkie-talkie, RMK, disc recorder, pocket computer, additional energy weapon of choice, two standard uniforms and one dress uniform.

Equipment Available Upon Assignment: Additional equipment and weapons, portable language translator, Naruni force fields (generally light), jet packs, and other exotic vehicles. The character also has access to most military bases (mid to high level clearance, depending on rank) and military doctors, hospitals, and facilities. Note: Availability of equipment and resources may be dependant upon the local commander, supply stock, location, casualties and combat conditions.

Money: The soldier gets a roof over his head, food, clothing, medical care, and all other basic needs provided free as part of his/her pay. The character also receives a monthly salary of 2500 credits (the savings of a first level character is 2D4 x 1000 credits). High ranking soldiers (9th level and higher) get 4000 credits a month. Centurion Primuses get 5500 a month.

The centurion's quarter is a private apartment with a private bathroom, living room, bedroom/study complete with CD stereo system, personal computer, large screen television and VCDR, mini refrigerator, desk, dresser, and comfortable bed.

Rank: Centurions use the same ranks as legionnaires, most centurions never attaining a rank higher than centurion pilus primus (see

Wolfen Legionnaire O.C.C.; rank). However, the most talented centurions may become a Centurion Primus. This is generally the highest rank ever attained directly, because most will leave the army at either centurion pilus primus or at Centurion Primus, become a consul, and then become General.

Cybernetics and Bionics: Select one cybernetic augmentation, and one bionic weapon.

Experience Table: Use CS Military Specialist table.

### **Praetorian Guard O.C.C.**

The Praetorian Guard act as both a police force in the city of Rome, and as a Secret Service who protect the consuls, the praetors, and members of the Senate and the Comitia. There are currently 850 members of the Praetorian Guard, 73% percent of which are Wolfen. Of all the enlisted services of Rome, the Guard has the highest percent of non-Wolfen. They are well trained and have a high success rate. Unlike most police, the people like and respect them.

Attribute Requirements: I.Q. 10, M.E. 10, P.S. 10, and P.P. 10 or higher.

O.C.C. Skills:

Language: Euro (98%)

Language: Two of choice (often Latin and Wolfen) (+20%)

Literacy: Euro (+20%)

Radio: Basic (+10%)

Surveillance Systems (+10%)

Computer Operation (+15%)

Streetwise & Streetwise Drugs (both are at +20%)

Biology (+5%)

Chemistry (+5%)

Chemistry: Analytic (+5%)

Criminal Sciences and Forensics (+15%)

Intelligence (+10%)

Math: Basic (+20%)

Pilot Hover Vehicles (+10%)

Prowl (+10%)

First Aid (+15%)

W.P. Sword

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of one "other" skill, or to Hand to Hand: Martial Arts (or Assassin, if an evil alignment) at the cost of two "other" skills.

O.C.C. Related Skills: Select five other skills. Plus select one additional skill at levels three, seven, nine, and twelve.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic electronics only

Espionage: Any (+5%)

Mechanical: Basic and automotive only

Medical: Paramedic only (+5%)

Military: Any (+5% on demolitions disposal)

Physical: Any, excluding acrobatics

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: None

Technical: Any (+5%)

W.P.: Any

Wilderness: None

Secondary Skills: The character also gets to select two secondary skill from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Military issue for Praetorian Guardsmen: T-41 Riot Suit, hovercycle, ancient weapon of choice (generally a sword or a bow and arrow), vibro-blade (generally a gladius), TX-43 Light Assault Laser Rifle, billy club (1D6 S.D.C.), two pairs of M.D.C.

handcuffs, two tear gas grenades, flashlight, distancing binoculars, utility belt, sheath for the vibro-blade and the ancient weapon if a blade, air filter, gas mask, walkie-talkie, portable language translator, automatic lock pick, four standard uniforms, and one dress uniform. Equipment Available Upon Assignment: Additional weapons, equipment, E-clips, and vehicles, T-40 "plain clothes" body armor, power armor (cheaper kinds), medical equipment, surveillance equipment, and other supplies. Use of police stations, files, and databases, access to many military bases, and the use of local jails and prisons. Note: This equipment and resources are provided on a "as needed" basis. Availability may be dependent upon the commander, supply stock, location, casualties, and combat conditions.

Money: The Guardsmen gets a small, four room apartment in Rome. Free meals are served in the three large Guard Stations in Rome. Weapons, ammunition, vehicles, and equipment are provided by the government.  
The Guardsmen also receives a monthly salary of 3000 credits (the savings of a first level character is 1D6 x 1000). High ranking officers (princeps prior and pilus posterior) get 4500 a month, and commanders (pilus primus) get 6000 a month.  
Rank: The Guardsmen use the same ranks of the army. The first three ranks would be like a modern "beat cop", a princeps prior and a pilus posterior would be a detective, and a pilus primus would be a commander.  
Cybernetics and Bionics: None to start. May be purchased later, or be given as a reward.  
Experience Table: Uses Headhunter experience table.

