

Palladium Books® Presents:

RIFTS®

Conversion Book One

Revised Edition

By Kevin Siembieda



Compatible with the entire Palladium Books® Megaverse®!

Warning!

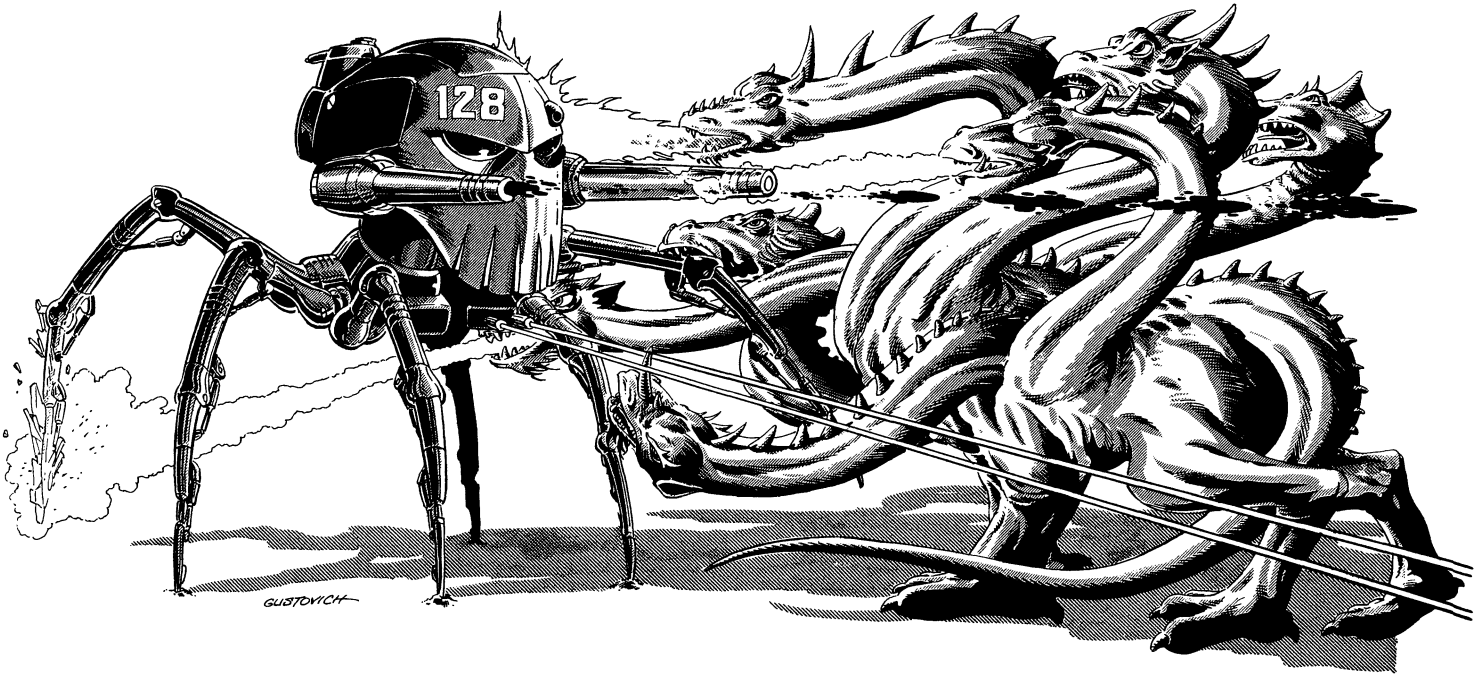
Violence, War, Magic & the Supernatural

The fictional world of **Rifts®** is violent, deadly and filled with supernatural monsters. Other-dimensional beings often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in this book.

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

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

Dare to imagine the impossible, and make it come alive.



Rifts® Conversion Book One – Revised Edition

A supplement for the **Rifts®** RPG.

Compatible with the entire **Palladium Books® Megaverse!®**

Dedication

To *Erick Wujcik* who has been at my side from the very foundation of Palladium Books as fellow creator, writer, game designer supreme, but most of all as my friend. Thank you Erick for everything. May good fortune, the sun and the moon smile down on you in China and wherever your fertile imagination and dreams carry you.

– Kevin Siembieda, 2002

The Rifter® Sourcebook Series

An ongoing sourcebook series for the entire Palladium Megaverse. Each issue has optional (sometimes official) material for **Rifts®** and other Palladium RPGs.

- Great source for new ideas and fun.
- Optional O.C.C.s, monsters, weapons, and skills.
- Optional magic and/or super abilities.
- Adventures, gaming tips and Q&A.
- Rifts® source material and fiction.
- Usually Palladium Fantasy, Heroes Unlimited and Nightbane® material too.
- The latest news and sneak previews from Palladium.

The cover: Is a perpetual fan favorite by Kevin Long. We saw no reason to change it now.

PDF Edition – October 2017

First Printing of the “Revised” Edition – November 2002

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Rifts®

Conversion Book One

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Special Thanks to Mike Gustovich who knocked out some of his best art in years for the original edition, and to all the “guys” at Palladium who are always ready to lend a helping hand or offer a kind word, suggestion or bad pun.

– Kevin Siembieda, 2002

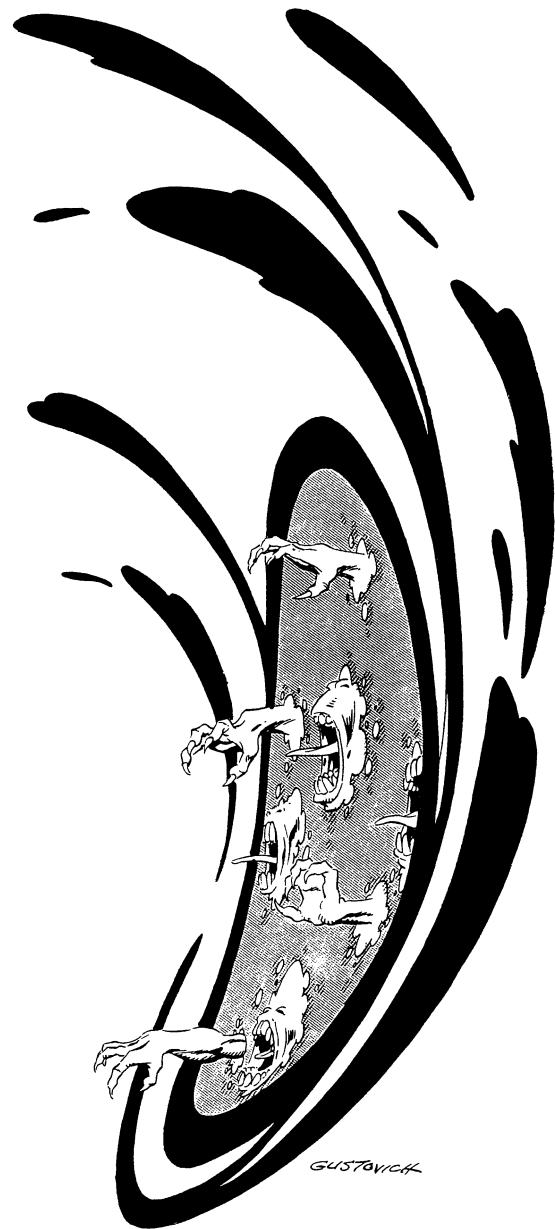
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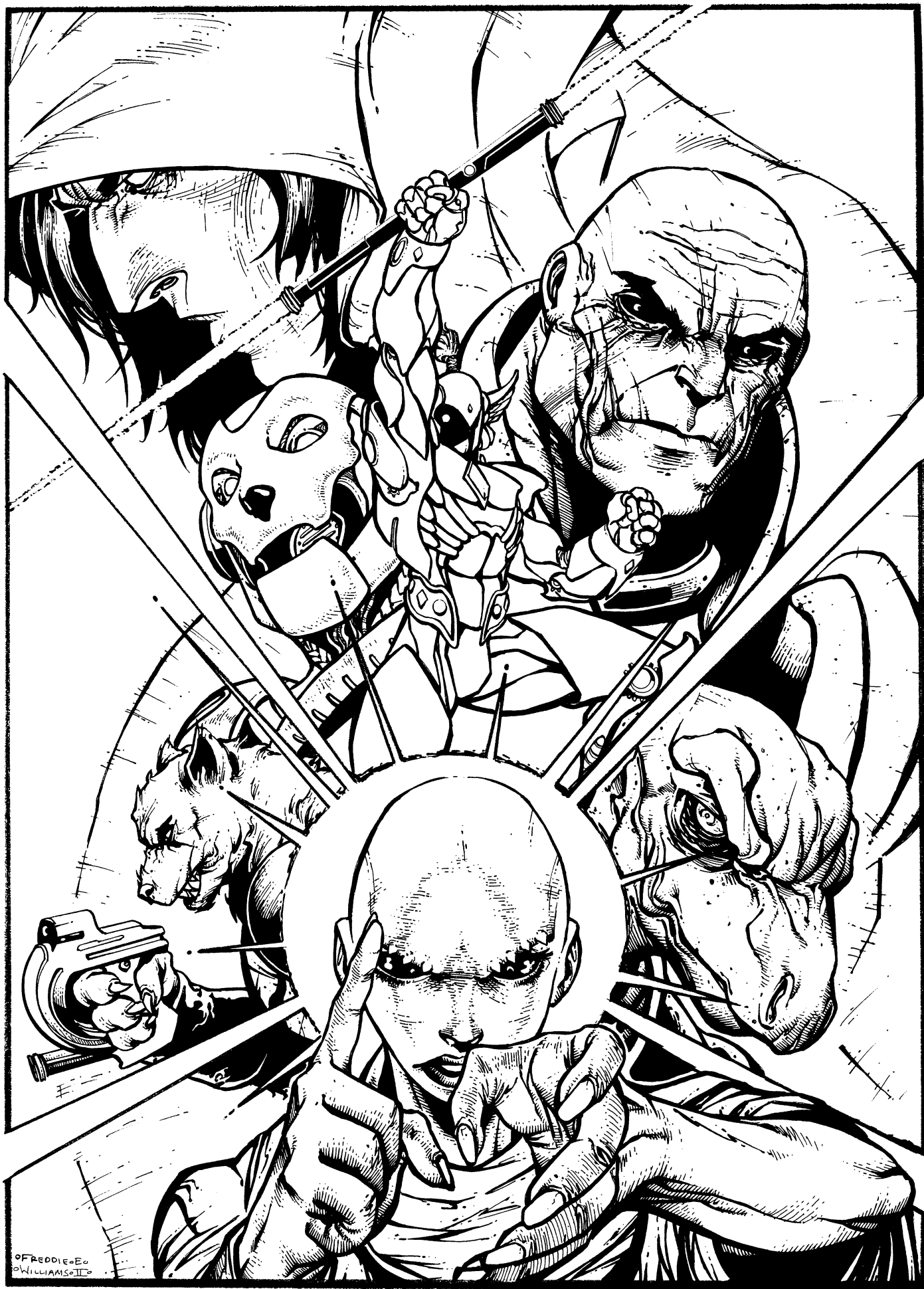
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Rifts® Conversion Book *Revised and Updated*

The **Rifts® Conversion Book One** was first published in 1991 and revised with minor changes and updates in 1996. Well, it's time for a major overhaul. A lot has happened over the years and I hope to capture and present the most fun and exciting aspects of the entire Palladium *Megaverse®* in this *revised* edition.

The idea behind this reference book is to enable players to easily *convert* characters, monsters, weapons, magic and powers from *any* of Palladium Books' role-playing games or world settings and use them in **Rifts®** should they so desire. After all, Palladium uses *one* basic game system for virtually ALL of its game settings to create a truly infinite Megaverse® of adventure. Since *Rifts Earth* is a dimensional nexus that transcends conventional space and time, it is possible for characters from other worlds, dimensions, realities and even different time periods to travel to Rifts Earth, and vice versa, all via the many magically powered *dimensional Rifts*. In theory, these dimensional portals are tears in space and time to everywhere and any when. Thus, adventurers, travelers, refugees, spies, villains and heroes from countless worlds and realities *may* find their way to Rifts Earth. Some are only passing through en route to somewhere else, while others come in search of power, wealth, the secrets of magic, adventure or revenge. Some are heroes. Some are villains. Some are lost. Who or where they come from hardly seems to matter. It is what they do while on Rifts Earth that impacts the people of our little blue planet ("blue," as in ley line blue – the color of magic energy). These "visitors" come in many shapes and sizes, from many diverse places.

This Conversion Book helps the Game Master and players *adapt* characters, abilities and equipment from S.D.C. settings to the Mega-Damage of Rifts Earth. It also provides some hints on where these characters might be found and their likely tendencies, inclinations and habits that may influence the characters' goals and behavior.

Revised Rifts® Conversion Book is, in effect, your doorway – your dimensional portal, your Rift – through space and time to many of Palladium's other game worlds. Use it as you deem appropriate for your campaign.

These other worlds are *not* an official part of the **Rifts®** game setting and are stand-alone games that all use the same basic set of RPG rules. Thus, they are easy to *convert* and bring into **Rifts®** (or any Palladium RPG) as aliens, time travelers and X factors from a distant realm or dimension. Due to the seething magic energy of the ley lines and immensely powerful dimensional beings trying to use them, realities collide on Rifts Earth, and alien worlds *can* be accessed through magic and the Rifts. Consequently, characters from these different dimensions may enter Rifts Earth (as well as Phase World® and other Dimension Book™ settings) as a rare and unusual breed of creatures or adventurers, or as helpless victims torn from their own reality and plunged into the alien, multi-dimensional world of **Rifts®**.

Remember, **Rifts®** offers endless possibilities limited only by your imagination. The books in the **Rifts® Conversion Books** series are designed to help open the door to just some of those possibilities.

Now, unleash your imagination and explore the Megaverse®.

What you'll find in this book

Rifts® Conversion Book One offers a multitude of alien races, monsters and supernatural beings from its other games all modified for easy use in **Rifts®**. These include mortals, supernatural beings and creatures of magic. But the **Rifts® Conversion Book** offers more than a gallery of cool player characters, monsters and villains.

- Conversion rules.
- Rules and character clarifications.
- Tables, charts, lists and information packed into one book to expand Rifts Earth and offer a glimpse of the rest of the Megaverse® to which it is linked.

The **general information section** is presented first. It opens with some tips, rules, optional rules and considerations for *combat* and *weapons*. It is followed by sub-chapters on how to convert/bring other Palladium RPG characters into **Rifts®** (and **Rifts®** characters into other worlds). This general data includes culture shock, adapting skills, converting S.D.C. to M.D.C. (and vice versa), supernatural P.S., optional rules, and so on. It also offers a more detailed explanation of combat and other aspects of play that seem to be of concern to gamers.

The **conversions section** presents *statistics* for a host of specific monsters, characters, magic and powers from S.D.C. worlds into the Mega-Damage™ world of **Rifts®**. This includes information on intelligent races, giants, Faerie Folk, Elementals, and monsters from the *Palladium Fantasy RPG®*, as well as conversion rules and stats for some specific powers from *Heroes Unlimited™* and *Ninjas & Superspies™*, plus information on other specific characters, O.C.C.s and things. Many of the monsters and racial characters presented can be used as new player characters, but *only* with the Game Master's approval.

Of course, the inclusion of every possible character is likely to make for a cluttered, confusing and unrealistic campaign, so pick and choose the ones that seem most challenging and appropriate. Likewise, certain aspects may clash with the G.M.'s plans or world view. Remember, like all Palladium sourcebooks, a wide variety of ideas and elements are presented, but there is no reason to use everything. A sourcebook is a tool and a resource that presents new possibilities, ideas and inspiration. Incorporate what you like and ignore the rest. Take only what works for you and enjoy.

Bits and pieces of information and rules are excerpted from other Palladium game products for the convenient reference of the reader. I also suggest that players and G.M.s take a look at such comprehensive reference books as the **Rifts® Game Master Guide** and **Rifts® Book of Magic™**. Both are massive 300+ page books that collect a ton of **Rifts®** data and present it all in one juicy, easy-to-use reference. For example, the **Rifts® Game Master Guide** contains all the skills, combat tables, experience tables, psionics, and 98% of all weapons, body armor, power armor, 'bots and vehicles from Sourcebooks and World Books 1-23, plus other gaming tips and other data! The **Rifts® Book of Magic™** contains all spells and most (98%) magic weapons from Sourcebooks and World Books 1-23.

There are other key books in the **Rifts®** line that may also be considered vital references depending on where the adventures

are set. For North America and the Coalition States, *some* key books include: **World Book 10: Juicer Uprising** (a ton o' data on different types of Juicers), **World Book 11: Coalition War Campaign** (everything you need to know about the Coalition Army), **Sourcebook 4: Coalition Navy** (everything you need to know about the CS Navy), **World Book 20: Canada, Rifts® Aftermath** (the world overview, 109 P.A.), and **Coalition Wars Four: Cyber-Knights**, among others. Many would insist **Psyscape™**, **Federation of Magic™**, **Free Quebec™**, **Lone Star** and **New West™** are equally vital to any North America Campaign.

Rifts Earth is an expansive environment with links to countless alien worlds (see *Dimension Books™* and *other Palladium games*). To explore them all would take a thousand lifetimes, so you'd better get cracking.

Dark Conversions

Coming Soon

We ended up expanding and adding so much material, it had to be split to create *two* new **Rifts® Conversion Books**.

The first is the one you are holding in your hands. It has all the references and rules you'll need for doing your own conver-

sions, along with optional tables, food for thought, super abilities, scores of optional player races, mutants, villains and monsters. In fact, you might think of this as the "core" Conversion Book.

Dark Conversions is the *new* Conversion Book that will present many of the dark and monstrous creatures in the Palladium Megaverse. A host of *undead*, *Nightbane*, *Nightlords* and *their minions*, *Alien Intelligences*, *Beyond the Supernatural monsters* and *Palladium Fantasy Demons & Deevils*, and probably some other weird and dangerous supernatural horrors. Cool, huh? And this book is already in production to quickly follow the "core" **Rifts® Conversion Book** (with any luck it will be out for December 2002 release). Watch for it.

Rifts® Dragons & Gods

You'll also notice that dragons, Alien Intelligences and some other material are also gone from the original Conversion Book. That's because we plan to release **Rifts® Dragons & Gods** in early 2003 where these marvelous beings will be given much more detail. Yep, good stuff is coming.

Rules Clarifications & Reference Data

Some of the following material appears in the **Rifts® Game Master Guide** or elsewhere, but bears repeating as a quick, handy reference.

Attributes Beyond 30

Intelligence (I.Q.): Bonuses on the chart stop at 30. An I.Q., even of a god or super-genius, rarely goes beyond 30. When it does, the bonus continues at a slow rate.

I.Q. skill bonus beyond 30: +2 for every five additional I.Q. points, so I.Q. 35: +18%. I.Q. 40: +20, I.Q. 45: +22%, I.Q. 50: +24%, I.Q. 55: +26% and I.Q. 60: +28% and so on.

Moreover, characters with an I.Q. greater than 30 points have sharp memories, tend to notice details and are more likely to see through illusions. This translates into the following:

Save vs Illusion: I.Q. 30-33: +1, I.Q. 34-36: +2, I.Q. 37-39: +3, I.Q. 40-42: +4, I.Q. 43-45: +5, I.Q. 46-48: +6 and 49 or higher +7.

Mental Affinity: Any number *beyond 30* means a dynamic, charismatic person with a commanding and/or delightful presence. When the character enters the room, most people take notice. The individual can be very persuasive (in a charming or intimidating way).

M.E. of more than 30 provides select skill bonuses: +5% to Seduction, Gambling, Find Contraband, and Intelligence (gathering) skills; +10% to Interrogation and Performance.

Mental Endurance (M.E.), tops out at 30. Bonuses do not increase should the character have a number higher than thirty. The only exception might be a god. But for those rare individuals, demigods, godlings, gods, demon lords and other supernatural beings who might hit M.E. 30 or beyond, they get a bonus to save vs possession of all kind.

Save vs Possession: M.E. 30: +1, M.E. 40: +2, M.E. 50: +3, M.E. 60: +4.

Ordinary Physical Strength (P.S.): The higher the number, the stronger the character and the more damage with his punches (as indicated in the standard table). This strength applies to "ordinary" mortal men and women, so the damage is always Hit Point/S.D.C. damage even if it is beyond P.S. 30 or 40. **Note:** P.S. damage bonuses are always added to the physical damage done by *melee weapons* such as clubs, maces, knives, swords, and spears, but does not apply to arrows and guns.

Damage Bonus Continues: +1 point of Hit Point/S.D.C. per digit beyond 30. Thus a character with a P.S. of 31 does +16, P.S. 32 does +17, a P.S. of 40 does +25, and so on.

Throwing Bonus: For every five points above 30 (round down), the character can hurl a rock, ball or throwing weapon (dagger, spear, sling, etc.) or shoot an arrow an extra 30 feet (9.1 m) without losing accuracy (no penalties for the greater distance).

Lifting and Carrying Bonus: For every five points above 30 (round down), the strong character can lift or carry 30% more than usual.

Physical Prowess (P.P.): The bonus to strike, parry and dodge, stops at 30.

Initiative Bonus: However, for every three P.P. points beyond 30, the character gets a bonus on his *initiative roll*. P.P. 31-33: +1 on initiative, P.P. 34-36: +2, P.P. 37-39: +3, P.P. 40-42: +4, P.P. 43-45: +5, P.P. 46 and higher: +6.

Physical Endurance (P.E.): The bonus to save vs poison and magic stops at 30.

Save vs Coma & Death: However, the percentage to *save vs coma* continues at an increment of one point per each additional point beyond 30%. Thus, a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on. Additionally, a character with a P.E. of 30 or higher fatigues at half the normal rate.

Impervious to Disease: Additionally, any character with a P.E. of 30 or higher is effectively impervious to disease. Only the most virulent virus (or designer bug) has a chance of affecting this character.

Physical Beauty (P.B.): Any number beyond 30 is divine perfection. A beauty beyond compare, angelic.

P.B. of more than 30 provides select skill bonuses: +5% to Cardsharp, Concealment, Palming, Pick Pockets and Performance skills (observers are so distracted by the beauty they don't notice any trickery or flaws in performance); +13% to Seduction. **Penalty:** -10% to Prowl (all eyes are the beauty).

Speed (Spd.): Indicates the rate of speed at which a character can *run* and/or fly. Most ordinary humans never exceed 30. However, Juicers, Crazies, cyborgs, robots, mutants, D-Bees, supernatural beings and others *may* achieve mind-boggling running speeds. The Speed Chart continues on and on, with the listing at a Spd of 293 being 200 mph (320 km). Running fast is its own reward and ability.

Physical Strength

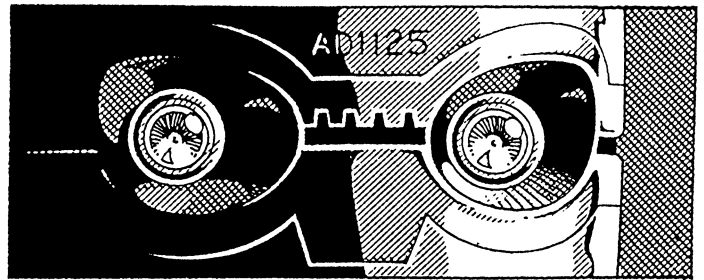
“Augmented” Humans (Juicers & Crazies), Mutants, Cyborgs & Exoskeletons

— a.k.a. Bionic Strength Table —

Characters who possess an enhanced or increased P.S. because of unusual genetic mutation, chemical augmentation (Juicer), brain implants (Crazy), bionics (full conversion cyborgs), superhumans (Extraordinary or Superhuman P.S.) or exoskeleton (light power armor or mechanically enhanced body armor, android or very light robots) can inflict *Mega-Damage*, but only when they use a *power punch*.

“Augmented” P.S. is a type of enhanced strength that is typically the result of mechanical augmentation. This table applies only when specific damage stats are *not* provided.

- **Augmented P.S. 23 or less** inflicts S.D.C./Hit Point damage plus the usual S.D.C. P.S. damage bonus for P.S. of 16-23. Not even one point of Mega-Damage can be inflicted even as a power punch, the brute strength just is not there.
- **Augmented P.S. 24** inflicts one point of Mega-Damage when delivered as a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 25 to 27** inflicts 1D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 28 to 30** inflicts 1D6 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 31 to 40** inflicts 2D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 41 or 50** (not likely to exist) inflicts 3D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 51 or higher** (not likely to exist) inflicts 4D4 M.D. with a power punch or power kick; counts as two melee attacks.



“Robot” Strength & Damage

— a.k.a. Superhuman Strength Table —

The robots created by the super-technology in *Rifts*® usually have Mega-Damage armor and super-powerful hydraulics and heavy mechanical systems that give them greater physical strength than bionic limbs or cybernetic prosthetics. This means that robots can frequently deliver Mega-Damage attacks. *Power armor*, especially full robot suits like the Glitter Boy, SAMAS and Ulti-Max, also inflict significant amounts of Mega-Damage due to their robotic nature. However, the power armor and robot's mechanically enhanced strength is not as powerful as *supernatural beings*. Remember, ‘Borgs are not as powerful as ‘bots either.

Robots created in a more primitive environment, such as our own 21st Century, are not likely to be Mega-Damage constructs and do *not* magically transform into M.D.C. machines when brought into a Mega-Damage environment like *Rifts*®. To become an M.D. machine, the comparatively primitive robot will have to undergo a complete *physical conversion* or *upgrade* and given a new M.D.C. robot body. In such instances, the only thing likely to be preserved from the original robot is its physical brain, memory, and programs, possibly other internal systems as well, all contained within a Mega-Damage robotic shell.

Weight Capacity. Robots with a P.S. of 18+ can lift and carry 25 times their P.S. attribute. Thus, a robot with a P.S. of 40 can lift and carry 1,000 lbs (450 kg) (25x40=1,000). Robot

P.S. below 18 is equivalent to normal human strength for purposes of lifting, pulling and pushing: P.S. x10 in lbs.

- **Robot P.S. 15 or less:** Only inflicts 1D6 S.D.C. on a restrained punch, 2D6 S.D.C. on a full strength punch and 4D6 S.D.C. on a power punch (counts as two melee attacks). P.S. bonuses from a Hand to Hand skill are added to the S.D.C. damage of the attack. Kicks do 2D6 S.D.C., leap kicks 3D6 S.D.C. Robots with low P.S. are often small or designed to be servants or technicians that are a rough human equivalent. The low P.S. is often a safety feature so a robot that goes awry cannot inflict grievous injury on the flesh and blood people around it. Mega-Damage attacks are *not* possible.
- **Robot P.S. 16 to 20:** Inflicts 2D6 S.D.C. on a restrained punch, one M.D. on a full strength punch, 1D6 M.D. on a power punch (counts as two melee attacks). P.S. damage bonuses are added only to S.D.C. attacks. Kicks do 1D4 M.D. and leap kicks 2D4 M.D.
- **Robot P.S. 21 to 25:** Inflicts 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch, 2D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D4 M.D.
- **Robot P.S. 26 to 30:** Inflicts 1D4 M.D. on a restrained punch, 1D6 on a full strength punch, 2D6 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D6 M.D.
- **Robot P.S. 31 to 35:** Inflicts 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch, 4D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D6 M.D.
- **Robot P.S. 36 to 40:** Inflicts 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. to 2D4 M.D. and leap kicks 3D6 M.D.
- **Robot P.S. 41 to 50:** Inflicts 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 2D6 M.D. and leap kicks 4D6 M.D.
- **Robot P.S. 51 to 60:** Inflicts 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 4D6 M.D. and leap kicks 1D6x10 M.D.

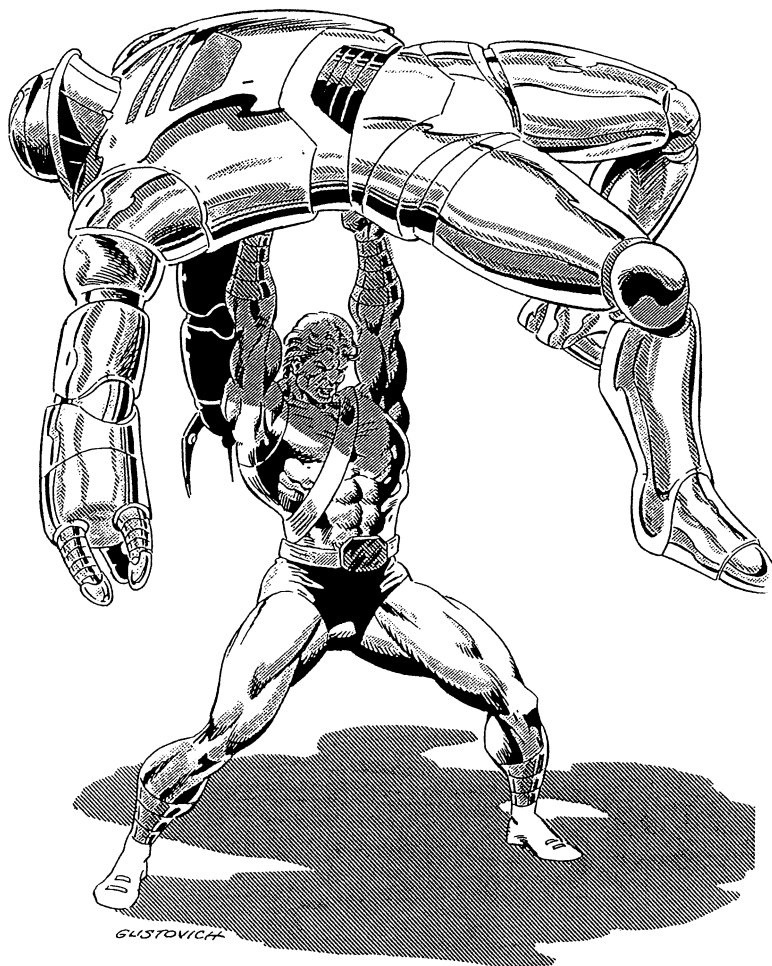
Robot Notes:

1. There are many different design and mechanical elements for every robot and suit of power armor, so there is a great deal of variation from one design to another. Some may have features that make a particular 'bot stronger or weaker than the above table suggests. The general rules, above, apply to robots and P.S. when a specific damage rating is not provided in its stats, as well as when adapting robots from other game books, settings and dimensions to the Mega-Damage world of **Rifts®**.

2. Combat moves: Body Blocks and tackles typically inflict half the M.D. of a normal punch. Stomp attacks are applicable only to robots that are 18 feet (5.5 m) or larger and commonly inflict 1D4 or 1D6 M.D., seldom more. Tear or Pry attacks are possible only if the mechanism is designed for that purpose. Such attacks usually deliver half the damage of a full strength punch.

3. Power Armor is generally smaller and lighter than a true, 100% robot. In many cases, power armor is little more than an armored exoskeleton. As a result, a suit of power armor with an equivalent P.S. frequently inflicts less damage than a robot, especially giant robots. Consequently, power armor seldom exceeds a P.S. of 40.

4. Retractable blades, claws, and hand-held melee weapons inflict the damage from that weapon +1 M.D. point for every 10 P.S. points above a P.S. of ten (i.e., P.S. 20 is +1 to M.D., P.S. 30 is +2 M.D., P.S. 40 is +3 M.D., and so on).



“Supernatural” Physical Strength

Most S.D.C./Hit Point beings, whether human, monster, or otherwise, inflict Hit Point/S.D.C. damage even when they have an incredible strength of 30 or higher. On the other hand, even scrawny *supernatural beings* like Vampires, Gargoyles, Brodkiel, and demons, as well as “most” *creatures of magic*, such as dragons and Elementals, inflict *Mega-Damage*.

One might wonder why a strong human inflicts S.D.C. damage while these others, with a seemingly equivalent P.S., inflict Mega-Damage (M.D.)?

The answer is simple. Whether a being inflicts S.D.C. damage or M.D. depends on the nature of the creature.

Simply put, *supernatural beings* and *creatures of magic* are NOT human. They are something else. Creatures that defy the laws of physics and draw upon arcane forces and energies (like magic) as part of their innate essence. Thus, they are more than human. More powerful physically and magically (and some-

times psionically as well). Their supernatural aspect gives them Mega-Damage strength, endurance, and, in many instances, makes them natural M.D.C. creatures (i.e. flesh like Mega-Damage steel). Thus, in addition to their incredible supernatural strength they usually have bodies with skin like the armor of a tank, are impervious or resistant to ordinary cold, heat and fire, impervious to disease, and heal much more quickly (most practically regenerate and heal before one's eyes), because they are not human. **Note:** In an S.D.C. environment where magic energy is weak, these beings are often Hit Point/S.D.C. creatures, although they will still usually have plenty of H.P. and S.D.C. points.

- **Supernatural P.S. 15 or less:** Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch or 1D4 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 16 to 20:** Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, or 2D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 21 to 25:** Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, or 4D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 26 to 30:** Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch, or 6D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 31 to 35:** Inflicts 6D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, or 1D4x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.
- **Supernatural P.S. 36 to 40:** Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.
- **Supernatural P.S. 41 to 50:** Inflicts 1D6x10 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D4x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.
- **Supernatural P.S. 51 to 60:** Inflicts 1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks). P.S. bonuses not applicable.
- **Supernatural P.S. beyond 60:** For every 10 points of P.S. beyond 60, add a further 10 points of damage. However, such a high P.S. is rare even among the gods.

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are *exceptions* to the general rule and are evident in the descriptions of specific creatures. Damage greater than those listed above may take in consideration claws, spikes, speed and other aspects that may add to the character's damage capabilities.

Biting attacks typically inflict *half* the M.D. of a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more.

Tails and tentacles frequently inflict *half* to the same amount of M.D. as a punch. Power punches are not usually possible with a tail, but are possible with a tentacle.

Kicks by Mega-Damage beings usually inflict the same M.D. as a punch, but in some cases the kick may inflict 1D6 more Mega-Damage.

Supernatural damage and hand weapons: Unless stated otherwise, supernatural beings wielding a hand weapon, such as a sword, club and knife inflict either the weapon damage plus the S.D.C. damage bonus (as indicated in the standard Attribute chart) or M.D. damage bonus indicated in the bonus section of the character's description – or just the Supernatural P.S. damage plus any applicable bonuses, whichever is *greater*. For Example: A demon with a P.S. of 41 wielding a Vibro-Knife can choose to inflict the comparatively minimal damage of that weapon (say 1D6 M.D.) plus any S.D.C. or M.D. damage “bonus,” or it can strike with the weapon by putting the full force of its Supernatural P.S. behind the attack. In the latter case, since the creature's own Supernatural P.S. is greater than anything the Vibro-Blade can inflict, the demon inflicts the full 6D6 M.D. it would normally cause. Because the damage from the demon's Supernatural P.S. is (significantly) greater than that of the Vibro-Knife, the 6D6 M.D. number is used in place of the paltry 1D6 M.D. of the blade. The damage is *not* combined.

This is why many supernatural beings (and creatures of magic with Supernatural P.S.) avoid using technology and sometimes even magic items, preferring instead to use their own, *superior*, natural strength and abilities. A Mega-Damage blade is pointless when one's own punch or claw attack does more damage. It's as simple as that. Likewise, body armor is seen as a cumbersome nuisance to beings who can rapidly regenerate M.D.C. and/or possess a large amount of M.D.C. to begin with.

Optional rule regarding weapons and supernatural beings: *Normal weapons* are in danger of breaking when wielded by somebody with supernatural strength. A good rule of thumb is to assume a weapon is in danger of breaking whenever *total damage* inflicted during a battle session exceeds more than *three times* the weapon's maximum base damage. For example: In the case of a sword that does 2D4 S.D.C. damage, more than 24 points of damage might break it. Every time that much damage is inflicted, there is a 01-30% chance that the weapon will break.

Heavy, sturdy weapons, and very well-crafted blades (a master smith's katana, for example) can withstand more damage, so do not roll unless damage exceeds *five times* the weapon's maximum damage capability (i.e., a fine quality 2D4 short sword can withstand 40 points of damage).

Magic weapons and artifacts are often indestructible and even those with a finite M.D.C. are magically strengthened and at no risk of breaking in the hands of a super strong character.

Weight & Movement

Carrying Weights

Normal, mortal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry up to 90 pounds (40.5 kg). Meanwhile, a character with a P.S. of 15 can carry 150 pounds (67.5 kg).

Extraordinarily strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. (One pound = 0.45 kg). This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

Penalties: Reduce maximum Speed by 50% whenever a character is carrying more than 70% his maximum weight allowance, and the character suffers from fatigue at twice the normal rate. This means a character with a P.S. of 15 can carry up to approximately 104 lbs (47 kg) without undue stress and strain, and without penalty. However, anything more than that taxes the limits of the character. He or she can carry more weight, up to 150 lbs (67.5 kg) but at the reduced speed (-50%) and an increased fatigue level (tires twice as quickly). For maximum efficiency, the character needs to work within his limits.

Creatures with Supernatural P.S. including Deevils, demons and dragons are even stronger than extraordinary humans. Supernatural beings and creatures of magic with a P.S. of 18 or higher can carry 50 times their P.S. Thus, a creature with a P.S. of 24 can actually carry over half a ton, 1200 pounds (540 kg). Creatures with a Supernatural P.S. of 17 or less are equal to humans; P.S. x10 in pounds.



Lifting Weight

Lifting weight is a little different than carrying it. You may have noticed yourself, but you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a character can lift *TWICE* as much as he/she can carry. This means that the character with a P.S. of 9 can carry 90 pounds (40.5 kg) but can lift 180 pounds (81 kg). Meanwhile, the supernaturally strong creature, with a P.S. of 24, can lift over one ton (2400 pounds/1080 kg).

Throwing Heavy or Awkward Objects

A character can *not* throw more than he can carry.

Add one foot (0.3 m) to the effective throwing range (as listed under the targeting skill or weapon description) for every P.S. point; e.g., P.S. 24 add 24 feet (7.3 m).

Objects such as *bricks*, *bottles*, and *swords* are not designed for throwing. Consequently, the effective range is limited regardless of the strength behind it.

Darts, *knives* and *throwing axes* are designed for throwing, but don't have the weight or balance for traveling great distances. The same is true of most objects weighing less than half a pound (0.22 kg).

Javelins, more so than spears, are designed for distance throwing.

Miscellaneous items weighing over a pound (0.45 kg) and less than 10 pounds (4.5 kg), such as chairs, stools, or lanterns, can be thrown about *half* as far as the one pound (0.45 kg) object.

Normal and extraordinarily strong characters can hurl a weight equal to the weight he can carry four inches per each P.S. point. This means the person with a P.S. 9 can toss 90 lb (40.5 kg) items a measly to three feet (0.9 m) away. The hero with a P.S. of 17 can toss 340 lbs (153 kg) up to 5 feet, 8 inches away (1.75 m).

Supernatural characters can hurl their maximum carrying weight one foot (0.3 m) per P.S. point. So a supernatural character with a P.S. of 24 can hurl an incredibly heavy object (up to 1200 pounds/540 kg) a whopping 24 feet (7.3 m).

Damage from these heavy thrown objects is 1D6 +1D6 S.D.C. points per every 20 pounds (9 kg), so a 100 pound (45 kg) item will inflict 6D6 points of S.D.C. damage! A thousand pound (450 kg) object inflicts 6D6x10 S.D.C. or roughly 3 M.D. (4 M.D. if you round up).

Combat Notes

Number of "attacks" per melee round

A **melee round** is a combat sequence that is 15 seconds long. The number of "attacks" or "actions" available to a character in a combat situation is typically determined by a Hand to Hand Combat skill.

An "action" is a *non-combat move* like performing a skill, flipping a switch, running to the door, throwing something out a window, operating a computer, applying first aid, etc. On the other hand, throwing an object at a living being is an "attack."

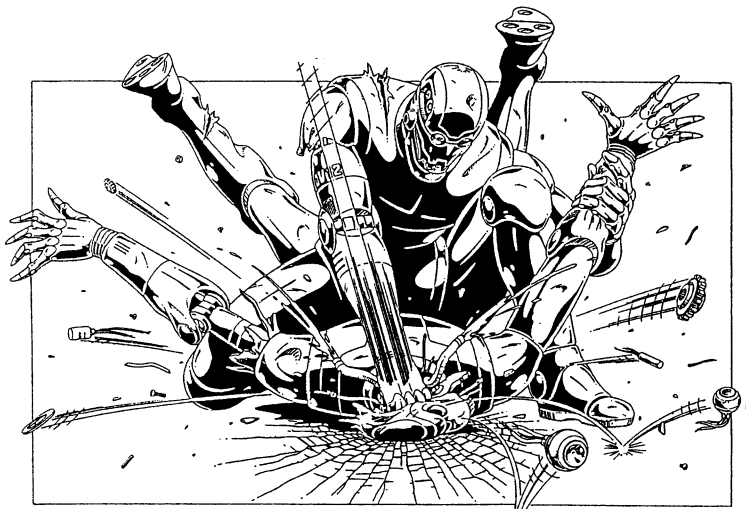
Characters with no hand to hand combat training get one attack/action per melee round at levels 1, 6, and 12. Even the act of making a parry or dodge counts as one melee *action* – one movement that takes thought, time and uses up one of the character's "attack" options for that round. P.P. and W.P. bonuses apply as always.

However, the untrained character, while lousy at actual fighting, gets two *non-combat "actions"* at level one, +1 at level 3, +2 at level 6, and +1 at level 9 (maxes out at six).

Note: It is *rare* for most characters not to have at least the *Hand to Hand: Basic* combat skill, but civilian NPCs like a child, high school student, housewife, white collar worker, or game designer, are probably only going to have one or two “attacks” per round, but capable of 3-5 “actions” (lock the door, turn off the light, call for help, assist another character, etc.) in that same time. Characters with combat skills may perform a non-combat action, but it counts as one of their melee attacks.

Characters with any kind of formal hand to hand combat training (*Hand to Hand: Basic, Expert, Assassin, etc.*) automatically start with *two* attacks per melee round, in addition to those provided from their actual hand to hand skill. That means a first level character typically starts with **FOUR** attacks per melee round – two to begin and two from a specific *Hand to Hand* skill. **Game Designer Note:** This was not originally the case when I first designed the game system. Back then the character got only the number of attacks provided by the *Hand to Hand* skill (2), plus those gained from experience in that skill and any possible O.C.C. bonus. A lot of people seem to prefer *fewer* attacks per round than more. That’s okay. If that’s what you like, start with only the two from *Hand to Hand* combat skills and forget about the other two. Role-playing is flexible, go with what you, as G.M., feel most comfortable with. I only increased the starting number (four instead of two) because it seemed more realistic for characters who are *trained* in combat (including adventurers who need to know how to handle themselves in the wild).

An additional attack per melee round *may* be available as a bonus from certain O.C.C.s, R.C.C.s, special training (usually related to an O.C.C. or R.C.C.), the *Boxing* skill, magic or special power. It is added to the usual number. *Hand to Hand* skills also provide additional attacks as the character advances in levels of experience. These additional attacks and other bonuses and abilities are listed in each *Hand to Hand* combat description. Note that exactly what level an additional attack or bonus is available varies with each type of combat skill.



Power Punch

A **Power Punch** is a haymaker thrown with everything the character has using his every last ounce of strength. A power punch ALWAYS counts as *two* melee attacks/actions. A power kick can also be done. For characters with normal P.S. it does double damage in Hit Points or S.D.C. (normal punch damage

of 1D4 times two plus any possible P.S. or *Hand to Hand Combat* damage bonus on top of that). Characters with extraordinary augmented P.S. or *Supernatural Strength* clearly indicate the damage inflicted in the listings presented at the beginning of this section.

1. A power punch is a punch in which the character winds up and punches with all of his might. In all cases, the power punch attack counts as two (2) melee attacks/actions whether the punch strikes or not. The player must announce that he is trying a *power punch/kick/attack* before he rolls to strike.

2. A *power bite* is not possible! The only exceptions may be select supernatural beings or giant robots, in which case it will be noted in the character stats. Likewise, a power head butt, elbow, knee, body throw/flip or body block/ram is not possible except as noted above and where specifically listed for that particular character or equipment.

3. *Cyborgs*, although mechanical and robot-like, do not generally possess the same physical strength and power as a complete (or giant) robot. Consequently, they do not usually deliver Mega-Damage punches except as power punches. Most *partial reconstruction* ‘Borgs can only have a maximum P.S. of 20 and inflict no Mega-Damage. *Full conversion* ‘Borgs of great strength can deliver a Mega-Damage power punch or kick if they have a P.S. of 24 or higher! See the previous table for *Augmented Humans, Mutants, Cyborgs & Exoskeletons*.

4. In all cases, a power punch/kick/attack counts as *two* melee attacks/actions.

Pull Punch

The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon. Usually used to reduce the blow to less than killing force. The character can choose to do half damage, quarter damage, a single point or no damage at all. A character must declare a pulled punch, and the player must roll 11 or better on a twenty-sided die (D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted. **Note:** A normal kick does 1D6 damage, a Karate style kick does 1D8 or 2D4 damage.

Disarm

The act of disarming is a striking attack designed to make an opponent drop his weapon or whatever he is holding. It does no damage and can be used as a *defensive move* in place of a dodge or parry, as well as an offensive attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop whatever he is holding. Each attempt to disarm counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim’s grasp, but it either is knocked away or falls to the ground.

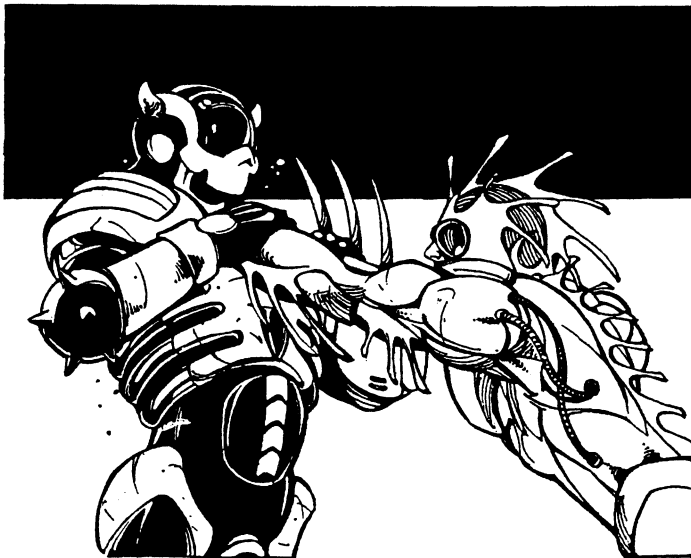
Defensive Disarm Move: The defending character can opt to attempt to disarm his opponent rather than parry or dodge. A natural 19 or 20 is necessary to succeed, and because the defender always wins ties, the move may be a success even if the attacker rolled a Natural Twenty to strike! The disarm move takes the place of a parry or dodge, so if it fails, the defender is struck by his attacker and takes damage (unless his opponent rolls a 1-4 which is always a miss).

Offensive Disarm Attack: Works like a special *strike attack* without benefit of the normal strike bonuses, only in this case, rather than try to hurt his opponent, the character tries to *disarm* him. This means the attacker (the one trying to do a *disarm*) and the defender (the one being attacked and disarmed) each roll a D20 – high roll wins. So if the attacker gets the high roll, he successfully manages to *disarm* his opponent (one weapon at a time). If the armed defender wins (remember, he gets full benefit of bonuses to parry or dodge the attack), the disarming attack fails and the subject of the attack remains armed, probably mad, and ready to strike back.

Note: The only bonuses that apply to a disarm maneuver are those that come by way of a special bonus and actually says something like “+1 to disarm.” Typically available only to special O.C.C.s and R.C.C.s and the occasional special power or ability. Otherwise, the disarm attack is an unmodified strike.

Of course, in all cases the opponent to be disarmed must be within arm’s reach.

ALL types of Hand to Hand combat training teach the character how to disarm an opponent, but few offer bonuses to do so. This means most *disarming* moves/attacks are done without bonus modification (i.e. requires a high natural roll). This is because disarming an opponent, especially one trained in combat, is a difficult and tricky maneuver.



Grappling

Occasionally, one may encounter a being that cannot be easily hurt, but can be constrained or distracted. A constant attack, e.g. an unrelenting battery of punches, kicks, and grappling, can keep the thing too busy and off balance to attack anybody else. Super strong characters protected by Mega-Damage power armor, bionics, or body armor can also *grapple*, pin, entangle, or crush/squeeze (bear hug) such a creature. As long as the character hangs on or keeps the villain unbalanced, the monster’s attacks are limited to that one individual and it cannot attack others. The ability to grapple, pin/hold or otherwise incapacitate can sometimes be a more effective assault than brute force.

Similarly, an opponent can be *entangled*, which usually means he falls or is easily knocked down and loses initiative and one melee attack.

The Knockout

Unless a “called shot” is made, the strike from most attacks strikes the main body (the largest target). The called shot also applies to knockout/stun attacks. The Game Master can only assume that a combatant is trying to hurt or kill his opponent unless told otherwise. It is a different story if the attacker “announces” that he is trying to render his opponent unconscious. In that case, if the character rolls at or above his Hand to Hand combat skill to *Knockout/Stun*, or rolls a *Natural 20*, his opponent is knocked unconscious rather than killed. A knockout punch inflicts minimal physical damage but knocks the victim out or renders him dazed/incapacitated.

An opponent is also knocked unconscious when his Hit Points are reduced to zero. Any damage that sends a character to or below zero knocks the victim into unconsciousness and puts him into a coma with death a likely prospect unless he receives medical treatment.

The Game Master can elect to allow more powerful characters to knockout vastly inferior characters even though the powerful character does not yet have the hand to hand ability to do so. This should not be abused, and I generally require the player character to roll a 19 or 20 to be successful. Unlike the movies, it can be difficult to knock somebody out. Some people are beaten to a pulp before they lose consciousness or never lose consciousness until they lapse into a coma.

In one play-test, a well meaning, but overzealous, second level *Juicer* desired to knockout a captured security guard. “I’m going to knock this guy out so he won’t be any trouble.” As the G.M., I said, “Fine, but you need a roll of 19 or 20, strike bonuses *are* included.” Pow! A terrible low roll. “Lousy punch,” I said with a wince. “You inflict normal damage and he’s still conscious.” The Juicer frowned and said, “I try it again.” BAM!! Similar results. “I try it again.” Crunch!!! Another low roll, only now the NPC guard is begging for mercy.

The Juicer pummeled that poor security guard in the head three times and was winding up for a fourth try. Each roll for the knockout was under 10 every time, so instead of knocking him out, the Juicer was inflicting great amounts of S.D.C. and Hit Point damage. As he readied himself to punch this poor, battered, and bleeding character for a fourth time, one of the Juicer’s teammates stopped him, pointing out that he was literally beating the guard to death (the NPC was down to 9 Hit Points). The embarrassed Juicer apologized to the battered guard and to his own teammates, tied the guard up better, gagged him and stuck him in the corner instead of trying to knock him out. “Hey, how come guys in the movies knock out their opponent with one punch and I couldn’t?” My response as G.M., “Hey, this isn’t the movies and based on your rolls, you couldn’t knockout a fly.” That’s how it goes sometimes.

Knockdown

The impact from an explosion, parrying a powerful energy blast, or a powerful punch/impact from a robot or supernatural creature, tackle, ram, sonic blast, Wind Rush, Telekinetic Push and other types of attacks may knock a character off his feet, even if the damage from the attack is minimal or the direct attack is successfully dodged. It is the *force* of the attack – the shock wave – that knocks the individual off his feet.

Penalty: Being knocked down or off one's feet means losing initiative and one melee attack/action that round of combat.

The optional tables, one for humans/humanoids and one for bigger, heavier, tougher beings, should cover most situations. Creatures with a P.S. of 30 and those of great size are not usually in jeopardy of knockdown from blasts that do less than 50 M.D.C.

Humanoid Knockdown Impact Table (optional)

The chance of being knocked down from *impact or explosive force* is measured by the amount of damage the impact inflicts. The greater the damage, the more likely one is momentarily knocked off his feet (losing one melee attack). This includes the likelihood of being knocked down by a kick attack (a leap kick is special). **Note:** This table is strictly optional and its use and/or modification is left solely to the Game Master. Also note that this table is a bit different from the vampire knockdown table found in the **Rifts® Vampire Kingdoms** book. Why? Because this takes into consideration the inclusion of body armor and combat experience.

1-10 M.D.: No chance. Withstands the blow.
11-20 M.D.: 01-20% chance of being knocked off feet.
21-30 M.D.: 01-30% chance of being knocked off feet.
31-40 M.D.: 01-50% chance of being knocked off feet.
41-50 M.D.: 01-70% chance of being knocked off feet.
51-60 M.D.: 01-90% chance of being knocked off feet.
61 or more M.D.: 100%! Knocked off feet and stunned! The impact is so strong that, in this case, the character loses all attacks/actions that entire melee round (15 seconds).

'Bots, 'Borgs & Supernatural Knockdown Impact Table (optional)

Applicable to dragons, characters in power armor, full conversion cyborgs, robots, supernatural beings and characters with an M.D.C. of 500 or higher. These characters may be knocked down from impacts that inflict 31 M.D. or more.

1-30 M.D.: Withstands the blow just fine.
31-50 M.D.: 01-10% chance of being knocked off feet.
51-70 M.D.: 01-20% chance of being knocked off feet.
71-100 M.D.: 01-40% chance of being knocked off feet.
101-150 M.D.: 01-60% chance of being knocked off feet.
151-200 M.D.: 01-80% chance of being knocked off feet.
201 or more M.D.: 100%! Knocked off feet and stunned; loses all attacks/actions that entire melee round (15 seconds).

Notes on Dodging

When a character has used up all of his attacks, dodging is still possible. HOWEVER, each dodge this melee round uses up one of the character's attacks from the next round. For example: Let's say the defender has four attacks per melee round and his opponent has six. In the first combat round, the defender uses up his attacks, but his opponent still has two left. The smart thing to do (if circumstances allow) is to *parry* the attack because a parry does not use up a melee attack or action. However, one can not parry bullets or energy blasts, so a character may be forced to dodge. In this example, the defender can *dodge* the attack but each "extra" dodge uses up one of his attacks for the

next round. Next melee round, his opponent starts again with *six* melee attacks, while the defender now only has *TWO*!

Consequently, many warriors will stand and take the damage rather than try to dodge, especially if they *know* the incoming attack is low damaging and/or their body armor will take all or most of the damage.

The Exception: Characters with an *Automatic Dodge* can dodge all day long without burning up an attack. The Automatic Dodge is usually reserved to very fast and agile characters and combat masters. If it is available it will be listed in the O.C.C. or R.C.C. description, or related combat skill.

Automatic Dodge

The unfortunate use of the word "automatic" has created a bit of confusion concerning the ability to perform an "automatic dodge." Some players mistakenly believe this means the character does NOT have to roll a D20 to dodge, but automatically sidesteps danger. This is *NOT* the case.

Here is how it works. Normally, a dodge use up one of the character's melee *attacks* or actions. Characters with an "automatic" dodge, however, can *try to dodge* (i.e. duck, bob, weave or otherwise move out of the way) without using up a melee attack/action. A successful "automatic dodge" means the character has avoided an attack by moving out of its way, and dodges so quickly and skillfully that he does not burn up a melee attack/action. A failed "automatic dodge" means the character is struck and takes damage, but he still does not lose a melee attack/action for having tried an "automatic dodge."

One can NOT try an "automatic dodge" (or any dodge), fail at it *and* then try to parry that same attack. A character can only parry or dodge an attack, not both simultaneously nor in rapid succession. Split second timing is necessary for both.

Note: Only a small number of select O.C.C.s, like the Juicer and Cyber-Knight, and certain R.C.C.s, and unique forms of combat provide a character with the ability to perform an "automatic dodge." Those without the "automatic dodge" ability use up one melee action/attack whenever they try to dodge (move out of harm's way). The "auto-dodge" is purely a defensive move.

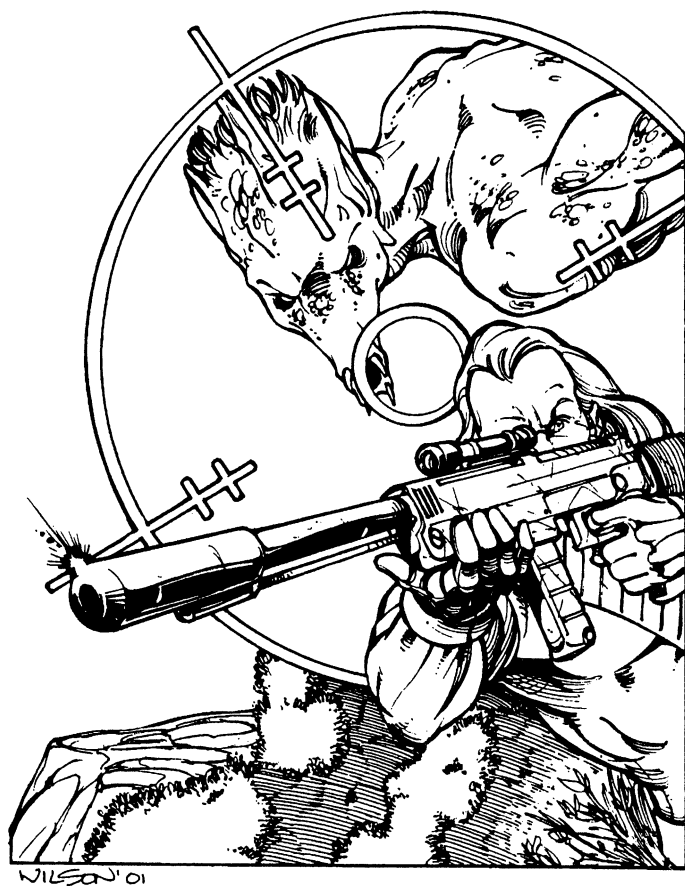
-10 to Dodge Rule

The Dodge vs Modern Weapons

Before I present this rule, I would like to launch into a bit of a rave, explaining *why* I created it and why it *does* work and does make sense.

I created and introduced the *-10 to Dodge Against Modern Weapons Rule* in response to Game Masters who were complaining that modern guns and energy weapons were nearly irrelevant because so many characters could "just *dodge* gunfire and energy blasts."

For a long while, I ignored this comment because it seemed ludicrous to me. I figured some G.M.s were just letting their players get away with murder. But the e-mails, letters, phone calls and questions at game conventions continued to come in enough to get me to address it.



So I finally created the notorious *Minus Ten Rule*.

The response to that rule (which first appeared in the **Rifts® Game Master Guide**, September, 2001) was a frenzy of players screaming about how unfair this rule is because it makes “guns deadly.”

Duh!

I don’t know when or how, but somewhere along the line, it seems that *some* players and Game Masters lost sight of how guns work. Case in point, “guns *are* deadly.”

No kidding. Guns kill. That’s why they are used in war, crimes and murder.

Energy weapons are even more advanced, fast and deadly weapons. They are the next generation in weapon technology. If any “Joe Soldier” or “Joe Citizen” (Grunt, Scholar, City Rat, officer worker or farmer) can easily *dodge* a bullet, let alone an energy blast traveling at the speed of light, there is something wrong!

Think about it for a minute. When a thug walks into a convenience store or bank armed with a lousy pistol and announces, “this is a holdup, give me your money,” people tremble and do what he says. They do NOT start *DODGING*. Not even police officers, Special Forces Soldiers or martial artists run around bobbing and weaving to dodge bullets in real life.

Why not?

Because if they did, they would probably get shot. And bullets hurt, maim and kill!

Please remember that bullets travel at hundreds to thousands of feet per second! I think some gamers are forgetting that most people, even seasoned warriors, need a few seconds (a melee ac-

tion or two) to even take in the situation before moving to react to it. The safe response is to surrender or do what the gunman says, and, *perhaps*, wait for an opening to take action. If that action is to dodge, it had better be to dodge *behind* some cover, otherwise a hail of bullets or energy blasts are rained down upon the character dodging. And that “cover” had better be sufficient to stop/block the attack. Which may be extremely difficult in a world with Mega-Damage weapons. Likewise, a character may try to attack and kill, knock out or disarm a gunman, but this is even riskier business than attempting to dodge behind cover. The bold hero cannot *easily* make a mad charge on the gunman, dodging bullets until he is close enough to hit him. Meanwhile, drawing one’s own weapon is also going to provoke a (presumably hostile) response from the gunman; i.e., he is going to start shooting.

All of the above possibilities require an *initiative roll*, some luck and clear, logical thought on the part of the Game Master for an appropriate response. What I mean by this is that, with or without the -10 Rule, the G.M. *must* think about the situation and use *common sense* and a sequence of *logical consequences* when considering the response to, and outcome of, *combat events*.

Here are some examples of what I mean:

a) Any *gunplay* has the risk of injuring other player characters and innocent bystanders, so the G.M. (and heroes) *needs* to take that into consideration. In the context of the game, the G.M. *may* need to momentarily act as the player’s conscience or thought process by pointing this fact out to him – “Okay Bob, your character can draw his weapon, try to dodge any attack and attempt to shoot at the gunman. In fact, your character is itching to take this punk down. HOWEVER, your character also realizes that this course of action *WILL* place innocent people in danger of getting shot or killed. It’s your call. What are you doing?”

This gives the player the opportunity to consider his course of action and other possible responses (including no action at all). In a game context, the character’s mind is racing, so all of these thoughts, emotions and observations happen in a second or two even though they may take a minute or more in “real” game time.

Depending on the character’s alignment, he might *not* be able to jeopardize the lives of innocent people. A character of Principled (possibly even Scrupulous or Unprincipled) alignment would be extremely hard pressed to take any action that is likely to endanger the lives of others, especially if complying with the gunman’s request saves lives and results only in the loss of possessions.

The *Game Master* needs to present these facts and reminders as part of his or her job in setting the scene. It is the player’s job to *role-play* the situation. The character may ignore the reminders, but there *will* be consequences to his actions. Whatever those consequences are, it is fair, because he has been *warned*, after all. Those consequences may be causing property damage, injury and/or death to innocent people, as well as possible legal consequences to the character himself. The character may be charged civilly or criminally with reckless endangerment, carrying a concealed weapon, manslaughter, and even murder. If a D-Bee, mage or other type of fugitive or criminal himself, the character has just brought attention to himself and his com-

rades. This may very well bring down the wrath of an enemy, the authorities, CS, bounty hunters, or other antagonists. Another consequence for a Principled or Scrupulous character who disregards the welfare and safety of innocent people is lowering his alignment to Unprincipled or Anarchist. In other words, to an alignment that allows him to be reckless and selfish. If the player doesn't like that change, then he needs to work at living by the code of his *desired alignment* and do things that will get him back to the alignment of his choice. Alignments are a moral compass and "role-playing" tool. Use them. They enrich the gaming experience.

b) Consider the environment. Again, thought, logic and consideration of likely consequences and outcomes are important. If the gunman is pointing his weapon directly at the character who wants to dodge out of the way or attack, the gunman will be able to react quickly enough to get the first attack. Again, the G.M. has to point this "fact" out to the player. "Hey, the gunman is looking right at your character. Your Headhunter makes him nervous and any move he makes will cause the thug to shoot. And because he sees the Headhunter as a threat and won't take his eyes off of him, the gunman has the initiative. What are you doing?"

It is common sense that the nervous gunman will get first shot in this situation. It is also common sense that if the gunman is in close range, the character who plans to dodge or attack is at a disadvantage and will have to use up one melee attack to make his move (dodge or lunge) and a second to actually strike.

Other considerations regarding environment: Who or what is *behind* the player character itching to take action? If the gunman misses the player character, who or what is behind or near him likely to get shot? What are the consequences if that happens?

Furthermore, common sense dictates if a weapon is pressed against someone's head or a foot or two away, that 1) the victim will find it difficult to dodge, 2) the shooter has the advantage/initiative, 3) the shot, if it hits (and it probably will), does severe, point-blank damage; i.e., blows his victim's head off!

Common sense dictates that if there is no cover to dodge behind, the character(s) is moving out in the open and is more likely to get shot.

Common sense dictates if the hero takes action the gunman and his fellow villains will also start shooting – somebody, probably several somebodies – are going to get shot. And don't forget about ricochets, shrapnel and falling debris.

Common sense dictates if there is a lot of "cover" (pillars, desks, trees, even smoke) the gunman will have a more difficult time hitting any target, and vice versa if the situation is reversed.

c) Common sense and *fair play* also dictates that the Game Master is fair, and doesn't use the -10 Rule to slaughter characters. Player characters should always have *options* and potential ways out of trouble. Maybe the character under the gun can talk or bluff his way out of trouble? Maybe a comrade or NPC will save the day? Maybe something happens that distracts the bad guy, giving the player character his (logical) chance to attack or dodge and escape? And so on.

d) *Close combat* is different from long-range combat (hundreds or even thousands of feet of distance between opponents). Role-playing games, being what they are, means 80% of most

confrontations are *close combat* under 100 feet (30.5 m). Why? Because it is more dramatic and fun to face one's opponent rather than pick him off from 2000 feet (610 m) away before he knows what even hit him.

The bottom line

The point is, no game can account for *every* myriad possible condition or situation. The *Game Master* has to think about the situation and respond accordingly. That's where the role-playing and logic come into play.

For hundreds of thousand of **Rifts®** players and G.M.s, dodging and firefights have never been a problem. These folks can, if they like, use or ignore the -10 Rule, because it won't have much impact on their games one way or the other.

For Game Masters who have trouble with modern weapon combat or have trouble with players trying to take advantage of the system, the -10 Rule should be a huge help in reining them in and keeping firefights more realistic.

If you hate the -10 Rule for whatever reason, don't use the darn thing. Role-playing rules are flexible. A lot of gamers play strictly by the rules, but just as many make little adjustments and changes that are known as "house rules." If such rules *modifications* work for you and your fellow players, cool. No problem. The idea is to have *fun* role-playing. Your style of play or the way you look at things may vary from *mine*, so it is okay to tweak the rules, as long as the changes are fair for everybody and the players are having fun. That even means if you think it should be okay for a character to dodge laser beams traveling at the speed of light, then go for it. Forget the -10 Rule ever existed!

On the other hand, for those of you who want a bit more realism or to put the "deadly" back into guns, please use and enjoy the -10 Rule and any of the "optional" combat rules that follow (Point-Blank Damage, Blood Loss, Random Hit Locations, etc.). Role-playing is personal. Go with what makes the game fun, interesting and challenging for *you*. But most importantly, what makes it easy and fun to play. Please, enjoy.

Oh, and remember, the -10 Rule, like all rules, is a guideline to be used judiciously and fairly. All rules can be abused, misused or exploited. Don't allow that to happen. It requires work on the part of the G.M. and cooperation on the part of the players to have a balanced, fair and fun gaming experience.

The -10 to Dodge Rule Described

Dodging incoming gunfire, rail guns, energy blasts, launched grenades, missiles, and other high-speed projectiles is *really* difficult. These forms of attack are so fast that they are difficult to dodge and virtually impossible to parry. Only rare, select O.C.C.s offer superior dodge and parrying abilities against such attacks.

To attempt to dodge high speed weapon attacks, the character must realize that he is under attack and see where the attack is coming from (i.e., the sniper in the tree to the right, or the SAMAS flying in at 12 o'clock).

In all cases, the attacker rolls to strike and the defender must roll to dodge on a D20 as usual. The high roll wins. Defender always wins ties. So far, it works just like a normal dodge. Except

one has to factor in certain penalties. And this is where things get sticky for the dodger.

First, NO attribute or skill bonuses to dodge apply against modern weapons! Only an unmodified die roll counts! There are a few rare exceptions like the *Juicer*, *Samurai* and *Ninja* of Japan and a couple others where their O.C.C. or R.C.C. gives them the ability to dodge bullets and energy blasts, and may provide a bonus to do so.

Second, the dodger is *-10 to dodge* at “close range” (within 400 feet/122 m) of the shooter. *-6 to dodge* from long-range attacks when the shooter is more than 500 feet (152 m) away. **Note:** No dodge is possible if the character does not know an attack is coming (i.e. a sniper’s first shot).

Third, the high roll wins and the defender always wins ties. **Note:** All the usual bonuses to strike apply for the *shooter*.

Yes, a dodge attempt uses up a melee attack/action, so each dodging action means the character loses one of his melee attacks. This could mean using up all of one’s own attacks by dodging, which places that individual completely on the defensive. But this happens in real life. The character under attack could spend the next 30 to 60 seconds running and dodging blasts from an attacker until the attacker runs out of ammunition and has to pause to reload, gives up the attack or an ally takes him down. At that moment, the dodging person, on the defensive, can continue to run away, or hide, or turn and counterattack. At some point, the character may have to decide to stand and take his chances of getting hit in the fire fight in order to shoot back and inflict damage of his own.

Special. If the character under attack forfeits *all* of his attacks that melee round and does nothing but dodge the *entire round*, from beginning to end, he can run from one bit of cover to another. This evasive action is done to run from cover to cover to move into a more secure hiding place or to get to a friend, escape or to get to some other defensive position. This daring, rapid succession of dodging moves is done at a penalty of *-6 to dodge*, but the character gets to use his dodge bonuses. This special move does not apply to an open field without cover. Sorry, it is virtually impossible to dodge an arrow or bullet, let alone an energy blast. That’s why they invented body armor and tanks.

The Shooter has penalties too

The very vocal and loud minority groaning about the *-10 Rule* don’t seem to understand that the shooter has penalties and restrictions too. Considerations that even the score considerably. Most of the penalties do not apply to close-range, gunslinger-style showdowns or carefully aimed shots from a stationary position, but will apply to *most* combat in the field of battle will.

1. A roll to strike of 1-4 automatically misses even a stationary target. Moreover, the rules state that only a roll to strike that is *12 or higher* (12-20) hits a *moving target*. A roll of 1-11 misses! A roll of 12-20 is needed to hit and other penalties may reduce the odds to hit even more. Hitting a small or moving target is more difficult, for example (see #2).

2. The shooter is *-3 or -4 to strike* small targets even with a carefully aimed, “Called Shot.” That penalty also applies to trying to shoot a moving target, and when firing bursts and shooting wild. Under these circumstances, the shooter must roll a 14 or 15 and higher to hit!

Shooting Wild modifier: Shooting wild includes shooting while running, riding a horse, or from a moving vehicle or an unstable/awkward position. Whenever “Shooting Wild,” the *shooter fires WITHOUT benefit of bonuses*, requiring an *unmodified die roll* on a 1D20 to hit. In other words, a shooter who is moving and the character being shot at are on pretty equal terms, requiring the shooter to roll a 15 or higher to hit *without benefit of bonuses* for an aimed shot. Heck, that means 75% of the time the shooter’s roll to strike will *miss*.

Shooting Penalty: If the target is small or partially *obscured* by other people, obstacles, ground cover, smoke, etc., the shooter is *-4 to strike*, so he must roll a 15 or higher to hit! That sounds pretty fair to me. At the G.M.’s discretion, that penalty could be increased to *-6*, but only if the target is *barely visible* – protected by dense cover and only a tiny part of him can be seen for a second at a time.

3. Unmodified dodge (straight roll of the dice) at *-10 to dodge at close range* (within 400 feet/122 m) works and makes sense, especially if the target is *out in the open* or the two characters are *facing-off* gunslinger (or John Woo) style.

Stop and think about it for a minute. We are talking **Rifts®** and advanced weapons, with *computer and laser targeting* and/or other special optics and guidance systems. Nine out of ten weapons are energy blasters. If a character is in the cross hairs of a sniper’s sight, standing still out in the open without cover or at close range, he *is* likely to get shot. Not killed, necessarily, but definitely shot. That’s the plain and simple reality. And if the shooter is standing still and making an *Aimed* or *Called Shot*, he enjoys bonuses to hit as per his Weapon Proficiency (W.P.) skill. That’s the way modern weapons and combat works. Characters can NOT go prancing around *dodging* energy blasts and bullets. Accept it. Guns are not as elegant, personal (close-up and one-on-one) or dramatic as melee weapons like swords, knives, maces, etc. That is why guns replaced sharp sticks, clubs and blades. Heck, even this *no bonus, -10 to dodge rule* is NOT particularly realistic compared to real life.

If the G.M. would like, he can reduce the *-10 Range* from 400 feet (122 m) to 200 or 150 feet (61 or 45.7 m) for automatic and basic energy weapons *without* advanced optic or targeting systems.

4. **Those who can dodge.** The rules already state that exceptional characters such as the *Juicer*, *Samurai* and *Ninja* CAN try to dodge bullets and energy blasts with the full benefit of their dodge bonuses. This can be extended to include the *Crazy*, *Cyber-Knights*, *Cyborgs* with a speed attribute of 120 or greater, powerful supernatural beings, and any O.C.C. or R.C.C. that states the character gets an *Automatic Dodge*. As noted, the character is not so much dodging the blast itself, but anticipating it and moving accordingly. See *There is a way to Dodge Bullets*, just three paragraphs down.

5. As always, the G.M. should use common sense and think about the environment and situation. There are often (not always) *mitigating circumstances* to consider. For example, if the shooter is shooting “blind” he is *-10 to strike*. If there is a lot of ground cover, the shooter must roll a 12 or higher to hit his intended target, and is *-4 to strike* if he himself is moving while shooting or if the target is especially small (needs a 15 or higher to hit on an unmodified die roll).

Likewise, in environments where there are plenty of obstacles for the target to hide behind, I would allow the character (even unexceptional ones) the chance to dodge (probably diving) behind some kind of protective barrier. This applies *only* if the target knows he is about to be shot at, and the dodge attempted uses up *one melee action* whether it is successful or not. As always, the high roll wins. Defender/dodger wins ties.

Role-playing games are fanciful *simulations* of the real (or not so real) world. Like it or not, this rule makes sense and works. Whether you use it, is up to you.

There is a way to Dodge Bullets and high-speed energy weapons

One might argue that dodging an energy blast or beam of light (lasers) is completely impossible. Maybe, but under the right (or desperate) circumstances, there is a chance. It's just very difficult. If you really think about it, the character is not actually dodging against the speed of a laser beam or bullet, but the reaction time of his opponent. So the question is not can the character beat a beam of light, he can't. The question is, can he beat the reaction time and aim of his opponent. Obviously, the intended victim cannot see the bullet or energy bolt coming, but he can judge the angle of trajectory by observing the aim of his attacker and he can try to dodge using split second timing based on observations of the facial expressions, body language and movement of his opponent. In short, he dodges when he thinks his opponent is about to shoot, giving him a *chance* to try to move out of harm's way. Success may be luck, but may also just work.

That's where initiative, guts and luck come into play. Here's how I, Kevin Siembieda, handle dodging bullets and energy weapons in *close combat* within 100 feet (30.5 m) of an opponent.

I have the shooter and the dodger roll initiative.

If the shooter wins the initiative roll, he fires before the defender/dodger can react. I then have the shooter roll to strike. Any roll above 10 at close range or at a (relatively) stationary target strikes. 12 hits if shooting at a moving target.

Full damage is done to the intended target. Don't forget about the *roll vs punch, fall or impact* which can be used to reduce damage from projectiles and explosives by half. Energy blasts do full damage.

If the defender/dodger wins the initiative roll, he is able to anticipate the attack and gauge the line of fire. He is then able to start moving a split second before the shot is fired. I then have both the shooter and the dodger roll again on a D20; high roll wins. If that is the dodger, then the gunfire misses him and the shooter wastes an attack. If the dodger's roll is below that of the shooter, he fails to successfully dodge, is shot and takes full damage. In this case, only a roll of 1-4 will automatically miss. In many instances, success is more luck than anything else.

Note: For dramatic purposes, I *sometimes* use the same rules to see if a spell caster or psychic can raise a TK force field or energy armor or similar barrier in time to block the gunshot, especially if the character is trying to save an innocent person rather than himself. This, rule can also be used for the O.C.C.s noted in #4, above, to see if a character can dive and knock the

intended target out of harm's way. However, the diving hero may get shot in his place. After all, the character is trying to "save" somebody else and his focus and action is devoted to that brave purpose, making it impossible for "him" (or her) to dodge the attack himself. I usually reward such heroics by having the blast inflict half the normal damage.

Parrying Energy Blasts

Similar to dodging ranged attacks:

First, to even consider a parry, the character must have a suitable weapon or shield to block the attack. An M.D.C. item (Psi-Sword, Psi-Shield, Vibro-Blade, etc.) works great. If the parry is successful, that *item* is struck and takes the brunt of the damage. If the item is destroyed by the blast, any damage above the M.D.C. of the item goes to the character using it to block/parry the blast. Explosives cannot be parried and do full damage (unless a successful roll with impact is performed). **Note:** Clashing Mega-Damage sword against sword (or other M.D.C. melee weapon) inflicts no noticeable amount of damage on one another, even when both are M.D. weapons, like Vibro-Blades or magic items. However, while a magic sword or other magical hand-held weapon can survive an energy blast without suffering Mega-Damage, a man-made item like a Vibro-Blade used to parry the blast from a plasma rifle will suffer full damage from the blast.

Second, NO attribute or skill bonuses to parry apply against modern weapons! Only an unmodified die roll counts! There are a few rare exceptions like *power armor* designed with a shield to parry all sorts of attacks, the *Juicer*, *Crazy*, *Cyber-Knight*, *Mind Melter*, *Samurai*, *Ninja of Japan*, creatures who are themselves *energy beings*, as well as any O.C.C. or R.C.C. whose description states they have the ability to parry arrows, bullets and/or energy blasts. Those characters listed and those with special abilities to parry, get to apply their P.P. and any special blast dodging bonuses to the parry of bullets and energy bolts.

Third, the character is -10 to parry at close range (within 400 feet/122 m) of the shooter, and -12 to parry long-range attacks when the shooter is at a distance of more than 500 feet (152 m). Why? Because the character is not likely to see a long-range attack coming until it hits and from such long distance it is difficult to see an opponent clear enough to judge his movement and body language accurately enough to perform a parry.

Fourth, high roll wins and the defender always wins ties. **Note:** All the usual bonuses apply for the shooter.

Some additional notes: Men at Arms are +1 to parry at point-blank range (within 30 feet/9.1 m).

Grenades, missiles, explosives and other *area affect* weapons/damage cannot be parried, but a dodge *may* be possible depending on the size of the area engulfed in the blast, the agility of the dodger, and the roll of the die. A successful roll to save vs impact reduces the explosive damage by half. Roll with impact does NOT apply if a character leaps on top of a grenade or is located at dead center – ground zero – of the blast.

Shooting Wild

Shooting wild occurs under the following conditions.

- When a character is shooting in the general area of the intended target, but has not taken the time to carefully aim.
- Can not actually see his target. This includes shooting at targets concealed by trees or other forms of vegetation, concealed by smoke, shooting through a door or wall, shooting around a corner without looking, when blinded or if an opponent is invisible, and when shooting and trying to do something else like performing a different skill at the same time; i.e., running, leaping, flying, driving a vehicle, talking to somebody, or concentrating on a second task or action.
- When shooting from a moving object; i.e. a moving car, hover vehicle, horse or other moving platform. This does not include the firing of weapon systems built into power armor, robots, cyborgs, or mounted weapons or turrets built into combat vehicles. Nor is it applicable to super-heroes and mutants or monsters that can shoot energy beams, or similar powers, from their natural bodies. This rule applies to people who are shooting a hand-held weapon while hanging out of the window of a moving vehicle, dangling from an aircraft, standing on a moving platform, shooting from the back of a racing animal and similar conditions.
- When terrified or in a berserker rage. At the G.M.'s discretion, this may apply to characters who are shooting after having just recovered from a failed Horror Factor roll.
- Whenever the shooter is spraying a general area with random gunfire rather than focusing on a specific target.
- The subsequent blasts after the first burst from a Glitter Boy's boom gun if the Glitter Boy is NOT secured to the ground (the recoil suppression system must be engaged; thrusters and pylons). If the Glitter Boy is secured by a properly engaged recoil suppression system, the boom gun fires like a normal burst weapon.
- When the character does not have the W.P. skill for the weapon he is firing. Characters without a weapon proficiency (W.P.) can attempt to use any weapon. It is not difficult to pick up a gun and pull the trigger, anybody can do that. However, it is another thing to be able to use the weapon with any knowledge, skill or accuracy. Thus, a character who does not have a W.P. for the weapon NEVER gets any of the W.P. bonuses, not the +3 for aimed shots or the +1 for bursts. Any bursts/rapid shooting by somebody untrained in the required W.P. is considered shooting wild (-6 to strike). An untrained person trying to shoot a single aimed shot rolls the standard strike roll without benefit of bonuses.

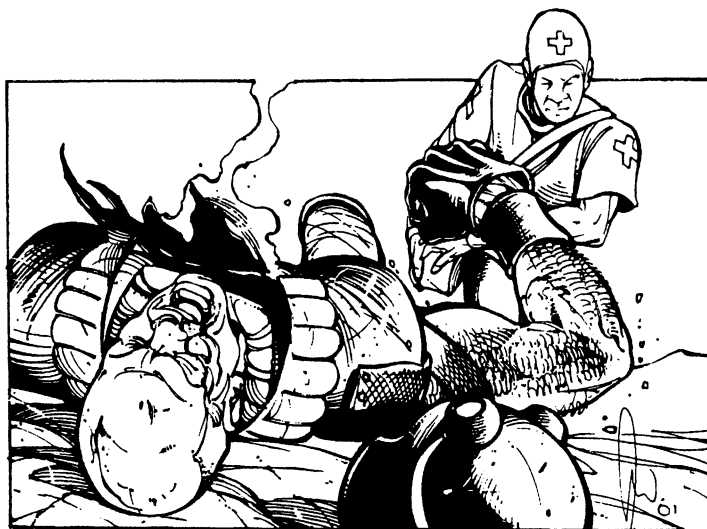
The penalty for shooting wild is -6 to strike.

Pain & Damage Rules (optional)

Some Common Sense Optional Rules Regarding Physical S.D.C.

Think about the situation and apply some common sense. A character who has a lot of S.D.C. (or M.D.C. depending on the circumstance) cannot jump on a grenade and survive. Common sense and the design of the explosive device dictates that the character is literally blown to pieces. He may have smothered the explosive force, preventing it from doing much (maybe 10%) damage to anybody else in the blast radius, but the heroic individual is dead. On the other hand, a giant, supernatural being, dragon or other creature of magic is likely to survive such an antic due to its "inhuman" and/or exceptional nature. However, even such an inhuman creature should suffer additional damage (probably double).

Then there are issues of point-blank damage, blood loss, pain and side effects to physical injury that a G.M. *may* want to consider. Sure the player characters are exceptional, sometimes even superhuman, but they can be hurt and suffer too. The following combat related data is presented as "optional" rules. Use them only if you (the G.M.) want to do so, and only when you feel they are appropriate.



Physical Damage

Typical player characters, and most of their antagonists, are not the average guy off the street. Like a boxer or any professional athlete, these characters are stronger and tougher than us average city folk. Many also wear high-tech body armor or use magic that provides them with Mega-Damage (M.D.C.) protection when out in the field exploring, traveling or fighting.

In *Rifts*®, S.D.C. comes into play when mortal characters engage in non-Mega-Damage combat outside the protective confines of their M.D.C. armor. Such confrontations may not happen often, but a character cannot live inside a suit of armor all the time. Of course, characters in a Mega-Damage world have to be careful because a single M.D. blast is likely to be enough to vaporize most normal humans and D-Bees.

A character may suffer only S.D.C. damage, and that's good, because he's not fatally wounded. However, what that means is that while the wound is not immediately life threatening, the character is hurt! He is becoming weakened and soon Hit Points will become vulnerable, plus he *may* be in pain. Do not underestimate pain.

S.D.C. damage, even cuts and bruises, is not life threatening. The only additional damage that might possibly result is infection, an occurrence regularly ignored in role-playing games. And rightly so. It's no fun playing a sick, feverish character, especially when the odds are low that the character would get an infection. It can also bog down the action. I think we all figure that the character bandages his wounds or sprays on some disinfectant at some point "off camera" after the battle and everything heals up without complications. I know that's how I play it. Then again, there are times when it may be appropriate to work in a little infection or minor complication, especially if the character is stuck in an unsanitary environment. As always, such occurrences are left to the G.M.'s discretion.

Pain from S.D.C. damage could become a factor in some cases, but not usually. We all presume the character can handle S.D.C. damage and sucks it up to keep on moving without difficulty or impairment. Cool.

Hit Point Damage is always dangerous. Even if it is minor damage, the character is seriously injured. While the damage may not be an immediate problem, the character is in pain, cuts without immediate medical attention continue to bleed, and the character may suffer physical penalties (i.e. reduce speed attribute, reduce bonuses, impose a penalty on skill performance because the pain and/or weakness makes it difficult to function at 100%, etc.). In fact, unless each wound is correctly bandaged (roll on the appropriate medical skill), the character will continue to lose blood, which causes further physical damage. After the bleeding has been stopped, the hero must still have surgery to remove bullets, get cuts sutured, and bones set. The wound is also very painful and *may* impair further movement and/or the performance of skills. Think about how little you can do when you cut your hand or even cut or injure a finger. Something as simple as writing your name or opening a jar may be impossible or, at best, difficult and painful.

The following rules are some simple and realistic ways to play physical pain and damage.

Pain Penalties (optional)

This makes sense when you think about it. How many times do we see a hero in the movies who is all banged up by the end, and can't fight nearly as well as he could in the beginning of the story, but presses on? These optional rules are to simulate that effect. Penalties are cumulative.

Leg or Foot

- Minor damage to a leg or foot will reduce speed by 20%.
- Significant damage to a leg will reduce speed by 50% and the character is -1 on initiative, and -10% on skill performance.
- Major damage to a leg will reduce speed by 75% and the character is -2 on initiative, -2 to dodge or roll with impact, and -20% on skill performance.

Head, Hand or Arm

- Minor damage to head, hand or arm will reduce skill performance by 10%.
- Significant damage to head, hand or arm will reduce skill performance by 30% and impose a penalty of -1 to strike or parry.
- Major damage to head, hand or arm will reduce skill performance by 60%, and impose a penalty of -2 to strike, parry, dodge and roll with impact. Plus, punch damage is reduced by half, including a power punch (can't muster the strength or will power to deliver a haymaker punch).

Psychic Note: A psychic may suffer the penalties noted above and/or have trouble maintaining concentration and focus, reducing the *duration* of the psi-power by 10% for minor trauma/damage to the head, -25% for significant damage and -50% for major damage to the head. The same can be applied to practitioners of magic, especially for magic (spells, mind control, etc.) that requires mental direction or concentration to maintain.

Main Body

- Minor damage to the main body: -1 on initiative.
- Significant damage to main body: -1 on initiative, -1 to strike, parry, dodge and -10% on skill performance.
- Major damage to main body: -3 on initiative, -3 to strike, parry, dodge, and roll with impact, -20% on skill performance, and double rate of blood loss.

Or reduce speed by 1D4x10%, attacks per melee round by half and skill performance by 1D4x10%.



Blood Loss (optional)

A character loses blood from every wound that has penetrated the body. This includes cuts, stab wounds, and gunshots. The injured character will suffer one point of damage for every wound, every minute (4 melees). Three gunshots means three points of damage every minute (60 seconds/4 melees). The damage is first subtracted from the S.D.C.

When all the S.D.C. points are gone, the damage is subtracted from the character's Hit Points.

Only first-aid or paramedic techniques that bind the wounds will prevent further blood loss and the wounded character can

often perform medical treatment on himself. Yes, a character can function without medical treatment while losing blood and taking more damage every minute, but he will pass out when he reaches less than five Hit Points. This would be the classic John Wayne: nobody knows I'm hurt, keep on moving/fighting, and then collapses or dies. This happens all the time in heroic fiction.

When a character is severely hurt, down to only 15% of his Hit Points, he will suffer from internal bleeding. Only a medical doctor and surgery can save him. First-aid and paramedic skills can only be used to make the injured character more comfortable; they will not save him. Without the appropriate medical aid, the person will continue to lose blood and take one point of damage every minute (4 melees). When the injured character's Hit Points fall below zero he has lapsed into a coma. See coma recovery rules in the Rifts RPG, pages 10 & 11. Game Masters may find it useful to use the Optional Damage Rules in Rifts, (Table #1) as temporary side effects, even from S.D.C. damage. Or use the table as a guide for side effects resulting from damage to specific body parts (the random roll may not be appropriate).



Point-Blank Damage (optional)

There can be a big difference between getting shot from 300 yards away (about 300 m) or at a range of 10 feet (3 m). For one thing, the assailant will be less accurate and for another, the bullet will have less impact at the greater distance. Of course, both can kill.

We will define point-blank range as approximately 10 feet (3 m) or closer. At ten feet (3 m) away the assailant has a better chance to hit his target (especially a human size target), the bullet or energy bolt will have greater impact (inflicting more damage), and the attack is more likely to hit a vital organ.

The following rules take into consideration the damage and effects of point-blank attacks.

1. If the target is immobile, such as an unconscious person or somebody who is tied up, the attacker will automatically strike his target at point-blank range (10 feet/3 m or closer). No roll to strike is necessary unless the target/victim can dodge or unless the attacker is shooting wild. However, without the strike roll, a critical strike (double damage) is impossible. On the other hand, damage is automatically much greater.

2. Damage at point-blank range is full S.D.C. damage and half Hit Point damage. For example: Your character is shot at point-blank range and suffers 12 S.D.C. points of damage. The full 12 points are subtracted from the S.D.C. and another 6 points (half of 12) are subtracted from the character's Hit Points as well. When all S.D.C. points are gone, the full damage is subtracted from the Hit Points. Yes, this does mean that a character may survive a point-blank attack, but that's because this is possible in real life.

3. Additional effects from point-blank attack! The force of this brutal attack will always momentarily impair its victim, even if it is only S.D.C. damage. Roll on the following table whenever a character is shot at point-blank range. Game Masters who want a more realistic game can have players roll on the following table whenever a character is shot from any distance. Of course, these rules do not apply to Mega-Damage structures, 'bots, 'Borgs, and body armor.

Additional Side Effects Table from S.D.C. attacks, projectile and energy (optional)

01-20%: Momentarily stunned: Victim loses one attack that melee (or one the following melee if he has no attacks left that melee).

21-40%: Stunned and knocked down: Victim is knocked to the ground by the blast; loses two melee attacks, loses initiative, and is -1 to strike for the rest of that one melee round.

41-60%: Severely stunned and knocked down: Victim is in terrible pain and is knocked to the ground by the blast, loses all melee attacks/actions for one full melee and is -2 to strike, parry and dodge for that melee.

61-80%: Momentarily knocked unconscious: The shock to the nervous system temporarily renders the victim unconscious for 1D4 melees (15 to 60 seconds). While unconscious the character can not move, think, or plan, nor is he aware of events happening around him. The unconscious individual is completely helpless and open to attack. He may appear dead to his attacker.

81-96%: Knocked unconscious: The victim is knocked out for 1D6 minutes. While unconscious the character can not move, think, or plan, nor is he aware of events happening around him. The unconscious character is completely helpless and open to attack.

97-00%: Momentarily stunned: Victim loses one attack that

melee (or one attack the following melee if he has no attacks left).

NOTE: Roll for each gunshot.

Piont-Blank Head and Heart Table (optional)

Damage from a point-blank shot to the head or heart inflicts full damage to the S.D.C. plus half damage directly to Hit Points. However, the side effects are much more deadly. Roll on the following table.

01-35%: Lucked out! Missed all vital organs; however, the blast knocks its victim unconscious for 3D4 minutes and covers the character in his own blood. He looks bad and feels worse; throbbing headache, terrible pain, shortness of breath, and experiences difficulty concentrating; woozy. Penalties: Reduce speed by half, -30% on all skills, -10% on initiative, -3 to strike, -3 to parry and dodge, and the character is still losing blood (see rules for blood loss). The penalties apply for 24 hours.

36-70%: Knocked unconscious! The victim's condition is bad, but could be worse. In addition to the physical damage, the character is unconscious for 2D6 hours and requires immediate treatment to stop the bleeding and may need hospital treatment. Penalties: Reduce speed by half, -40% on all skills, -10% on initiative, -4 to strike, -4 to parry and dodge. The penalties apply for 72 hours, then reduce them by half for another 72 hours. Afterwards, return to normal.

71-00%: Coma! The shock to the nervous system is too much and/or caused serious internal damage. The character lapses into a coma. This automatically reduces the character's Hit Points to zero, regardless of the damage die roll. From all outward appearances the character will seem to be dead. Only a careful examination will reveal life signs. Under these special circumstances the character can survive in a coma state three times as many hours as normal. See *Surviving Coma and Death*, *Rifts*, page 10. The victim is +6% to save vs coma. Penalties are the same as #36-70 Knocked Unconscious, but the duration is twice as long.

Note: Depending on the situation, the victim of a point-blank attack may be automatically killed too. But this is left up to the Game Master's discretion. The general rules presented here are to be applied in non-lethal situations. Likewise, similar effects can be implemented for Mega-Damage inflicted to M.D. creatures, such as the dragon, when exposed to massive point-blank damage to the head; G.M.'s option.

S.D.C. & Explosives

Again, I must say use some common sense. A character can not survive a point-blank confrontation with a grenade or dynamite no matter how much S.D.C. or Hit Points he might have. If your character leaps on top of a grenade to save others, that's great, but he's dead. And I mean DEAD! There is no chance of survival, because he was laying right on the grenade. At the risk of being gory, his guts were blown to smithereens.

At the G.M.'s discretion, the character might survive, but a limb or two will be blown off, like a hand, or hand and arm, or leg(s), et cetera. That's the only realistic way to play explosives vs the human body.

A basic rule of thumb when using explosives is that they inflict double damage directly to Hit Points when at point-blank

range (10 ft/3 m). Point-blank range could be increased to cover double (or more) the normal area depending on the power of the explosive.

If the character is not caught in the point-blank range of an explosion then the normal damage is subtracted first from S.D.C. and then Hit Points. In the latter case, the character could walk away with just a few scratches; no serious damage. Of course, M.D.C. armor would absorb all S.D.C. damage without injury to the character.

Note: The same basic concept applies to M.D. explosives and M.D.C. creatures and structures.



Robot Damage Tables

Here are some *optional* hit location and damage tables for 'bots, robot vehicles and power armor. Rather than make the tables a completely random hit location and side-effect table, I have opted for a table of side effects measured by the amount of damage the machine has endured. Obviously, if a robot's hand is blown off he loses the use of that hand.

Side Effects by Location

The following optional tables can be rolled on when a specific hit location has suffered major damage (a loss of 60% of the M.D.C. in that location/limb).

Robot Hands

01-30%: Paralysis! Cannot flex fingers or pick up and carry or hold an object. The hand is in an opened position, the fingers spread slightly apart. Cannot make a fist, punch does half damage.

31-50%: Frozen in one position. The hand and fingers are locked in the configuration it was in when the damaging blast struck. This may mean locked in a fist, or clutching a weapon, etc. Punch does half damage unless in a clenched fist or karate style open fist.

51-75%: Structurally weakened. Cannot lift, carry or hold more than 200 pounds (90 kg). Punch does half damage.

76-00%: Joints lock at random times without warning. Roll every time the hand is used. 01-50% chance that the hand will suddenly lockup/ freeze and cannot perform the desired function (pick up, hold, etc.). Stays frozen for 1D4 melees.

Robot Arms

01-20%: Paralysis! Cannot move. Just dangles uselessly at the side of the robot. Cannot strike or parry with that arm.

21-30%: Frozen in one position. The arm is locked in the configuration it was in when the damaging blast struck. This may mean locked in a raised, outstretched or other position. Cannot make a strike or parry with that arm unless the 'bot moves its entire upper body to do so. Damage is half.

31-50%: Sluggish response. Penalty: -1 hand to hand attack per melee and -1 to parry.

51-60%: Structurally weakened. Cannot lift, carry or hold more than 300 pounds (135 kg). Punch does half damage.

61-80%: Joints lock at random times without warning. Roll every time the arm is used. 01-50% chance that the arm will suddenly lockup/freeze and cannot perform the desired function (punch, move, etc.). Stays frozen for 1D4 melees.

81-00%: Any special weapon or sensor features built into the hand, arm, and shoulder do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Robot Legs & Wheels

01-20%: Frozen in one position. The leg is stiff and unmoving. Cannot bend, reducing speed by 50%, and making leaps impossible. Climbing ability is also reduced by 25% and the 'bot is -1 to dodge.

21-40%: Sluggish response. Penalty: -1 to dodge and reduce speed and length of leaps by 25%.

41-60%: Structurally weakened. Kick attacks do half damage. 1-50% chance that the leg will buckle each time the robot is hit by more than 20 M.D.C. (anywhere on its body), dropping to one knee and losing one melee attack.

61-80%: Joints lock at random times without warning. Roll every time the leg is used to make a kick or leap, or is running at 45 mph (72 km) or higher (roll once for every five minutes of sustained running). 1-65% chance that the leg will suddenly lockup/freeze and cannot perform the desired function. Same penalties as frozen in one position, number 01-20. Stays locked up for 1D6 melees.

81-00%: Any special weapon or sensor features built into the foot, leg, and hip do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Robot Main Body

The damage to the main body can be accumulative. Roll once when the main body has had 60% of its M.D.C. depleted. Roll again for every additional 40 M.D.C. points of damage.

01-10%: Dual images on radar screen showing twice as many radar blips as really exists; impossible to distinguish between real target and ghost image. Penalty: -8 to strike without visual confirmation.

11-15%: Radar and sonar are lost; requires 1D6 hours of repairs. Pilot must rely on visual contact.

16-20%: Spotlights/headlights lost; must be replaced.

21-30%: Laser targeting system lost. Penalty: -2 to strike; requires 1D6 hours to repair.

31-40%: Communications damaged; reduce range by half, requires 1D4 hours to repair.

41-50%: Communications and audio systems lost; effectively deaf. Requires 2D6 hours to repair.

51-60%: Electrical system damage. Secondary control panels catch on fire, knocking out personal computer(s); emergency back-up system engages, but not before the pilot's compartment is filled with smoke. Penalty: Lose two attacks that one melee round, -4 to strike, parry and dodge until the smoke clears in 2D6 melees.

61-70%: Severe internal damage. Reduce speed by half, -1 attack per melee, -2 on initiative, -2 to dodge.

71-80%: Computer memory damage! Cannot remember how to perform one of the following (roll or G.M.'s choice):

01-20%: Flight if robot vehicle, one skill program if a fully automated 'bot.

21-40%: Life Control: Includes temperature control and air recycling and circulation. About six hours of breathable air in a very hot and stuffy compartment. Penalty: -1 on initiative, strike and parry (pilot is distracted). If a fully automated robot, the unit smells of burning rubber and rotten eggs.

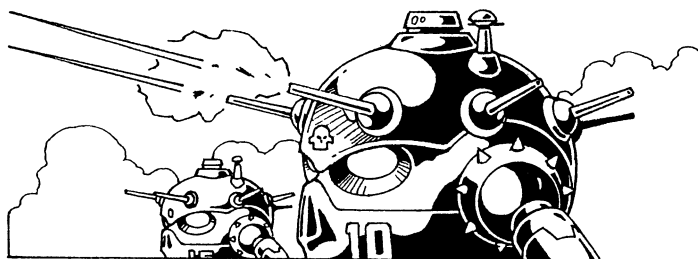
41-60%: Weapon systems: One weapon system is completely forgotten and therefore, unusable.

61-80%: Target identification is lost. Cannot distinguish between friend and foe, weapon systems must be manually operated and are -1 to strike and -1 on initiative. If a fully automated 'bot it cannot decide who is friend or foe and suffers a -3 initiative roll and usually will not attack until attacked first.

81-00%: Voice actuated access system does not recognize any voices or spoken codes. Access hatches, locks, and command functions must be handled manually. Furthermore, it cannot remember how to turn the self-destruct system on or off. If a fully automated robot it does not recognize, acknowledge or obey its master (if any) and suffers a -10% skill penalty to all skills.

81-90%: Engine damage! Cannot engage any jet thrusters, fly or perform jet thrust leaps, and there is a minor radiation leak if nuclear powered (not yet life threatening).

91-00%: Sensor system is down (88% dead) and all combat bonuses are lost. Requires 3D6 hours to repair.





Mega-Damage Conversions

S.D.C. & Hit Points to M.D.C. for living beings

The Formula:

100 S.D.C./Hit Points = 1 M.D.

1 M.D. point = 100 S.D.C.

This formula applies to living and inanimate objects that start out as S.D.C./Hit Point structures and do *NOT* change in Mega-Damage environments.

Ordinary Humans

Ordinary humans, animals and other living beings who are mortal, flesh and blood creatures remain unchanged when entering into a Mega-Damage environment. They retain their Hit Points and S.D.C. as always. To survive in an M.D.C. world they require Mega-Damage Capacity (M.D.C.) body armor, force field, magic or psionic barriers to protect themselves from Mega-Damage weapons, spells and attacks. Without an M.D.C.

means of protection, a Mega-Damage energy blast atomizes half the character and even an M.D. punch that does only one M.D. point of damage is likely to instantly kill an ordinary person – probably punching right through him or literally knocking the victim's head off!

There are a few exceptions to this rule and formula, as follows.

Exceptional Humans & S.D.C. Beings

One of the only exceptions are living beings whose combined Hit Points and S.D.C. equal 100 or more.

In this case, 100 Hit Points and/or S.D.C. equal roughly ONE M.D. point of damage. That means the character can withstand the equivalent of ONE M.D., because one M.D. equals 100 Hit Points and/or S.D.C. So a character with 118 points of H.P./S.D.C. can actually withstand one point of Mega-Damage. If the character has 150 to 200 combined points, he can withstand two points of M.D. (I like to round *up* to give the character a fighting chance).

In the case of *some* aliens, mutants, monsters, and super beings, the character *may* have way more than a hundred or so Hit



Points and S.D.C. when the numbers are combined. They may have several hundred, maybe even a few thousand Hit Points and/or S.D.C. The same consideration and formula, above, applies to these beings (unless stated otherwise). Thus, a being with 900 S.D.C. is equal to 9 M.D.C. and can take up to nine points of Mega-Damage before being killed. A character with 2,500 S.D.C. can withstand up to 25 M.D. and a character with 25,000 S.D.C. can withstand 250 M.D. Get it?

HOWEVER, because these beings *are* mortal, flesh and blood, *Hit Point* and *S.D.C.* creatures, they also take S.D.C./Hit Point damage. So while an M.D. energy blast that does 6 M.D. knocks out 600 S.D.C./H.P., an ordinary dagger that inflicts six points of S.D.C. damage also hurts the character and reduces his total amount of available S.D.C./Hit Points. Basically all types of weapons can hurt this character to varying degrees, Mega-Damage just does significantly more damage, basically each M.D. point is x100 S.D.C. **Note:** This is an important distinction because in a Mega-Damage environment, S.D.C. damage under 100 points does absolutely NO damage to M.D.C. creatures. A character could hit an M.D.C. character with a sword, or a bazooka shell for that matter, all day long without inflicting a single point of Mega-Damage to the M.D.C. creature or object. Why? Because each individual attack does less than 100 S.D.C. and the damage inflicted is not cumulative, so the character can pound on the Mega-Damage being a thousand times and do no damage; nothing more than a few cosmetic nicks and scratches. Only if the individual attack does 100 S.D.C. points of damage will the Mega-Damage Structure (M.D.C.) take any real damage, with every 100 S.D.C. points of damage (ignore fractional increments) doing ONE M.D.C. For example, a missile that inflicts 375 S.D.C. causes 3 M.D.

Furthermore, a **Natural Armor Rating (A.R.)** can NOT stop an M.D. attack. It punches through as if the A.R. does not exist.

The same is basically true of **A.R. for artificial body armor**, *except* that the exterior armor/force field will take *some* of the damage first, before the blast hits the character himself. For example, a character in a suit of armor with 190 S.D.C. and A.R. of 18 will see the Mega-Damage attack blast through the A.R. as if it did not exist, but the physical armor will absorb 2 M.D. The armor is blasted to smithereens or vaporized, but it takes damage first, leaving the rest of the M.D. of the attack to hit the character. So using this example, a blast that inflicts 10 M.D. will atomize the exterior armor, burning up two of the 10 M.D., leaving eight M.D. to hit the character himself. An ordinary human would be vaporized along with his armor. An occurrence soldiers on Rifts Earth call "mist" or "getting misted."

Creatures of Magic & Supernatural Beings

The transformation from S.D.C. to M.D.C.

Creatures of magic, like dragons, the sphinx, Faerie Folk, and others are more than human. Their innate magical natures automatically make them different and *transform* them into Mega-Damage creatures. Sometimes that change is major and other times minor, so M.D.C. body armor or other means of additional M.D.C. protection *may* be necessary or desirable to survive in hostile environments, but the character is a Mega-Damage creature himself, with M.D.C. that heals like Hit Points and gives that being a decided advantage on Rifts Earth.



Supernatural Beings are also more than human and are transformed into Mega-Damage creatures on Rifts Earth and in other Mega-Damage environments. Again, this change is instant and automatic, and the physical M.D.C. of these living beings heals or bio-regenerates like Hit Points.

Those beings with a great amount of M.D.C. (100+ points) and/or who quickly regenerate M.D.C. may not even bother to wear body armor at all, or do so for dramatic effect or out of a sense of personal style.

Whenever a transformation from Hit Points and S.D.C. is applicable, it is indicated in the character description, at least in this book, along with the exact stats and M.D.C. amount.

The conversion formula for these creatures of magic and the supernatural is, for the most part, pretty straightforward. I combine the Hit Points and S.D.C. numbers, and reduce the total number by about 20% to come up with the amount of physical M.D.C.

This formula varies depending on the creature and *my* perception of the creature – i.e., whether or not I feel it should be more or less powerful, or has some special power or weakness or other consideration that modifies the equation. In some cases, the creature may be based on mythology and I want to capture a particular mythic aspect. For example, many Russian Demons were more powerful at night, so at night they get maximum M.D.C., but during the daylight hours their M.D.C. is reduced by half and certain powers are not available to them. I may even go with a straight, point to point conversion in some cases, but typically I use the above formula.



Superhumans

Whether a super being has M.D.C. depends on his or her Power Category and superpowers. Even if the character himself is an ordinary human, however, often the magical, psionic or super ability he commands packs a Mega-Damage wallop. This is true of magic, select psionic powers, and many super abilities.

Superhumans by Power Category

Alien: This remains largely up to the Game Master. A *no-name alien* or your own creation can be an M.D.C. or Hit Point/S.D.C. creature, whichever you prefer. After all, *you* are making the creature up and can do whatever you want. Aliens who share Mega-Damage level technology will have M.D.C. weapons, armor, force fields and technology *comparable* to those found on Rifts Earth. They too, may use M.D.C. power armor, robots, spacecraft, weapons and such and fit snugly into the **Rifts®** environment.

Established alien races, however (and there are easily over 200 between the *Aliens Unlimited™* books and other HU2 sourcebooks), are S.D.C. based for **Heroes Unlimited™**, and unless you are using them exclusively in **Rifts®**, you probably want to keep them in their original form, which is S.D.C. based in both physical capabilities and technologically. On the other hand, these advanced aliens *should* be able to quickly understand the technology on Rifts Earth and be able to use any and all types of equivalent Mega-Damage weapons and equipment.

Bionics (& Robotics): A character that was first established in an S.D.C. world is likely to enter Rifts Earth as an S.D.C. character. There is no magical transformation into an M.D.C. being, so the character will have to adapt and acquire Mega-Damage body armor and superior M.D. weaponry. The same probably holds true for Super-Soldiers. Like the Aliens, both the Bionic and Super-Soldier characters understand weapons and technology and quickly adapt to acquire the M.D. gear they need.

On the other hand, a cyborg from another world *may* be the product of *comparable* technology and constructed from Mega-Damage materials. In short, they are effectively a Rifts Cyborg with some interesting variations. Again, such a character can be dropped into Rifts without a problem or much additional conversion.

Experiment: See Superhumans, for the products of experimentation often possess two or more super-abilities.

Hardware: Basically the same as Aliens and Bionics. If this is a *preexisting* character from an S.D.C. world, then the character remains as such when he arrives on Rifts Earth, and must adapt to the new technology and acquire Mega-Damage items. Something the character should be able to do with relative ease.

If the character is being introduced and used exclusively in Rifts from some alien world or alternate dimension, then the G.M. *may* allow him to start off with **Rifts®** *comparable* Mega-Damage technology – i.e., weapons, armor, force field, vehicle are all on par with the *average* **Rifts®** item/technology.

Magic: As usual, mortal spell casters remain Hit Point/S.D.C. beings, but their magic, magical force fields, barriers and energy blasts do Mega-Damage on a point to point conversion (i.e. magical armor provides 45 S.D.C., on Rifts Earth it provides 45 M.D.C.; a magic fire ball that does 4D6 S.D.C. damage now does 4D6 M.D., and so on).

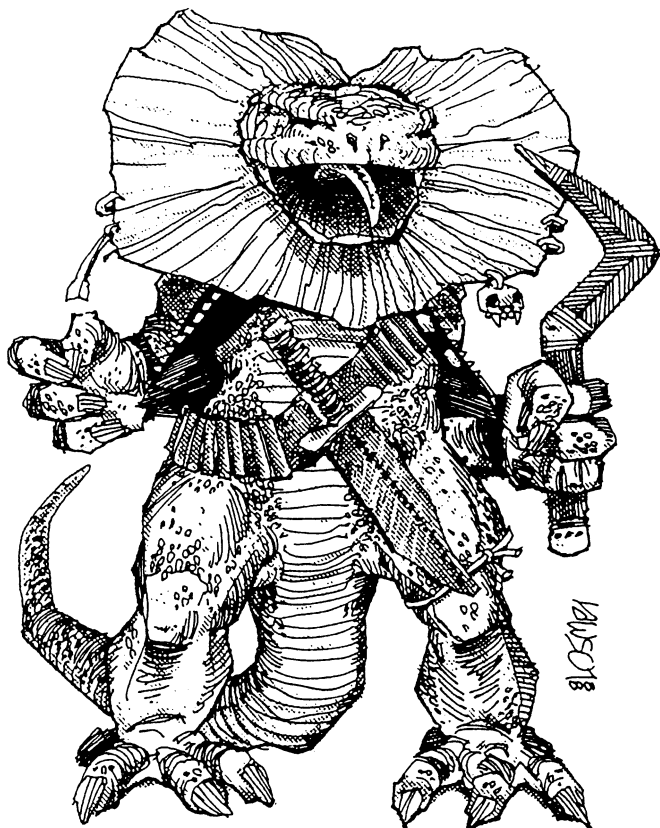
Empowered by Enchanted Object: A character whose powers come from an enchanted item automatically becomes a Mega-Damage creature. Add the Hit Points and S.D.C. together, and that's the total M.D.C. of the character (in this case, do not reduce that total by 20%). Likewise, the character's magic spells or energy blasts do Mega-Damage now (see Magic, above), and the character has the equivalent of Bionic Strength (depending on P.S. the character probably inflicts one M.D. to 1D4 or 1D6 M.D. via a *power punch* attack). That's just the nature of being Magically Bestowed. **Note:** If the character turns the magic on and off, "on" being a superhuman and "off" being an ordinary human, then the above powers and abilities only apply when he or she is "on" and needs M.D.C. armor/protection when ordinary! If the source of his power (i.e. the Enchanted Object) is lost, the character becomes normal in every way until it can be recovered!

Empowered by Enchanted Weapon: Basically the same as the Enchanted Object, only in addition to whatever super abilities the Enchanted Weapon may bestow (including turning the character into an M.D. creature on Rifts Earth), the weapon itself is magical and inflicts Mega-Damage instead of S.D.C. damage.

Mystically Bestowed Powers: A character whose powers are mystically bestowed to him by a supernatural being automatically becomes a Mega-Damage creature on Rifts Earth. Add the Hit Points and S.D.C. together, and that's the total M.D.C. of the character (in this case, do not reduce that total by 20%). If the character gets S.D.C. bonuses from super-powers, skills or bonuses, they are also M.D.C. Likewise, the character's magic spells or energy blasts do Mega-Damage now (see Magic, above), and the character has the equivalent of *Bionic Strength* (depending on P.S. the character probably inflicts one M.D. to 1D4 or 1D6 M.D. via a *power punch* attack) – that's assuming the Mystically Bestowed individual doesn't have Supernatural P.S. already (which does more M.D. based on the P.S.). This is just the nature of being Mystically Bestowed. **Note:** If the character turns the magic on and off, "on" being a superhuman and "off" being an ordinary human, then the above powers and abilities only apply when he or she is "on" and needs M.D.C. armor/protection when ordinary!

Mystic Study: This character is basically a *wizard*, a practitioner of magic, a spell caster. Like the human and D-Bee mages of Rifts Earth, the spell caster can use and cast magic that may inflict Mega-Damage or create Mega-Damage effects, but he, himself, is an ordinary man made of Hit Points and S.D.C.

Mutants: See Superhumans, for most mutants possess two or more super abilities.



Mutant Animals: Traditional mutant animals are very much like Coalition Dog Boys: S.D.C. creatures with animal instincts and perhaps animal powers but, with rare exceptions, as fragile as any human. Here are the exceptions based on Animal Powers:

Natural Body Armor: Extra-Heavy: Reduce the mutant's total S.D.C. and Hit Points by half and turn it into M.D.C.

Extra Physical Strength: Beastly: Equal to Augmented/Bionic Strength. See that table earlier in this book for the range of damage by P.S. (1 M.D. to 2D6 M.D.)

Extra Physical Strength: Crushing: Equal to Supernatural Strength. See that table earlier in this book for the range of damage by P.S. (1D4 M.D. to 1D4x10 M.D.)

Optional for Chimeras & Throwbacks: If the G.M. likes, he or she can make Chimeras and Throwbacks M.D.C. creatures; reduce the mutant's total S.D.C. and Hit Points by half and turn it into M.D.C. and one of its powers may also be at a Mega-Damage level (some of the more bestial and powerful ones *may* also have Crushing/Supernatural P.S.).

Mutant Animals with Superpowers (see *Mutant Underground sourcebook*): Like humans, an S.D.C. animal may possess M.D. powers, but will require M.D.C. armor for physical protection.

Note: Animal Psionics do not inflict Mega-Damage.

Mega-Hero: This is the incredible, sometimes god-like super being. 1) Turn Hit Points and S.D.C. (including all S.D.C. bonuses) into M.D.C.! 2) All Mega-Heroes possess Supernatural Strength and inflict M.D. with their punches and kicks. 3) Enhanced healing sees them recover M.D.C. points as quickly as they used to recover Hit Points and S.D.C. 4) The increased range of their super abilities remains unchanged. 5) All bonuses and vulnerabilities remain in place. 6) Special Mega-Powers remain fundamentally the same. Immortality works the same as always, only on an M.D.C. level. Vulnerabilities also work the same as always, only things like fire now mean ordinary fire does an M.D. equivalent!

Physical Training: The hero is typically unchanged in a Mega-Damage setting, except that the character may have S.D.C. and Hit Points (combined) to have a few hundred points, enabling the super being to endure 1-10 points of Mega-Damage. Consequently, this character needs to acquire M.D.C. body armor if he or she hopes to survive.

Psionics work the same as always. The only difference is that the character from *Heroes Unlimited™* probably has a smaller range to select from and a few powers may be a little different.

Robotics: See Bionics. If from an S.D.C. world, the guts of a robot can always get a new M.D.C. housing/outer body and upgrade to Mega-Damage weaponry, but the cost and time may be considerable. Human-shaped and sized robots may be better off wearing conventional body armor.

On the other hand, a robot from another world *may* be the product of *comparable* technology and constructed from Mega-Damage materials. In short, they are a rough equivalent to a typical (nothing super-whammy) Rifts robot, perhaps with some interesting variations.

Special Training:

Ancient Master: Thanks to Body Hardening and mastery of other Oriental Mystical techniques, he is a Mega-Damage creature. Turn *Hit Points* only, into M.D.C., S.D.C. may add the equivalent of 1-4 additional M.D.C. Plus, while in a Mega-Damage environment like Rifts Earth, a power punch does 1D6 M.D. and a power kick 2D6 M.D., but count as two melee attacks. Meanwhile, the *Positive Energy* power turns the

Ancient Master's P.S. Supernatural (does more damage without need of doing a power punch), and even M.D. energy attacks do half damage. All bonuses and extraordinary powers remain in full effect.

Hunter/Vigilante: Basically an S.D.C. being like an ordinary human with extraordinary training and skill as a Bounty Hunter and gunfighter. All bonuses, skills and abilities apply as usual, but the character needs to acquire M.D.C. body armor.

Secret Operative: Basically an S.D.C. being like an ordinary human with extraordinary training and skill as a spy and saboteur. All bonuses, skills, abilities and equipment apply as usual, but the character needs to acquire M.D.C. body armor.

If from some other M.D. world and intended exclusively for use in **Rifts®**, the character may start with light body armor (3D6+20 M.D.C.) and one or two Mega-Damage weapons in the 2D6 to 4D6 M.D. range.

Stage Magician: Basically an ordinary S.D.C. being with extraordinary training and skill as a trickster and spy or thief. All bonuses, skills, abilities and gimmick equipment apply as usual, but the character needs to acquire M.D.C. body armor.

Super-Sleuth: Basically an ordinary S.D.C. being with extraordinary training and skill as a detective, sleuth and researcher. Skilled in observing people and evidence, and putting the pieces together. All bonuses, skills and abilities apply as usual, but the character needs to acquire M.D.C. body armor or other means of protection in this deadly environment.

Superhumans! Experiments and Mutants (maybe Aliens and Super-Soldier if super abilities are involved). There are two types of *super beings*. They don't have to be "human" per se, so a mutant, alien, or D-Bee from another world may possess super abilities. Likewise, mortal beings born on Rifts Earth can, sometimes, become mutated and receive super abilities (if the G.M. allows it) from strange energies radiating from a Rift or dimensional anomaly or from experiments

Type One: Super beings who are, themselves, Hit Point and S.D.C. creatures, but who *may* wield powers that inflict M.D. or create Mega-Damage effects.

These characters require M.D.C. body armor, force field or other type of M.D.C. protection, but possess powers like Supernatural P.S., Energy Expulsion, Giant-Size, or other power(s) that inflict Mega-Damage, not unlike a **Rift®** practitioner of magic or psychic.

Superhuman Type Two: Superhumans who automatically turn into Mega-Damage beings as long as they are in a Mega-Damage environment, just like creatures of magic and supernatural beings. A subset of this, is the character who possesses powers that *temporarily* turn them into Mega-Damage beings such as the *Alter Physical Structure* powers. While in an altered state, the character is M.D.C., when normal he is an S.D.C. creature.

See the section on Super Abilities for a more in-depth description of super abilities, but here are some notable *Mega-Damage Capacity (M.D.C.)* instilling powers.

Body Weapons (Minor): On Rifts Earth the character's Hit Points (only) turn into M.D.C. and the *weapons* themselves are M.D.C. (convert S.D.C. to M.D.C. point for point), plus the body weapons inflict Mega-Damage (convert S.D.C. damage to M.D. point for point).

Energy Resistance (Minor): On Rifts Earth divide the character's Hit Points (only) by half and that is his M.D.C., plus all M.D. energy attacks, magic energy included, do half damage.

Healing Factor (Minor): On Rifts Earth the character's Hit Points (only) turn into M.D.C. and increased healing applies to the M.D.C. and M.D. fire and cold do half damage. All other bonuses and abilities remain in place.

Impervious to Fire and Heat (Minor): On Rifts Earth, the character remains a mere Hit Point and S.D.C. creatures, but he is *impervious* to all forms of fire and heat, S.D.C., M.D. and even magical varieties and M.D. plasma bolts and nuclear fire included.

Manipulate Kinetic Energy (Minor): The Protective Kinetic Energy Field protects the character from punches, kicks, falls, impacts and explosions of S.D.C. and M.D. intensity, but energy weapons, magic and psionics of S.D.C. or M.D. intensity all do full damage! All other abilities remain on an S.D.C. level of damage and power.

Adapt to Environment (Major): Since Rifts Earth is an M.D.C. environment, combine the character's total Hit Points and S.D.C. and turn 'em, point for point, into M.D.C.! All other aspects of this power remain unchanged.

Alter Limbs (Major): On Rifts Earth the character's Hit Points (only) turn into M.D.C. and the *weapons and mechanized body parts* themselves are M.D.C. (convert S.D.C. of parts to M.D.C. point for point), plus body weapons inflict Mega-Damage (convert S.D.C. damage to M.D. point for point). All other aspects of the power remain unchanged.

Alter Physical Structure (all; Major): On Rifts Earth, each type of "Alter" Physical Structure power turns the character from an ordinary Hit Point and S.D.C. humanoid into a Mega-Damage being. When in the "altered" state, the character's S.D.C. (only) become M.D.C. point for point. Lost points recover as normal regardless of whether they were lost as S.D.C. or M.D.C. points.

P.S. becomes Supernatural in the altered (non-human) state and any energy expulsion powers inflict M.D. but at one die less than the S.D.C. equivalent. All other aspects of the powers remain unchanged. **Note:** The character is a Mega-Damage creature ONLY in his altered state and an ordinary Hit Point and S.D.C. creature when the power is not "on." Furthermore, when the character's M.D.C. is reduced to zero, the character automatically reverts to his fragile mortal body and cannot alter his form again until at least 12 S.D.C./M.D.C. have been recovered/healed. Whatever S.D.C. the character has at the time of transformation is all the M.D.C. he has, thus, significant recovery is recommended before entering into a new battle. Note, at the moment the altered character is reduced to zero, any additional damage that might otherwise be inflicted is harmlessly blown off, leaving the character with his Hit Points and unable to transform or draw on any of his altered state powers. For example, our hero has 13 M.D.C. left when he is struck by a 20 M.D. energy bolt! His M.D.C. is reduced to zero and he becomes human again. The other 7 M.D. is harmlessly dispersed at the moment of the forced transformation. Of course, at this point, the character is vulnerable to attack and any Mega-Damage blast is likely to "mist" (vaporize) him. The hero needs to get some M.D.C. body armor or protection quickly.

Bio-Armor (Major): On Rifts Earth the character's "Armor S.D.C." (only) becomes M.D.C. point for point (i.e., 260 S.D.C. for Bio-Armor translates into 260 M.D.C.), but is applicable only while the Bio-Armor is in place. Additionally, P.S. turns into the equivalent of Augmented/Bionic Strength. All other aspects of the power remain unchanged.

Control Radiation (Major): On Rifts Earth, half the character's Hit Points (only) become M.D.C., plus the character is completely *impervious* to all forms of fire, heat, and radiation, S.D.C., M.D. and even magical varieties and M.D. plasma bolts and nuclear fire included. Plus, damage from heat and radiation radiated by the character does M.D. but at half the S.D.C. equivalent (i.e., if the character's blast normally does 4D6 S.D.C., it only inflicts 2D6 M.D.).

Copy Physical Structure (Major): If it's M.D.C. the character can copy it and transform into an equivalent Mega-Damage structure (typically 100 M.D.C. from light objects, 220 from medium ones and 440 from heavy M.D.C. armor like those used in M.D.C. tanks and giant robots). P.S. becomes the equivalent of Bionic Strength, but all other aspects of the power remain unchanged. Cannot copy magical properties, only S.D.C. and M.D.C.

Create Force Field (Major): On Rifts Earth, the S.D.C. of the force field is converted, point for point, to M.D.C., including the body force field. All other aspects of the power remain unchanged, so damage inflicted by the force field remains S.D.C.

Energy Absorption (Major): On Rifts Earth, the character can harmlessly absorb M.D. energy, as well as discharge it, doing the equivalent S.D.C. damage as M.D. However, this power does not actually instill M.D.C., and the character is completely vulnerable to S.D.C. and M.D.C. attacks that are not energy based (i.e., punches, swords, explosives, all do full damage). The other aspects of the power remain unchanged.

Force Aura (Major): On Rifts Earth the character's "Aura S.D.C." (only) becomes M.D.C. point for point (i.e., 260 S.D.C. for Force Aura translates into 260 M.D.C.), but is applicable only while the Aura is up and in place. Additionally, P.S. turns into the equivalent of Augmented/Bionic Strength. All other aspects of the power remain unchanged.

Growth (Major): Growing giant turns the character into a Mega-Damage being with 15 M.D.C. for every additional foot (0.3 m) of height above his normal height (28 feet/8.5 m max, for a total of 420 M.D.C. possible. Strength becomes Supernatural on Rifts Earth. All other aspects of the power remain unchanged.

Immortality (Major): On Rifts Earth, the character's Hit Points and S.D.C. are combined and turned into M.D.C. on a point by point basis (i.e., 165 H.P./S.D.C. = 165 M.D.C.). All other aspects of the power remain unchanged.

Intangibility (Major): This power does not make the character a Mega-Damage creature, but enables M.D. attacks to pass harmlessly through him.

Invulnerability (Major): On Rifts Earth, add the Hit Points and S.D.C. together and that's the number of M.D.C.! Plus, the character's punches do 1D6 M.D. and kicks 2D6. All other aspects of the power remain unchanged.

Mimic (Major): As long as the character touches another living being who is a Mega-Damage creature – excluding supernat-

ural beings (Deevils, demons, angels and gods) – the superhuman can absorb/copy half its M.D.C. and powers, including super abilities, psionics and innate magic abilities (breathe fire, turn invisible, etc.). All other aspects of the power remain unchanged.

Sonic Absorption & Reflection (Major): Applicable to all types of "sonic" attacks, both S.D.C. and M.D.C., otherwise the character is a normal man unless some other power provides M.D.C.

Stretching/Elasticity (Major): On Rifts Earth the character's S.D.C. (only) becomes M.D.C. All other aspects of the power remain unchanged.

Supernatural Strength (Major): This power does not provide any M.D.C. protection, but enables the character to inflict Mega-Damage with punches and kicks.

Category Note: All *Mega-Heroes* and super beings *Magically Empowered* (Enchanted Object, Enchanted Weapon, and Mystically Bestowed) also have M.D.C. on Rifts Earth, see above.

Also note, that most Energy Expulsion powers inflict Mega-Damage, though often at 10-50% less than its S.D.C. equivalent; see the specific conversion notes for super abilities elsewhere in this section.

Super-Vehicles: Basically the same as Aliens, Bionics and Hardware. If this is a *preexisting* character from an S.D.C. world, then the character and his Super-Vehicle remain as such when he arrives on Rifts Earth. However, the hero should be able to adapt to the new technology, acquire M.D.C. parts and rebuild and soup-up his vehicle to Mega-Damage standards. Of course, that takes luck, money and time. It might be easier and cheaper to store the S.D.C. vehicle, or cannibalize parts and electronics from it into a conventional M.D.C. vehicle and soup it up, rather than trying to turn an S.D.C. vehicle into a Mega-Damage one. Something the character should be able to do with relative ease.

If the character is being introduced and used exclusively in Rifts from some alien world or alternate dimension, then the G.M. *may* allow him to start off with **Rifts® comparable** Mega-Damage technology – i.e., vehicle, weapons, armor, electronics, etc., are all on par with the *average Rifts®* item/technology.

M.D.C. conversion for inanimate S.D.C. structures

The 100 S.D.C. = 1 M.D.C. point also applies to vehicles and structures like houses, buildings, and bunkers that started out S.D.C. and have been brought to Rifts Earth. They remain S.D.C. structures with roughly 100 S.D.C. points equaling one M.D.C. point. Thus, an attack jet with 800 S.D.C. can withstand only 8 M.D., a tank with 2000 S.D.C. can only take 20 M.D. before being reduced to slag, while an aircraft carrier with 16,000 S.D.C. is sunk after 160 M.D. points of damage. Anything with less than 100 S.D.C. is vaporized or turned to molten slag by one M.D.

M.D.C. to S.D.C. for living creatures

Basically, it's the same as with S.D.C. only in reverse. Mega-Damage creatures who enter an S.D.C. environment turn into Hit Points and S.D.C. – a dimensional anomaly that defies explanation, or at least current levels of understanding.

Characters that are obviously NOT human *may* have a Natural Armor Rating (A.R.). Small, simple creatures of magic have an A.R. of 1D4+4. Larger, tougher breeds will have an A.R. of 1D4+6, dragons and similar powerful creatures should have an A.R. of 1D6+10, as will most greater demons and other supernatural beings. Dragons have an average A.R. of 14. The average dinosaur has an A.R. of 13, while armor plated dinosaurs have an A.R. of 16-17. Silar, Ostrosaurus, and most theropods have an A.R. of 13, while the Panoplosaurus and most nodosaurs have an A.R. of 17.

Reptilian races and D-Bees with thick, lumpy, or tough hides, may have an A.R. of 1D4+6 and those made of stone, metal or some other very tough or hard skin may have an A.R. of 1D4+10.

Those are the *basic rules of thumb*. Of course the Game Master can tweak and adjust as he or she deems fit, just don't get carried away.

Lesser Mega-Damage Creatures: Again, make a direct M.D.C. to S.D.C./Hit Point conversion for any creature that has less than 120 *physical M.D.C. points*.

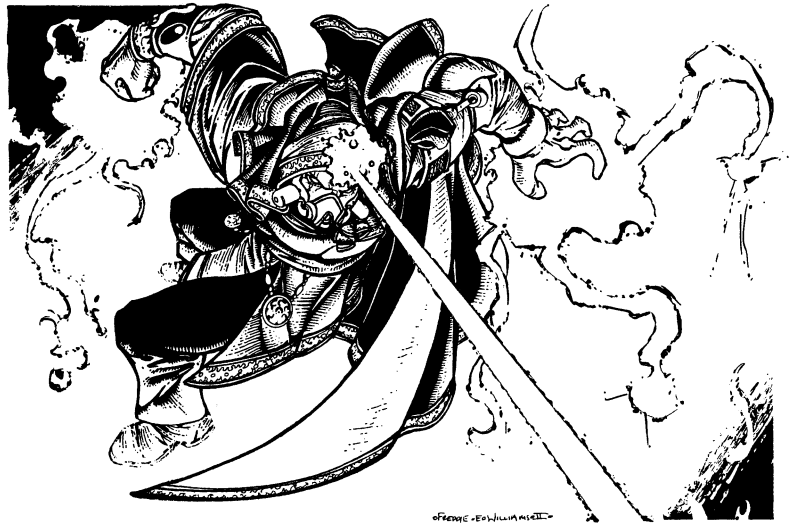
Greater Mega-Damage Creatures: Creatures with hundreds of M.D.C. are modified as follows. Take a third (33%) of the total M.D.C. amount and that's the character's Hit Points. Subtract 50% from the remaining number and that the character's S.D.C. For example, a *Dragon Hatchling* with 300 M.D.C. would have 100 Hit Points and the remaining 200 points reduced by half provide 100 points for S.D.C.

Beings with thousands of M.D.C. will see 10% turned into Hit Points, and 30% turned into S.D.C. For example, an Adult dragon or Demon Lord who has 6,000 M.D.C. would have 600 Hit Points and 1800 S.D.C. A formidable monster to be sure, but one that is not overpowered for the S.D.C. environment. If the creature is a *god* or supremely powerful, 50% of the M.D.C. amount will be Hit Points and 30% S.D.C. As always, G.M.s should use common sense and their discretion to make sure the conversion works and fits for their game.

Creatures of Magic and supernatural beings always transform to the laws of the dimension/reality/environment in which they currently exist. Thus, if transported to an S.D.C. environment, they become a creature of Hit Points and S.D.C. They still bio-regenerate and retain all the powers and abilities they always did, but now they are S.D.C. equivalents.

Mega-Damage to S.D.C. for energy blasts and weapons

The simplest way to do this is a straightforward *point for point conversion*. Meaning that if the energy blast did 4D6 M.D. it now does 4D6 S.D.C. This type of transition is super simple and does proportionally correspond to an S.D.C./Hit Point world.



Magic Weapons usually convert on a point for point basis very well, and whatever other effects or powers it may have (spell casting abilities, healing, etc.) remain unchanged.

Magic Spells and Supernatural Powers also usually convert well on a point for point basis. If anything, the G.M. may need or want to decrease the power level a die or so. That's it. Like magic and super abilities, the other aspects of the spell or power remain unchanged.

Super Abilities don't generally exist in *Rifts*® so the conversion was done in translating the power from S.D.C. to Mega-Damage. Use super abilities as they exist in *Heroes Unlimited*™ and other S.D.C./Hit Point based role-playing games.

M.D. Weapons and Energy Blasts: Mega-Damage becomes S.D.C./Hit Point damage like a 20th century handgun, rifle or machine-gun. The Wilk's 320 laser pistol inflicts 1D6 S.D.C./Hit Points instead of 1D6 M.D., the NG-15 laser rifle inflicts 3D6 S.D.C./Hit Points instead of 3D6 M.D., the NG-202 rail gun does 1D4x10 S.D.C. per burst instead of Mega-Damage and works very much like a modern day machine-gun, and so on. The damage is proportional to an S.D.C. world, the only difference in many cases is that these weapons fire *energy bolts*, not projectiles, and a scientist, hardware or genius type can jury rig it so that the Energy Clip (a.k.a. E-Clip) can be recharged and reused. **Note:** If you feel advanced technology should be more powerful and inflict greater damage than a modern equivalent, add an extra die or two to the damage, or a +6, or +8, or +10 damage modifier, but I have found that rarely necessary.

M.D. Missiles are a bit different. Mini-missiles and grenades are a simple M.D.C. to S.D.C. change, but the big, full-size missiles and Fusion Block explosives deliver a greater destructive force than a straight conversion allows. Consequently, multiply missile damage by 10 when converting to S.D.C. stats. For example, if a missile warhead delivers 1D6x10 M.D. it will inflict 1D6x100 S.D.C. damage. 3D6x10 M.D. equals 3D6x100 S.D.C., and so on. Also triple the blast radius, thus a missile from *Rifts*® with a blast radius of 50 feet (15.2 m) would have a blast radius of 150 feet (45.7 m) in an S.D.C. world.

Vibro-Blades are another area where a straight point for point conversion does not work. In this case, double the S.D.C. damage. Thus, a Vibro-Blade that does 1D6 M.D. would do 2D6 S.D.C., one that did 3D6 M.D. would do 6D6 S.D.C. Why? Because a Vibro-Blade is an advanced weapon that does more damage than a conventional dagger or sword.

Mega-Damage to S.D.C. for inanimate structures

M.D.C. to S.D.C. transformation also applies to M.D. technology, body armor, weapons, etc., turning Mega-Damage and Mega-Damage Capacity into Hit Point damage and S.D.C. The premise for this transitions is simple (and convenient): The physical laws of the new world and reality are different than the Mega-Damage one, and thus, automatically alters the individual, machines and devices to *conform* to the laws of that reality. This is typically point for point, but may vary with each world.

Again, the simplest and fastest ways to do this is a straight forward *point for point conversion*. Meaning that if something has 100 M.D.C., it would now have a 100 S.D.C. This type of transition is simple, quick and does proportionally correspond to an S.D.C./Hit Point world, as the following examples illustrate.

M.D. Body Armor, Power Armor, Cyborgs and Robots: Again, a simple point for point conversion instantly adapts the article, armor or 'bot for an S.D.C. world. Thus, the Urban Warrior suit provides 50 S.D.C., the Bushman 60 S.D.C., the cyborg with HI-B3 heavy armor has 420 S.D.C. instead of 420 M.D. The "classic" Coalition SAMAS with its 250 M.D.C. *main body* now has 250 S.D.C., and the UAR-1 Enforcer is 350 S.D.C., both roughly equal to a 20th century tank!

The Armor Rating of Different Armor Types: The only other consideration in regards to armor is assigning an Armor Rating (A.R.). Padded, plastic and light vests and body armor like the Huntsman, Urban Warrior, Juicer, and Plastic-Man armors are A.R. 13. Strong but lightweight armor like the Bushman, Gladiator, Crusader, Explorer and full plate body armor will have an A.R. 15 or 16. Most *Rifts® power armor* has an A.R. of 16 or 17, so do human-sized robots, like Skelebots™, while *giant robots*, heavy robot vehicles like the Coalition Spider-Skull Walkers, tanks, APCs, etc., have an A.R. of 18. The Armor Ratings for bionic and robotic characters are likely to range at 11 or 12 for light armor, 14 or 15 for medium, and 16 or 17 for heavy; 18 maximum for heavy, full plate armor.

Rifts® vehicles like the Big Boss and other car and airplane like vehicles have an A.R. 6-8, but armored vehicles like the Mountaineer A.T.V. have an A.R. of 13 or 14. Military vehicles like the Coalition Mark V APC, Death's Head Transport, and other tank, APC, military aircraft and combat vehicles. Vehicles have an A.R. of 17. The old CS Sky Cycle has an A.R. 14, the new, A.R. 16.

Force Fields and Magic Barriers generally offer an A.R. of 19 or 20, allowing the force field to absorb all or most of the damage. When all of the field's S.D.C. is used up, it is destroyed/gone. The Armor of Ithan spell provides an A.R. 18 and 200 S.D.C. points.

Integrating S.D.C. characters into Rifts®

As I touched on a bit earlier, humans and other Hit Point and S.D.C. based characters from other role-playing worlds remain largely unchanged when they come to Rifts Earth. Most do not become Mega-Damage beings or superhuman, and are tossed from a familiar, safe environment into the unknown. However, they are in no worse a predicament than the humans and D-Bees born on Rifts Earth. It is the Game Master's responsibility to allow the player characters from different worlds (or times) the opportunity to familiarize themselves with their new surroundings and adjust. This includes the acquisition of Mega-Damage weapons and M.D.C. armor. If a G.M. just throws these unadjusted, S.D.C.-based characters into a pitched battle against Mega-Damage opponents, it is foolish and unfair. They'll be destroyed.

The integration of S.D.C. characters into **Rifts®** can be handled any number of ways. Perhaps the fastest and easiest way is for the Game Master to make a leap in game time of several weeks or months, explaining, in summary, some of the general things they have seen and learned. The character(s) may have been hiding in the shadows all this time, barely surviving by the skin of their teeth, but have learned enough to manage and have acquired some basic means to protect themselves. The G.M. can then provide them with at least some common M.D. weapons and basic body armor. They may have traded for the items, stolen, captured, found, or have been given them by an employer (they could be working as mercenaries, etc.) or as a reward by a friendly community they helped in a crisis, and so on. This is basically a loose prelude to bringing characters from our Earth or another world up to speed and in sync with the **Rifts®** environment. This prelude should not be too elaborate nor should it alter the characters in any significant way other than providing orientation and starting equipment. The *real* adventures begin now!

This is especially appropriate if a new, other-dimensional character is joining an already established group of **Rifts®** characters.

Starting off

G.M.s don't have to go hog-wild with giving the characters cool stuff; after all, they are new to this world and just starting off. Reasonable equipment for each character would include a common energy pistol and/or energy rifle (probably Wilk's or Northern Gun), some basic M.D.C. body armor like the Urban Warrior, Huntsman or Crusader, and a simple vehicle or two that can hold all the members of the group (not that good ol' foot power isn't just as appropriate). Each character can have acquired 2D6x100 universal credits as well. The G.M. can also throw in some basic equipment such as 1D4 extra E-Clips, canteens, extra clothes, backpacks, sleeping bags, food rations, binoculars, walkie-talkies, rope and similar common items. Of course, more dramatic and powerful equipment can be supplied depending on the needs, situation and story planned by the G.M.

Is this a fair and reasonable approach?

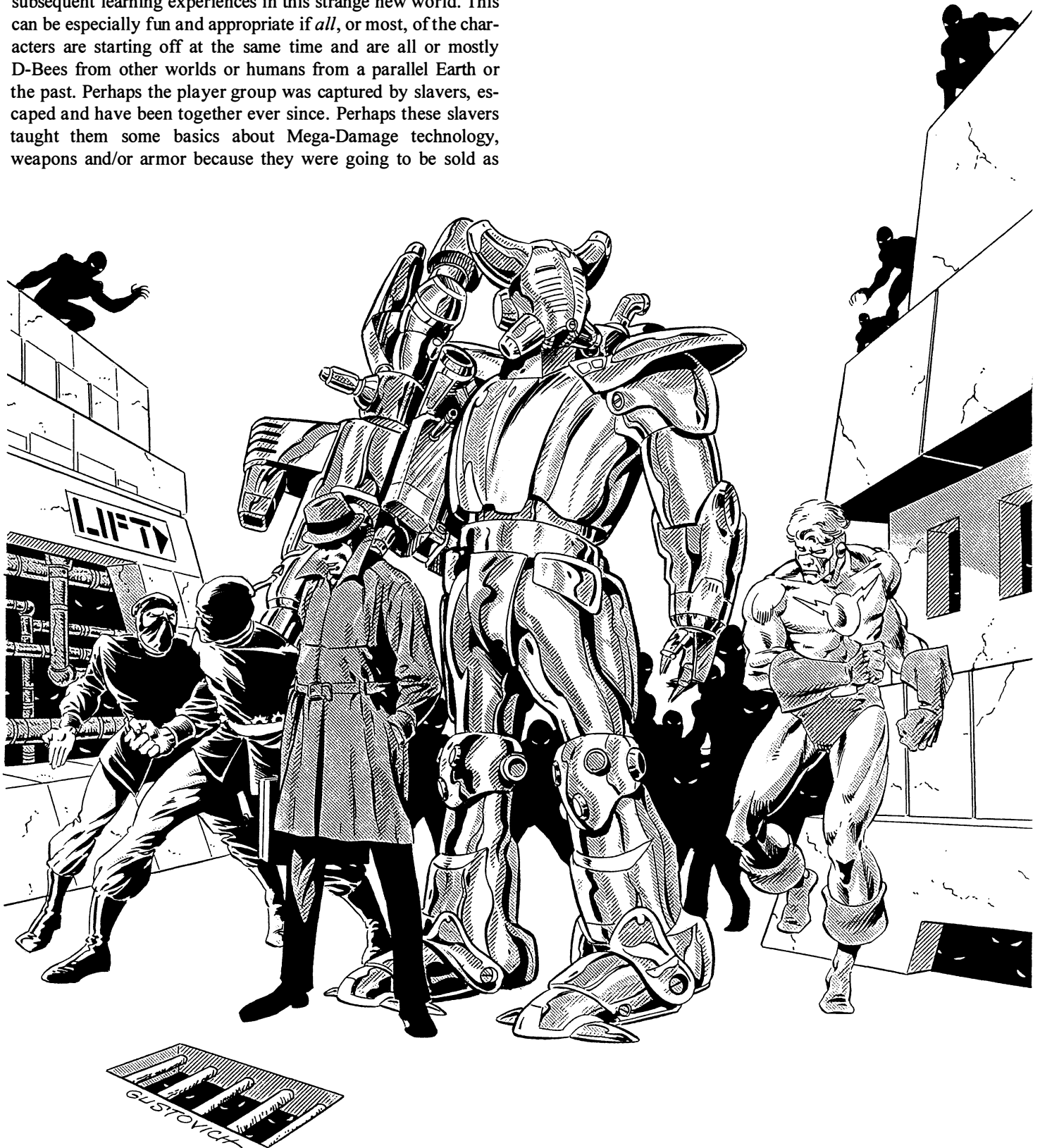
Certainly. A lot of things are fast forwarded in the context of the game adventure. We don't have characters going to the bathroom, nor playing out every moment of a night's sleep, eating, bathing, recuperating, etc. Often these events are summed up in one or two sentences to move ahead to the important parts of the story, like: "The night passes uneventfully, it's morning now, what are you doing?" The jumping ahead with the orientation and acquisition of basic equipment is the same thing.

Another approach is to role-play the characters' arrival and subsequent learning experiences in this strange new world. This can be especially fun and appropriate if *all*, or most, of the characters are starting off at the same time and are all or mostly D-Bees from other worlds or humans from a parallel Earth or the past. Perhaps the player group was captured by slavers, escaped and have been together ever since. Perhaps these slavers taught them some basics about Mega-Damage technology, weapons and/or armor because they were going to be sold as

contestants for a gladiatorial arena. Or maybe they observed warriors in action, or witnessed a terrifying attack on the slave caravan from their pens. Maybe that's how they escaped?

Or maybe they were swept up in some dimensional disturbance or a rogue Rift phenomenon, hurled through space and time to Rifts Earth, which is as strange as any alien planet.

Or maybe they followed some villain into a Rift or magical portal only to end up on Rifts Earth.



Survival in one of the *Coalition 'Burbs* or a wilderness town can be another great place to introduce beginner characters to the world of **Rifts®**. Similarly, places like the *Federation of Magic* and *Lazlo* or *Pecos Empire* or *vampire-ridden Mexican border* where all races congregate, and where any friendly individual will be given shelter, orientation, and work is a good starting point.

Another angle is to introduce “off-world” characters to life on Rifts Earth by having an established **Rifts®** player character(s) or NPC take them under his or her wing, lend them a few extra weapons and items, and have the NPC show them around to teach them “the basics.” This can lead to a bunch of interesting escapades. G.M.s should never underestimate the story elements of characters who will do just about anything because they are starving and desperate.

Yet another thing to consider is that 20th Century and other parallel Earth characters or D-Bees may be transported to Earth with all kinds of valuable items. Things that they might consider junk or useless. Like what, you ask? Like a paperback book or Atlanta Braves baseball cap that could be worth several hundred or even thousands of credits as a *Pre-Rifts artifact*! As long as they don't confess that it's from another dimension, they'll be in like Flynn. Items like soda pop cans, bottles, magazines, books, toys, pens, wrist watches, and certain articles of clothing may also be valuable. Big ticket items include pre-Rifts vehicles, guns, music and video discs, video tapes, and photographs. If the players are sharp and the Game Master gives them a reasonable opportunity, they could walk away with basic equipment and credits to spare.

The possibilities, as I'm so fond of saying, are *endless*.

Explore them.

If you hate M.D.C. rules, don't use them

Oddly enough, there has always been a very small, but vocal contingent who dislike (dare I say, hate) the concept of *Mega-Damage* and the disparity between M.D.C. and S.D.C.

To you, I suggest switching everything to the common Palladium S.D.C. and Hit Point system. It's easy to do and would certainly make everything directly compatible with most of **Palladium Books'** other role-playing games. Use the rules and suggestions presented earlier to convert to S.D.C. and Hit Point structures.

Characters from Other RPGs

The fundamentals for converting any character from any role-playing game or system are basically the same as those presented here for the many **Palladium Books RPGs**. Since the Palladium system combines elements of both level systems and point systems, conversion of most outside games should be fairly easy. The most important thing to remember, especially for Game Masters, is to adjust the character to fit into the **Rifts®/Palladium®** structure.

Players, please give the G.M. some latitude. Inevitably, some of the G.M.'s conversions and adjustments will have to be subjective and may not work the first time around. So, if after a

game session or two, your Game Master says the character doesn't fit, is too powerful, and/or imbalances the game, let him adjust or eliminate it. By the same token, Game Masters, you should try to be *fair* and *reasonable* in converting characters from other game systems, especially player characters and non-player characters that will directly interact with other player characters. Likewise, if the G.M. or the players don't want to bring in characters, equipment, etc., from other games (including Palladium's own) then don't do so. The idea here is to have fun! Use what you will.

Obviously, the basics of the **Palladium Megaversal Game System**, like combat rules, attacks per melee, P.P.E., I.S.P., Mega-Damage, S.D.C., Hit Points, stat blocks, etc, must be accounted for and new characters must conform. But this should be pretty simple.

Some things to watch out for. Most combat trained human characters should have at least four Hand to Hand attacks per melee, or more depending on level/proficiency. Skills are likely to remain unchanged, much like characters from Palladium's games, and should get the same new skills as those outlined in the general conversion section.

Point created characters can probably continue to increase/grow as they would normally in the context of their originating game system, or be frozen at their current level (but only if high and/or it may unbalance the **Rifts®** game to do otherwise). Or the character can be *converted* to the Palladium level system.

A level can be assigned by assessing the skill percentage or proficiency of the character. For example, a character with the majority of his skills hovering around 60% might be considered the equivalent of a fourth or fifth level Palladium character. Skills at around 80% reflect a character who is probably around eighth or ninth level. Skill proficiencies that don't fit the usual level can be kept as they are, reflecting the character's different background and training, or modified by the G.M. to conform to the norm as he deems appropriate or necessary.

Assigning an O.C.C. and experience table should be simple in most cases. Just compare existing O.C.C.s with the other game character. Nine out of ten times, the other game's character will fit the general description of one of Palladium's many occupational character classes (O.C.C.). Experience tables presented in **Rifts®** or other Palladium RPGs should cover most genres.

The mixing of different magic systems might be tricky. Game Masters may wish to include player characters with a different magic occupational character class, spells and abilities, but not mix the different powers, spells, knowledge and abilities with **Rifts®** or other Palladium magic and powers. This would be an example of a type of D-Bee magic not understood or available to the people of Rifts Earth – i.e., it is something rare and *alien*. Just make sure it doesn't disrupt game balance. In the alternative, a character can be adjusted to fit one of the existing practitioners of magic from **Rifts®**, **Palladium Fantasy RPG®**, **Nightbane®** or one of our other games.

Other conditions such as language, culture shock, biology, etc., are all fundamentally the same for any character regardless of where he hails from. Just remember, the inclusion of characters, powers, weapons, and equipment from games *outside* of **Rifts®** is ultimately left up to the Game Master (with polite sug-

gestions and encouragement from the players). If the inclusion of a particular character, item, magic, or situation is too difficult or awkward to play or adapt, or it unbalances the game, then don't use it! Remember, *you* shape the exact world of **Rifts®**.



Who is a D-Bee™

Before we get into specific conversion rules, I think it is important that one understands what constitutes the designation of "D-Bee." Why? Because most characters brought from other RPG settings are likely to be considered a "D-Bee," alien, mutant, monster or demon.

"D-Bee" is the *slang* term used to identify *HUMANOID* intelligent life forms not indigenous to Earth. In other words, any bipedal humanoid who is at least vaguely human-looking, but comes from an alien world or *dimension* – thus making that individual a "Dimensional Being" or "D-Bee" for short.

Any human or humanoid who emerges through a dimensional Rift from another planet or dimension is a *D-Bee*. Even characters who look very human, like Elves, may find that their otherworldly point of origin, inhuman biology and alien culture/outlook identifies them as "D-Bees." Their inhuman or alien nature may be recognized through the character's inhuman appearance, physiology, unearthly powers, technology, knowledge, behavior, exotic beliefs, different language/accent, or culture. Occasionally, even *humans* born on Rifts Earth, but who possess great psionic abilities, magic, or superpowers may be suspected of being "D-Bees," mutants, aliens or even supernatural monsters or demons, especially if they come from a different time or a parallel Earth dimension.

For example: *True Atlanteans*, who look entirely human, and *Elves*, who look very similar to humans, are both considered "D-Bees," and *True Atlanteans* are *Earthlings* – the ancestors of ancient Atlantis before it vanished from the face of the planet. Likewise, humanoids who are at least vaguely human in appearance, like the *Simvan Monster Riders*, *Kittani*, *Kydians*, *Wolfen*, *Changelings*, *Ogres*, *lizard men*, *giants*, and similar beings are also called "D-Bees" because they are *not* human, and originate from alien planets or dimensions. This means most human and humanoid visitors from other dimensions are seen as D-Bees. Mutants, cyborgs and superhumans from the **Heroes Unlimited™** RPG, characters from **Aliens Unlimited™** and **Mechanoid Space®**, martial artists and *Superspies* from the **Ninjas & Superspies™** RPG, soldiers and lawmen from **RECON®**, psychics and arcanists from **Beyond the Supernat-**

ural™, the mystical *Nightbane* from the **Nightbane®** RPG, human-looking mutants from **After the Bomb®** RPG, or humans from the past, present or alternate Earths are all considered D-Bees, other "Dimensional Beings."

Of course, many of these characters, especially humans from **Beyond the Supernatural™**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **RECON®**, **The Mechanoids®** (and **Robotech®**), *might* be able to convincingly *pass* as true humans born on Rifts Earth. After all, they look completely human and are likely to speak one of the dominant human languages; American/English, Spanish, Japanese or Chinese (Euro is a distinct blending of several languages and considered to be new and different). Unfamiliarity with local customs, laws, and personalities are commonplace since people Rift from one continent to another, and long-range communications are nonexistent. Furthermore, customs and cultures are regional and change, sometimes dramatically, from one town, city-state or kingdom right next door to another. Thus, a character not familiar with local customs could have grown up as close as 50 or 100 miles (80 or 160 km) away, let alone in some faraway, independent village, kingdom, wilderness or foreign land. However, a lack of knowledge about notorious people, monsters, kingdoms like the Coalition States or Federation of Magic, and similar influential powers or fledgling empires may cause locals to suspect the character is not of this Earth. Thus, a clever human D-Bee can pass for a native of Rifts Earth, unless he publicly announces otherwise or makes statements and missteps that point to his other-dimensional origins.

Demons: Beings that look inhuman and/or possess *supernatural* powers, such as *Vampires*, *Ghouls*, *Werebeasts*, *Entities*, *Mindolar*, *Gargoyles*, *Brodkil*, *Temporal Raiders*, *Witchlings*, *Neuron Beasts*, *Goqua*, *Sowki*, *Raksashas*, *Gorgons*, *Shedims*, *Deevils*, *Nightlords*, and most other supernatural beings are considered to be demons, godlings or gods; even if they appear in human form. **Nightbane** will be considered demons or monsters the moment they transform into their *morphus* (they also become Mega-Damage beings with Supernatural Strength in their morphus form, but not while in their human facade).

Monsters: Creatures who are completely alien or monstrous in appearance, but seem to lack supernatural powers, like the *Zembahk*, *Minotaur*, *Gromek*, *Loogaroo*, *Manticore*, mutant animals, shape-changing humanoids, giants, dinosaurs, monstrous predators, and so on, are generally regarded as "monsters," occasionally as demons. Likewise, certain bestial, ugly or weird beings like *Wolfen*, *Adorak Flying Mountains*, *Spherians*, *Lyn-Srial* and similar beings may be considered "monsters" despite the fact that they are *humanoid* in general appearance. The *Wolfen* is a great example, because this race is basically humanoid and as intelligent as any human, but its strong wolf appearance, right down to teeth, muzzle and canine legs, can get the race pegged as either D-Bees or "monsters." Others, like the *Worm Wraiths* of the New West are branded monsters because of their wicked nature in addition to their hideous appearance.

Dragons, while usually considered "monsters," really have their own category as, um, "dragons," a unique creature of magic.

Other Creatures of Magic include *Faerie Folk* and any creature who is not supernatural (i.e. a demonic being, angel, elemental, god or immortals, in general), but is rather a mortal

(though usually long-lived) flesh and blood creature that is innately magical. The dragon is the perfect example because it possesses a number of natural magical abilities and has tremendous amounts of P.P.E. to draw upon to cast magic spells or perform other abilities. By comparison, a human practitioner of magic understands, commands and casts magic, but is not born a magical being, it is a learned occupation. Creatures of magic are born of magic and wield it as naturally and easily as breathing.

General Conversion Rules



Humans, D-Bees & Mortal Beings

The beauty of having one Megaversal™ game system is that converting characters from one Palladium Books® role-playing game to *Rifts*® (or vice versa) is really very easy, especially when dealing with human and other mortal characters from virtually any setting. In many cases, except for cultural orientation, weapons and possible skill adjustments, the characters can be taken from one game book and plopped into any other Palladium RPG setting or world with little or no conversion (see the section on *Culture Shock*).

Attribute Conversion

In most cases (99%), the mental and physical attributes of a character brought from one Palladium RPG setting or dimension to another do *NOT* change.

One exception is characters who have Extraordinary, Superhuman or Supernatural Strength. All of these superhuman ranges of P.S. inflict varying degrees of Mega-Damage on *Rifts* Earth or any Mega-Damage environment. But these are NOT normal ranges of human strength attributes and are typically confined to super beings, cyborgs, mutants and nonhumans.

Likewise, the typical human or D-Bee remains a Hit Point and S.D.C. being and needs to procure M.D. weapons and body armor to lock horns with Mega-Damage beings and high-tech villains. See the opening to this section for details on M.D. and M.D.C.

Remember, the physical and mental attributes of a particular race or breed vary from species to species. Normal humans always roll three six-sided dice for each attribute. A roll of 16, 17 or 18, means an additional six-sided die is rolled and added to that attribute. If a six is rolled, another six-sided die is rolled and its number also added to that particular attribute. Note too, that some O.C.C.s, like the Juicer, and certain physical skills, also offer attribute, combat and S.D.C. bonuses. These bonus numbers or bonus dice are cumulative, add them to the permanent attribute number and make sure your character is getting his maximum bonuses.

Note: The conversion in this book should always indicate things like whether the P.S. becomes the equivalent of Augmented/Bionic Strength or Supernatural P.S., as well as whether or not the character turns into a Mega-Damage being and has any other special Mega-Damage capabilities. These stats can also be used as examples and templates by which the reader can adapt other characters to *Rifts*®.

Alignments:

No Conversion Necessary

As a rule, there is no reason to adjust a character's alignment. Intelligent beings, especially player characters, can usually be any alignment, though some cultures and races lean toward one end of the spectrum or the other. Most specific racial or monster descriptions will indicate a particular moral leaning, if any. Some characters may have a strong leaning toward good or evil, especially if raised in a particular environment or subjected to moral indoctrination. Their alignment does not change when taking a character from one RPG setting, dimension or time, to another. For example, if *you* were suddenly transported to the fictional world of *Rifts*® your memories, personality, and alignment (moral and ethical code) would not change one iota. You'd be the same person you always were, only in an alien world.

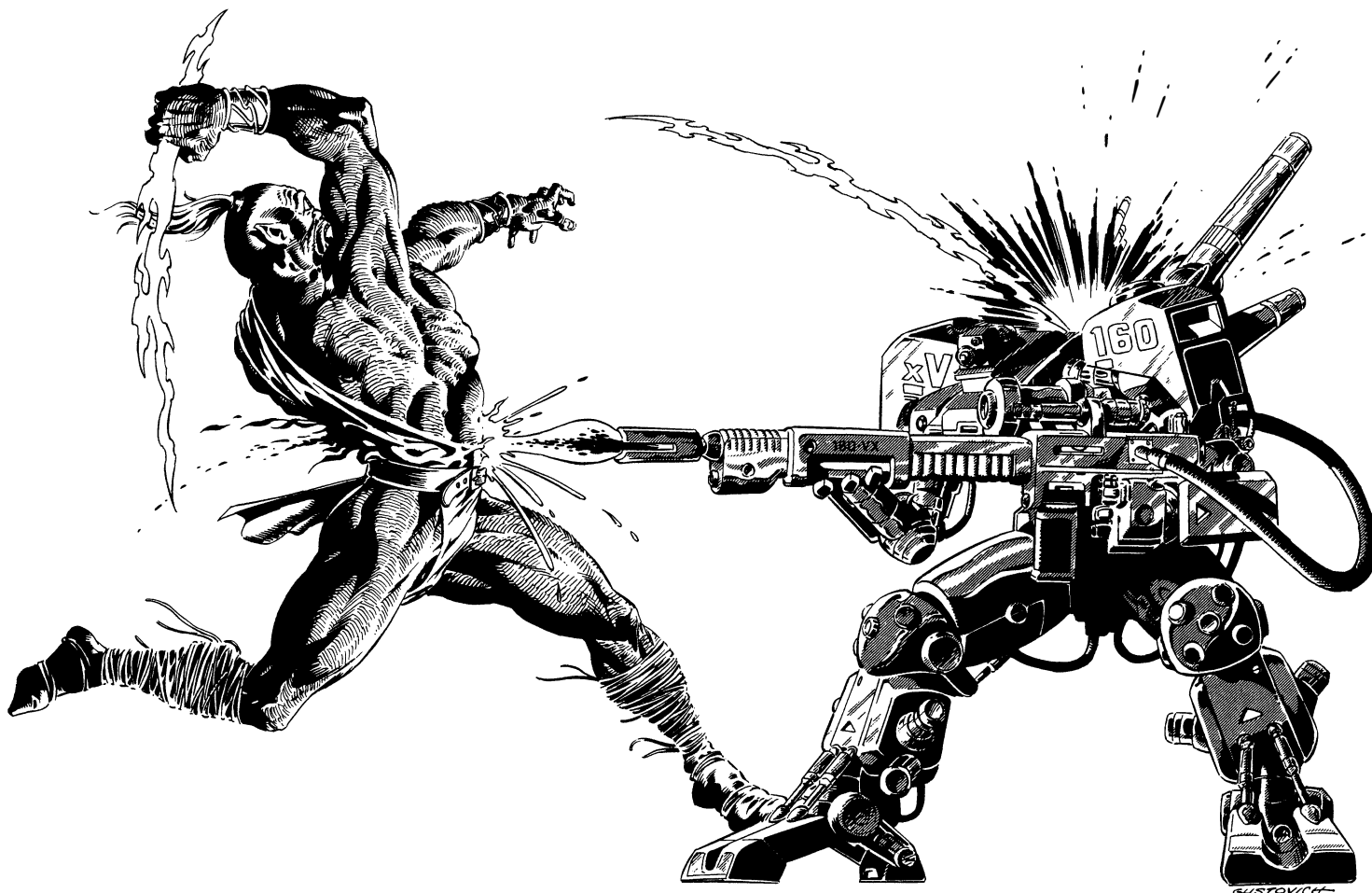
Intelligent machines/artificial intelligences with a personality and human-like thinking capabilities can be virtually any alignment depending on the machine's programming and the experiences that have shaped its personality and perception of the world.

Non-intelligent robots and machines may function in a deadly or hostile way or work to the detriment or benefit of humanoids, but while these actions may be perceived as good or evil, the machines themselves have no alignment. If anything, the perception of their being good or evil is the reflection and intent of the beings who created and programmed the robot or machine.

Predatory animals and monsters of low intelligence are generally considered to be Anarchist or Miscreant evil.

Supernatural beings are generally predisposed to be good or evil. Demons, Deevils and Alien Intelligences are predominantly (85-95%) *evil*, usually Miscreant and Diabolic, with the rest being Anarchist. Any demonic being who breaks this mold is a "freak of nature" and is either tormented and slain by its evil brethren or forced to flee and live as an outcast. Such outcasts are despised by their own people and never truly trusted by any other race. (Come on, you telling me *you'd* trust a demon who says it is misunderstood and really a nice guy? Yeah, right.)

Many of these demonic and supernatural beings (good ones included) are driven by powerful instincts and/or base needs, desires and goals.



Natural Armor Rating (A.R.)

Many of Palladium's other role-playing games have something called an Armor Rating (A.R.). The A.R. is applicable to both artificial and natural body armor.

Artificial armor covers the entire range of protective armor from a Kevlar SWAT vest to a knight's suit of shining plate armor.

Natural body armor is usually indicative of tough, damage-resistant skin or some range of invulnerability possessed by some monsters, mutants, aliens and super beings.