## Wookiee R.C.C.

By: Tim Santa Cruz  
checkov@ussr.com

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### Wookiee R.C.C.

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Wookiees are intelligent, arboreal creatures from the jungle world of Kashyyyk. They are considered to be one of the strongest intelligent alien species in the Star Wars galaxy, yet also exhibit an uncanny knack for repairing and altering technology. They are known for their loyalty to their friends, short tempers and cleverness. While Wookiees have a reputation for hostility, and are known to smash objects when angered, they also possess the capacity for great kindness and an appreciation of the qualities of loyalty, honesty and friendship. Wookiees have developed much of their own technology, constructing huge cities in the trees of their homeworld. They also have their own tools unique to their culture, the most famous being the Wookiee Bowcaster. The Wookiees were enslaved under the Empire, and since being freed by the New Republic, have become strong supporters of the new government.

Alignments: Any, but usually good or Selfish.  
Attributes: I.Q. 2D6, M.E. 2D6, M.A. 3D6+2, P.S. 5D6+6, P.P. 3D6, P.E. 4D6+2, P.B. 2D6, Spd. 3D6  
HP: P.E. + 1D6 per level, SDC: 1D6x10  
PPE: 2D6  
Average life span: 250 years  
Natural Abilities: Climbing Claws, 2D6 Damage, 30% climbing + 5% per level.  
Berserker Rage: If a Wookiee becomes enraged he goes into berserker mode.  
Bonuses: +6 to Damage, -1 to Strike, Parry & Dodge. Must make a save vs. Insanity roll to calm down.  
Combat: Hand to Hand Basic  
Psionics: None  
Magic: None  
R.C.C. Skills  
Language - Wookiee (98%)  
Language - Understands Basic, but cannot speak it (+20%)  
Basic Math - (+10%)  
Pilot one vehicle of choice - (+5%)  
Wilderness Survival - (+10%)  
Track Animals - (+10%)  
Hunting - (+5%)  
W.P. Bowcaster  
W.P. One Additional WP of Choice  
Hand to Hand: Basic  
R.C.C. Related Skills: 10 plus 2 at levels 5, 9, and 11  
Communications - Any  
Domestic - Any  
Electrical - Any (+5%)  
Espionage - Any  
Mechanical - Any (+5%)  
Medical - First Aid Only  
Military - None  
Physical - Any (+5%)  
Pilot - Any (+5%)  
Pilot Related - Any

Rogue - Any  
Science - Any  
Technical - Any  
Wilderness - Any (+5%)  
Secondary Skills: 2 at levels 3 and 7  
Standard Equipment: Shoulder Pouch, 4 weeks worth of Wookiee Food, 1D6 Extra clips for BowCaster  
Weapons: Wookiee Bowcaster, Damage: 5D6, Range: 500 feet, Ammo: 30 rounds  
Money: 1D6x200 Imperial Credits  
Cybernetics: None.  
Experience: Use Experience Table for Head Hunter

## Woowari R.C.C.

By:  
[Dustin M.](#)

A friendly and peaceful people, the Woowari are indigenous to forested world in another dimension where they live in harmony with their environment.

**Alignment:** Any, but the vast majority are unprincipled or anarchist.

**Attributes:** The number of dice rolled is as designated: I.Q.: 3D4+4, M.E.: 2D6, M.A.: 2D6, P.S.: 3D4+6, P.P.: 3D4+6, P.E.: 3D4+6, P.B.: 2D6+2, SPD.: 3D4.

**Hit Points:** P.E. + 1D6 per level.

**S.D.C.:** 20 plus those gained from physical skills.

**Horror Factor:** none

**P.P.E.:** 1D6

**Natural Abilities:** heal at double the normal rate.

**Bonuses:** +2 to save vs poisons and toxins, plus those gained from attributes, O.C.C., and skill bonuses.

**Magic:** By O.C.C. only.

**Psionics:** One in one hundred Woowari will be a psychic healer with eight psionics from the Healing Category.

**O.C.C.s:** May choose from Wilderness Scout, Vagabond, or the equivalents of Druids.

**Skills of Note:** Language: Woowari 98%, Mathematics: Basic +10%, and Horsemanship +15%

**Average Life Span:** 60 years.

**Enemies:** None per se.

**Allies:** None per se.

**Size:** 6ft to 7.5ft (1.8m to 2.3m).

**Weight:** 100lb to 220lb (45.4kg to 100kg).

**Appearance:** A tall, thin rather average looking humanoid, their thoughts are usually as simplistic as their looks. Ranging from a pale pink to a light gray in color, the Woowari have large, dark eyes and light colored hair. Their hands have three fingers with two opposable thumbs.