However, in the *Mega-Damage* world of *Rifts*®, there is minimal application for A.R. Mega-Damage weapons punch right through any armor rating and a single M.D. point inflicts an equivalent of 100 S.D.C./Hit Points of damage! Still, physical S.D.C. and A.R. *may* come into play during combat that does not involve M.D. weapons – like fisticuffs, attacks with a normal knife or S.D.C. gun when not in M.D.C. armor, and similar light combat situations. Also, beings with super-human amounts of S.D.C. like 220 points, means that they can endure the equivalent of two M.D. points of damage. That's not much, but it could mean the difference between life and death in some instances.

Here's how A.R. works. Body armor may absorb the damage from a successful attack. To hit the physical body of one's foe, the strike roll must be *higher* than the Armor Rating (A.R.) of the protective armor.

For example: A Hard Armor Vest has an A.R. of 12, this means the attacker must roll 13 or higher to penetrate the armor and inflict damage directly to his foe's body. Deduct damage first from the physical S.D.C. of the character and, when that's reduced to zero, deduct damage from Hit Points.

A roll of 5-12 would usually strike and do damage, unless parried, but if that roll to strike is 12 or less, it hits the protective body armor, and only inflicts damage to the body armor (A Hard Armor Vest has 50 S.D.C.). When all the S.D.C. of the armor is destroyed (reduced to zero), the armor is so tattered that it no longer affords any protection (no A.R. and no S.D.C.). Any further attacks that are five or higher will strike and do damage to the character's body unless they are parried or dodged. Oh, and the defender always wins ties, so if the attacker rolls a 12 the A.R. of 12 still holds and the wearer is protected from the attack.

Natural Armor is similar, but a little different. A Natural Armor Rating (A.R.) applies to super beings, mutants, aliens, monsters and creatures who have or transform to have a tough skin or hard body covering (as is the case with super beings with the powers of Bio-Armor and Alter Physical Structure). The natural armor is so tough and resilient that any strike below the character's Natural A.R. does *no* damage! It might scratch, nick or bruise the body, but there is no substantial damage. A roll

above the Natural A.R. inflicts damage, but, in this instance, the damage is first deducted from the character's (often large amount of) physical S.D.C. Such immense amounts of S.D.C. can be thought of as superhuman endurance or toughness to pain and physical punishment.

Personal Magic Energy

Average P.P.E. by General Racial Types

2D6 P.P.E.: The average human adult (20 years and older).

4D6 P.P.E.: The average human teenager (14-19 years old).

6D6+6 P.P.E.: The average human child (13 or younger).

6D6 P.P.E.: Goblins, Algor Giants, and spiritual characters/races.

5D6 P.P.E.: Elves, Changelings, Gnomes and Native Americans.

4D6 P.P.E.: Wolfen, Coyles, Dog Boys and most mutant animals.

3D6 P.P.E.: Simvan, Dwarves, Ogres, Trolls, and most D-Bees and other races.

2D6 P.P.E.: Psi-Stalkers, Altara, Kydians, & most other psychic characters.

1D6 P.P.E.: Kittani Warriors (Splugorth minion).

1D4x10 P.P.E.: Minimum for most Faerie Folk and True Giants.

1D4x10 P.P.E. or Greater: Most supernatural beings and creatures of magic.

Natural Abilities

Human mutants, mutant animals, D-Bees, aliens and many mortal creatures from other worlds or dimensions may possess powers and abilities beyond those of the *average* human.

Natural abilities are typically listed in the description of characters, races and monsters. They can include such abilities as nightvision (the ability to see in total darkness), passive nightvision (see in one sixth to one tenth the amount of light a human needs), keen hawk-like vision (to see great distances/about 2 miles/3.2 km), superior sense of smell (recognize smells and/or track by smell), superior hearing (initiative bonus of +1D4), resistance to heat, fire or cold, additional S.D.C. or Mega-Damage skin, instincts and so on. Instincts can include abilities/skills such as swimming, climbing, and prowl.

Supernatural or magical beings may include abilities like fire breathing, sense magic/P.P.E./ley lines, metamorphosis, turn invisible, see invisible, bio-regeneration, healing touch, dimensional teleport, and special powers and abilities.

Also see *bonuses* which may reflect natural abilities, alertness, speed, etc.

Attacks Per Melee

Characters from most Palladium RPGs are suited for combat in **Rifts®** without adjusting the number of attacks per melee. Most Palladium RPGs use the same basic combat system.

To make things simple, assume all characters, even those without combat training, automatically start with *two* attacks per melee round, plus additional attacks from a Hand to Hand combat skill and the occasional other skill, like Boxing. Certain

O.C.C.s or R.C.C.s also provide an additional attack per melee round and/or other combat bonuses. This means a first level character with no combat training has two attacks while a character with *Hand to Hand: Basic* would have *four*. At fourth level, the untrained character still only has two attacks while the one with basic hand to hand now has *five* (increases at various levels of experience). Any variations will be minor and can be considered an aspect of that other world or dimension, or the character's combat skill can be adjusted to be the same as **Rifts®**.

All RPGs with a *modern setting* like **Heroes Unlimited™**, **After the Bomb®**, **Nightbane®**, **Beyond the Supernatural™**, **RECON® Modern Combat** and most futuristic settings like **The Mechanoids®** use the same basic combat rules, weapons, vehicles, computers and equipment. Thus, while the energy weapons, robots, vehicles and equipment of Rifts Earth may be more advanced, most modern characters *can* figure out, or be taught, how to use them.

Original RECON®: The 1980-1993 versions of **RECON®** used a different game system than the rest of the Palladium line, originally designed by *Joseph Martin* back in 1980 or '81 and later reworked into **Revised RECON®** by Erick Wujcik and others in 1986.

For easy conversion, assume the average soldier is trained in *Hand to Hand: Basic* as described in the **Rifts® RPG**, plus the character *may* know Boxing or Wrestling. Members of Special Forces know *Hand to Hand: Martial Arts* or *Assassin*, plus Boxing and may possess other combat or physical skills/training and bonuses. Thus, the average grunt will start with four attacks per melee round. The **original RECON®** system does not use experience tables either, so for characters who are the average soldier/grunt use the *Special Training Table* from **Heroes Unlimited™** or *CS Grunt*, from **Rifts®**. Special Forces characters should use the *Physical Training Table* from **Heroes Unlimited™** or *CS Military Specialist* from **Rifts®**. *Mercenaries* can use one of the *Hardware Tables* from **Heroes Unlimited®** or *Headhunter* or *Mercenary* table from **Rifts®**.

Skills from **Original RECON®** can be used as they are, since they are also percentile based, although in a different way. In the alternative, select a comparable skill proficiency found in either **Heroes Unlimited®** or **Rifts®**. If using comparable **Rifts®** skills, start at the base skill plus 20% for MOS skills (effectively the character's O.C.C.) and +5% for all others. **RECON®** soldiers should adapt fairly easily to the use of advanced technology especially in regard to hand-held weapons and simple vehicles.

RECON® Modern Combat (2003) will use the same basic combat and rules system as **Heroes Unlimited™** and **Rifts®**, so it will require little conversion.

Palladium Fantasy RPG®, First Edition: This original system is a bit less complex so combat time works a bit differently. The number of attacks are less and the measure of time is longer. Basically, keep the character's current number of melee attacks and add two more to them. For Example: A Palladium character with one melee attack would now have three, if two melee attacks change to four, etc. Combat skills and improvement would continue as normal. This combat consideration holds true for intelligent and animalistic monsters as well.

Palladium Fantasy RPG®, Second Edition: Use the characters straight out of the book, besides, many are converted completely in this book.

Ninjas & Superspies™, Beyond the Supernatural™ and Nightbane® are presented in more detail elsewhere in this Conversion Book.

O.C.C.s & Skills

Old occupations and skills will usually remain a part of the character's training and background till the day he or she dies. Likewise, these original skills (and O.C.C.) continue to increase at the same level as is appropriate in the originating RPG. Any character dimensionally Rifted from the world of **The Palladium Fantasy RPG** or *other* RPG setting will keep his original O.C.C. and corresponding skills. Most of the character's skills and knowledge remain applicable to the **Rifts®** environment, although characters from a more primitive culture *may* be at a loss when dealing with technology, modern cities and alien customs and laws, at least at first.

Basic skills like wilderness survival, hunting, tracking, math and combat are virtually equal in any world. Modern skills like communications, computers, electronics, mechanics, modern medicine, piloting, science, and so on, will be useful, but not a necessity.

Young characters who have not yet selected a profession/O.C.C. can learn the ways, technology and skills of the new world and select a **Rifts®** O.C.C., instead of one that reflects their home world. Likewise, first level characters can opt to discard their native O.C.C. for a **Rifts®** O.C.C., but it requires an extra 1000 experience points to reach each new level of experience.

The skilled, professional *adult* (second level on up) keeps his original O.C.C. and skills. He will be reluctant to give up his old ways and should be most interested in new skills and technology that best suits his original, home world profession. This means when the character can select new O.C.C. Related or Secondary Skills, he is most likely to be attracted to skills that best serve his occupation and plans for the future. It would not be out of place for a warrior of any age to learn how to pilot a hover vehicle, wear M.D.C. armor (even power armor) and use a variety of modern weapons, but a fantasy or medieval warrior is *not* likely to study computers, brain surgery, science or advanced piloting.

Acquiring new Rifts® skills

All characters from another world or dimension can select new skills that will help them to adapt to their strange new world. All new skills start at level one proficiency, may not have skill bonuses, and may improve slowly for characters of high level who are set in their ways. Only I.Q. bonuses and those listed here are applicable to the new skills.

Ancient (fantasy) men of arms and intelligent monster races get Radio: Basic, can select one new Language (+15%), one Piloting skill, one Pilot Related, three Modern W.P.s of choice (any), and choice of three from communications, or espionage (+10%).

Ancient (fantasy) men of magic, priests & scholars get Radio: Basic, can select two new Languages (+20%), one Pi-

loting skill, one Modern W.P. of choice (any but heavy), and choice of four from either Technical or Science. Plus they can acquire magic spells not normally known in their native world. Many high-tech skills and devices will remain a mystery.

If they like, Wizards and Diabolists of third level or less can switch their O.C.C. to Techno-Wizard. The previous O.C.C. and skills are permanently frozen and the Techno-Wizard O.C.C. and related skills start at level one.

20th & 21st Century characters get Radio: Basic (+15%), can select one new Language (+10%), three new Piloting skills (+5%), two Pilot Related, two Modern W.P.s (any), and choice of two from Technical or Rogue, or Wilderness (+10%). **Penalties:** -20% when using 20th Century skills and knowledge to operate in/on high-tech areas, especially Medical, Science, Electrical, Mechanical, Robotics, Bionics and Computer.

High-Tech characters get Radio: Basic (+20%), Computer Operation (+15%), can select two new Languages (+10%), three new Piloting skills (+10%), two Pilot Related (+5%), two Modern W.P.s (any), and choice of two from Technical or Science or Wilderness. **Note:** Mecha/Robot pilots will automatically know **Rifts®** Robot Combat: Basic and Pilot Robots & Power Armor (basic). **Penalties:** -10% when using their skills and knowledge to operate in/on **Rifts®** (therefore unfamiliar) high-tech areas, especially Medical, Science, Electrical, Mechanical, and Bionics. **Note:** Humans from the Empire of Humanity (**After the Bomb®**) get the above skills at half the bonuses and have a penalty of -15%.

Penalty Note: Truly *alien* characters suffer a penalty because the technology and customs are very different, so they are likely to lack a full or true understanding of them. However, equipment and skills *equivalent* to their native planet, tech level and understanding (using a sword, shooting a gun, driving a motorcycle, etc.) can be used or performed without penalty! Likewise, Domestic, Wilderness and Rogue skills (with the exception of Computer Hacking and Streetwise) suffer no penalties, but they may not always be applicable in a modern environment.

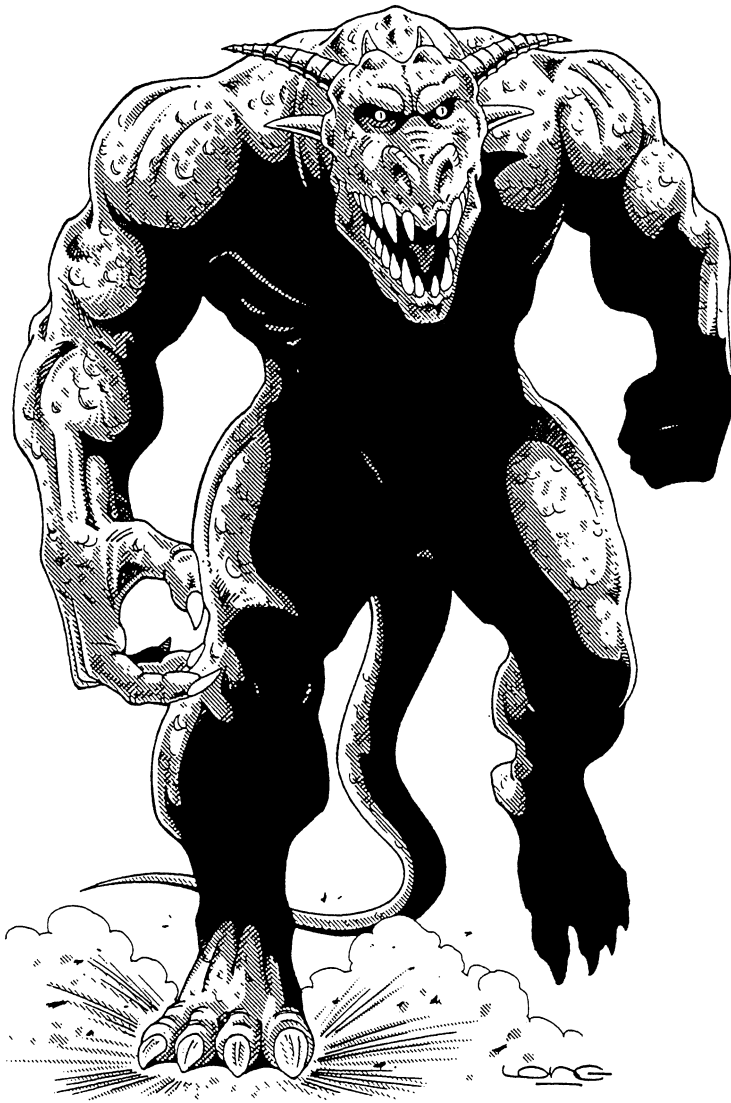
Language Skills. Typically, a character from another world needs to quickly learn one of the common languages, probably American, Spanish or Euro, or acquire a universal translator or equivalent magic.

Characters from an *alternate Earth*, which includes the vast majority of Palladium's RPGs, except the **Palladium Fantasy RPG**, should already be able to communicate in one of the major languages, most likely American/English or Spanish (and to a lesser degree, Japanese and Chinese). Euro is such a blend of different languages that it is considered to be a new, distinct language. Characters familiar with German, Polish and/or Russian will only be able to pick out a word here and there (roughly equal to a 10% skill proficiency). **Palladium Fantasy** characters may speak Gobblely or Elf/Dragonese which will enable them to communicate with some nonhumans and characters with universal translators – both Gobblely and Elf/Dragonese are programmed into all standard translators.

Other Races

An old character race born in the Rifts® world

The different races/monsters/characters from other Palladium Books role-playing games can be used as a *new* character with a



Rifts® O.C.C.! Remember, Rifts Earth is filled with many different life forms. Except for human supremacists and small kingdoms composed largely of one particular race, Rifts Earth is a melting pot of multi-dimensional immigrants. People from many different lands and cultures have been transplanted to Earth and have been sucked into the predominately Earth/human culture. Thus, most will speak and understand at least one or two Earth languages, probably American, Spanish, or Euro. Likewise, most, especially those who grew up in the cities, will have a practical understanding of high technology, such as use of a hover vehicle or automobile, computers, energy weapons, and common devices such as elevators and telephones.

D-Bee children born on Rifts Earth are a product of their environment just as we are products of our contemporary Earth. It doesn't matter that these characters are the offspring of alien immigrants from another world, they will be attuned to the land they were born into and have grown up in; that of Rifts Earth. Thus, they will be City Rats, Operators, Rogue Scientists, Juicers, 'Borgs, psychics and practitioners of magic, just like any human character. The only restriction may be O.C.C. attribute requirements that are not possible to attain, because of racial attribute limitations like a low I.Q., P.P., etc. Although the parents may be from another world and a different O.C.C. which is more indicative of their home world and their original culture, their offspring will have been exposed to the **Rifts®** environ-

ment and will be familiar with the people, customs, skills, and technology of Rifts Earth, which is effectively *their* home world.

For example: When one of the **Palladium RPG** races/monsters is used as a character who was born and raised on Rifts Earth, the character should automatically have the usual range of **Rifts O.C.C.s** available to him, even though Mommy and Daddy Monster may know mostly old, off-world skills. Remember, in such a socially and technologically diverse environment, the skills and professions of the children are likely to be very different from the parents. For example, I know absolutely none of the carpentry and electrical skills that my grandfather did, nor did I ever work in a factory like my father. Though I am of Polish descent, I am third generation American and cannot speak the Polish language and know little about "traditional" Polish customs. Furthermore, I completely think of myself as American and would find Poland to be an alien and different place. It doesn't matter that my heritage traces its roots to Europe, I'm American through and through. The same is true in **Rifts®**.

Alien races and monsters as Rifts O.C.C.s: Nobody knows for certain when the Rifts erupted or how long humankind was locked in the Dark Ages (best guesses put it at about 200 years). Most scholars estimate that the Rifts erupted 300 to 500 years ago and that it has only been in the last hundred or so years that humankind has risen from the ashes of near extinction. During those hundreds of years, all types of otherworldly beings journeyed to Earth through the dimensional Rifts. Many of these other dimensional beings (D-Bees) have adopted Earth as their new homeland, often because they knew not how to return home. Their offspring, though D-Bees, are the children of Earth. Mother Earth is their place of birth and their home. Many of these nonhuman races have lived on Earth for generations, the stories of their great, great, grandparent's home world a fading memory or a fantastic (and distorted) story.

These second, third, or more generations of offspring are likely (not always) to be as versed in the ways of the contemporary **Rifts®** world as any human. The only difference is, as nonhumans, they may be treated as second-class citizens, persecuted, enslaved or even hunted and destroyed by human supremacists such as the Coalition States and savage monsters. The 'Burbs of *Chi-Town* are filled with D-Bees from other worlds. Likewise, D-Bees represent a significant number in many of the more liberal wilderness kingdoms, such as the *Pecos Empire*, *Lazlo*, *Kingsdale* and the late *Tolkeen*. These communities may be composed of 50% nonhumans, or more. Some are populated entirely by D-Bees; some of which are militantly anti-human.

In most cases, the growth, prosperity and population size for nonhumans depends on the properties of that particular race, luck, and location. For example, giants are comparatively uncommon. They have a low birth rate, their size makes it hard for them to hide from human supremacists and others out to get them, and they are affected by competition by other, small and more versatile life forms. Xiticix on the other hand have flourished and now threaten the lasting ecology of North America because they actually change the environment to accommodate their needs. Unless something changes in the next decade or so, the Xiticix could take over most of Canada and half the United States.

A Note on Biology

Inevitably, players will want their characters to be the ever popular *half-breed*. “Alright, my character is half-Elf and half-human.” “Oh yeah, well, my character is half-Titan and half-Grackle Tooth!” “Puh, my character is half-vampire and half-dragon!” And so it goes.

Let’s get a few ground rules straight from the start. No half-breeds!

In the real world, there are very few species of animals that can *crossbreed* and bear live offspring. Whether desirable or not, just about any humanoid, mammal, and even monster can have sex with another species of life, but they *cannot* give birth to young as a result of their actions! To give birth to a child, the two sexual partners must be of the *same* species. Consequently, a mutant dog mated with a mutant cat may make an odd or cute couple, but they can never bear children. And certainly not any half-dog, half-cat child. *NEVER!*

Variations within the same species can successfully breed. For example, a domestic dog can mate and produce offspring from a mate that is a wolf, coyote, or any breed of canine. Likewise, this means that an intelligent, alien canine, such as a Wolfen and a mutant Dog Boy, *might* successfully mate and bear offspring, especially if that mutant canine was a wolf, himself. However, a mutant bear and mutant dog cannot. Likewise, members of the same species that have undergone *mutation* may not be able to produce living offspring with any other creature, even those of the original species. The mutant genes can be a one time fluke or are so abnormal/unique that it cannot be passed on to offspring. On the other hand, it may be a trait that *can* be inherited by offspring.

Sometimes, the social, moral, ethical or economic perceptions and practices of a community or people serve to restrict the interbreeding between members of the same species. For example, the Wolfen are socially conditioned to mate only with other Wolfen. They can have sex with a Dog Boy, or other intelligent mutant canine, Coyle, or Kankoran, and produce healthy offspring, but they *don’t*. It’s just not socially acceptable. Those who do are rogues and not welcome in Wolfen society.

A human can mate with a human, regardless of the minor variations within the species. Likewise, a Rifts Earth human can successfully mate and reproduce from a union with another human regardless of where their human partner may come from. That person may be a human from another planet or alien dimension, and may be psychic or super-powered, but as long as he or she is of the same species (in this case, human), the pair can mate and bear offspring. On the other hand, an Elf and human or human and Simvan for that matter, can enjoy sexual relations, but cannot bear offspring from their union. Even though an Elf looks extremely human, the two are very distinct species. From a biological and genetic perspective, more is different about the Elf than his/her pointy ears and good looks.

Whether a child possesses a parent’s psychic or unusual super-powers is another story. The child’s biological inheritance of a parent’s physical and mental features and powers will depend on whether the trait is genetically dominant or recessive, but even dominant gene features are not always present in the offspring and a recessive gene can pop up at any time. For the sake of game rule simplicity, I suggest that the Game Master ap-

prove and modify (if necessary) characters of mixed heritage and inhuman ability. Second, I’d suggest that there is a 1-62% chance of the offspring possessing the dominant features and powers of his parents. G.M.s can roll percentile dice or make arbitrary decisions based on the player’s request/designs and the goings on of the game. Please note that *learned* abilities such as **Ninjas & Superspies** martial arts skills, mystic powers, spell casting and other abilities must be learned and are not biologically inherited (though an aptitude for mechanics or spell casting may be).

Intelligent *mutant animals* (**Rifts®**, **After the Bomb® RPG** and **Heroes Unlimited™**), including those who appear almost completely human, cannot produce offspring with a human or most other humanoids. In fact, they may not even be able to produce offspring with other mutant animals from their own species, because they are so far removed from them. Understand that the nature of mutation is such that frequently the mutant feature is not a trait that can be biologically replicated through natural means. Mutations are a deviation in the normal genetic structure. Although comic books often present mutation and mutants as the next step in evolution, 97% of all mutations are doomed to oblivion. They are not an evolutionary advancement, but a biological variation or extrapolation – a *deviant* change. In many cases, the being(s) with the new mutant characteristic is likely to be destroyed by the dominant, non-mutant population or nature itself. The occasional exception may be the deliberate, genetic reconstruction of bio-engineered creations in a laboratory; created, like a machine, for a specific purpose and/or environment. Rifts Earth is limited in the field of genetic engineering and cannot, for example, make full human clones. In fact, only the Coalition States is known to be actively experimenting in bio-engineering and only the villainous *Gene-Splicers* (see **Rifts® Sourcebook 3**) are true genetic wizards (some would say monsters).

Supernatural beings and creatures of magic cannot produce offspring from a union with a human, humanoid, mammal or mortal mate. Likewise, they cannot mate with other supernatural species and produce offspring; i.e. a dragon cannot mate with a unicorn, or a god with a human (barring powerful, magical intervention). The animal, whether mystical in nature, supernatural, or human, must always mate with one of its own kind and genetic structure to produce offspring. Even a dragon of one species cannot breed with a dragon of another species and produce offspring (i.e. an Ice Dragon and a Thunder Lizard), because each is so different from the other. Vampires never bear offspring even with another vampire. That’s not how vampires are created (see **Rifts® World Book One: Vampire Kingdoms™**).

Experience

An old character but a new world

Whether a character is transported to Rifts Earth from the **Palladium Fantasy** world, a future Earth or any RPG to another, use the O.C.C. skills and experience tables from the originating RPG. Consequently, a Ranger O.C.C. from the **Palladium Fantasy RPG®**, or Psi-Mechanic from **Beyond the Supernatural™**, would continue to grow in experience as that O.C.C. and continue to use the experience tables from that book/world/O.C.C.



Some of the specific, optional player character monsters and races described later in this book have a different or special O.C.C. or R.C.C. and, in these cases, specific skills are presented and the use of an existing **Rifts® RPG** experience table indicated.

Heroes Unlimited™ Conversions

Rifts® Superhumans

The Earth of the **Heroes Unlimited™ RPG** can be considered a *parallel Earth dimension* very similar to our present day, 21st Century Earth, not Rifts Earth. These characters can get to Rifts Earth in any number of ways. The most likely probabilities are a Rift in space and time created by a super-villain, an experimental time travel machine or dimensional travel device, intervention by a supernatural being, a dimensional Rift at a place of magic, a wrong turn during dimensional travel, getting warped to a different time and place during a dimensional storm in the Bermuda Triangle or any one of the six mystic triangles, or by magic. Beings from other dimensions and alien worlds may also possess the super abilities found in **Heroes Unlimited™**.

These characters will suffer some degree of culture shock as noted in the previous section, however, their super abilities give them an edge in the hostile environment that is Rifts Earth. Super “heroes” will also find plenty of injustices and wrongs to right and evil to vanquish. Their “hero” orientation automatically compels them to protect others even in an unknown, alien world. As noted earlier, however, such heroics will make these noble super beings the enemies of local tyrants, warlords, power mongers and evil beings operating in the region. As their reputation spreads, various powers (the Coalition States included) *may* seek to recruit or destroy them. Whether these alien or D-Bee heroes seek to find a way back to their home dimension or make Rifts Earth their new home (or a place to visit) is up to the individual players and how they envision their character.

Super beings indigenous to Rifts Earth. Strangely enough, super-powered beings are fairly uncommon on Rifts Earth. They *do* appear from time to time, often in small groups or clusters, but are generally the exception, not the rule. Recent rumors coming out of France suggest there may be an entire cadre or city of superhumans, but this has not been confirmed. The transformation of the planet Earth into a multi-dimensional ley line nexus has not only permeated the planet with P.P.E./magic energy, but other forms of radiation and alien energy leaching out from dimensional portals. Such life-altering leaks appear from time to time and place to place, unleashing strange, mutating energies (and magic) that can sometimes transform mortals (humans and D-Bees) into super beings, endowing otherwise normal humanoids with super abilities.

This means people born on Rifts Earth *might* have super abilities like those found in the pages of comic books and the **Heroes Unlimited™ Role-Playing Game** (Hey, check out Vil-

lains Unlimited, Aliens Unlimited and Powers Unlimited, for a range of different life forms, powers and villains). Creating any characters with a range of super abilities requires having a copy of the **Heroes Unlimited™ RPG** (or the upcoming **Powers Unlimited™**).

First, roll up your typical **Rifts®** character using the **Rifts® RPG**. The selection of O.C.C.s, however, is limited to *Scholars & Adventurers*, no others. Determine the character’s skills, alignment, and equipment as usual.

Second, pull out a copy of **Heroes Unlimited™** and flip to page 226 where you’ll find the *Random Super Ability Selection Tables*, and either roll on the Random Tables or *select* a handful of powers.

The number of powers: Even in the Rifts® setting I don’t recommend more than three Minor and three Major abilities, and that may be too powerful unless the campaign is a high-powered one itself. After all, you don’t want the superhuman(s) to overpower and unbalance the game for the rest of the player group. I have found that one or two Major super abilities and 1-3 Minor super abilities works very well. In the alternative, 4-5 Minor abilities only, or two or three Major powers, only, also works, as does anything less (i.e. 1-2 Major and 1-2 Minor powers, or even only 1-2 Minor or a single Major super ability). Ultimately, the number of super abilities should be left to the Game Master, and he or she should keep in mind the power level of the campaign as well as the disposition and style of play of the actual player and adjust accordingly.

A list of *Minor Super Abilities* is found on page 228 of HU2 where the descriptions also begin, and a list of Major Super Abilities is found on page 237 with descriptions starting on page 238.

Bonuses: These super dudes tend to rely on their natural powers. Add 20 points to S.D.C. (M.D.C. if a Mega-Damage being), +1 on initiative, +2 to pull punch and +1 to save vs Horror Factor to superhumans.

Note: Characters with super abilities can *not* have psionic powers too. Nor can they have major bionics (no partial reconstruction or more), but might consider a few cybernetic implants. Supernatural beings, creatures of magic (including practitioners of magic), cyborgs, Juicers, Crazies, robots, and psionic R.C.C.s can *not* have super abilities. Likewise, most monster races and beings born as Mega-Damage creatures can *not* have super abilities, or if they do, it is only one or two and usually a Minor ability (G.M.’s call).

Conversion Notes for Select Super-Powers

The following information pertains only to the super abilities that are transformed or modified by the **Rifts®** environment. A copy of **Heroes Unlimited** is needed for super abilities listed here, as well as many others. Powers not listed are unchanged and are equally applicable to Mega-Damage and S.D.C. worlds. In other words, the power pretty much functions the same in both types of settings and needs no conversion modification.

G.M. & Game Design Note: As stated before, the inclusion of characters, super-powers, and other elements from **Heroes Unlimited™**, or any other game, is left strictly to the Game

Master. These characters do *not* have to be a part of any **Rifts®** campaign. Furthermore, so-called super-heroes who possess unnatural powers are very uncommon on Rifts Earth, perhaps one in a million or one in ten million. These conversion descriptions are often abridged and may cover a number of similar powers in a single description, like Energy Expulsion.

Minor Super Abilities

Bend Light

Range: Self or Light Beam; 100 feet (30.5 m) +15 feet (4.6 m) per level of experience.

Damage: None.

Duration: One melee round.

The ability to bend light allows the character to manipulate light radiation like a prism. This can produce a number of effects.

1. Separate the color bands of light to produce a colored light beam or radiate about 70 watts of colored light (enough to light up a 10x10 foot/3x3 m room). The colors possible are red, yellow, blue, green, purple, orange, as well as infrared and ultraviolet. Does no damage.

2. Blank Spot. Light is manipulated around the character, making him invisible. However, since the light is bent around the super being, there is a blank spot or ripple, like a blurred spot where the invisible character is. Roll 1D20 to notice the blank, a roll of 18 or higher on initiative notices the anomaly.

3. Parries lasers and other forms of light beams (flashlights, sunlight, etc.) by bending the light around him, or a 10 foot (3 m) diameter, to deflect the beam. Roll just like a normal parry. This ability can be used to deflect Mega-Damage lasers just as easily, but is not effective against other energy weapons like ion, plasma, or particle beams.

4. Deflect light beam back to where it originated or at a specific target. This is done as a parry, first. A successful parry means the light beam was successfully knocked away and does not touch the character. Second, roll to strike the target the beam is being deflected at; straight die roll (1D20) without benefit of any bonuses whatsoever to strike with the deflection.

5. Can see into the infrared and ultraviolet light range. 100 feet (30.5 m) per level of experience.

Body Weapons

On Rifts Earth the character's Hit Points (only) turn into M.D.C. and the *weapons* themselves are M.D.C. (convert S.D.C. to M.D.C. point for point), plus the body weapons inflict Mega-Damage (convert S.D.C. damage to M.D. point for point). **Note:** If the character *also* has Superhuman Strength, add 1D6 M.D. to the maximum amount of damage he can inflict, or add 2D6 M.D. if Supernatural P.S., or a meager one M.D. if Extraordinary P.S.

Energy Expulsion Powers

The character can generate energy which can be released in directed pulses. The energy pulse or blast is fired from the fingertips, hand or eyes. *All* Energy Expulsion powers become Mega-Damage energy blasts, point for point.

Damage: An Energy Expulsion blast that did 3D6 S.D.C. dam-

age now does 3D6 M.D. on Rifts Earth. Experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 M.D. Typical damage is 2D6 +1D6 per level of experience!

Duration: Instant.

Attacks Per Melee: Each blast counts as one melee attack/action.

Bonuses: +3 to strike if an aimed shot, +1 to strike if shooting wild.

Ranges: Energy Expulsion: Energy is 600 feet (183 m). Energy Expulsion: Fire is 300 feet (91.5 m), the character can emit a flamethrower-like blast from his hands. Energy Expulsion: Electricity is 400 feet (122 m). Energy Expulsion: Light (laser-like) is 600 feet (183 m). The character can also radiate light like a human lightbulb, equal to about 100 watts, plus 25 watts per level of experience. Even at first level he can radiate enough to light up a 20x20 foot (6 x 6 m) room. This light, however, is not effective against vampires or any undead.

Energy Expulsion: Electrical Field

This character can turn himself into a living dynamo, crackling with electrical energy. Experienced characters (3rd level and higher) can diminish the field's damage to as little as 1D6 M.D. per 5 seconds. While the field is up, the character (and anybody inside with him) is impervious to all energy attacks. Projectiles, bullets, rail gun rounds, arrows and thrown objects are minus -8 to strike, but do full damage if they hit. Fire is not hampered by the electrical field.

Range: 10 foot (3 m) area +2 feet (0.6 m) per each level of experience.

Damage: 4D6 M.D. for every 5 seconds within the energy field and the field's creator is impervious to all energy attacks. Damage does not increase with experience.

Duration: One full melee (can be instantly renewed).

Attacks Per Melee: The creation of the field counts as two melee attacks/actions. The remaining actions can be performed within the electrical field – dodge and parry as usual. Shooting energy blasts out from the field won't work as it blocks and absorbs the blast just as it does incoming attacks. Shooting projectile weapons out also suffers the same -8 penalty to strike.

Note: Magic and psionic attacks are not hampered by the field.

Energy Resistance (self)

This power makes the character extremely resistant to *all energy based attacks*. No physical damage is sustained by the first 20 M.D. points of energy attacks in each melee round. Energy attacks beyond the 20 points do only half damage. The energy resistance field extends just beyond the body to include clothes, M.D.C. body armor and carried equipment. Does not extend to protect power armor, 'bots or vehicles, nor anybody standing close by. This person is also completely invulnerable to stun-type energy weapons. On Rifts Earth, characters with this power become minor Mega-Damage beings: Divide the character's Hit Points (only) by half and that is his M.D.C.

Extraordinary Mental Endurance

A very mentally stable and strong personality that is difficult to suppress or break. This guy has a will of iron. **Bonuses:** In-

crease M.E. to 21+2D4. +1 to save vs magical illusions, and +6 to save vs Horror Factor, possession, and all mind altering magic and drugs. Needs a 12 or higher to save vs psionic attack.

Extraordinary Physical Strength

This character possesses great physical strength approximately the same as *Augmented Humanoids/Cyborg* – see *Bionic Strength Table*. **Bonuses:** Increase P.S. to 20 +2D6. Can carry 100 (not 50) times P.S. in pounds and can lift 200 times P.S. in pounds. Punches and kicks inflict Mega-Damage when performed as a power punch. Also see Superhuman P.S. and Supernatural P.S.

Extraordinary Physical Prowess

A greatly heightened physical prowess providing increased speed and agility. **Bonuses:** Add 2D4 to the P.P. attribute, 3D4 to the speed attribute, add one extra attack per melee, and +10% to physical skills requiring dexterity and prowess, such as Prowl, and Gymnastics.

Extraordinary Physical Endurance

An extremely tough individual who can withstand a great amount of physical strain or punishment. **Bonuses:** Increase P.E. to 20+1D6, and take note of bonuses to save vs magic, poison, and coma. **M.D.C.:** Becomes a minor Mega-Damage creature with 5D4 M.D.C. and heals twice the amount as he would normal S.D.C. Probably still needs to wear M.D.C. body armor for additional protection.

Extraordinary Speed

The ability to move and run faster than many vehicles without tiring. Cannot be selected if a superior speed is to be selected.

Bonuses: Speed 220 mph (352 km), plus 20 miles (32 km) per level of experience.

Add one extra attack per melee.

Add 50 to S.D.C.

Add +2 on initiative, strike, parry, and dodge.

Add +4 to roll with punch or fall.

Add +4 S.D.C. damage from punch for every 20 mph (32 km) of speed.

The best a punch or kick can do from a standing still position is 40 mph (64 km), adding +8 S.D.C. to damage.

Flying Powers

Only one type of flying power can be selected. All S.D.C. bonuses remain S.D.C. bonuses. Do not change to Mega-Damage.

Healing Factor

On Rifts Earth the character's Hit Points (only) turn into M.D.C. and increased healing applies to the M.D.C. All other bonuses and abilities remain in place.

Bonuses: Increase P.E. to 21+1D6, add 50 points to S.D.C., +20% to save vs coma/death, +3 to save vs psionics and Horror Factor, and +8 to save vs insanity.

The Healing Factor:

- Recovers 6 S.D.C. every 10 minutes (36 per hour).
- Recovers one M.D.C./Hit Point every 15 minutes (4 per hour).
- Special super healing: Can instantly regenerate 4D6 M.D.C./Hit Points two times per day (24 hour period).
- Does not fatigue whatsoever, and is resistant to fire and cold; even M.D.C. fire and cold do half damage.
- No scarring when healed. Broken bones heal completely, without any sign of having ever been broken.
- Resistant to drugs, toxins and poisons (half duration, penalties and symptoms, one third the usual damage).

Impervious to Fire and Heat

On Rifts Earth, the character remains a mere Hit Point and S.D.C. creature, but he is *impervious* to all forms of fire and heat, S.D.C., M.D. and even magical varieties and M.D. plasma bolts and nuclear fire included. But lasers and other energy attacks inflict full damage.

Manipulate Kinetic Energy

The Kinetic Energy Field protects the character from punches, kicks, falls, impacts and explosions of S.D.C. and M.D. intensity, but energy weapons, magic and psionics of S.D.C. or M.D. intensity all do full damage! All other abilities remain on an S.D.C. level of damage and power.

Power Channeling

This ability enables the character to inflict S.D.C. and/or M.D. attacks; the character decides when he is using S.D.C. or M.D. power levels (the player needs to announce his intentions or it is assumed he is inflicting S.D.C.).

Body Tackle: 1D6 +1D4 S.D.C., or 1D4 M.D. only.

Head Butt: 1D6 +1D6 S.D.C. every two levels, or 1D4 + one M.D.

Punch: 1D6 +1D6 S.D.C. per level or 1D6 M.D. +1 additional M.D. point per level.

Power Punch: 6D6x2 S.D.C. or 5D6 M.D. but uses up four melee attacks/actions.

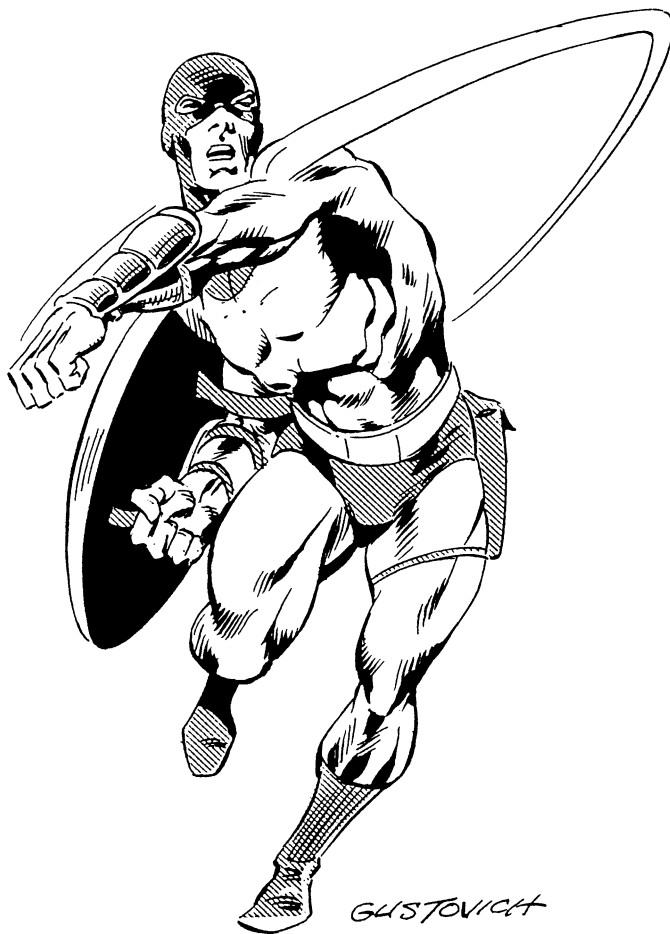
Kick: 2D6 +1D6 S.D.C. per level of experience, or 2D6 M.D.

Jump Kick: Kick damage x2 as S.D.C., or 4D6 M.D.

Superhuman Strength

This character possesses great physical strength approximately the same as *Robotic Strength* – see that table.

Bonuses: Increase P.S. to 20 +2D4 and add it to the character's usual P.S. attribute roll (typically 3D6 for humans). Can carry 200 times P.S. in pounds and can lift 300 times P.S. in pounds. Punches and kicks inflict Mega-Damage as an ordinary full strength punch (typically in the 1D6 to 2D6 M.D. range) and double damage when performed as a power punch. Also see Extraordinary P.S. and Supernatural P.S.; can only have one of the three, don't add them together.



Major Super Abilities

Adapt to Environment

Since Rifts Earth is an M.D.C. environment, combine the character's total Hit Points and S.D.C. and turn them, point for point, into M.D.C.! All other aspects of this power remain unchanged.

Alter Limbs

On Rifts Earth the character's Hit Points (only) turn into M.D.C. and the *weapons and mechanized body parts* are, themselves, M.D.C. (convert S.D.C. of parts to M.D.C., point for point), plus body weapons inflict Mega-Damage (convert S.D.C. damage to M.D., point for point). All other aspects of the power remain unchanged.

Alter Physical Structure (*all*)

On Rifts Earth, each type of "Alter" Physical Structure power turns the character from an ordinary Hit Point and S.D.C. humanoid into a *Mega-Damage being*. When in the "altered" state, the character's S.D.C. (only) becomes M.D.C., point for point. Lost points recover as normal regardless of whether they were lost as S.D.C. or M.D.C. points.

P.S. becomes *Supernatural* in the altered (non-human) state and any energy expulsion powers inflict M.D. but at one die less than the S.D.C. equivalent. All other aspects of the powers remain unchanged. **Note:** The character is a Mega-Damage creature *ONLY* in his altered state and an ordinary Hit Point and S.D.C. creature when the power is not "on." Furthermore, when

the character's M.D.C. is reduced to zero, the character automatically reverts to his fragile mortal S.D.C. body and cannot alter his form again until at least 12 S.D.C./M.D.C. have been recovered/healed. Whatever S.D.C. the character has at the time of transformation is all the M.D.C. he has available, thus, significant recovery is recommended before entering into a new battle. Note, at the moment the *altered character* is reduced to zero, any additional damage that might otherwise be inflicted is harmlessly blown off, leaving the character with his Hit Points and unable to transform or draw on any of his altered state powers. For example, our hero has 13 M.D.C. left when he is struck by a 20 M.D. energy bolt! His M.D.C. is reduced to zero and he becomes human again. The other 7 M.D. is harmlessly dispersed at the moment of the forced transformation. Of course, at this point, the character is vulnerable to attack and any Mega-Damage blast is likely to "mist" (vaporize) him. The hero needs to get some M.D.C. body armor or protection quickly.

Experienced characters (3rd level and higher) can regulate the strength of their energy blasts in increments of 1D6 M.D.

The character can transform into his inhuman form in the blink of an eye (counts as one melee action/attack).

Alter Physical Structure: Liquid or Ice: Mega-Damage is *half* the S.D.C. equivalent, meaning if the character normally inflicts 6D6 S.D.C. in his altered form, he does 3D6 M.D. The weird power to transform into a being of living water-like liquid or ice, may lead observers to mistake the character for a Water Elemental. The same is true of those who transform into fire, metal, stone, plant and other elements.

Alter Physical Structure: Metal or Stone: A power that transforms the character into a living juggernaut of metal or stone. Unlike the previous physically transforming powers, the Metal and Stone beings have no energy attacks or ability to control or manipulate other elements. Their power lies in brute strength and physical endurance. The character becomes an incredible M.D.C. creature, impervious to normal fire, cold, and poison. Normal weight is quadrupled when transformed into metal (triple for stone). Thus, a 200 pound (90 kg) person would weigh 800 pounds (360 kg) when turned to metal. Physical S.D.C. becomes M.D.C., point for point (Metal: 800 M.D.C., Stone: 600) and regenerates lost M.D.C. three times faster than normal in human or altered form. Considered to have *Supernatural Strength* in metal or stone form. Minimum P.S. is 32 (4D6 M.D. from punch). Speed is reduced by half in metal or stone form.

Alter Physical Structure: Smoke or Mist: A power that transforms the character into smoke or a mist-like entity. Hovers silently (equal to Prowl of 80%) at a speed of 25 mph (40 km); maximum altitude is 500 feet (152 m). Impervious to poison, disease and gas attacks while a mist. Most kinetic weapons like clubs, swords, arrows, bullets, and explosives, even M.D.C. ones, pass harmlessly through the mist-character. Lasers and any light-based attack also passes through harmlessly, and is diffused (half range and damage) after going through the smoke- or mist-character. However, *magic* weapons do full damage and psionics and magic spells have full effect. Plasma, heat and fire also do full damage.

Can alter shape to be a cloud, snaking stream or human-like figure. Special attacks include Obscure Vision and Choke/Gag Opponent (see page 250 of HU2). Can NOT pick up or carry objects while a mist, nor speak, and is at the mercy of strong winds.

Bio-Armor

On Rifts Earth the character's "Armor S.D.C." (only) becomes M.D.C. point for point (i.e., 260 S.D.C. for Bio-Armor translates into 260 M.D.C.), but is applicable only while the Bio-Armor is in place. The character's P.S. turns into the equivalent of Augmented/Bionic Strength. All other aspects of the power remain unchanged.

Bio-Ghost

Another type of transformation, only this time the super being becomes semi-transparent and intangible like a ghost. In this form, the character can walk through living creatures and absorb part of their life energy. Victims lose 1D6+1 S.D.C. or Hit Points and two attacks that melee round (or one M.D.C point and one attack). After three energy stealing attacks, the Bio-Ghost gets "supercharged", turning his P.S. into *Superhuman* P.S. (Robot equivalent M.D.), sees his Speed attribute increased 5 points, S.D.C. by 5 points, +1 to save vs poison, and 1D4 of the Bio-Ghost's own Hit Points are restored with each additional energy absorbing touch. After eight Bio-Ghost touches, the character also gets two additional attacks per round, is +2 on initiative, and has 2D6+16 M.D.C. when he turns back into tangible form (but that only lasts for 1D4+4 minutes). Supercharging can be performed as often as every four hours or six times daily. See HU2, page 255, for more detail and some of the negative aspects of this power, like being a life energy vampire.

Chameleon Abilities

A truly unique power that allows the character to blend into and adapt to his environment similar to the ability of the chameleon.

Duration: Indefinite.

1. Chameleon is an ability that enables the person to change color and texture to blend into his environment. A sort of bio-aure surrounds the character so that even his clothes seem to change to adapt to the surrounding area and body temperature adjusts to simulate the surrounding environment. Only movement or sound reveals the chameleon's location. Detectable only by motion and audio detectors, and even then only if the character is moving or making noise. Chance of not being seen:

90% Undetectable if completely still.

70% Undetectable if moving two feet (0.6 m) per melee or less.

20% Undetectable if moving 6 feet (1.8 m) per melee.

Totally ineffective if moving any faster.

2. Adhesion; the ability to stick to surfaces. The power is identical to the Minor super ability.

3. Hold Breath for up to 10 minutes.

4. Feign Death by lowering one's body temperature and respiration. This requires five minutes of preparation and meditation.

5. Natural Prowl Skill is 60% +5% per each additional level of experience. Also +10% to Disguise and Impersonation skills, and +5% to Climb and Wilderness Survival skills.

Cloaking

The character is invisible to all forms of *mechanical detection*, including cameras, photography, scanners, sensors, optics,

etc., but NOT the human eye. The character also tends not to be noticed by people, particularly when he is trying not to be noticed. ("Um, I think there was this other guy . . . no, maybe not, I don't know. I have no idea what he looked like or what he was wearing. Might not even be a guy. Coulda' been a lady or D-Bee. I just think I remember somebody else in the background. Maybe not. I'm not sure.") "What, me? No I didn't see nobody.") Also +10% to Prowl skill. Disadvantage: The power is always on, making the character easy to ignore, cannot be photographed even if he wants to be (must fake I.D. papers), and life saving medical scanners and equipment do not work on the character. Even automatic doors that open via an electronic eye or motion detection will not work for this character (they can't see him), etc.

Control Elemental Force: Air

The power to manipulate and control aspects of air and atmospheric conditions. Wind Rush, Whirlwind and other abilities are basically the same as spells of the same name. Call Lightning inflicts Mega-Damage, point for point conversion, while Whirlwind does the M.D. equivalent of half the usual S.D.C. damage (2D6 M.D.). All other aspects of the power are unchanged.

Control Elemental Force: Earth

The power to manipulate and control aspects of the earth. To use any of these powers there MUST be a vast source of earth (stone, dirt, clay, sand) within a 600 ft (183 m) radius. The earth is molded and manipulated, not created. Sand Storm, Quicksand, and other abilities are basically the same as Earth Warlock spells of the same name or inflict the S.D.C. damage described in **Heroes Unlimited™**. Hurling giant slabs of stone weighing 50 to 100 pounds (22.5 to 45 kg) inflicts 2D6 M.D., Rend Earth does M.D. equal to half the S.D.C. number listed. Encasement in stone works just like the encasement in ice power only the M.D.C. of the encasement is doubled. Stone structures have M.D.C. equal to one quarter the S.D.C. listed (i.e. a 120 S.D.C. tower has 30 M.D.C. on Rifts Earth).

Control Elemental Force: Fire

The power to manipulate and control aspects of fire much like the psionic power of Pyrokinesis. Fire Blast and Flame Wall inflict 4D6 M.D. and the character is impervious to fire including Mega-Damage and magic flame. All other powers are unchanged.

Control Elemental Force: Water

The power to manipulate and control aspects of water, much like the psionic power of Hydrokinesis. A Water Slam and Whirlpool inflicts 1D4 M.D., a small wave does 1D6 M.D., a large wave does 3D6 M.D. and a huge wave does 6D6 M.D. All other powers are unchanged.

To use any of the Water powers there MUST be a source of water within a 1000 foot (305 m) radius. Without an ample source of water the super being cannot use any of the powers. Water source can be a sewer, water pipe line, pond, lake, ocean, or even rain.

Control Others

Mind control can be used on any intelligent creature or animals (not insects). The power *temporarily* bends the will of the victim so that he is under the complete control of the controlling being. The affected person will do absolutely anything the controller requests except kill himself. All questions will be answered truthfully and in as much detail as requested. However, the controlled person will answer and obey only the person controlling him. Note that the victim of control reacts a bit sluggishly and is -1 to strike, parry and dodge, and -2 on initiative because of the disorienting influence of being controlled. Victims do remember their actions after being controlled. **Range:** 12 feet (3.6 m) +5 feet (1.5 m) per level of experience. **Duration:** 4 minutes (may be repeated), **Savings Throw:** Either save vs psionics/mind control, or save vs possession, whichever is higher.

Limitations and Restrictions of Control:

1. The character possessing the control power must see or be aware of the person(s) in order to control him/her.

2. Eye contact is an important factor; without eye contact the success ratio drops considerably. This means intended victims, hiding behind him, behind a locked door, or in another room, are all +6 to save vs control because there is no eye contact. When eye contact is made, the intended victims have no automatic bonus other than a possible psionic, magic or M.E. bonus.

3. Animals have little chance of saving against this attack, and must have a roll of 17 or higher to save.

4. Attacks per melee: *One* control can be attempted per each melee round (15 seconds). However, this counts as an EXTRA attack in addition to any physical attacks/combat training the character may have. This means if a character has four hand attacks per melee, he can strike four times plus one mind control attack.

5. Controlling several people at a time is possible, but takes its toll on the controller. There is no exact limit as to how many individuals can be controlled, but the greater the number, the more difficult it is to maintain control over each. Thus, for every four people controlled, the group of them is +2 to break free (or save) from their mental bonds. Each victim of control gets to roll a save vs control every one minute/4 melees when in a group (2 or more). Individuals can try to break control once every four minutes (16 melees), his normal saving throws are applicable. Likewise, if the controlled person is commanded to do something that is extremely contrary to his or her beliefs, ideals, or alignment, he is automatically allowed to try to break free of control with an additional save of +3. **Note:** Heroes of a good alignment will never intentionally cause an innocent person to commit a crime or jeopardize their life. Nor will they usually use their power to blackmail people or for their own personal gain.

Bonuses: The super character is also +6 to save vs all types of mind control (in addition to possible M.E. bonus). Also add 2D4 to M.A. attribute.

Control Radiation

On Rifts Earth, half the character's Hit Points (only) become M.D.C., plus the character is completely *impervious* to all forms of fire, heat, and radiation, S.D.C., M.D. and even magical vari-

eties and M.D. plasma bolts and nuclear fire included. Plus, damage from heat and radiation radiated by the character does M.D. but at half the S.D.C. equivalent (i.e., if the character's blast normally does 4D6 S.D.C., it only inflicts 2D6 M.D.).

Copy Physical Structure

If it's an M.D.C. material, the character can copy it and transform into an equivalent Mega-Damage structure (typically 100 M.D.C. from light objects, 220 from medium ones and 440 from heavy M.D.C. armor like those used in M.D.C. tanks and giant robots). P.S. becomes the equivalent of *Bionic Strength*, but all other aspects of the power remain unchanged. Cannot copy magical properties, only S.D.C. and M.D.C.

Create Force Field

This formidable power enables the character to generate an invisible or semitransparent field of energy/force. The force field can be mentally shaped as a wall, circle, dome, box or bubble or protective aura. S.D.C. is converted, point for point, to M.D.C.

Maximum size is approximately a 40 foot area (12 m), plus 10 feet (3 m) per level of experience. Maximum M.D.C. possible is the character's P.E. attribute number times 100. This means a character with a P.E. of 9 can create a force field of up to 900 M.D.C. strong.

Multiple Force Fields can be created as long as their combined total S.D.C. does not exceed the maximum possible M.D.C. For example: A character with a P.E. of 9 has a total of 900 M.D.C. available and can divide that M.D.C. into the creation of several smaller, less powerful force fields. Each loss of M.D.C. temporarily reduces the available amount of M.D.C. that can be built into force fields, temporarily draining the super character. However, he regains force field M.D.C. at a rate of 200 points an hour or three points per minute.

This power can also be used to create a light force field like body armor with 200 M.D.C. that can be renewed as needed (up to total available M.D.C.), but the constant concentration to maintain the flexible body shield means the character loses one attack per melee and is -2 on initiative. Speed and movement are not impaired.

Bolts of Force inflict only 1D4 M.D. and use up five M.D.C. of force. Increase range to 100 feet (30.5 m).

Darkness Control

A power that allows the character to create and manipulate darkness. The unnatural darkness even negates optical enhancements and cybernetic/bionic optics. Shadow Meld and Nightvision are unchanged.

Disruptive Touch

Mostly unchanged. Pain inflicts 3D6 damage to the physical S.D.C. of living mortal beings or 2D6 M.D. to creatures like dragons and demons. Optics Touch and Nervous System Touch is effective against creatures of magic and supernatural beings although they are +2 to save vs this attack. The Death Touch is not effective against these creatures. All other aspects of this

power are unchanged. **Note:** The super being possessing the disruption touch must *physically touch* his opponent to have any effect. The touch will induce its effects on bare skin and through all normal fabrics, but will not affect those in S.D.C. or M.D.C. armor, robots, exoskeleton, or beings transformed into an inorganic substance.

Energy Absorption

This character is a sort of living energy sponge that can soak up, store, and harmlessly convert and release energy. This means the character is *impervious* to heat, fire, laser, electricity and other forms of energy, S.D.C. and M.D.C. energy. Is still vulnerable to kinetic energy, meaning punches, kicks, thrown weapons, bullets, explosions and so on, which will do full damage.

Draining Touch: The character can drain the energy out of an item, like a car battery or energy pack, by touching it. Maximum absorption capacity is one gigawatt per level of experience. That's the rough equivalent of 10,000 car batteries or 10 E-Clips.

Energy Discharge: The character can touch an electrical/energy conductor and send a power surge into the system, at least temporarily short-circuiting the system, if not frying it completely. Maximum discharge is 10,000 watts per level of experience. Not effective against M.D.C. robots, cyborgs or power

armor, but great against computers, sensors, communications systems and similar electronics.

All other powers are unchanged.

Force Aura

On Rifts Earth the character's "Aura S.D.C." (only) becomes M.D.C., point for point (i.e., 260 S.D.C. for Force Aura translates into 260 M.D.C.), but is applicable only while the Aura is up and in place. Additionally, P.S. turns into the equivalent of *Augmented/Bionic Strength – Superhuman (robotic)* only if the P.S. is 30 or higher. All other aspects of the power remain unchanged.

Gravity Manipulation

The control and manipulation of gravity. Gravity reduction allows the character to pick up and carry 100 times more than his normal capacity as well as hurl heavy objects. Throwing a 500 pound (225 kg) object inflicts 2D6 M.D., 1000 pounds (450 kg) 4D6 M.D., 2000 pounds (900 kg) 1D6x10 M.D., 3000 pounds (1350 kg) 2D4x10+10 M.D.; average effective range is about 100 feet (30.5 m). All other aspects of this power are unchanged.

Growth

The ability to greatly increase one's size and mass. Maximum Height: Two feet (0.6 m) for every one P.E. attribute point. This means a character with a P.E. of 14 can increase his height an additional 28 feet (8.5 m). Weight increases at a rate of 50 lbs (22.5 kg) per foot. So 28 additional feet of height also means 1400 pounds (630 kg) of weight.

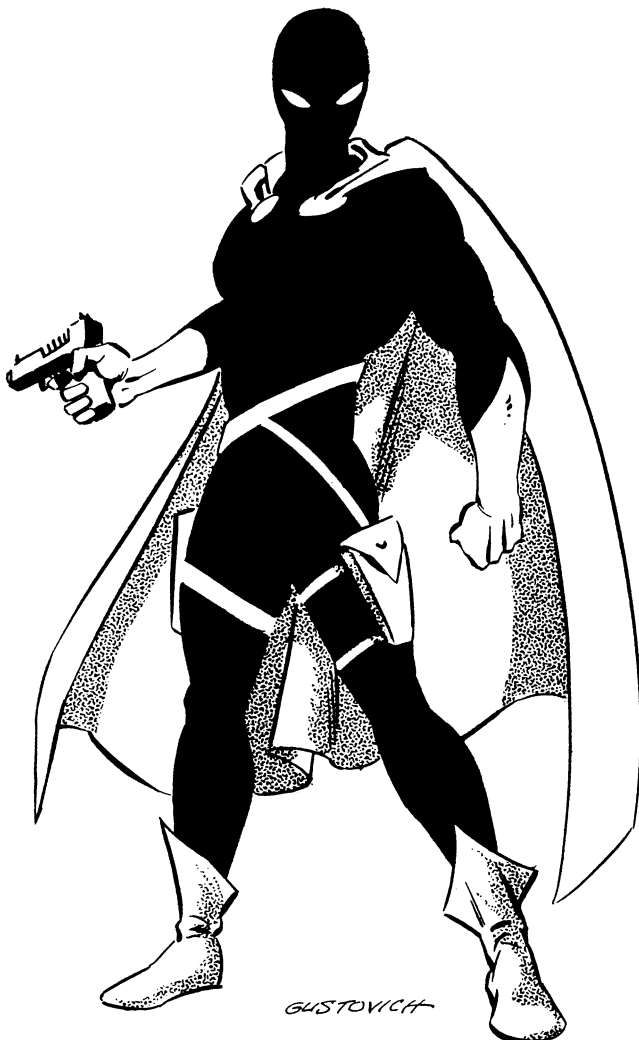
Growing giant turns the character into a Mega-Damage being with 15 M.D.C. for every additional foot (0.3 m) of height above his normal height (28 feet/8.5 m max, for a total of 420 M.D.C. possible. Strength becomes *Supernatural* on Rifts Earth. All other aspects of the power remain unchanged. **Note:** Characters who are 20 feet (6 m) or bigger are +2 to strike and parry and speed is doubled, but also -4 to dodge and -1 on initiative.

Immortality

The character's Hit Points and S.D.C. are combined and turned into M.D.C. on a point by point basis (i.e., 165 H.P./S.D.C. = 165 M.D.C.). All other aspects of the power remain unchanged.

Intangibility

This power affects the bonding elements of one's own molecules, making the person and up to 40 pounds (18 kg) of additional items/weight/clothing/armor, ghostly and intangible. Intangibility means that sticks and stones, punches, bullets, lasers, and most conventional attacks, M.D. ones included, pass right through. Likewise, the character can pass through solid objects like a ghost. However, the intangible character is still vulnerable to all electric attacks, accelerated particle beams, and sonic blasts, which stimulate and agitate molecules, inflicting half damage. Psionics and gases also have full effect. All other aspects are unchanged.



Invulnerability

On Rifts Earth, add the Hit Points and S.D.C. together and that's the number of M.D.C. Regenerates 1D6x10 M.D.C. every minute (4 melee rounds). Gases, drugs, chemicals, poisons, toxins and radiation will affect the invulnerable person, but are reduced to half their usual potency (half damage, duration, effect). The character is only, truly, vulnerable to psionics, magic, and magic weapons, all of which have full effect. Also add 1D6 to the P.E. and 1D4 to the P.S. attribute, and +20% to save vs coma/death (this is in addition to any P.E. bonus). The character's punches do 1D6 M.D. and kicks 2D6 M.D. All other aspects of the power remain unchanged.

Magnetism

The power to direct, control, and manipulate aspects of magnetic forces stays basically the same. Double all ranges and in addition to the abilities listed in **Heroes Unlimited™**, there are some interesting applications in **Rifts®**. The character can use his magnetic powers to completely jam/shut down rail guns within 4000 feet (1219 m) of him or cause the guns to point and fire in the direction *he* desires (a P.S. of 30 or higher is needed to prevent the guns from pointing). The super being can also fire a rail gun without a person operating it (-2 to strike) and can add 1000 feet (305 m) to the gun's range by pumping in more of his own magnetism. Can also stop or deflect (aiming at something else in a 90 degree arc) rail gun rounds!

Hurling metal fragments inflicts 3D4 M.D., hurling 1000 (450 kg) pounds of metal 5D6 M.D., 2000 pounds (900 kg) 1D6x10 M.D., 3000 pounds (1350 kg) 2D6x10+10 M.D. (doesn't have the velocity or punch of a rail gun).

Note that many of the types of body armor, energy weapons, and bionics have no or little metal and most robots, cyborgs and power armor are composed of non-magnetic metal alloys, ceramics, and other non-magnetic materials.

Mimic

This formidable power enables the super being to imitate or mimic another person's physical and mental attributes (not skills or experience), psionics, abilities and innate magic abilities (not spell knowledge, just magic powers such as those gained from weapons, objects and bestowed). A mimic must have some relative kinship to the being he is mimicking, consequently, he cannot copy/absorb mechanical attributes such as those gained through bionics or robotics, nor can he mimic supernatural beings like demons, nor creatures of magic, like the dragon. However, most humanoid mammals are open game, including mutant animals, Psi-Stalkers, Simvan, Eandroth, Changelings, psychics, super beings, etc. Remember, only the raw physical abilities like P.S., P.P., physical M.D.C., and extraordinary powers can be imitated. Skills, education, magic spells, memories, and experience *cannot*. Thus, while a mimic may copy a power(s), he retains all of his own skill knowledge, training and memory. All other aspects of this power are unchanged.

As long as the character touches another living being who is a Mega-Damage creature – excluding supernatural beings (Devils, demons, angels and gods) – he can copy half its M.D.C.

Sonic Power

The ability to manipulate and control aspects of sound, hear a much wider spectrum of sound (range: 1000 ft/305 m +100 ft/30.5 m per level of experience), emit a high-pitched whine, and create a sonic boom. The sonic boom is a blast or bolt of concentrated sound waves that can be regulated to inflict 1D4x10 S.D.C., 2D6x10 S.D.C. or 1D4x10 M.D., double damage underwater. All other aspects of the power like enhanced hearing, sonar, and bonuses are unchanged.

Sonic Absorption & Reflection

Applicable to all types of "sonic" attacks, both S.D.C. and M.D.C., and able to absorb (nullify) or redirect them. Otherwise the character is a normal mortal unless some other power provides M.D.C. and other abilities.

Sonic Flight

The power to fly at the speed of sound, Mach One (approx. 670 mph/1072 km, or about 11 miles/17.6 km per minute or one mile/1.6 km every 5 seconds). The Sonic Flight ability also gives the character superior vision, dexterity and reflexes. However, unlike the Sonic Speed power the thrust of this ability is flight and *not* overall speed. Thus, its bonuses are nowhere near as impressive as Sonic Speed's. Sonic speed punch or kick inflicts 2D6 S.D.C., but a Sonic two-fisted power punch (ram style) at 400 mph (640 km) or greater inflicts 2D6 M.D. (counts as two melee attacks). Or a sonic flying body block/ram at 400 mph (640 km) or greater inflicts 4D6 M.D. (counts as two attacks).

Don't give the Sonic Flight character the bonus S.D.C. but instead he becomes a light Mega-Damage being with 1D4x10 +20 M.D.C. points. Heals like normal Hit Points. All other aspects of the power are unchanged.

Sonic Speed

The power to run at supersonic speeds. This means the character can run at the speed of sound, Mach One, or approximately 670 mph (1072 km). Sonic speed punch or kick inflicts 4D6 S.D.C., but a sonic speed *power punch* or power kick inflicts 2D6 M.D. (counts as two melee attacks), while a sonic speed *body block/ram* does 4D6 M.D. (counts as two attacks).

Don't give the Sonic Speed character the bonus S.D.C., but instead, he becomes a light Mega-Damage being with 1D6x10+30 M.D.C. points. Heals like normal Hit Points. All other aspects of the power are unchanged.

Spin at High Velocity

The power to spin like a top at 220 mph (352 km) +20 mph (32 km) per level of experience. A mini-Tornado inflicts 1D6 M.D.C., a whirling punch or body block 1D4 M.D. but requires top speed.

Don't give the Spin character the bonus S.D.C., but instead, he becomes a light Mega-Damage being with 1D4x10+6 M.D.C. points. Heals like normal Hit Points. All other aspects of the power are unchanged.

Stretching (Elasticity)

The power makes the character's body super-elastic and malleable, enabling him to distort and elongate limbs or the entire body. On Rifts Earth, the character's S.D.C. (only) becomes M.D.C. Heals like normal Hit Points. All other aspects of the power are unchanged.

Supernatural Strength

Characters with Supernatural P.S. inflict Mega-Damage with their bare hands. See the *Supernatural Strength* chart earlier in this book for details.

Vibration

The manipulation of vibration and air flow. The super being is able to create shock waves that ripple through the earth, cracking sidewalks, walls, buildings, etc. Damage is increased to 6D6 M.D. to everything within the path of the shock wave. Range: 120 feet (36.6 m) +10 feet (3 m) per each level of experience. The width of the shock wave is six feet (1.8 m). The character can control the range to a few feet or to the maximum distance. Counts as two melee attacks.

Can also fire a concentrated shock blast or bolt inflicting 3D6 M.D., range 2000 feet (610 m). Attacks per melee are equal to the number of hand to hand melee attacks, +4 to strike.

The ability to vibrate through substances, vibrate to become intangible, sensitivity to vibrations, and bonuses are unchanged.

See *Heroes Unlimited™ RPG* for the complete selection of super abilities.



Ninjas & Superspies™

The reaction and circumstances for characters plucked out of *Ninjas & Superspies* is basically the same as the *Heroes Unlimited* 20th and 21st Century super beings.

Cyber and Wired Agents are similar to City Rats and love cybernetic implants and minor bionic systems, but will not become even a partially reconstructed cyborg. They can select two Communication skills (+10%), two Espionage skills (+10%), one additional Piloting skill (any, +10%), and one W.P. skill. Base P.P.E. is 2D6. These guys are very hot on acquiring new cybernetic implants, especially disguises, weapons and optics.

Cyborg soldier is the same as the Rifts 'Borg O.C.C.

Gadgeteer and all the **Gizmoteer/Gizoid** characters are effectively the same as the Hardware character from *Heroes Unlimited* or an advanced type of *Operator* in *Rifts®*. The character has an affinity for electronics, mechanics, computer hacking, building and modifying machines and constructing gimmicks. This character adapts to the strange new world of Rifts Earth within a matter of weeks. He suffers none of the usual transition/culture shock penalties and can select one additional skill in each available category, plus two additional Piloting skills (any, +20%), one additional W.P., and one Rogue or Military skill. Base P.P.E. is 2D6. These guys will also be hot on acquiring cybernetic implants.

Private Eyes and most other "**Agents**" are effectively the same as the Rifts® Military Specialist or Spy, depending on their orientation. The character can learn one extra W.P., three Espionage skills, and is +2 to save vs Horror Factor, and +2 to save vs mind control of any kind. P.P.E. base: 3D6.

Commando Mercenary and **Veteran Grunt** is like a seasoned warrior and the rough equivalent of the Coalition Commando or Ranger O.C.C. This character can learn two extra W.P.s, two Wilderness skills (+5%), one Espionage skill, and is +4 to save vs Horror Factor. These characters have a base P.P.E. of 3D6.

The Worldly Martial Artist: This character is largely unchanged but take note of the changes in some of the Martial Arts Powers. The character is also +1 to save vs magic, +2 to save vs Horror Factor, and +2 to save vs mind control of any kind and possession.

The Dedicated Martial Artist: This character is largely unchanged but take note of the changes in some of the Martial Arts Powers. Bonuses include +2 on initiative, +4 to save vs Horror Factor, and +2 to save vs psionics, magic and possession.

Mystic Oriental Martial Arts Powers

The essence of most are unchanged, but some offer physical M.D.C. or inflict Mega-Damage or offer additional bonuses.

Arts of Invisibility are unchanged.

Atemi Abilities are unchanged, but are only effective against foes not in body armor. Paralysis, withering flesh and healing Atemi are effective on Mega-Damage creatures but are at half damage/effectiveness.

Dim Mak does not kill Mega-Damage creatures, but will cause weakness, reducing their M.D.C. by 30% and bonuses by half; lasts until the Dim Mak touch is removed. **Note:** Two successful Remove Curse spells cast by two different people within an hour will remove the powerful Dim Mak curse.

Body Hardening Exercises are basically unchanged except that most provide physical M.D.C. instead of S.D.C. (all M.D.C. is accumulative) or inflict Mega-Damage.

Stone Ax gives the character 25 physical M.D.C.

Kangeiko & Shochu Geiko provide 2D6+6 M.D.C.

Iron Hand/Kanshu offers a power punch that can inflict 1D6+2 M.D. (counts as two attacks).

Chi Gung is unchanged.

Dam Sum Sing adds 10 M.D.C. and +1 M.D. to power punches and kicks.

Wrist Hardening adds 4 M.D.C.

Kick Practice or Chagi provides a power kick that inflicts 2D6 M.D. in addition to its usual bonuses.

Chi Mastery powers are basically unchanged. Do half damage to supernatural and Mega-Damage beings.

Martial Arts Techniques are unchanged, except as noted.

Tamashiwara is effectively the same, except a successful power punch inflicts 1D4x10 M.D. but uses up *all* melee attacks that round.

Special Katas are unaltered.

Zenjoriki powers are unchanged, except as noted.

Vibrating Palm can damage M.D.C. in the same way as S.D.C. but costs four times as many Chi (or I.S.P.) points.

Also see Oriental Martial Arts Powers as optional (specialized and rare) *psionic* abilities, complete with I.S.P. cost.

Martial Arts Powers as Specialized Psionic Abilities

Erick Wujcik came up with a bunch of great *Martial Arts Powers* that one can easily argue are *psionic* in nature. Certainly they are mind-over-matter and represent a mastery and *union* of mind and body. Each is presented as a separate and unique discipline related to a specific type of martial arts training and mind set. In keeping with that spirit, I have modified these Martial Arts Powers into equivalent psionic ones, dividing them into subsets of existing Psionic Power Categories, and requiring I.S.P. to execute. HOWEVER, rather than simply add them to the list of available Psionic Powers, these abilities are only available to unique characters who study Hand to Hand: Martial Arts and the ancient Martial disciplines and mysticism of the ancient Orient. In fact, Game Masters should probably *limit* the availability of these powers exclusively to characters from Rifts Japan, China and Asia.

Minor Psychic: NONE of these powers are available to Minor Psychics.

Major Psychic: Rather than selecting from the traditional psionic powers, an Oriental character can elect to take the following *Oriental Martial Arts Powers* based on the character's natural leanings and inclinations (by category).

Healing oriented characters can pick a total of three powers from the category of *Chi Mastery* only, and four from the traditional Healing category.

Physical oriented characters can select a total of six Oriental powers from the categories of *Atemi Abilities*, *Body Hardening*, and/or *Martial Arts Techniques*. No other type of psionics other than these are possible, and the character is combat oriented.

Sensitive oriented characters can select a total of five Oriental powers from the categories of *Arts of Invisibility* and/or *Zenjoriki*. No other type of psionics other than these are possible.

Master Psychics may also elect to take as many as one Oriental power from *each* of the categories *in place of* a traditional Super-Psionic power. The rest of this character's powers are the usual ones.

I.S.P. & Notes for Oriental Martial Arts Powers

Arts of Invisibility: Stealth (5), Hiding (6), Vanishing (10), Disguise (8), Escape (10), Mystic Invisibility (10). **Note:** Can be used as a *skill* with a 01-50% base proficiency and no expenditure of I.S.P. However, when I.S.P. is spent, the ability is an automatic success and those around the character only roll to save vs psionics if they are under attack, being spied upon, followed (within 50 feet/15.2 m) or threatened in some way. Range: Self. Duration: Two minutes per level of experience. I.S.P.: Noted above.

Atemi Abilities (Vital Points): *Healing* (8), *Neutral Atemi* (12), *Blood Flow* (20; can penetrate non-environmental armor and armor with less than 50 M.D.C.), *Grasping Hand* (12), *Open Hand* (12; spending double the I.S.P. and using up two melee attacks enables the psychic to inflict equivalent M.D.), *Withering Flesh* (20; spending double the I.S.P. and using up two melee attacks enables the psychic to reduce a Mega-Damage opponent's M.D.C. by 5%, but only works on living creatures, including dragons and demons, no armor or other inanimate material), and *Dim Mak* (50; applicable only to mortal H.P. and S.D.C. beings and never used casually). **Note:** I.S.P. must be spent to use these powers.

Body Hardening Exercises: *Stone Ox* (12), *Winter Training* (10), *Iron Hand* (10; does M.D.), *Chi-Gung* (8; provides 1D4x10+6 M.D.C., the usual conditions and exceptions apply), *Dam Sum Sing* (10), *Wrist Hardening* (8), *Kick Practice* (10). **Note:** I.S.P. must be spent to use these powers. Any Hit Point or S.D.C. bonus becomes an M.D.C. bonus on Rifts Earth, turning these characters into lesser Mega-Damage creatures. The character has 10% of the cumulative M.D.C. bonus amount in the normal course of the day and P.S. is at the normal human level, but the full M.D.C. bonus amount applies and P.S. becomes Supernatural when the power is activated by the expenditure of I.S.P. Range: Self. Duration: Five minutes per level of experience. I.S.P.: Noted above.

Chi Mastery: *Chi Awareness* (8), *Chi Relaxation* (8), *Chi Combat* (15), *Positive Chi* (Chi Healing 20, Dragon Chi 20, Body Chi 10), *Positive or Negative Chi Skills* (Hardened Chi/Extra M.D.C./does M.D. equivalent 20, Soft Chi 12, Find Weakness does M.D. or S.D.C. damage depending on the opponent 20), *Negative Chi* (One Finger 15, Fist Gesture 20, Dark Chi 20; all do M.D. on Rifts Earth). **Note:** I.S.P. must be spent to use these powers.

Martial Arts Techniques: *Falling* (8), *Kaijutsu* (12; and penetrates armor with less than 70 M.D.C.), *One Life-One Shot-One Hit-One Kill* (15), *Tamashiwara/Breaking* (10; S.D.C. damage, but a power punch does 1D4 M.D.), *Awareness* (20), and *Sword Drawing* (12).

Special Katas: *Fortress Penetration* (15), *One Mind* (15), *Warrior Spirit* (15), *Five Principles* (15), *Windmill* (15), and *Weapon Katas* (10). **Note:** Bonuses and special abilities applicable only when power is activated. Range: Self. Duration: Five minutes per level of experience. I.S.P.: Noted above.

Zenjoriki: Calm Minds (10), Karumi-Jutsu (15), Mind Walk (18), Vibrating Palm (40; costs double the I.S.P. to do M.D.).
Note: I.S.P. must be spent to use these powers.



After the Bomb® RPG Conversions for Mutant Animals

The **After the Bomb®** setting is *not* Rifts Earth's past, but an *alternate dimension* that is, in many ways, very similar to Rifts Earth. It is an Earth-like planet where things developed very similar to Rifts Earth, right up to the limited nuclear exchange between two small countries. In this reality, the mini-nuclear war and genetic terrorism escalated into global holocaust. The consequences of that holocaust nearly obliterated humankind and has given birth to a new race of mutants. Unlike Rifts Earth, the time and circumstances were such that the ley lines did not swell and erupt with mystic energy, nor did dimensional Rifts tear through the very fabrics of space and time. However, comparatively weak ley lines and nexus points, like Stonehenge, do exist. This energy *may* also be partly responsible for the creation of some of the mutant animals.

How do **After the Bomb** characters get to Rifts Earth? An experiment by the Empire of Humanity or Cardania with unexpected results is one possibility. Another is a natural dimensional Rift at a ley line nexus. Likely locations include St. Louis, Ohio Valley, Detroit, Windsor, Calgary, the Yucatan, Egypt (pyramids), and any number of locations in the British Isles and France where there exist ancient standing stone megaliths at ley line nexus points. Traveling through a dimensional storm in the Bermuda Triangle (by air or by sea), Australian Dream Time magic, or Avalonian druid magic, or supernatural intervention are other possibilities.

As usual, the character retains whatever O.C.C. and skills he had in his home world. Most of these characters have a background in technology approximately equal to that of the mid-20th Century Earth. Those from or involved with the **Empire of Humanity** would have a bit higher tech level and be familiar with crude bionics, robotics, power armor and energy weapons. Because their origin is a parallel Earth, they speak the major languages of American/English and/or Spanish, and are familiar with the geographic layout of the planet and human society.

Most of the humans in the Empire of Humanity have a military or science background. These humans, like the Coalition States (CS), are struggling to survive in an insane world inhabited by mutants and monsters. They view most intelligent animal life as a threat that must be eliminated. Mutant animals are considered subhuman abominations to be enslaved, controlled, and/or destroyed. As a strange coincidence, the Empire of Humanity shares many similarities with the CS, such as utilizing troops of loyal mutant dogs and the development of power armor and superior technology to combat an inhuman enemy. They share the Coalition's revulsion and hatred toward nonhumans, especially those with animal characteristics, and are secretive, merciless and evil in their dealings with other races. Consequently, there is likely to be an immediate feeling of kinship between Empire humans and CS humans. Humans from the Empire of Humanity will see the Coalition States as the embodiment of the magnificent ideal of human supremacy that they too hold dear. These fanatical humans are likely to become loyal allies, supporters, or citizens of the Coalition States and will be honored to join in the campaign to destroy all nonhumans. The overzealous, embittered fascists from the Empire of Humanity make the average Coalition citizen look like a liberal pacifist.

Both **After the Bomb** humans and mutant animals are pretty used to strange places, races, monsters, robots, power armor, and the constant struggle for survival, so the goings on of Rifts Earth won't be too disorienting. The existence of mega-powerful magic and psionics, along with the supernatural, are the most unusual aspects of Rifts Earth. Mutant animals will be horrified and terrified by the Coalition States which will be seen as a more advanced and maniacal version of their own Empire of Humanity. There will be an immediate animosity, even hatred, toward the Coalition and/or the New German Republic by mutant animals.

Intelligent mutant animals from an **After the Bomb®** or **Heroes Unlimited™** world setting are seen as obvious mutants or D-Bees. They are created and modified the same as any 20th or 21st Century character from the respective role-playing game. Like humans and other characters from different dimensions, these characters keep their original skills and learn a few new **Rifts®** skills.

How do these characters get to Rifts Earth? Any number of ways already mentioned. A portal opened at a ley line nexus, magic, dimensional or time travel experiments, supernatural intervention, or accidentally via the Bermuda Triangle, and so on. Of course, super-hero characters run up against all kinds of strange beings and could get dimensionally teleported by a super-villain, monster, alien being or alien mechanism. Also, bear in mind that an intelligent mutant animal could be an alien from another planet or dimension other than Earth. After all, we

see Wolfen, Coyle, Kankoran, Bug Bears and Bearmen exist in the **Palladium Fantasy RPG®** world, as well as in the worlds of **Heroes Unlimited™** and **Rifts®** and animal-like aliens in **The Mechanoid Invasion®**. Who knows how evolution might favor other life forms on other planets.