## Wyvern R.C.C.

Wyverns are small, fire breathing dragons that are inherently selfish (anarchist), but there are some kind Wyverns (Unprincipled or Scrupulous). They are various colors, from gray to red, never green. They have small but powerful wings and short arms with wicked claws protruding from their fingertips. They are generally mischievous, stealing and attacking travelers, however they love to metamorphisize into humanoids (especially humans and elves) and walk among them, this has led to many friendships between humans and Wyverns (rarely are the two companions good). They hoard gold just like any other dragon, but rarely do they keep lairs as they enjoy traveling, most will carry their wealth in the form of extremely valuable gems and magic items. Some use magical weapons, but most tend to rely on their natural abilities. Cannot teleport or turn invisible, but can metamorphisize. Wyverns imitate humanoids so often that they may select an OCC!

**Adult Wyverns may not be Player Characters**

**Alignment:** Any, but lean toward selfish

**Attributes:** IQ 2d6+10 ME 2d6+10 MA 2d6+10 PS 2d6+20 PP 2d6+10 PE 2d6+10, PB 2d6+8 Spd 4d6 running but 2d6x10+40 flying (reduce bonuses by half for hatchlings, i.e. PS 2d6+10, except for PB and IQ)

**M.D.C.:** 5d6x100 (1d4x100 for hatchlings)

**Horror Factor:** 14 (12 for hatchling)

**P.P.E.:** 2d4x100 (1d4x100 for hatchlings)

**Natural Abilities:** Nightvision 500ft (can see in total darkness), excellent vision equal to an eagle's, see the invisible, bio-regenerate 1d4x10 MDC per minute (hatchlings bio-regenerate 4d6 MDC per five minutes), metamorphosis at will (unlimited duration!), breathe fire (1d4x10 damage for adults, 4d6 for hatchlings).

**Combat:** Seven attacks per melee, favorite weapon is fire breath

**Damage:** As per the supernatural damage table on page 22 of Rifts: Conversions, bite/kick is equal to punch and tail slash does punch plus 1d6 MD.

**Bonuses:** +4 to strike, +5 to parry and dodge, +4 on initiative, +4 to pull punch, +5 to roll with punch/fall/impact, +3 on all saving throws in addition to attribute bonuses.

**Magic:** As per OCC, if a magic OCC is not selected, adults know all magic spells levels. Note: all magic is cast at the wyvern's experience level.

1-4 plus:

1-65 knows an additional 1d6 levels of spell magic

66-80 knows all fire elemental magic levels 1-6

81-90 a 1d6 level necromancer

91-100 a 1d6 level techno-wizard

**Psionics:** None

**O.C.C.:** Wyverns may select an OCC! Any, excluding Coalition (obviously) and certain other obvious OCCs (like NGR cyborg, etc.). They are commonly practitioners of magic, in Palladium, a wyvern will probably a mage or man-at-arms. Rarely clergy. Do NOT give the wyvern any hand to hand combat skills. Regardless of OCC, use the Dragon experience table.

**R.C.C. Skills:** Speak Dragonese/Elven 98, plus 2 other languages of choice in addition to OCC skills, Faerie Lore 98, and Demon and Monster Lore 98

**Habitat:** Anywhere, particularly fond of England and Japan (especially Hokkaido).

**Average Lifespan:** Relatively short compared to most dragons, 1000 to 2000 years, reach full maturity at 200 years old.

**Allies and Enemies:** Almost anyone (enjoy the company of the prettier humanoids, will often have a polite conversation with them, rob them, and leave).

**Size:** 7 to 8 feet at the shoulder if on all fours, 15 to 20 feet long, 6 or 7 feet of which is tail. 30 to 40 foot wingspan.

**Weight:** 500-600 pounds

## Xiticix Slayer

By:

[Steven Trustrum](#)

I don't know about you guys, but I got tired of my players just walking all over the Xiticix, so I decided to even the playing field a little ... hehe... my players still haven't figure out what is going on ;)

The Xiticix are a surprisingly resilient race, as proven by their quick adaptation to Rifts earth. This resiliency has led to some shocking new developments, namely the evolution of a fourth type of Xiticix: the Slayer.

Essentially advanced warriors, they started to appear in the last few months in areas where hives are located close to ley lines and nexus points. Apparently, the abundance of P.P.E. energy has caused some sort of mutation in some warrior eggs, causing them to appear as taller, bulkier versions of their normal warrior brethren.

Appearance is not the only changes, however. The Slayer is smarter, faster, stronger and far more deadly than their more mundane brothers. Also, this new breed has shown far more independence than the regular drone mentality, actually causing some to disobey

queen orders and some have even gone rogue!! (rare, one in 200 goes rogue and even then, most are still evil; good or unprincipled Xiticix Slayers are the rarest of the rare).

Still extremely uncommon, as their birthing is an unforeseen freak of evolution and not a controlled process, only about 1 in 100 warriors is actually a Slayer.