These mutants are not likely to be surprised by other strange looking life forms, nor by the prejudice of the Coalition States. In many instances, the *mutant animal* has been an outcast or fugitive himself. Unfortunately, intelligent mutant animals will always be recognized as D-Bees and frequently treated as second-class citizens or worse. The existence of magic and supernatural monsters will definitely be unnerving, as will super-technology, but they can adapt as well as any other intelligent creature.

Mutant Animals Indigenous to Rifts®

There is also the possibility that the intelligent mutant animal was created by the Coalition States. Lone Star and Chi-Town are very active in experimentation with mutant animals. These **Rifts®** characters are born or created on Rifts Earth. Roll them up just as you would any **After the Bomb®** or **Heroes Unlimited** mutant animal, except for the Cause of Mutation and Equipment and Money. Use the following table and data for **Rifts/Coalition States** created mutants. **Note:** All subjects of Coalition States experiments are registered with I.D. numbers tattooed on the scalp and forearm. About 40% also have an I.D. tracer device implanted inside their body as well. Bionic experiments have the I.D. numbers on each and every bionic component.

Step 5: Equipment and Money: Varies with O.C.C.

Step 3: Cause of Mutation & O.C.C.: As follows. Roll percentile dice for random determination or select one.

01-15% Chi-Town Experiment designated for extermination. Has been the subject of bionic experiments. Animal types are limited to guinea pigs, hamsters, rats, badgers, monkeys, baboons, chimpanzees, and orangutans (pick one). 01-31% are partial reconstruction 'Borgs, 32-00% are full conversion cyborgs. All have the basic features and light infantry armor, plus select two of the following special, experimental features.

1. Prehensile tail, adds one melee attack.
2. Prehensile tail with Vibro-Blade in the end of it, inflicts 2D6 M.D. and adds one melee attack (new/experimental).
3. 1D4 tentacles, each adds one additional melee attack, but also roll for random insanity (new/experimental).
4. Retractable Vibro-Claws inflict 2D6+4 M.D. (new/experimental).
5. One artificial eye with laser beam, inflicts 2D6 M.D., range 600 feet (183 m), payload 10 shots, recharges in 6D6 minutes (inconsistent recharge period; new/experimental).
6. Bionic jaw and fangs, very powerful, designed for biting, inflicts 1D6 M.D. (new/experimental).

Note: Bionic animals have absolutely no natural animal powers nor psionics. These animals were literally guinea pigs and although a 'Borg O.C.C. they do not possess the following O.C.C. skills: Pilot Tank & APC, Read Sensory Equipment, Weapon Systems, or W.P. (2) of choice.

16-30% Chi-Town or Lone Star cybernetic Bio-System experiment. Escaped and marked for capture by the CS. Entirely cybernetic limbs, artificial skin, infra/ultra Bio-System eyes, all cybernetic internal organs, experimental 60 year heart, bionic lung and all bionic head and throat features, cyber-disguise type AA-1, and two black market type hand/arm weapons or tools. 'Borg body armor is not applicable, designed to look normal/human, but can wear any type of conventional M.D.C. body armor and use any weapons. O.C.C.s that are not cyborgs, select one of the following: CS Grunt, City Rat, Rogue Scholar, Wilderness Scout, Trapper/Woodsman or Vagabond. The cybernetic animal retains no natural animal powers nor psionics.

31-45% Chi-Town Experiment designated for extermination. Can be any type of intelligent mutant animal. Escaped the laboratory and lived in the sewers and Down Side levels of the city before escaping the city. Available O.C.C.s are City Rat, Operator, Headhunter, and Vagabond.

46-60% Lone Star Experiment. Can be any type of intelligent mutant animal. Escaped and has lived in the wilderness or small town in the west before moving on. Available O.C.C.s are City Rat, Wilderness Scout, Headhunter, Bandit, Highwayman, Vagabond, or any practitioner of magic (O.C.C. is likely to have been learned after escaping the CS).

61-75% Lone Star Experiment designated for release program. Can be any animal type. CS intentionally let animal escape to see what becomes of it. In addition to I.D. numbers (and unknown to the mutant), there is a tiny tracer device surgically attached to the intestine. The sensor can be detected by a special, hand-held tracking monitor and CS city entry monitors (4000 ft/1219 m signal range). The monitors can be used to follow the movements of the test subject and to locate and identify the subject (shows I.D. number). The mutant escaped and has lived in the wilderness or small town in the west before moving on. Available O.C.C.s are any of the Scholar/Adventurer or any Practitioner of Magic. O.C.C. is learned after escaping the CS.

76-90% Lone Star Experiment with exotic animal. Can be any zoo, Australian, or Yucatan animal, or even a dinosaur/pre-historic animal. Escaped and has lived in the wilderness or small town in the west before moving on. Available O.C.C.s are Adventurer/Scholar or any Practitioner of Magic. O.C.C.s learned after escaping the CS.

91-00% Lone Star Super-Soldier Experiment. Can be any animal type. Escaped and wanted for capture or extermination. An experiment with M.O.M. conversion or Juicer technology. Only available O.C.C. is Juicer or Crazy. Has experimental retractable bionic claws (2D6+4 M.D.), cybernetic oxygen storage cell and toxic filter, and all O.C.C. abilities, plus any possible animal powers and abilities. Unknown to the character, the same tiny tracer sensor as used in the release program has been surgically implanted.

Note: Mutant animals created by the Coalition States will either be amazingly loyal, like the Dog Boy Soldiers, or loathe the CS. The Dog Boys are the exception, not the rule. Mutant dogs are incredibly loyal and obedient. They are treated quite well, like a favorite pet or low ranking officer in the military. Mutant bears and apes are also among the favored species of intelligent mutant animals. But even these favorites are always considered to be "animals" and as such, expendable.

Most other mutant animals are treated cruelly or without thought or compassion. Despite their human-like intelligence and personalities, they are seen only as expendable, experimental animals. Not as humanoids, not as a new intelligent life form, but simple animals, far below humans on the evolutionary scale. Many (65%) of these unfortunate souls are subjected to torturous experiments in surgery, cybernetics, chemical reaction, physical and mental endurance, and other painful, deadly, mutilating and/or degrading tests. Consequently, most of these slaves hate the Coalition States with a passion. Some loathe all humans.



General Rules for Converting Monsters and Supernatural Beings to Rifts®

Alignments: Monsters

All intelligent, thinking creatures, especially player characters, can usually be *any* alignment; good, selfish or evil. Most specific racial (R.C.C.) and monster descriptions indicate a particular moral leaning, when applicable, or are left completely open the player to choose.

Characters may have a strong leaning toward good or evil, if raised in a particular environment or society that encourages a particular set of morals, laws or outlook, making its citizens more inclined to that particular moral disposition or world view.

Generally speaking, **monsters** and **villains** tend to be aggressive and predatory, which usually makes them *Anarchist* or one of the *evil* alignments. Evil characters with some sense of honor or (twisted) moral code are *Aberrant*. Evil characters who are motivated by selfishness and personal gain are *Miscreant*, and those who are evil through and through are *Diabolic*.

So-called demons and many other supernatural beings tend very strongly toward evil or selfish. A typical alignment breakdown for Deevils, demons and other wicked beings is Miscreant (40%), Diabolic (40%), Aberrant (10%) and Anarchist (10%).

Supernatural predators are demonic beings who actually *prey* on humans and other intelligent life forms for food and/or sport, which makes them the natural enemies of human-kind/mortals, and are usually Miscreant or Diabolic in alignment, sometimes Anarchist.

Non-Player Character (NPC) villains are usually scoundrels of an evil or selfish alignment. Game Masters, never underestimate the power and conflict between clearly defined good and evil.

A player character or a particular Non-Player Character *may* defy the norm and act in ways contrary to their upbringing or the norm for their race or society. However, such characters are likely to be regarded as outcast renegades, freaks or even as traitors to their race, and treated with disgust, hatred and disdain.

Attributes: Monsters

The physical and mental attributes of a particular race or breed from species to species. Normal humans always roll three six-sided dice for each attribute. Monsters, animals and nonhumans often have different attributes. In some cases, as few as one die might be rolled for a particular attribute (even a 1D4), while in other cases as many as five or six dice may be rolled, plus attribute or natural ability bonuses might apply.

The number and type of dice to be rolled for each attribute is designated for all player races, as well as optional player characters who are monsters, aliens, D-Bees or mutants. For example: P.S. 4D6, means roll four six-sided dice and add them together to determine the P.S. attribute number. Additional attribute bonuses or modifiers may also be indicated. For example: P.S. 4D6+6, or 4D6+6, means roll four six-sided dice and add six more points to the total number. Many nonhuman races, monsters and animals have higher attributes than humans, and others may have more consistent attributes than humans (less randomness). In the latter case, the bonus number (say, +12) could be higher than the actual number of dice rolled (say, 1D6), or 5, 6, or more dice could be rolled, or the number rolled may be multiplied by some factor, though multiplication is typically reserved for Hit Points or S.D.C./M.D.C. rather than attributes.

Creatures of magic (dragons, Faerie Folk, Sphinx, etc.) and *supernatural beings* (demons, Deevils, Elementals, angels, gods and demigods) *always* become Mega-Damage creatures on Rifts Earth and similar Mega-Damage environments. This M.D.C. transformation also gives most supernatural beings *supernatural*

attributes, most notably Supernatural Strength and Endurance (most other attributes are not noticeably improved). See the *Supernatural P.S. table* on page 11 for details concerning the amount of M.D. inflicted by punches with their bare hands.

Monster M.D.C.[™] Conversions

As noted earlier, roughly one Hit Point or S.D.C. point to one M.D.C. point for creatures of magic and supernatural beings is completely appropriate. The G.M. can adjust that amount up or down as he or she deems fit for their campaign. Mortal humans, aliens and animals (even big, monstrous ones) remain Hit Point and S.D.C. beings who will require Mega-Damage body armor, a force field or magical M.D.C. protection to survive in Mega-Damage combat. The M.D.C. of living beings works just like Hit Points. When the Mega-Damage character is struck by M.D. weapons or energy blasts, the damage is subtracted from its natural M.D.C. body. When the M.D.C. reaches zero, the character falls into a coma. Like Hit Points, the character can suffer damage below zero equal to its P.E., but if the damage exceeds the P.E. number the character dies.

Physical Mega-Damage Capacity (M.D.C.) points are healed/restored the same way a human regains Hit Points and S.D.C., namely as a result of medical treatment and rest to recuperate. Physical M.D.C. is normally restored at a rate of 2D6 per day. Many superhuman beings have *bio-regenerative* powers that enable them to restore lost M.D.C. at an incredibly accelerated rate. Many can regenerate a large handful of M.D.C. in a single melee round and some can regenerate lost limbs or their entire body! Such healing capabilities are typically an aspect of the supernatural or creatures of magic. Most beings born of mortal flesh and blood are not M.D.C. creatures.

A general formula for determining the M.D.C. of “original” supernatural beings & creatures of magic of your own design

Minor monsters with a link to the supernatural or magic: Simply convert their normal S.D.C. and Hit Points into M.D.C. points. As an M.D.C. creature they are invulnerable to normal S.D.C. weapons, damage and poison. Drugs, chemicals and gases inflict half the normal effects and damage, and last half as long.

Lesser demons and monsters: 6D6+30 M.D.C. for real wimps, and up to 2D4x10+40 M.D.C. for the tougher characters.

Greater demons and massive monsters: 2D6x100+200 M.D.C.

Greater demons, adult dragons and monsters who are “lords,” mages, or possess incredible power: 1D6x1000 M.D.C.

Lesser Gods: 1D6x1000 M.D.C.

Greater Gods: 3D6x1000 M.D.C.

All-Father/All-Mother or Head of a Pantheon: 1D4x10,000 M.D.C.

Supernatural Intelligences: 2D6x10,000 M.D.C., occasionally more. See the section on *Beings who would be Gods* and *Alien Intelligences* in the companion book **Dark Conversions**, where supernatural beings, demons, Elementals and more are presented for your enjoyment.

Horror Factor: Monsters

The more frightening and inhuman a creature is, the more horrific it is to humans and other humanoids. Most Palladium RPG monsters will drop in at around an H.F. 10 to 14. Most supernatural monsters are 12 to 15. Greater demons are 14 to 16, while some gods and Alien Intelligences are 16 to 18. In addition, some gods and supernatural beings may be so beautiful or strange that they radiate an “Awe Factor” that works the same as a Horror Factor – humans and mortals are stunned by their beauty, while they are horrified by the forces of evil and their raw power, reputation and radiant evil.

All supernatural creatures, dragons and monsters have a Horror Factor. It represents either the hideous appearance of the monster or its overwhelming aura of evil and power, or a combination of the two.

Whenever a human/mortal encounters one of these monstrosities, the character must roll a *20-sided die* (1D20) to see whether or not he or she is momentarily stunned by the sheer horror of the thing. This Horror Factor roll might be thought of as a saving throw or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every round of combat.

To save vs Horror Factor (H.F.), the player must roll a 20-sided die. Just like a parry, the roll must be equal to, or higher than, the Horror Factor. For example: A slobbering creature, with a Horror Factor of 10, emerges from a crypt. All characters who see it must roll to save against *horror*. In this case, a successful save is 10 or higher. Everybody but poor Tom rolls above a 10 and saves. Tom rolls a six, so his character is momentarily stunned with horror.

A failed roll to save means the character is so overwhelmed that he or she is *temporarily* stunned. In game terms this means the character loses initiative (don’t even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature’s *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly, and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

Potential Psychic Energy: Monsters

These numbers apply to characters of your own device. Characters presented in this and other sourcebooks should list the P.P.E. for that particular race or monster.

Monsters and D-Bees that are not psychic or practitioners of magic, possess comparatively little P.P.E., typically roll 4D6.

Lesser demons and monsters with innate magic powers such as metamorphosis, turn invisible, fly without wings, bio-regeneration, etc., will average around 1D6x10 P.P.E.

Lesser demons and monsters who are very magical in nature or can cast spells typically have 2D6x10+20 P.P.E.

Greater demons and monsters with minimal magic abilities will have 1D6x100 P.P.E.

Greater demons and monsters who are “lords,” practitioners of magic, or possess incredible power will average 2D6x100.

Lesser Gods: 2D6x100 P.P.E.

Greater Gods: 6D6x100 P.P.E.

All-Father/All-Mother or Head of a Pantheon: 2D4x1,000 P.P.E.

Supernatural (Alien) Intelligences: 4D6x1000, occasionally more!

Note: Specific characters may differ from these generalities.

Natural Abilities: Monsters

Supernatural Predators: Demonic predators can feed on the blood and/or flesh of slain humanoids or may require potential psychic energy (P.P.E.) to feed upon and sustain themselves. A few feed on emotions or other forms of energy. Most have exceptional or keen vision, including nightvision 2D6x10+60 feet, good night sight (able to see in one sixth the light humans need), track by smell 1D4x10+30%, recognize a familiar scent 1D4x10+20%, and may have other heightened senses, as well as being instinctive swimmers 1D4x10+30%, climbers 1D4x10+30%, prowl 1D4x10+20% and leap 1D4x3 yards/meters. Many can also see the invisible, and about 50% can turn invisible and/or fly at will.

Supernatural Beings with a high intelligence (are not animal-like predators) usually delight in manipulating, tormenting, enslaving or otherwise hurting humanoids and what the demonic being considers to be “lesser” life forms. These beings are usually more subtle than their predatory cousins and use torture, intimidation, deception, trickery, magic and psionics with amazing cunning and skill.

Many have the following powers: Keen vision and other senses including, nightvision 1D6x10+60 feet, good night sight (able to see in one sixth the light humans need), see the invisible, turn invisible at will or metamorphosis (into human, animal or insect; pick one), resistant or impervious to cold or fire, and fly. Additionally, 50% are impervious to poison, chemicals and disease, don't breathe air, and bio-regenerate 2D6 to 1D4x10 M.D.C./Hit Points per melee round. About 25% can teleport (1D4x10+55%) and/or dimensional teleport (1D6x10+12%).

When creating *new characters* based on myth, use some of our specific creatures and these general rules to create them. Obviously, specific characters may have distinctly different powers and abilities. **Note:** All supernatural beings and many creatures of magic possess *Supernatural Strength* – including *Nightbane* when in morphus. **Rifts® Dragons & Gods** will have more material on creatures of magic such as deific supernatural beings, while **Dark Conversions** presents conversion stats for a host of dark, supernatural creatures including Demons, Deevils, Elementals, and others from *The Palladium Fantasy RPG®*, Alien Intelligences, demonic beings from *Beyond the Supernatural™* and *Nightbane*, Nightlords and their Minions from the *Nightbane RPG®*, among others.

Bionic Strength: Monsters

Actually, though I constantly refer to it as the “Bionic Strength Table” in the many O.C.C. and R.C.C. descriptions, the actual table I'm talking about is labeled: “**Augmented**” Humans (Juicers & Crazies), Mutants, Cyborgs &

Exoskeletons. Only that's a rather long name, and I always think of the table as the *Bionic Strength Table* (thanks for bearing with me).

Anyway, characters with this level of strength are stronger than ordinary mortals and are on par with augmented characters like Juicers and cyborgs. Though not as powerful as a character with *Supernatural Strength*, those with *Bionic Strength* can inflict small amounts of Mega-Damage. To accomplish this the character must wind up and punch (or kick) with all of his might. This is called a “power punch” and counts as *two melee attacks/actions*, but inflicts a minimum of one M.D. point. The stronger the character the more Mega-Damage he may inflict, typically 1D4, 1D6 or 2D4 M.D.

Supernatural Strength: Monsters

Characters with Supernatural P.S. inflict Mega-Damage with a normal punch or kick, and double damage with a power punch. The exact amount of Mega-Damage inflicted depends on the Supernatural P.S. of the character. See the **Supernatural Physical Strength Table** presented earlier in this book. All P.S. tables are in one location for easy reference.

Attacks Per Melee: Monsters

Adapting other monsters, demons and godlings from the *First Edition Palladium Fantasy RPG®* and *First Edition Monsters & Animals* requires a few minor considerations. First, the system is a little less complex, so combat time works a bit differently and the number of attacks are less. To bring the First Edition characters in line with **Rifts®**, add two additional melee attacks per round. Other combat skills, methods of attack and bonuses usually remain unchanged. However, beings that are natural predators, or have multiple limbs or a special attack, such as fire breath, get one more melee attack per round (total three additional).

The Palladium Fantasy RPG®, Second Edition, requires *no* modifications for normal, mortal beings, but add one attack (or two, if high level) per melee round for powerful supernatural beings, gods and adult dragons. Physical and magical attacks by supernatural beings always inflict Mega-Damage.

Monsters and supernatural beings from *Beyond the Supernatural™*, *Nightbane®*, *The Mechanoids®* and *Heroes Unlimited™* are pretty much ready to go. The number of attacks per melee is typically unchanged. Occasionally, it will seem both appropriate and obvious that the monster or super-villain should have one or two *additional attacks* per melee; adjust as you, the G.M., see fit.

Bionics & the Supernatural

Bionics and the supernatural do *not* mix. Few supernatural or magic creatures can get and keep bionics or cybernetic implants even if they want them. Why? For one, *bio-regeneration* rejects bionic limbs and organs, and pushes cyber-implants right out of the body! For another, cybernetic enhancements (other than matching Bio-Systems) destroy magic and psionic powers! Reduce range, duration and damage by half for minor augmentation or 1-4 implants. More than that completely negates magical

and psionic powers. For a supernatural being or creature of magic to submit to bionic *alteration* is to actually strip itself of its true and natural powers; a fate worse than death! To most supernatural and magical creatures, bionics does *not* represent augmentation, but serious crippling torture.

Creatures who possess natural bio-regeneration or other heightened recuperative powers seldom have any need for artificial limbs because they regenerate them. Furthermore, their natural healing and regenerative powers *reject* artificial implants! Only sub-demons and lesser supernatural beings who don't have bio-regenerative or shape changing powers, such as Gargoyles, Gurgoyles and Brodkil, *may* look to bionics and cybernetics to replace lost limbs or as a means of augmentation. Yet even these beings are likely to elect to get cybernetic *Bio-Systems* to avoid diminishing what magic or psionic abilities they do possess. The Brodkil sub-demon and a handful of others are the exceptions to this rule.

Monster O.C.C.s

Any character dimensionally Rifted from one of Palladium's other RPG world settings usually keeps the original occupation and corresponding O.C.C. (or R.C.C.) skills. This is especially true of supernatural beings, predators and monsters who often have skill equivalents and are driven by *instinct* rather than learned skills and accumulated knowledge. Yet even highly intelligent supernatural and magical creatures may rely on their *innate* magic and/or psionic powers and *natural* abilities rather than the skills and science of humankind.

Predators are natural hunters and have little use for most human skills. What skills they may exhibit are likely to focus on hunting/tracking, physical skill equivalents, combat and wilderness areas of knowledge, including Climb, Swim, Prowl, Track Animals, Track Humanoids, Wilderness Survival, Land Navigation, and similar. Most supernatural predators have little interest in learning other skills, except perhaps a few Weapons Proficiencies or a language or two. **Note:** Whatever skills they possess do not grow with experience unless noted otherwise and additional *learned* skills and O.C.C.s are not usually available, unless noted otherwise.

The most intelligent supernatural beings usually possess *learned knowledge* that may be unnervingly familiar, including knowledge of weapons, technology, science, magic and human nature. Most of these skills are likely to be directly applicable to Rifts Earth. Some new or special skills may also be available. The more devious and human-like these beings are, the more likely they are to use body armor, modern weapons and vehicles. However, the accumulated knowledge and powers of these *supernatural creatures* may not reflect those of any particular O.C.C. and many may still prefer to rely on their own natural abilities and instincts as much or more than learned skills and science. In other cases, the supernatural being has the accumulated knowledge of one or more O.C.C.s, but these are often gods, demigods, godlings and demon lords.

Experience Points for Monsters

Most *supernatural beings* don't increase their abilities as they grow in experience because they are either incredibly lazy and/or complacent, or driven by instinct. The majority of supernatural beings are, indeed, creatures of instinct and unbridled supernatural power. They have learned to listen to their instincts and use their natural powers with the same ease, familiarity and depth as humans who use skills and tools. Really, the human intellect and ingenuity is the *natural ability* humankind has learned to survive and conquer. Supernatural monsters use their powers and abilities in the same way, only these abilities are frequently more direct, combat oriented, intuitive, psionic and/or mystical in nature.

Some specific characters and races deemed suitable as optional player characters are provided with a Racial Character Class (R.C.C.) and R.C.C. skills. These descriptions also indicate what experience table to use, most typically the Dragon or Psi-Stalker.

Culture Shock: Monsters

Predatory monsters tend to adapt quickly to new environments. They are hunters, thus they hunt. Stalking and preying on others is what they do, it is the very nature of their being, just as a cat stalks mice. It matters little that the environment and prey may look different, as long as there is prey to stalk, they are satisfied and adapt to their surroundings. If the environment provides inadequate prey or is too radically different and/or hostile, the predator will travel elsewhere in search of easier prey, or to find a more comfortable environment. If none can be found, it will make a stand and try to survive the best it can. The essence of the supernatural predator is to prey and feed on intelligent life forms.

Intelligent supernatural beings adapt just as easily, perhaps more so, because they can more completely understand their environment and the life forms within it. Thus, they are better suited to adapt to modern society, using the laws and human nature of the indigenous people against them for their own insidious purpose. While a predator can be a murderous menace, the intelligent supernatural being usually manipulates and works behind the scenes and can create havoc and destruction on a potentially massive scale.

Remember, both the predator and the intellectual supernatural monster are frequent *dimensional travelers*. Changing environments, alien people, magic and horrible monsters are all common experiences for them. Consequently, they are used to adapting to alien environments and, thus, usually have a high resistance to Horror Factor, and have experienced the bizarre so often that they are not disoriented by it. They are multi-dimensional beings themselves, so one dimension may be considered "home" as much as another.

Beyond the Supernatural™

The Earth of **Beyond the Supernatural** (BTS) can, and probably should, be considered **Rifts** Earth a hundred or so years before the eruptions of the ley lines and the coming of the rifts (I know, as the game's designer, I tend to view it in this way). If that is the case, then **BTS** characters in the time of **Rifts** Earth must be people from Earth's past!

These characters can get to the future, **Rifts** Earth in any number of ways. The most likely probabilities are a rift in space and time created by a supernatural being or arcanist, a dimensional rift at a place of magic or ley line nexus, a dimensional or time travel experiment gone awry (spell or mechanical), a wrong turn during dimensional travel, or getting warped to a different time and place during a dimensional storm in the *Bermuda Triangle* or any one of the six triangles. Supernatural or other magic forces can also be responsible for the time leap. The alternative is that the Earth of **BTS** is a similar but alternate dimension.

*(A Design Note: How all the **Palladium** worlds may tie together is ultimately left to you, the players. Which RPG worlds, if any, that you choose to link to **Rifts** is your decision. But I'll tell ya now, with hints like the cities of Lazlo and New Lazlo, and the mention of the ancient pioneer of magic, Victor Lazlo, you can bet that there will continue to be ties to **Beyond the Supernatural**. Heck, don't be surprised if ol' Vic makes an appearance. I'm not saying it will happen. I'm just saying it could happen, as far as I'm concerned. Hee. Hee.)*

The player characters from **Beyond the Supernatural** cannot be considered *average 20th Century characters*. They have been attuned to the world of the supernatural and magic for a large portion of their lives. If anything, **Rifts** Earth only proves that all of their fears about the supernatural and studies into the mysteries of magic, ESP, potential psychic energy, and ley lines were correct and important. Like most other 20th century characters, they will have the same response to, and problems with, super-technology. However, they will be far more prepared for the supernatural.

Because **Beyond the Supernatural** player characters are not the average Joe off the street, the following modifications should be made to them while they are in the P.P.E. rich environment of **Rifts** Earth. Their O.C.C., skills and cultural penalties are unchanged, except for the genius and psi-mechanic, but their psychic powers are increased.

Note: All **BTS** characters are likely to have a great hatred and prejudice toward evil supernatural beings. Furthermore, they are likely to have a serious distrust and dislike of all supernatural beings, even those of good alignments, as well as toward creatures of magic, shifters and summoners. In many ways, they have been soldiers engaged in a secret battle against the supernatural back in their home-time. Thus, they are embittered and suspicious of those who seem to be linked to old foes.

Arcanist/mage. Triple the character's P.P.E. base and add an additional 4D6 P.P.E. for each level of experience. This increase of P.P.E. powers is applicable only while on **Rifts** Earth. Reduce to normal when back to **BTS** Earth/time period or when on most of the other **Palladium** RPG worlds. The new spells learned by the arcanist are limited to those found in the **Rifts** world. The arcanist can also learn circles of protection and how to read mystic symbols and runes.

Latent psychic. Add 1D4 × 10 + 30 I.S.P., double the base P.P.E., and select three more psionic powers from the **Rifts** RPG categories of sensitive, two physical, two healing and two from the super category. Also +2 to save vs psionic and magic attacks. All these additional powers, I.S.P. and P.P.E. disappear when the latent psychic leaves **Rifts** Earth, but will instantly return if the character returns.

Natural or Genius. This character adapts to the strange, new world of **Rifts** within a matter of weeks. Furthermore, he suffers none of the usual conversion/transition skill penalties that other 20th Century characters face. Plus, can select an additional, new skill in each available category, learn two additional languages (literate in both +20%), and develops the psionic powers of total recall and mind block. Has 22 I.S.P., and the character's base P.P.E. is doubled. Reverts to normal genius/natural away from **Rifts** Earth.

Nega-psychic. Add the following: +3D4 × 10 + 40 to P.P.E., 2D4 × 10 + 60 I.S.P., +4 to save vs horror factor, +2 to save vs magic, +2 to save vs psionic mind control, impervious to illusions and magic curses, impervious to possession and the vampire's slow kill and enslaving bite. In addition, the individual develops special powers that just kick in automatically under stressful circumstances or when the character doesn't want to believe in what he's seeing (uses up the previously mentioned I.S.P. and P.P.E. when this happens).

In addition to the nega-psychic's normal psionic and magic dampening abilities (double the effective range), the nega-psychic has developed the power to negate magic by concentrating (same as the negate magic spell), dispel magic barriers (same as magic spell), detect concealment (same as spell), turn dead (same as spell), and the psionic powers of mind block auto-defense, P.P.E. shield, telekinetic force field (self only) and sixth sense. The powers automatically manifest themselves when the time is right (and without the psychic realizing it). As usual, these new powers are lost when the character leaves **Rifts** Earth.

Parapsychologist. Add +2 to save vs possession, +2 to save vs horror factor, and triple the number of base P.P.E. points. Can learn one additional language (literate too; +20%), one additional energy W.P., and develops a sort of supernatural presence sensing ability. This presence sense is similar to the usual psionic power except that the ability is automatic and only senses the presence of supernatural beings, including demons, entities, and vampires. He also can operate techno-wizard devices and read scrolls. As usual, these new powers are lost when the character leaves **Rifts** Earth.

Physical Psychic. Triple I.S.P. and add all **Rifts** psionic physical powers and the following super psionics: bio-manipulation, bio-regeneration, telekinetic force field, telekinesis, electrokinesis and hydrokinesis. Also +1 to save vs psionic and magic attacks, and +2 to save vs horror factor and possession. As usual, these new powers are lost when the character leaves **Rifts** Earth.

Psi-Mechanic. Double I.S.P. and P.P.E. base. Develops the psionic powers of telemechanics, total recall, and object read. Suffers none of the usual conversion/transition skill penalties of other 20th Century characters as they pertain to mechanical, electrical and computer skills. Can understand and use all techno-wizard devices, and even repair them, but cannot build them (lacks magic knowledge). As usual, these new powers are lost when the character leaves **Rifts** Earth.

Psychic Healer. Double I.S.P. and has all **Rifts** healing powers as well as bio-regeneration, empathic transmission and mind bond (includes all of his original powers too). As usual, these new powers are lost when the character leaves **Rifts** Earth.

Psychic Sensitive. Double I.S.P. and add all **Rifts** psionic sensitive powers to the powers he or she already has. In addition, the character has mind block auto-defense, group mind block, mind bond, and the same *sense supernatural beings* power as the psi-stalker. The psychic is also +2 to save vs mind control and illusions, and +1 to save vs psionic attack.



Culture Shock

In many cases, except for cultural orientation, weapons and possible skill adjustments, the characters can be taken from one game book or setting and plopped into any other Palladium RPG setting or world with little or no conversion. Mortals, such as humans, remain fundamentally unchanged from world to world. Their attributes, stats, powers and skills remain exactly as they were on their native home world. The only difference is that they are now in an alien environment and must adjust to that environment to survive. This will mean recognizing new technology, tools and weapons, as well as cultural differences, laws and codes of conduct that may be considered wrong or evil in this new world to avoid conflict with the indigenous people.

Palladium Fantasy RPG® and other medieval & low-tech societies

Fantasy characters are used to a low technology environment, approximately equal to 6th to 14th Century Europe. Magic, in-human races, dragons and monsters are commonplace on most Fantasy-based worlds, so neither the magical and supernatural aspects of *Rifts* Earth, nor the presence of D-Bees, will phase them for a second. Such characters should be more accepting of and comfortable with the supernatural, magic and the monstrous aspects of *Rifts*® than characters from the 21st Century or other advanced but non-magical civilizations.

On the other hand, machines, vehicles, robots, bionics and advanced technology will seem like a new form of *magic* and, in many cases, learning the new technology may be beyond the character's comprehension or desire.

The orientation of fantasy characters means they are more likely to feel at home in low-tech environments, villages, towns and the wilderness or adventuring and exploring, than settling down in a city, especially a high-tech one like the Coalition States or even the 'Burbs. Likewise, they may feel more comfortable riding an animal or robot animal than piloting a hover vehicle or riding inside the belly of a giant robot. Still, these ancient style warriors and adventurers should have no trouble adapting to high-tech body armor and weaponry (guns). Such things are simple and easy to comprehend. Even so, they are likely to prefer hand-held melee weapons like Vibro-Blades, the Neuro-Mace, high-tech bows and arrows, and Techno-Wizard and other magical weapons and devices. Learning to use a computer, language translator, radio or vehicle will be much more difficult and even scary to these simple people. Of course, with time and patience they can learn to use or operate most any tech item. Game Masters might think of these characters in the same context of trying to teach your grandparents how to use a computer, navigate the web or set the time on their VCR. They can learn if they really want to, but boy, oh, boy, it takes time and effort on both the part of the instructor and the aged student to get it down, especially down well.

Many **Palladium Role-Playing Game** characters will be able to communicate immediately if they can speak Elven/Dragonese, Faerie Speak, or the Goblin and Ogre tongue

universally known as *Gobblely*. Unfortunately, Gobblely and Dragonese are not as common on Rifts Earth as other languages, and are forbidden in the Coalition States, but are quite common in the 'Burbs and many wilderness towns, especially among nonhumans.

Note: The specific racial and character stats presented in this Conversion Book are for the **Palladium Fantasy RPG®, Second Edition**. First Edition characters are easily adapted using them as a guideline and the other rules noted in this section. The Second Edition of The Palladium Fantasy RPG® is designed to fit snugly with the *entire* Palladium Megaverse® and is the **Rifts®** of high fantasy!

20th & 21st Century Humans

One would presume, the more intelligent and sophisticated the character is, the more easily he can adapt to any environment, primitive or advanced, however, that is not always the case. Characters from our modern world may be quite stunned and ill-equipped for any world where *magic and the supernatural* exist. Why? Because we are so entrenched in our beliefs and

our reliance on science that anything so diametrically opposed to our modern Earth orientation would be overwhelming. Basically, a place like Rifts Earth defies everything we know and believe in. Here magic is real and science is optional. Gods and demons walk the Earth and humans cast spells and wield strange superhuman powers (psionics and others). While some of the more open-minded and quick thinking folks could adapt, many others would panic, have a nervous breakdown or perish because they were unprepared for and/or unable to accept the dynamics of this alien and magical world. Ironically, a more primitive human given to superstition and belief in the magical and supernatural is likely to adapt more easily to the notion of magic and demons, but would have a more difficult time fitting (especially unnoticed) in the polite society of technologically advanced kingdoms. In advanced cultures the primitive human would stick out like a sore thumb, but even here, the medieval character would accept technology with a simple faith and adapt to it reasonably well, even if the tech is considered to be a form of magic. On the other hand, the more advanced visitor could actually learn to understand how the technology works and how to replicate and repair it. Likewise, a modern day Earthling is likely to fit smoothly and comfortably in a civilized and advance culture and even remain unnoticed, provided one was careful.

The above having been said, there are always considerations for any character from another world adapting to Rifts Earth or any alien environment. For example, super-advanced technology with robots and bionics *may* seem alien and frightening, though infinitely more acceptable and familiar than magic or the supernatural. Meanwhile, a civilized culture that is heavily based on magic, like Tolkeen or Lazlo, may seem as inconceivable and alien as anywhere or anything else.

The tech level of *advanced civilizations* like the Coalition States, Free Quebec, the New German Republic and others on Rifts Earth may be more advanced and a bit frightening, but is still very recognizable and familiar to characters from 20th and 21st Century Earth. Things like escalators, elevators, telephones, computers, cars and even hover vehicles and mechanical prosthetics (bionics) are all familiar and easily recognized or figured

out. Advanced equipment, technology and science can be learned (though with a -10% skill penalty) and the character should feel reasonably comfortable in high-tech settings, particularly cities.

Ultimately, the quicker a character is to accept his new, alien environment and try to fit in, the better off he or she will be. The level of culture shock will vary with each individual character, and his personal orientation, background and goals. Additionally, the level of trauma the character experiences in his introduction to the new world may also have an impact on the character and his ability to adapt.

Where technology may be beyond characters from 20th and 21st Century Earth is in the areas of genetics (i.e. Dog Boys), bionics and cybernetics (way advanced), MOM conversion (Crazies), Juicer technology, robotics, power armor and similar areas certainly way beyond 20th Century and early 21st Century Earth technology. Even if the beginnings of such technology existed in the character's home world or time, it was probably relegated to military use and nowhere as commonplace (or advanced) as it is on Rifts Earth. Thus, while the out-of-place character may recognize and understand the purpose and use of the technology, he has no idea how it actually works and may have trouble using it himself. However, basic high-tech gizmos like an energy gun, hover vehicle, radio/communicator, computer, and so on, can be quickly figured out and used with 'relative skill and proficiency. Rudimentary instruction and/or training with these devices should bring the modern character to at least the same level of familiarity and skill as the average, unskilled character of the Rifts Earth setting.

Furthermore, Earthlings are likely to speak one of the common Rifts Earth languages and will know the basic geology and geography of the planet. 20th and 21st Century humans may even have some idea where old, pre-Rifts city ruins, underground compounds, subway systems and stockpiles of weapons or artifacts might be located (assuming they survived at all), and excavate them.

Game Masters, remember, the human mind and spirit are both fragile and incredibly resilient and adaptable. Humans throughout history have proven to be incredibly adaptable and able to survive and even thrive in the worst of situations and conditions.

Cultural/Tech Penalties for 20th & 21st Century characters: -10% skill penalty to all Communications, Military, Science and Technical skills due to the difference in the tech level. Electrical, Mechanical and Medical skills are -20%, and truly advanced, high-tech vehicles, weapons, computer systems and devices, as well as Techno-Wizard creations and magic items, *may* be considered "Alien Technology" and -50% to skill performance. A few truly alien machines and Bio-Wizardry may be unfathomable and unusable – G.M.s discretion.

Heroes Unlimited™ Characters

Characters from the **Heroes Unlimited™** world setting are very similar to those of 20th and 21st Century Earth, with a few of notable exceptions. One, they are probably superhuman and more open to the ideas of the fantastic, magical, supernatural, alien and supposedly impossible – in fact, some super beings may have had first-hand encounters with one or more of these

things. Two, those who possess super abilities, psionics or are aliens or mutants already defy convention and their very existence challenges known science. Likewise, those who are involved in robotics or bionics are at the cutting edge and already exploring concepts applied on Rifts Earth. Lastly, characters from **Heroes Unlimited™** cannot be considered “average 20th Century characters.” Many are themselves the product of unexplained mutation, bizarre experiments, bionic or robotic alteration, alien birth, or being attuned to the world of the paranormal, psionics and magic. Some may be considered comparatively normal, like the weapons master, super-sleuth, and vigilante, but even these heroes have distanced themselves from the norm by pushing themselves to the peak of physical perfection or the mastery of special skills. And all heroes, super-powered or not, are driven to protect and help the innocent and downtrodden.

Rifts Earth is a strange and dramatically different world of super-science, monsters, and magic that may frighten even the bravest of heroes or boldest super-villain. However, it will become quickly apparent that it was the hand of fate that brought them to this troubled world filled with injustice and horror. Once a hero always a hero, and these noble men and women of valor will continue their work as so-called “super-heroes,” protecting the weak and righting injustice. They are also likely to maintain their vigilante attitude of, “I (we) work beyond the law,” and, “for the greater good of all people.” Likewise, super-powered villains will seek to exploit and conquer the people of Rifts Earth and may throw in with other powerful beings, evil wizards and supernatural monsters.

This rogue mentality and sense of justice, coupled with their strange powers, is likely to make these characters enemies of the Coalition States and other human supremacists who will see superhumans as dangerous mutants, freaks, D-Bees or monsters. Having associated with strange mutants, aliens and super-powered beings on their own planet, these characters are likely to have no qualms about associating with *inhumans* of all kinds, which will also earn them the ire of human supremacists. In some instances, the superhuman, himself, may appear inhuman, marking him as an obvious “other-dimensional being” or D-Bee. Likewise, the typical hero’s sense of morality, justice and high regard for all life will force him to at least try to accept most life forms. This attitude is viewed with extreme prejudice by the CS and other human supremacists. Additionally, the hero’s “unnatural and inhuman” powers threaten the status quo, making him the natural enemy of would-be conquerors, tyrants and invaders. On occasion, superhumans are captured, imprisoned and studied by the likes of the Coalition States, NGR, Gene-Splicers, and Splugorth. They may also be used as pawns by evil powers, enslaved and put to hard labor, made to fight in gladiatorial arenas, or adopted as local lawmen, defenders or champions of light.

All heroes of a good alignment are likely to have a great disdain and prejudice toward the Coalition States, tyrant kingdoms, sanctuaries for monsters and criminals (like the Pecos Empire and Vampire Kingdoms) and forces of evil (like the Calgary Kingdom of Monsters, evil Federation of Magic, Phoenix Empire of Africa, Gargoyle Empire of Germany and so on). In many respects, a super-hero is a modern day knight-errant. All super-powered and psionic heroes will be considered D-Bees, regardless of how human they may appear. Like any S.D.C. be-

ing, characters that are not Mega-Damage creatures need to acquire some M.D.C. body armor and weapons. The hero’s O.C.C., skills and cultural penalties are unchanged, except for the Super-Sleuth and Hardware character. But some of the psionic and super abilities are increased (see the **Heroes Unlimited™** conversions for details).

Heroes Unlimited player characters are not the average Joe off the street. Consequently, the following modifications should be made to them while they are in the P.P.E.-rich environment of Rifts Earth. Also see the M.D.C. section for HU2 Mega-Damage by class and super ability.

Aliens. These characters are people from another planet. They may look very human or very different. Aliens that are made of rock, crystalline, insect with an exoskeleton, from a high gravity or low gravity environment, or abrasive atmosphere (and have leathery plating) are Mega-Damage beings on Rifts Earth. Turn the number of S.D.C. into M.D.C. points, meaning an alien with 180 S.D.C. has 180 M.D.C. on Rifts Earth. Aliens from a high radiation world become minor Mega-Damage creatures. Roll 6D6+6 to determine M.D.C., and keep the S.D.C. points too.

Base P.P.E. for most aliens is 4D6 points.

Aliens from an advanced world have little difficulty adjusting to energy weapons, robots and other forms of high technology, although Rifts Earth technology may be *alien* to them (no pun intended). If being introduced into **Rifts®** for the first time ever, the G.M. may elect to start them off with Mega-Damage weapons and technology roughly comparable to earth.

Cyborgs. ‘Borgs from the 20th and 21st Century Earth of **Heroes Unlimited™** and **Ninjas & Superspies™** will be S.D.C. constructions. Many may have armor with hundreds of S.D.C. which means that the cyborg may be able to survive low amounts of Mega-Damage (every 100 S.D.C. equals one M.D. point). Characters who are bionic before arriving to Rifts Earth may exhibit a desire for cybernetic augmentation. This means that these characters are likely to seek to improve/upgrade or convert their original S.D.C. cybernetics to acquire new, high-tech and Mega-Damage systems. Unfortunately, such improvements are costly and may have to wait till later. What this off-world ‘Borg needs to do quickly is acquire some M.D.C. cyborg body armor. Such armor can be purchased, traded for, stolen, or taken from a defeated foe. Cyborgs from **Heroes Unlimited™** can wear Mega-Damage cyborg body armor with only the slightest modifications. Otherwise, the hero keeps his original skills, knowledge and bionic features. Base P.P.E. is a pitiful 1D4.

Victims who were unwillingly turned into a cyborg may be able to get Rifts cybernetic Bio-Systems in order to look and feel human again. Of course this conversion would dramatically reduce the character’s bionic strength, mechanical weapons and power.

Experiments. These are superhumans created through scientific experiments with unforeseen results. Many *super abilities* are transformed into Mega-Damage powers; see the Super Abilities section that follows. Some Experiment heroes have an odd trait that may brand them as an obvious D-Bee. These characters have a base P.P.E. of 1D6x10.

Hardware. Characters with an affinity for electronics, mechanics, computer hacking, building and modifying machines

and constructing gimmicks fall into the hero category of Hardware. This character adapts to the strange new world of Rifts Earth within a matter of weeks. He suffers none of the usual conversion/transition skill penalties that other 20th or 21st Century characters face and can select one additional skill in each available category, plus two additional Piloting skills (any, +20%), one additional W.P., and one Rogue skill. Base P.P.E. is 2D6. These guys will also be very hot on acquiring cybernetic implants or cosmetics.

Magic: Enchanted Weapons remain indestructible and inflict Mega-Damage instead of S.D.C. (If it did 4D6 S.D.C. before, it now does 4D6 M.D.) Add the Hit Points and S.D.C. together, and that's the total M.D.C. of the character. Likewise, the character's magic spells or energy blasts do Mega-Damage, impervious to fire includes M.D. plasma and magic, and Super Strength becomes the equivalent of *Supernatural Strength* or *Bionic Strength* depending on the character's previous power level and the G.M.'s discretion. Otherwise, the character retains all of his other skills and abilities as usual. The character's P.P.E. base is 2D6, the enchanted weapon has 2D4x10+40 P.P.E. of its own.

Magic: Enchanted Objects are basically unchanged, except all appropriate spells and energy blasts are now Mega-Damage. Add the Hit Points and S.D.C. together, and that's the total M.D.C. of the character when empowered by the Enchanted Object. The Mystic Shield has 100 M.D.C. (not 200 S.D.C.), the Power of Darkness (+1D4x10 S.D.C.) provides 1D4x10 additional M.D.C., impervious to fire includes M.D. plasma and magic, and Super Strength becomes the equivalent of *Supernatural Strength* or *Bionic Strength* depending on the character's previous power level and the G.M.'s discretion. Impervious to Magic includes all magic including beneficial magic spells, healing, and potions. The character's P.P.E. base is 2D6, the enchanted object has 3D4x10+60 P.P.E. of its own. Otherwise, the character retains all of his other skills and abilities as usual.

Magic: Wizard/Spell Caster is basically unchanged, except spells and energy blasts are Mega-Damage equivalents much like the Ley Line Walker. The character's P.P.E. is also the same, plus a bonus of 1D4x10+20 while on Rifts Earth. All other abilities are unchanged.

Magic: Mystically Bestowed Powers are basically unchanged, except the magic is equal to Mega-Damage magic where appropriate, S.D.C. points become physical M.D.C., and the character's physical attributes are considered to be Supernatural in nature, but only when in his *mystically transformed* hero persona. The character's P.P.E. gets a 2D4x10 bonus while on Rifts Earth.

Magic Note: The increased power of magic items and magic spells, P.P.E. bonus, and physical S.D.C. to M.D.C. is applicable only while on Rifts Earth. The character reverts to normal when back to **Heroes Unlimited™** Earth or any other S.D.C. environment.

Mega-Heroes. Add the Hit Points and S.D.C. together, and that's the total M.D.C. of the character. P.S. is Supernatural and inflicts Mega-Damage, and the character's P.P.E. gets a 6D6 bonus while on Rifts Earth. Also see the M.D.C. section for more details.

Mutants. Superhumans empowered by means of genetic or other cause of mutation. The character usually possesses un-

usual super-powers, as well as an unusual characteristic trait that brands him as a D-Bee. Skin that provides additional S.D.C. in **Heroes Unlimited™** provides that number in M.D.C. on Rifts Earth; i.e. tough scaly skin that adds 30 S.D.C. means the mutant has 30 M.D.C. points. Some super-powers may be transformed into Mega-Damage powers while on Rifts Earth, see the Super Abilities section that follows. These characters have a base P.P.E. of 6D6. Mutant animals, a la **After the Bomb®** style, are also possible. M.D.C. for the Natural Armor of mutant animals is presented in the M.D.C. section of conversion rules.

Physical Training. Heroes who possess no unusual powers but have worked to become superior in the physical attributes and combat fall into this category. They are mostly unchanged except that they can learn two extra W.P.s, and are +2 to save vs magic and +4 to save vs Horror Factor. These characters have a base P.P.E. of 3D6.

Psionics. These heroes possess psychic powers. P.P.E. base is 4D6. Double their normal I.S.P. and add all **Rifts®** Physical Psionic powers. Furthermore, select any three Rifts Super-Psionics. Also +2 to save vs psionic and magic attacks, and +3 to save vs Horror Factor and possession. As usual, these new powers are lost when the character leaves Rifts Earth.

Robots: Artificial Intelligence and Androids. Bots from the 20th and 21st Century Earth of **Heroes Unlimited™** and **After the Bomb®** are S.D.C. constructions. Many have armor with hundreds of S.D.C. which means that the robot may be able to survive minor Mega-Damage (every 100 S.D.C. equals one M.D. point). They should try to acquire M.D.C. armor upgrading or have their memory and programs transplanted into an M.D.C. robot. Androids that are of human size and shape can wear conventional, human M.D.C. body armor.

Robot: Mechanical Body & Exoskeleton. Robot pilots can learn to pilot M.D.C. robot vehicles and power armor. Automatically gets the following skills: Pilot: Robots and Power Armor, Robot Combat: Basic, and can select two Robot Combat: Elite and another two Elite four experience levels later.

Robot: Transferred Intelligence. The special electromagnetic containment and control center to house the transferred intelligence can be transferred or possibly recreated into any M.D.C. robot. This technology should be guarded closely and not shared, especially with the Coalition States or other evil tech empires that might abuse it. Or the technology may be an accident that can't be reproduced. This character should be very rare!

Special Training: The Ancient Master. Through Body Hardening and mastery of other Oriental Mystical techniques, he is a Mega-Damage creature. Turn *Hit Points* only, into M.D.C., S.D.C. may add the equivalent of 1-4 additional M.D.C. Plus, while in a Mega-Damage environment like Rifts Earth, a power punch does 1D6 M.D. and a power kick 2D6 M.D., but each count as two melee attacks. Meanwhile, the *Positive Energy* power turns the Ancient Master's P.S. into Supernatural Strength (does more damage without need of doing a power punch), and even M.D. energy attacks do half damage to the Master. All bonuses and extraordinary powers remain in full effect. Also +2 to save vs Horror Factor, magic and possession. Base P.P.E. is 4D6. As usual, these new powers are lost when the character leaves Rifts Earth.

Special Training: Vigilante. This character is largely unchanged, except that he can learn two extra W.P.s and two Wilderness skills (+5%), and is +2 to save vs Horror Factor. These characters have a base P.P.E. of 3D6.

Special Training: Secret Operative. This character is largely unchanged, except that he can learn one extra W.P., three Espionage skills, and is +2 to save vs Horror Factor. These characters have a base P.P.E. of 3D6.

Special Training: Stage Magician. This character is largely unchanged, except that he can learn one extra W.P., one extra Rogue skill (+10%), two Espionage skills, and is +1 to save vs psionic attacks and illusionary magic, and +2 to save vs Horror Factor. These characters have a base P.P.E. of 4D6.

Special Training: Super Sleuth. Characters with an affinity for electronics, mechanics, computers and computer hacking. This character adapts to the strange new world of Rifts Earth within a matter of weeks. He suffers none of the usual conversion/transition skill penalties that other 20th and 21st Century characters face and can select two Communication skills (+5%), two Espionage skills (+10%), two additional Piloting skills (any, +10%), one Wilderness, and one W.P. skill. Base P.P.E. is 2D6. These guys will be very hot on acquiring cybernetic implants, especially optics and sensors.

Magic & Spells

Taking spells from **The Palladium Fantasy Role-Playing Game®** and its many sourcebooks, or **Heroes Unlimited, 2nd Edition** and other games, and incorporating them into **Rifts®** is quick and easy.

Magic Spell Conversions

S.D.C. to M.D.C. conversions: The fastest and easiest way to convert S.D.C. and Hit Points to M.D.C or M.D. is a point by point equal exchange, at least when it comes to damage from spells, psionics, superpowers and weaponry.

For physical conversions I typically combine Hit Points and S.D.C. and reduce the total by 20% to come up with Mega-Damage (when applicable). Of course, in most cases, mortal beings remain Hit Point and S.D.C. creatures regardless of their environment; only *creatures of magic* and *supernatural beings* (and maybe certain super beings) change with their environment.

Spell Damage: Basically convert damage point for point. So if a spell did 6D6 M.D. it now does 6D6 Hit Point/S.D.C. damage in an S.D.C. world. And vice versa, so if a spell did 6D6 S.D.C. damage it does 6D6 M.D. in a Mega-Damage environment. It's as simple as that.

This applies to body armor and weapon damage as well. That having been said, if you feel the spell, power, psionic ability, weapon, etc., does too much damage for the environment (or not enough), decrease it (or increase it) by 20-30% (even 50%) – typically that's one or two dice. So if 6D6 damage seems a bit

high in comparison to the norm for that world setting – or just unfair and unbalancing to the game – reduce it to 5D6 or 4D6 or even 3D6. As always, use common sense and think about the setting and situation. As an “alien” magic or technology, maybe it can and should do a little bit more damage, or maybe it's “alien” technology alright, but it's more primitive so it should do *less* damage (or comparable) not more, so then reduce the damage to make sense. And Game Masters, don't be afraid to make these adjustments, even if your player characters wince or complain. Just be certain to put it into a context for them. Explain that even though the character or weapon or spell does more damage at home, this is a different world/reality and it does “this amount” here.

Range: Unchanged.

Duration: Unchanged.

Saving Throw: Unchanged.

P.P.E.: Unchanged, unless stated otherwise.

Fundamental Effects: Unchanged.

General Magic Conversions

Curse descriptions can be found in **The Palladium Fantasy Role-Playing Game®** and convert to **Rifts®** the same as spells. Magical curses, however, are mostly unknown on Rifts Earth and typically one of the powers of Gods, Demon Lords and Alien Intelligences. They *may* be covered further in the upcoming *Dark Conversions* and/or *Rifts® Dragons & Gods*.

Faerie Food can be acquired on Rifts Earth (from Faerie Folk and slavers who deal in Faeries), and some are described in this book but the rest are found only in the Palladium Fantasy RPG®. Space limitations prevent us from presenting them all here and now. Besides, enchanted Faerie Foods are a rarity anywhere as Faerie Folk do not engage in mass market trade of their precious enchanted foods.

Magic components may only have magic significance on the Palladium World and other realms where magic requires components. Many of such components are absolutely *worthless* on Rifts Earth.

Magic items from **The Palladium Fantasy Role-Playing Game®** like the Pit Cloak, Suit of Colors, Boots of Mystery, Mystic Ink, Magic Make-Up, and many others are all unchanged and their descriptions are found in the pages of the Fantasy RPG. Again, unless they are a Techno-Wizard equivalent, such items are alien to Rifts Earth and rare.

Magic Potions, Charms and Talismans that imitate a spell or temporarily endow a special ability work just like the spell equivalent. If such a spell doesn't exist in the **Rifts® RPG** then don't make it available on Rifts Earth or adjust it to something more familiar. As usual, S.D.C. energy blasts convert to M.D., point for point, and magically endowed S.D.C. converts to M.D.C. point for point. Otherwise, the basic ability or enchantment is probably the same in any environment – i.e., a potion to see the invisible is unchanged, a potion or talisman that instills an extra attack per melee or a bonus to save vs magic or poison is unchanged, and so on. Also note that *magic potions* are the result of an *alien magic* not known on Rifts Earth, and either come from an alien world or are created by an alien or D-Bee from another dimension. Such items may be sold on Rifts Earth, but they are very rare, with the possible exception of Atlantis where



all kinds of otherworldly items are sold and traded in the Splynn Dimensional Market.

Magic weapons, generally, inflict the same amount of Mega-Damage that they did S.D.C./Hit Point damage, i.e. *Gryphon Claws* in the **Palladium Fantasy RPG®** deliver 2D6 Hit Point damage, but on Rifts Earth they inflict 2D6 M.D.; a magic sword that does 4D6 Hit Point/S.D.C. damage now does 4D6 M.D.; a magic staff that spits 2D6 S.D.C. damage fire balls now spits 2D6 M.D. fire balls, and so on.

Note: The Palladium Fantasy Role-Playing Game® offers a good number of magic items, including Fumes, Powders, Potions, Fabrics/Cloth, Charms, Medallions, Rings, Magic Body Armor, Crystals, Flying Carpets, Holy Weapons, and Rune Weapons for your consideration for adaptation to **Rifts®**.

Rune Weapons are described and presented in both **Rifts® World Book Two: Atlantis** and the **Rifts® Book of Magic**, thus they are *not* repeated here.

Holy Weapons are described and presented in the **Rifts® Book of Magic**, thus they are *not* repeated here.

The Availability of Magic

Game Masters *MUST NOT* feel obligated to make any type of magic or magic item available to his players. This is “YOUR” adventure campaign. You, the Game Master, not necessarily your players, know what you feel is most desirable and necessary to maintain game balance. If a particular weapon, amulet, spell, scroll, potion, component or discipline of magic is going to screw up or imbalance your game, then simply *don't* make it available! How? Make it too expensive, or the alchemist uncooperative, or just not available! Period.

Is this fair? You better believe it! I hear on too many occasions from frustrated G.M.s lamenting how their game has gotten away from them because they provided a character or characters with magic that has totally disrupted the game. Remember, the name of the game is “role-playing and fun.” If either one or both of these elements are lost or compromised by some element (especially a foreign element from another game setting), there is something seriously wrong. The Palladium Megaverse® is one steeped in magic, but if there's too much of a good thing, cut it off. The magic, enchantment, spells and magic items are meant to add spice to a campaign, not foul it up. The same is true of technology and possibly even a particular monster or O.C.C. Always adjust elements to make them work for you.

Furthermore, magic will be more commonplace and available in some places than others. For example, it is common in Lazlo, New Lazlo, Colorado Baronies, the Magic Zone, Atlantis, and other similar places where practitioners of magic gather. It is much less accessible in the Pecos Empire and other wilderness kingdoms and territories, even less common in high-tech cities, and *outlawed* in the Coalition States! Society, acceptance or fear of magic, and circumstance all play a role in the availability (and acceptability) of magic in any form. G.M.s, use common sense and your discretion. Also magic that is common in one part of the world, say South America, Russia or China, is NOT available or even known anywhere beyond its geographic homeland and probable point of origin. That means people in North America or Europe may never have even heard of it, let alone

know how to use it! This is true of *Techno-Wizardry*, for example, which originates in North America and is unheard of in the rest of the world. Likewise, Rune Magic and Bio-Wizardry are exclusive to the Splugorth (at least on Rifts Earth), and Blue Flame magic and Nazca Line Magic is known only to select cultures in South America.

The Warlock O.C.C.

Adapted & modified from the Palladium Fantasy Role-Playing Game®

A Warlock is a man or woman who draws magic powers from a supernatural, Elemental Intelligence. Like the Mystic and the Witch, there is no true knowledge of the mystic arts, instead the Warlock, through his link with the Supernatural Intelligence, intuitively knows certain Elemental spells. **Note:** A Warlock is *not* a male witch, but an order of practitioners of magic devoted to Elemental Forces and Elemental-based magic: Air, Earth, Fire and Water.

One might assume that Warlocks are closely attuned to nature, and in some ways they are, but not in the way one might think. They are not spiritualists, like the Druids of England or Native American Shamans who try to live in harmony with their environment, instead, the Warlock functions on a more primeval level. A level concerned with power, change and anarchy, for that is their vision of nature. Their world view is a picture of seething, unrestrained force, freedom, and change. As such, a Warlock binds himself to no man nor god, he is a free spirit to wander the universe to observe and instigate change. They may become the heads of State, or even Emperor of a Kingdom, or restrict their efforts to a life as a wandering philosopher or mercenary sorcerer, or all of the above during their lifetime. Life, adventure, power and freedom are all important. They appreciate the forces of nature but use magic to bend them to *their* will. Personal freedom is revered above all else.

Although there are places with comparatively large communities of Warlocks (usually a guild or church with as many as 100 Warlocks per Elemental faction), these practitioners of magic never preach the ways of magic, never try to convert anybody to any way of thinking, seldom even discuss their philosophy, and have no formal religious or political structure nor leader. In fact, when there is more than one group or clan of Warlocks in the same town or region, each is usually independent of the other. As for philosophy, they believe that one is either born a Warlock, or not.

Despite the lack of a supreme leader or formal laws or doctrine, Warlocks all share the same basic philosophy and all show great respect and courtesy to each other. Even Warlocks who are deadly rivals will first have a polite meeting to discuss the situation and to proclaim each other's intentions. Such hostile meetings inevitably end with a statement such as, “So, my brother, I must regrettably destroy you and any who stand with you, be they brother or sister Warlocks or valiant heroes.” To which the other Warlock responds, “Just as the wind and waves erode the mighty mountain, so must we clash, my brother.” The two are likely to enjoy a meal together, shake hands or hug, and depart. But from that moment on, the line has been drawn and there shall be no mercy nor quarter given by either when that line is

crossed. The blood and destruction caused by warring Warlocks can be horrendous.

Warlock Powers & Information

1. Choosing an Elemental Force. Although all four of the Elemental Forces are acknowledged and revered, the Warlock must choose one or two specific ones to tap into. Once the elemental force is selected it cannot be changed and it becomes the Warlock's *life sign* and source of power. Warlocks may worship and/or honor and respect other forces and deities, but cannot become priests, and most are too carefree and anarchist to follow a different philosophy other than the one gained by the bonding with the Elemental Intelligence.

2. Magic & Spell Casting. A Warlock derives his magic powers and spells directly from his Elemental Lord/Force in much the same way as a Witch and some priests from their supernatural allegiance. The Elemental being that represents the Warlock's chosen (Elemental) life sign gives him the power and grants him the Elemental Magic. The spell casting ability is not learned, but *endowed* by the Elemental deity. The spell is cast by invoking the Elemental power word(s) in a simple chant. Otherwise, Warlock magic in *Rifts*® works like the Ley Line Walker's magic, with each spell requiring a certain amount of P.P.E. and once the character uses all of his mystic energy, it is temporarily expended and no more spells can be cast until P.P.E. is recovered.

3. Initial Spell Knowledge and Learning New Spells. A Warlock has no power until an Elemental Force is chosen, and once chosen, it cannot be changed. Select one of the Elements of *Air*, *Earth*, *Fire*, or *Water*. Once the character has bonded with the Elemental Force of choice, he will be able to select three new spells for every level of experience, starting with level one.

Choosing two Elemental Forces is allowed, but the character must have an I.Q. 12 or higher and an M.E. 14 or higher. The advantage of this is that the Warlock has a greater range of selection for his magic. This character can select one (1) spell from each of the two Elemental Magic categories to which he is allied. The disadvantage is that the character only gets two spell selections per level of experience, instead of three; one from each of his two Elements.

For example: A Warlock having chosen Fire as his one Elemental Force will be able to wield/command the forces of fire only, but has a larger number of Fire spells available to him than a Warlock who may have Fire and Air. At third level a Fire Warlock has nine Fire spells, while the Fire *and* Air Warlock has three Fire and three Air spells (six total). Both possess Elemental Magic, but the Fire Warlock has greater control and mastery over his *one* Elemental force, while the Fire and Air Warlock has greater diversity of magic, but less control and mastery in each category.

Note: The Warlock knows the power words for the four Elemental Powers: Cherubot-kyn, Ariel-Rapere-kyn, Seraph-mytn, and Tharsis-mycn and Yin. And knows the mystic symbols of the four Elementals and the six stone symbols for Elemental Forces.



4. Choosing and Gaining spells. At first level the Warlock with *one* Elemental force can select a total of three spells from the first level spells offered by his selected Elemental life sign. Every time the Warlock reaches a new level of experience, he is allowed to select three new spells. The level of the spell available for selection is limited to the experience level of the Warlock. This means a Warlock can not select an Elemental Magic spell above his own experience level. For Example: A first level Water Warlock (having one Elemental Lord) can select any three First Level Water Elemental spells at first level. At second level, the Warlock chooses another three Water spells, but is able to choose from the range of spells listed under first *and* second level. Upon reaching third level of experience, the Warlock can again choose three Water spells, but this time is able to make his selections from the range of Water spells listed under levels 1, 2, and 3. When a Warlock reaches eighth level or higher, he can choose spells from any level, one through eight.

Note: Warlocks with *two* Elemental Lords gain and choose spells in the exact same manner, except that they can choose only *one* spell from *each* of the two Elemental Magic categories per level.

Under no condition can a Warlock learn any spells other than those provided by his Elemental deity. Warlocks, along with Witches and some clergy, have no knowledge of spell magic nor any other magic, because their powers are given to them through a supernatural force, not learned.

5. P.P.E.: The disciple of one Elemental Force gets 2D4x10+20 P.P.E., in addition to the P.E. attribute number. Add 2D6 P.P.E. for each additional level of experience.

The disciple of two Elemental Forces gets 2D4x10+40 P.P.E., in addition to the P.E. attribute number. Add 2D6 P.P.E. for each additional level of experience.

Unlike most practitioners of magic, the Warlock cannot draw P.P.E. from other living creatures, but can draw the mystic energy from Elemental beings of his life sign, as well as from ley lines, nexus points, and magic storage cells like certain talismans.

6. Magic Bonuses: +2 to save vs Horror Factor (+6 against Elemental beings), +1 to save vs magic, and +1 to save vs possession. +1 to spell strength at levels 3, 6, 10 and 14.

7. Speak Elemental. All Elementals communicate in a strange language that is a combination Telepathy and the spoken word. All Warlocks can speak and understand this language at 98%, but to all others this language is incomprehensible. Elementals do not have a written language.

8. Sense Elementals. Warlocks are so attuned to true Elemental Forces that they can actually sense the presence of an Elemental within a 120 foot (36.6 m) radius. Base Skill: 25% +5% per each level of the Warlock's experience. If Elemental Forces appear to be at work, the Warlock can deliberately try to sense an Elemental's presence and enjoys a +20% sensory bonus and doubled sensing range (240 feet/73.2 m).

Furthermore, a Warlock will intuitively recognize/sense a fellow Warlock and instantly know which Elemental Force(s) he or she is allied to (experience level, alignment, etc., is *not* known). There is also a 01-75% chance that a Warlock can see an invis-

ible Elemental despite its nature of invisibility, including Air Elementals, Spirits of Light, and the Demonic Jinn. Warlocks know and understand as much about Elementals as humanly possible. **Note:** Elementals shall be described in the *Rifts® Dark Conversions* or *Rifts® Dragons & Gods*.

9. Sense the Nature of the Life Sign. A *Water Warlock* can sense the location and direction of a body of water, river, lake, etc., within 100 miles (160 km); 62%+2% per level of experience. They can also accurately predict the amount of moisture in the air and the likelihood of rain, fog, snow, hail, etc, and when a storm will hit (accurate within 6D6 minutes). When crossing a body of water they can sense the shallowest and/or safest path to cross. As well as tell whether the water is contaminated by taking a tiny sip, 30% +5% per level of experience.

Fire Warlocks can sense the presence, general direction and distance of fires as small as a campfire within a 40 mile area (64 km). A forest fire can be sensed as far as 100 miles (160 km); success ratio is 62% +2% per level of experience. The Warlock can accurately sense air and surface temperatures and changes in air temperature. This power can extend to feeling an engine to tell how recently it was used (accurate within 6D6 minutes) or whether a person has a fever; 30% +5% per level of experience.

Earth Warlocks can recognize virtually all natural minerals from gold to iron with amazing accuracy; 62% +2% per level of experience. They can sense tremors in the earth from quakes, explosions, heavy equipment and similar seismic disturbances within a 40 mile area (64 km). More importantly, they can sense danger located in the earth like loose rock, quicksand, and land mines; 32% +4% per level of experience. Underground, the Earth Warlock has an unerring sense of direction; 80% +2% per level of experience.

Air Warlocks can tell the direction of the wind and accurately tell/sense time by observing the heavens; 62% +4% per level of experience. They can also sense the coming of storms, including ley line storms, and other atmospheric disturbances; 30% +5% per level of experience. They can also sense impurities in the air and be warned if the contaminants are hazardous; 30%+5% per level of experience.

10. Special abilities: Water: the character can instinctively Swim at a proficiency of 65% or gets a bonus of +20% if Swimming and/or Scuba are selected as learned skills. Can hold breath for up to five minutes.

Fire: The character radiates a protective aura that makes him, his clothes, and body armor (does not protect power armor, 'bots, vehicles or other people) impervious to normal fires (do no damage), but Mega-Damage fires, including magic and plasma, do half damage.

Earth: The character can instinctively perform Holistic Medicine at 50% proficiency and Identify Plants & Fruit at 65%. or gets a bonus of +12% if either is selected as a learned skill.

Air: The character instinctively knows Astronomy at 65% and Basic Electronics at 50%, or gets a 20% bonus if selected as learned skills. Can also hold breath for up to 10 minutes.

11. The Brotherhood — Etiquette Between Elemental Forces. No Elemental will hurt their "little mortal brothers" (Warlocks) unless absolutely necessary, provoked, or attacked first. Again, it is a result of the mysterious bond that is shared

between Elemental and Warlock. Even if the Elemental has been commanded/forced to kill a Warlock as part of its quest, it will first warn the Warlock of its mission, apologize, and state that it understands that the Warlock may feel compelled to fight back. After these formalities the Elemental attacks without hesitation or mercy.

If a Warlock encounters an Elemental that is guarding a passageway or object that he must use/get, the Elemental will warn the Warlock that it must kill him if he persists, and it will do so without hesitation if he does. Likewise, if a group of adventurers engage in combat with an Elemental it will destroy all of them except the Warlock in the group. Only when the Warlock confronts the Elemental will the Elemental strike back, but only after inquiring, "Why do you oppose me, little brother?" An appropriate response would be something like, "Because I must" or "Because I must pass." Elementals do not understand the concept of friendship, so saying that one is protecting the group because they are friends would be an explanation falling upon deaf ears. The Elemental will accept "I must." If the little brother must, he must, just as an Elemental must do as it must. However, the Warlock can stop the battle, discuss the situation, find out who is responsible for the Elemental's mission, and slay that person, which usually (but not always) frees the Elemental from its commitment. Or, the Elemental may tell the Warlock of a different entrance or way to get the item without a confrontation with it.

12. Summoning Elementals. A Warlock can summon only the type of Elemental that is his chosen life sign. This means the Fire Warlock can only summon a Fire Elemental and only *Lesser Elementals* will respond. When the Warlock is high level, 9th or better, he may be able to summon a Greater Elemental at half the normal success ratio.

The summoning process can be attempted only once a day (24 hour period) as the process is very emotionally and physically taxing. A physical symbol of the Elemental Force must be present as the focal point of concentration. The symbol of the Elemental must be scrawled on the floor in charcoal or in dirt/dust. On Rifts Earth, the normal two hours of concentration and chanting is dramatically reduced to 2D6 minutes! Only a Warlock may summon an Elemental in this way. **Success ratio:** 5% per each level of the Warlock's experience, +10% on a ley line or +20% at a nexus.

Once summoned, the Warlock is able to request the Elemental to aid him in battle or any activity for an unlimited length of time. However, the Elemental will want to go back to its own world after a day or two. Only the summoning Warlock can release it to return to its own dimension. The Elemental becomes increasingly insistent about being released with the passing of each day. This quickly changes to anger and hostility at an accumulative rate of 12% per week. The usual etiquette between Elemental and Warlock is lost when the being is pressed into slavery and the percentage indicates the degree of its hostility and the likelihood of it *killing* the Warlock to gain its freedom. Roll once for every week that passes. If the roll is under the hostility percentage, the Elemental will be angry enough to attack and kill the Warlock. HOWEVER, it will first warn the Warlock that it will kill him if he does not release it, now! Elementals never bluff, so the character will know this is, without a doubt, the case, and can react appropriately (usually by letting it free).

Elementals, generally, obey only the Warlock and follow any command without question, including fighting to the death. However, the creatures are extremely literal and will do exactly what the Warlock tells them to do, without consideration for other factors of what may seem obvious to a human.

Summoning Note Number One: Only a Warlock who is the foulest of the foul would ever intentionally allow an Elemental brother he summoned to die. Even the most minor of Elementals like the Phantom should not be allowed to die if it can be helped. One means of preservation is to release the Elemental from its summoning bondage. With the words, "I release you," the Elemental instantly disappears, dimensionally teleporting back to its home world, for it is the Warlock and his will that binds it to this realm of existence.

Summoning Note Number Two: The Warlock may also be able to summon Minor Elementals and fragmented essences from an Elemental Intelligence by means of Elemental spell Magic. These are even less powerful beings than a Lesser Elemental and don't count as an official summoning, they count as a spell.

13. Warlocks and Weapons. Warlocks are not limited in any way to the selection and use of weapons. However, most have minimal combat training. They seem partial to weapons made of wood or metal and weapons that shoot projectiles.

14. Colors and Clothing. Warlocks all wear colors and clothing that is indicative of their particular Elemental life sign. Air: White or light pastel colors. Earth: Brown, black or green. Fire: Red, orange or yellow. Water: Any shade of blue. Brown is the universal color symbol of Elemental Forces and can be worn by a Warlock of any Elemental Force. The traditional dress for a Warlock is a hooded robe the color of his chosen Element, any armor is underneath the robe. Jewelry will also correspond directly to their Elemental life sign. Air: Diamond or sapphire. Earth is onyx. Fire is a ruby or topaz. Water is the emerald or pearl. There is no restrictions as to body armor, except that Warlocks tend to avoid plastic armor and power armor.

15. Notes about Elementals. It is very important to stress here that Elementals, generally, have absolutely no regard for the lives or activities of mortal creatures. One will step on a baby or destroy a town if so commanded, or if in a rage, or out of ignorance/negligence. To an Elemental, creatures of this dimension (including all intelligent races) are just *bugs* without value. It is not because they are evil – because there is no ill will or evil intent – but because Elementals are so completely alien and different, they have no comprehension of life as we know it, nor the concept of law, or good and evil. In this regard the Elemental pays no heed to the harm or damage it may cause in its attempt to obey a Warlock's command. For example: Telling a Fire Elemental to go into town and get something or somebody sends it stomping through the streets, perhaps stepping on innocent people, damaging vehicles, and setting buildings on fire.

Only a Warlock can freely converse with an Elemental without being ignored, torn limb from limb, or needing some kind of protection (circle, charm, ward, etc.). An Elemental will not accept someone because he is the friend, kin, or lover of a Warlock. They will accept and befriend **ONLY** Warlocks, none other. In fact, Elementals are so friendly toward Warlocks that they have been known to stop in the middle of a massacre to

converse with one. **Note:** This applies only to True Elementals and not Spirits of Light or Demons with Elemental powers and/or orientation.

Most Elementals (98%) never leave the Elemental dimension, which is their home, unless impressed against their will into some activity by a magic-user, usually a Shifter, Summoner, Diabolist, or Warlock, occasionally another type of mage. As a slave, especially to non-Warlocks, they show their enslaver little loyalty. This means a slave Elemental will tell a brother Warlock everything they know about their mission or any other subject that he may inquire about. Elementals and Warlocks share a great kinship between each other, in a strange metaphysical way, and both always try to help each other. Both man and monster are uncommonly courteous and friendly toward each other, unless that Warlock is known as a cruel or destroying enslaver of Elementals. If the latter is the case, the Warlock is treated as if he were an enemy and possibly attacked if he continues to pester the irate Elemental. Of course, any Warlock worth the title, and desirous of the friendship of Elementals, should sincerely offer his aid to help an Elemental with any quest, or duty, or dilemma to ease its burden. Often, being courteous and generous to their little mortal brothers, they will decline the offer, but many Warlocks will aid their Elemental friend/deity anyway.

Along this line of thought, Warlocks are aware that Elementals don't like to stay away from their home dimension. Elementals pressed into service (and often carelessly destroyed) by uncaring Shifters, Summoners and other practitioners of magic will beg a Warlock to free them. Unless the Warlock is true scum or the forces he must fight to win their freedom are far too powerful for him, the Warlock will try to help the Elemental, especially if the creature is the same as his or her chosen life sign. This is true of both good and evil aligned Warlocks. Likewise, most Warlocks are extremely diligent in their efforts not to kill any Elemental that they have summoned. If an Elemental is left to guard something, the Warlock will usually put in the condition that at the point that the Elemental senses its destruction it is free to return home (see *Summoning Elementals*).

Rifts® Warlock O.C.C.

Alignment: Any. Although the Elemental Forces to which the Warlocks are linked may be very chaotic and freewheeling, a Warlock can be *any* alignment. Remember, the concept of alignments and laws are unfathomable to true Elementals (generally Anarchist alignment themselves).

Attribute Requirements: I.Q. 6 or higher, M.E. 10 to choose one Elemental Force, or I.Q. 12 and M.E. 14 to choose two Elemental Forces.

O.C.C. Skills:

Speaks two additional Languages (+10%).

Literate in Language of choice (+10%).

Lore: Demon & Monster (+10%)

Lore: Faerie Folk (+5%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Pilot Hover Craft (+5%)

W.P. Ancient of choice (select one).

W.P. Modern of choice (select one).

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of two O.C.C. Related skills, or Martial Arts for the cost of three skills.

O.C.C. Related Skills: Select 8 other skills, but two must be from Wilderness or Domestic. Plus select two additional skills at level 3, and one at levels 6, 9, and 12.

Communications: Any.

Cowboy: Horsemanship: General and Exotic Animals only.

Domestic: Any (+10%).

Electrical: Any.

Espionage: Tracking and Wilderness Survival only (+5%).

Mechanical: Any.

Medical: Any (+10% on Holistic Medicine).

Military: None.

Physical: Any, except Boxing and Acrobatics.

Pilot: Any (+5%), except robots and military vehicles.

Pilot Related: Any.

Rogue: Any.

Science: Any (+10%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any (+10%).

Secondary Skills: The character also 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.

Standard Equipment: Set of clothing, an appropriately colored hooded robe, set of traveling clothes and extra robe, light



M.D.C. body armor, knapsack, backpack, 1D4 small sacks, one large sack, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, first-aid kit, flint and charcoal, wooden cross, and Elemental symbol.

Weapons include a survival knife, automatic pistol or Triax pump weapon, and two weapons that match the two O.C.C. weapon proficiencies.

The vehicle of choice is often a horse or other live animal, with small, fast hover vehicles, like the hover cycle, another favorite.

Money: The importance and amount of money attained by a Warlock will depend on his personal goals and desire for wealth and power. Starts with 2D6x1000 in credits and 3D4x1000 in Black Market items.

Cybernetics: Starts with none and will avoid them.

Elemental Spell Magic

Elemental or Warlock Magic only goes up to eighth level and, except for those listed among Invocation-style spells, are *not* available to other magic occupational character classes. There are four main types of Elemental Magic: *Air*, *Earth*, *Fire*, and *Water*, each of which is described in its own section in the pages that follow.

For descriptions of Elemental Magic spells, see the **Rifts® Book of Magic**. For information on Elemental beings, see **Rifts® Dragons & Gods**.

Air Spells

Air: Level One

Breathe Without Air (3)
Cloud of Slumber (4)
Cloud of Steam (4)
Create Light (2)
Create Mild Wind (4)
Stop Wind (5)
Thunderclap (2)

Air: Level Two

Change Wind Direction (6)
Cloak of Darkness (4)
Create Air (6)
Distant Voice (5)
Electric Arc (4)
Heavy Breathing (5)
Howling Wind (7)
Levitate (7)
Mesmerism (7)
Miasma (7)
Northwind (7)
Orb of Cold (5)
Silence (10)

Air: Level Three

Air Bubble (10)
Call Lightning (10)
Float in Air (6)
Darkness (10)
Fingers of the Wind (8)
Frequency Jamming (8)
Frostblade (8)
Northern Lights (12)
Resist Cold (8)
Sheltering Force (10)
Walk the Wind (10)
Wave of Frost (6)
Wind Rush (10)

Air: Level Four

Ball Lightning (15)
Calm Storms (20)
Dissipate Gases (15)
Freeze Water (10)
Invisibility (20)
Leaf Rustler (15)
Lightblade (12)
Lightning Arc (15)
Phantom Footman (20)
Protection from Lightning (20)

Earth Spells

Level One

Chameleon (5)
Create Wood (5 or 10)
Dowsing (2)
Dust Storm (5)
Fool's Gold (5)
Identify Minerals (3)
Identify Plants (3)
Mystic Fulcrum (3)
Rock to Mud (6)
Rot Wood (4)
Shatter (3)

Level Two

Create Dirt or Clay (6)
Dirt to Clay (6)
Dirt to Sand (6)
Grow Plants (8)
Hopping Stones (6)
Throwing Stones (4)
Track (6)
Wall of Clay (8)
Wither Plants (10)

Level Three

Animate Plants (10)
Create Mound (8)
Crumble Stone (10)
Dig (8)
Earth Rumble (10)
Encase Object in Stone (10)
Locate Minerals (10)
Shrink Plant (10)
Wall of Stone (15)

Level Four

Animate Object (12)
Cocoon of Stone (15)
Mend Stone (15)
Quicksand (15)
Repel Animals (10)
Rust (15)
Sand Storm (15)
Wall of Thorns (15)

Level Five

Chasm (25)
Clay to Lead (20)
Clay to Stone (20)
Close Fissures (30)
Little Mud Mound (30)
Travel Through Walls (20)

Level Six

Clay or Stone to Iron (40/60)
Create Steel (34)
Mend Metal (30)
Stone to Flesh (30)
Travel Through Stone (35)
Wood to Stone (30)

Level Seven

Earthquake (50)
Metal to Clay (40)
Petrification (40)
River of Lava (50)
Sculpt & Animate Clay (40)
Wall of Iron (45)

Level Eight

Cap Volcano (80)
Create Golem (80)
Firequake (80)
Ironwood (50+)
Magnetism (40)
Suspended Animation (80)
Transference of Essence (50)

Air: Level Five

Breath of Life (60)
Circle of Rain (25)
Darken the Sky (25)
Detect the Invisible (10)
Invisible Wall (30)
Phantom (30)
Phantom Mount (25)
Sonic Blast (15)
Whirlwind (30)

Air: Level Six

Electrical Field (35)
Electro-Magnetism (40)
Mist of Death (40)
Snow Storm (50)
Vacuum (40)
Whisper of the Wind (30)

Air: Level Seven

Atmospheric Manipulation (50)
Hurricane (60)
Rainbow (60)
Tornado (60)

Air: Level Eight

Creature of the Wind (70)
Wind Blast (40)
Wind Cushion (50)

Fire Spells

Level One

Blinding Flash (1)
Cloud of Smoke (2)
Create Coal (5)
Fiery Touch (5)
Fire Bolt (4)
Globe of Daylight (2)
Impervious to Fire (5)
Nightvision (4)
Stench of Hades (4)

Level Two

Cloud of Ash (5)
Darkness (8)
Fireblast (5)
Flame Lick (7)
Freeze Water (8)
Heat Object/Boil Water (4)
Resist Cold (5)
Spontaneous Combustion (5)
Swirling Lights (8)
Tongue of Flame (6)

Level Three

Circle of Cold (10)
Circle of Flame (10)
Create Heat (8)
Extinguish Fire (8)
Fire Ball (10)
Fire Gout (10)
Lower Temperature (8)
Part Fire (8)
Wall of Flame (15)

Level Four

Cloud of Steam (10)
Fire Blossom (10)
Flame Friend (20)
Fuel Flame (10)
Heal Burns (15)
Mini-Fireballs (20)
See Through Smoke (12)

Level Five

Blue Flame (30)
Breathe Fire (20)
Eat Fire (20)
Fire Globe (20)
Screaming Wall of Flame (30)
Wall of Ice (30)

Level Six

Dancing Fires (35)
Eternal Flame (75)
Fire Whip (30)
Flame of Life (40)

Level Seven

Fire Sponge (50)
Melt Metal (50)
River of Lava (50)
Ten Foot Wheel of Fire (40)

Level Eight

Burst into Flame (70)
Drought (80)
Plasma Bolt (60)

Water Spells

Level One

Cloud of Steam (10)
Color Water (2)
Create Fog (5)
Dowsing (2)
Float on Water (4)
Purple Mist (5)
Salt Water to Fresh (4)
Sense Direction Underwater (4)
Walk the Waves (5)
Water to Wine (5)

Level Two

Breathe Underwater (6)
Change Current (8)
Fog of Fear (7)
Foul Water (6)
Frostblade (7)
Liquids to Water (10)
Resist Fire (6)
Ride the Waves (7)
Swim as a Fish: Superior (6)
Water Seal (8)

Level Three

Calm Waters (15)
Circle of Rain (20)
Command Fish (10)
Freeze Water (8)
Impervious to Ocean Depth (12)
Resist Cold (6)
Sheet of Ice (15)

Level Four

Communicate with Sea Creature (12)
Create Water (8)
Hail (20)
Shards of Ice (15)
Speak Underwater (10)
Swim Like the Dolphin (15)
Wall of Ice (20)
Water Wisps (30)

Level Five

Earth to Mud (20)
Protection from Lightning (25)
Snow Storm (40)
Ten Foot Ball of Ice (30)
Whirlpool (40)

Level Six

Encase in Ice (40)
Heal Burns (25)
Hurricane (50)
Little Ice Monster (40)
Part Waters (50)
Summon Sharks or Whales (50)

Level Seven

Drought (80)
Rain Dance (60)
Summon Storm (100)

Level Eight

Calm Waters (100)
Creature of the Waves (70)
Tidal Wave (80)

Magic by Book

A quick reference where to find the many types of magic in Rifts.[®]

African Witch Spells: **Rifts® Book of Magic** and/or **Rifts® World Book 4: Africa**.

Automatons: **Rifts® World Book 16: Federation of Magic™**.

Biomancer Weapons: **Rifts® Book of Magic** and **Rifts® World Book 6: South America One**.

Biomancy: **Rifts® World Book Six: South America One**.

Bio-Wizardry: **Rifts® Book of Magic** and/or **Rifts® World Book 2: Atlantis** and **Rifts® World Book 21: Splynn Dimensional Market™**.

Blue Flame Magic: **Rifts® Book of Magic** or **Rifts® World Book 9: South America Two**.

Bone Magic: **Rifts® World Book 18: Mystic Russia**, also included in the Necromancy section of *Rifts® Book of Magic*.

Cloud Magic: **Rifts® Book of Magic** or **Rifts® World Book 14: New West™**.

Conjuring: **Rifts® Book of Magic** or **Rifts® World Book 16: Federation of Magic™**.

Diabolism (Wards): **Rifts® Dark Conversions**, exclusively.

Dolphin Magic: **Rifts® Book of Magic** or **World Book 7: Rifts® Underseas**.

Druids of England: **Rifts® World Book 3: England**.

Elemental Magic: **Rifts® Book of Magic**, exclusively.

Herbology: **Rifts® World Book 3: England**.

Inuit Magic & Talismans: **Rifts® Book of Magic** and **World Book 20: Canada**.

Invocations (Wizardry): **Rifts® Book of Magic** for the complete list and descriptions in one volume! Majority are found in the **Rifts® RPG** and the unrevised edition of **Federation of Magic™**.

Korallyte Shaping: **Rifts® Book of Magic** and **World Book 7: Underseas**.

Ley Line Magic: **Rifts® Book of Magic** and **Coalition Wars® One: Sedition**.

Ley Line Walker Spells: See *Invocations*.

Living Fire Magic: **Rifts® Book of Magic** and **Rifts® World Book 18: Mystic Russia**.
 Mystic Kuznya (Magic Weapon-maker): **Rifts® World Book 18: Mystic Russia**, exclusively.
 Nature Magic: **Rifts® Book of Magic** and **Rifts® World Book 18: Mystic Russia**.
 Nazcan Line Magic: **Rifts® Book of Magic** and **Rifts® World Book 9: South America Two**.
 Necromancy: **Rifts® Book of Magic** and **Rifts® World Book 18: Mystic Russia**.
 Ocean Magic: **Rifts® Book of Magic** and **Rifts® World Book 7: Underseas**.
 Rune Weapons: **Rifts® Book of Magic** and **Rifts® World Book 2: Atlantis**.
 Shamanistic Magic: **Rifts® Book of Magic** and **Rifts® World Book 15: Spirit West**.
 Shifter Expanded: **Rifts® Dark Conversions**, exclusively.
 Summoner: **Rifts® Dark Conversions**, exclusively.

Spells of Legend: **Rifts® Book of Magic**, exclusively, under Invocations.
 Spoiling Magic: **Rifts® Book of Magic** and **Rifts® World Book 18: Mystic Russia**.
 Stone Magic: **Rifts® Book of Magic** and **Rifts® World Book 2: Atlantis**.
 Tattoo Magic: **Rifts® Book of Magic** and **Rifts® World Book 2: Atlantis**.
 Techno-Wizard Items (collected): **Rifts® Book of Magic**.
 Temporal Magic: **Rifts® Book of Magic** and **Rifts® World Book 3: England**.
 Whale Singer Spellsongs: Stone Magic: **Rifts® Book of Magic** and **Rifts® World Book 7: Rifts® Underseas**.
 Witch: Gypsy or Hidden Witch: **Rifts® Mystic Russia**, exclusively.
 Witch: Night Witch: **Rifts® Mystic Russia**, exclusively.
 Witchery & Pacts: **Rifts® Dark Conversions**, exclusively.

The Palladium Fantasy Role-Playing Game®

Palladium's Humanoid Races Optional Player Characters

The following races of people (R.C.C.s) are from **The Palladium Fantasy Role-Playing Game®, Second Edition**. The world itself, *resembles* Earth's own early Middle Ages and Renaissance eras of history with the extra added advantage of sorcery. Nonhumans in this environment include dragons, Giants, Orcs, Ogres, and Goblins, among many others, but the three most important *nonhumans* are Elves, Dwarves and the Canine Races (Wolfen at the front of the pack).

There is no advanced technology on the Palladium World. Not even black powder weapons, only low technology, magic and medieval peoples – many of whom rely heavily on magic or special training passed on through the ages.

Despite the lack of true science and technology, the Palladium World has enjoyed over 50,000 years of history, starting with the rebellion of the lesser races against the evil Alien Intelligences known as *The Old Ones*. Since the defeat of the Old Ones, a number of civilizations have risen to power and crumbled away. For a long time, Elves and Dwarves were the dominant races, but a six thousand year war between the two devastated their cultures and reduced them to lesser powers. This has given *human beings* the chance to become the new world power. However, while humans are one of the most common and dominant races, the Wolfen, and other canine races, are also a force to be reckoned with, and the two clash with increasing regularity.

Then, there are the so-called “monster races,” such as Giants, Trolls, Ogres, Orcs, Kobolds, and Goblins, among others. And lastly, there are the “dying races.” Those rare, monstrous or beautiful beings whose numbers seem to dwindle with each passing generation.

Presented in the following pages are the most common and most notable of the mortal humanoid life forms from the Palladium World. Most (unlike the demons and dragons that follow) should be “rare” on *Rifts Earth*. Victims of magic gone wrong, an evil plot or dimensional anomaly that has torn them from their natural home world and brought them to Rifts Earth. *Lord Coake*, the legendary leader of the Cyber-Knights, is said to have been a native of the Palladium World, and beings such as Wolfen, Changelings, Elves, Orcs, Goblins, Giants, and others *may* appear anywhere on Rifts Earth as lone travelers, small bands or an entire (though isolated) clan, tribe or community of people making a new life on Rifts Earth. Other rare individuals, groups or clans may serve as the *agents* of an evil or good being, or be out for themselves. Multi-dimensional travelers like dragons, demons, Deevils, demigods, godlings and gods are the most likely to enlist beings from other dimensions, and bring them to other worlds. The races of the *Palladium World* are just one of many possibilities.

Creatures of flesh and blood. The intelligent, humanoid races of Palladium are all *mortal*, Hit Point and S.D.C. beings. Like humans and (most) D-Bees of Rifts Earth, they need Mega-Damage armor or magic to protect themselves in the

Rifts® environment. While most have NO knowledge of advanced technology (much of which they are likely to regard as some type of “magic”), most are quick studies able to learn how to use a gun and other simple devices. Most Palladium Men at Arms O.C.C.s, in fact, should find the “magic of technology” to be very desirable, and are likely to adapt easily to the use of M.D.C. body armor, energy weapons, Vibro-Blades, radios, language translators, and riding hovercycles and robot horses. Likewise, most will enjoy the challenge of the “magic and monster” filled wilderness of Rifts Earth. On the other hand, high-tech cities, laboratories, factories and air bases (and aircraft) are likely to seem frightening and unnatural. Few born in the Palladium World will ever feel comfortable or safe in such high-tech environments. Some may refuse entering a vehicle or the belly of a giant robot, and most will distrust those skilled in the ways of technology, clinging to their own traditions, superstitions and old ways of life.

Physical M.D.C.: As noted above, creatures of flesh and blood require Mega-Damage Capacity (M.D.C.) body armor, force field or magic to protect themselves from Mega-Damage weapons, spells and attacks.

However, some beings actually transform into Mega-Damage creatures in the Rifts® environment. Whenever such a transformation is applicable, it is indicated in the character description, along with the exact stats and M.D.C. amount. For the most part, the conversion is pretty straight forward. I typically combine Hit Points and S.D.C. and reduce the total by 20% to come up with the amount of physical Mega-Damage (when applicable). Of course in most cases, mortal beings remain Hit Point and S.D.C. creatures regardless of their environment only *creatures of magic* and *supernatural beings* (and maybe certain super beings) change with their environment.

For creatures, like the Bearman, who remains a mortal Hit Point or S.D.C. being, but one with a hundred or more combined points, I keep the old formula: $100 \text{ S.D.C./H.P.} = \text{one M.D.C. point}$. Thus, a creature with 210 Hit Points and S.D.C. has the equivalent of 2 M.D.C. It's not much, but it's something. The same holds true for S.D.C. vehicles brought into or created in a Mega-Damage world: every 100 S.D.C. is equal to one M.D.C. point. Thus, an S.D.C. tank with 1075 S.D.C. has (or more to the point, can withstand) 11 M.D. points of damage; I round up to give the S.D.C. creature or item a little advantage.

Learning skills of Rifts Earth. Within a few short weeks, new arrivals will pick up the *common language* (+5%) of the region, and *two Modern W.P.s* (probably W.P. Energy Pistol and W.P. Energy Rifle). Any character with W.P. Knife can use small Vibro-Blades, and those with W.P. Sword can use large Vibro-Blades with the full benefit of bonuses from that W.P. Characters with W.P. Blunt can use a Neural Mace. Likewise, character with W.P. Archery can quickly adapt to the use of modern bows and high-tech arrows such as those with explosive tips.

After 2D4+4 months or upon the character reaching one full level of experience (whichever comes first), the Palladium character may learn a total of three new Rifts Earth Skills from the following categories only: *Communications* (i.e. radio communications), *Pilot* (basic vehicles like an automobile, Hovercraft, Hovercycle, Jet Pack, etc., only), *Technical* (any) and *W.P. Modern*.

Every two levels of experience thereafter, the character may learn to speak one new language or become literate in a spoken language, or choose one new skill from any of the four categories above. At the G.M.'s discretion, a skill or two from other categories *may* be made available to the character. For example, Basic Math, Cardsharp, Computer Hacking, Intelligence, or Demolitions, *might* be made available to a character who gets special training in said skill.

Without further ado, let us go directly to full conversions for the most common and notable R.C.C.s of the Palladium World.



Bearmen of the North

Humanoid mutant animals are not uncommon to Rifts Earth, particularly in North America, thanks to the genetic engineers of the Coalition's **Lone Star Complex**. CS sponsored genetic research facilities regularly engage in the experimentation with and creation of mutant animals, the most famous of which are the *Dog Boys*, but also *Battle Cats*, *Monkey Boys*, mutant *Rats* and the bear-like *Ursa-Warrior*. There are also animal-like

D-Bees, mutations, demons and creations of Gene-Splicers that may have a bear-like or animal appearance. Consequently, the **Bearmen of the North**, their distant Palladium kin, *Wolfen*, *Coyles* and *Kankoran*, and other animal-looking humanoids, are frequently mistaken as Lone Star creations, CS spies or demonic monstrosities. Of these possibilities, the Palladium Bearman might best be considered a “demonic monstrosity” or a Coalition Ursa-Warrior, and both are considered hostile and extremely dangerous.

Bearmen are large, hulking man-beasts who more resemble an angry, giant bear with an aggressive disposition and short temper. Like real bears, the creatures are huge, bulky, and muscular giants of fang and fur that stand nine to ten feet tall (about 3 meters). They are rumored to have been created by some magical experiment gone awry, eons past, on Palladium and subsequently killed their creator. Other tales suggest that they are other-dimensional beings summoned to the Palladium World during the Time of A Thousand Magicks. Nobody really seems to know, including the Bearmen themselves.

Most have little tolerance for stupidity, duplicity or politics and bowl over or kill anybody who stands in their way, threatens or annoys them. Bearmen are usually impatient, mean, bellicose bruisers who prefer to be left alone. When frustrated or angered (and both come easy for them), the furry brutes lash out with tooth, claws, blade and lasers. Their hostility and anger is not relegated to any one race, for they find most creatures, from humans and mutants to D-Bees and demons, equally infuriating and worthy of their ire. And when a Bearman or clan of Bearmen take to hating a particular species, their intolerance and belligerence knows no bounds.

The term “Bearman” or “Bearman of the North” is a specific reference to the Bearmen from the Palladium World. These giant, fur-covered humanoids are recognizable by their black or very dark brown fur, bear-like features and vile tempers. A temper that is fueled by the very fact that they have been dropped into an alien and hostile world where they feel vulnerable and confused, and have no way of escaping. This unexpected and despicable situation only serves to make most Bearmen whisked to Rifts Earth all the more foul-tempered and quick to strike out at others.

Yet, for all their anti-social behavior, Bearmen are neither savage barbarians nor wanton killers. They have a great respect for life and nature, and while all Palladium Bearmen act bossy, rude, abrupt, and threatening, the hulking mountains of muscle and fur rarely attack without being provoked and seldom kill without good reason. Most are satisfied with beating (often literally) or bullying an antagonist into submission, and rarely engage in cold-blooded murder or meaningless acts of torture or slaughter. On the other hand, they have no qualms at *taking* what they desire from others, and using whatever force they feel necessary. Their volatile temperament also means that they are easily agitated and provoked into physical confrontations as a means of resolving all types of disputes and problems. A constantly cheerful and friendly Bearman is some other mutant animal, D-Bee, or possessed, but is not a “true” Palladium Bearman of the North.

On their home world, Palladium, the Bearmen are found as adventurers, mercenaries and explorers throughout the world, but most are found in the remote wilderness areas and prefer the

cool, dense forests of the Great Northern Wilderness and Old Kingdom. They are also popular sources of entertainment in the gladiatorial arenas of the Western Empire.

The same holds true in the world of **Rifts**. The Palladium Bearmen are most likely to be found roaming around mountains and northern forests of America and Canada. Here too, they are coveted as gladiatorial warriors and fetch a good price from Slavers and Minions of Splugorth. They are said to have gained entrance into Earth by means of the *Calgary Rift*, but others claim that the Detroit and Windsor Rifts are the source of their presence. Regardless, an estimated 100-200 Palladium Bearmen are believed to roam the wilderness of Canada and another hundred the Rocky Mountain range and northern United States, possibly more.

Bearmen are very simple creatures who shun civilization. Most are nomadic Wilderness Scouts (or Palladium RPG style Men at Arms) who live off the land and explore its wonders. They find Rifts Earth a delightful new home because the wilderness regions are vast and the number of people few. They are not at all interested in power or treasure. Two common vices include sweets and alcohol.

Though known as primordial brutes given to violent outbursts, people who win a Bearman’s true friendship will find they have a stalwart friend and ally who will stand loyal and true to them even in the face of death. Back on the Palladium World, a popular saying states that the only thing more ferocious than a Bearman’s temper is his loyalty to a friend.

Alignment: Any, but often Aberrant, Anarchist, and Unprincipled.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 5D6+2, P.P. 4D6, P.E. 6D6, P.B. 3D6, Spd. 3D6. **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*; see damage for details.

Hit Points: 2D6 +P.E. attribute number and 1D6 per each level of experience.

S.D.C.: 2D4x10 plus those gained from O.C.C. and physical skills. Typically around 80-140, or roughly the equivalent of one M.D.C. (or two when H.P. are included in the consideration). Thus, the character can usually withstand one or two points of Mega-Damage before being vaporized!

Natural Armor Rating: 11, only applicable in S.D.C. combat. Any roll to strike that is 11 or less does no damage to the Bearman expect mess his fur or scratch his skin, and the beast ain’t likely to appreciate either.

Horror Factor: 14

P.P.E.: 3D6; Palladium Bearmen have no aptitude for magic.

Physical Appearance: Huge, hulking, humanoid bears with dark brown or black fur.

Size: 9 to 10 feet tall (2.7 to 3 m).

Weight: 1200-1800 pounds (540 to 810 kg).

Natural Abilities: Bionic strength, Nightvision 10 feet (3 m), poor day vision (about 120 feet/36.6 m), superior sense of smell and hearing (track by smell alone 44% +4% per level of experience), recognize a familiar scent 60% +3% per level of experience), instinctive swimmers 70%, instinctive climbers 60%/50%, recognize poison 90% (instinctive), prowl (natural ability) 28%. Unlike their canine cousins, the Palladium Bearmen can NOT sense magic or the supernatural, but have no love for either.

Attacks Per Melee (Rifts): Two in addition to O.C.C. Hand to Hand skill and level (NPC villains typically have 4 to 6 melee attacks).

Damage: Claws do 2D6 S.D.C. damage plus P.S. bonuses, conventional S.D.C. power punch 4D6 +P.S. bonus, bite does 2D4 S.D.C. damage, head butt 1D6, or by weapon (usually large).

Note: On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the character can inflict Mega-Damage from “power punches,” power kicks, power claw attacks and bites (counts as two melee actions and typically inflicts 1D4 or 1D6 to 2D4 M.D. per “power” attack).

Racial Bonuses (in addition to attributes and skills): +1 on initiative. +1 to save vs Horror Factor at levels 1, 2, 3, 4, 5, 6, 8, 10, 12, and 14.

Magic: None.

Psionics: Standard, same as humans.

Average Life Span: 60 years.

Habitat: Wilderness and forested mountains; ideally cool or cold climate.

Available O.C.C.s: Any Palladium RPG Men of Arms or Rifts RPG Wilderness Scout, Headhunter, Grunt (equivalent), or Vagabond (limited to only three physical skills for all O.C.C.s). They shun the mystic arts, although they may use magic weapons and items.

Skills of Note: Speak Wolfen 98%, Gobblely 80%, and most Bearmen can speak at least some Dragonese (Elven) 40% unless a specific O.C.C. language skill is selected. 20% also speak either Troll or Faerie at 50%. These are in addition to the usual O.C.C. skills.

Enemies: Everybody! Bearmen don’t trust or like anybody until the person has proven himself, but they especially hate Bug Bears and Xiticix.

Allies: Mutant canines/Dog Boys, Kankoran, Psi-Stalkers, Simvan, Lynn-Srial, and Faerie Folk are most likely to be most easily accepted by Bearmen.

Weapon Notes: Large, two-handed swords and tree trunks used as clubs are S.D.C. weapons of choice. Bearmen generally prefer hand to hand combat with sword, club or axe, but quickly adapt to technology. Most love Vibro-Blades and energy weapons, particularly heavy weapons such as pump guns, grenade/rocket launchers, particle beam rifles, plasma ejectors and rail guns.

These giants rarely wear armor in their native S.D.C. world, but have taken to wearing loose, heavy M.D.C. armor such as the Crusader and Gladiator styles on Rifts Earth.

Canines: Wolfen

The most civilized and powerful of the three canine races is the **Wolfen**, a fierce warrior people who have risen out of barbarism and constant war only in the last two or three generations. Their constant infighting and barbaric warrior ways held them back for centuries. However, in the last few decades the Wolfen tribes have united and quickly grown into a well organized, disciplined and orderly society. They still hold to the ways of the warrior, but have developed into a sophisticated military machine amazingly similar to the early ancient Romans of Earth, right down to similar garb, weaponry and military tactics. This has led some multi-dimensional travelers familiar with Earth history to wonder if there isn’t some link between the ancient Romans and the modern day Wolfen of the Palladium World, or whether this is just another strange case of parallel development. Coincidence seems to be the case here, as the Wolfen seem oblivious to Earth and dimensional travel, and scramble to learn magic for the first time in their history.

Although the humans and many other races on the Palladium World see Wolfen as barbaric, child-eating monsters, it is not true. The giant canines are as intelligent, compassionate and civilized as the humans of that same world and era. The belief that they are savage monsters is perpetuated by the humans’ own ignorance, hatred, fear and bloody confrontations of the past. Some scholars fear that the humans’ sense of imperial superiority and right of inheritance of their world will lead to war and the collapse of both human and Wolfen civilizations just like the demise of the Elvish and Dwarven empires. As humans began to settle the northern portions of the Palladium World, they invaded Wolfen claimed territories and instigated conflicts between “man and beast-man.” As mighty, conquering warriors, the Wolfen reacted to explorers and settlers as invaders and killed them in fair combat, but humans saw such incidents as massacres and murder. Thus, mounting tensions suggest war is on the horizon.

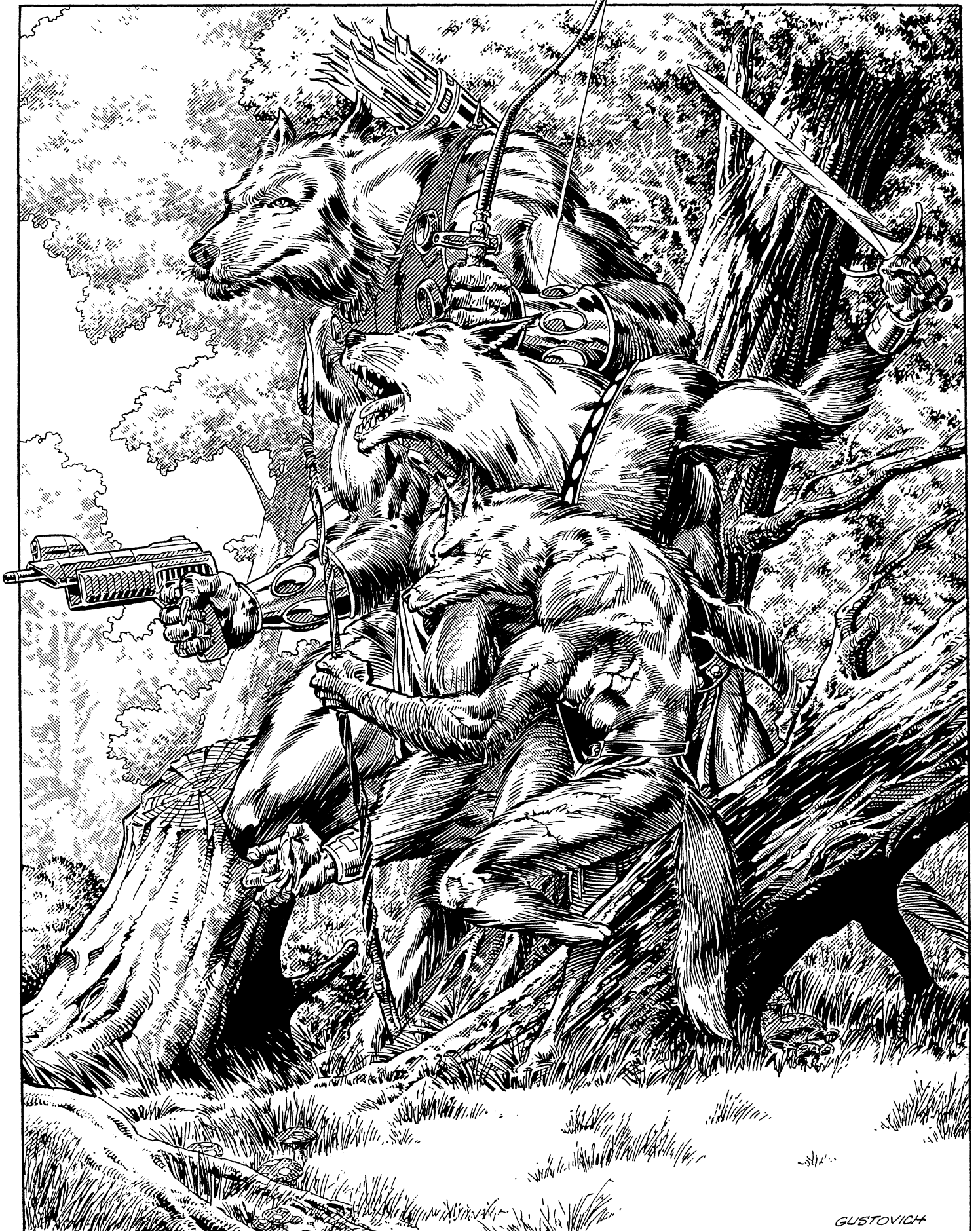
On Rifts Earth, Wolfen are believed to be a rarity, although there are rumors of a new culture of warrior canines in the style of the Ancient Roman Empire repopulating Italy. So far, such tales have been dismissed, but accurate communication on Rifts Earth is terrible at best, and things can change overnight thanks to magic and dimensional Rifts. To be sure, lone Wolfen warriors and small bands of the humanoids have, indeed, made it to Rifts Earth. Whether there are a few hundred, like the Bearmen, or a few thousand scattered across the planet is anyone’s guess. In fact, one must wonder if some tales about demon wolves and werewolves are not really stories about misidentified Wolfen.

In Rifts North America, a Wolfen is very likely to be mistaken for a *Dog Boy* or some similar mutant canine created by the Coalition States. However, there are certain significant differences between a Dog Boy and a Wolfen. One, Wolfen stand 7-10 feet (2.1 to 3 m) tall, while the average Dog Boy is only 5-6 feet (1.5 to 1.8 m) tall, with a good third under five feet (1.5 m). Two, Wolfen and their Palladium canine cousins have true animal haunches and resemble a dog standing on its hind legs. Three, Wolfen, while usually soldiers, are likely to exhibit a range of knowledge and aggressive independence not common to Dog Boys, even feral ones. And lastly, Wolfen speak their own guttural language and have a written language as well.

Canines

Palladium Coyles, Kankoran, & Wolfen

The Palladium World contains a variety of humanoid canine races. The most famous are the giant **Wolfen** and their smaller cousins, the **Coyles**, but there is also the petite and ferocious **Kankoran**.



GUSTOVICH

However, these are all distinctions that often escape most casual observers. When face to face with one these great man-beasts, all one tends to notice is the snarling canine muzzle lined with wicked-looking teeth; whether it is a Dog Boy or Wolfen becomes irrelevant. Only true Dog Boys, other canines, Psi-Stalkers, Simvan, Druids and genetic engineers are likely to notice the differences immediately.

In Rifts Canada, France, Russia and parts of Eastern Europe, Wolfen (and Coyles and Kankoran) may be mistaken for Loup Garou, werewolves, demons or woodland spirits, especially if they are encountered as a solitary adventurer or in small groups.

Alignments: Any, but tend toward Principled (good) and Aberrant (evil), because both alignments have a strong personal code of honor.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+1, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd 4D6. **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*; see damage for details.

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 20 plus those gained from the O.C.C. (Typically 25-30 for Men at Arms) and physical skills.

Natural Armor Rating: 6, only applicable in S.D.C. combat. Any roll to strike with an S.D.C. attack that is 6 or less does no damage to the canine even if it hits.

M.D.C.: None. This means the mortal character needs to acquire M.D.C. body armor like humans. Being soldiers by nature, Wolfen love body armor and find the Mega-Damage body armor and M.D. weapons of Rifts Earth to be marvelous inventions. Most Wolfen will strive to acquire a full suit of M.D.C. armor, whether it be home spun or full environmental armor specially designed to accommodate their unique size and physiology.

Horror Factor: 12

P.P.E.: 3D6

Physical Appearance: Giant humanoid wolves. The body is covered in dark and/or light grey colored fur. The head is wolf-like with a muzzle, canine teeth, powerful jaws, pointed canine ears, and hazel, brown or green eyes.

Size: 7 to 10 feet tall (2.1 to 3 m).

Weight: 350 to 500 pounds (157.5 to 225 kg).

Natural Abilities: In addition to the Wolfen's intelligence, physical strength and size, the character also has bionic level strength, Nightvision (40 feet/12.2 m), excellent color (day) vision (equal to human 20/20 vision), a keen sense of smell (20% +4% per level of experience to track blood scent up to 500 feet/152 m away, recognize common/known smells 50% +3% per level of experience, and 16% +4% to recognize the scent of others up to 50 feet/15.2 m away), and keen hearing (same as a Dog Boy). Unlike Dog Boys, Palladium canines cannot sense the supernatural or magic like intelligent mutant dogs.

Attacks Per Melee (Rifts®): As per Hand to Hand combat, plus those gained from Boxing and other physical skills.

Damage: Punch or claw strike inflicts 2D4 S.D.C. damage +P.S. bonus, a kick 2D6 S.D.C. damage +P.S. bonus and a bite does 2D4 S.D.C. damage (no additional P.S. damage). **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the canine can inflict Mega-Damage from "power" punches, kicks, and claw attacks, but "power at-

tacks" counts as two melee actions/attacks and typically inflict only 1D4 or 1D6 M.D. per strike.

R.C.C. Bonuses (in addition to attributes and skills): +1 on initiative. +2 to save vs Horror Factor at level one and +1 at levels 4, 8 and 12.

Magic: Some Wolfen covet the secrets of magic, and such individuals find Rifts Earth a true wonder and *may* seek to learn one of the disciplines of magic – probably Ley Line Walker, Mystic, Warlock or any of the Native American Shaman or magical Indian Warrior O.C.C.s are most appealing to them, but any is possible. Starts at level one proficiency. Otherwise, most Wolfen (85%) are a Man at Arms O.C.C.

Psionics: Standard, basically same as humans.

Average Life Span: 60+ years.

O.C.C.s, Palladium Fantasy®: Virtually any O.C.C., but most lean toward highly skilled and warrior occupations.

O.C.C.s, Rifts®: If the canine was brought to Rifts Earth as a child or born on the planet, then the character can be virtually any O.C.C. However, their natural warrior instincts are likely to attract them to one of the Men at Arms or Adventurer O.C.C.s.

The following probably have the greatest allure: Coalition Dog Pack and any CS military O.C.C. (actually its mercenary or freedom fighter equivalents), Mercenary, Soldier, Wilderness Scout or Military Ranger, Trapper/Woodsman, Bandit, Bounty Hunter, Headhunter, Freelance Spy, Gunfighter, Gunslinger, Sheriff/Lawman, Knight/Cyber-Knight, Vagabond or any of the American Indian Warrior O.C.C.s. Some of the Scholar and Adventurer O.C.C.s may be attractive also. Back on the Palladium World, there is a faction dedicated to learning magicks of all kinds, but on Rifts Earth, a Wolfen's attraction to the mystic arts is likely to be the result of circumstance, personal inclination and exposure to the craft. Those born on Rifts Earth are the more likely to consider the pursuit of magic (any). Most Wolfen try to avoid full bionic conversion, but will consider cybernetic implants and partial bionic reconstruction.

Phase World® Note: Creatures known as Wulfen or Wolfen are a major force in the Three Galaxies and are virtual genetic clones to the Wolfen of the Palladium World. Whether one is descended from the other, or which may be the progenitor and the progeny is unknown. If they are related, and scientific evidence suggests they are, how they separated and came to exist in two starkly different environments is a mystery that will probably never be solved. The best (biased) guess of scholars and scientists of Phase World is that the Palladium Wolfen are descended from those of Phase World. Perhaps the descendants of survivors from a crashed spaceship sucked through a dimensional space anomaly or early experiment in dimensional travel, and which, once trapped on an alien world, fell to barbarism. Indeed, the Wulfen Empire of the Three Galaxies are a space-faring people of some renown, so it is possible that a lost colony or marooned spaceship found its way to the Palladium World. However, the fact that other kindred canines – cousins to the Wolfen – also exist on the Palladium World, suggests Palladium is more likely the place of origin for the Wulfen race. Then again, the Wolfen and other canine races may have originated elsewhere, making the Space Wulfen and Palladium Wolfen distant relatives whose ancestors sprang up on some long forgotten, distant planet.

Skills of Note: Two thirds of all Wolfen speak and read the Wolfen and Elven/Dragonese languages at 98%, know Basic

Math (+10%) and one extra ancient W.P., all in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered to be a Dog Boy or D-Bee on Rifts Earth.

Enemies: Traditionally humans, Dwarves, and Changelings are despised. Elves are allied to humans and therefore, an enemy, however, Wolfen covet the knowledge and friendship of Elves and are constantly soliciting their favor. Wolfen generally see supernatural forces as evil and dangerous. As a result, they seldom ally themselves to the supernatural, but will consider using/commanding supernatural forces in the same way as humans.

Allies: Fellow canines, D-Bees, and monster races. Indifferent toward most others. Most free Wolfen view the Dog Boy human-loyalists with some measure of confusion and disappointment (not hatred or disdain), because they so cheerfully serve humans as a sort of slave class. Conversely, Dog Boys view Wolfen (and other free canines) as curious but dangerous feral cousins who don't share their civilized view of, and sense of loyalty to, humans.

Weapon Notes: Palladium Wolfen love large swords, pole arms, and battle axes. Those who adapt to Rifts Earth enjoy Vibro-Blades and Mega-Damage energy weapons of all kinds, from finesse weapons known for their accuracy to rail guns and other heavy weapons.

Notes: The Wolfen may be considered to be roughly equivalent to humans in society, philosophy, temperament and intelligence. Back in the Palladium World, the Wolfen Empire threatens the supremacy of humankind.

The Wolfen birth rate also gives them a survival edged over humans and other races, giving birth to 1D4 young after an eight month gestation period. Wolfen reach full physical maturity in 13 years.

Canine: Coyles

Another canine humanoid from the Palladium World is the Coyle. They are smaller cousins of the Palladium Wolfen who refuse to join the Wolfen's quest to build their own civilization and culture and who revel in barbarism and savagery. Coyles still roam the vast forest wilderness in large tribes that constantly fight and bicker amongst themselves; usually over such trifles as which tribe has the best warriors, or the most warriors, or the best leaders, or wisest shaman, prettiest females, and so on. They are wild, aggressive, carefree, and rebellious compared to their Wolfen cousins, and are a constant source of consternation to the Wolfen Empire.

Coyles operate in large, loose knit tribes and engage in a life of raiding and murder. Their primary victims: humans and other non-canine races. Coyles view themselves, and to a lesser extent, the Wolfen and Kankoran, as the "chosen people" of the world. Consequently, a Coyle doesn't recognize the rights of any being who is not a canine. As they see it, stealing from or killing members of other races is their privilege, not a crime. This attitude and murderous behavior is what has, ironically, helped to perpetuate the myth that the *Wolfen* are merciless barbarians who delight in bloodshed and atrocity, for most humans do not distinguish any difference between Coyle and Wolfen.

This is a tragic mistake, because most Wolfen view the Coyles' acts of savagery with equal disdain. While the Wolfen, even during their days of barbarism, were generally noble and fair warriors, the Coyles have always delighted in torture and massacres.

The Coyles are particularly dangerous because of their skill as warriors and natural prowess. Their superior Physical Prowess (P.P.) combined with a sharp intelligence, cunning and wild, daring tactics makes them a respectable fighting force. Coyles are also known for battle tactics involving sneak attacks, crossfire, ambush, flanking attacks and feints. These tactics make them far superior to most other sub-human forces on the Palladium World and equal to humans. Even Elf and human commanders have been humbled by superior Coyle tactics and treachery. For example, Coyles disdain heavy armor and delight in drawing knights in heavy plate or scale mail into pitfalls and water traps.

Generally, Wolfen look upon their cousins as barbarians who foolishly cling to their old self-destructive ways. Renegade Coyles and Coyle tribes are moving ever southward to avoid the oppressive Wolfen Imperial government. Unfortunately, this pushes them into increasing conflict with human settlers in the southeast.

If Coyles exist on Rifts Earth they exist in small numbers. Being closer to human-size, ranging from 6-8 feet (1.8 to 2.4 m), they are much more likely to be mistaken for Dog Boys, or Loup Garou, werewolves, or other type of mutant or D-Bee. Being thieving savages by nature, Coyles are most likely to join forces with other raiders, bandits and tyrant lords. A Coyle would thrive in the Pecos Empire or among the Simvan, the Monster Kingdom of Calgary, Gargoyle and Brodkil Empires and other monstrous kingdoms.

Alignments: Any, but tend toward Unprincipled, Anarchist, Miscreant and Diabolic.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 3D6+1, P.P. 4D6+1, P.E. 3D6, P.B. 3D6, Spd 3D6. P.S. is in the normal, human range.

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 20 plus those gained from the O.C.C. (Typically 25-30 for Men at Arms) and physical skills.

Natural Armor Rating: None.

M.D.C.: None. This means the mortal character needs to acquire M.D.C. body armor like humans. Coyles prefer light-weight body armor and find the Mega-Damage body armor and M.D. weapons of Rifts Earth to be marvelous inventions. Most Coyles will strive to acquire a light suit of M.D.C. armor, whether it be homespun or full environmental armor specially designed to accommodate their size and physiology.

Horror Factor: 11

P.P.E.: 3D6. Coyles lack the discipline to pursue the mystic arts.

Physical Appearance: Similar to Wolfen, but look more like coyotes than wolves and are smaller than Wolfen (typically 6-7 feet/1.8 to 2.1 m). Their body is covered in light grey or light brown fur, the ears a tad smaller and their build more slim. Brown, grey, blue or green eyes.

Size: 6 to 8 feet tall (1.8 to 2.4 m); most are 6-7 feet (1.8 to 2.1 m) – 72 inches +4D6 inches.

Weight: 200 to 300 pounds (90 to 135 kg).

Natural Abilities: Nightvision 40 feet (12.2 m), keen color vision, superior sense of smell and hearing, recognize common/known smells 50% +3% per level of experience. Track by smell alone 30% +4% per level of experience. Can not sense the supernatural or magic like intelligent mutant dogs.

Attacks per Melee (Rifts®): As per Hand to Hand Combat and other skills. No special bonus.

Damage: Bite does 1D6 S.D.C. damage and claws do 1D6 S.D.C. damage plus P.S. bonus.

Bonuses (in addition to attribute, O.C.C. and Skill bonuses): +1 on initiative and +1 to save vs Horror Factor.

Psionics: Standard, basically same as humans.

Average Life Span: 45+ years.

O.C.C.s Palladium Fantasy®: Any O.C.C., but generally too lazy to study magic or scholarly pursuits. They lean toward Men at Arms and Vagabond adventurer types.

O.C.C.s Rifts®: Technically, any O.C.C., including the Coalition Dog Pack, but 99.9% of all Coyles are too lazy, undisciplined, hyper and self-centered to study magic, scholarly pursuits or to learn demanding occupations like Operator, Body Doc or technician. Coyles like occupations they consider easy (not that a fighter's life is easy) and which offer instant gratification (like killing somebody and robbing them). Thus, they gravitate toward Men at Arms occupations and adventurers like the Raider (any), Wilderness Scout, Thief, Vagabond, Gambler, Saddle Tramp and Saloon Bum. Maybe a City Rat, but if so, probably a Gutter Rat, Runner or Roof Rat.

Occasionally a Headhunter, full conversion cyborg, Juicer or Crazy. **Juicer Note:** For reasons unknown, Coyles can be "juiced," but a Coyle Juicer is *not* as powerful as the conventional Human or Ogre Juicer. Reduce all typical Juicer bonuses by *half* and a Coyle Juicer (who should be super rare) is often a crazier risk taker and more reckless than human Juicers. The latter is true of *Coyle Crazies* as well.

Skills of Note: Speak Wolfen and Gobblely at 98%, and knows one extra ancient W.P. in addition to O.C.C. skills. Also get a +5% skill bonus to any Espionage or Wilderness skills.

Habitat: Can be found anywhere, but usually mistaken for a Dog Boy, D-Bee or werewolf.

Enemies: Traditionally, humans, Dwarves, and Changelings are despised. Coyles have mixed feelings and a love-hate relationship with Wolfen. On one hand, they have been bitter enemies in the past and resent the Wolfen's superiority and power. They also find the Wolfen dream for culture and civilization to be foolish and restrictive on personal freedom. On the other hand, they fear and respect the mighty Wolfen. On the Palladium World, many Coyle tribes are solid allies with powerful Wolfen clans and generals, while others are still free-roving bandits and bitter enemies of the Wolfen.

Allies: D-Bees, and non-humans in general. Foolish, greedy and overconfident, many Coyles will get in over their heads by allying themselves with powerful practitioners of magic, witches, dragons, demons, and powerful supernatural beings. Occasionally, even a human who promises them power, wealth and/or a chance to wreak carnage.

Weapon Notes: On Rifts Earth, Coyles prefer light armor and love Vibro-Knives and energy weapons, particularly laser and ion weapons. They also adore small, fast vehicles, particularly jet packs, hovercycles and rocket bikes.



Canine: Kankoran

The Kankoran believe in living a simple, Spartan life as hunters and woodsmen. They are in harmony with nature and fiercely protective of any remote wilderness habitat they consider their home. Though a gentle, loving and compassionate people among their own kind, their society is harsh and anything but easy. As the young enters adulthood they are required to go through a rite of passage. Exactly what that rite is varies according to the tribe and the location. Typically, it involves the young Kankoran living alone, off the land, for six months to a year. Even more severe is the rite of the Emirin Tribe of Kankoran in which two young Kankoran must seek out a single young Emirin and battle it to the death. Since it's a very even battle, the Emirin actually approve of this ritual.

These rites of passage are crucial to Kankoran society. All Kankoran have names that reflect their rite. For example: Leftside-Wound, Mountain Shadow, and Knife Handle are typical Kankoran names. Kankoran call scars "stripes," and respect anyone with an impressive collection.

Kankoran have a rather naive view of other creatures. Wolfen, D-Bees and sub-humans are considered "children," unless they can show they know how to take care of themselves in the wilderness. Outsiders who subject themselves to a Kankoran rite of passage can be completely accepted as a fellow Kankoran. It is not unusual for Kankoran to adopt stray children of any race. One of the great legends of the Kankoran is that they were created by the Elves in the distant past. For this reason they respect Elves and will go out of their way to help them. They also get along with most of the gentler Faerie Folk and elemental spirits.

Kankoran are not dimensional travelers, and are not likely to enter a dimensional portal without a compelling reason to do so. Consequently, any Kankoran encountered on Rifts Earth is either there by accident (an odd quirk of fate or the handiwork of unwanted magic) or some important reason. Furthermore, the odds of there being more than a half dozen Kankoran in any one location are slim and none.

Standing a sturdy four to five and a half feet (1.2 to 1.7 m) tall, they are more the size of a Dog Boy, but only the most unknowledgeable person would mistake a Kankoran for a Dog Boy. Kankoran are humanoid foxes with luscious red fur and a fluffy tail tipped in white. Courageous and kind by nature, a Kankoran is likely to come to the aid of someone in need, especially if a woman or child. Kankoran should get along famously with traditional Native Americans, Sasquatch, Wild Psi-Stalkers, Druids, Cyber-Knights, Lyn-Srial, and similar people who live off the land and appreciate nature, Mother Earth and the sanctity of life. They are also likely to respect most Wilderness Scouts, Woodsmen/Trappers/Hunters and noble warriors. However, warriors clad inside robots, power armor, aircraft and armored vehicles are likely to be viewed as cowards and weaklings hiding within an armored shell. Meanwhile, Kankoran should take an instant dislike to aggressive and cruel savages such as the Simvan, Brodkil, and any being who is a destroyer, slaver or without honor and compassion. Thus, most Kankoran see the Kingdom of Monsters growing in Calgary, vampires, the Federation of Magic, the Splugorth and their minions, the Gargoyle and Brodkil Empires and other monstrous kingdoms as evil and dangerous groups best to be avoided (or destroyed).

Alignments: Any, but tend toward good and Unprincipled.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 3D6, Spd 4D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 20 plus those gained from the O.C.C. (typically 25-30 for Men at Arms) and physical skills.

Natural Armor Rating: 6, only applicable in S.D.C. combat. Any roll to strike with an S.D.C. attack that is 6 or less does no damage to the canine even if it hits.

M.D.C.: None. This means the mortal character needs to acquire M.D.C. body armor like humans. Most Kankoran prefer light and medium armor, often of the homespun variety.

Horror/Awe Factor: 12, at least when they are seen in combat or when angry or threatening.

P.P.E.: 4D6

Physical Appearance: Small canine humanoids covered in red or reddish brown colored fur. They have brown or green eyes and look like a humanoid fox.

Size: Four to five feet plus 1D6 inches tall (about 1.2 to 1.6 m).

Weight: 80 to 140 pounds (36 to 63 kg).

Natural Abilities: Nightvision 40 feet (12.2 m), keen color vision (a bit better than human 20/20 vision), a keen sense of smell (30% +4% per level of experience to track blood scent up to 1000 feet/305 m away, recognize common/known smells 50% +3% per level of experience, and 20% +4% recognize the scent of others up to 50 feet/15.2 m away), and keen hearing (same as a Dog Boy). Unlike Dog Boys, Palladium canines cannot sense the supernatural or magic like intelligent mutant dogs.

Attacks per Melee Round: As per Hand to Hand and other skills +1 additional attack per melee round.

Damage: Bite does 1D6 S.D.C. damage and claws do 1D6 S.D.C. damage plus P.S. bonus.

Bonuses (in addition to attribute, skills and O.C.C. bonuses): +3 on initiative and +2 to pull punch. +1 to save vs Horror Factor at levels 1, 2, 3, 5, 7, 9, 11, 13, and 15.

Psionics: Standard, basically same as humans.

Average Life Span: 45+ years.

O.C.C.s Palladium Fantasy®: Any O.C.C., but generally a woodsman/ranger or long bowman. Occasionally a Mind Mage or clergy.

O.C.C.s Rifts®: Technically any O.C.C., including the Coalition Dog Pack, but Kankoran are so attuned to nature and life in the wilderness that most avoid mechanical, machine and robot/vehicle based skills. That means there is likely to never be a Kankoran Operator or Power Armor pilot. Even Kankoran born and raised on Rifts Earth tend to avoid technology (bionics and cybernetic implants included) and learn only the most basic modern skills: Computer Operations, Radio: Basic, Pilot Hovercycle, and similar. Most will gravitate toward Wilderness Scout, Trapper-Huntsman, Trapper-Woodsman, Vagabond and Men at Arms O.C.C.s. Occasionally a Mind Melter, Psi-Druid, or Cyber-Knight. Kankoran hate magic, but there is the occasional little mage. No Kankoran is going to willingly submit to cybernetic, bionic or any other means of "unnatural" augmentation, they'd rather lose a limb.

R.C.C. Skills: Speaks Wolfen (but is illiterate) and Gobblely at 98%, and knows one extra Ancient W.P.; all are in addition to the usual O.C.C. skills. Also gets a +5% skill bonus to any Espionage or Wilderness skills.

Habitat: Theoretically, can be found anywhere, but prefers forest habitats. In the Palladium World most Kankoran live in the forests and mountains of the north.

Enemies: No formal enemies, but hates wicked tormentors, slavers and destroyers.

Allies: Traditionally, the Kankoran's principal allies are the Wolfen and friendly toward Faerie Folk and other woodland creatures and folk.

On Rifts Earth, Kankoran should find Native Americans and Wild Psi-Stalkers to be kindred spirits as well as get along with Druids, Cyber-Knights, mutant animals, Faerie Folk, Sasquatch, woodland spirits, and forest people in general. They will definitely feel more comfortable among D-Bees than humans, especially among animal-looking D-Bees.

Notes: Normally, Kankoran are full-time hunters and woodland dwellers on the move with their villages of skin huts, traveling to wherever the hunting is best. Wolfen employ them as scouts. On the Palladium World they are usually armed with obsidian daggers and obsidian-tipped spears, but on Rifts Earth they will use Vibro-Blades, energy weapons, Techno-Wizard weapons and light body armor. Avoid bionics and “unnatural” forms of augmentation (which is most everything).

Changelings

Whether Changelings actually originate on the Palladium World or not, is a matter of great debate, for they are found, here and there, throughout the Megaverse, usually in small numbers and/or as secret societies. On Palladium, they are an ancient people said to have been created by the Old Ones and are universally feared and hunted by all other races of the Palladium World. The only exception is Elves, but even Elves exhibit caution and suspicion when dealing with a Changeling.

Changelings are feared because of their impressive ability to assume any humanoid shape, and are so skilled with their shape changing ability that they can imitate specific individuals and races perfectly. Thus, they make the ideal assassin, bounty hunter, seducer, thief, spy, infiltrator and invader. Palladium legend is rife with yarns of evil acts and claims that Changelings once plotted the destruction of other tribes and even entire races by assuming their appearance and slaying them in their sleep. As a result, all Palladium races engage in mass genocide of these (perceived) fiends, actively hunting Changelings down and destroying them wherever they are found. Though they teeter on the edge of extinction, and some folk believe they have been wiped from the face of the planet, at least a few thousand Changelings are scattered throughout the world, careful to disguise themselves as other humanoids and lose themselves among the society of others.

The Changeling's natural form is a thin, seven foot tall (2.1 m), hairless humanoid with pale yellow skin. However, height, complexion, apparent age, sex, hair and racial features can all be changed with a thought. This makes it virtually impossible to identify a Changeling that is disguised as a different life form. Even their aura is too similar to human and Elf to be conclusive evidence. Their high Mental Endurance makes other psionic probes difficult. They do, however, have some physical traits that can be telling to a trained eye. Changelings have poor physical speed and a weak constitution, so they tire easily and are more susceptible to disease. Ah, but the most telling sign is that they cannot eat salt. The consumption of salt makes a Changeling nauseous, with stomach upset, gas, and possibly vomiting (if a large amount was consumed) lasting 1D4+2 hours.

Are there any Changelings on *Rifts Earth*? Could be. Maybe not. If so, there are probably fewer than a dozen or two worldwide, though that number may change from time to time, especially among dimensional travelers and their hired henchmen (as noted earlier, Changelings are popular spies, thieves and assassins for hire). Rumor has it the Splugorth sometimes employ Changelings, but then again, the Splugorth are said to hire just about every miscreant and evildoer one can name, so whether this is true or not is yet to be proven by the outside world.

Alignments: Any. Despite their notorious reputation, Changelings can be good, noble and heroic.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 4D6+6, M.A. 4D6, P.S. 3D6, P.P. 3D6, P.E. 2D6, P.B. 2D6, Spd 2D6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: Only those gained from O.C.C. and physical skills.

Natural Armor Rating: None.

M.D.C.: None. Although the Changeling may take on the appearance of an M.D.C. creature, the character remains an S.D.C. mortal who needs to acquire M.D.C. body armor, magic or a force field, like humans, to have M.D.C. protection. A Changeling can use any type of body armor, and they love technology.

Horror Factor: 10

P.P.E.: 5D6

Size: Seven feet (1.2 m) tall.

Weight: 180 to 250 pounds (81 to 112.5 kg) is average.

Natural Abilities: Superior Mental Endurance and Affinity, plus:

Shape changing ability: A Changeling can alter his shape and size to assume the appearance of any humanoid creature. They cannot shape change into animals, insects, or objects. Nor can they grow additional limbs or other appendages, like a tail or wings. This means the creature cannot temporarily eliminate one limb if the person being imitated has lost a limb. Likewise, a Changeling who loses an arm or leg in battle cannot regenerate the missing limb for the purpose of disguise. They can instantly grow hair or fur of any type and color and otherwise change their appearance completely. The Changeling does have size and mass restrictions. The absolute smallest size is three feet (0.9 m) and the tallest is ten feet (3 m). Mass/weight varies only thirty pounds (13.5 kg) or so, consequently, when small they are fat, and when tall they are thin. One full melee (15 seconds) is required to complete a transformation.

When assuming the guise of a particular living person, the Changeling can adjust its diet accordingly, gaining or losing weight to make the impersonation perfect. Note that only the physical appearance, size and shape of the body changes. The Changeling's attributes are always the same, regardless of size and appearance. Nor do clothes magically change to fit the new body; new clothes will have to be acquired. Also note that Changelings are asexual — have no one gender. They can physically change to be either male or female, or both.

Attacks per Melee (Rifts®): As per Hand to Hand combat and other combat skills or O.C.C.

Bonuses: +2 to save vs telepathic probes, mind control and Horror Factor, in addition to bonuses gained from attributes, O.C.C., and skill bonuses. Also see R.C.C. skills.

Psionics: Standard, same as humans.

Average Life Span: 250+ years.

O.C.C.s Palladium Fantasy®: Any O.C.C. without limitation.

O.C.C.s Rifts®: Any O.C.C. (including Coalition military), except Cyborg, Crazies, or Juicers.

R.C.C. Skills: Elven/Dragonese is their natural language 98% and 50% are also literate in the language. Also automatically gets the Disguise skill (+20%) and Imitate Voices & Impersonation (+22%). All these skills are in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered a D-Bee on Rifts Earth.

Enemies: All races, human and nonhuman, are feared.

Allies: Traditionally, Elves are the closest to being an ally. However, Changelings like to keep secret company among humans, Wolfen, D-Bees and other humanoid races.

Notes: The Splugorth do indeed use Changelings among their legion of assassins, bounty hunters, spies and slavers. Only a handful outside of Atlantis have made it to Rifts Earth. Changelings NEVER get bionics nor major cybernetics unless absolutely necessary (like after losing a limb). Obviously mechanical limbs, even Bio-Systems, cannot transform with the rest of the Changeling's body.



Dragonmen

Dragonmen are a race of fierce-looking humanoids native to the Baalgor Wastelands of the Palladium World. They are demonic in appearance, with numerous horns protruding from their spines, and have long talons. The horns and talons are natural defenses that have evolved to help them survive in their hostile homeland. Humanoid races widely believe these creatures to be brutal fiends because of their hideous countenance. According to popular beliefs, the Dragonmen are the mutant children spawned by a human or an Ogre and a Great Horned Dragon. Of course, this is impossible, but the legend still persists, especially among the uneducated.

Dragonmen have been labeled deadly menaces and systematically enslaved or destroyed for centuries. They are extremely

rare and have become valuable commodities at regional slave markets. More often than not, a captured Dragonman on the Palladium World is destined for gladiatorial combat. Just for their fierce appearance these creatures have become favorites in the arena. Sadly, very few Dragonmen still live in the Baalgor Wastelands; exact numbers unknown. They wander in small, close-knit and loving family clans feeding on the sparse vegetation and wildlife.

Despite their monstrous countenance, Dragonmen are peaceful and try to avoid conflict. They have a high regard for life and only want to be left alone. If necessary, they fight to defend themselves, and when they are provoked they can be incredibly ruthless and savage, but most try to avoid trouble and battle. Dragonmen are omnivorous like humans, but are primarily vegetarians who forage and eat fruits, nuts, roots and bark. In their native environment, they lead a primitive lifestyle with no use for technology or magic – nomads who use simple clubs and rocks as weapons and tools.

Any Dragonman found on *Rifts Earth* is probably a runaway slave trying to find peace and make a life in this alien world. They are exceedingly rare and are found only on the Palladium World in small tribes of 20-60 members, and then only in the Baalgor Wastelands.

Alignment: Any, but tend to be selfish and leery of other life forms.

Attributes: I.Q. 2D6+2, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 5D6, P.B. 2D4, Spd. 4D6. **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, see damage for details.

Hit Points: P.E. attribute number +60, plus 1D6 per level of experience.

S.D.C.: 4D6, plus any garnered from skills.

M.D.C.: Dragonmen become a light Mega-Damage creature on Rifts Earth, with 6D6+20 M.D.C., and heal at a rate of 3D6 M.D.C. per 24 hours. Wearing M.D.C. body armor is advisable, but these beings have a step up in the magic rich environment of Earth.

Natural A.R.: 12, only applicable in S.D.C. combat. Any roll to strike with an S.D.C. attack that is 12 or less does no damage to the creature even if it hits.

Horror Factor: 11.

P.P.E.: 4D6

Average Life Span: 150 years.

Size: 4 to 5 and a half feet (1.2 to 1.7 m) tall. **Wt:** 200-300 lbs.

Physical Appearance: Dragonmen are short, bulky humanoids who are slightly simian in appearance. They are covered by thick, scaly gray to gray-green colored skin that feels like cured leather. A ridge of dark gray horns starts above their eyes and ends halfway down their backs. Their arms are overly long, extending below their knees, and end in sharp, long talons. The teeth are pointed but not as fang-like as some creatures.

O.C.C.s Palladium Fantasy®: Mercenary, Gladiator, Soldier, Thief, Healer and Shaman. Also, Dragonmen can opt for the Nomadic Tribesman O.C.C. from the *Yin-Sloth Jungles™* sourcebook.

O.C.C.s Rifts®: Only Shaman and basic Men at Arms and Adventurer O.C.C.s; the simpler and more straightforward the demands of the occupation, the better.

Natural Abilities: Perfect nightvision (500 feet/152 m), poor

day vision (100 feet/30.5 m), see the invisible, resistant to fire and heat (half damage), impervious to disease, and breathe flame!

Attacks Per Melee (Rifts®): Three, or by O.C.C. and combat skills.

Damage: Talons inflict 3D6 S.D.C. damage, head butt with horns 2D6 S.D.C., power head butt with horns 3D6 S.D.C., running charge/ram with horns 5D6 S.D.C. (counts as two melee attacks), bite 1D6 or once per melee fire breath (4D6 damage, 15 ft/4.6 m range). **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the character can inflict Mega-Damage from “power punches,” power kicks, power claw strikes, head butt and horn attacks (counts as two melee actions and typically inflicts 1D4 or 1D6 M.D. per “power” attack; +3 M.D. from head butts and horn attacks).

Bonuses (in addition to attribute, skill and O.C.C. bonuses): +1 on initiative, +1 strike, +2 to parry and dodge, +6 to S.D.C. damage, +2 to save vs spell magic, and +3 to save vs Horror Factor.

Magic: By O.C.C. only. Very rare.

Psionics: None.

Habitat: In their native environment, Dragonmen originate in the Baalgor Wastelands and the Yin-Sloth Jungles. They prefer hot environments from desert to jungle.

Languages: Most speak Gobbely. None read or write.

Enemies: None, per se, fear most everybody.

Allies: None, per se, fear most everybody, but are most likely to feel comfortable with other D-Bees on Rifts Earth.

Note: Those who find their way to Rifts Earth are likely to try to find a remote place to live in a warm to hot climate. They can learn to use simple machines, energy weapons, vehicles and basic modern technology.

Dwarves

On the Palladium World, Dwarves are a race of short, powerfully built subterranean people who once built fabulous underground cities, held the secrets of rune magic and Summoning, and co-ruled the Palladium World in the shadow of the Elves. For thousands of years they suffered what was first the biting wit and sarcasm of the Elves, but which later turned into thousands of years and numerous forms of humiliation and degradation at the hands of the arrogant Elves. Eventually, a senseless feud erupted into an insane war that toppled both Elven and Dwarven civilization. Today, in the Palladium World, there are said to be a little over a million Dwarves and even a few of the last great subterranean kingdoms nestled in the mountains of the Old Kingdom. But since their glory days of long ago, Dwarves have lost the secrets of rune magic and have abandoned the pursuit of all magic so that they will never again unleash its terrible forces against another living soul. Instead, they have turned to perfecting the arts of combat and metal-smithing. On Palladium, Dwarves are the world's greatest weapon and armor smiths and warriors of renown.

On *Rifts Earth*, Dwarves are a rarity. Those encountered are either dimension-spanning adventurers or the victims of circumstance. Of those who have broken away from the fantasy mode, they quickly adapt to high technology, computers, science and engineering. Those who prefer the life of a warrior are quick to

use modern weapons, M.D.C. body armor, and vehicles. And many a Dwarven craftsman applies his natural aptitude for building and design to modifying weapons and souping up vehicles. This is especially true of those born on Rifts Earth. In fact, second and third generation Earth Dwarves are often masterful Operators, Rogue Scientists, Vagabonds, skilled City Rats, Merchant Traders (often arms dealers or Smugglers), Salvage Experts, Gunfighters, Lawmen, Headhunters and even full conversion cyborgs. Some have even dared to study the mystic craft of Techno-Wizardry which very much harkens back to the ancient time of rune magic, but many others continue the tradition of avoiding any mystic arts. On the other hand, most Dwarves have an affinity to magic and love magical items, weapons and armor.

Alignments: Any.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+6, P.P. 3D6, P.E. 4D6, P.B. 2D6+2, Spd 2D6

Hit Points: P.E. attribute number, +1D6 per level of experience. **S.D.C.:** 20, plus those gained from O.C.C.s and physical skills.

M.D.C.: None. This means the mortal character needs to acquire M.D.C. body armor, force field or magical protection like humans. Most Dwarves prefer medium to heavy armor, from magical and homespun varieties to full environmental and power armor.

Natural Armor Rating: None.

Horror Factor: None.

P.P.E.: 3D6

Size: 3-4 feet (0.9 to 1.2 m); three feet (0.9 m) plus 3D4+2 inches tall.



Weight: 150 to 200 pounds (67.5 to 90 kg).

Physical Appearance: Dwarves, whether male or female, are stout, husky, muscular people with broad shoulders and bronze complexion. Males usually have a beard and/or mustache, and both sexes wear their hair long, often in braids or ponytails, or loose.

Average Life Span: 250+ years, some have lived up to 500.

Natural Abilities: In addition to the Dwarves' high physical attributes, they also have nightvision 90 feet (27.4 m), plus an aptitude for weapon design, mechanics, building and manufacturing which provide bonuses in many skill areas (see O.C.C. notes), in addition to the following special skills.

Underground Tunneling (Special): Dwarves can dig and build solid, strong tunnels (no fear of a cave-in) with amazing speed and dexterity. They can also excavate ruins and the sites of cave-ins with the same prowess. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation or whether it was dug by Dwarves, Kobolds, Goblins, Gnomes, Troglydites or humans. The Dwarf can even tell if it's new, old, or ancient. **Base Skill:** 40% +5% per level of experience.

Underground Architecture: Dwarves are excellent underground architects able to build small and large rooms, ornate archways, staircases, and great chambers with cathedral ceilings, as well as a labyrinth of tunnels, passageways, mazes and underground traps (most common are pit and cave-in type traps). Likewise, the character can recognize the styles of Dwarven, Kobold, Goblin and other types of construction. The Dwarf who is traveling slowly and cautiously, looking for underground traps, can locate them, and avoid or deactivate them. **Base Skill:** 30% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface). Thus, the Dwarf can tell whether he is traveling up, down or straight, the approximate angle of decline or ascent, approximately how far below the surface he is, and the approximate direction (north, south, east, west). **Base Skill:** 40% +5% per level of experience.

This skill also enables him to judge the approximate location to surface structures (natural and artificial), but *only* if the character is familiar with the area. The character will also recognize traits and aspects of the underground tunnel or construct that serve as landmarks for him. **Base Skill:** 30% +5% per level of experience; -25% if in an unfamiliar area.

Metal Working (Special): All Dwarves have a basic understanding of blacksmith facilities, smith techniques and procedures, and working with metal, particularly in the area of making weapons and jewelry. Equal to the *Field Armorer* skill with a +10% bonus.

Recognize Precious Metals & Stones: Same as the Gemology skill with a +10% bonus.

Attacks per Melee (Rifts®): As per O.C.C., Hand to Hand combat and other skills.

Bonuses: +1 to save vs magic, +2 to save vs possession, and +2 to save vs Horror Factor in addition to those gained from attributes, O.C.C., and skill bonuses. **Tech Note:** Natural aptitude for

weapon design, mechanics and manufacturing providing a bonus of +5% to all mechanical, military, electrical, and computer skills.

Psionics: Standard, same as humans.

Magic: Most Dwarves love to use magic items, weapons and armor, however, *all* Dwarves in the Palladium World (and most of those elsewhere) have forsaken the study and practice of magic in all its forms. This is because Dwarves unleashed forces that they could not control and which nearly destroyed their race along with the Elves during the Six Thousand Year War. When it was all over, the two great kingdoms were effectively obliterated. On that day, the Palladium Dwarves vowed that their people would never again practice the mystic arts. All mystic tomes and instructions were destroyed, and those who held the knowledge in their minds never spoke of it again – their secrets dying with them. The legendary Tristine Chronicles reports:

"And lo, so terrible were the horrors committed by Dwarven hands, and so great their sins, that not one Dwarf did dare to preserve the secrets of magic. Nor have the sons of their fathers wavered from the pledge of their forefathers. The Dwarf has forever forsaken the ways of magic. As so it should be."

O.C.C.s Palladium Fantasy®: Any O.C.C., except magic. Leans toward warrior occupations.

O.C.C.s Rifts®: Any O.C.C., including equivalents to the CS or Triax Military. Leans toward Operators, City Rats, Rogue Scientists (especially in the area of electrical and/or mechanical engineering), and Men of Arms. Likewise, most magic O.C.C.s can be *considered*, but most (99%) Dwarves, even those on other worlds, avoid learning any of the mystic arts. Of the minority who engage in magic, they choose among Techno-Wizardry, Stone Magic, and Conjuring. For those of an *evil* alignment and daring attitude, possibly even Splugorth Bio-Wizardry, Necromancy and Summoning or Shifting. Many Dwarves show a high interest in military occupations, combat strategies, and weapon smithing, building and design. Most absolutely love high-tech weapons, robots, military ground vehicles, cybernetics and bionics.

Special Skills of Note: 70% speak, read and write the traditional Dwarf language at 98% and Dragonese/Elven (+30%) in addition to the usual O.C.C. skills. Remember the +5% bonus for tech, computer and mechanical skills resulting from their natural aptitude for building and design.

Habitat: Can be found anywhere. Considered D-Bees on Rifts Earth and are uncommon in North and South America. Whether they exist in large numbers anywhere on Earth is yet to be seen.

Enemies: Traditionally, Elves, Wolfen, Ogres, Trolls, Kobolds (long-time rivals), Goblins and Hob-Goblins. Most Dwarves still exhibit great animosity toward Elves, Giants and Changelings.

Allies: Traditionally, humans, certain (usually submissive) tribes of Kobolds and Troglydites. Dwarves like humans and frequently work with, and ally themselves to, humans against the so-called monster races, at least on the Palladium World. This affinity toward humans persists on Rifts Earth and throughout the Megaverse, where Dwarves frequently join forces with humankind to battle giants, monstrous enemies and the supernatural.

Notes: Dwarves are very disciplined in the ways of combat, ironworking, smithing, weapon and mechanical design and

physical training. They are, generally, gruff and short tempered, especially toward Elves whom they treat with disdain. Not many, perhaps a few thousand, are known to exist on Rifts Earth, with a couple hundred living and working at *Northern Gun*, the *Manistique Imperium* (upper Michigan) and *Triax* (NGR).



Elves

“Elves,” of one kind or another, have existed in myths and legends on Earth, the Palladium World and others throughout the Megaverse. The Elves of the Palladium World (and Rifts Earth) are a race of tall, handsome, long-lived humanoids with a penchant for learning, artwork and magic. Elves have been a dominant force on the Palladium World for eons. They are one of the so-called “archaic races” that survived the Age of Chaos and battled the Old Ones. They grew out of the Age of Chaos to become one of two fabulous races, the other being the Dwarves, both of whom took control of a savage world and brought peace and order to it for several millennia. Right behind the Elves in scope, power and grandeur were the less handsome and less refined Dwarves. Arrogance, greed and petty prejudice would eventually bring the two super-powers into a blood war spanning six thousands years and culminating in atrocities that would ravage both races.

Today, the Elves and Dwarves of Palladium have forsaken or lost much of their old magic knowledge and political power. Their populations, which once numbered nearly a hundred million, are suspected to be less than three million combined, and there are no known Elven kingdoms left on the planet. Instead, Palladium Elves have integrated themselves within human society and taken to wandering the world helping, counseling to, and adventuring with humans, whom they see (and groom) as the heirs apparent of the world they once ruled. In the largest human cities one can find a thousand or more Elves living among them.

Readers should not assume that all Elves are kind or benevolent mentors to humans, for many an Elvish adventurer seeks only personal gratification, glory and power. They simply find humans more worthy of their presence than others. Likewise, some of the greatest (and most evil and/or fearsome) sorcerers throughout Palladium history have been Elves.

On *Rifts Earth*, Elves are scarce. For whatever reason, they have avoided Rifts Earth, even though Elves are counted among the elite sorcerers who are dimensional travelers, and one would think the many dimensional portals to other worlds and realities would appeal to them. Elves are more common in parts of Europe and Asia than anywhere else.

Alignments: Any.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6+1, M.E. 3D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 5D6, Spd 3D6

Hit Points: P.E. attribute number, +1D6 per level of experience.

S.D.C.: 10, plus those gained from O.C.C.s and physical skills.

M.D.C.: None. This means the mortal character needs to acquire M.D.C. body armor, force field or magical protection like humans. Most Elves prefer light to medium armor, from magical and homespun varieties to full environmental and power armor.

Natural Armor Rating: None.

Horror Factor: None.

P.P.E.: 5D6 (if a practitioner of magic, add this number to the usual P.P.E. base).

Size: Six feet to six feet, ten inches (1.8 to 1.9 m).

Weight: 100 to 250 pounds (45 to 112.5 kg).

Average Life Span: 600 years.

Appearance: Looks like a tall, attractive, dark haired human with pointed ears.

Natural Abilities: Superior physical prowess and beauty, generally high intelligence. Nightvision 100 feet (30.5 m; can see in total darkness).

Attacks per Melee (Rifts®): As per O.C.C., combat training and skills.

Bonuses: Natural aptitude and eons of tradition in the art of the long bow provides one extra attack per melee if the Archery skill is taken and the character is from the Palladium World. +2% on all Wilderness skills, as well as those from attributes, O.C.C., and skill bonuses.

Psionics: Standard, basically same as humans.

O.C.C.s Palladium Fantasy®: Virtually any O.C.C., but lean toward highly skilled and prestigious occupations, and the mystic arts.

O.C.C.s Rifts®: Virtually any O.C.C., except the Coalition military. Leans toward highly skilled occupations, and many Elves

show interest in the arts, education, science, technology, magic and healing, as well as an affinity for Wilderness Scout/Ranger and Archery/Long Bowman. Most Elves exhibit a natural drive and sense of superiority that drives them to be the best they can be. Thus, an Elf is far more likely to be a knight/Cyber-Knight, warrior of renown, scientist, doctor, or wizard than a Vagabond or common thief.

Special Skills of Note: 90% speak and read the Elven/Dragonese language at 98%, and are likely to be literate in one other (+20%) as well as know Basic Math (+20%). All in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered a D-Bee on Rifts Earth, and is easily mistaken as an attractive human when the pointed ears are covered.

Enemies: Traditionally, Dwarves, Gnomes, Ogres, Trolls, Kobolds, Goblins and Hob-Goblins. They also have a disdain for the supernatural and regularly join forces with other races to thwart supernatural evil and the forces of dark magic. Thus, on the Megaversal plane, most Elves dislike the Splugorth and their minions, The Naruni, Gene-Splicers, and most supernatural beings, especially Alien Intelligences (cousins to the Old Ones).

Allies: Traditionally, humans, Titans, and the gentler Faerie Folk. Wolfen long to win the Elves' favor, but are generally snubbed by Elves. On Rifts Earth, noble Elves should get along well with Cyber-Knights, Lyn-Srial, True Atlanteans, Chiang-Ku, Psi-Ponies, Fennodi, Faerie Folk, Zembahk and Native Americans. Generally get along with most intellectuals, scholars, scientists, dragon hatchlings and practitioners of magic.

Notes: Elves tend to be impudent, arrogant, and elitist in attitude, as well as noble, valiant and spirited. Not many, perhaps a few thousand, are believed to exist on Rifts Earth, and those are found mainly in Europe and possibly parts of demon-ridden Asia.

Giants

Algor, Frost	Minotaur, Bulls
Cyclops, Lightning	Nimro, Fire
Jotan, Earth	Rahu-Men
Gigantes, Mutants	Titans, Heroes

In the Palladium Wold, giants are usually feared by most humanoids and are often charged with crimes they did not commit or attacked out of fear. Consequently, most giants there build their domains in remote areas away from humans and other life forms. Mountains and dense woodlands are two popular habitats. True Giants (of which the Minotaur, Ogre and Troll are not), usually possess superhuman strength and/or a special magical power or skill. On Rifts Earth they become Mega-Damage creatures and frequently try to establish small kingdoms or towns where they lord over fearful and downtrodden human and D-Bee subjects. Not all giants are monsters and tyrants. Some are legitimate lords, leaders, heroes and protectors beloved by the townspeople they lead or serve and protect.

Algor: Frost Giant

The legendary Frost Giants of Palladium's past are a fading race found almost exclusively in the Great Northern Wilderness, and are most abundant in the mountains that bear their name. Algor Frost Giants are extremely hostile toward Elves and Dwarves because it was the Frost Giants' involvement in the Elf-Dwarf Wars that has severely diminished the Algor as a race (they sided with the Elves). Feeling that they have been used and manipulated by Elvenkind, Elves are hated above all others. Dwarves, who nearly obliterated the Frost Giants in a merciless campaign of revenge, are next on the Algor's list of sworn enemies. Unfortunately, this animosity is extended to include humans who are allies of both Elf and Dwarf. Algor giants are allies to the Wolfen, who, in an earlier age, worshiped them as gods.

Algor on Rifts Earth are occasionally found in the cool and mountainous parts of North America, and entire clans are said to live in the mountains of Europe, India and China.

Alignments: Any, but lean toward Unprincipled, Anarchist and Miscreant.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6+6, P.P. 4D6, P.E. 4D6+1, P.B. 3D6, Spd 2D6. **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, see damage for details.

Hit Points: P.E. attribute number +1D6 per level of experience. **S.D.C.:** 60 plus those gained from O.C.C. and physical skills.

M.D.C.: Algor become minor Mega-Damage creatures on Rifts Earth and have their P.E. attribute number turned into M.D.C. plus an additional 4D6 M.D.C. Heals at a rate of 2D6 M.D.C. per 24 hours. This means they still need to wear M.D.C. body armor or use magic for additional protection.

Armor Rating: None.

Horror Factor: 10

P.P.E.: 6D6

Height: 14-16 feet tall (4.2 to 4.9 m).

Weight: 600 to 1500 pounds (270 to 675 kg).

Average Life Span: 300 years.

Physical Appearance: Giant, pale white or pale blue skin, golden or silver hair, dark eyes.

Natural Abilities: Superior physical strength and endurance. Nightvision 60 feet (18.3 m; can see in total darkness), good overall vision and hearing, impervious to cold (including M.D. cold and magical cold; no damage).

Frost Breath (special): Range 30 feet (9 m), inflicts 4D6 points of damage (4D6 M.D. on the Rifts® world). The first breath attack per melee round counts as one extra attack. Frost breath can be used twice per melee round, the second breath strike counts as one of the character's regular melee actions.

Vulnerability: Heat and fire based magic does 50% greater damage than usual.

Attacks per Melee: As per O.C.C., Hand to Hand and other physical skills, +1 as a breath attack.

Damage: 2D4 S.D.C. +P.S. damage bonus from a punch or head butt, 4D4 S.D.C. +P.S. damage bonus from a kick. **M.D.** **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the character can inflict Mega-Damage with "power" punches and kicks, and head butt

attacks too. Each “power punch/attack” counts as two melee actions and typically inflicts 1D6 to 2D4 M.D. per “power” strike.
Bonuses (in addition to attribute, O.C.C., & skill bonuses): +1 to strike with Frost Breath during hand to hand combat, +2 to save vs Horror Factor.

Psionics: Standard, about the same as humans.

O.C.C.s Palladium Fantasy®: Any, except Thief, Long Bowman, and Palladin; tends toward Men of Arms.

O.C.C.s Rifts®: Any O.C.C.s, except the Coalition military and power armor and robot pilots. Tend toward traditional Men of Arms, Raider, Bounty Hunter, Trapper-Woodsman, Wilderness Scout, Vagabond, and similar occupations.

Skills of Note: Speaks Troll/Giantese and Gobblely at 98%, typically illiterate, and gets an extra W.P. of choice, all in addition to the usual O.C.C. skills.

Habitat: Can be found anywhere, but is attracted to cold and snowbound environments. Considered a giant monster or D-Bee on Rifts Earth.

Enemies: Traditionally, Elves, Dwarves, and humans. Dislike Orcs, Goblins, and most others.

Allies: Traditionally, Wolfen/canines, Trolls, Jotan, and Cyclops. Indifferent toward most other races.

Notes: Algor tend to be a simple, wilderness people who prefer to live quiet and secluded life away from other humanoids. Tend to be hostile and intolerant of humans, Elves and Dwarves. They may use Mega-Damage weapons and armor, but avoid bionics. Fewer than a hundred are believed to exist on Rifts Earth.

Cyclops, Lightning Giant

Palladium Cyclops are said to be an ancient race that walked the world when the Old Ones ruled and the planet was young. They are one-eyed giants who can be alternately ferocious and civilized. It would seem that these lightning wielding giants visited Earth during ancient times and were recorded by the Greeks as demigods. Likewise, it may be a Cyclops who was the original source of inspiration behind the myth of the one-eyed Norse god, Odin, and his son Thor, god of thunder and lightning. With the Coming of the Rifts the Cyclops again walk the Earth.

Cyclops possess the carefully guarded secret of creating magic lightning bolt javelins and arrows. Perhaps such magic is related to Earth’s own Techno-Wizardry, or not, but only the Cyclops know the secret and through some equally unknown magic, cannot be forced to reveal it. This mastery of a rare mystic art makes the Cyclops a hot commodity. A cyclops can amass great wealth and power by creating and selling the lightning shafts to powerful kings, warlords, mercenary companies, dragons, wealthy adventurers and practitioners of magic. On the Palladium world, it is said that even the gods are willing to grant favors to a Cyclops in exchange for some lightning arrows or javelins. In fact, the Splugorth of Atlantis keep a number of the Lightning giants employed.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 4D6, P.S. 5D6+2, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 2D6. **Note:** On Rifts Earth, the P.S. is

considered to be the equivalent of *Bionic Strength*, see damage for details.

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 50 plus those gained from O.C.C. and physical skills.

M.D.C.: Cyclops become minor Mega-Damage creatures on Rifts Earth and have their P.E. attribute number turned into M.D.C. plus an additional 3D6 M.D.C. Heals at a rate of 2D4 M.D.C. per 24 hours. This means they still need to wear M.D.C. body armor or use a force field or magic for additional protection.

Armor Rating: None.

Horror Factor: 11

P.P.E.: 1D6x10 +P.E. attribute number (this amount is added to the base P.P.E. allowed by an O.C.C. if the Cyclops is a practitioner of magic).

Height: 14-18 feet tall (4.2 to 5.5 m).

Weight: 600 to 1000 pounds (270 to 450 kg).

Average Life Span: 600 years.

Physical Appearance: Olive skinned giants with one large eye in the center of the head and usually with long dark hair.

Natural Abilities: Superior physical strength and endurance. Nightvision 60 feet (18.3 m; can see in total darkness), good overall vision and hearing, impervious to lightning/electricity (including M.D. and magic electricity/lightning; no damage) and resistant to all other forms of energy (lasers, fire, etc., do half damage) except for kinetic energy (i.e. punches, sword strikes, explosions, etc., do full damage). Magic and psionics also do full damage unless it is an energy blast, then it does half.

The Cyclops’ Lightning Shafts (magic): There are four types of Mega-Damage javelins and two types of arrows.