**Alignment:** Considered anarchist or evil. Hate humans and most other intelligent life forms.

**Horror Factor:** 10, or 12 for a swarm of 10 or more.

**Size:** 9 feet

**Weight:** 750 lb.

**Attributes:** The number of 6 sided dice are as follows: I.Q. 3d4 and functions more intellectually than does his brethren, M.E. 5, M.A. 1d6+2, P.S. 8, P.P. 4d6+2, P.E. 5, P.B. 1, Spd 6 running, 2d6x10 flying.

**Hit Points / M.D.C.:** Like true insects, the aliens wear their skeletons on their outside. The exoskeletons of the Xiticix are natural mega-damage structures; 2d6x10 + 20 M.D.C. The exoskeleton will slowly regenerate any damage they may sustain at a rate of 4d4 M.D.C. per day.

**Combat:** 7 attacks per melee, +3 to parry, strike, dodge and initiative

**Weapons:**

1. TK rifle (as normal Xiticix)
2. Short Sword (as normal Xiticix)
3. Spear (as normal Xiticix)
4. The Slayers have taken to making a special polearm out of the armored remains of the body armor, vehicles robots, etc. of defeated foes. These weapons appear as a 12 foot tall pole with a foot long blade, made of sharpened M.D. armor, at each end.

Each blade inflicts 3d6 M.D. per strike and can be used to parry M.D. punches and the like.

The slayer is +2 to parry and strike with this weapon (no bonus to throw as it is not weighted properly for it; 150 ft. range).

5. Hand to Hand Combat:

Normal Punch or Kick does 1d6 M.D.

Power Punch inflicts 3d6 M.D. but counts as 2 attacks.

A powerful leap kick does 5d6 M.D. but counts as 2 attacks.

Fighting style is similar to human martial arts. Critical strike on a roll of a natural 17-20. Add one extra attack at levels four, nine, and fourteen. Bite attack with mandibles inflicts 6d6 S.D. plus secretes a poison. The poison causes immediate nausea, vomiting and convulsions unless a successful save vs. deadly poison is made. Poison damage is 6d6 S.D. per each bite.

**Note:** Xiticix often coat their weapons with the toxin.

**Natural Abilities:**

1. Poor clarity of vision, making close work and literacy impossible, about half as clear as humans, but is equal to human vision in distance and can see into the infra- red and ultraviolet spectrums.
2. Natural homing sense equal to land navigation skill at a 92% skill proficiency.
3. Heightened sense of smell. Recognizes its specific hive, queen and fellow hive dwellers by scent. Also can track by smell at 30% +4% per level of experience. Can smell the scent of human blood up to three miles away.

**P.P.E.:** 1d8x10+15

## Xurulian Warrior R.C.C.

By:

[OELTJEN ANDREAS FB7](#)

The warrior caste is the backbone of the Xurulian empire and their number even overtakes the countless worker drones. From all the subspecies of Xurulux the warriors are the most likely to go adventuring. The warriors have kept their original individualistic nature and have strong, indomitable wills. They are fierce fighters and good comrades.

While most rely on the Xurulian technology, their 'natural' powers are much better and far more usable. But somehow they tend not to use them while they have sufficient technology at their side. Appearance: see first mail or ask for illustrations (see below)

**Home world**

**System:** M-14 Myrion

**Number of satellites:** 5

**World:** Xurulux

**Gravity:** 2.13 G

**System Position:** 4 of 7

**Land area:** 72%

**Planet size:** Jupiter-like

**Planetary conditions:**

Length of day: 34 hours

Atmospheric density: Terrestrial

General Climate: Terran medium

**For Rifts:**

**Attributes:** IQ: 3 +1 ME: 3 MA: 3 PS: 4+2 PP: 3 PE: 5 PB: 3 SPD: 5

**MDC:** 1D8 x 10 + 100 + 1d6 pro level

**Height:** 1.4 - 1.6 m Height. Add about 1.2 m length (abdomen)

**Weight:** 80 kg - 120 kg

**Average Life Span:** 500 years!!

**Natural abilities:** All Xurulians have the ability to control gravitational forces and are also able to store stellar energy which they can fire from hands or eyes. Same as the powers from HU and CB1 (All these powers are a result of long-term genetic engineering which produced this evolutionary mutation)

**Special weapons:**

Plasma pistol 5D6 MD Range 200 m 10 shots

AM-Rifle 1d8 x 10 MD Range: 400 m 15 Shots (AM as in antimatter)

All weapons are single shot (no burts!!)