Javelins: Light: 1D4x10 M.D., medium: 1D6x10 M.D., heavy: 2D6x10 M.D., Mega: 4D6x10 M.D. Javelins appear to be crooked rods pointed at both ends and range from six to ten feet (1.8 to 3 m) long. Effective range thrown (magically enhanced) is 1000 feet (305 m). Note that only a Cyclops can hurl a Lightning Javelin twice as far.

Arrows: Light: 1D4x10 M.D. or heavy: 1D6x10 M.D. Arrows can be designed to fit short bows, long bows, or crossbows. Like the javelins they appear as crooked rods. Effective range is 200 feet (61 m) farther than the normal bow weapon, 600 feet farther when fired by a Cyclops.

Attacks per Melee: Two without any combat training, or as per those gained from O.C.C., Hand to Hand combat and other physical skills. Cyclops love to use their own lightning weapons as well as particle beam and ion weapons.

Damage: 2D6 S.D.C. +P.S. damage bonus from a punch or head butt, 3D6 S.D.C. +P.S. damage bonus from a kick. **M.D.**

Note: On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the character can inflict Mega-Damage with “power” punches and kicks, and head butt attacks too. Each “power punch/attack” counts as two melee actions and typically inflicts 1D6 to 2D4 M.D. per “power” strike.

Bonuses (in addition to attribute, O.C.C., & skills): +1 to strike with a lightning weapon, +3 to save vs Horror Factor and +2 to roll with impact.

Psionics: Standard, about the same as humans.

O.C.C.s Palladium Fantasy®: Any, but tend toward Men of Arms.

O.C.C.s Rifts®: Any O.C.C.s, except the Coalition military and power armor and robot pilots. Tend toward Men of Arms as well as the Operator, City Rat, Vagabond and Techno-Wizard. Enjoys an additional +5% skill bonus on all Techno-Wizard and Electrical skills.

Skills of Note: Speaks Troll/Giantese and Gobblely at 98%, Elven at 90%, and about 50% will be literate in Dragonese/Elven or some human language, and get the W.P. Archery & Targeting skill. All are in addition to the usual O.C.C. skills.

Habitat: Can be found anywhere as they enjoy travel and adventure. Considered a monster or D-Bee on Rifts Earth.

Enemies: Traditionally, Titans, Changelings, and Trolls. Generally, indifferent to others, but are feared by most humans.

Allies: Traditionally, Kobolds, Ogres, Jotans, Gigantes, Nimro and dragons. Indifferent toward most others, but may associate with the supernatural and creatures of magic.

Notes: Cyclops tend to be surprisingly civilized though aggressive toward smaller or weaker beings. They prefer their own lightning weapons but love Mega-Damage equipment, armor, and high technology (and have a gift for electronics). They are greedy and covet vast wealth and prestige if not power. On the Palladium world they are frequently worshiped by Kobolds.

Little more than a hundred are believed to exist on Rifts Earth. There have been rumors that the Manistique Imperium



has hired several Cyclops to produce their lightning arrows and javelins for resale. Northern Gun spies are trying to find out whether the rumors are true. So far there has been no sign of the giants or their handiwork, but Manistique has been periodically experimenting with some sort of energy projectile.



Jotan, Earth Giant

The largest and most powerful giants of the Palladium World are the Jotan. Bitter and cruel, they savagely lash out at any non-giant race they may happen upon. They are masterful metal workers and are frequently employed to create weapons and armor for the other giant races, particularly for Cyclops and Nimro. The craftsmanship of the Jotan's work is second only to that of Dwarves.

In the world of Rifts only a handful of Jotan are known to exist. The giants take an immediate interest in Mega-Damage armor and alloys. In fact, a secret Jotan operation in or near the New German Republic is now known to be manufacturing giant-sized Mega-Damage body armor and weapons for fellow giants and Gargoyles. The NGR will hammer this facility if they can find it, but so far, its location remains a secret.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 5D6+10 (Supernatural P.S.), P.P. 4D6+6, P.E. 4D6+6, P.B. 2D6, Spd 3D6

Hit Points: P.E. attribute number, +1D6 per level of experience.

S.D.C.: 1D4x10+40

M.D.C.: Jotan become Mega-Damage creatures on Rifts Earth. The P.E. attribute number is turned into M.D.C. +1D6x10+20 M.D.C.

Armor Rating: None.

Horror Factor: 12

P.P.E.: 1D4x10

Height: 18 to 20 feet tall (5.4 to 6.1 m).

Weight: 800 to 2000 pounds (360 to 900 kg).

Average Life Span: 300 years.

Physical Appearance: Bronze skinned giants with powerful builds, dark eyes, and brown hair.

Natural Abilities: Supernatural Endurance and Supernatural P.S., which means every punch and kick does Mega-Damage according to the physical strength of the respective Jotan (varies from individual to individual). Nightvision 40 feet (12.2 m; can see in total darkness), good overall vision and hearing, and resistant to Mega-Damage heat and fire (half damage; impervious to normal fire). Has a natural aptitude for mechanics and metal working, only needs an I.Q. of 10 to select the Techno-Wizard O.C.C. and gets a +10% bonus to all Mechanical skills.

Attacks per Melee (Rifts®): Three without any combat training, or those gained from O.C.C., Hand to Hand combat and other physical skills +1!

Bonuses: +3 to save vs Horror Factor, +2 to pull punch and roll with impact. All are in addition to those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans. However, if a Jotan is a Major Psionic the giant can choose to select the Psi-powers of Object Read, Telemechanics and Telemechanics Mental Operation.

O.C.C.s Palladium Fantasy®: Any Men at Arms, Cleric, Witch, or Warlock (or Psychic O.C.C. if a psionic).

O.C.C.s Rifts®: Any O.C.C.s, except the Coalition military and power armor and robot pilot. Leans toward Men of Arms, the Operator, Techno-Wizard and Vagabond O.C.C.s. Enjoys a +10% bonus on all Mechanical skills as well as Field Armorer, Mining and Salvage. Interested in bionics but not other forms of augmentation.

Skills of Note: Speaks Troll/Giant and Gobblely at 98%, Elven at 85%, and gets the Recognize Weapon Quality skill (+20%), all in addition to the usual O.C.C. skills.

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

Enemies: Traditionally, Titans, Elves, Dwarves and humans. Indifferent to most others.

Allies: Traditionally, Cyclops, Nimro, Trolls, Ogres, Orcs, and Goblins. Indifferent toward most others, but often associates with other monsters and may also associate with the supernatural and creatures of magic.

Notes: Jotan are not the smartest of the giants and actually prefer a life of labor, usually as fighters, miners, smelters, metalsmiths/iron workers, builders and manufacturers of weapons and armor. Like Dwarves, the Jotan seem to have a natural aptitude for the mechanical and working with metals. They tend to keep to themselves, largely because their numbers are small, but are quite aggressive toward smaller or weaker beings like humans. Jotan can be extremely aggressive and vengeful, and have been known to command troops of Orcs, Goblins, and other monster races.



Gigantes, Mutant Giants

Perhaps the most feared and bizarre of all the Palladium giants are the Gigantes. They are undoubtedly mutants with an ever-changing genetic structure responsible for a host of monstrous sub-species of giants. The Gigantes are typically ignorant, aggressive misanthropes with a lust for bloodletting. Though humans and Elves are their primary targets, Gigantes victimize anybody they think they can attack and defeat, including other giants, non-humans, and even dragons and demons, often in a display of senseless aggression.

The Gigantes possess a host of powers and abilities which vary greatly from individual to individual. Insanity also plagues these monsters. They are found throughout the Palladium World, but are most numerous in the Yin-Sloth Jungles and the Northern Mountains. They are fairly uncommon on *Rifts Earth*, which is fortunate as they become powerful Mega-Damage beings in the magic rich environment. However, their simple-mindedness, senseless savagery, and low numbers always keep these mutants from becoming a serious threat to humans.

Alignments: Any, but lean toward Anarchist (30%), Miscreant (30%) and Diabolic (30%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 1D6, M.A. 2D6, P.S. 4D6+8 (supernatural), P.P. 3D6+6, P.E. 4D6+6, P.B. 2D6, Spd 4D6

Hit Points: P.E. attribute number, +1D6 per level of experience.

S.D.C.: 1D6x10 plus possible mutation bonuses.

M.D.C.: Becomes a Mega-Damage creature on *Rifts Earth* with 1D6x10 M.D.C. plus P.E. attribute number *and* possible mutation M.D.C. bonuses.

Armor Rating: Not applicable on *Rifts Earth*.

Horror Factor: 13

P.P.E.: 2D4x10

Height: 12 to 20 feet tall (3.6 to 6.1 m); size varies dramatically.

Weight: 1000 to 2000 pounds (450 to 900 kg).

Average Life Span: 150 years.

Physical Appearance: Varies dramatically, but always strange and monstrous.

Natural Abilities: Supernatural Endurance and Supernatural P.S., which means every punch, kick or bite does Mega-Damage according to the physical strength of the respective Gigante (varies, and a bite usually does one quarter damage unless stated otherwise). Nightvision 40 feet (12.2 m; can see in total darkness), good overall vision and hearing, instinctive swimmers 60%.

Attacks per Melee (Rifts): Three without any combat training, or those gained from hand to hand combat and other physical skills.

Damage: As per Supernatural P.S. See the Strength table toward the front of this book.

Bonuses (in addition to attributes, O.C.C. & skills): +4 to save vs Horror Factor.

Psionics: Standard, about the same as humans.

O.C.C.s Palladium Fantasy®: Any Men of Arms, Cleric, or Witch.

O.C.C.s Rifts®: Any basic Man at Arms O.C.C., except those involving the use of high technology like robot pilot, and simple ones like Raider, Bandit, Vagabond, or Saddle Tramp.

Skills of Note: Speaks Troll/Giant and Gobbely at 90%, and will have one additional W.P. of choice.

Habitat: Can be found anywhere. Considered a monster on *Rifts Earth* and are known to exist around the Calgary Rift, Detroit-Windsor Rifts, and parts of Europe and Asia.

Enemies: Traditionally, Titans, Elves, Dwarves, humans, and most non-giants.

Allies: Cyclops, Nimro, Trolls, Ogres, Orcs, and Goblins. On *Rifts Earth*, Gigantes get along wonderfully with Daemonix, Brodkil, Gargoyles, Witchlings, Black Faeries, Simvan and Shifters. Generally, indifferent to others. Frequently join forces with evildoers, demons and supernatural horrors.

Notes: Most Gigantes are wild, daring and merciless fighters. They are extremely hostile, aggressive, and cruel, given to berserker rages and wholesale slaughter. They are especially murderous toward non-giant races and eat the flesh of their enemies. Titans are their arch-enemy and villainous Gigantes will attack on sight. Often work with other giants, creatures of magic and supernatural beings.

Rifts® Gigante Mutation & Special Abilities Table

Roll four times to determine random abilities and features.

01-05% Nightvision 3D6x20 yards/meters.

06-10% See the invisible.

11-15% Turn invisible at will.

16-20% Impervious to M.D. fire, and add 20 M.D.C. to the creature.

21-22% Poisonous bite: 4D6 S.D.C. damage.

23-24% A second mouth: bite does 1D6 M.D.

25-26% Single large horn: Add 1D6 M.D. to ram attack.

27-32% Additional arm and hand: adds one melee attack.
 33-40% Scaly skin: 2D6x10 additional M.D.C.
 41-45% Thick, lumpy skin: 1D6x10 additional M.D.C.
 46-50% Leather wings: 01-50% chance can fly at a speed of 2D6x10, otherwise vestigial.
 51-54% Additional eye: +2 to initiative and Nightvision 40 feet (12.2 m).
 55-59% Large, heavy tail: can strike with tail doing 3D6 M.D.
 60-64% Large fangs: bite does 3D6 M.D.
 65-69% Ape-like body covered in fur: +10 to M.D.C.
 70-75% Feather wings: 01-50% chance can fly: speed 3D6x10.
 76-80% Claws: +1D6 M.D. to punch/clawing attacks.
 81-84% Large, flat teeth: Bite does 2D4 M.D.
 85-90% Breathe fire: 20 foot (6.1 m) range, does 3D6 M.D.
 91-95% Spit acid: 20 foot (6.1 m) range, does 4D6 M.D.
 96-00% Additional leg: adds 20% to balance, +1D4x10 speed.

Rifts® Gigante Insanity Table

Roll once.

- 01-10% Roll for a random Psychosis.
- 11-20% No insanity, but aggressive.
- 21-30% Hyper-Aggressive. Easily provoked over the slightest thing. Tries to solve all problems with violence and smashes things or pounds on the wall or ground when frustrated or angry but can't take action about it. +1 on initiative, but reduce M.A. by 25%.
- 31-40% Make a random roll on the Obsession Table in the **Rifts® RPG** (hates or loves something, perhaps literally, to death).
- 41-50% Make a random roll on the Phobia Table in the **Rifts® RPG**.
- 51-60% Thinks he/she is a demigod, is indestructible, takes stupid risks and demands worshipers and tribute.
- 61-70% Psychotic Reliance. Is completely convinced that it draws its power and strength from a particular object (usually a piece of junk). Reduce all bonuses and P.S. damage by half if the item is lost or stolen.
- 71-90% Roll on the Random Insanity Table in the **Rifts® RPG**.
- 91-00% Roll for a random Affective Disorder in the **Rifts® RPG**.

Minotaur, The Bull

This is the Classic monster of Greek myth. A black skinned giant with the head of a bull and the body of a muscular humanoid. That being the case, it is believed Minotaurs once traversed the Megaverse, first as the henchmen and enforcers of the Old Ones and later, vast numbers may have escaped through dimensional portals to other worlds. Space Minotaurs exist in the Three Galaxies, but were wiped from the face of the Earth before recorded history. However, with the return of magic, Minotaurs are again found on the planet. Many use the Dimensional Rifts as doors to other worlds. Those Minotaurs found on Rifts Earth are typically adventurers, explorers, guns for hire (mercs), or refugees on the run. Thus, they are usually encountered alone, in pairs, or small bands of 2D4+1. Tribes tend to be small with about 1D6 members. The Minotaurs were probably

wandering vegetarians at one point and still tend to have wanderlust and enjoy fruits and vegetables more than meats.

On the Palladium World, large fields of Minotaur bones have been found in the Baalgor Wastelands, testimony to a concentrated effort to annihilate them. It is not known who was responsible for their near extermination on this world; even the Minotaurs seem not to know. However, speculation is that the perpetrators were elves or dwarves since the Palladium Minotaurs will instantly attack any humanoids who invade their territory.

Palladium Minotaurs have taken to seeking refuge in underground complexes. They have become quite skilled at construct-



ing traps and pits in the confusing tunnels of their subterranean homes. Many of these Minotaurs have also resorted to eating meat, but they still prefer to eat any grass, grain, vegetables or fruit over meats.

On *Rifts Earth*, Minotaurs seem to be uncommon, and there are no known colonies of them in North America, South America, or most of Europe. Minotaurs do, sometimes find their way into the gladiatorial arenas of Atlantis. The ebony giants are sometimes confused with intelligent mutant animals, D-Bees and demon Bulls.

Alignments: Evil or Selfish.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+1, M.E. 3D6, M.A. 2D6, P.S. 4D6+6, P.P. 3D6+6, P.E. 5D6, P.B. 3D6, Spd 3D6. **Note:** On *Rifts Earth*, the P.S. is considered to be the equivalent of *Bionic Strength*; see damage for details.

Hit Points: P.E. attribute number, +1D6 per level of experience.

S.D.C.: 2D4x10, plus bonuses from O.C.C. and physical skills.

M.D.C.: In the *Rifts Earth* environment, Minotaurs turn into minor Mega-Damage creatures with 6D6+18 M.D.C. Though they enjoy some limited, natural M.D.C. protection, Minotaurs like to wear heavy body armor or use magic or force fields whenever they can get them.

Natural Armor Rating: 12, applicable only in S.D.C. environments.

Horror Factor: 14

P.P.E.: 2D6

Size: 8-11 feet tall (2.4 to 3.3 m).

Weight: 500 to 800 pounds (225 to 360 kg).

Average Life Span: 400 years.

Natural Abilities: Great strength, Nightvision 60 feet (18.3 m; can see in total darkness), good color vision, superior sense of smell (recognize scent 22%, track by blood scent 54%), and fire and cold attacks, even magical ones, do half damage.

Attacks per Melee (Rifts): As per O.C.C., Hand to Hand and other combat skills.

Bonuses (in addition to attributes, O.C.C., and skill bonuses): +1 to strike, parry, and dodge, +2 to strike with horn attack, +3 to save vs Horror Factor.

Damage: Claws/punch do 2D6 S.D.C. +P.S. damage bonus, head butt or kick does 3D6 S.D.C. +P.S. damage bonus, charge with horns inflicts 5D6 S.D.C. +P.S. damage bonus and has a 60% chance of knocking the victim of the charge down (victim loses one melee attack and initiative). **M.D. Note:** On *Rifts Earth*, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the character can inflict Mega-Damage from "power punches," power kicks, and power horn and head butt attacks. Each "power punch/attack" counts as two melee actions and typically inflicts 1D6 to 2D4 M.D. per "power" strike, +6 to M.D. from a charging/ram attack with horns.

Magic: None. It is super-rare for a Minotaur to practice any form of magic. 94% of all Minotaurs are some type of warrior. However, they love magic weapons and armor.

Psionics: Standard, roughly the same as humans.

O.C.C. Palladium Fantasy®: Any Men of Arms, only 6% are some other O.C.C., often a psychic or adventurer.

O.C.C. Rifts®: Any Men of Arms, including CS Military equivalents, or any Adventure or Scholar O.C.C. except Cyber-Doc.

Special Skills of Note: Characters from the Palladium World will speak Giantese/Troll, Gobblely and Dragonese/Elven at 92%, all in addition to conventional O.C.C. skills.

Average Life Span: 400 years.

Habitat: Anywhere, although they prefer warm and temperate climates. On *Rifts Earth*, Minotaurs are *known* only to exist as slave stock on Atlantis.

Enemies: Palladium Minotaurs are wary of all humanoids.

Allies: Palladium Minotaurs have none, as most live in shame and seclusion for having once willingly served the Old Ones. The rare adventurer who goes out into the world, may befriend any race and tend to be tolerant of most other races.

Note: Minotaurs have a passion for large swords and axes. Those familiar with modern weapons love Vibro-Blades of all kinds, and being so big and strong, enjoy heavy weapons and armor.



Nimro, Fire Giant

Another giant race of legend on the Palladium World is the mighty Nimro. These blazing red giants are impervious to heat and flame, and breathe fire as a natural defense. Like most giants of the Palladium World, Nimro are bitter about their second-class status in the world and have a hate for humans, Elves and Dwarves. Nimro are cunning and clever, with a gift for organization and leadership. Consequently, a Nimro or clan of Nimro may be encountered commanding troops of Orcs, Goblins, and occasionally, Ogres and other (less intelligent) giants. They are on especially good terms with Jotan Earth Giants, and the two regularly join forces against a common foe or to meet a common goal. Nimro are also among the most social of the giants and dream of establishing a Kingdom of Giants, where their kind and kin can live free without being hounded or attacked by tiny humanoids.

Undoubtedly, a handful of Nimro have made it to *Rifts Earth* since the Coming of the Rifts. In fact, a handful fought for Tolkeen and others are found, here and there, in North America and abroad. However, there are no known Nimro communities.

Alignments: Any, but lean toward Anarchist (35%), Miscreant (25%) and Aberrant (25%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 3D6+6 (Supernatural), P.P. 3D6+6, P.E. 4D6+6, P.B. 3D6, Spd 2D6. **Note:** On Rifts Earth, the P.S. is considered to be Supernatural.

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 50 points plus those gained from O.C.C.s and physical skills.

M.D.C.: In the Rifts Earth environment, Nimro turn into minor Mega-Damage creatures with 6D6+20 M.D.C. Though they enjoy some limited, natural M.D.C. protection and are impervious to fire, Nimro need to wear medium to heavy body armor or use magic or force fields for additional physical protection.

Natural Armor Rating: None.

Horror Factor: 11

P.P.E.: 1D4x10

Height: 14 to 18 feet tall (4.3 to 5.5 m).

Weight: 800 to 1400 pounds (360 to 630 kg).

Physical Appearance: Copper or red skinned giants with black or red-brown hair and bright yellow eyes.

Natural Abilities: Supernatural physical strength and endurance. Nightvision 40 feet (12.2 m; can see in total darkness), good overall vision and hearing, impervious to heat and all types of fire including magical and Mega-Damage fire. Likewise, M.D. energy bolts do half damage. Nimro also breathe fire: range is 40 feet (12.2 m), inflicts 4D6 M.D. and counts as an extra melee attack.

Vulnerability: Cold and ice based magic does 50% greater damage than usual.

Attacks per Melee Round: Two plus fire breath without any combat training, otherwise as per O.C.C., Hand to Hand combat and other physical skills, plus one fire breath attack per round.

Damage: Punches and kicks do Mega-Damage, typically 1D6 or 2D6 M.D. (double for power punch), but sometimes less, sometimes more; as per supernatural strength.

Breathe Fire: As often as once per melee round. Range is 40 feet (12 m), inflicts 4D6 M.D. and counts as one *extra* melee attack whenever it is used in conjunction with other physical attacks.

Bonuses (in addition to attributes, O.C.C. & skills): +2 to save vs Horror Factor, +1 to save vs Illusions, and +3 to save vs Possession.

Psionics: Standard, about the same as humans.

Average Life Span: 300 years.

O.C.C.s Palladium Fantasy®: Any, except Knight, Palladin or Long Bowman.

O.C.C.s Rifts®: Any, including the *equivalent* of Coalition Military O.C.C.s, excluding vehicle, robot and power armor pilots. Tend toward the basic Men at Arms and Adventurer and Scholar O.C.C.s.

Skills of Note: Speaks Troll/Giantese and Gobblely at 98%, about half also speak and are literate in Dragonese/Elven or one other language (+25%). All are in addition to the usual O.C.C. skills.

Habitat: Can be found anywhere. Considered a monster or D-Bee on Rifts Earth. An increasing number of Nimro and other giants can be found in Turkey (see Notes).

Enemies: Traditionally, Titans, Elves, Dwarves, Humans, and most “small humanoids” (non-giant races). Generally, indifferent to most others.

Allies: Jotan, Gigantes, Ogres, Trolls, Orcs, Goblins, and Fire Dragons. Indifferent to most others. May associate with the supernatural and creatures of magic.

Notes: Aggressive and hostile, but also calculating, tricky and cool under fire (no pun intended). Nimro tend to be quite greedy and power hungry, both of which get them into trouble. The Nimro have desired to build a kingdom of giants for centuries. Unknown to most people, a faction of dimension-traveling Nimro have decided to try to establish such a kingdom in what was once pre-Rifts *Turkey*. Over the last decade its numbers have risen from about 60 Nimro to 160. Other members of the giants’ kingdom include a dozen Jotan, three dozen Cyclops, four dozen Gigantes, 100 Trolls, 300 Adarok Flying Mountains, 800 Brodkil (most refugees from the fighting around the NGR) and 7,000 Orcs, among others, mostly rare beings in tiny numbers. Giants of all kinds are welcome and most desired, but as this fledgling little kingdom steadily grows, it is beginning to attract others, primarily the more monstrous looking and large varieties of D-Bees, but human Gypsies and others as well. With so much attention focused on the war in and around the New German Republic, parts of Africa and other conflicts, the Nimro’s Kingdom of Giants on Rifts Earth has gone largely unnoticed, but as it grows, it is only a matter of time before it is discovered and challenged. There are scores of wandering bands of monsters, raiders, would-be conquerors and rivals who would see such a kingdom as a threat to their power, the Phoenix Empire in North Africa, forces in France and the Gargoyle Empire chief among them. How much longer the Kingdom of Giants can stay unnoticed remains to be seen.

Rahu-Man

Rahu-Men are an ancient race of four-armed giants indigenous to the Palladium World. They have forsaken the ways of their world and are said to live only in the highest peaks of the Old Kingdom Mountains. Protected by their mountain retreats they pursue a quiet life as scholars, mystics and shepherders. Many human scholars of the Palladium World believe the Rahu-Men are already extinct, because none have been seen in over two hundred years, at least not in civilized locales.

In ancient times, Rahu-Men ranked among the world’s most powerful warriors, Mind Mages, Wizards, and Scholars. It is said that even the Titans respected the Rahu-Men, but as the world changed, the four-armed giants found themselves unable to adapt. Feared by both humans and non-humans, the Rahu-Men were the target of many unfair assaults. After a great number were slain in an unsuccessful military campaign waged by the Western Empire to exterminate them, the survivors became reclusive and fled into the Old Kingdom Mountains. Even then they were hounded by the world’s leaders and power-hungry individuals who insisted the giants teach them their great combat skills, mystic powers, and wisdom – or die.



As a result, the Rahu-Men have gone to great lengths to perpetuate the myth that they have become extinct. Despite this myth, a comparatively large number still live in the Old Kingdom Mountains, while others have taken to dimensional travel, exploring other worlds such as Rifts Earth. In fact, a community of nearly 600 exist in the Himalaya Mountains of Earth, where their ancestors have lived in solitude for over 4000 years!! It was the footprints and brief glimpses of these giants, clad in white sheep's skin or furs, and mistaken for monsters, that inspired the legend of the *Abominable Snowman*!

On Rifts Earth, a few Rahu-Men were involved with the Tolkien conflict, a few are currently Cyber-Knights or working with the knights (and among those pressing to do something about the Calgary Rift and the growing Kingdom of Monsters), and others can be found at Lazlo, the Magic Zone, England, India, Germany, Russia and China. A few were also reported in Africa when the Four Horsemen of the Apocalypse appeared but are believed to have moved on. (Or so the evil Phoenix Empire would prefer to believe. They will capture, interrogate and probably slay any Rahu-Man found within their domain, or sell them as slaves to Atlantis.) Of course, one to a half dozen could be encountered on a crusade, scientific expedition or adventure anywhere on Rifts Earth and in the Megaverse.

Note: The term Rahu "man" or "men" is the identifying name of this race of giants, but both male and females genders exist in an equal ratio.

Alignments: Any.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6, M.E. 3D6, M.A. 2D6, P.S. 5D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd 2D6

M.D.C.: 6D6x10; since the Coming of the Rifts, the Rahu-Men, who are creatures of magic, are transformed into Mega-Damage beings. (Normally has P.E. number +20 plus 2D6 points per level of experience for Hit Points, 2D4x10 S.D.C.; A.R. not applicable.)

Horror Factor: 10

P.P.E.: 1D4x10

Size: 12-15 feet (3.6 to 4.6 m) tall.

Weight: 350-500 pounds (157.5 to 225).

Average Life Span: 1000 years.

Natural Abilities: Superior I.Q., great physical power and four arms are these giants' most obvious traits. Has Supernatural P.S. and P.E. on Rifts Earth. The four limbs provide the following skill modifiers: The following are special skill bonuses that are in addition to O.C.C. bonuses due to the character's size, four arms and outlook on life: +10% to Climb, +5% to Pick Locks, +5% to Palm, +10 to Concealment, +10% to Carpentry and Boat Building, +6 on Streetwise, +10% on Lore skills, and +5% to all Communication, Military, and Medical skills (even as secondary skills). Also see psionics.

Penalties: -15% to Prowl and -5% to Pick Pockets.

Attacks per Melee: Four without any formal hand to hand combat training, or four plus those gained from Hand to Hand combat skill and/or boxing. An experienced Rahu-Man fighter often has 7-10 melee attacks.

Bonuses (in addition to attributes, O.C.C. & skills): +2 on initiative, +1 to strike, +4 to parry, +4 to pull punch, +1 to roll with impact, +3 to save vs Horror Factor, and +2 to save vs possession.

Damage: As per Supernatural P.S. or by weapons, or magic if versed in the mystic arts.

Psionics: All Rahu-Men possess minor psionics and can select eight psi-abilities from the Sensitive category. **I.S.P.:** M.E. attribute number +30 plus 1D6 per level of experience.

O.C.C.s Palladium Fantasy RPG®: Virtually any O.C.C., but lean toward Mercenary Fighter, Knight, Paladin, Ranger, Thief, Assassin, Healer, Scholar, and any magic occupations. They rarely pursue the ways of the clergy.

O.C.C.s Rifts®: Any, including the equivalent of the Coalition Military O.C.C. with the exception of robot and power armor pilots (probably lean toward Military Specialist, Commando, Special Ops, and Ranger). Other appealing O.C.C.s include Cyber-Knight, Headhunter, and all Scholars & Adventurers, especially Operator, Body Fixer, Scholar and Scientist, as well as *practitioners of magic*, especially the Ley Line Walker, Mystic, Techno-Wizard, Conjuror, Temporal Wizard, and Stone Master.

R.C.C. Skills: Languages: Dragonese/Elven and two additional (your choice) languages and literate in all (+20%), Basic Math (+30%), and W.P. Archery & Targeting (with an emphasis on spears and pole arms); all are in addition to the usual O.C.C. skills.

Habitat: Communities of Rahu-Men are found in mountains and secluded places away from the prying eyes of fellow humanoids. None are *known* to exist on Earth other than the occasional dimensional traveler passing through (though you, dear reader, know otherwise).

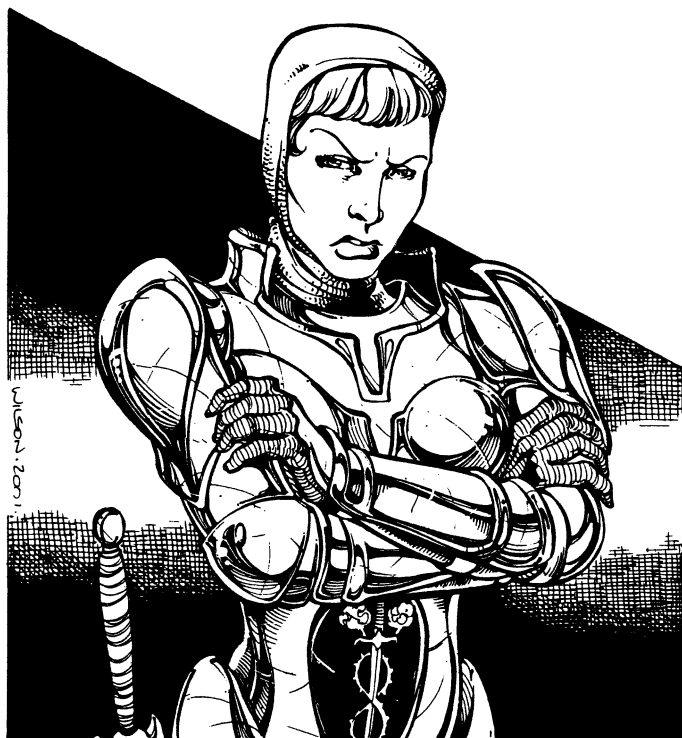
Enemies: Most fellow Giants, Ogres, Trolls; distrusts humans and Elves.

Allies: Traditionally, Titans and Kobolds. Rahu-Men tolerate any intelligent, hospitable, and/or noble creature. They respect all life forms.

Notes: The things happening on Rifts Earth have caught the giants' attention. Always an inquisitive people, the Rahu-Men cannot resist the temptation to explore this transformed world, especially since countless other nonhuman life forms make them less alien and frightening than most elsewhere. Many are well acquainted with technology and use high-tech machines, weapons and science with comfort and understanding. In fact, *General Rasheen*, member of the Council of Governors and celebrated hero of the New German Republic, is a Rahu-Man (9th level Cyber-Knight with one bionic replacement arm). Others are steeped in the ways of magic or science, while still others are just young and curious explorers. Young Rahu-Men, 1-3rd level, desire to see the world, and are far more open to travel and adventure than most of the older, more cautious giants.

Generally, the multi-limbed giants respect all people and philosophies. Although a gentle, intellectual people, Rahu-Men are surprisingly involved in physical activities and love physical sports, tests of combat and contests of all types. Consequently, most are trained warriors and deadly combatants. Those who travel into hostile territory on wild adventures wear custom made body armor (costs 10-20 times more than human-sized armor, but has 250-500 M.D.C. and may be magical in nature). Rahu-Men are also among those who would enjoy using force fields. Some elect to wear no armor at all. Favorite types of ancient weapons include: Pole arms, forks, and the ball and chain. Favorite modern weapons include Techno-Wizard weapons, Vibro-Blades, precision lasers and heavy weapons of all kinds, with particle beams and plasma weapons at the top of the list.

If these brave and noble giants have a negative side, it is the lingering tradition of eating humanoid flesh! Most Rahu-Men still follow a terrifying and repugnant ritual in which a triumphant warrior devours the heart, brain, and/or entrails of a worthy or powerful opponent, especially those in a position of power as a leader or great mind. This also means Rahu-Men have no compunction about eating a slain opponent when other food sources are not available. Of course, these are heroic beings who don't run around kidnaping, killing and eating people (unless insane, and an insane, murdering Rahu-Man can be a horrific monster). These noble beings see their ritual as an honor or acknowledgment to a worthy or deadly opponent.



Titan, Hero Giant

The most famous and glamorous of the Palladium Giants are the noble warriors known as Titans. The vast majority of these handsome beings are champions of justice who, like knights-errant, wander the world, typically in pairs (seldom more than four), seeking adventure, combating evil, and righting wrongs. They have done so for tens of thousands of years and have become a symbol of strength, honor, and courage on the Palladium World and elsewhere in the Megaverse. So great are these warriors that both humanoids and giants alike consider them to be demigods.

Titans are one of the archaic races that survived the battle against the dreaded Old Ones and helped to reshape the Palladium World into a (relatively) kinder, gentler place. For eons they were the Elves' most stalwart ally, but the eons long Elf-Dwarf War tore them apart. Unable to bring themselves to act against their beloved Elven allies, they abandoned the Elves, marking the beginning of the end of the Elven Golden Age. Since that day, no Titan has called an Elf, "friend" and they try to avoid contact with them.

Titans look very much like idealized humans, with tan skin, warm eyes, blonde/golden, silver or brown hair, and muscular builds – and, of course, they are giant-sized. Most are intelligent, noble beings who tutor and train under a veil of secrecy. Titans have their own secret society reminiscent of ancient Earth's Knights Templar. Thus, even their exact numbers are unknown, though believed to be very few. Titans, both male and female, seem to wage a never ending quest to right injustice, destroy evil and cast out the supernatural. Titans are known for their great compassion, mercy, nobility, honor and heroics, and welcomed by most good (and downtrodden) folks everywhere. Their campaign against the forces of evil has sent them to many worlds including *Rifts Earth*. Though fewer than a hundred are believed to have visited Earth since the days of the Coming of the Rifts, many are the tales of Titan heroics, especially during the Dark Age.

Alignments: Any, but strongly lean toward good. Typical breakdown is Principled (35%), Scrupulous (35%), and Unprincipled (20%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 4D6+6 (Supernatural), P.P. 3D6+6, P.E. 4D6+6, P.B. 4D6+6, Spd 3D6+6

Hit Points: P.E. attribute number, +1D6 per level of experience.
S.D.C.: 80 points, plus those gained from O.C.C. and physical skills.

M.D.C.: Turns into a Mega-Damage being on *Rifts Earth* with 3D6x10+60 M.D.C.

Natural Armor Rating: Not applicable.

Horror/Awe Factor: 12

P.P.E.: 2D6x10

Height: 12 to 14 feet tall (3.6 to 4.2 m).

Weight: 600 to 1000 pounds (270 to 450 kg).

Physical Appearance: Majestic, muscular, giant men and women, powerful of limb, with golden, silver, or brown hair, and warm eyes.

Natural Abilities: Supernatural physical strength, and superior prowess, endurance, and beauty. Nightvision 90 feet (27.4 m; can see in total darkness), excellent overall vision and hearing, see the invisible, bio-regenerate 4D6 M.D. per minute (4 melees), turn 6D6 dead at will (80% success ratio), impervious to a vampire's bite, and dimensional teleport at will (45% success ratio and add +10% on a ley line and +20% at a nexus; similar to the demon's teleport).

Attacks per Melee: One additional attack per round plus those gained from Hand to Hand combat, boxing and other physical skills.

Damage: Punches and kicks inflict Mega-Damage as per Supernatural P.S. attribute; see Supernatural P.S. Table earlier in this book.

Bonuses: +4 to save vs Horror Factor, +2 on initiative, +4 to pull punch, +2 to roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 1000 years.

O.C.C.s (Palladium): Any Men at Arms O.C.C., Healer, Mind Mage (rare), Wizard, or Warlock. The uncommon evil Titan may pursue the practice of dark magic.

O.C.C.s (Rifts): Any, including the equivalent of Knight, Cyber-Knight, and Military O.C.C.s. Any type of power armor would demand the custom design and immense cost of gi-

ant-sized armor. Glitter Boy pilot and conventional power armor and robot pilot O.C.C.s are out of the question, and no Titan will submit to becoming a full conversion cyborg, nor can they be turned into a Juicer or Crazy, and they avoid Techno-Wizard and Shifter magic. Tend toward Headhunter, Knight/Warrior, Wilderness Scout, Ranger, and Commando types as well as Healers (any medical or psi-Healer type), Ley Line Walker, Mystic, Warlock, and especially Cyber-Knight! The Titan's natural bio-regenerative powers reject cybernetic implants, bionics and most other forms of augmentation.

Skills of Note: Speak Troll/Giantese and Elf/Dragonese 98%, and are literate in Elf/Dragonese. All Titans, male and female, automatically get Hand to Hand: Martial Arts, and one W.P. of choice in addition to the usual skills of their chosen O.C.C. Warriors almost always select Boxing as one of their combat skills.

Habitat: Can be found anywhere (and we mean anywhere). May be considered a monster, D-Bee or warrior demigod on Rifts Earth.

Enemies: Traditionally, Gigantes, Jotan, Ogres, Trolls, wicked supernatural beings and all manner of evil and injustice.

Allies: Traditionally, humans, Spirits of Light, Kukulcan dragons, and all champions of justice and goodness. Indifferent toward most others. On Rifts Earth, Titans will find Cyber-Knights, other Knights/Paladins, True Atlanteans, Lyn-Srial, Zembahk, Mystic Kuznya and other champions of light and goodness to be worthy allies.

Notes: There is an occasional evil Titan. Also note that not all Titans travel in pairs and a lone individual or pair may join a larger group of humanoids in their search of adventure or quest to destroy evil and protect the innocent.

On *Rifts Earth*, places where evil creatures of magic and wicked supernatural forces are mounting *will* (eventually) attract the attention of one or more Titans sooner or later. In fact, rumor has it that three Titans have joined Lord Coake in his campaign against the Kingdom of Monsters in Calgary, Canada. Titans have also been reported in the Magic Zone, Mexico, Africa, France, Germany, Poland, India, and China, as well as other locales.

A Titan with any experience at all is likely to have one or two magic weapons and/or magic item or magic armor – often passed down as heirlooms from generation of hero after generation. However, Titans also use available technology and like high-tech weaponry, particularly precision weapons, including laser weapons, TW items, and Vibro-Blades.

Goblin

Goblins (and Orcs) are among the most common of the sub-human races or so-called “monster races” on the Palladium World. They are also known to exist on several other worlds, including ancient Earth, probably brought to such places as the underlings of dragons, powerful sorcerers, and supernatural beings, as well as taking advantage of dimensional Rifts at ley lines. They breed like rats, so once they get a foot in an ecology they can often become a new dominant part of it. Only their laziness, sloth, infighting and wicked natures *prevent* Goblins from becoming a force to be reckoned with wherever they go.

Goblins are distant cousins to the smaller and magical Faerie Folk, but most lack any innate magic powers themselves. This may be the result of evolution or genetic mutation. Only the Cobbler Goblin (a one in 20 genetic mutant) possesses Faerie-like magic powers.

Goblins are generally meanspirited, vindictive, and cruel people, most of whom operate on the principle of the strong preys upon the weak. Their communities are clannish, with members living in shabby huts or warrens underground as a loose-knit tribal unit that can number into the hundreds or thousands. Other mean, dull-witted and wicked beings may also live among a Goblin community as full-fledged members of the tribe, friends or leaders. These include Orcs, Ogres and Hob-Goblins. A Warrior Chief (sometimes called a Goblin King) rules the tribe. He is assisted by a War Chief (second in command) and a Shaman, Witch or Priest of Darkness (third in command). Family members and Cobblers generally fill in the other positions of authority and power. Thus, when a Goblin King or Warrior Chief is overthrown, the entire structure of the tribe is reconfigured, with those once on top driven out, slain or pushed down to the bottom of the social heap. Goblins (Hob-Goblins and Orcs) frequently associate with evil creatures of magic or supernatural monsters, gladly striking out at the larger and handsomer races. The Goblins' wicked and cruel disposition makes them willing henchmen to evil, powerful beings who promise them opportunity, power, reward and the chance to inflict pain.

Alignments: Any, but lean toward Anarchist (30%), Miscreant (40%) and Diabolic (20%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 3D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd 3D6 (1D6 digging).

Hit Points: P.E. attribute number, +1D6 per level of experience.

S.D.C.: 10, plus those gained from O.C.C. and physical skills.

M.D.C.: None. This means the mortal character needs to acquire M.D.C. body armor or magical protection like humans. Most Goblins prefer light to medium armor, from magical and homespun varieties to full environmental.

Armor Rating: None.

Horror Factor: None.

P.P.E.: 6D6 for the average Goblin, but 3D4x10 +1D6 per level of experience for Cobblers.

Bonuses: +1 to save vs Faerie magic and +2 to save vs Horror Factor, plus those possibly gained from attributes, O.C.C., and skill bonuses.

Natural Abilities of the Typical Goblin: Superior physical prowess, generally low intelligence. Nightvision 90 feet (27.4 m; can see in total darkness) and good overall vision and hearing. An aptitude for digging and living in tunnels provides the following instinctive abilities.

Underground Tunneling (Special): Fundamentally the same as Dwarves only much cruder. **Base Skill:** 30% +5% per level of experience.

Underground Architecture: Fundamentally the same skill as Dwarves only much simpler and cruder. **Base Skill:** 10% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction: Fundamentally the same skill as the Dwarf, but less acute. **Base Skill:** 20% +5% per level of experience.

Judging the approximate relation/proximity to surface structures (natural and artificial) is poor. **Base Skill:** 10% +5% per level of experience; -20% if in an unfamiliar area.

Natural Abilities of the *Cobbler Goblin*: The Cobbler is a Goblin who retains his or her Faerie Folk magic powers. To randomly determine whether a Goblin is a Cobbler, roll percentile dice, a role of 1-15 indicates a Cobbler. A Cobbler's most significant power is the ability to undergo metamorphosis, at will, into a small animal. They can also cast some limited magic.

1. Metamorphosis: A Cobbler's most significant power is the ability to metamorph at will into a dark, small animal. There is no limit as to how often metamorphosis can be performed other than a maximum of once every two minutes, nor is there a limit as to how long the animal shape can be maintained. Cobbler Goblins usually select ominous animals like a rat, toad, raven, black cat, weasel, etc. This makes them perfect spies, thieves and assassins (the animal cannot be smaller than a toad).

2. Faerie Magic: Cobblers can cast the following spells twice per 24 hours: Mend Wood, Wither Plants, Sense Magic, Tongues, Charm, and Darkness. All magic spells are equal to a third level Wizard. Since the Cobbler is not a true magic-user, his abilities do not increase as the character gains new levels of experience. Nor can the character learn more spells, read magic symbols, or gain/study any other magic abilities.

3. Special Cobbler Bonuses: +1 to save vs all types of magic, +1 to save vs possession, +3 to save vs Horror Factor. Cobblers also have an aptitude for woodworking and get a +10% bonus for carpentry, boat building, and sculpting/whittling.

Note: All other stats are the same as the average Goblin. Characters with major or master psionic powers cannot be a Cobbler.

Attacks per Melee (Rifts®): As per O.C.C., combat training and skills.

Psionics: Standard, basically same as humans.

Average Life Span: 80 years.

O.C.C.s Palladium Fantasy®: Most O.C.C.s, except Long Bowman, Knight, Palladin, and magic (with the exception of Witch and Cobbler). Lean toward Assassin, Thief and Mercenary Fighter.

O.C.C.s Rifts®: Most any Man at Arms or Adventurer, *except* the formal military O.C.C.s, power armor and robot pilots, Cyber-Knight and other lawmen, and the highly skilled. Leans toward Assassin, Bandit, Raider, Professional Thief, Smuggler, City Rat: Runner, Gutter Rat, Roof Rat, Pack Rat, Headhunter, Saddle Tramp, Saloon Bum, Gambler, Vagabond, Vagabond Thief and similar simple or disreputable occupations. Note that Goblins love cybernetics and bionics.

Skills of Note: Gobblely and Faerie Speak at 98%, typically illiterate. Add a bonus of +2% to Rogue/Thief skills.

Habitat: Can be found anywhere. Usually considered to be a vile D-Bee on Rifts Earth, but may be considered an evil Faerie Folk by those in the know.

Enemies: Traditionally, humans, Elves, Dwarves, Gnomes, and most large and handsome/beautiful beings.

Allies: Traditionally, Orcs, Hob-Goblins, Trolls and Wolfen. Indifferent toward Ogres, and giants. The Wolfen have hope of uniting Goblins and Orcs to join them in their struggle against the humans. On Rifts Earth they will also associate with ugly and dumb non-humans, mutant animals, magic creatures and supernatural evil.

Size: Three feet (0.9 m) plus 2D6 inches tall.

Weight: 60 to 100 pounds (27 to 45 kg).

Notes: Goblins tend to be impudent, malevolent, and cruel toward other creatures. They love Vibro-Blades, energy weapons and instruments of torture. Only a thousand or so are known to exist in North America, mostly in and around Calgary and the Detroit-Windsor Rift, but tens of thousands are said to plague parts of Europe, especially eastern Europe.

Gosai

These soft-spoken killers originate from another planet and were brought to the Palladium World as assassins and spies during the Elf-Dwarf War. The Gosai were originally a tree-dwelling people well-suited for the region's original jungle and forest environment. Those on the Palladium World have since developed tough, scaly skin to protect themselves from the scathing environment of the Baalgor Wastelands.

A few generations after the Elf-Dwarf War came to an end, the Gosai set aside their lingering resentment for Elves and Dwarves, realizing that the people of today are greatly different than they were eons ago (they are considerably more humble, for one thing). For the most part, humans and other races see these desert wanderers as just another exotic race in an exotic land. However, many still consider the Gosai as dangerous and spooky as ever.

The alien beings are level-headed and methodical, but once moved to violence, they become ruthless and vicious fighters who rarely show mercy, even if it is begged of them. Worse, they can hold a grudge or vendetta that spans generations. Even in the heat of combat, however, Gosai remain relatively calm, cool and collected. The average warrior does not rattle easily, nor do they show their emotions. Professional Gosai Assassins can seem absolutely cold and hard as ice. While most view them as unfeeling and merciless, the truth is that they are a passionate people, but they internalize most of their feelings except when around their closest of friends or trusted family members.

The Gosai's greatest weakness is a contact allergy to metal of any kind, inflicting 1D4 points of damage each time any part of their flesh touches any kind of metal. As a result, Gosai avoid metal entirely. Likewise, Gosai on the Palladium World, do not use much technology for the same reason. However, on Rifts Earth, where plastics and ceramic materials are handy, the strange beings can find a number of safe substitutes. On the Palladium World Gosai refuse to use riding beasts or beasts of burden, preferring to carry their meager possessions with them wherever they go. According to the Gosai themselves, one should never own so many possessions that he or she requires a beast of burden to carry them all. To do otherwise is to display gluttonous materialism, something which all Gosai strive to avoid. This aversion to using pack animals also applies to vehicles. Gosai who visit Rifts Earth and other high-tech environments still prefer to walk and carry their possession rather than use a hovercycle or automobile. This also means they have little use for gold, gems, and other valuables, preferring to live "life to its fullest" and enjoy one's accomplishments through reputation, glory and infamy – they love building notorious reputations for themselves and enjoy the celebrity (and/or fear and



intimidation) it brings. **Note:** There are no known Gosai communities on Rifts Earth.

Alignment: Any, but usually selfish or Aberrant evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 3D6, P.P. 3D6+6, P.E. 3D6, P.B. 3D6, Spd. 3D6+6

Hit Points: P.E. attribute number +1D6 per level.

S.D.C.: 3D6, plus those points available from O.C.C./R.C.C. and physical skills.

M.D.C.: None. This means the character needs to acquire M.D.C. body armor, force field or magical protection the same as humans. However, they cannot be made of metal due to the Gosai's unique allergy. Thus, a Gosai must use armor like the Plastic Man, Urban Warrior, Bushman and other armors made from nonmetallic materials, including those made from the hide of the Fury Beetle and other M.D.C. animals. Force fields and magic are also welcomed alternatives to metal armor.

Natural A.R.: 10, applies only to S.D.C. combat situations. Any roll of 10 or less does no S.D.C./H.P. damage even if it hits the mark.

Horror Factor: 10

Average P.P.E.: 4D6

Average Life Span: 60 years.

Size: 5-6 feet tall (1.5-1.8 m), 150-175 pounds (68-79 kg).

Physical Appearance: Slender, graceful humanoids who many people think have a slightly reptilian appearance. Completely hairless, they are covered with fine, metallic red scales. Their teeth are small and pointed, like a puppy dog's milk teeth. Gosai have light yellow eyes with an elongated, golden "goat's eye" pupil. Most prefer to dress in loose clothing, usually a tunic, billowing leggings, and a flowing set of desert Bedouin robes.

O.C.C.s in Rifts: Any, except Knights (any), power armor or robot pilots, and most O.C.C.s that rely on tanks, heavy armor and war machines. Prefer Men at Arms O.C.C.s, City Rat (any), wilderness and roguish occupations.

O.C.C.s for Palladium Fantasy®: Any, except Knight, Palladin and Long Bowman. Favorite O.C.C.s are Thief, Assassin and Gladiator. Or the character may opt for the *Gosai Assassin Racial Character Class*.

Gosai Assassin R.C.C.: In this case, the character is a professional killer but refuses to employ weapons of any sort. The Gosai Assassin is identical to the Palladium Assassin O.C.C. except in place of Hand to Hand: Assassin, the character learns a unique unarmed combat style called *Skudasa* that emphasizes a Gosai's natural fighting abilities. Note that ONLY the Gosai Assassin R.C.C. is eligible to take Hand to Hand: Skudasa. Also, in place of the four weapon proficiencies available to the Assassin O.C.C., the Gosai assassin gets one additional skill selection from each of the following categories: Espionage, Military, Rogue and Scholar (for a total of four skill selections). The Gosai Assassin *CANNOT* take a W.P., Horsemanship skill or the Disguise skill.

Hand to Hand: Skudasa: This is a cross between Martial Arts and Assassin combat training, with a special emphasis on clawing and kicking attacks.

Level

1: Starts with two attacks per melee round, +2 to strike.

2: +3 to parry and dodge, +2 to pull punch and +2 to roll with punch/fall.

- 3: All styles of kick attacks and corresponding damage.
- 4: +1 attack per melee round and +1 on initiative.
- 5: Claw attacks increase to 3D6 damage, "pop kick" increases to 5D6 damage.
- 6: Critical strike on an unmodified roll of 17, 18, 19 or 20.
- 7: Character may use his hand and foot claws as paired weapons, as per the W.P. Paired Weapons skill. They can also be used to parry swords and other hand-held weapons.
- 8: Leap attack, +1 on initiative, +2 to pull punch.
- 9: +1 attack per melee round.
- 10: +2 to parry and dodge.
- 11: Body throw/flip, +1 to initiative.
- 12: Death blow on an unmodified roll of 20 (if desired).
- 13: +2 to damage.
- 14: +1 attack per melee.
- 15: +2 to strike and disarm.

Natural Abilities: Prehensile Feet (special): A Gosai is just as dexterous with his feet as he is with his hands. Those with the Scale Walls skill get a +10% bonus. Plus, Gosai can perform feats of fine manual dexterity (such as picking locks) with their feet, with no penalty.

Retractable Claws (special): Gosai have retractable claws on their feet as well as their hands. For this reason, they almost never wear shoes or gauntlets. They also have retractable claws on their fingers.

Pop Hinges (special): Gosai have a unique elastic material in their knee joints, allowing their legs to "pop" straight with incredible force. This allows them to leap 30 feet (9 m) in any direction. Also, Gosai can use this ability to deliver extra-powerful kicking attacks known as "pop kicks."

Attacks Per Melee: 2 or by O.C.C. or R.C.C. and combat skills.
Damage: A swipe of hand or foot claws does 2D6, a "pop kick" does 4D6 but counts as two melee actions.

Bonuses: +1 melee attack (due to agility and prehensile feet), +1 to strike, parry and dodge. +2 to save vs Horror Factor, and -2 to save vs poison.

Magic: By O.C.C. only.

Psionics: Standard, roughly the same as humans.

Habitat: Gosai cannot stand cold or wet climates, so the Baalgor Wastelands or other desert climates are the only places where they truly feel comfortable.

Languages: Besides their own native tongue (spoken at 98%), Gosai also speak Elven/Dragonese fluently (+30%). Gosai elders have taught the Elven language to their young since the days of the Elf-Dwarf War.

Enemies: Giants, Trolls, Ogres and Orcs. Gosai especially dislike Quorians, whom they fought extensively during the Elf-Dwarf War. On Rifts Earth this D-Bee will take an instant dislike to Xiticix, Brodkil and demonkind.

Allies: Humans, Elves, and Eandroth (on Rifts Earth that includes any reptilian D-Bees, including the Lyn-Srial). Gosai are indifferent to most other races.



Orc

Orcs are the most common of the sub-human races found on the Palladium World, followed by Goblins next in line. They are large, dull-witted brutes, heavily muscled and more broadly built than humans. Their heads are large and rather apish, with heavily ridged brows, bushy eyebrows, pointed ears, large, fang filled mouths, flat, snout-like noses and dark colored eyes and hair. They, like the Goblins, operate in loose-knit tribes of barbaric warriors and brigands. The Orcs of the Palladium World tend to be warrior parasites who raid, fight and steal from others rather than engage in manufacturing, crop growing or other self-sufficient means of supporting themselves. Yet despite their legendary ferocity and aggressive robbing ways, Orcs have strong backs and excellent endurance that makes them excellent farmers and heavy laborers. None too smart, Orcs do well in jobs that involve repetitive or single-minded tasks.

Impressed by power – and true power to an Orc is the ability to do whatever you want to whomever you want – they will obey and follow any being who possesses great physical strength or incredible magic power. Consequently, they frequently become the minions and even the armies of powerful Ogre Warlords, Trolls, Giants, sorcerers, dragons, supernatural beings and even humans and Elves. Orcs revel in destruction and mayhem, so they love to participate in torture, murder, pillaging, massacres, and general carnage. In fact, the adrenaline rush they enjoy from such acts can turn them into a frenzied mob beyond the control of even a powerful master or general. However, a display of mystic or supernatural might usually brings them back in line, as Orcs live in awe and fear of powerful magic.

On *Rifts Earth*, Orcs are found in the D-Bee populations of the 'Burbs around Chi-Town, Iron Heart, and Lone Star, though not in significant numbers (1-3%). They also comprise a full thirty percent of the bandits in the *Pecos Empire* and are found in *Ciudad Juarez* and scattered throughout Mexico and parts of the American West. Up north they can be found in and around Calgary and southern portions of Canada, usually in small roving bands of raiders and bushwhackers. Tens of thousands are found with their Goblin buddies in Eastern Europe.

Ever lustful for power and wealth, especially power, Orcs have been known to embrace all manner of human augmentation, especially partial and full bionic conversions. Some even subject themselves to M.O.M. (Crazies) conversion and have attempted Juicer conversions and all kinds of experimentation for the promise of personal power and glory. Attempts at Juicer conversions are only successful 1-33% of the time. The remaining 67% usually die or turn into drooling turnips incapable of the simplest thought.

Alignments: Any, but lean toward Anarchist (30%), Miscreant (40%) and Diabolic (25%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 3D6, P.S. 3D6+8, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 10 plus those gained from O.C.C. and physical skills.

M.D.C.: None. This means the character needs to acquire M.D.C. body armor or magical protection like humans. Most Orcs prefer medium and heavy body armor, and love magical armor when they can get it. Wears anything from homespun varieties to full environmental armor. Not usually smart enough to use power armor, though some can.

Natural Armor Rating: None.

Horror Factor: None.

P.P.E.: 2D6

Size: 5-6 feet, 8 inches (1.5 to 2 m).

Weight: 160 to 250 pounds (72 to 112.5 kg).

Average Life Span: 50 years.

Physical Appearance: Husky, muscular humanoids who stand about the same height as humans but are much broader and heavily muscled. Even the females look like heavyweight boxers. The nose is large and flat, similar to a hog or gorilla. The ears are pointed like those of an Elf, eyebrows thick and bushy, and the mouth filled with sharp teeth and canine fangs. The hair is black and usually grown into a long, wild mane or worn in a ponytail.

Natural Abilities: In addition to the Orc's great strength and stupid courage, the character also has Nightvision 40 feet (12.2 m), excellent day vision (equal to a human), and a superior sense of smell.

Track Blood Scent: An Orc can follow the scent of blood up to 1000 feet (305 m) away at the base skill of 15% +5% per level of experience.

Recognize Scent of Others: The Orc can recognize and follow a *familiar* scent up to 50 feet (15 m) away. **Base Skill:** 10% +3% per level of experience; +13% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Attacks per Melee (Rifts®): Two without any combat training, or those gained from hand to hand combat and/or boxing.

Damage: Bite with canine-like teeth inflicts 1D6 S.D.C. damage.

Bonuses (in addition to attributes, O.C.C. & skills): +1 to roll with impact and +3 to save vs Horror Factor. Clawed hands inflict 1D6 S.D.C. +P.S. damage bonus, a kick 2D6 S.D.C. +P.S. damage bonus, and a bite attack does 1D6 damage but no P.S. bonus is applicable.

Magic: Witch and Priest O.C.C.s only.

Psionics: None!

O.C.C.s Palladium Fantasy®: Any Man of Arms except Palladin. Magic O.C.C.s are limited to Witch and Priest.

O.C.C.s Rifts®: Limited to City Rat (any, depending on I.Q.), Vagabond, Saddle Tramp, Wilderness Scout, Bandit, Highwayman, Raider, warrior/fighter/merc, Gunfighter, Gunslinger, Headhunter, Crazy, Cyborg (any) or laborer. In their lust for power, an Orc would certainly submit himself to Bio-Wizard augmentation and even become a Bio-Borg.

Skills of Note: Speak Gobblely at 98%, typically illiterate.

Habitat: Can be found anywhere, but being invader types, Orcs tend to seize and inhabit the lairs, ruins and dwellings of others, namely those they defeat in conquest. Orcs also build simple huts, stockades, and erect tents, and seem to prefer woodlands, hilly, rocky, or mountainous regions. Considered barbarian D-Bees or monsters on *Rifts Earth*.

Enemies: Traditionally, humans, Elves, Dwarves, Gnomes, Changelings and most large and handsome/beautiful beings.

Allies: Traditionally, other monster races, including Goblins, Hob-Goblins, Ogres, Trolls, and Wolfen. Indifferent toward most others. The Wolfen have hopes of uniting Orc tribes to join them in their struggle against the humans but, so far, with minimal success. On *Rifts Earth* they will also associate with ugly and dumb non-humans, mutant animals, magic creatures and supernatural evil.

Notes: Orcs tend to be savage, cruel, and aggressive toward other creatures. They are easily startled and bluffed, especially by magic and the supernatural. They love energy weapons, rail guns and bionics. Only a thousand or so are known to exist in North America, mostly in the Canadian and American southwest, with maybe another thousand or two in Mexico, but tens of thousands plague Europe.

Favorite weapons include large swords, axes, and pole arms. On *Rifts Earth*, they love heavy armor and heavy weapons, as well as Vibro-Blades and magic weapons.

Ogre

Ogres resemble a giant, neanderthal-like prehistoric cousin to the humans. There are a growing number of scholars who believe that Ogres and humans share a common ancestry. This is given further credence by the fact that Ogres can, and do, successfully mate with humans, producing healthy offspring. However, such offspring are giant and generally considered to be Ogres. In the *Palladium World*, about 45% of all the Ogre females are sterile, and there are typically fewer females than males available to mate in the first place. As a result, Ogre raiding parties comprised of males go out to attack travelers and villages to kidnap human women for breeding. Without this despicable practice, Ogres would have died out long ago and even today are a dying breed. Their problem with sterility is com-



pounded by a long gestation period of one year, and the Ogres' belligerent and aggressive nature leads to a short life span as a result of widespread fear and persecution by other races.

Ogres are extremely aggressive and driven by passion: love, anger, hate. They delight in physical combat, tests of skill and sport to prove their physical superiority. A coward or weakling has no place among Ogres and will be driven from the tribe or killed. A typical tribe is small, rarely exceeding a hundred. However, Ogres may establish a tribe among other sub-humans, particularly Orcs. Of course, it is the Ogres who rule and dominate the Orcs. Sadly, these misanthropes distrust all humanoids, loathe humans and Elves, and don't even get along with other Ogres or Orcs.

Ogres exist on Rifts Earth, but their numbers are thought to be limited to groups of a few hundred scattered across the globe. Unlike other D-Bees, Ogres enjoy the many harsh, vast wildernesses of Earth and embrace the challenge for survival. They readily take to Mega-Damage armor, energy weapons and rail guns, as well as cybernetic implants and partial bionic reconstruction. The only thing that may prevent many Ogres from getting bionics is that they do not trust the humans or other life forms who must perform the operation.

Alignments: Any, but lean toward Anarchist and evil alignments.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+2, P.P. 3D6, P.E. 4D6, P.B. 2D6+2, Spd 3D6+2. **Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, see damage for details.

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 40 plus those gained from O.C.C. and physical skills.

M.D.C.: None. The character needs to acquire M.D.C. body armor, force field or magical protection like humans. Most Ogres prefer heavy armor, from magical and homespun varieties to full environmental and power armor. They absolutely adore magic armor and weapons.

Armor Rating: None.

Horror Factor: 10

P.P.E.: 3D6

Size: 7-12 feet tall (2.1 to 3.6 m); 6 feet plus 1D6 additional feet.

Weight: 250 to 500 pounds (112.5 to 225 kg).

Average Life Span: 90 years.

Physical Appearance: Huge, hairy, muscular humanoids sporting wicked canine teeth and sharp claws. Their complexion a warm grey to tan color; thick hide, sometimes scaling or flaking. Small round ears, dark eyes, dark hair.

Natural Abilities: Superior physical strength and endurance. Nightvision 40 feet (12.2 m; can see in total darkness) and good overall vision and hearing.

Attacks per Melee: Two without any combat training. Otherwise, has those gained from Hand to Hand combat, boxing or other skills.

Damage: Clawed hands inflict 2D4 S.D.C. +P.S. damage bonus, kick 3D6 S.D.C. +P.S. damage bonus, and bite 2D4 S.D.C. damage without benefit of P.S. bonus. **M.D. Note:** On Rifts Earth, the P.S. is considered to be the equivalent of *Bionic Strength*, which means the character can inflict Mega-Damage with "power" punches and kicks, and head butt attacks too. Each "power punch/attack" counts as two melee actions and inflicts 1D4 M.D. per "power" strike (never less than 1D4 M.D. regardless of an Ogre's P.S.).

Bonuses (in addition to attributes, O.C.C. & skills): +2 to save vs Horror Factor.

Psionics: Standard, about the same as humans.

O.C.C.s Palladium Fantasy®: Any, without restriction.

O.C.C.s Rifts®: Most any O.C.C.s, including *equivalent* O.C.C.s to the Coalition Military (i.e. basic soldier types, including Commandos, but not technical officers or pilots), Adventurer and Scholar O.C.C.s. Unlike the stupid Orcs, the Ogres are as smart as humans, though they are much more aggressive and savage, which may limit some of their options.

Skills of Note: Speaks Ogre and Gobblely at 98%, but is typically illiterate. Also gets an extra W.P. of choice (any) and Recognize Weapon Quality (+15%).

Habitat: Can be found anywhere. Considered D-Bees on Rifts Earth.

Enemies: Traditionally, humans, Elves, Dwarves, Gnomes, Changelings, Faerie Folk and most handsome or beautiful beings. Dislikes and distrusts most others.

Allies: Traditionally, Orcs. On Rifts Earth, Ogres also associate with other ugly and dumb non-humans and mutant animals, but are leery of mutant canines which remind them of Wolfen.

Notes: Ogres tend to be savage, aggressive and domineering toward smaller and weaker creatures. They love Mega-Damage weapons and armor of all kind. Only a few hundred are believed to exist on Rifts Earth. Ogres love raw flesh, especially human flesh, and 75% of Ogres are cannibals, so even their own kind are not safe from them!



Quillback

The Quillback is a handsome and curious little being who resembles a humanoid version of a hedgehog or porcupine. They originate from the Baalgor Wastelands of the Palladium World where they live on certain plants, insects and small animals as food. All the while, they are often hunted by vicious monsters and other, larger predators. What keeps these creatures alive is their high intelligence, raw speed and their porcupine-like set of quills, which they use very effectively in combat.

Quillback society is “primitive” by most human standards. They are nomads constantly on the move looking for food and trying not to be eaten, and do not establish large families, tribes or permanent homes.

Thanks to their sharp sense of smell, Quillbacks can identify each other simply by one’s scent. Thus, long-separated friends or relatives recognize each other instantly. Large Quillback reunions are fairly uncommon, but when they do happen, they call for much celebrating, eating, drinking, dancing and storytelling. If a Quillback attending such a reunion has non-Quillback friends with him or her, they too are invited to join in the festivities. Such guests are expected to bring food with them, or at least a bunch of really good stories. To a Quillback, a good story is funny, exciting, and contains a twinge (just a twinge, mind you) of sadness. These folk are used to losing their friends and loved ones on a frequent basis, and they are rather fond of eulogizing their lost ones in stories and song. Like most else in their lives, these reunions seldom last more than a few days before people begin to go their separate ways.

Quillbacks are relentless pack rats, collecting every little thing that strikes their fancy. Shiny things like gems, gold coins, earrings, polished metal trinkets and the like are favored items, as are fine pieces of glass or cut rock and tiny statues. To a Quillback, something’s worth does not depend on what it’s made of, but how it looks (and if the little creature finds it attractive). If a Quillback must choose between a tarnished rune weapon that looks like hell, and a finely polished, glittering piece of quartz, the quartz will probably win out. At the same time, Quillbacks are not stupid, and those who grow accustomed to the ways of the “tall folk” learn that looks can be deceiving. They also learn about items “tall folk” value and may become discerning enough to gather items humans and such will *trade* in order to get shiny trinkets and good junk that the Quillback prefer.

Quillbacks are not, by nature, thieves, but they do covet things very, very badly, and even the most honorable, honest Quillback will find himself “borrowing” things and forgetting to return them. While this may be only a mild irritation to one’s fellow adventurers, it has gotten many Quillbacks into serious trouble in larger settlements and cities. Approximately 10% are either habitual thieves to kleptomaniacs.

What Quillbacks *may* exist on Rifts Earth have arrived by accident (i.e. leapt into a dimensional Rift to escape a predator, a victim of magic, etc.), or brought here by slavers. Some may have no idea how they got to Earth or where they are. Friendly and inquisitive, the typical Quillback will try to make the best of his situation on Rifts Earth, and if he can’t return home, is likely to embark on a life of adventure and study.

Alignment: Mostly Unprincipled (40%) or Anarchist (45%). A few may be Scrupulous, Miscreant or Aberrant, but these are quite rare.

Attributes: I.Q. 2D6+8, M.E. 3D6, M.A. 3D6, P.S. 2D6, P.P. 4D6, P.E. 2D6, P.B. 2D6, Spd. 5D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 15 plus whatever is gained from O.C.C. and physical skills.

M.D.C.: On Rifts Earth, the Quillback, miraculously, turns into a minor Mega-Damage creature with 3D6+12 M.D.C. Wearing additional armor is advisable, but their odd shape and quill covered body makes finding armor that fits impossible to find. Thus, most wear partial armor providing 20-30 M.D.C., often of the homespun variety.

Horror Factor: None, they are actually quite cute.

Average P.P.E.: 3D6

Average Life Span: 20-30 years in the wild, twice that in a civilized setting.

Physical Appearance: Quillbacks are small, lean humanoids covered by a thick “fur” of porcupine-like quills. They also have rodent-like, snout faces, and sinewy arms and legs. They range from a light gray to a drab brown.

Size: 4-5 feet tall (1.2-1.5 m) and 75 to 100 pounds (34-45 kg).

Natural Abilities:

Advanced Smell: Quillbacks can detect very faint smell traces and can use this ability as the Track Humanoids skill at 30% +5% per level. In addition, Quillbacks can detect when people are experiencing extreme emotions (64% chance) and they can recognize an individual by his or her scent.

Advanced Hearing: Quillbacks can hear very faint sounds, like light footsteps or a small animal breathing. This gives them +1 to initiative and makes them almost impossible to surprise (96% of the time, they will detect a surprise attack before it hits, much like the Sixth Sense psionic ability).

Quill Defense (Rifts®): This is a kind of natural body armor (A.R. 10 in an S.D.C. environment). Any physical attack with a fist, foot, mouth or other body part results in the *attacker* taking 1D4 M.D. damage from hitting a bed of sharp quills. In addition, Quillbacks can attack with their quills, inflicting 1D4 M.D. with an arm swipe, or 2D6 M.D. with a body block. Quillbacks cannot “shoot” their quills, but they can pull them out and stab or throw them at opponents like daggers or ice picks; does one M.D. per quill. The quills can also be used to pick locks or for knitting. Note that Quillbacks are covered with thousands of quills, so they are not likely to run out of them if they pull them

out frequently to use as weapons. Furthermore, lost quills regrow within 1D4+2 months.

The drawback to these protective quills is that wearing armor or clothing of any kind is virtually impossible. Quillbacks generally do not care about clothing, but wearing armor would come in handy. They do like to wear arm bands, bracelets, anklets, rings, earrings and other types of jewelry.

Attacks Per Melee: Three for unskilled characters, or as per O.C.C. and combat skills.

Damage: See Quill Defense above. Or by weapon.

Bonuses (in addition to attributes, O.C.C. & skills): +2 to parry and strike, +3 to dodge, +1 to pull punch.

Magic: Shaman O.C.C. only.

Psionics: Standard, roughly the same as humans.

O.C.C.s Palladium Fantasy®: Any Man at Arms, except for Long Bowman, Knight or Palladin, clergy (typically Shaman), psychics (most are Psi-Mystics or Psi-Healers), Vagabond, or Entertainers (such as Bards or Minstrels). Quillbacks lack the discipline to become practitioners of magic. If the player so desires, he or she may opt for the Quillback Scavenger R.C.C.

O.C.C.s Rifts®: Rogue Scholar/Storyteller, Rogue Scientist, City Rat, Wilderness Scout, Preacher and Vagabond are the most likely, but other possibilities include Gambler, Saddle Tramp, Saloon Bum, Barmaid, Professional Thief, Bandit, Freelance Spy, Smuggler, Privateer, Grunt, Ranger, Sheriff's Deputy, or villager/peasant.

Quillback Scavenger R.C.C. (Optional, but common in Palladium): In this case, the character lives by his or her wits, wandering the wastelands and collecting loose odds and ends and somehow surviving endless scrapes and dangerous situations. Quillback Scavengers often fall in with bands of traveling adventurers. Their exploits commonly make them folk heroes to their own people. Such characters also possess insatiable curiosities, often "leap before they look" and are prone to taking anything that catches their eye without asking.

In skills, the Quillback Scavenger is identical to the *Vagabond Optional O.C.C.*, except that the Scavenger will have Detect Ambush, Detect Concealment, and Find Contraband as part of his O.C.C. skills. Quillback Scavengers use the Vagabond experience point table.

Habitat: Prefer hot, dry climates from rocky deserts, prairies and scrub lands to forests. On Rifts Earth, a Quillback would love Mexico and the western and southwestern United States.

Languages: All speak a chattering dialect of Gobbely. Many also learn Elven, Giantese and Western Human.

Enemies: Anything larger than it is viewed with suspicion or fear, at least until the little guy gets to know him.

Allies: Anyone who has proven themselves to be trustworthy and kind. Humans, Elves, Dwarves and Faeries are readily accepted and instantly trusted by Quillback until they have proven themselves to be otherwise. This character flaw has gotten more than one Quillback into serious trouble, especially when dealing with Faeries.

Quorian

Another warrior race "recruited" during the Elf-Dwarf Wars is the Quorians. These humanoids were summoned from an alien world by the Dwarves.

Aggressive and warlike, the Quorians are disciplined and orderly fighters who rarely engage in senseless bloodshed. They have a surprisingly high regard for life, unless it is a Gosai's life. Consequently, they are renowned men at arms who often wander the world where they earn a living by the edge of their sword and business end of a gun as mercenaries for hire.

A highly superstitious people, Quorians are prone to having precognitive dream-visions that they take very, very seriously. While Oneiromancers perform *Chants of Dreaming* rather often, most Quorians have a "dream-vision" only two or three times in their lives. These dream-visions are the equivalent to a successful Chant of Dreaming, only it happens at random. Most Quorians have their first dream-vision in early adolescence; a sign of having achieved spiritual adulthood. After that, the average Quorian has 1D4-1 additional dream-visions over the course of his or her life. Each subsequent vision is treated as a major personal event, and a portent to one's next phase of personal development, or what the future might hold. It isn't unusual for a Quorian to radically change a course of action or his entire life, all because of a quirky dream he regards as an omen or portent of things to come. As a result, Quorian Shamans, Psi-Mystics and especially *Oneiromancers* are revered members of their society because of their ability to interpret dreams and divine the future. While skilled interpreters of dreams, these sages are not always correct and some of their creative interpretations are not always accurate, and sometimes self-serving (or more to the point, serving the greater good or beliefs of the tribe). In fact, the Quorian obsession with the future often drives and inspires their entire life. Within a year of having their first dream-vision, Quorians leave their family to find their own place in the world. Tradition dictates that once a Quorian leaves his family's wandercamp or village, he or she is never welcome there again. Scholars think this is a custom designed at maintaining genetic diversity, and to maintain strong but small groups. Quorians themselves explain that they simply do not get along with their kin. For most, living among strangers or other Quorians is far preferable to living with one's family.

Quorians have a very strong sense of personal honor, which is very easily insulted by outsiders. Quorians do not take kindly to any insinuation that one is less than courageous, forthright, and dependable. Calling these matters into question is to invite a duel or an all-out brawl to determine who owes whom an apology. Among their own, their Healing Factor keeps them from killing each other over insults and offenses. However, this also makes it hard for Quorians to fit in with non-Quorians, who are not as violent or easily provoked, and who do not recover as quickly from injury. The Quorian Healing Factor contributes to making these people rather foolhardy and a bit too convinced of their own immortality. While Quorians do not go into a blood frenzy, they do tend to charge into battle without thinking and take risks, thereby getting themselves into situations they really cannot always handle. What's worse, Quorian pride is such that retreating from battle for many valid reasons *may* be considered dishonorable or a sign of cowardice, both of which are taboo for these noble but strange warriors. Consequently, many Quorians would rather die fighting a losing battle than to run and fight another day.

Alignment: Any, but lean very heavily in favor of the "honorable" alignments; namely Principled (25%), Scrupulous (35%) and Aberrant evil (30%).



M.D.C.: None. This means the character needs to acquire M.D.C. body armor, force field or magical protection just like humans. Most Quorians prefer medium to heavy armor, from magical and homespun varieties to full environmental and power armor.

Horror Factor: None.

Average P.P.E.: 3D6

Average Life Span: 50-60 years.

Size: 6-7 feet tall (1.8 to 2.1 m), 200-300 lbs (90 to 135 kg).

Physical Appearance: Tall, broad and muscular, the Quorians clearly look like a warrior race, like Orcs or Trolls. They have pupilless, reddish eyes and dusty blue-purple skin. Their rope-like, tendril-like hair resembles thick dread locks, which some Quorians like to tie back in a bundled ponytail.

Natural Abilities: Excellent sense of hearing and vision (roughly equal to humans with perfect senses), and high P.S. and endurance.

Healing Factor (special): Quorians have incredible recuperative powers, enabling them to withstand a great deal of physical punishment before dying. All Quorians automatically regenerate three S.D.C. every 10 minutes (18 per hour) and one H.P. every 15 minutes (4 per hour). In addition, Quorians are resistant to fire and cold (half damage) as well as to drugs, toxins, disease and poisons (1/3 damage). The Quorian Healing Factor also mends wounds without scarring, and broken bones heal 10 times faster than usual without any sign that they were ever broken. **Note:** The Quorian Healing Factor cannot regenerate lost limbs, nor will it bring a Quorian back from the dead.

Attacks Per Melee: As per O.C.C./R.C.C. and related skills.

Damage: By punch, kick, or weapon same as a human, or magic/psychic attack.

Bonuses (in addition to attributes, O.C.C. & skills): +1 on initiative, +3 to pull punch, +1 to roll with impact, +3 to save vs poison and disease, +20% to save vs coma/death and +2 to save vs Horror Factor.

Magic: By O.C.C. only.

Psionics: Standard, roughly the same as humans.

O.C.C.s Palladium Fantasy®: Any. Most Quorians are some kind of Men at Arms, but in recent years, Quorians have increasingly turned to the mystic arts of wizardry and "elementalism"/Warlock magic. Quorians do not trust Diabolism or Summoning, and simply will not pursue such disciplines unless one is truly evil, obsessed with power or insane. Despite this, Circle Magic does tempt some Quorians. They tend to shy away from the clergy and psychic O.C.C.s. Those with strong spiritual or psychic potential often opt for the *Quorian Oneiromancer* Racial Character Class (R.C.C.) described at the end of this description.

O.C.C.s Rifts®: Any Men at Arms or Adventurer type, as well as Shaman, Druid, Mystic, Stone Master, Ley Line Walker or any of the Temporal Magic O.C.C.s. (see **Rifts® England** for complete information, or the giant **Rifts® Book of Magic** for Temporal Magic spells). Many Quorians have become dimensional travelers due to their search to return home. However, only a handful know how to dimensional travel on their own. Most rely on other dimension spanning beings to get them from place to place, usually as one of the terms of their mercenary contracts. Another reason so many Quorians find themselves stranded on alien worlds. Quorians often avoid highly technical or mechanical occupations. That having been said, they love

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

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 25, plus those from O.C.C./R.C.C. and physical skills.

magic and high-tech gizmos, even if they don't understand the principles behind them.

Habitat: Largely confined to the Baalgor Wastelands on the Palladium World, otherwise they can be found anywhere. On *Rifts Earth*, they are often found near places of magic, ley line heavy regions, dimensional portals and places known as portals to other dimensions. At least a hundred are employed on Atlantis by the Splugorth as assassins, elite warriors and spies. They have also been reported at Tolkeen, Calgary, Detroit-Windsor Rifts, the St. Louis Rift, Magic Zone, Federation of Magic, Yucatan Peninsula, the British Isles and other parts of the world.

Languages: All Quorians are fluent in their own unique language as well as Dwarven. Many Quorians are literate and study other languages such as Elven, Gobblely and various dialects of Human.

Enemies: Gosai, Giants, Trolls, Ogres, Orcs and anybody who interferes with their quest to return to their native world.

Allies: Generally speaking, Eandroth, Dragonmen, and humans. Stand-offish toward Dwarves and Elves. Indifferent to most others. On *Rifts Earth*, Quorians get along well with traditional Native Americans, Psi-Stalkers, Mystics, Nature Spirits and O.C.C.s similar to their own.

Notes: Palladium Quorians were used as pawns in the Elf-Dwarf War, but Quorians have a long history of having being tricked, enslaved or used by powerful forces. Consequently, Quorians have become something of a lost people with entire generations displaced and without any idea of where their home world is or how to get back to it. For many Quorians, finding a way back home has become an all consuming quest. Truth be told, no displaced Quorian knows if their planet of origin even exists. Supposedly, even the Splugorth don't know where the Quorian race originates (if they did they would conquer the entire planet and make them one of their warrior minions). This does not, however, stop the Quorians from continuing their search. *Rifts Earth* being a dimensional nexus with Rifts to a thousand (perhaps infinite number of) worlds, has lured hundreds (perhaps thousands) of Quorians scattered across the globe in search of the portal home. Ironically, rather than finding the dimensional gateway to home, most Quorians get pressed into more political and trans-dimensional intrigue. Still, those on *Rifts Earth* believe they are closer to finding a way home than their Quorian kin anywhere else in the Megaverse. Perhaps they are right – or perhaps they are simply chasing a dream.

Quorian Oneiromancer O.C.C.

Quorian Oneiromancers, also known as "Dream Shamans", are the spiritual, religious, and psychic centers of Quorian society. Possessing strange powers of the mind and spirit, these mysterious individuals often lead Quorian villages and wandercamps (groups of nomadic hunters and warriors). They use magic, psychic powers, and the ability to interpret dreams to see the future. In game terms, Quorian Oneiromancers are identical to the *Mystic O.C.C.* except with slightly different powers.

Initial psychic powers include Mind Block, Clairvoyance, Sixth Sense, Meditation and four from the Sensitive category ONLY. Afterwards, for each new level of experience, the Oneiromancer may select one additional psionic power from the Healing, Sensitive, or Physical categories.

Initial magic powers include four spells from levels one or two. At each subsequent level, the Oneiromancer may pick a total of two additional spells from any level up to his own level of experience (i.e., a 3rd level Oneiromancer can pick spells from levels one, two or three).

Finally, these Mystics also can perform the Shamanistic *Chant of Dreaming*.

Chant of Dreaming

Range: Self, or other by touch.

Duration: The dream usually lasts about ten minutes.

P.P.E.: 20 for Oneiromancers.

Saving Throw: Standard for others, none for the shaman.

Success Ratio: 30% +5% per level of experience. Chanting always takes time (2D4 minutes), whether in a ceremony or performed by a single shaman.

A dream will come to the character the next time they fall asleep. This will be a vivid, lucid dream where the character is able to interact with the elements of the dream and remember it all clearly. The dream can take place in an imaginary place, such as the character's childhood home, a beautiful forest glen, or a mythical castle, or it may take place in a location where the character might end up in the future or has been in the past. Usually the dreamer has the opportunity to converse and interact with some person or creature that the dreamer knows, or instantly recognizes (a relative, a dead ancestor, a mythic figure, etc.). In the course of the conversation, the character will have the opportunity to ask questions about the future and/or himself, and to receive answers and useful *advice*. While far from infallible, these dreams usually contain valuable hints, portents and suggestions.

While the dream has no real bearing on future reality, the character who experiences the vision will have a positive feeling about the future, and will believe (euphorically!) that the dream has significance for him.

The recipient of this chant will feel sleepy, yawning frequently, and may (if they like) fall asleep immediately after the chant, or after the ceremony where the chant was conducted. No matter how disturbing the dream may be, the character will receive the benefits of a full night's sleep, even if awakened just fifteen minutes later.

Troll

Trolls are a race of vindictive, foul-hearted giants who detest humans, Elves and other handsome humanoids. They are intelligent and cunning predators that prey on smaller beings and occasionally, animals. They often resemble giant, hairy corpses with pale white or light grey skin covered with darker grey and purple blotches. Huge canine fangs protrude from the lower jaw for tearing flesh and Trolls have large molars for crushing bone.

The average Troll is a fierce fighter with a love for hand to hand combat. Their legendary ferocity enables them to deal amiably with most non-human races, including Dwarves. However, they prefer the company of Kobolds above all others.

On *Rifts Earth*, Trolls are a rare breed with perhaps as few as a hundred worldwide. They are found mainly in remote wilderness areas where they can prey on low-tech humanoids, but once

in a while they appear in the 'Burbs or other "civilized" community, often becoming the leader of a street gang and king of a particular neighborhood. They love Vibro-Blades, magic items and traditional blade weapons with a passion, but have also adapted to use energy weapons and basic technology.

Alignments: Any, but lean toward Anarchist (25%), Miscreant (35%) and Diabolic (35%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6+10, P.P. 4D6, P.E. 3D6+6, P.B. 2D6, Spd 2D6

Hit Points: P.E. attribute number +2D6 per level of experience.

S.D.C.: 60 plus those gained from O.C.C. and physical skills.

M.D.C.: On *Rifts Earth*, Trolls become Mega-Damage creatures: P.E. attribute number +6D6+12 M.D.C. Furthermore, their formidable strength turns into Supernatural P.S.!

Natural Armor Rating: None.

Horror Factor: 12

P.P.E.: 3D6

Size: 9-14 feet (2.7-4.3 m).

Weight: 300 to 700 pounds (135 to 315 kg).

Average Life Span: 120 years.

Physical Appearance: These large monstrosities are a bit smaller than most true giants but equally as strong (if not stronger). The mere sight of them can be terrifying, as they resemble giant, hairy corpses with pale, almost white, blotchy skin, stringy hair, red rimmed eyes and huge fangs.

Natural Abilities: Supernatural Physical Strength and endurance (in Mega-Damage settings like *Rifts Earth* only). Nightvision 60 feet (18.3 m; can see in total darkness) and good overall vision and hearing, instinctive climbers 75%/65% and swimmers 60%.

Attacks per Melee: Three without any combat training (includes the extra bonus attack below), or as per O.C.C. and those gained from Hand to Hand combat, other skills and bonuses.

Bonuses (in addition to attributes, O.C.C. & skills): +3 to save vs Horror Factor, plus one additional attack/action per melee round!

Damage: In an S.D.C. environment, clawed hands inflict 2D4 S.D.C. +P.S. damage bonus, kick 3D6 S.D.C. +P.S. damage bonus, and bite 2D6 damage but no P.S. bonus is applicable to bites.

On *Rifts Earth*, P.S. is Supernatural and does damage according to P.S. attribute. See Supernatural P.S. Table earlier in this book.

Magic: Only by O.C.C.; uncommon.

Psionics: None.

O.C.C.s Palladium Fantasy®: Any, except psionic and illusory magic. Leans toward Men of Arms occupations.

O.C.C.s Rifts® Any O.C.C.s, except formal military ones, power armor or robot pilots, Mind Melter or anything demanding too much study and work.

Skills of Note: Speaks Troll/Giantese and Gobblely at 98%, typically illiterate, and gets an extra W.P. of choice. All in addition to the usual O.C.C. skills.

Habitat: Can be found anywhere. Considered D-Bees or monsters on *Rifts Earth*.

Enemies: Traditionally, humans, Elves, Dwarves, Gnomes, Changelings and most handsome/beautiful beings. Dislikes and distrusts most others.

Allies: Traditionally, Kobolds, Goblins, Orcs and Giants. On *Rifts Earth* they commonly associate with ugly and dumb non-humans, Giants, and monsters, but are leery of supernatural beings.

Notes: Trolls prey on other humanoids, but also enjoy torture and wanton bloodshed. They love Vibro-Blades, Mega-Damage weapons and armor. Fewer than a hundred are believed to exist on *Rifts Earth*.

Vrill

Little is known about the Vrill. They exist on the Palladium World, but are believed to originate from another plane of existence – yet another one of the multitude of beings enlisted by Dwarf and Elf during their Six Thousand Year War. The Vrill came close to being wiped from the planet during the Elf-Dwarf War, and any records that described where they originate from were lost in the carnage. All attempts to reconstruct the history of these people have failed, mostly because the Vrill's descendents on Palladium do not know where they came from, themselves. A people without a past, they forever long to fill that nagging blank spot in the back of their minds.

Vrill are a good-natured people obviously out of place in the Palladium World and especially the desert environment of the Baalgor Wastelands. They have a high regard for life, promote peace and try to understand and tolerate all people. They usually become healers, explorers and mystics who roam the world to learn its secrets and, in so doing, learn something about themselves and their past. Vrill often travel alone, in pairs or with a group of adventurers. They are generally very open-minded, and love to meet people and see other parts of the world. Consequently, they will gladly band with traveling adventurers who would have their company.

In general, Vrill are not very materialistic, and do not amass great fortunes. Most own only one or two weapons, perhaps a suit of light armor, and a few possessions in a large satchel or backpack. Vrill, like Gosai, believe it is a virtue to travel light, so they never load themselves down with what they consider to be unnecessary weight. This same philosophy applies to their views of magic items. Vrill like and appreciate magic, but they will only keep those magic items that strike their fancy or are important in survival or adventuring. They avoid rune weapons, because they see them as an abuse of power and a misuse of life force. If a Vrill ever came into possession of a rune item, he or she is likely to take pains to either destroy it or put it someplace where nobody else would ever find it.

Do any Vrill exist on *Rifts Earth*? Maybe. After all, the Palladium World is obviously one of the dimensions linked to Earth by the ley lines. However, Vrill are so rare that they may never find their way to *Rifts Earth*. If they do, however, they will be regarded as monstrous D-Bees by humans. A knee-jerk reaction based on their appearance alone. D-Bees are most likely to accept these gentle spirits before humans, and peace-loving beings like the Fennodi and Lyn-Srial will welcome Vrill with open arms.

Alignment: Any, but tend toward Principled (33%), Scrupulous (33%), Unprincipled (15%), and Anarchist (12%).

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



Hit Points: P.E. +1D6 per level.

S.D.C.: 10 plus any from physical skills and O.C.C.

M.D.C.: The innate magical essence of the Vrill turns them into a minor Mega-Damage creature with P.E. attribute number +2D6+2 M.D.C. This means they probably need some other form of M.D. protection to survive in this world.

Natural A.R.: 5, applicable only in S.D.C. environments and offers only the most basic protection.

Horror Factor: 6; they are ugly but not particularly dangerous looking.

P.P.E.: 6D6+10

Average Life Span: 100 years.

Size: 5 and a half to 6 feet tall (1.6 to 1.8 m); 160 to 170 lbs (72 to 76.5 kg).

Physical Appearance: Vrill are bipedal humanoids who look like a cross between a lizard and a frog. They are covered in horny, spiky scales that range from a light khaki to a dark beige. They possess large, amphibian eyes that are covered by nictitating membranes to keep out sand and grit. Vrill have graceful and lithe bodies, but are not very muscular, strong or bulky. They have long arms and legs but only have two large fingers and a thumb on each hand, and two large toes on each foot. A ridge of small scaly fins runs from the top of the head to their tail bone. Vrill have large mouths, like a frog, but with a row of small, sharp teeth inside, and a human-like tongue. They are omnivorous with a gentle disposition.

O.C.C.s Palladium Fantasy®: 95% of all Vrill become one of the following: Monk (Scholarly Monks, NOT Warrior Monks), Scholars, Rangers, Sailors, Druids, Psi-Healers or Psi-Mystics. Of that other 5%, most become Warlocks or Clergy. Aside from the Ranger and Sailor O.C.C., Vrill usually avoid Men at Arms O.C.C.s.

O.C.C.s Rifts®: Rogue Scholar, Rogue Scientist, Body Doc/Healer, City Rat (the benign variety), Wilderness Scout, Ranger, Hunter-Woodsman, Saddle Tramp, Vagabond, any Psychic O.C.C. and any gentle explorer, storyteller, or healer type O.C.C.

Natural Abilities: Good vision and other senses on par with humans, instinctive swimmers 90% and can survive depths up to 600 feet (183 m).

Radar/Sonar (special): This ability sends out high-frequency waves which bounce off objects, returning and indicating the direction and distance of the reflecting objects. This enables the character to know automatically the location and range of objects and movements within range. Radar is especially useful in the dark, over long distances, and during combat (providing the character has a relatively full view of the combat area). Sonar is excellent underwater.

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

Abilities Include:

Interpreting Shapes: 50% +5% per level of experience.

Estimating Distance: 60% +5% per level of experience.

Estimating Direction: 50% +5% per level of experience.

Estimating Speed: 40% +4% per level of experience.

Estimating Exact Location: 40% +4% per level of experience.

Radar Bonuses: +4 on initiative, +2 to parry and dodge, +3 to strike, +1 additional attack/melee action. No minuses apply when blinded or in darkness.

Note: Radar does not go through cloth, wood, walls or people. Consequently, the character can not see or sense through walls or doors. Likewise, while he may sense a covered wagon, estimate its speed, direction and distance, he cannot tell how many people are inside it.

Disadvantages: Radar is totally fouled in the rain, snow, dust, sandstorms, and by other similar, multiple, obscuring images. No bonuses apply under these conditions, including the additional attack per melee. If these conditions exist under darkness or while the character is blinded, the radar is ineffective and the character is blind and suffers from the usual penalties of -10 to strike, parry and dodge.

Smoke also fouls radar, but not as severely as the aforementioned conditions. All the abilities to estimate speed, direction, distance, shape and location are at -30%. All bonuses are reduced by half. The character retains the additional attack per melee.

Attacks Per Melee: Three (including the extra attack from radar) or by O.C.C. Regardless of the O.C.C. or type of Hand to Hand skill, a Vrill gets an additional attack/action. See Radar Bonuses.

Damage: Fist inflicts 1D4+1 S.D.C., or by weapon, psionics or spell.

Bonuses: None, aside from those from the radar ability.

Magic: By O.C.C. only, but many do not pursue magic other than as a Mystic or Wizard-Healer (most spells are healing or helpful).

Psionics: Any Vrill who has psionics becomes either a Mystic or a Psi-Healer. (The latter is a Palladium O.C.C. In Rifts® the character gets all Healing powers and 1D4+3 Sensitive powers plus the Super Psionic powers of Bio-Regeneration, Group Trance and Psychic Body Field.) If a Vrill is any other O.C.C., then the character can NOT have psionics.

Habitat: The Vrill are most common to the Baalgor Wastelands because it is the place they originated on the Palladium World and because it is one of the few places where they are not persecuted by humans. "Civilized" humans generally regard them as monsters because of their appearance and tend to assume the worst and kill them on sight. They do not enjoy overly moist climates such as the Yin-Sloth Jungles or parts of the Land of the South-Winds, although they could survive there. Nor do they handle cold well. They have been reported in the Old Kingdom, especially near Mount Nimro, as well as the less civilized and populated areas of Timiro and southern portion of the Eastern Territory. They also are rumored to exist in the Land of the Damned, but this is a completely unfounded and wild rumor. Due to their slowly growing reputation as healers and sages, they are slowly being accepted for being something other than dangerous monsters or alien invaders.

Languages: All Vrill speak, read and write Elven and Dwarven as well as speak Gobblely at 98%. Another language is learned with a -10% penalty.

Enemies: They don't consider any people to be their enemy, not even the humans and Ogres who have persecuted them out of fear for centuries.

Allies: Although the Vrill have no official allies, they welcome and embrace any being who is kind, compassionate and tolerant of other life forms.



Faerie Folk

Faerie Folk get their own section because they are a unique breed of *creatures of magic* in and of themselves.

Little is known about Faerie Folk. Even such rudimentary knowledge as where they originate, how they procreate and exactly how their thought processes and society function, remain a mystery to humans and other "Big folk." Faerie Folk have existed on Earth for thousands of years, particularly in locales like the British Isles, France and other parts of Europe. However, they do not originate on Earth, for Faeries and their kin can be found on the Palladium World, and many others. While it has been speculated that there may be an entire Faerie Realm – an other-dimensional home world – no one has ever been able to locate it, and such a place is likely nothing more than myth and fantasy.

Wherever they come from, it would seem Faerie Folk are attracted to *places of magic*. Thus, when mystic energy was strong in Earth's past, there were many times more of them, especially in places like England where ley lines abound. When the magic began to fade, the Faerie people left – presumably to worlds where magic was in greater supply. When magic returned with the Coming of the Rifts, so did Faeries, along with dragons and a host of other magical creatures and the supernatural. In addition to magic, however, Faerie Folk seem to be creatures of nature too, for they are always found in greatest numbers in pristine woodlands, meadows and grasslands. When technology and Big folk encroach on the land, Faeries and their kin move away, leaving high-tech worlds covered by urban sprawl virtually without these fanciful creatures of magic.

Presumably, Faerie Folk use dimensional Rifts at ley line nexus points to flitter off to more promising worlds to inhabit.

However, though Faerie Folk understand the fundamentals of ley lines and dimensional travel, they do not actively go about exploring the Megaverse. When they find a suitable wilderness on a nice planet, they remain there for thousands of years, vacating their adopted home only when civilization encroaches on their domain.

Attracted to magic, Faerie Folk returned to Rifts Earth in droves when the ley lines erupted and dimensional Rifts suddenly connected the Earth to a thousand shifting worlds and planes of existence. Old haunts like England, Ireland, and western Europe became flooded with the denizens of Faerie. However, now that all of the Earth pulsed with magic, Faerie Folk migrated to other lush wildernesses and can be found all over the world. Today, *Ireland*, *Scotland* and *England* are the most densely populated with the mischievous beings, and can be considered the Faerie Capitals of the world. Large pockets of Faerie Folk, however, are also found in France, Belgium, Switzerland, Scandinavia and other old European haunts, but Faerie Folk can be found almost anywhere in the world, even if it's only in small clans and groups. There are some new favorite Faerie Kingdoms on Rifts Earth, too. Canada is one of them, with tens of thousands (perhaps more) making their home in what's left of *Newfoundland*, *Prince Edward Island*, *Nova Scotia* and *New Brunswick*. They are also encountered in the forests of Ontario (Canada), the New England States, the Magic Zone and western coastal forests of North America, though in much smaller numbers (a few hundred to a few thousand, here and there). Pockets of Faeries are also said to inhabit the Yucatan Peninsula and places in South America, Eastern Europe, India and Asia.

Generally, Faerie Folk embody a host of small to tiny magical people who seem to live in a world of their own. They have little concern about the affairs of man (or any of the other races) and live by their own unfathomable laws and ethics. These include a variety of Faeries, Sprites, Brownies, Pixies and others, most of whom are happy, freewheeling spirits, tiny in stature (rarely more than a foot/0.3 m tall), often capable of winged flight, and glowing with magic. Most are deceptively attractive, cute, seductive, and friendly. We say "deceptively cute and friendly," because Faerie Folk seem to be lost in their own business and silly antics. By civilized standards these bizarre creatures of magic seem quite childish and even insane, content to living a bohemian, vagabond life of playing, singing, wandering and mischief.

Volatile in temperament, Faerie Folk can exhibit an extraordinary range of emotion and malice over the most trivial of matters (trivial, at least, from a human perspective). Like spoiled children, they do, say, and act as they please, and woe to the person who dares to interfere with their fun. They are given to temper tantrums, whining, and spiteful action (usually cruel pranks) when displeased, but can also be delightfully fun, generous and kind when they like or take pity on someone. However, even a kind or playful Faerie Folk is extremely dangerous. Faerie kind has little understanding about the human condition or mortality, and their idea of fun is always mischievous and often tinged with a touch of malice. Their idea of fun may be forcing a human to run or dance till the point of physical exhaustion, or playing pranks that can injure or kill somebody – the little people rolling with laughter, unaware of the discomfort, pain or embarrassment of their mortal playmate (victim is more like it).

If such a "playmate" falls over dead as the result of Faerie fun, the Little People are more surprised and confused than anyone. There is silence and perhaps even sadness for a moment or two, but then they race off to engage in some new game or fun, quickly forgetting about the tragedy and without a bit of regret for what they have done. After all, they were only playing when their playmate suddenly . . . well, just stopped playing. Time to find a new playmate.

The mischief and seeming callousness stems from their selfish, carefree natures and the fact that they honestly don't understand much about mortals, and are too self-consumed and busy playing to take the time to try and figure them out. Self-centered and wild, they have a complete lack of concern for non-Faerie Folk and don't stop for a second to think about what effect their scatterbrained antics might have on Big folk. The same applies to animals. Faerie Folk love to steal horses and livestock and ride them wildly throughout the night, tease dogs, twirl cats by their tails, and chase around chickens, creating a ruckus that could wake the dead. Other fun and games include moving or hiding objects (often into the pocket of some poor unwitting bystander, then tattling on the poor fellow, accusing him of theft), picking pockets, tying shoelaces together, removing energy clips from weapons, flicking weapon safeties on or off, souring milk, slamming doors, hooting, howling, and stomping or banging around to scare people, whispering lies, telling wild stories (all or mostly untrue), tattling on others, pinching, pulling hair, stealing fresh baked bread and fruit pies or milk, candy and wine (they love the latter two with a passion), and all manner of similar mischief.

A wise person will mind his tongue when dealing with Faerie Folk, not drink their drink, eat their food, or dance with their maidens, even under the friendliest of circumstances. The worst mischief arises from their *spell magic* and *magic foods*, which they use to make people dance till they drop, become charmed or enchanted, turn different colors, put to sleep, etc. Faerie Folk enjoy playing pranks on, beguiling, confusing and deceiving those not of their ilk. **Note:** Only Elves are spared the games and wiles of most Faerie Folk, because they are beloved by the smaller, gentler denizens of Faerie.

Despite their tricks and volatile tempers, most are *not evil* and have been known to come to the aid of those in trouble. Frivolous, jovial people, Faeries, Pixies, Sprites and Brownies hate sorrow and despair, and often attempt to bring cheer to a sad person with gifts of fruit and flowers, or by the mending of clothes, or the performance of spectacular dances and acrobatics displays. Sometimes one or two may become attached to a particular household or individual and secretly perform chores and/or provide protection; a home with a guardian Faerie-Person need never worry about intruders or bad luck.

Although rumors of Faerie *gold* abound, Faeries, Pixies, Brownies and Sprites have no need or desire for gold, jewels, money or other valuables and never keep them. They are more likely to keep something they find interesting or consumable, like a magic wand, bag of candy or bottle of booze.

There are a few ugly branches in the Faerie family tree. Goblins, Hob-Goblins, Kobolds, and Orcs, are large, *distant cousins* to true Faeries, but lack the innate magical abilities of true Faerie Folk. And then there are a number of small and large evil Faerie races who wield magic and whom even the tiny cute folk dislike or fear.

Faerie Mounds, Rings & Circles

Faerie Mounds

Many Faerie Folk are nomadic and travel continually, seldom staying in one place for more than a few months. Nomadic tribes can be as small as half a dozen to as many as six dozen (72), rarely more. All Faerie Folk welcome one another openly and are frequently found living with or near others of their kind. They seldom live in human towns or villages and shun cities and sad, gloomy, ugly or evil places.

The largest communities of Faerie Folk are found in secluded woodlands and fields of flowers where they live in trees or under hills, mushrooms, flower beds, and sometimes in caves and animal burrows. Communities of these wee folk usually inhabit *Faerie Mounds*: Small hills or large mounds of earth and grass, typically ringed by a circle of wild flowers and/or mushrooms. Such a mound community is always miles away from a city, located in bright sunlit areas of forests, meadows, and grasslands, and usually surrounded by wild flowers or other lovely aspects of wildlife and nature (waterfall, pond, cluster of beautiful trees, etc.). Faerie Mounds are typically the abode of large groups of Faeries, Sprites, or Pixies. Anywhere from 50-200 (5D4x10) of these people can be found in a Faerie Mound, singing, dancing, drinking and playing into the wee hours of the morning. To disturb a Faerie Mound is to invite the full wrath of its inhabitants. If lucky, the intruder will be turned a strange color, charmed and made to perform stupid and embarrassing things, like dancing naked and/or doing somersaults for 3D4 hours and then released from the Faeries' thrall. Those found to be violators, destroyers, or guilty of some serious offense, such as those who try to plunder or destroy a mound or capture or kill Faeries, may be tormented for days, slain or captured and kept inside the mound locked in an enchanted slumber. Loners like *Brownies*, *Leprechauns*, and *Bogies* are often found living near such a mound. While they tend to keep their distance, these beings will come to help any Faerie Folk in need or any mound under siege.

Faerie Mounds were once uncommon, but with the destruction of human civilization, the rise of great wildernesses worldwide, and the return of immense magic energy, entire mounds and kingdoms of Faerie Folk are found on every continent. They absolutely abound in places like Ireland, England, France, southeastern Canada and parts of the Magic Zone, among other places. The return of magic and the dimensional Rifts have turned the Earth into a haven for Faerie Folk.

Faerie Rings & The Faeries' Dance

Faerie Rings can be a crop circle-like pattern woven in the grass or vegetation and encircled by flowers and mushrooms (effectively a double ring), or an area of grass rimmed by mushrooms or flowers in a perfect circle. Two to a dozen (2D6) such circles are often found near a Faerie Mound as well as places where Faeries or Sprites like to play and frolic. This is where Faeries like to dance and hold parties. Such Rings can be located on a ley line or other place of magic or just someplace that strikes the wee folks' fancy. However, as pretty and alluring as these circles may be, they are a danger for the unsuspecting passer-by. If a human, D-Bee or other Non-Faerie Folk steps into the Ring during the Faeries' Dance, that individual is *compelled* to join the dance until the festivities cease or he is will-

ingly released by the Faeries. The enchantment of the Faerie Ring is more powerful than normal spell magic and is always considered a ritual requiring a saving throw vs magic of 16 or greater, and requires only one Faerie or Sprite to activate it. Faeries have been known to dance and sing for weeks at a time without pause. Victims of a Faerie Ring are completely helpless (-10 to strike, parry and dodge) and magically sustained for the length of the dance, enabling them to dance for hours, days or weeks. The captive can be rescued by a friend who, with at least one other holding his coattails, joins the dance, always keeping one foot out of the ring, in order to pull the dancer out. Of course, Faerie Folk may participate in the fun without actually being charmed and compelled to dance, their magical being allowing them to dance for days without ill effect.

The Faerie Ring is a powerful place of magic that also offers the following powers and abilities to those within, provided one knows how to use it (which all wee folk know). Can be used as a *Circle of Protection* (simple or superior), as a *Sanctum* (the area within the circle; same as spell), and the circle holds 80 P.P.E. within it that can be used to place mortals into an *enchanted slumber*.

The enchanted slumber places its victim into a state of suspended animation (does not age nor muscle atrophy). The enchanted sleeper remains asleep for 1D6 hours after being *removed* from the circle, but if left in the circle or placed inside a Faerie Mound, that individual remains enchanted and asleep until he is rescued and removed from the circle or mound, or until the Faeries release him from their enchantment, or until the Faeries move out of the area. This can be days, weeks or months, with the occasional unfortunate soul held in enchanted slumber for years, even decades! As usual, a 16 or higher is needed to save vs this enchantment. The magic slumber only happens when an angry or mischievous Faerie calls upon it; counts as one melee action and can only be attempted by that Faerie on a particular individual once every 24 hours. However, that means any and every Faerie Folk present can try the magic if it doesn't work the first time, so a character could be looking at a few to a hundred attempts to save if the entire clan is against him.

Crop Circles

Crop Circles have periodically appeared throughout human history and throughout the world. The most famous were those of the British Isles some decades before the Great Cataclysm. Crop Circles are simple works of art involving circular patterns and other designs created by flying Faeries or Sprites, or Spriggans, who gently push plants down and weave them together to create a pattern. The circles can be large or small, rings or full flattened circles. They may also interconnect, and/or have flukes and other designs shooting out from the circle itself. Spriggans love making crop circles and are generally responsible for the largest and most elaborate designs. Unlike Faerie Rings, these flattened circles are *not* magical in any way, but do indicate that Faerie Folk live within 50 miles (80 km) of the circles. Crops such as corn, wheat and other grains provide the best plants for weaving Crop Circles.

Faerie Food & Drink

As far as normal food goes, Faerie Folk eat very little. Favorite foods include nectar, morning dew, flower buds, honey, nuts, fruit (especially berries of all kinds), fresh baked bread, fruit jams and jelly, syrups, candy and fruit pies. Some are also quite fond (addicted even) of alcohol, especially wines and sweet liqueurs. You see, most Faerie Folk have a terrible sweet tooth and honey, sweet syrups, and candy, especially chocolates, are a weakness. If one wants to get information from, or win the favor of, a Faerie, Sprite, Pixie, Brownie, Grogach, and even Leprechaun, Bogie, Hairy Jack or Puck, he will ply the creature with sweets and/or alcohol. Leprechauns are notorious boozers, with the Hairy Jack, Puck and Grogach right behind them.

The wise person *NEVER* accepts food or drink from any Faerie Folk, especially from Faeries, Sprites, Pixies, Leprechauns, or Bogies, all of whom are infamous pranksters (and the latter two are known to be thieves and malicious). The substances, including nuts, breads, syrups, nectars, wines and ales, are almost always *tainted*, resulting in some strange enchantment upon the poor mortal who partakes of it.

Note: Faerie Foods are *sometimes* available for purchase at magic shops and drug dens, but only at the most exotic and expensive of places, including some Alchemist shops and drug dens on Atlantis. Their availability is usually subject to special, rare arrangements (pacts) with Faerie Folk or one time raids on Faerie Mounds. The most sought after, for “recreational purposes,” are for decadent aristocrats and practitioners of magic, and include Cinnamon Sticks, Bubbly Wine, Burgundy Wine, Cordials, Flounder, Tarts, Peanuts and Beetle Nuts. The cost of these rare magic foods varies from as little as 400 to as much as 3000 credits per dose/morsel. The more debilitating Faerie Foods, such as Squash, Beets, Pears, Sloe Wine, Mixed Nuts, Roast Pigeon, Frog Legs, Mussels and so on, are usually rarer and cost 4000 to 8000 credits depending on the item and the particular seller. Saving Throws are the same as for most Faerie magic: 16 or higher.

Enchanted Faerie Food & Drink:

The following are just *some* common examples of magic Faerie Food. *Original concept by Randy McCall.*

Faerie Folk use enchanted foods and drinks as both a weapon and means to have fun or play pranks on non-Faeries. To save vs Faerie food, the character must roll 16 or higher, and roll to save for each and every morsel sampled. Although distant cousins to Faeries, Goblins, Orcs, and Kobolds are also affected by Faerie food and magic – only true Faerie Folk, described in these pages, can eat the items without being affected.

Acorn Nuts: Makes the character act silly and make “corny” jokes and puns. The effect lasts for 1D4 hours.

Beef Cake: Males who eat this will immediately consider themselves to be of surpassing beauty and skill. Females who eat this will fall in love with the *first* male they see. Effects last 1D4 days, though a Remove Curse will break the spell.

Beets: The victim becomes extremely violent and will attack the closest *non-Faerie* immediately. This unreasoning rage will last 3D6 melees. Fortunately the magic incites a physical pounding and not blasting away with weapons.

Blossom Wine: A delicious, light, sparkling wine made out of the blossoms of flowers. A single glass will get the character as drunk as if he drank an entire bottle. It makes the character attractive to bees, as if he were a flower. The insects don’t sting, but 4D6 are constantly buzzing around his head and/or crawling on his body or in his hair. The effect lasts for 1D4 days!

Bubbly Wine: This enchanted drink causes the drinker to feel light headed and very happy and giggly. However, moments later, he or she will actually be floating into the air. The effect is much like a balloon floating up, up and away without control. The character will be a victim of the wind unless anchored down with an extremely heavy object (500 lbs/225 kg or more) or tied to a tree or vehicle. In addition, every time the victim speaks, little bubbles escape from his nose and mouth. However, the victim is too drunk and cheerful to care, until the effects are over, then he has a terrible hangover and may have floated miles away. Duration is 1D4 hours per every eight ounces drunk.

Burgundy Wine: The drink makes the drinker feel very happy, but turns him a vivid burgundy (purple) color. The pigment change is permanent until a Remove Curse spell is performed.

Beetle Nuts: A drug-filled nut that causes mild hallucinations in which the victim will see a civilization of friendly giant beetles. Lasts 1D6+2 hours for every nut eaten.

Cauliflower: This amusing vegetable causes the eater’s ears to grow four times larger than normal. The enlargement lasts 1D4 months unless a Remove Curse is used.

Candy Walnut: A random phobia is picked up lasting 1D6 days.

Candy Almond: The eater of this enchanted candy will see his skin take on the look and texture of tree bark, temporarily reducing the player’s Physical Beauty by half. Those who see him will assume he is a D-Bee. The effect lasts 1D6+2 days.

Cinnamon Sticks: The victim has the urge to commit acts of sinful evil at irregular periods for 1D6 months unless a Remove Curse is used. However, the person will be very pleased and self satisfied during the entire time, regardless of alignment.

Coffee: The victim of Faerie coffee will begin to cough continuously, ruining their sleep, interfering with their concentration, etc. Reduce Prowl skill by 70%, reduce other skills by 10%, and initiative by half. Effects last 1D6 weeks.

Cookoo Eggs: A small poached or boiled egg that temporarily reduces the character’s I.Q. to 3 and makes him do silly, “coo-coo” things. The effect lasts for 1D4 hours.

Cordial: This is a light wine which makes the victim feel very relaxed and good, but also makes them behave extremely politely to everyone and *everything* they meet. They will try to talk themselves out of dangerous situations and be polite and mild toward their most hated enemy. It also makes the victim lose their initiative and desire to fight. The victim of a Faerie cordial can only enter into combat if they are attacked first. Effects last 1D6 days for every eight ounces they drank.

Duck: Whether the character who eats this is lucky or not is a matter for consideration. The said individual gains +3 on all rolls to dodge, but becomes very timid. The affected person will never lead a charge and would much rather *run* than fight. Effects last 1D6 days.

Faerie Ointment: A clear liquid that when put in the eyes, enables the person to see the invisible and the aura of magic. This ointment gives the world a wondrous “glow” and appearance humans are not normally accustomed to seeing, thus the person is -3 on initiative. The effect lasts for 1D4 hours.

Flounder: The victim is confused and unable to make up their mind. They lose initiative and are -6 to strike, parry and dodge. Effects last 1D6 days.

Frog’s Legs: The victim’s legs assume the shape of a frog’s legs, enabling them to leap a number of feet straight up equal to their P.S. and twice their P.S. if jumping forward. This reduces the character’s P.B. by half. Most people assume the person is a D-Bee. The effect is permanent until negated by a Remove Curse spell.

Goose: The victim feels like he is being pinched at random times, usually when sleeping or when silence is required, causing him to exclaim, cry “ouch,” or suddenly turn toward the apparent source of the pinch. Effects are permanent until a Remove Curse is used. No damage is taken, but reduce initiative bonus (if any) by half, and the person tends to get jumpy and a bit paranoid.

Green Beans: This vegetable simply causes the character’s skin to turn green. Unless a Remove Curse spell is used to negate the magic, the effect is permanent.

Honey Buns: These magic, honey-glazed cakes makes the character attractive to the uglier Faerie Folk who will fawn all over him (or her), make advances, pinch his bottom, blow kisses and try to entice his affections! The effect lasts for 1D4 hours.

Magic Mushrooms: These tasty morsels cause the character to hallucinate pleasant things. While under its influence, the character is -8 on initiative, all combat bonuses and attacks per melee are reduced by half, and the character can’t easily discern reality (and danger) from fantasy. Priests/Shamans are +10% to commune with their deity while under the influence. The effects last 1D4 hours.

Mixed Nuts: The victim picks up 1D4 random phobias which last 1D6 weeks. Once the magic is ended the person will forget ever being frightened by such things and insist that accusers to the contrary are mistaken or liars.

Mushroom Saute: An enticing, aromatic sauteed mushroom that tastes wonderful but makes the character feel warm, complacent and drowsy; -5 on initiative, -30% on speed and skills. The effect lasts 1D4 hours.

Mushroom Tonic: A drink that makes a new man out of you! Gets the drinker drunk with a thimble-sized portion, magically shrinks the drinker to 6 inches tall (0.15 m) and makes the character’s hair “poof” out in mushroom-like shape. Duration: 1D6 hours and leaves the person with a terrible hangover.

Mussels: Increases a person’s P.S. by 10 points, but they become so muscle-bound their P.P. and Spd are reduced by half as well as losing one melee attack. Lasts 1D6 hours for each mussel eaten.

Peanuts: The victim suffers the “call of nature” every 1D4 hours or uncontrollably when under stress. Effects last 1D4 days.

Pears: This creates a temporary, physical double of the victim (a la Doppelganger spell), but of the opposite alignment. The double will exist for only 2D4+2 days. Note: The double will automatically dislike its opposite and flee from him or her.

Pigeon Roast: The victim will believe anything he is told while under the effects of the food. Effects last 24 hours.

Red Wine: Extreme drunkenness for 2D6 hours, rendering the drinker -5 to strike, parry and dodge and reduce speed 5 points.

Skunk Cabbage: This food causes the character to have a rather offensive body odor which can be smelled up to 10 feet (3 m) away. Thankfully the smell only lasts 1D6 hours, but each character who smells this odor must roll under his/her Mental Endurance to avoid vomiting.

Sloe Wine: This reduces the drinker’s speed and number of attacks per melee by half for 1D6 days. This is wine, however, and has the same effects as normal alcohol for the full duration. Drinking a lot of the wine does not have an accumulative affect (does not add more days to the duration).

Squash: This reduces the victim to one-half normal size for 1D6 weeks (Only the victim’s body shrinks, not his clothes or weapons).

Tomatoes: Causes the victim to temporarily grow 1D6 extra toes on each foot, making it impossible for them to wear normal shoes/boots. Effects last 1D6 months; -10% to prowl, +5% to scale walls.

Turkey: This causes the victim to become obnoxious and irritating for 1D4 days.

Tarts: The victim becomes extremely amorous and giddy, almost as if they were drunk, and falls in love with every person of the opposite sex they see. Effects last 1D4 days.

The cure: A *Remove Curse spell* immediately negates the magical effects of Faerie Weapons, Poison and Food. Unfortunately, finding somebody who is willing to perform a Remove Curse spell or ritual can be difficult and cost a pretty penny.

Faerie Weapons

The larger or meaner Faerie Folk (Bogies, Goblins, Pucks, Spriggans, Kelpie, etc.) may use any type of ancient or modern weapon. Favorite ancient weapons are typically small items such as knives, hammers, short swords, clubs, cudgels, rocks, and so on. Modern weapons are pretty much whatever happens to come their way and may include Vibro-Blades to energy pistols and rifles.

The smaller Faerie Folk seldom use weapons, relying on their innate magical powers and natural abilities. However, they do make and use a number of ancient-style magic weapons. Such items are commonly used by Faeries, Pixies, Bogies, Brownies and Sprites in the defense of their Faerie Mound and against invaders and slavers. All enchantment requires a 16 or higher to save vs Faerie Magic. Damage inflicted is as applicable to *Rifts Earth*.

Normal bow and arrow (tiny): One S.D.C. point per arrow.

Tiny magic swords or spears: Two M.D. points on Rifts Earth.

Magic arrows (save vs magic of 16): The arrow does one S.D.C. point of damage plus the following spell effect. Note that when used against an opponent clad in *non-environmental armor* the magical spell effect activates the moment the arrow strikes its target/victim whether it hits the character himself or impacts on the armor (unless a 16 or higher to save is rolled).

However, the magic has no effect on those inside full environmental M.D.C. armor or power armor. Unless there is a breach in the environmental armor, or it has less than 25% of its original M.D.C., the magical effect cannot reach the character inside.

Sleep: 2D6 melee rounds.

Deep slumber: 3D4 minutes.

Dizziness: -2 on all combat rolls and reduce speed by 25%.

Paralyze: 2D6 melee rounds.

Charm: 1D4 hours.

Jitters: The target struck by the weapon is instantly afflicted by severe waves of shaking, reducing his number of attacks and combat bonuses by half. Lasts 2D6 melee rounds.

Ants in the Pants: This attack causes the person to be so afflicted by itches in his/her britches that the victim must scratch or hop around, saying "oh, oh, arg" for 1D6 melee rounds; loses two melee attacks, initiative and all combat bonuses, plus skill proficiencies are reduced by half.

Poison arrows (save vs poison 14): One point of S.D.C. damage from the arrow, plus:

Simple Poison: 1D6 S.D.C. damage.

Lethal: 4D6 S.D.C. damage.

Dragon Slayer: 4D6 M.D.; designed for use against fellow creatures of magic and supernatural beings. Moreover, the creature affected by this poison bio-regenerates the damage at half the usual rate. This poison commands 10,000-20,000 credits per dose on the open market. Super-rare outside of Faerie Communities.

Protection from Faeries

There are a handful of very strange but effective methods of protection from Faeries, Sprites, Pixies, and Bogies. Some are quite ridiculous and are effective only because it strikes the Faeries' funny bone.

1. The best way to ward off Faeries is to turn one's clothes inside out and wear them that way. No Faerie will bother that character unless he attacks them. The laughter of the wee folk will ring from the branches of every tree they inhabit, but the wearer is safe.
2. A red ribbon tied in a bow above a doorway or on the tails of horses or livestock. For animals, the bow tactic works the same as turning clothes inside out. Why? Who knows.
3. The crucifix or cross keeps them at bay just as it does a vampire. However, they can still cast their magic or attack from a distance.
4. Horseshoe(s) placed under a pillow or hung over a door or bed will keep Faeries away and prevent their use of magic in that specific room/area.
5. Faeries Folk cannot step on or over salt. This includes Faeries, Sprites, Pixies, Bogies, Toad Stools, Leprechauns, Kelpie, Dead Moon Hag, and Pucks! A circle of salt prevents Faerie Folk from entering the circle. Likewise, a line of salt in a doorway or on a window sill prevents them from entering at that place by that means of entry. Sprinkling salt on a Faerie or Sprite prevents them from flying, causes them to itch, and reduces their combat bonuses and number of attacks per melee round by half!

6. Various magic symbols and circles also ward away Faeries, including the simple protection circle (same effect as salt).

7. Except for the meaner, ugly denizens of Faerie, like the Puck, Hairy Jack, Kelpie and Kinnie Ger, most Faerie Folk avoid places that are dark, gloomy, ugly, frightening or filled with sad emotions.

Faerie Folk Descriptions

The general data noted in the things common to most Faerie Folk includes all the generalities about Faeries and their kin. The specific, individual descriptions that follow include only specific information and irregularities.

Bogies (evil)

Brownies

Dead Moon Hag (evil)

Faerie: Common

Faerie: Green Wood

Faerie: Night-Elves

Faerie: Silver-Bells

Grogach (Anarchist or evil)

Hairy Jack (evil)

Leprechauns

Nymphs

Pixies: Common

Pixies: Frost

Pucks (evil)

Spriggans

Sprites: Tree

Sprites: Water

Sprites: Wind Puffs

Toad Stools (evil)

Will-O-The-Wisp (evil)

Things common to most Faerie Folk

1. **Average alignment.** Most are Anarchist or Unprincipled, but can be any alignment. Each specific description will indicate what alignment each type of folk tends to lean toward.
2. **Natural Armor Rating & Hit Points:** Not applicable on Rifts Earth; see M.D.C.
3. **M.D.C.:** On Rifts Earth, Faerie Folk are Mega-Damage creatures. The small types typically have 1D4x10 M.D.C. while the larger, predatory types have 1D6x10+20 M.D.C., sometimes more.
4. **P.P.E.:** 1D6x100 plus can automatically draw on the P.P.E. around them, like a Line Walker, especially from ley lines, to spin magic.
5. **Horror Factor/Awe:** Typically eight from awe of their beauty, strangeness, or realization that Faerie Folk mean trouble. Pucks, Will-O-The-Wisps, Nymphs, Merrows, and Mermaids have an H.F. 10.
6. **Combat.** Combat varies from Faerie Folk to Faerie Folk. Generally, the small folk have three or four attacks per melee, while the larger folk, like the *Satyr*, *Spriggan*, *Merrow*, *Kelpie*, *Kinnie Ger* and *Puck*, have four or five attacks per melee. Magic and physical attacks can be combined during combat.
7. **Bonuses, speed and dexterity.** All Faerie Folk are exceptionally fast and dexterous. Consequently, they have several attacks per melee when it comes to hand to hand combat/mischief and bonuses. Specific bonuses will be provided for each type of Faerie Folk.
8. **Faerie Magic.** All Faeries are magical and visibly glow with an aura of magic during the day or night. Faerie magic is very powerful, requiring a saving throw versus magic of 16 or higher, and has a spell strength, duration, and range equal to a tenth level spell caster! The Faerie Ring and Faerie Food also require a save of 16 or higher.

Unlike normal magic which burns up P.P.E., Faerie Folk can weave their magic endlessly, without exhausting their own, natural P.P.E.! While these little troublemakers can cast spells all night long and up to two times per melee round, Faerie magic does have its limitations and conditions.

First, Faerie Folk cannot cast the same spell more than once on the same person within a 24 hour period. The only exception is magic that affects only themselves, like Chameleon and Tongues. So when a Faerie places a *Charm* spell on someone, when that spell ends or is canceled, or if the person saves against magic, that particular Faerie cannot cast a *Charm* spell on that same person again until 24 hours have passed. The Faerie can continue his magic attack, but must try a different spell to affect that same person.

Of course, a *different Faerie* could cast the *same spell* upon that same person again, requiring him to save vs magic or again fall under the influence of Faerie magic. This can make an encounter with a gathering of Faeries extremely dangerous. **Note:** Faeries and Sprites seldom travel alone and typically congregate in groups of 4D6. Larger Faerie Folk like Pixies, Brownies, Bogies, Pucks, Toad Stools, Hairy Jacks, Hags, and Spriggans tend to prowl as lone individuals, pairs or small groups of 3-6.

Faerie Folk cannot learn additional magic. The only magic at their disposal is what comes natural to them; an innate ability.

Faerie Magic often combines traditional wizard-type spell invocations and Elemental spell magic.

Faeries are impervious to magic that is cast by other Faeries of the same species. They are vulnerable to the magic of other Faerie Folk, humanoids and supernatural creatures.

Jinx Magic is possessed only by a handful of Faerie Folk, most notably the *Dead Moon Hag*, *Hairy Jack*, and the *Grogach*. This Faerie magic enables the character to instill a short-lived curse on a weapon or tool (only). Anybody who uses the item suffers its effect for as long as it is used or in his possession and the jinx is on. The duration of the jinx is 1D4 hours. The curse effect is equal to any of the Faerie Foods, excluding Faerie drinks and ointments.

9. The Faeries' Dance (6 P.P.E.). This is a magic spell or enchantment possessed by most Faerie Folk. It compels the victim to dance in a circle until the spell elapses or is canceled. The dancer cannot be rescued except by convincing the Faerie responsible to cancel the magic. While the victim dances, Faeries often strip him of his clothes and hide them and his valuables elsewhere. The victim is fairly helpless, -8 to strike, parry and dodge, and can perform no other skill/function other than dance. Duration is typically 30 minutes per spell, but can be cancelled by the spell caster at any time. The Nymph's Faerie Dance lasts for 60 minutes.

10. Psionics. Usually none.

11. Allies. Other Faerie Folk, most dragons, spirits of light, Druids, nature spirits, and creatures of friendly, tolerant and cheery disposition. Faerie Folk are very loyal and friendly toward each other, and will always come to the aid of another Faerie. The only exceptions are their larger, evil kin, like Pucks, Toad Stools, Kinnie Ger, etc., whom they tend to avoid. They don't consider their distant cousins, Goblins, Hob-Goblins, Orcs, and Kobolds, as close relatives and share no bond with them. In fact, most Faerie Folk will tease, trick and annoy their distant cousins as much as any human.

12. Enemies. Banshees, most demons, the undead, and obviously mean supernatural beings, forces of evil, and intolerant, cranky, fuddy-duddies with no sense of humor. Humans and humanoids are generally seen as trouble. They dislike Goblins, Hob-Goblins, Kobolds, and Orcs.

13. Average life span. Faeries, Pixies, Sprites, Nymphs, Will-O-The-Wisps, and Bogies are effectively *immortal* and can die only by being slain.

Leprechauns, Grogach, Spriggans, Mermaids, Merrows, Kelpies, and Brownies live for around 5000 years or longer. Satyrs, Kobolds, Hairy Jacks, Dead Moon Hags, Pucks, Kinnie Ger and Toad Stools live for about two or three hundred years.

14. Habitat. The nicer Faerie Folk live in bright sunlit areas of secluded forests, meadows, and grasslands filled with wild flowers and fruit, and are far away from cities.

15. Value. Faerie wings are extremely valuable, getting 40,000 to 80,000 credits per pair. Unfortunately, one must kill the Faerie before its wings can be plucked. The wings are used in teleportation circles and some alchemy and Techno-Wizardry. Faerie food can sell for 2D6x100 credits depending on the seller and the particular food. An alchemist usually pays one third the average market price. Really, only the Splugorth (and other demonic sorts) actively hunt, capture, enslave and utilize Faeries and their kin in Bio-Wizard creations and dark rune magic. Thus, Splugorth are willing to pay 6,000-18,000 credits, depending on current demand in the marketplace, for a live Faerie, Sprite, Pixie, Bogie, Brownie or Leprechaun. See the **Rifts® Book of Magic** or **World Book 21: Splynn Dimensional Market** for details about Faerie P.P.E. batteries, weapons and wands that draw upon the life force of imprisoned wee folk.

16. Experience Points & R.C.C.s: As a rule, Faerie Folk have a set of unchanging skills and abilities. R.C.C. (Racial Character Class) skills are presented for each character, but they don't increase with experience. Not recommended as a player character.

17. Physical Strength: Most small Faerie Folk have ordinary *human* equivalent strength. However, the bigger, meaner Faerie Folk may have the equivalent of Superhuman or *Supernatural P.S.*; those who do will usually indicate it or provide Mega-Damage stats.

Bogie

Bogies are tiny, malignant forces of mayhem standing 8 inches (0.25 m) tall, with spindly, black insect-like bodies. Ugly and ill tempered, they enjoy tricking travelers, leading them into swamps, quicksand, and other places of danger. They also love to scare and terrorize people by making frightening noises and eerie images. Bogies collect gold, gems, spoiled food and good ale, beer, or wine (able to drink a full gallon before passing out).

Bogies live anywhere from grasslands and forests to swamps, but always prefer a place that looks odd, mysterious, or frightening. Their lairs can be found under rotting logs, hollow trees, and animal burrows. Despite their mischief, Bogies are loyal and downright defensive of the gentler, prettier Faerie Folk, while they shun the evil Faerie people such as Goblins and Toad Stools.

(pronounced "bow gie")

Alignment: Lean toward Anarchist (30%), Miscreant (30%) and Aberrant (30%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6+1, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running.

M.D.C.: P.E. attribute number x3 +4D6. (Has P.E. x3 for Hit Points, 4D6 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Size: 8 inches tall (0.25 m).

Weight: 8 ounces (0.23 kg).

P.P.E.: 1D6x100

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 40%, sense the location of ley lines 55%, and metamorphosis into a large, tarantula-size spider, scorpion, or centipede.

Magic Spells: Wind Rush, Fear, Wisps of Confusion, Purple Mist, Befuddle, Repel Animals, Ventriloquism, Globe of Daylight and Animate Objects.

Psionics: None.

Attacks per Melee: Four physical or two using magic.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, +2 to automatic dodge (act of dodging does not use up a melee action), +3 to pull punch, +2 to roll with impact, +6 to save vs Horror Factor, and +2 on all saving throws.

R.C.C. Skills: A Faerie Warrior and Scout. Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 75%, Holistic Medicine 45%, Land Navigation 80%, Wilderness Survival 85%, Track Animals 60%, Preserve Food 75%, Faerie Lore 85%, Sing 45%, Dance 75%, Prowl 77%, Climb 90%/80%, Acrobatics 65%, Swim 80%, Horsemanship 80% (in this case the Bogie's "horse" is large crawling insects or rodents), and three ancient W.P.s of choice. Skills do not increase. **Notes:** Never wear clothes or armor, but may use weapons. They don't trust or like most big folk. Likely to be seen in the branches of trees. Travel in groups of 6 to 36.

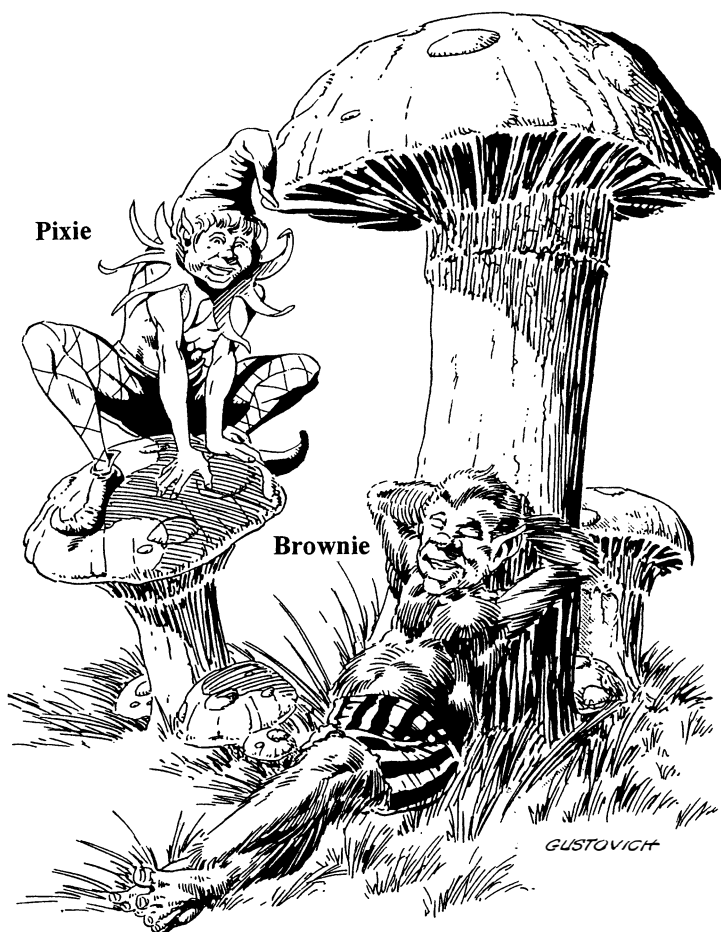
Brownie

The brownie is the least mischievous and the most helpful and friendly of the Faerie Folk. Shy and withdrawn, they hide in shadows, doing favors and chores while their humanoid friends are asleep or gone for the moment. They may attach themselves to a house or family, helping and guarding them, sometimes for generations. Even to these admired people, a Brownie rarely shows himself, taking his reward of cream or honey only when no one is looking. Brownies have an incredible sweet tooth and love ice cream, sugar, honey, syrups and sweet cakes. They also enjoy cream, milk, wine and beer.

Brownies stand one to two feet (0.3 to 0.6 m) tall with long hair (fur, really) covering their entire body except for their cute round faces, hands and large feet. Usually naked, they like to wear old (never new) clothes and big floppy hats. Besides the usual habitats of Faerie Folk, Brownies are found living in hollow trees, tree stumps, under porches and in wells.

Alignment: Lean toward good; Principled (40%) and Scrupulous (50%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6, M.A. 3D6+2, P.S. 2D6+2, P.P. 3D6, P.E. 2D6, P.B. 3D6+2 (minimum of 10), Spd. 4D6 running



M.D.C.: P.E. attribute number x4 +4D6. (Has P.E. x4 for Hit Points, 4D6 S.D.C. and an A.R. of 9 in S.D.C. settings.)

Size: One to two feet tall (0.3 to 0.6 m).

Weight: 1D4x10 pounds. (4.5 to 18 kg).

P.P.E.: 1D6x100

Natural Abilities: Nightvision 90 feet (27.4 m), keen normal vision and sense of smell, sense the location of water 50%, sense location of secret compartments/doors 40% and sense the location of ley lines 50%.

Magic Spells: Mend Cloth, Mend Stone, Dowsing, Sleep, Animate Objects, Cure Minor Disorders and Purification.

Psionics: None.

Attacks per Melee: Four physical or two using magic.

Bonuses (in addition to attributes): +1 on initiative and +2 on all saving throws.

R.C.C. Skills: Speak Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 85%, Land Navigation 85%, Wilderness Survival 95%, Preserve Food 85%, Cook 85%, Holistic Medicine 55%, Faerie Lore 85%, Sing 60%, Dance 70%, Gymnastics 50%, Swim 80%, Prowl 45%, Climb 60%/50%, Pick Pockets 50%, Pick Locks 40%, and select W.P. Blunt and one of choice (any). Skills do not increase.

Notes: Brownies are the most liked by Big folk, and the least mischievous of the Faerie Folk. They never wear body armor and seldom use any weapons except under the most dire of circumstances (i.e., self-defense, protecting an innocent, etc.).



Dead Moon Hag

The Dead Moon Hag is also known as the Faerie Hag. This enchanted, but evil creature appears as an ugly, old woman. Most are thin, almost skeletal, have long, grey or white, stringy hair and stand four and a half to five feet (1.3 to 1.5 m) tall. They are about as common as Leprechauns and usually travel alone. The Faerie Hag is a black-hearted creature who likes to spread misery and fear by causing sickness, spoiling food, mutilating cattle, starting fires and kidnaping children and baby animals (usually tossed in a pit or hung in a tree, bound and gagged, and left to die).

The wicked fiend gets the name “Dead Moon Hag” because she is most powerful when there is no moon out (the tiniest sliver or covered by clouds) – double M.D.C. and P.S. attribute on moonless nights.

The Dead Moon Hag is typically a loner, but is known to associate with other dark forces and even command small groups of cutthroats, particularly Goblins, Hob-Goblins, Toad Stools, Pucks, Kinnie Ger, and Kelpie; occasionally humans, demons, Devils and Necromancers.

Alignment: Miscreant or Diabolic evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+4, M.E. 2D6+4, M.A. 2D6, P.S. 3D6+4, P.P. 2D6+4, P.E. 3D6+4, P.B. 1D6, Spd. 2D6+4 running.

Size: Four feet, six inches to five feet (1.35 to 1.5 m).

Weight: 100 pounds (45 kg).

M.D.C.: P.E. attribute number x5 plus 6D6. (Has P.E. number x5 for Hit Points, 6D6 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 12

P.P.E.: 1D6x100

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, keen normal vision, sense the location of disease and sickness 50%, and sense the location of ley lines 40%.

Grow into a Giant (special): The Hag can double her size and P.S. once per night to become a super-strong 9-10 foot (2.7 to 3 m) giant! This metamorphosis lasts for only one hour; it can be canceled at any time. Remember, the Dead Moon Hag sees her P.S. and M.D.C. doubled when there is no moon or only a sliver of the moon. These elements are doubled again when she becomes a giant.

Magic Spells: Fear, Wisps of Confusion, Purple Mist, Life Drain, Spoil, Sickness, Curse: Illness, Cure Illness, Detect Poison, Ventriloquism, Tongues, and the power to *jinx* a weapon or tool. Plus, if the G.M. allows it, the character can know all Russian Spoiling Magic.

Psionics: None.

Attacks per Melee: Three physical or *three* using magic.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, +2 to parry and dodge (automatic like a parry), +2 to pull punch, +8 to save vs Horror Factor, impervious to disease, and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, plus two additional languages at the base skill +20% skill bonus, Identify Plants & Fruit 75%, Holistic Medicine 45% (surgeon 60%), Brew 80%, Cook 80%, Preserve Food 75%, Recognize and Use Poison 80%, Land Navigation 80%, Wilderness Survival 85%, Track Animals 75%, Faerie Lore 90%, Prowl 70%, Climb 70%/60%, Horsemanship: General 80%, and W.P. Knife and two of choice. Skills do not increase.

Notes: Rarely comes out during the day unless gloomy or foggy, and only comes out on the darkest nights (roughly 4-7 times a month). The Faerie Hag seldom wears armor unless she knows she is entering into battle or about to be attacked. Prefers blade weapons.

Faerie: Common

The Common Faerie appears as a tiny, handsome man or woman standing no more than six inches (0.15 m) tall, adorned with brightly colored butterfly wings of gold, red, violet, blue or yellow. They are golden haired, often nude or draped in delicate robes or gowns spun from silk or a spider’s web. They are a merry, carefree people with a penchant for mischief.

Alignment: Any, but lean toward Unprincipled (30%) and Anarchist (50%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6+2, P.S. 1D6, P.P. 4D6, P.E. 2D6, P.B. 4D6+6 (minimum of 17), Spd. 3D6 running and 3D6x10+40 flying.

M.D.C.: 6D6+24 on Rifts Earth. (Has P.E. number x5 for Hit Points, 4D6 S.D.C. and A.R. 7 in S.D.C. environments.)

Size: Six inches tall (0.15 m or 152 mm).

Weight: Six ounces (0.25 kg).

P.P.E.: 1D6x100

Awe/Horror Factor: 9

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 80%.

Magic Spells: Charm, Love Charm, Cloud of Smoke, Sleep, Tongues and the Faeries' Dance (same as the Faeries' Circle, only it is a spell that lasts for 30 minutes or until cancelled by the Faerie spell caster).

Psionics: None.

Attacks per Melee: Three physical or two using magic.

Bonuses (in addition to attributes): +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C. Skills: Speak Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 75%, Land Navigation 82%, Wilderness Survival 90%, Preserve Food 90%, Track Animals 32%, Faerie Lore 90%, Sing 60%, Dance 70%, Prowl 60%, Climb 60%/50%, and W.P. Knife and W.P. Archery/Targeting. Skills do not increase.

Notes: Never wear armor and don't trust most Big folk.

Faerie: Green Wood

The Green Wood Faeries are slim, handsome, Faeries with a green complexion topped with long jet black hair. Their wings resemble butterfly wings, but are darker than those of the Common Faerie such as deep reds, oranges, browns and greens. They are fond of green and yellow clothes, pointed shoes and feathered hats. They are most commonly seen in dense forested regions.

Alignment: Any, but lean toward Anarchist (40%), Unprincipled (30%) and Scrupulous (15%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 4D6+5 (minimum of 16), Spd. 3D6 running and 3D6x10+40 flying.

M.D.C.: 5D6+18 on Rifts Earth. (Has P.E. number x4 for Hit Points, 4D6 S.D.C. and A.R. 6 in S.D.C. environments.)

Size: Six inches tall (0.15 m).

Weight: Six ounces (0.17 kg).

Awe/Horror Factor: 8

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 70%, and sense the location of ley lines 80%.

Magic Spells: Charm, Circle of Rain, Circle of Flame, Grow Plants, Animate Plants, Purification, Tongues, and the Faeries' Dance (same as the Faeries' Circle, only it is a spell that lasts for 30 minutes or until cancelled by the Faerie spell caster).

Psionics: None.

Attacks per Melee: Three physical attacks or two using magic.

Bonuses (in addition to attributes): +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C.: Creature of magic and nature/Faerie wilderness scout.

R.C.C. Skills: Speak Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 80%, Land Navigation 82%, Wilderness Survival 90%, Preserve Food 90%, Track Animals 62%, Faerie Lore 90%, Sing 50%, Dance 64%, Pick Pockets 50%, Prowl 80%, Climb 80%/70%, and one ancient W.P. of choice. Skills do not increase.

Notes: Never wear armor and don't trust most big folk. Use tiny bows and arrows (see Faerie Weapons) and knives; mischievous in the extreme.

Faerie: Night-Elves

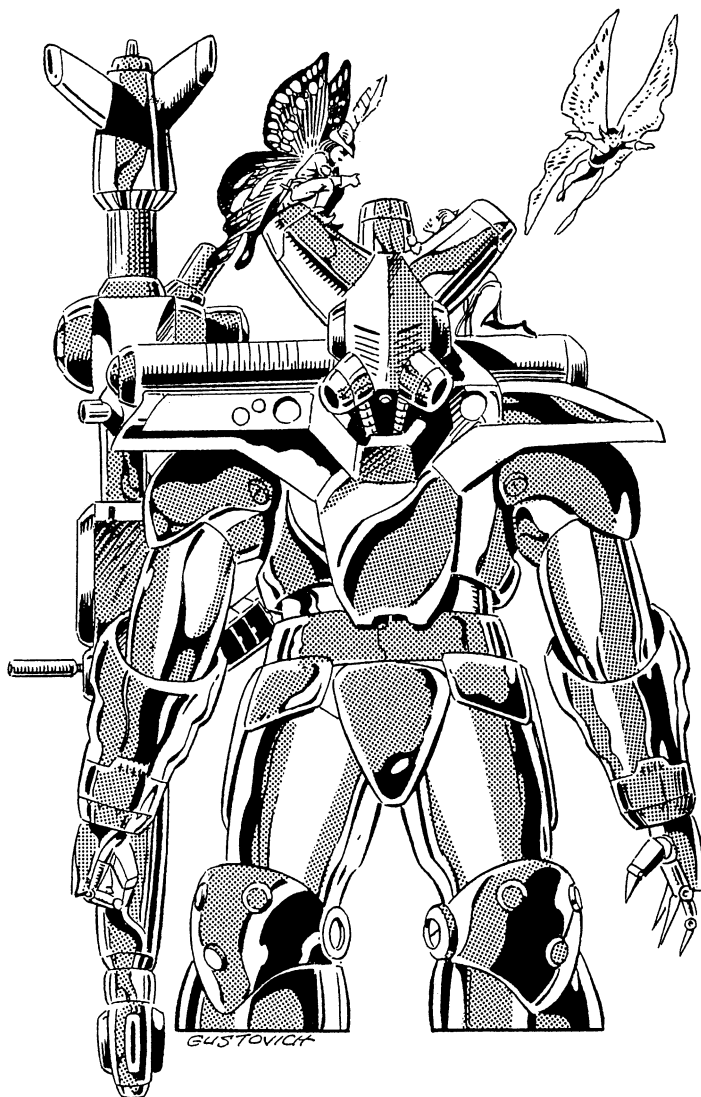
Despite their name, these mischievous little spirits are Faeries, not Elves. Night-Elves are of a dark grey-green complexion, have dark brown or black hair and sport luminous blue gossamer wings. They are usually seen in the buff, with tiny wooden swords hanging from a belt at the waist. They love sweets and wine almost as much as they love causing trouble. They are the most aggressive, serious and combat oriented of the four types of Faeries and often come to the defense of their kin when danger threatens.

Alignment: Any, but lean toward Anarchist (40%) and Unprincipled (40%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 4D6+1 (minimum of 16), Spd. 3D6 running and 3D6x10+40 flying.

M.D.C.: 6D6+40 on Rifts Earth. (Has P.E. number x6 for Hit Points, 5D6 S.D.C. and A.R. 8 in S.D.C. environments.)

Size: Six inches tall (0.15 m or 152 mm).



Weight: Six ounces (0.25 kg).

Awe/Horror Factor: 8

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 120 feet (36.6 m), see the invisible, keen normal vision, sense the location of water 80%, and sense the location of ley lines 80%.

Magic Spells: Befuddle, Blinding Flash, Mend Wood, Mend Clay, Invisibility (simple), Turn Self into Mist, Tongues, and the Faeries' Dance (same as the Faeries' Circle, only it is a spell that lasts for 30 minutes or until cancelled by the Faerie spell caster).

Psionics: None.

Attacks per Melee: Four physical attacks or two using magic.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, +2 to parry and dodge in flight, +1 to save vs magic, and +2 to save vs Horror Factor.

R.C.C.: Creature of magic and nature/Faerie warrior.

R.C.C. Skills: Speak Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 80%, Land Navigation 82%, Wilderness Survival 90%, Preserve Food 90%, Track Animals 70%, Faerie Lore 90%, Sing 50%, Dance 54%, Pick Pockets 50%, Prowl 80%, Climb 80%/70%, W.P. Sword, W.P. Archery & Targeting, and one ancient W.P. of choice. Skills do not increase.

Notes: Never wear armor and don't trust most Big folk. Use tiny bows and arrows (see Faerie Weapons) and knives. They are extremely mischievous, though their antics tend to be much more physical and rough than the others.

Faerie: Silver Bells

Silver Bells are beautiful little Faeries with a pale complexion, pale golden to platinum blonde hair and adorned with magnificent white gossamer wings. They are often clad in milky white or light pastel colored silken gowns. They love to dance and sing more than any of the other Faeries. The Silver Bell Faeries' voices are said to sound like a thousand tiny bells chiming in harmony, hence their name.

Alignment: Any, but lean toward Scrupulous (10%), Unprincipled (40%) and Anarchist (40%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6+4, P.S. 1D6, P.P. 3D6, P.E. 2D6, P.B. 4D6+7 (minimum of 18), Spd. 3D6 running and 3D6x10+40 flying.

M.D.C.: 5D6+10 on Rifts Earth. (Has P.E. number x4 for Hit Points, 3D6 S.D.C. and A.R. 6 in S.D.C. environments.)

Size: Six inches tall (0.15 m or 152 mm).

Weight: Six ounces (0.25 kg).

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 50%, sense the location of ley lines 80%, and locate secret compartments/doors 54%.

Magic Spells: Befuddle, Charm, Love Charm, Sense Evil, Wind Rush, Tongues and the Faeries' Dance (same as the Faeries' Circle, only it is a spell that lasts for 30 minutes or until cancelled by the Faerie spell caster).

Psionics: None.

Attacks per Melee: Three physical or two using magic.

Bonuses (in addition to attributes): +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C. Skills: Speak Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 60%, Land Navigation 82%, Wilderness Survival 90%, Preserve Food 90%, Track Animals 32%, Faerie Lore 90%, Sing 98%, Dance 94%, Prowl 72%, Climb 60%/50%, and one ancient W.P. of choice. Skills do not increase.

Notes: Never wear armor and don't trust most Big folk. Likeliest to be seen at dawn playing, dancing and singing in the morning sun.

Grogach

In some ways, the Grogach is a cross between a Brownie and a Spriggan. Its body is covered in long brown fur like a Brownie, but has broad shoulders, and muscular arms and upper body. The creature loves to grow things and can often be found inspecting the crops of a farmer. Sometimes one or more Grogach will help a farmer to harvest his crops, shuck corn, thrash wheat and similar activity. However, an angry Grogach will seek revenge by ripping up or stomping crops, starting fires, slaughtering cattle and jinxing weapons and tools. Mischievous ones make perfectly circular crop circles and rings, open up barn doors, eat crops, and chase or frighten pets and livestock.

The Grogach loves to grow and care for plants, farm, and cook almost as much as they like to eat. They are especially fond of bread, pies and just about any food made from vegetables, fruits and plants and eat twice as much as a robust human without gaining an ounce of fat. They also love to brew and drink beer and grain alcohol (can drink twice as much as an average human before getting drunk). This love of farming often gets the strange being to pitch in at a farm or gladly join to cook a meal or whip up some booze without even being asked. The only thing desired as payment is some food and drink. On the downside, they tend to think of themselves as experts in these areas and can be annoying know-it-alls who are very critical and downright rude about the quality and value of other people's food, drinks and abilities.

(pronounced grow gach)

Alignment: Any, but typically Unprincipled (15%), Anarchist (50%) or Miscreant (25%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+2, M.E. 2D6+4, M.A. 2D6, P.S. 3D6+12, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd. 3D6 running or 6D6 flying.

M.D.C.: 6D6+48 on Rifts Earth. (Has P.E. number x3 for Hit Points, 6D6 S.D.C. and A.R. 10 in S.D.C. environments.)

Size: 3-4 feet tall (0.9 to 1.2 m).

Weight: 80-100 pounds (36 to 45 kg).

Horror Factor: 8

Natural Abilities: Fly and hover in mid-air (even without wings; maximum height is 200 feet/61 m), Supernatural P.S. and P.E., nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of crops and fruit bearing trees 70%, sense fertile soil 45%, and sense the location of ley lines 40%.

Magic Spells (Earth Warlock magic): Dowsing, Dig, Animate Plants, Grow Plants, Wither Plants, Repel Animals, Travel Through Earth, Chameleon, and the power to *jinx* a weapon or tool.

Psionics: None.

Attacks per Melee: Three physical or two using magic.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, +4 to parry and dodge, +3 to pull punch, +5 to roll with impact/punch/fall, +6 to save vs Horror Factor, impervious to spoiled food and poison, and +2 on all saving throws.

Damage: As per Supernatural P.S.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +20% skill bonus, Identify Plants & Fruit 75%, Brew 90%, Cook 80%, Preserve Food 80%, Recognize and Use Poison 70%, Carpentry 80%, Boat Building 60%, Land Navigation 90%, Wilderness Survival 90%, Track Animals 75%, Faerie Lore 90%, Climb 70%/60%, Horsemanship: General 80%, and W.P. two of choice. Skills do not increase.

Notes: Frequently wear non-environmental M.D.C. armor for additional protection and to look more dangerous. Favorite weapons are magical ones, blunt weapons and picks (often lashing Vibro-Blades together in such a way as to create an M.D.C. pick weapon). Intelligent beings, they can also learn to use energy weapons, but prefer pistols and other small weapons. Grogach love to wander and explore wilderness and farmlands, and are known to exist in the Coalition States of Missouri and Iowa. They are uncomfortable in cities and towns.



Hairy Jack

The Hairy Jack is a dull-witted, foul-tempered beast with the head of a pig, long arms, clawed hands, barrel chest, and short legs. Hairy Jacks often gather in small groups of 3-7 and fre-

quently associate with other mean and evil Faerie Folk and brigands. They are known to haunt old barns, dead trees, swamps, bogs, caves, underground ruins, and other dead, frightening or dilapidated places.

Hairy Jacks like to torment and torture other creatures, including Brownies, Pixies and pretty humanoids. To this end, they will sometimes capture one or more humans, lock them in wooden cages and keep them as pets to be abused and tortured whenever the whim strikes them. Similarly, the Hairy Jack's idea of fun is scaring, robbing, beating or killing people. They also like to turn into wild boars and chase, frighten and bite the legs of cattle.

Alignment: Any, but typically Anarchist (25%), Miscreant (30%) and Diabolic (40%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 1D6+2, M.E. 2D6, M.A. 2D6, P.S. 3D6+10, P.P. 3D6, P.E. 3D6+6, P.B. 1D6, Spd. 3D6 as a humanoid, 6D6 as a boar.

Size: 4-5 feet tall (1.2 to 1.5 m) and weigh 100-150 pounds (45 to 67.5 kg).

M.D.C.: 1D6x10+60 on Rifts Earth. (Has P.E. number x3 for Hit Points, 1D4x10+10 S.D.C. and A.R. 10 in S.D.C. environments.)

Horror Factor: 10

Natural Abilities: Supernatural P.S., nightvision 200 feet (61 m), see the invisible, turn invisible at will, keen normal vision, prowl 45%, metamorphosis into a wild boar and sense the location of ley lines 40%.

Magic Spells: Repel Animals, Chameleon, Fear, Charm, and the power to *jinx* a weapon or tool.

Psionics: None.

Attacks per Melee: Three physical or two using magic.

Bonuses (in addition to attributes): +1 on initiative, +3 to strike, +3 to parry and dodge, +1 to pull punch, +2 to roll with impact/punch/fall, +6 to save vs Horror Factor, and +2 on all saving throws.

Damage: As per Supernatural P.S., though a claw attack does an extra 2D6 M.D. and a Hairy Jack's bite does 2D6 M.D.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, Recognize and Use Poison 60%, Land Navigation 90%, Wilderness Survival 90%, Track Animals 70%, Track Humanoids 60%, Faerie Lore 60%, Climb 70%/60%, Horsemanship: General 50%, and W.P.: three of choice. Skills do not increase. Not recommended as a player character.

Notes: Frequently wear non-environmental M.D.C. armor for additional protection and to look more fearsome. Favorite M.D. weapons include magic ones, (especially whip and chain types), Vibro-Blades and the Neuro-Mace. Intelligent beings, they can also learn to use energy weapons, but prefer heavy handguns like ion blasters, and pump-action grenade launchers and shotgun style weapons for heavy combat. Hairy Jacks existed in the Kingdom of Tolkeen and remain there striking out at lone Coalition soldiers who happen upon them. They are also occasionally found in the 'Burbs of Chi-Town, Iron Heart and Free Quebec, usually as an enforcer for a gang or criminal operation, or simply as a vagabond drunk and brawler. Mean, vindictive, and sadistic to begin with, Hairy Jacks get even meaner (and stupider) when they get drunk.

Kelpie

See its description in the regular monster section.

Leprechaun

One of the larger Faerie Folk, Leprechauns are usually well groomed, wearing fine, black or dark green suits adorned with large silver or gold buttons, snaps, and/or buckles, a wide belt, black shoes and a wide brim hat. They stand about two or three feet (0.6 or 0.9 m) tall with white curly hair, neatly trimmed beard, bushy eyebrows, and a winning smile.

Leprechauns are characteristically moody, tricky, sly and mischievous. These merry little people are particularly fond of playing tricks on anyone not of Faerie descent. They are very skilled thieves and con-artists so travelers who encounter one (heaven help them if there are two or more Leprechauns) should guard their valuables carefully. Leprechauns will always attempt to steal valuables and do not intentionally show themselves for any reason except to cause mischief or create a diversion for a buddy who'll be robbing the group blind.

Hoarders of gold, gems, and magic items, the treasures of Leprechauns are legendary, but said to always be well hidden, and seldom in the Leprechaun's domicile or lair. Leprechauns are huge sissies and rarely draw blood in a struggle. If captured, the sly characters always try to lead their captors *away* from their treasure (often into danger), dragging out the journey long enough to make good an escape. These cool operators smoothly talk and/or trick their way out of many a sticky situation and have been known to lead captors on a merry expedition that lasts weeks, only to end in the Leprechaun's escape or back where they started. Torture is useless, for these little people are no cowards when it comes to protecting their treasure or secrets. However, anybody who tortures a Leprechaun had better kill him when done, because if he lives to escape, his vengeance is terrible, causing disaster after disaster or picking one offending villain off one after another so the rest can worry about their inevitable doom before it hits.

Alignment: Almost always Anarchist (70%), Unprincipled (15%) or Miscreant (15%). However, even a selfish or evil Leprechaun will never deliberately hurt or betray another Faerie Folk.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+3, M.A. 2D6+2, P.S. 2D6+2, P.P. 3D6+6, P.E. 3D6, P.B. 2D6 (minimum of 8), Spd. 4D6 running.

M.D.C.: 1D6x10+50 on Rifts Earth. (Has P.E. number x6 for Hit Points, 5D6 S.D.C. and A.R. 8 in S.D.C. environments.)

Size: Two to three feet tall (0.6 to 0.9 m).

Weight: 1D4x10+40 pounds (tend to be roly-poly).

Horror/Awe Factor: 8

P.P.E.: 1D6x100

Natural Abilities: Nightvision 60 feet (18.3 m; can see in total darkness), keen normal vision, turn invisible at will, ventriloquism 88%, and sense secret compartments/doors 64% (automatic ability).

Magic Spells: Escape, Chameleon, Charismatic Aura, Detect Concealment, Concealment, Reduce Self to Six Inches and Fool's Gold.

Psionics: None.

Attacks per Melee: Five physical attacks or two using magic.

Bonuses: +1 on initiative, +1 to parry and dodge, +2 to roll with impact, +3 to save vs magic, +2 to save vs Horror Factor.

R.C.C. Skills: Speak Faerie and Dragonese 98%, player characters can learn two additional languages and literacy in one at the base skill +30% skill bonus, Land Navigation 55%, Wilderness Survival 60%, Preserve Food 60%, Recognize Precious Metals/Stones 96%, Track Animals 40%, Faerie Lore 90%, Sing 60%, Dance 70%, Swim 80%, Prowl 40%, Climb 60%/50%, Palming 60%, Concealment 60%, Pick Pockets 82%, Pick Locks 55%, Locksmith 40%, Basic Electronics 70%, Streetwise 54%, Operate Computer 55%, and select two W.P. of choice (any). Skills do not increase.

Notes: Never wear armor. They don't trust most Big folk, but are much more daring than Faeries in their dealings with humanoids. On Rifts Earth they like Vibro-Blades, Laser Scalpels, smoke grenades, tear gas, and small handguns, but they adore magic items and weapons, including Techno-Wizard devices which Leprechauns think are just marvelous. Mischievous and playful, a Leprechaun who is enjoying himself (at the expense of others) may hang around or make appearances (usually at the worst possible time) and even join an adventuring group – to fleece them or trick them into supporting him and plying him with booze. Besides their greed for riches, Leprechauns also adore good liquor. In fact, 60% are alcoholics and the rest are on their way to becoming alcoholics. Most leprechauns can outdrink the average human, consuming six times their body weight before getting intoxicated! Even drunk as a skunk, a Leprechaun is quick and cunning, and should be watched carefully.

Nymph

These strange supernatural beings are among the most mysterious and mystical of the Faerie Folk. They are spirits of nature who adopt an area of land (typically 1D4x10+10 miles/32-80 km) as their domain, and become the protector of that land and all that live on it. A Nymph inhabits an ancient tree, giant boulder, river, well, spring, cave, or hill on her land, but appears to humanoids as an ethereal, ghost-like creature, who appears as a beautiful Elven maiden bathed in white light and slightly aglow.

Nymphs cannot be harmed except by magic and psionics. Physical attacks are futile, harmlessly passing through them like air. Fortunately, they are gentle, compassionate spirits who aid the good, the helpless, and the lost. However, they seldom take a direct hand in the affairs of mortals, preferring to help secretly if at all. They will not allow senseless destruction of their land, the animals, or the Faerie people in their domain. Nymphs are especially protective of Faeries, Sprites, Pixies, and Brownies. To invoke the wrath of a Nymph is to flirt with death, for their vengeance is as terrible as it is just.

Alignment: Any, but usually Principled (40%) or Scrupulous (40%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6+1, M.E. 2D6+2, M.A. 2D6+2, P.S. 2D6, P.P. 3D6, P.E. 2D6+6, P.B. 3D6+6 (minimum of 16), Spd. 3D6 running and 2D6x10+40 flying.

M.D.C.: 1D6x10+30 on Rifts Earth, and is impervious to S.D.C. and M.D. weapons unless they are magic. (Has P.E. number x4 for Hit Points, 6D6 S.D.C. and A.R. 7 in S.D.C. environments.)

Size: Six feet (1.8 m).

Weight: Three ounces (85 grams).

Awe/Horror Factor: 10

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, Supernatural P.S., nightvision 90 feet (27.4 m), see the invisible, keen normal vision, turn invisible at will, sense the location of water 90%, sense the location of ley lines 90%, magically knows all languages, impervious to all forces except magic and psionics, can disappear by entering a living plant, and the ability to pass through natural materials such as wood, earth, and stone (not plastic or metal alloys) as if it were air!

Magic Spells: Sleep, Dust Storm, Summon Fog, Purple Mist, Call Lightning, Wind Rush, Finger of the Wind, Thunder Clap, Extinguish Fires, Part Waters, Calm Waters, Calm Storms, Repel Animals, Grow Plants, Animate Plants, Wall of Thorns, Breath of Life, Ley Line Transmission, and the Faeries' Dance (same as the Faeries' Circle, only it is a spell that lasts for 60 minutes or until cancelled by the Faerie spell caster).

Psionics: None.

Attacks per Melee: Six physical or two using magic.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, +3 to save vs all types of Nature Magic (Spoiling, Shamanistic, etc.), +1 to save vs all other types of magic and poison, +2 to save vs Horror Factor.

Damage: As per Supernatural P.S. or spell.

R.C.C. Skills: Magically speaks all languages 98%, Basic Math 98%, Identify Plants & Fruit 98%, Botany 98%, Biology 60%, Holistic Medicine 98%, Astronomy 98%, Land Navigation 98%, Wilderness Survival 98%, Preserve Food 98%, Cook 80%, Track Animals 90%, Faerie Lore 98%, Demon & Monster Lore 60%, Sing 60%, Dance 60%, Prowl 80%, Climb 90%/80%. Skills do not increase. Not recommended as a player character.