**Preferred armor:** Issued plate armor 150 MDC Weight: 12 lb.

The Xurulian armor is made of interlocking plates, but allows its wearer unhindered mobility

**Skills:** Choose either wilderness scout OCC (called Rim Scout) or the Grunt OCC (standard military) Can choose any military or warrior OCC if GM allows (but should be careful not to create munchkin)

**Experience Table:** Use alien from HU.

**Familiarity with earth:** Some familiarity by now.

**Enemies:** Kreeghor, Kittani, N'Gai, Skariah and Atorian Empire

**Allies:** Rygloth, T'Golth,

**View On Life:** We are the rulers of the universe. Let none stand before us and our friends, for we are the best.

**General Occupation:** Depends on the caste in which the individual is born.

**War:** Empress Nai put it this way: ' War is the last choice of settling a dispute, never the best. Although we fight to expand our borders, our task is only to defeat the enemy not to (ausrotten) him.' Sadly the current empress sees this differently.

**Universe:** The universe constantly expands. So must we, for stagnation means to disappear in its vast reaches.

**Alliance:** It means that the outsider has become a member of our race. Honor him and treat him as you would any member of your caste.

**Favorite Item: Family crystal:** A crystal ball in which all the individual's family history is stored, as well as the thoughts and feelings of the matriarchs.

**Dress:** The insectoids have rather few interest in clothes. They usually only have a poncho-like cloak, which covers their upper bodies. Only the clerical caste always wears long, flowing cloaks. Color ranges wildly, but the clothes is usually single colored.

**Hangouts:** varies

**Favorite Foods:** Trilurian cavernroach. Best served cooked with xurulian beans.

**Family:** My caste is my family. They gave me life so I may protect them.

**Self:** I live to serve my matriarch and my empress (if male)

I live to serve the empire (female).

**Notable Xurulian Statements:**

Foolish mammal.

We are the rulers of this part of the Galaxy. Withdraw!

You were warned!

We are allies from now on. My word is my bond. Our hives shall aid each other for the rest of existence.

Ohh, I forgot to mention. Those interested in illustrations should mail me and I sent them directly pictures of the race, subspecies, weapons, whatever you want. Since one of our group plays a warrior I have made extensive illustration material over the years.

## Xurulian Worker R.C.C.

By:

[OELTJEN ANDREAS FB7](#)

Hello folks.

As I promised, here is the Xurulian worker. I had planned these little buggers to be only cannon fodder at the best, but the game directed me differently and so some of them became permanent (and important) NPCs for our group. You people have to decide what will become of them. As always, anyone who wants illustrations, mail me and I'll sent them specifically to you.

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Insert the legal stuff  
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"Servants we are. Work we do. Glory to the Empress."  
-Worker proverb.

The workers of the Xurulians are small, hard-shelled humanoid-like insectoids. The greencolored workers are much like drones, smaller without spikes, more humanoid in appearance (bipedal) and without much sense of individualism. The legs a thin, with four joints, the upper arms thin, the lower arms thick and end in crablike claws. Their heads are small. On each side of the mouth is a long mandible, which hold their live food when they eat. They have three compound eyes. Two larger (one on each side of the head) and a smaller one on the forehead. Two small antennas are located right over the smaller eye.

The workers have extensive mechanical knowledge and a knack for machinery of all sorts. They are not stupid, they just act as one which may seem somewhat strange to most other races. Although their arms end in thick claws, they commit unbelievable acts of engineering with these crude hands. Only those who see it, can believe there incredible manual dexterity. The workers seem to be unintelligent drones, but this is not true. The workers original species was based on a telepathic hivemind. Although the lost their original hive they still contain the link to their brothers. This means, the workers act as one. One mind, one action. This link goes so far that the workers combine their intelligence and knowledge if close to eachother. Still, they often show a rather naive world perspektiv and childlike temperament. The little green workers are comparetively small, considering the other Xurulians, but strong and they number among billions throughout the Empire. While the warriors are most numerous on the homeworld, the workers are evenly dispersed throughout the empire. Combing their number, they would outnumber any other subspecies one to five. A player should play three workers, who share their knowledge and personality quirks. Each of the workers can have different skills. Remember: They have simple minds and react accordingly.

**Attributes:** IQ: \* ME: 2 MA: 1 PS: 5+3 PP: 3 PE: 5 PB: 2 SPD: 1D6x10 (min 30)

\*The intelligence of the worker depends on how many workers are linked together. One worker on its own has the equivalent of an IQ of 5, two have 10, and the maximum linked possible have 20. The intelligence of the workers is especially strong in mechanical knowledge. In all other areas it is average, even when linked.

**MDC:** 1D3 x 10 + 4d6 pro level

**Height:** 0.9 - 1 m

**Weight:** 30 kg - 45 kg

**Average Life Span:** 20 years

**Natural abilities:** All Xurulians have the ability to control gravitational forces. The workers use these powers as a tool. Empathic/telepathic link which allows them to use the knowledge/skills of their fellow workers (range: 5m (about 16 ft))

**R.C.C. Skills:**

Basic Electronics (+15%)

Mechanical Engineer (+25%) or Basic Mechanics (+15%)

Electrical Engineer (+25%)

Other Mechanical or Electrical skill of choice +10% (should reflect his/her main area of work)

Pilot Shuttle 60% +5% per level

Pilot Industrial Exoskeleton (Treat as Pilot Robots and Powerarmors)

Radio:Basic (+10%)

Lore: Geology 30% +5% per level

Literacy: Xurulian 98%

Language: Two of choice (+15%)

H-To-Basic can be bought as OEOther skill'

(Remember: They were designed to be non-combatants)

**O.C.C. Related Skills:** Chose 3 at level one, 2 at level three, one at five, seven, nine and eleven.

Communications: Any (+5%)

Domestic: Any

Electrical: Any (+10%)

Espionage: None

Mechanical: Any (+10%)

Medical: First Aid and Paramedic (counts as two) only

Military: None

Physical: Any except acrobatics, gymnastics and boxing (+5% to all other)

Pilot: Only Auto, APC & Tanks, Shuttle and Truck.

Pilot-related: Any except Weapon Systems

Rogue: Only Prowl (+5%) and Streetwise.

Science: Any (+5%)



Technical: Any, except art, photography and writing (Languages +10%).

WP: Any

Wilderness: Any

**Secondary:** Chose two from the list above

**Standard Equipment:** A suit of personalized environmental armor (40 MDC). Gas mask and air filter, tinted goggles. Plasma torch, tool kit, one energy weapon of choice, backpack, utility belt, walkie-talkie, binoculars, molecular analyzer and canteen. (This is the equipment for workers who crashed on earth. Workers of the Empire at active duty have access to anything they need for their work)

## Yautja Hunter R.C.C.

By:

[Dustin M.](#)

[**Creator's Note:** The Yautja Hunters are my rendition of the Predator, as based on the Dark Horse comics and the Bantam/Spectra novelizations of those stories. Detailed description of the Yautja and their culture may be obtained from these books.]

**Alignment:** Any, but the vast majority are aberrant or anarchist.

**Attributes:** The number of dice rolled is as designated: I.Q.: 4D6, M.E.: 4D6+2, M.A.: 4D6, P.S.: 2D6+20, P.P.: 4D6+10, P.E.: 2D4+20, P.B.: 2D6, SPD.: 6D6.

**M.D.C.:** P.E. plus 6D6\*10+100, and 2D6 M.D. per level

**Horror Factor:** 14

**P.P.E.:** 1D6\*10

**Natural Abilities:** Natural M.D.C. body structure, supernatural strength and endurance (can carry 100 times P.S. in pounds, and can lift 200 times P.S. in pounds), heightened sense of hearing (equal to cybernetic amplified hearing), superior eagle-like vision (able to read a sign from three miles) heals ten times faster than normal.

**Combat:** Three plus those gained from hand to hand combat skills and boxing.

**Bonuses:** +3 to strike, +5 to parry and dodge, +10 to save vs horror factor +2 to save vs poisons and toxins, plus those gained from attributes and skill bonuses.

**Damage:** Variable depending on P.S. attribute. See supernatural strength chart.

**Magic:** None

**Psionics:** None

**R.C.C. Skills of Note:** Language: Yautja 98%, Literacy: Yautja 98%, Mathematics: Basic 98%, Climbing 90%, and Prowl 80% +5%. Skills gained from the heightened sense of hearing: Estimate the distance of the sound: 60% +5% per level of experience; estimate the speed of the sound's approach or departure: 50% +5% per level of experience; recognize a voice or sound through intense concentration: 40% +5% per level of experience; imitate a voice 35% +5% per level of experience. Hunting skills are as follows: Wilderness Survival: +30%, Land Navigation: +30%, Tracking: +35%. Additionally select six espionage/military/wilderness skills, four ancient W.P.s, two modern W.P.s, four physical, and a hand-to-hand combat skill (any), all with a bonus of +15%. Also select six secondary skills from any of the categories.

**Xp table:** Use the same table as the Techno-Wizard.

**Average Life Span:** 200 to 350 years.

**Enemies:** None per se.

**Allies:** None per se.

**Size:** 6.5ft to 9.8ft (2m to 3m).

**Weight:** 350lb to 550lb (160kg to 250kg).

**Appearance:** A giant reptilian humanoid.

### **Yautja Shift Suit**

This suit of body armor gives the Hunter the incredible ability to blend in with his environment. In also has a shoulder mounted plasma ejector.

**M.D.C.:** 100

**Weight Class:** Medium

**Weight:** 17lb (7.7kg)

**Prowl Penalty:** Excellent mobility; no prowling penalty!

#### **Features:**

1. Chameleon: A truly unique power that allows the hunter to blend into and adapt to his environment, the Shift Suit enables the individual to change color and texture to blend into his environment. Movement destroys the effectiveness of the chameleon ability.  
Chances of being unseen:  
90% Undetectable if completely still.  
70% Undetectable if moving 2ft per melee or less.  
20% Undetectable if moving 6ft per melee.  
Totally ineffective if moving any faster.  
**Duration:** Indefinite as needed.
2. Burner: this shoulder mounted weapon is a short range, but devastatingly powerful weapon.  
**Mega-Damage:** 1D6\*10 M.D. per blast.  
**Range:** 1200ft (365m)  
**Rate of Fire:** Aimed, Burst, Wild; see modern Weapon Proficiencies.  
**Payload:** 20 blasts; one blast can be recharged every ten minutes.
3. Optics: the Shift Suit has the full range of optical enhancements found on power armors.
4. Other Features: - Insulated, high temperature shielding for up to 200 degrees centigrade.  
Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.  
- Radiation shielded.  
- Polarized and light sensitive/adjusting tinted visor.  
- Helmet face plate is removable.  
- Wrist Mini-Comp: A multi-purpose miniature computer and display that will indicate system errors within the armor, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## **Yi-Xian C.C.C. (Complete Character Class)**

By: [Nighthawk](#)

Many thanks go out. To my friend Kurt, who helped me with it. To Morephus for his book. All the players that created their own. And last but not least, to the rifts crew. For the good work.

### **The Yi-Xian Alien (The 'One Immortal' Alien)**

The Yi-Xian is an alien from another planet very different from Rifts Earth. This alien is now present on Earth and on various other locations in this galaxy by complete and utter mistake.

The first Yi-Xian alien was brought to Earth when some rogue scientists were experimenting in a small laboratory in a city in China, somehow a chemical reaction was triggered and mixed with some of the local ley line energy with opened a rift. A matter of seconds after the rifts opened an alien was passed through and into a was at massive speeds. The alien got up and ran outside (leaving a large imprint in the wall) into the streets. It ran through the streets of the city and ended up being gunned down by one of the local Triads. Later the alien got to its feet and escaped outside the city. The locals that witnessed this branded the alien the Yi-Xian, Chinese for 'One Immortal'.

Since the first accident, scientists, assisted by some Techno-Wizards and a few shifters, have re-opened the rift in attempts to send researchers with a small military force through, however there is some force preventing the reverse pass through the rift. Only travel from the dimension to Earth is possible.

Since the first, many more Yi-Xian aliens have been appearing throughout the world for reasons yet to be determined.

**(Creators Note:** The reason I came up with is that the aliens from the homeworld want to find out more about the other side of the rift.)

**Alignment:** Any

**Attributes:** IQ: 2D6+3, ME: 3D6, MA: 2D6+5, PS: 5D6+6, PP: 5D6+4, PE: 3D6, PB: 2D6, Spd: 4D6. PS & PE considered supernatural

**P.P.E.:** 4D6

**I.S.P.:** 4D6

**Size:**

Height: 6' to 8' Tall

Weight: 200 to 500 lb

**Description:** The Yi-Xian alien is a very big, well built creature it moves with the swiftness and speed of a bird, strikes with the precision of a tiger, and with the strength of an Ox.

They are dark in colour, smooth rock like substance, but warm to the touch like humans. Usually black, Dark blue, Red, Grey, or a blend of colours

**M.D.C.:** 50 + 1D6 per level

**Horror Factor:** 5

**Average Life span:** Unknown

**(Creators note:** Can live forever not affected by aging)

**Natural Abilities/Weapons/Notes:**

1. Retractable 'spines' on forearms does 2D6 MD for a forearm strike

2. Regenerates 1D6 MDC per melee

3. Master Swordsmen and Combat artist

+2 Attacks, +4 Strike/Parry, +2 Roll, +2 Initiative

Custom Hand to Hand style

WP Paired Swords

4. Can use both hands with equal skill

5. Limited invulnerability:

One MDC is reduced to 0, the regeneration process is not over the alien begins to heal all wounds and is ready to fight after a matter of minutes. If dismembered, and killed will form together and heal with no visible scars.

Can re-attach missing/removed body parts in one minute.

If placed in an oxygenless atmosphere, it goes into a hibernation (no healing) and will not come out until placed back in an oxygen atmosphere (even if a little).

TO KILL: Simply remove the lungs.

6. Note: Breathes through mouth but also absorbs oxygen through skin. Translation: Can live in water and other oxygen-containing materials

7. Can create a Psi-Sword at will with no PPE/ISP expenditure

Damage is 4D6 MD + 1D6 at all even levels (2,4,6,8,10 etc)

8. Does damage to vampires.

9. 100 time normal damage to Alien Intelligences & Gods

**Psionic Powers:** Roll %

1-80: None

81-00: Minor Psi-Powers

Select 2 Psi Powers from any One Category excluding Super

**Combat:** See Natural ability #3 and #7

**Vulnerabilities/Penalties:** See natural ability #5

**O.C.C.'s:** This is a Complete Character Class, meaning that it is an RCC and OCC in one. An OCC may be Picked --BUT-- then they lose the following:

-Natural Abilities #3,4,7,8,9

-Lose 2D6 from PS,PP

-Lose 1D6 from Speed

-Is considered a Traitor and will be attacked TO DEATH by any and all other Yi-Xian aliens that see it (they can just tell).

-Colour continually changes

-Character glows (-10 prowl and related)

**Allies:** None known.

**Enemies:** Mei-Long alien clan. Aliens from same planet.

**Dislikes:** Gangs (from first encounter), Reptilian creatures (reminds them of Mei-Long)

**Money:** 3D6 \* 2000 credits in alien gems (1D12 gems at 1000 each). Cannot be used to buy when creating character MUST be converted first.

**Starting Equipment:** 1 Energy Pistol of Choice\*, 1 other Energy Weapon of choice\*, 4 E-Clips for each, Casual set clothing

Chi-Jen Energy Sword (standard Yi-Xian weapon)

Variable length 1-8ft long

1 ft long control handle

5D6 MDC Damage

\* Black Market items included, any selections must be OK'ed by GM

**Saves:** +5 Save vs and Magic. Saves as Minor Psionic (regardless of Psi present or not)

**Cybernetics:** NONE, will be rejected as fast as they are put in.

**Xp table:** Same as Cyber-Samurai from Rifts Japan

**C.C.C. Skills:**

WP Sword

Paired

Prowl (+24%)

Hand to Hand: Xian (see below)

Body Building (No SDC/MDC bonus)

Tracking (+10%)

Pilot: One of Choice (+10%)

Language and Literacy: Yi-Xian (98%)

Language: One of choice (+15%)

Understand English (50% + 5% / level)

Zero Gravity Combat and Movement

Computer Operation (+5%)

WP Sharpshooting: Energy Pistol

Basic Electronics (+10%)

Intelligence (+10%)

**C.C.C. Related Skills:** Select 10.

Espionage: Any (+10%)

Physical: Any (+10% where applicable)

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Technical: Any (+5%)

Mechanical: Any (+5%)

Rogue: Any (+10%)

Medical: Paramedic or First Aid

Military: Any

**Secondary Skills:** Select 8 Secondary Skills

**Hand to Hand: Xian** (The Immortal Hand to hand style): Exclusive to Yi-Xian aliens but can be taught by master at 10th level plus but level limit is that of teacher (student cannot surpass teacher)

**(Creators Note:** I used Ninjas and Superspies combat tables for examples as well as the ones in Mystic China, both Palladium Trademarks)

**Defensive moves:** Automatic Parry, Parry, Dodge, Roll with P/F/I, Backflip: All Disarm, Circular Parry, Maintain Balance

**Hand Strikes:** Punch, Palm, Power Punch, Knife Hand, Forearm

**Foot strikes:** Kick, Snap, Crescent, Round-House/Round Kick, Backward Sweep, Knee, Axe Kick, Reverse Turning Kick, Combination Grab/Kick, Tripping/Leg Hooks

**Other Stuff:** Body Flip/Throw, Critical on 20 & from Behind, eventually death blow, Critical Flip/Throw

\*Sword Throw (special: The Character has learned to throw their sword as straight as an arrow (like in the movies) 5ft per point of PS over 8. Damage is as normal strike)

\*Blunt end KO (special: Using the hilt of the sword, the character makes a knock-out attack. Roll to strike, if success roll 1D20 14+ is a successful Knock-out for 3D6 melee's If attempted from behind, roll strike, KO is automatic if hit)

Backflip: All, choke

Automatic hold: Arm, Body, Neck

Automatic lock: Wrist, Finger, Elbow

What I did for the damages in Ninjas and Superspies is just took normal SDC damages and converted them directly to MDC (1D6 SD does 1D6 MD)

Pick 2 Martial Art Powers from Special Katas, Martial Art Techniques, Invisibility Techniques, Pick 1 Atemi Ability (excluding Dim Mak) or 1 Advanced Atemi (excluding Long Range Dim Mak)

**Advancement Table:**

1. Critical on 20, Behind +2 Parry/Dodge, +3 Roll
2. +1 Strike, +2 Disarm
3. +1 Strike on Body flip Does 2D6 now
4. +1 Attack Critical on 18-20
5. Death Blow on 18-20 +2 Strike
6. +1 Attack

Pick One Martial Art Power from Mystic China or Ninja's & SuperSpies

7. Automatic Body Flip/Throw @ 2D6 MDC +2 Damage
8. +1 Attack, Blunt end KO on 10+
9. +2 Roll, +1 Damage +1 Maintain Balance
10. +1 Parry/Dodge +1 Disarm

11. +1 attack  
Pick One Martial Art Power from Mystic China or Ninja's & SuperSpies
12. +2 Roll, +1 Maintain Balance, +2 Damage
13. +1 Parry/Dodge +1 Strike
14. +1 Attack, +1 Strike
15. +2 Damage