Notes: Considered a creature of magic and nature and may be worshiped as a nature spirit or demigod. Never wears clothes or armor and doesn't use weapons. Tend to be loners, secretive, kind and compassionate. Likeliest to be seen during the day at beautiful locations, playing, dancing or singing with Faeries or Sprites. Never uses technology!

Pixie: Common

Pixies are similar to Faeries, except they are twice as big (12 inches/0.3m tall), don't have wings (but *can* fly) and are not quite as beautiful or whimsical, but still quite cute. They are generally a handsome, slender people with flaming red hair and fair complexion. Like all Faerie Folk, Pixies have an irrepressible tendency for fun, games and mischief, often at the expense of others. They prefer to live in fields, meadows, or small groves of trees, and are very playful and silly.

Alignment: Any, but lean toward Anarchist (40%) and Unprincipled (40%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 3D6+1 (minimum of 9), Spd. 4D6 running and 2D6x10+50 flying.

M.D.C.: 1D4x10+25 on Rifts Earth. (Has P.E. number x6 for Hit Points, 5D6 S.D.C. and A.R. 8 in S.D.C. environments.)

Size: 12 inches tall (0.3 m).

Weight: One pound (0.45 kg).

Awe/Horror Factor: 8

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 60 feet (18.3 m), keen normal vision, turn invisible at will, and sense the location of ley lines 50%.

Magic Spells: Charm, Sleep, Wind Rush, Globe of Daylight, Mend Wood & Clay, Tongues, Chameleon, and Circle of Rain.

Psionics: None.

Attacks per Melee: Four physical or two using magic.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, +1 to parry, +2 to dodge in flight, +2 to pull punch, +2 to roll with impact, +2 on all saving throws, and +6 to save vs Horror Factor.

R.C.C. Skills: Speak Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +20% skill bonus, Identify Plants & Fruit 60%, Land Navigation 62%, Wilderness Survival 70%, Preserve Food 60%, Track Animals 50%, Faerie Lore 90%, Sing 50%, Dance 64%, Gymnastics 64%, Pick Pockets 50%, Pick Locks 40%, Prowl 60%, Climb 70%/60%, and three ancient W.P.s of choice. Skills do not increase.

Notes: May wear non-environmental body armor or just colorful clothes. They don't trust most Big folk, but are much more daring than Faeries in their dealings with humanoids. May use any knives/Vibro-Blades, small handguns, or magic items.

Pixie: Frost

Like the Common Pixie, they are a handsome, slender people born to mischief. A Frost Pixie stands approximately one foot (0.3 m) tall and has light blue skin and white or silver hair. Frost Pixies inhabit climates that are cold, cool, or moderate, and are particularly fond of snow, ice, glaciers, and mountaintops. Impervious to cold, they can bound through snowdrifts completely nude without fear of injury from exposure, but do wear a variety of light colored furs (rabbit, fox, weasel, etc.) and clothing.

Alignment: Any, but lean toward Anarchist (50%) and Unprincipled (40%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 1D6+1, P.P. 3D6+6, P.E. 2D6, P.B. 4D6 (minimum of 16), Spd. 4D6 running and 2D6x10+100 flying.

M.D.C.: 1D4x10+25 on Rifts Earth. (Has P.E. number x6 for Hit Points, 5D6 S.D.C. and A.R. 8 in S.D.C. environments.)

Size: 12 inches tall (0.3 m).

Weight: One pound (0.45 kg).

Awe/Horror Factor: 8

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 60 feet (18.3 m), keen normal vision, turn invisible at will, sense the location of ley lines 30%, and they can also pass through ice much like an Earth Elemental can pass through earth or a ghost through a wall.

Finger of Frost (special): A bolt of ice and cold. Range: touch. Creates frost/frost patterns, causes 1D4 S.D.C. points of damage and makes victims feel terribly cold. If a person fails to make his saving throw vs Faerie magic, he is stunned for 1D6 melee actions/attacks. Effective against all living creatures, but not effective against 'bots, cyborgs, or machinery. However, the Frost Pixie can use his frost touch to cover a visor or window in frost, temporarily blinding his opponent (lasts until frost is scraped away, takes about two melee actions/attacks).

Frost Breath: Range is four feet (1.2 m), and inflicts 2D6 points of S.D.C. damage and temporarily blinds the victim for 1D6 melees unless the intended victim saves vs magic or is wearing protective goggles or helmet.

Magic Spells: Globe of Daylight, Wind Rush, North Wind, Freeze Water, Hail, Snow Storm, Wall of Ice, and Frostblade.

Psionics: None.

Attacks per Melee: Four physical and/or finger of frost, and/or frost breath attacks per round or two using magic.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, +1 to parry, +3 to dodge in flight, +2 to pull punch, +2 to roll with impact, +2 on all saving throws, and +6 to save vs Horror Factor.

R.C.C. Skills: Speak Faerie and Dragonese 98%, player characters can learn two additional languages at the base skill +20% skill bonus, Land Navigation 62%, Wilderness Survival 70%, Preserve Food 70%, Track Animals 50%, Faerie Lore 90%, Sing 50%, Dance 64%, Gymnastics 64%, Swim 60%, Prowl 50%, Climb 80%/70%, and select two ancient W.P.s of choice. Skills do not increase.

Notes: Never wears armor. They don't trust most Big folk, but are much more daring than Faeries in their dealings with humanoids. Clever and bold, they may use small M.D. handguns, Vibro-Blades or magic items. Jack of Frost is the most famous of these Pixies. Frost Pixies are believed responsible for autumn and winter frosts, hail and unseasonable snowstorms or cold snaps. They are known to exist around the Great Lakes, throughout northern Canada, and to thrive in Scandinavia and Russia, particularly the Siberian wilderness.

Puck

Pucks are black-hearted fiends resembling the Satyr, except that their upper body is more demonic than human, they have long, sharp pointed horns and their complexion is a dirty grey. Their pranks are destructive and brutal, being responsible for the senseless slaughter of livestock and pets, arson, vandalism, and sometimes the kidnaping of children and young maidens. Pucks enjoy the torture of others, as well as a multitude of sadistic depravities. They are also fair thieves, hoarding gold, silver and booze only.

Alignment: Any selfish or evil, but lean toward Miscreant (40%) and Diabolic (50%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 2D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd. 4D6+6

M.D.C.: 1D4x10+55 on Rifts Earth. (Has P.E. number x3 for Hit Points, 1D4x10+10 S.D.C. and A.R. 10 in S.D.C. worlds.)

Size: Three to four feet tall (0.9 to 1.2 m).

Weight: 3D6+60 pounds (about 30 kg).

Horror Factor: 10

P.P.E.: 1D6x100

Natural Abilities: Supernatural P.S., nightvision 90 feet (27.4 m), fair normal vision, sense the location of water 50%, sense the location of ley lines 50%, and metamorphosis into a goat, dog, pony or wild boar.

Magic Spells: Spoil, Repel Animals, Death Trance, and Concealment. If the G.M. would like, the villain may know 1D6+2 additional Russian Spoiling Magic spells.

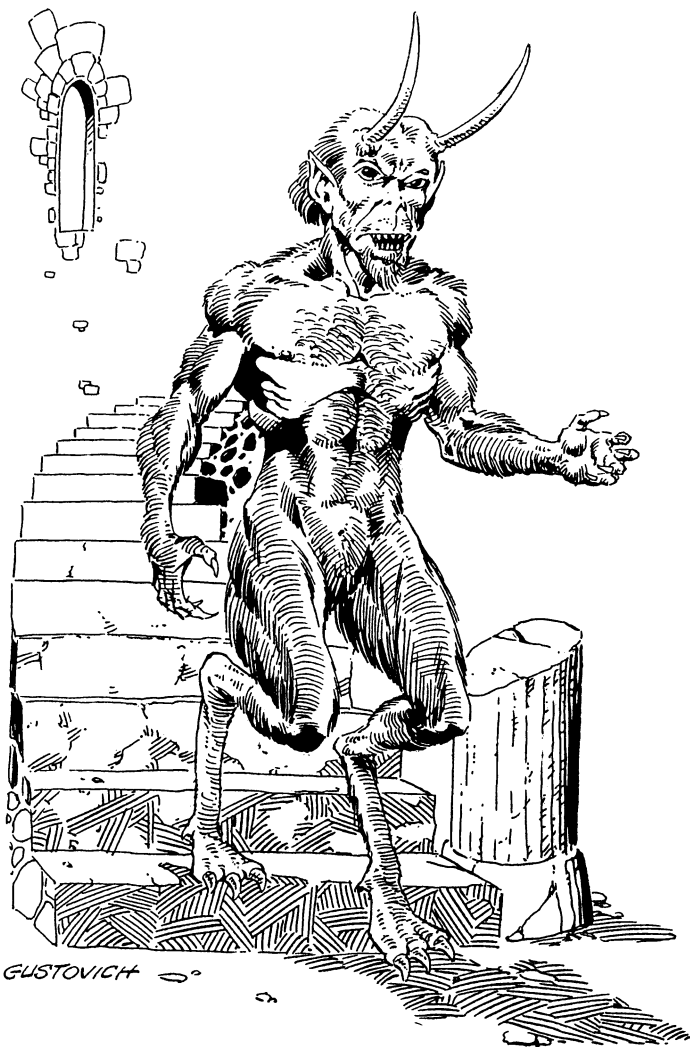
Psionics: None.

Attacks per Melee: Six physical attacks or two using magic.

Damage: As per Supernatural P.S., but a claw strike does an additional 1D6 M.D., a power punch attack is possible with a kick, and a Puck's bite does 1D6+2 M.D.C. The foul creature may also use magic or Mega-Damage weapons.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +6 to save vs Horror Factor, +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Land Navigation 70%, Wilderness Survival 75%, Track Animals 60%, Track Humans 55%, Faerie Lore 85%, Demon & Monster Lore 70%, Dance 75%, Prowl 50%, Palming 55%, Concealment 48%, Pick Pockets 60%, Pick Locks 65%, Streetwise 48%, Climb 90%/80%, Swim 80%, select two Pi-



lotting skills and five W.P.s (any) of choice. Skills do not increase.

Notes: Never wear clothes, but may use non-environmental M.D.C. armor for additional protection or to look more ferocious. They are also smart enough to use M.D. weapons of any kind, but are most fond of Vibro-Blades and other traditional melee weapons. They hate most Big folk and pretty Faerie Folk. Customarily inhabit dark, solitary places of foul or evil appearance, like caves, sewers, swamps, bogs, ruins and so on. Travel in pairs or small groups of 2D4 members.

Spriggan

Spriggans are husky people about three feet (0.9 m) tall, with wild, dark brown hair, ruddy complexion, and great strength. Grumpy and ill tempered, they are often the targets of playful Sprites. Spriggans generally ignore non-Faerie people (not that they pay much attention to Faerie Folk), and get quite violent if pestered.

Their apparent mission in life is to erect large slabs of stone in a multitude of circular patterns. They also build tall pillars of stones that have reached heights of over 30 feet (9.1 m) and have, in recent centuries, taken to making crop circles of intricate design. Why they build these monoliths and circles is a mystery even to the Spriggans, who do what they do "because!"

It is best to leave these insane builders alone. Don't talk to them, don't offer to help, don't even go near them, and never laugh at them. Foul tempered, a Spriggan will bully and/or beat up anyone who bothers him or casts aspersions on his work (or simply looks too cheerful for his own good). A Spriggan's weapons are usually heavy chisels, huge hammers, and large picks, but those of Rifts Earth have taken to using M.D.C. materials, energy tools and M.D. weapons. They may also hurl large stones or boulders at people. They are creatures of magic and nature. An obsessive Faerie builder & nomad.

Alignment: Any, but lean toward Anarchist (50%) and Miscreant (30%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 6D6+20, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd. 2D6

M.D.C.: 1D6x10+45 on Rifts Earth. (Has P.E. number x4 for Hit Points, 1D4x10+10 S.D.C. and an A.R. of 10 in S.D.C. worlds.)

Size: Two and a half to three feet tall (0.75 to 0.9 m).

Weight: 2D6+50 pounds (about 24 kg).

P.P.E.: 1D6x100

Natural Abilities: Supernatural P.S. and P.E., nightvision 40 feet (12.2 m), keen normal vision, sense the presence of Earth Elementals 65%, and the ability to pass through stone/rock or clay (not dirt/earth) as if it were air!

Magic Spells: Dust Storm, Hopping Stones, Mend Stone, Crumble Stone, Rock to Mud, Clay to Stone, and Stone to Flesh.

Psionics: None.

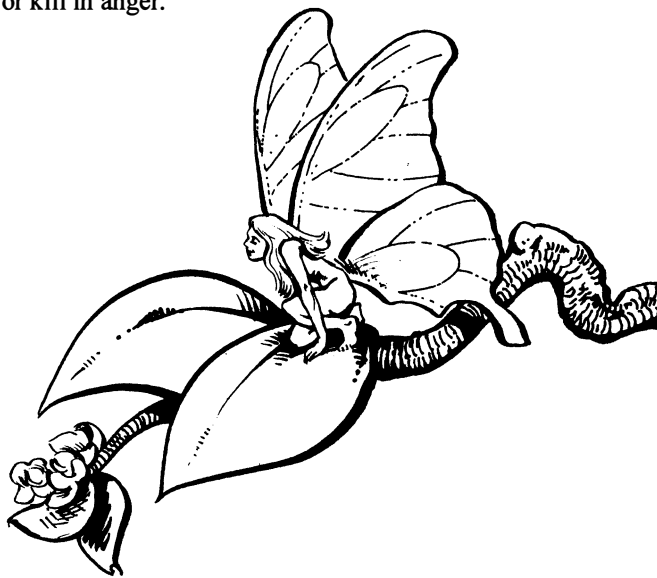
Attacks per Melee: Five physical attacks or two using magic.

Damage: As per Supernatural Strength or by magic or weapon.

Bonuses (in addition to attributes): +1 to strike, +3 to parry, +3 to roll with impact, +6 to pull punch, +6 to save vs Horror Factor, and +2 to save on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Basic Math 92%, Art (specifically sculpting and building) 75%, Carpentry 75%, Boat Building 75%, Basic Electronics 75%, Land Navigation 75%, Wilderness Survival 75%, Preserve Food 75%, Faerie Lore 90%, Dance 45%, Prowl 45%, Climb 60%/50%, Swim 75%, and Pilot/Horsemanship 75%, select two additional Pilot skills and W.P. Blunt and three other W.P.s (any). Skills do not increase.

Notes: Spriggans seldom wear armor, but may if they so desire, probably partial, non-environmental armor. However, they use M.D. weapons and tools of all kinds. They love laser scalpels, fusion torches, etc. Spriggans don't trust or like anybody and seem to be perpetually grumpy, cantankerous, and intolerant of everybody, including Faerie Folk. Loners, they seldom work in large groups. They chew tobacco, enjoy beer and ale, eat bread, roots, sticks, bark and small stones. They have no need for precious metals or gems and never take them from those they beat or kill in anger.



Sprite: Tree

Sprites are very similar to Faeries, but are even smaller, standing a mere 4 inches (10 cm) tall. They are cheerful, wild spirits, full of fun and mischief. Tree Sprites are bright yellow-green, complete with semi-transparent yellow wings. They are content to raid beehives, birds' eggs, and eat flower nectar, and play in the sun among the butterflies and treetops. They will often buzz travelers, undoing belts, saddles, and trousers, stealing sweets, pinching and pulling hair.

Alignment: Any, but lean toward Anarchist (60%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6+1, P.B. 3D6+7 (minimum of 16), Spd. 3D6 running and 3D6x10+60 flying.

M.D.C.: 6D6+8 on Rifts Earth. (Has P.E. number x2 for Hit Points, 3D6 S.D.C. and an A.R. of 6 in S.D.C. environments.)

Size: 4 inches tall (101 mm).

Weight: Three ounces (85 grams).

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 40%.

Magic Spells: Chameleon, Charm, Animate Plants and the Faeries' Dance.

Psionics: None.

Attacks per Melee: Three physical attacks or two using magic.

Bonuses (in addition to attributes): +3 on initiative, +1 to strike, +4 to automatic dodge in flight (the act of dodging does not use up a melee attack/action), and +2 on all saving throws.

R.C.C. Skills: Speak Faerie 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 98%, Land Navigation 90%, Wilderness Survival 90%, Preserve Food 90%, Faerie Lore 90%, Sing 80%, Dance 84%, Prowl 80%, Climb 80%/70%, and Acrobatics 80%. Skills do not increase.

Notes: Never wear clothes or armor, don't use weapons and don't trust most Big folk. Likeliest to be seen at dawn and dusk playing in the trees. Travel in groups of 8 to 48.

Sprite: Water

Pale skin, dark hair, and blue iridescent wings are the trademark of Water Sprites. They prefer glens, meadows, quiet pools, and gentle streams, where they spend their time teasing frogs, chasing dragonflies and skimming across the water. They will tease and pester travelers too, and torment unwitting fishermen or hunters who have come to plunder their domain.

Alignment: Any, but lean toward Anarchist (60%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6+2, P.B. 3D6+7 (minimum of 16), Spd. 4D6 running and 3D6x10+40 flying.

M.D.C.: 6D6+10 on Rifts Earth. (Has P.E. number x2 for Hit Points, 3D6 S.D.C. and an A.R. of 6 in S.D.C. environments.)

Size: 4 inches tall (101 mm).

Weight: Three ounces (85 grams).

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, keen normal vision, hold breath 4D4 minutes, sense the location of water 90%, and sense the location of ley lines 40%.

Magic Spells: Befuddle, Swim as the Fish, Summon Fog, Summon & Control Animals (frogs only), Circle of Rain and Purple Fog.

Psionics: None.

Attacks per Melee: Three physical attacks per melee or two using magic.

Bonuses (in addition to attributes): +4 to dodge in flight (automatic like a parry), and +1 to save vs magic and poison.

R.C.C. Skills: Speak Faerie 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 60%, Land Navigation 85%, Wilderness Survival 85%, Preserve Food 85%, Faerie Lore 80%, Sing 60%, Dance 70%, Prowl 60%, Climb 50%/40%, Swim 98%, and Horsemanship: Frogs 70%. Skills do not increase.

Notes: Never wear clothes or armor, don't use weapons and don't trust most Big folk. Likeliest to be seen at dawn and dusk playing near, in or on a body of water. Travel in groups of 6 to 36.

Sprite: Wind-Puffs

The wings of these beautiful creatures are large and frilled, so when fluttered appear to be little puffs of white, or white and pink. They typically make their homes in fields of flowers and grassy plains. Shy, but curious, they often sneak up on dozing travelers to examine them and rummage through their belongings, scattering them all about. Wind-Puffs also have a habit of tying knots in shoelaces, cords, and clothes.

Alignment: Lean toward Anarchist and Unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6+2, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 3D6+8 (minimum of 16), Spd. 4D6 running and 3D6x10+40 flying.

M.D.C.: 6D6+6 on Rifts Earth. (Has P.E. number x2 for Hit Points, 3D6 S.D.C. and an A.R. of 6 in S.D.C. environments.)

Size: 4 inches tall (101 mm).

Weight: Three ounces (85 grams).

P.P.E.: 1D6x100

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 40%, and sense the location of ley lines 40%.

Magic Spells: Charm, Mend Wood & Clay, Globe of Daylight, Fingers of the Wind, Wind Rush, and the Faeries' Dance (same as the Faeries' Circle, only it is a spell that lasts for 30 minutes or until cancelled by the Faerie spell caster).

Psionics: None.

Attacks per Melee: Three physical attacks per melee or two using magic.

Bonuses (in addition to attributes): +4 to dodge in flight (automatic like a parry), and +1 to save vs magic and psionics.

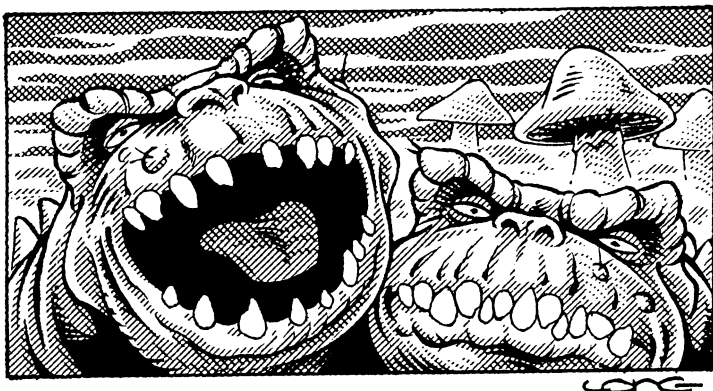
R.C.C.: Creature of magic and nature/Faerie wilderness scout.

R.C.C. Skills: Speak Faerie 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 75%, Land Navigation 75%, Wilderness Survival 75%, Preserve Food 75%, Faerie Lore 75%, Sing 75%, Dance 75%, Prowl 60%, Climb 50%/40%, Swim 50%, and Horsemanship: Exotic Animal: Butterflies 60%. Skills do not increase.

Notes: Never wear clothes or armor, don't use weapons and don't trust most Big folk. Likeliest to be seen from dawn till dusk playing in the sun and flowers. Travel in groups of 6 to 36.

Toad Stools

Toad Stools are one of the ugliest of the Faerie people, appearing as a humanoid toad-creature with great gaping maw and putrid breath. They are two to three feet (0.6 to 0.9 m) long, with lumpy grey or brown skin covered in warts. Toad Stools are as mean as they are ugly, preying on the unsuspecting and smaller, prettier Faerie Folk, particularly Sprites, Faeries and Pixies. They also eat all types of poison mushrooms and berries. Toad Stools are found living among their mushroom namesake, in swamps, bogs, and humid caves and caverns. They are, effectively, vagabond warriors or bandits who do, under the right circumstance, come to the aid and support of other Faerie Folk. While they most willingly associate with other ugly and cruel Faerie kin, like Bogies, Hairy Jacks and Pucks, they may also



work with and defend the gentler, pretty Faerie Folk, though usually under the leadership of a Bogie, Leprechaun or sorcerer.

Alignment: Any, but lean toward Miscreant (40%), Diabolic (40%) and Anarchist (15%).

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6, P.E. 3D6, P.B. 1D6, Spd. 3D6

M.D.C.: 1D6x10+46 on Rifts Earth. (Has P.E. number x3 for Hit Points, 1D4x10+10 S.D.C. and an A.R. of 10 in S.D.C. environments.)

Size: Two to three feet long (0.6 to 0.9 m).

Weight: 2D6+40 pounds (about 20 kg).

P.P.E.: 1D6x100

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), fair normal vision, hold breath for up to 30 minutes, sense the location of water 80%, sense the location of ley lines 40%, and metamorphosis into a toad.

Magic Spells: Summon Fog, Animate Plants, Spoil (water only), and Repel Animals.

Psionics: None.

Attacks per Melee: Five hand to hand attacks per melee or three using magic.

Damage: Claws/punch 1D6 S.D.C. damage, bite 2D6 S.D.C. damage. Or by weapon or magic.

Poison Breath: The Faerie monster's bite is also poisonous, but not deadly, causing 1D6+2 S.D.C. damage and inflicting fever and nausea lasting for a 24 hour period. Victims of the fever are -3 to dodge and parry, and -10% on skill performance. If a character successfully saves vs poison (16 or higher) he has no fever and suffers no penalties.

Wart Touch: Every time a person touches a Toad Stool with bare flesh, 1D6 painful and ugly warts will appear on his body within the hour. The warts will first appear on the hands, and then the arms, face and other areas of the body. The warts reduce P.B. by 2 points, and cause the following penalties, -2 on initiative, -10% on skills (distracted by the painful warts), and touching them, even by clothes, is painful. The only way to remove the warts is by Remove Curse.

Note: Neither power hurts or affects characters in full environmental body armor.

Bonuses: +1 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +6 to save vs Horror Factor, and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, Identify Plants & Fruit 55%, Land Navigation 60%,

Wilderness Survival 80%, Track Animals/Faeries 55%, Faerie Lore 85%, Sing 45%, Dance 55%, Climb 70%/60%, Swim 98%. Skills do not increase.

Notes: Never wear clothes or armor. Never. May use a simple magic or M.D. weapon such as a Vibro-Blade or simple blaster. They don't trust or like most Big folk, don't understand or like technology, and are cruel, malicious, spiteful beasts. Likely to be seen in or around bogs and swamps. Travel in groups of 2 to 6. Associate with Bogies, Pucks and other evil Faerie Folk, and may willingly serve a Shifter or other evil practitioner of magic, warlord or greater demon.

Will-O-The-Wisp

The Will-O-The-Wisp is a spirit or essence that inhabits large, old trees. Once it has inhabited a tree it *becomes that tree*, forever locked within the bark and wood. Although the tree will eventually die, the Will-O-The-Wisp will still live within it. Only if the tree is completely destroyed will it find another tree to inhabit. In spirit form, the Will-O-The-Wisp is ethereal, invisible, and powerless. However, upon linking with a particular tree, it becomes a force to be feared.

Mischievous, it enjoys scaring the unsuspecting traveler by rattling its branches, creating wind, mist, strange lights, moaning, and so on. It can control the tree entirely, using the branches as hands and limbs, thus creating terrifying sights and inspiring stories about tree people. Will-O-The-Wisps are rarely evil or malicious, but can be a terrible power of vengeance if its tree is desecrated or the Faerie Folk and surrounding fauna are harmed; everything in a 100 yard/meter radius is part of its territory.

Alignment: Any, but tend toward good or selfish.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 4D6, M.A. 2D6, P.S. 4D6, P.P. 2D6, P.E. 5D6, P.B. 3D6, Spd. 1D6

M.D.C.: On Rifts Earth: 3D6x10+400 M.D.C. for the main body and 2D6 to 6D6 M.D. for individual branches depending on the size. (Has P.E. number x8 for Hit Points, 2D4x100 S.D.C. and an A.R. of 10 on S.D.C. worlds.)

Size: Varies, depending on the size of the tree it is inhabiting.

Horror Factor: 10

Natural abilities: See for a 300 foot (91.5 m) radius day and night, sense fire within a mile (1.6 km) and animate/control its tree, using the branches like hands, fingers and limbs.

Magic Spells: Circle of Rain, Call Lightning, Extinguish Fires, Mend Cloth, Globe of Daylight, Earth Rumble, Wind Rush, Create Fog, and Purple Mist. The usual Faerie Magic limitations apply.

Psionics: Presence Sense, Object Read, Sense Magic, Sense Evil, Commune with Animals, and Telepathy. I.S.P.: M.E. attribute number x3.

Combat: Will-O's have six physical attacks per melee round or two by magic or psionics.

Damage: Strikes from branches do the following: 1D6 from small branches, 3D6 from medium branches, or 5D6 from large branches.

Bonuses: +1 on initiative, +2 to strike, +6 to parry, +3 on all saving throws, and +6 to save vs Horror Factor.

R.C.C. Skills: Communicates telepathically, plus Identify

Plants & Fruit 95%, Dowsing 90%, Astronomy 80%, Faerie Lore 95%, Lore: Demons & Monsters 70%, and Lore: Geomancy 60%. Skills do not increase.

Notes: Inhabits trees which seem to have human features. Has no need for wealth or possessions, but may guard the treasure of a Faerie Folk friend or protect a powerful magic or cursed item to keep it out of the hands of evil beings. Believed to be very rare in most places on Rifts Earth but known to exist in eastern Canada, the Magic Zone, the British Isles, France and Germany.

Palladium Monsters & Animals

The **Palladium Book of Monsters & Animals™** is the source for many of the creatures described in the pages that follow, but notable monsters have been taken from other fantasy sourcebooks, including **The Baalgor Wastelands™**, **The Northern Hinterlands™** and **The Land of the Damned™**. All are Hit Point and S.D.C. based creatures, some of which become Mega-Damage creatures when taken to Rifts Earth and other places where ambient magic energy runs high. This is particularly true of dinosaurs, supernatural beings and “creatures of magic.”

What is presented in the following pages are the *specific changes* (conversions if you will) that occur when many of these beasts enter the world of **Rifts®**. Thus, when operating in the **Palladium Fantasy RPG®** world and other S.D.C. environments, the more fragile stats from **Monsters & Animals** should be used. However, on *Rifts Earth*, the stats (and accompanying notes) presented here are the modifications and considerations appropriate for **Rifts®**.

Remember, the increased mystic energies that abound on Rifts Earth transform supernatural monsters, creatures of magic, so-called demons and users of magic into more powerful beings than they were in their home dimension. In many instances, these changes turn creatures such as dragons, who are powerful S.D.C. creatures in the Palladium World, into *Mega-Damage beings* with Hit Points and S.D.C. becoming *M.D.C.*

On the other hand, creatures such as the Acid Lizard, Floaters, Hoppers, Kappa, and other *animals* or lesser beings are either too pedestrian or do *NOT* change when they enter Rifts Earth. The monsters presented in this book tend to be magical in nature, intelligent, or among the more interesting creatures of Palladium Fantasy.

Where do Monsters Live in Rifts®?

Various World Books, sourcebooks and supplements may identify specific regions and particular monsters in greater detail and even go into their lifestyle and habits, but the following pages simply present interesting monsters for the Game Master's consideration. They may appear as a lone brute, mated pair, pack or herd depending on the beast, the situation and the G.M. Whenever suitable, the descriptions here will mention a territory or locale where a particular monster is known to be found or most likely to be found. Few of these alien creatures dominate

any land area in so complete a way as the Xiticix or Gargoyles of Germany.

Many of the monsters enter the world of **Rifts®** as a solitary predator, adventurer, pair or small group. Armies or swarms of monsters and alien life forms rarely emerge through the Rifts, but the abundance of ley line nexus points, natural Rifts, and dimension spanning magic such as that used by the Shifters allow a variety of creatures to enter the Earth all over the planet. Those who best adapt may even proliferate, like the Xiticix, but most remain solitary creatures isolated to a specific small area in a strange and hostile world. Remember too, that Shifters and Alien Intelligences often seek to enlist intelligent or incredibly powerful monsters to aid them in their schemes of treachery and bids for power. Thus, it is these horrible and magical monsters from other worlds that are brought to Rifts Earth by evil and conquering beings. Of course, from time to time, vile, common and innocuous life forms are *accidentally* Rifted from one dimension to another.

Animals

Animal life abounds in the vast wildernesses that have reclaimed the planet since the Great Cataclysm. For the most part, wildlife indigenous to Earth has survived the Coming of the Rifts, so a great number of familiar animals scurry through the underbrush, crawl beneath the crumbling ruins and fly overhead. Other animals native to Earth but displaced from their natural habitat also flourish in new environments. These are typically escaped zoo animals that have successfully adapted to new regions. For example, the tiger is now as common to North America as the mountain lion, and elephants roam the American southeast.

Centuries of shifting dimensions and colliding realities have transformed the Earth into an alien landscape, creating a strange synthesis of the familiar and the bizarre. Countless varieties of alien flora and fauna have emerged from the Rifts. Some never have a chance in their new habitat and perish practically overnight. Others thrive, sometimes peacefully coexisting with indigenous life forms, other times displacing or wiping them out. These strange aliens may be cute and cuddly, or gentle and beautiful, but more often than not they are weird monsters who threaten humanoid and animal life, and who may upset and reshape the regional ecology. Alien life forms that appear as mis-

shapen beasts and roaring monsters seem to abound. Among the most famous are the *Xiticix*, *Fury Beetles*, and reappearance of the *dinosaurs* both in the southeast and southwest. In the New West, beasts like the *Giant Canyon Worms*, *Grigleapers*, *Psi-Ponies*, *Leatherwings*, a host of dinosaurs and otherworldly D-Bees like the *Lyn-Srial*, *Fennodi*, *Cactus People* and *Worm Wraiths* are all commonplace and accepted as a normal part of the landscape. And all have contributed to making the New West an alien and very strange place from what it was before the Coming of the Rifts. The impact on the ecosystem can be slight or dramatic. Obvious or sublime. For example, the face of England has been inexorably transformed by the Millennium Tree and a wide range of beautiful, strange and deadly types of vegetation. The Yucatan Peninsula co-exists in three different dimensions simultaneously, and places like Germany, Russia and China have been reshaped by not just alien flora and fauna but hordes of demons from beyond the Rifts.

On Rifts Earth, one must always expect the unexpected. Long-time habitants and new arrivals must come to grips with the fact that alien horrors, dimensional travelers, hideous monsters, crazed maniacs, giant insects, robots, magic, the mortal, immortal, angels, demons, gods, Elementals, aliens, mutants, humans, magic and things beyond human comprehension *all* share our world – and new ones seem to appear somewhere on the planet on a daily basis. Sometimes they are lone visitors, a single animal or monster, and other times they are swarming hordes or insidious creatures quietly weaving their tendrils or roots through the underbrush.

The fauna and flora in many places appear much the way they did in the days before the Coming of the Rifts, but there are also areas that appear completely alien as if one has set foot on an alien world. Though familiar animals may still roam amongst an alien landscape, it still feels as if one has been teleported to an alien world. Meanwhile, strange creatures, some cute and cuddly, others deadly predators, can be found prowling the canopy of both alien and familiar terrains. Such is the bizarre and ever-changing vista of Rifts Earth. In fact, it's important to stop and point out that the landscape in some regions is constantly changing, especially near ley lines and nexus points. These changes are frequently the direct result of Rifts, from which new animal, plant and intelligent life forms regularly appear. Depending on the creature and circumstance, the life form(s) may have no, little or a profound impact on the environment on any number of levels, from ecosystem to the social-political landscape.

The **Palladium Fantasy Book of Monsters & Animals** is designed for that world setting and contains statistical RPG data on nearly 200 different, *real world* animals, as well as a number of monsters and intelligent beings, some of whom have already been presented in the previous section. The inclusion of animals is an important element in an environment that is largely wilderness. In a game context, animals can also be an important element of the story. Wild predators are potential menaces, while domesticated animals can function as a source of transportation, labor, protection, and companionship. Wizards and Druids may use a variety of ordinary beasts as familiars, pets, guardians and a source of power through blood sacrifice.

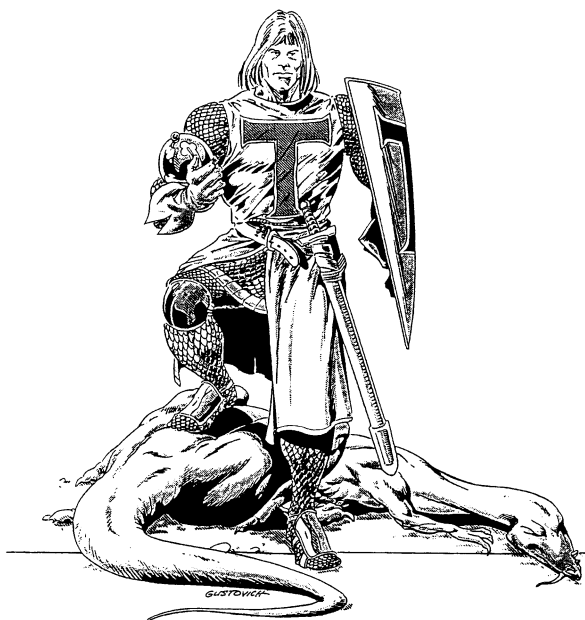
Using the animal section of the **Monsters & Animals sourcebook** is simple. All normal animals are unchanged in

Rifts Earth. Their stats remain the same. Simply take the animals from **Monsters & Animals** and drop them into **Rifts®** or any other world. Only some of the most interesting or exotic animals and monsters are presented here with conversion stats for **Rifts®**.

Conversion Notes: Hit Point and S.D.C. stats are presented for most creatures even if they become Mega-Damage creatures on Rifts Earth (and other Mega-Damage environments like *Phase World®* and *Wormwood™*). These stats should be ignored if the creature is a Mega-Damage being. This is a “conversion” book after all, so we present the stats for use in S.D.C. environments should the creature ever return or travel to one. Likewise, a Natural Armor Rating only applies to S.D.C. environments and conditions. For example, humans and most D-Bees are Hit Point and S.D.C. beings. They need Mega-Damage body armor, a force field, magic or psionics to protect themselves from magic and M.D. weapon technology on Rifts Earth. However, if they engage in combat without their M.D.C. protection Hit Point and S.D.C. damage, as well as Armor Rating (A.R.) should come into play. Even a simple fight of fisticuffs, a duel with S.D.C. weapons, or a fight with an ordinary animal involves Hit Point and S.D.C. damage.

M.D.C. to S.D.C. & Hit Points: Creatures of Magic and supernatural beings always transform to the laws of the dimension/reality/environment in which they currently exist. Thus, if transported to an S.D.C. environment, they become a creature of Hit Points and S.D.C. They still bio-regenerate and retain all the powers and abilities they always did, but now they are S.D.C. equivalents.

This transformation also applies to M.D. magic items, technology, body armor, weapons, etc., turning Mega-Damage and Mega-Damage Capacity into Hit Point damage and S.D.C. The premise for this transitions is simple (and convenient): The physical laws of the new world and reality are different than the Mega-Damage one, and thus, automatically alters the individual, machines and devices to *conform* to the laws of that reality. This is typically point for point, but may vary with each world. See the previous section on Mega-Damage conversion for details.



Monster Descriptions

Angel-Demon Serpent

The so-called Angel-Demon Serpent is a creature of chaos said to be indigenous to one specific region of the Palladium World. However, the strange creature is, occasionally, encountered in other parts of the Megaverse, usually wherever chaos reigns and good and evil are at war.

The creatures' origins are a mystery even to the Serpent itself. Whether created by the forces of good to combat evil, or by the once powerful lords of chaos known as the Old Ones, or something even more ancient and unknown, the Angel-Demon Serpent is itself the living embodiment of duality, inner conflict and chaos. It is both intelligent and savage, beautiful and frightening, helpful and wicked. Even the Angel-Demon's physical body is in conflict with itself and displays its dual nature for all to see. The head and upper torso is that of an attractive and powerfully built, Elf-like male or female. The skin is a bronze color. The hair, flowing yellow locks like the rays of the sun. The lower body, however, is that of a worm or serpent, the top green with black or reddish brown markings, the underside the same bronze as the upper body. A pair of wings protrudes from the back; one with white feathers flecked with specks of gold, the other black leather like that of a bat, with green trim and highlights.

The duality does not end with its appearance, for this supernatural being wields the contrary elemental powers of *fire* and *water*, and its personality is equally divided. All Angel-Demons have a fragmented alignment, and accompanying personality, one is inevitably *Unprincipled* leaning toward good (its angel side) and the other *Miscreant evil* (its demon side).

The good personality tries to do what's right and exhibits some measure of self-control, compassion and mercy. This is the personality that rescues a child from a burning building, comes to the aid of adventurers, battles monsters, rights injustices, makes personal sacrifices and spares the life of a worthy adversary. This is the side that can be trusted and exhibits kindness and loyalty, and in turn, lets itself trust others. This aspect of the Angel-Demon lets itself care deeply about other beings – sometimes too deeply, inadvertently unleashing the angry beast.

The evil personality succumbs to rage, prejudice, and revenge. It is cold, often calculating, and merciless. This is the personality that gives in to base desires (lust, greed, revenge, hate, etc.) and engages in acts of brutality, betrayal, theft, torture, murder and revenge. This is the personality that cheats at games, backstabs a friend, murders an unarmed foe, tortures a suspect, and engages in wholesale slaughter and destruction. This is the beast . . . the "demon." The manifestation of hate, vengeance and cruelty. Once let loose, one must appeal to the "angel" side to stop it, lest the "demon" run rampant and unchecked.

Which side, good or evil, is dominant, varies with the individual Angel-Demon Serpent and those with whom it associates. These enigmatic and unpredictable beings are social chameleons

who tend to take on the morals, ethics and emotions of those around them. If that group is *good*, the Angel-Demon is giving, kind and compassionate, fighting to help and protect those in need and standing up for justice. If the that group is *evil*, the Angel-Demon is wicked, giving in to cruelty, aggression, and violence, delighting in intimidation, humiliation, hurting, tormenting and killing others.

An ever changing heart. If its associates or anybody the creature has come to care about are slain, a *good* Angel-Demon is likely to respond in one of two ways (pick one or roll percentile for random determination).

01-70%: Turns into an "*angel of vengeance*" who hunts down those responsible so they may be punished. In most cases, that punishment is torment and death, after which the good Angel-Demon is so horrified by what it has done that it flees into the wilderness. There it contemplates its actions and may return to a life trying to be good or become a selfish lone-wolf who watches out for itself and tries not to care about others ever again.

71-100%: Gives up on being good (it doesn't pay and only leads to heartache and disappointment), and turns to being *evil* and self-serving, at least for now. However, an Angel-Demon with a dominant good side will always be attracted to kindness, justice and goodness, and will return to being good, as best it can. Moreover, even when it turns to "evil" it will be *Aberrant evil* and exhibit a certain degree of kindness, compassion and mercy to those it deems deserving of them.

Conversely, an *evil* Angel-Demon who sees its friends killed may react in one of the following ways (pick one or roll percentile dice for random determination):

01-25%: Unleashes its wrath upon those responsible by hunting them down, torturing and killing them (and anybody who gets in its way)!

26-50%: Hounds, haunts, terrorizes and undermines those responsible until they wish they *were* dead. At which point the Angel-Demon leaves them be. They are not spared out of mercy, but because the creature tires of the "fun and games," and by leaving them alive, its victims remain living in fear, never knowing if or when it may return to extract final retribution. Final retribution is not likely to ever come (not that they know this), unless their paths cross again in the future. Old enemies are the Angel-Demon's most hated, and evoke powerful emotions difficult to control.

51-75%: Decides there has been enough killing, spares their lives and flees to start a new life as a good being; at least for a while. This is not likely to last, however. A predominantly evil Angel-Demon always returns to its wicked ways.

76-100%: Decides there has been enough killing, brings them to justice by turning them over to the authorities (rather than being judge, jury and executioner itself), and flees to start a new life as a good being. Again, at least for a short while.

The never-ending battle. Whenever an Angel-Demon is faced with a difficult decision or intense emotions, especially

anger, hate and revenge, the creature is *ALWAYS* tempted to give in to wickedness and commit acts of cruelty, murder and bloodletting, often on a large scale.

During such periods, the Angel-Demon looks to its *associates and allies* for direction as its moral compass. Unfortunately, this is usually done in an indirect and emotional way, like screaming a war cry and shouting or growling something like, "I say we make them pay. Make them pay with their blood!" (Or lives, or women, or any number of brutal, cruel and deadly ways.) While this *is* a proclamation of the creature's thoughts, emotions, and desires, it is also a *plea* to be calmed down and convinced otherwise. Accomplishing that feat may be difficult, for the Angel-Demon can always make a strong argument for retribution and murder, but even those with a dominant evil personality can usually be swayed. If nothing else, to bring the brigands "to justice" and leave their fate to the law rather than taking matters into their own hands.

Some are more aware of their diverse dual nature and hot emotions than others. These Angel-Demon Serpents, whether predominately good or evil, are more likely to turn to outside influences when making important or life and death decisions, or before engaging in violence or criminal acts. While some turn to others to seek or ask for guidance, many others turn to bizarre *means of chance*. Since they are dual personalities, most prefer things that have a *fifty-fifty chance* such as flipping a coin; i.e., heads you win (and are spared), tails you lose (and are tortured and/or killed)! Common means for this determination include 1) The traditional coin toss, 2) cutting cards (numbers vs face cards, high card wins), and 3) the roll of the dice (low numbers

represent one side, high numbers the other), but any similar *chance* will suffice. As a rule, the Angel-Demon will let his opponent/victim or those representing the opposing view "call" which spectrum of chance they want (i.e. "Heads" or "Tails"). The creature *NEVER* cheats in these matters and if an opponent is discovered to have cheated, it is his death warrant, no ifs, ands or roll of the die about it.

More about the Angel-Demon Serpent. Nobody knows who or what Angel-Demons are or where they come from. They worship no deity and accept no being as their master. They seem to have an instinctive dislike and distrust of true demons, Alien Intelligences and other evil supernatural beings, and often oppose them. Angel-Demons appear to be natural born warriors empowered by magic and often live the lives of wandering warriors and errant knights. Those who are inherently good regularly join forces with (or intercede on the behalf of) good guys and noble men at arms, sometimes staying with them for years before something breaks the group apart or the mortals leave. On the other hand, inherently selfish and evil Angel-Demons often ally themselves with other selfish, wicked and magical beings. This may include any practitioner of magic or creatures of magic, or ordinary thugs to tyrant lords. Their dual nature surfaces again, for while they dislike the trappings of civilization and avoid towns and cities, Angel-Demons crave the company of others, particularly warriors and practitioners of magic regardless of race. (**Rifts® Note:** On Rifts Earth, this means they are attracted to places of magic and where supernatural beings flourish, such as the Magic Zone and the Calgary and Detroit-Windsor Rifts in North America, as well as portions of



South America, Atlantis, the British Isles, France, China, Russia and locations of powerful ley line networks.)

A study in contrast, Angel-Demons also have a fondness for beauty and enjoy scenic beauty like a field of flowers, as well as works of art, beautiful people, a child at play, and the miracle of birth.

Angel-Demon Serpent R.C.C.

Note: This character is best suited as a villain or Non-Player Character (NPC) used by the Game Master. However, if the G.M. allows it, and the player is experienced enough *not* to let a powerful character such as this overshadow the other players in the group, the Angel-Demon *may* be allowed as a player character (use the Dragon experience table). This is entirely left to the Game Master's discretion and players should respect their G.M.'s wishes and not protest if he says no.

Alignment: Unique and conflicted; see description above. Characters who lean toward good will be Unprincipled with inclinations toward Aberrant evil, and those who lean toward evil will be Miscreant with inclinations toward Unprincipled.

Attributes: The number of six-sided dice to roll are as designated. I.Q. 2D6+4, M.E. 1D6, M.A. 2D6+4, P.S. 2D6+18, P.P. 1D6+16, P.E. 2D6+12, P.B. 2D6+5 (would be higher if not for its serpentine and monstrous aspects), Spd. 3D6+6 (running/slithering) and 4D6+44 (35 to 45 mph/56 to 72 km flying). Strength and Endurance are "Supernatural."

M.D.C.: 2D4x10 +P.E. attribute number and +12 points per level of experience. (On S.D.C. worlds, Hit Points are 6D6+30 +10 per level of experience. S.D.C.: 1D4x10+16, Natural A.R.: 10.)

Gender: 55% are male, 45% are female.

Horror/Awe Factor: 11 when first seen or when facing an irate Angel-Demon.

P.P.E.: The P.E. attribute number x10, plus 10 points per level of experience.

Size: 14-18 feet (4.3 to 5.5 m) long from the top of the head to the tip of its tail. The Angel-Demon stands in such a way that its upper torso is in an upright position. Its natural level of height when on the ground is seven or eight feet (2.1 to 2.4 m), but the serpent-like character can raise or lower itself to be eye level with anyone 3-12 feet (0.9 to 3.6 m) tall, as desired.

Weight: Approximately 800-1,000 lbs (360 to 450 kg).

Average Life Span: Appear to be immortal, however, they only remember the last 500-1000 years of their lives. Can be slain by the use of magic, psionics and violence.

Physical Appearance: A winged, golden skinned Elf with the lower body of a serpent. See the opening description for complete details.

Average Level of Experience: 2- 4th level for player characters, 4th to 9th level for NPC characters and villains. Note: Every time this character reaches 7th level, roll on the following table which takes into account the fading memory and other factors that make up the abilities of these strange beings.

01-14%: Forgotten experiences. Reduce the character to second level and start over!

15-28%: Forgotten experiences. Reduce the character to third level and start over.

29-42%: Forgotten experiences. Reduce the character to fourth level and start over.

43-56%: Doing fine, continues to gain experience til next level, at that time roll again.

57-70%: Doing fine, continues to gain experience up to level nine. Upon reaching tenth level the character drops down 2D4 levels and starts again!

71-86%: Doing fine, continues to gain experience up to level eight. Upon reaching eighth level the character drops down 1D4 levels and starts again!

87-00%: Frozen at current level until that same amount is reached again (starts as zero), at which point the character can advance to 8th level and up toward 9th. Upon reaching ninth, drops down 1D6 levels.

O.C.C.s: Not available, basically a Soldier-Warlock dual class R.C.C.

R.C.C. Skills & Skill Bonuses: Lore: Demons & Monsters (+25%), Basic Math (+10%), Land Navigation (+20%), Astronomy (+10%), Navigation (+10%), Tracking Humanoids (+10%; +15% if tracking demons, Deevils or humanoid monsters), Track (not trap) Animals (+10%), Identify Plants & Fruits (+15%), Climb, Swim, W.P. Blunt, Hand to Hand: Martial Arts and two Military skills of choice (+10%) excluding Field Armor.

Natural Abilities: Superior agility and endurance, Supernatural P.S. on Rifts Earth, good sense of hearing and smell, flies at speeds of 35 to 45 mph (56 to 72 km), hawk-like vision, Nightvision 2000 feet (610 m), can see the invisible, impervious to cold, resistant to heat (half damage), impervious to poison and disease (and can eat raw meat and spoiled food), impervious to supernatural possession, and can use their prehensile tail to strike an opponent. The creature can also swim, survive depths of up to one mile (1.6 km), and breathe underwater like a fish.

Bio-regenerates at a rate of 2D6 per melee round and can regrow lost limbs and appendages like a snake, only the Angel-Demon does so within 48 hours! Does not fatigue unless it has not slept or meditated in over three days. Only needs 3 hours of sleep a day.

Enemy of Supernatural Evil: Punches and magic from the Angel-Demon Serpent do double damage to creatures that are supernatural and evil, including Witches, Necromancers, demons, Deevils, Elementals, and gods! Tends to rely on magic powers and raw strength when fighting, but may also use other weapons from time to time.

Also see bonuses, magic and psionics.

Limitations: Demon blades designed to slay angels and the forces of good do double damage, and most other weapons and magic have their normal effect. Silver weapons have no significance to this character.

Attacks Per Melee: Those gained from Hand to Hand: Martial Arts and level of experience, plus two additional attacks/actions per melee.

Damage: As per Supernatural Strength (applicable only on Rifts Earth and other Mega-Damage environments). +1D6 M.D. from tail slash/strike, a bite does 1D6 M.D. (total), or by weapon.

Bonuses: +2 to initiative on the ground, +4 on initiative from the air, +3 to strike and parry, +3 to dodge on the ground, +5 to dodge when airborne, +6 to save vs Horror Factor, +6 to save vs possession (impervious to possession by supernatural beings). These are all in addition to probable attribute bonuses or Hand to Hand combat bonuses.

Magic: Knows all Water and Fire Warlock spells from levels 1-5, plus any other Warlock spells involving cold or ice and Eternal Flame, Flame of Life and Fire Whip. P.P.E.: 200+

Psionics: Minor Psychic with the abilities of Meditation, Mind Block and Empathy. **I.S.P.:** M.E. attribute number +4D6 and an additional 1D6 per level of experience.

Value: None per se. Can make a welcomed if unpredictable and rash companion.

Habitat: On the Palladium World the creature is found exclusively in the Northern Hinterlands, Ophid's Grasslands and the Great Northern Mountains. Relatively rare even in these locations, their exact numbers are unknown, but believed to be under 10,000.

On Rifts Earth, creatures fitting the Angel-Demon Serpents' description have been reported at the Calgary Rift, Detroit-Windsor Rift, Magic Zone, US-Mexico Border, Yucatan Peninsula, Africa, France, Russia, and China, but always in small numbers, often a lone individual.

Languages: Magically understands and speaks *all* languages, but can not read a single word.

Enemies: An instinctive dislike and distrust of true demons and Deevils, and other evil supernatural beings, including gods, the undead, Witches, Necromancers and most of the dark beings found in Atlantis, the Calgary Monster Kingdom, China and the realms dominated by monsters and evil.

Allies: Potentially anybody, but prefer Men at Arms and practitioners of magic.

Notes: The character's diet is very similar to a human's, with a taste for meat, fish, vegetables, fruit and nuts, but a preference for none. It can also eat certain roots and is able to gorge itself, like a snake, eating the equivalent of 3-6 meals to go for as many days without food. Moreover, it can survive without penalty on one third the amount of food required by humans and can eat raw meat.

The Angel-Demon Serpent can learn to use any type of weapon, including energy weapons, and Vibro-Blades. Prefers precision weapons and avoids explosives, mini-missiles and grenades. The creature's impressive bio-regenerative powers prevent it from getting cybernetics or bionics.

Beast Dragon

This weird, three-headed monstrosity is not a true dragon at all, but so named for its dragon-like body and one serpentine head. Each of its terrible heads is a different animal: lion, antelope and serpent. No such creature existed in the Palladium World until the end of the Great Elf-Dwarf War, thus it is believed that either the Dwarves or the Elves conjured the monsters or brought them forth from some nightmare dimension. Neither has ever accepted the blame.

Beast Dragons are extremely aggressive, ill-tempered creatures of low intelligence and wicked intent. They are quite territorial, and once the monster lays claim to a particular area it will never leave unless forced away by superior forces, or a natural disaster, or it is captured or slain. Beast Dragons are especially fond of ancient ruins, tall hills and mountains in any climate. The horrible creatures possess a human-like intelligence and take great delight in dominating lesser beings, frightening travelers or local citizens, torturing others, and collecting a treasure so that they are the envy of both man and beast.

Beast Dragons see themselves as being the most fearsome of all creatures and try to prove it by evoking terror and inflicting

torment. Fortunately, they are quite uncommon in the Palladium World and none are currently known to exist on Rifts Earth. The last reported sighting of Beast Dragons was during the great battle waged against Chi-Town by the evil Federation of Magic nearly one hundred years ago.

Alignment: Any, but almost always Diabolic (50%), Miscreant (40%), or Aberrant (5%).

Typical Attributes: The number of six-sided dice to roll are as designated. I.Q. 1D6+3 lion head, I.Q. 1D6+1 antelope head, I.Q. 1D6 serpent head (all work together, as one), M.E. 2D6+2, M.A. 1D6, P.S. 4D6+10, P.P. 3D6+6, P.E. 5D6, P.B. 2D6, Spd 6D6

M.D.C.: A Mega-Damage creature on Rifts Earth: 6D6x10 M.D.C. main body, plus each head has 1D4x10+20 M.D.C. The latter is a weakness, for destroying the three heads slays the monster. (On S.D.C. worlds, Hit Points are 6D6x10, and S.D.C. is 3D6x10 for the main body, 1D4x10 per head, and Natural A.R. 12).

Horror Factor: 16, **P.P.E.:** 1D6x10.

Size: Length of necks from head to trunk of body is typically 20 feet (6 m), 10 feet (3 m) tall at the shoulders; 12 to 15 feet long



(about 4 m) from chest to buttock; tail is an additional 10 to 15 feet long for an average overall length of 50 to 60 feet (15.2 - 18.3m) from the tip of the nose to tip of the tail.

Weight: Three to four tons.

Average Life Span: 2500 years.

Natural Abilities: Each head has a separate brain and power; all work together as one. **Lion Head:** Nightvision 40 feet (12.2 m), track by smell 80% and impervious to psionics. **Antelope Head:** Nightvision 40 feet (12.2 m) and impervious to magic. **Serpent Head:** Can see the invisible (i.e. magic ability), infrared vision 1200 feet (366 m), and is impervious to poison. **General Abilities:** Prowl 30%, climb/scale walls 60%/50%, swim 78%, and bio-regenerate 2D6 M.D.C. per melee.

Attacks per Melee: Nine attacks per melee! Each head controls and directs three attacks per melee. Generally, each head will use two attacks (6 total) biting or using their toxic breath, while the other three attacks are from the main body in the way of slashing claws. The fact that the three heads work as a simultaneous three-man team means that the creature can fight three different opponents at the same time and from three different directions, including from behind (because the neck is so long and flexible). Three heads are better than one, enabling the monster to see and respond to multiple attacks and/or be more aware of what's going on around it. Each head can control the body with a thought, providing incredible agility.

Mega-Damage: **Lion Head:** Bite: 4D6 M.D. **Antelope Head:** Bite: 1D6 M.D., head butt with horns 2D8 M.D. (or 4D4 M.D.), or fire breath doing 3D6 M.D. (range: 80 feet/24 m; can perform two breath attacks per melee). **Serpent Head:** Bite does 2D6 M.D. or toxic breath doing 6D6 S.D.C. damage to any who breathe it unless victim saves vs poison (range: 40 feet/12 m, covers a 20 foot (6.1m) area, dissipates instantly; can perform two breath attacks per melee). **Main Body/Claws:** 3D6 M.D.

Special Bonuses: +3 to strike, +4 to parry, +6 to dodge, +4 to initiative, +3 on all saving throws; all in addition to attribute bonuses.

Magic: None other than natural powers.

Psionics: None.

O.C.C.: Not applicable, the beast is a creature of brute force. Not recommended as a player character.

Skills of Note: Languages: Dragonese/Elf, Dwarven, Gobblely and two new languages. Can also select a total of four skills from the following **Rifts® RPG** categories: Rogue, Technical (limited to languages and lore), and/or wilderness. No skill bonuses.

Habitat: Ancient ruins and lightly populated wilderness areas worldwide. Prefers mountainous, hilly or forested regions.

Enemies: True dragons, humans, Elves, Dwarves, Wolfen and most humanoids.

Allies: None per se, but have been known to work with supernatural beings and practitioners of magic.

Notes: Vile, wicked tempered creatures with a lust for inflicting pain, sorrow and terror. They fear real dragons and will always back down from one. They are also suspicious and nervous about men of magic although they sometimes ally themselves with them.

A typical treasure trove will contain 4D6x1000 credits in gems and precious metals, 3D6 M.D. weapons, 2D4 suits of M.D.C. body armor (half M.D.C. is gone, and the remains of the original owner are likely to be inside) and there is a 40% chance

of having 1D4 common magic items (no rune weapons, please). There is also likely to be a ton of junk that the beast considered impressive to humans like a demolished truck or skeletal remains of a giant robot (nothing worth salvaging), filthy and deteriorating articles of clothing, and so on.



The Boogie-Man

A malignant being of unknown origin, these terrible little creatures have plagued man since the beginning of time both in the Palladium World and on Earth. The Boogie-Man appears as a bizarre, child-size, one-eyed clown or jester, with sharp, pointed, yellow teeth and adult-size clawed hands. Their appearance is simultaneously ugly and humorous. It is their humorous appearance and small size that the monsters use to lure children to their doom.

Evil predators, a Boogie-Man preys on the small, weak and helpless. Boogie-Men *always* live in communities populated by humanoids, preferably humans. The ideal locations are large, old cities with their many shadows, dark alleys and slums to hide in. Although a number of Boogie-Men might occupy the same city, they seldom gather in groups larger than five. Typically, one or two, usually a mated pair, will find a suitably ugly, abandoned house, ruined building, sewer, or mausoleum to inhabit in or near the human community. *On Rifts Earth* the poorer Chi-Town 'Burbs/slums are infested with Boogie-Men. Ramshackle Chi-Town 'Burbs are plagued with them, even with regular purges by the Coalition Army. Boogie-Men are also found in the ruins of Old Chicago, Detroit and Windsor, and the Iron Heart 'Burbs, but not many other places in North America.

Boogie-Men are twilight people and rarely show themselves during the day or late at night. Around dusk they emerge in

search of human or D-Bee prey. Tragically, their victims are children, the elderly, sick, and helpless. A common attack ploy is to lure a child or an infirm person away from the crowds and into the seclusion of the shadows, then attack. In the case of babies and children, the horrible monsters scoop them up in their arms and run away with them to a secret lair or safe place, before hurting or killing them. Frequently, the Boogie-Man will keep a kidnapped infant or child as a pet or plaything for several days (2D4) before it kills and eats him. Sometimes the fiends ransom an abducted child for candy, clothing, jewelry, tools, weapons, magic or other valuables, but most often the unfortunate child is never seen again – “Beware, lest the Boogie-Man get you!”

Boogie-Men are generally ignorant, cruel creatures who like to scare and abuse humanoids. Yet, even though they are stupid, they are *not* fools and exhibit cunning, deceit, and common sense. Boogie-Men also exhibit a sadistic sense of humor and find great sport in terrifying people, especially children. The act of frightening others may be as simple as making scary noises or leaping out of the darkness and screaming “boo.” More elaborate scares may include dangling a gutted animal or decapitated head from a doorway, throwing frightening creatures (spiders, rats, snakes, etc.) at somebody, and so on.

Boogie-Men are envious of, and greedy for, the things of man even though they have no use for them. A typical lair is a potpourri of household utensils, toys, rags, clothing, coins, weapons, and jewelry (both junk and valuables). Because they most often victimize children and the poor, their treasure trove is rarely worth more than a few hundred credits.

Although excellent thieves, they are usually too cowardly to practice their thieving arts on a regular basis. Being not too bright and super-greedy, they are easily bought off with a small handful of coins, a shiny new dagger, candy, or broken weapons. Terrible cowards, they usually flee if a victim proves to be too powerful, noisy, or if others come to help the victim. A Boogie-Man never fights to the death unless cornered or protecting its mate.

Non-Player Character Villain.

Alignment: Any, but almost always evil.

Attributes: The number of six-sided dice rolled are as follows. I.Q. 1D6+1, M.E. 2D6, M.A. 1D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 4D6

Hit Points: P.E. plus 1D6 per level of experience.

S.D.C.: 1D6x10

Natural A.R.: None.

M.D.C.: None. This means the character needs to acquire M.D.C. body armor like humans. Being scurvy little cretins and kidnapers, Boogie-Men prefer light body armors and make patchwork or homespun armor from pieces of gear they find, steal or take from their victims. They love magical armor and protection whenever they can lay their hands on it, which is not often.

Horror Factor: 12

P.P.E.: 2D6

Size: 2 to 3 feet tall (0.6 to 0.9 m).

Weight: 35 pounds (15.8 kg).

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), poor daylight vision (about half as good as a human's), prowl 77%, and climb 80%/70%.

Attacks per Melee: Four, regardless of experience level or hand to hand combat.

Damage: Clawed hands do 1D4 S.D.C. points of damage or bite does 1D6 S.D.C., or by weapons. Favorite weapons are clubs, knives, small swords, and ice picks.

Bonuses (in addition to attributes, O.C.C. and skills): +2 on initiative when attacking in the dark or from behind, +2 to dodge, and +4 to save vs all poisons.

Magic: None. **Psionics:** None.

Average Life Span: 600 years.

O.C.C.s Palladium & Rifts: Most are unskilled monstrous predators. Some become thieves or pick up other simple skills (basically a Bandit, Peasant or Vagabond O.C.C. with half the usual number of skills). Not recommended as a player character.

Typical R.C.C. Skills: Two ancient W.P.s, Languages: Goblin/Gobbly 98% and two others (usually human), pick two. Can also select a total of five skills from the following **Rifts® RPG** categories: Rogue, Technical (limited to Rope Works, Languages and Lore), Wilderness and any W.P.s., except Heavy Weapons. No skill bonuses apply.

Habitat: Old cities, towns, sewers, ruins, and slums worldwide.

Enemies: Humans, Elves, and most humanoids. Fearful of most others.

Allies: None per se, but have been known to associate with Goblins, Hob-Goblins, Orcs, Ghouls, and vampires.

Notes: Favorite weapons are knives and clubs. Chi-Town Boogie-Men have taken to wearing scraps of light body armor (15-35 M.D.C.) and using Vibro-Blades and M.D. energy pistols. Most worship evil gods, demigods, dragons, demons and powerful supernatural beings. Boogie-Men seldom attack a healthy human-sized adult even if they might outnumber him four to one. Likewise, a typical Boogie-Man will back down from any potentially threatening situation, fleeing into the shadows. They prefer to strike from behind or at helpless foes.

Boogie-Men are a growing problem in the poorer Chi-Town ‘Burbs. They are also known to inhabit Ciudad Juarez, Lone Star, Iron Heart and the ruins of Old Chicago, Detroit, Windsor and Washington D.C., among others.

Bug Bears

Bug Bears are a strange race of mischievous, cruel humanoid beasts who resemble vicious looking Teddy Bears. They are indigenous to the Ophid's Grasslands in the Palladium world and live in small packs as barbaric nomads. They wander the grasslands hunting small humanoids, as well as eating roots and wild berries. Despite the abundance of small game animals, Bug Bears feed almost entirely on other humanoids. Goblins, common to the region, are their favorite prey, but they will as readily attack a lone Wolfen or human. Bug Bears rarely confront groups unless they greatly outnumber them, at least three to one. Consequently, in their home environment, they hunt in packs of three to eight, clad in animal skins and using crude stone and wooden weapons.

Although not considered to be Faerie Folk, Bug Bears are creatures of magic, able to turn invisible at will, metamorphoses into a full size bear, and teleport. Like Faerie Folk, they are very inquisitive, mischievous and shy, avoiding contact with most other creatures, except to hunt them. Surprisingly, Bug Bears

never molest nor attack even the most helpless Faerie Folk. Likewise, Faeries and their kin seldom pester Bug Bears, perhaps a further indication of some distant relationship.

Ophid's Grasslands is a notorious place of magic and known for strange events involving time distortion, dimensional teleportation and strange magic anomalies. Some say it contains a portal to Hell and other monstrous planes of existence. It is little wonder, then, that Bug Bears have somehow found their way to *Rifts Earth* and are known to exist in the plains of Western America, southwestern Canada, Mongolia and China.

Non-Player Character Villain (or Optional Player Character)

Alignment: Any, but tend toward selfish or evil, mostly Anarchist, Miscreant and Diabolic.

Attributes: The number of six sided dice rolled is as designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 5D6, P.P. 3D6, P.E. 4D6, P.B. 2D6+2, Spd 4D6

M.D.C.: Becomes a Mega-Damage creature on *Rifts Earth* with 6D6+30 M.D.C. (On S.D.C. worlds, Hit Points are P.E. attribute number +1D6 per level of experience, S.D.C. is 6D6+10, A.R.: none).

Horror Factor: 12

P.P.E.: 2D6x10

Size: 4 to 5 feet tall (1.2 to 1.5 m).

Weight: 150-200 pounds (67.5 to 90 kg).

Average Life Span: 80 years.

Physical Appearance: Squat, broad, fur covered people of great strength. Light brown colored fur, canine teeth, and bear-like features.

Natural Abilities: Nightvision 60 feet (18.3 m) and see the invisible (automatic ability). Turn invisible at will without limitation as to how often or how long it can be maintained, but Bug Bears tend to turn invisible only when stalking prey/victims, fighting or when frightened. Metamorphosis into a full-sized bear for up to 20 minutes at a time. There is no limit as to how often this transformation can be done. Teleport at will: 40 feet (12.2 m) maximum. Can be performed as often as once every other melee round (30 seconds).

Combat: Four attacks per melee.

Bonuses (in addition to attributes, O.C.C. and skills): +1 on initiative, +3 to strike, parry and dodge, +3 to save vs magic, +3 to save vs poison/drugs, and +2 to save vs Horror Factor. **Note:** +7 to strike, parry and dodge when invisible, but only if the bear's opponent cannot see the invisible.

Damage (Bug Bear form): Bite inflicts 1D4 M.D., restrained claw strike inflicts 3D6 S.D.C. damage, full strength strike inflicts 1D6 M.D., or by weapon.

Damage (Full-Sized Bear form): Bite inflicts 1D4 M.D., restrained claw strike inflicts 6D6 S.D.C. damage, full strength claw strike inflicts 2D6 M.D., but cannot use a weapon in this form.

Magic: None, other than natural abilities. Also radiates strong magic and has a magic aura similar to a Brownie (Faerie Folk).

Psionics: None.

O.C.C.s Palladium Fantasy®: Most Bug Bears are murderous little raiders and bandits (see R.C.C. skills) or can be the rough equivalent of a Mercenary Fighter, Ranger, Assassin, Thief, Shaman or Vagabond. Whatever the occupation, the creature rarely exceeds sixth level experience.

O.C.C.s Rifts®: Bandit, Raider, Wilderness Scout, Vagabond or Shaman.

R.C.C. Skills: These are the skills of the typical peasant Bug Bear. Languages: Wolfen and Dragonese/Elven 92%. Track Animals 50%, Track Humanoids 82%, Land Navigation 82%, Identify Plants and Fruits 70%, and W.P. Blunt. Can also select a total of five skills from the following **Rifts® RPG** categories: Physical (limited to Climbing, Running, Swimming, and Wrestling), Rogue, Technical (limited to Languages and Lore), Wilderness and any W.P.s except Heavy Weapons. No skill bonuses apply.

Habitat: Grasslands. On *Rifts Earth*, known to live in Western USA, Canada, Mongolia and China. Less than 100 are believed to exist in North America and perhaps as many as 200 in the plains of western Canada.

Enemies: None, indifferent to all races.

Allies: None, indifferent to all races.

Notes: Their favorite weapons are axes, hammers, clubs, maces and slings. They are lousy craftsmen unfamiliar with armor and iron weapons. On *Rifts Earth* they have taken to Vibro-Blades, energy pistols, light rifles and Techno-Wizard weapons (their fave). They don't worship any gods, but revere the four elemental forces of nature.

Centaurs & Cyber-Horsemen

Optional Player Characters

The Centaur is a creature of legend from Earth's ancient past, so perhaps these strange beings have visited the planet before. Beings who are half-man and half-horse, and whose origin is lost to antiquity.

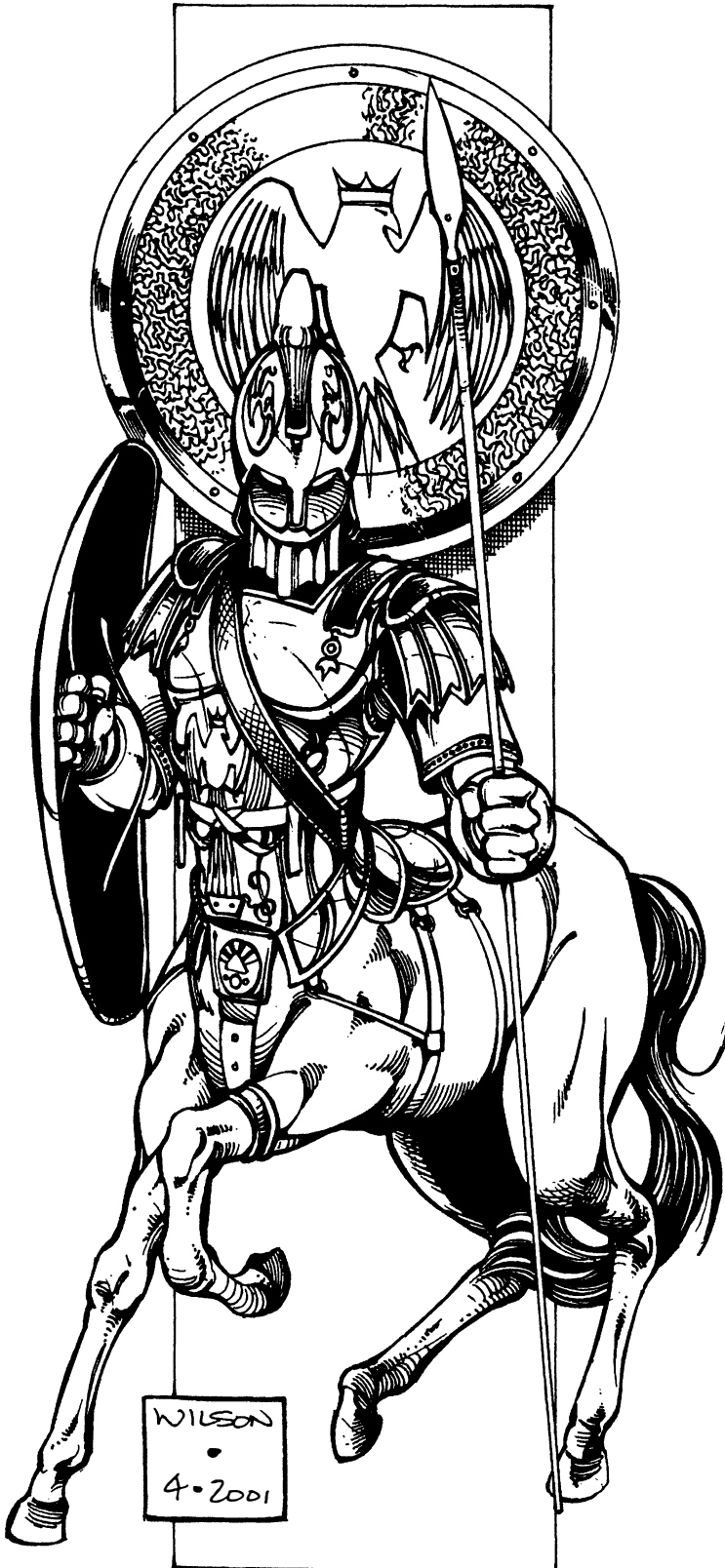
On the Palladium World the Centaur is a fearsome plains warrior whose people gather in tribes of 40 to 60 members. They are a nomadic people who dislike staying in any one place longer than a season. Although they are good craftsmen, they rarely have access to a proper hearth or tools. The Palladium Centaur is said to be a dying breed, succumbing to the superior numbers and weapons of both man and canine humanoids. Yet, there also persist rumors of a Centaur city concealed in the forests of the Great Northern Wilderness.

The Centaurs of *Rifts Earth* have come from both the Palladium World and another more advanced world of unknown origin. The former tend to be warriors, Men of Arms, and Rangers/Wilderness Scouts. The latter are familiar with energy weapons, Mega-Damage armor, cybernetics and bionics. These advanced Centaurs are also known as **Cyber-Horsemen** or simply as "the Horsemen," and are viewed with great suspicion, especially by the Coalition States.

The first sightings of Cyber-Horsemen were recorded about 35 years ago around 73 P.A. At first they were believed to be strange robots or mutant animals, but now it is known that they are a race of technologically advanced Centaurs. Their tech level appears to be several degrees less than the Coalition's although they have mastered the sciences of cybernetics and Mega-Damage alloys. Rumor has it that the Cyber-Horsemen have built a city called **Ixion** (eye-zon), somewhere in the north-

ern plains of Canada. Here, it is said, all Centaurs, mutant animals and the persecuted are welcome. So far, no human has found any trace of such a city, at least no Easterners.

Most Centaurs and Cyber-Horsemen have become suspicious of all other races. However, once befriended, they will remain loyal for life. Centaurs are also magnificent hunters, archers, and woodworkers.



Alignment: Any, but mostly Principled or other good alignments.

Attributes: The number of six-sided dice to roll are as designated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 3D6, Spd 4D6x2

Hit Points: P.E. Attribute +1D6 per level of experience.

S.D.C.: 25 plus those gained from O.C.C. and physical skills.

M.D.C.: None. This means the character needs to acquire M.D.C. body armor like humans. In the Centaur's case, armor must be custom made to cover the horse portion of their body (horse armor is known as *barding*). They love magical armor and Techno-Wizard protection which has caused some Centaur clans to strike up a tentative trade arrangement with the Colorado Baronies. These Centaurs are leery of cities and humans, but the Colorado folk have treated them fairly and a trust is starting to build.

Horror Factor: 10

P.P.E.: 4D6

Average Life Span: 90 years.

Size: 7 to 8 feet (2.1 to 2.4 m) at the horse shoulders, about 11 feet (3.3 m) from the top of the head to the hoof.

Weight: 800 to 1100 pounds (360 to 495 kg).

Physical Appearance: Powerful horses with a human upper torso rising out of the shoulders; the head, chest, arms, and hands are all human.

Natural Abilities: Great running speed and stamina. Leap 5 feet (1.5 m) high or 9 feet (2.7 m) across; increase by 50% when running at high speed. Also see R.C.C. skills.

Attacks per Melee: Three attacks per round or as per O.C.C. Hand to Hand combat training.

Bonuses (in addition to attributes, O.C.C. and skills): +1 on initiative, +2 to parry, +3 to dodge, +4 to damage.

Damage (S.D.C.): Kick with front legs does 2D6 S.D.C. damage, kick from rear legs 4D6 S.D.C. damage, or by weapon.

Magic: Rare; by O.C.C. only.

Psionics: Standard, roughly the same as humans.

O.C.C.s Palladium Fantasy®: Any Palladium O.C.C., but rarely study magic. Their wanderlust and need for adventure means they lean toward being a Long Bowman, Druid, Ranger/Wilderness Scout, Mercenary/Headhunter, Scholar/Rogue Scholar and wandering Vagabond/Peasant.

O.C.C.s Rifts®: Any O.C.C., except Coalition Military, robot and power armor pilots, Crazies, Juicer, or Shifter. In fact they tend to avoid magic. They lean toward scholars and adventurers.

R.C.C. Skills: These are in addition to any O.C.C. skills. Languages: Dragonese/Elven 98%, and 50% are literate in it too (+15%), Faerie Speak (+20%), Prowl 60%, Track (animals and humanoids) 77%, Wilderness Survival 88% and Land Navigation 82%. For Centaurs, these "skills" are as much instinct as anything else. Those with a straight percentage number do not improve with experience.

Habitat: Grasslands and light forests. On Rifts Earth they are found exclusively in the western plains of Canada and the U.S. It is also believed Centaurs once existed in Mexico, but were driven out by the Vampire Kingdoms.

Enemies: None per se, humans and humanoids in general, because they so often hunt and enslave Centaurs. On Rifts Earth, Xiticix, Worm Wraiths, Slavers (mostly Splugorth), predatory plains dinosaurs, Leatherwing, Tree Spiders, and the monsters of the Calgary Rift are among the Centaurs' most hated enemies.

Allies: Faerie Folk are fond of Centaurs and seldom pester them. Furthermore, Faerie Folk have been known to come to a Centaur's aid without being asked. Both races are extremely tolerant of each other and treat each other as friends, playmates, and allies. Other woodland spirits may also come to a Centaur's aid.

On *Rifts Earth*, Sasquatch, Fennodi, Psi-Ponies, Simvan and tribes of traditional Native Americans have become friendly neighbors who happily coexist with Centaurs and sometimes trade with, and help, one another. Psi-Stalkers are considered to be annoying but friendly rivals who like to tease and bother Centaurs, but rarely harm them. Several dozen Palladium Centaurs "run" with gangs in the Pecos Empire. Other Centaur clans have become friendly with Tundra Rangers, Justice Rangers, Cyber-Knights and the people of the Colorado Baronies. Since the Siege on Tolkeen, however, most Centaurs have come to regard the Coalition Army and eastern half of North America with terror.

Notes: Traditionally, Palladium Centaurs love bow weapons of all kinds, as well as spears, javelins and pole arms. They are skilled at making long bows, compound bows, crossbows, and all kinds of arrows and bolts.

Centaurs are somehow linked to nature and are free spirits driven to adventure and wandering. They can not live in captivity. Even a few weeks in chains may kill them or drive them to make desperate attempts to escape. Nevertheless, many cruel and greedy individuals have attempted to enslave them for labor, pulling wagons and serving as beasts of burden, or as entertainment in the gladiatorial arena. Sadly, their animal visage has led many to think of the Centaur as an animal rather than an intelligent being.

The Cyber-Horsemen of Ixion

Optional Player Character or NPC

Excerpted from *Rifts*® Canada (see pages 102-107)

Known as: The Ixion, Cyber-Centaurs and Cyber-Horsemen.

Alignment: Any, but most lean toward selfish and good alignments.

Attributes: I.Q. 2D6+8, M.E. 1D6+8, M.A. 1D6+12, P.S. 3D6+8 (upper body), 3D6+22 (lower, bionic horse-body), P.P. 3D6+8, P.E. 2D6+12 upper body; lower body is bionic), P.B. 1D6+8, Natural Spd.: 7D6x2, double for brief spurts of 2D4 minutes. Bionic Spd.: Most males have a speed of 220 (150 mph/240 km) and females a speed of 88 (60 mph/96 km). Bionic leap 30 feet (9 m) high and 50 feet (15.2 m) across, double the length and increase height by 50% with a running start.

P.P.E.: 3D6

Upper Body: Hit Points: P.E. attribute number +1D6 per level or experience.

S.D.C.: 40 plus those from physical skills.

M.D.C. of Lower Body by Location:

Bionic Front Legs (2) – 100 each

Bionic Rear Legs (2) – 160 each

Main Body (horse) – 250

Upper Body (body armor) – 130

Note: Bionic Barding will increase the above numbers (and overall weight) by 50%, but reduce running speed by 25% due to increased weight and impairment of movement, and prowl is

impossible. Those with bionic arms/upper body will have Bionic Strength to inflict small amounts of Mega-Damage from power punches and power kicks. Typical damage range is one M.D. to 1D4 or 1D6 M.D. for punches (+2 M.D. to power kicks).

Size: 7 to 8 feet (2.1 to 2.4 m) at the horse shoulders, 11-12 feet (3.3 to 3.6 m) from the top of the head to the bottom of the hoof.

Weight: 1800 to 2400 pounds (810 to 1080 kg).

Average Life Span: 150 years, although some have lived to 220.

Physical Appearance: They look like large, powerful robot or bionic horses with a human torso rising out of the animal's shoulders. The head, hands, arms, and chest are all human, although they may be covered in M.D.C. body armor and/or have cybernetic implants.

Horror/Awe Factor: 12

Natural Abilities: Prowl 50% +2% per level of experience (-30% if bionic). Without bionics the character can leap 10 feet (3 m) high and 15 feet (4.6 m) across, females with augmentation can leap 40% higher and farther. Double the length and increase height by 50% with a running start.

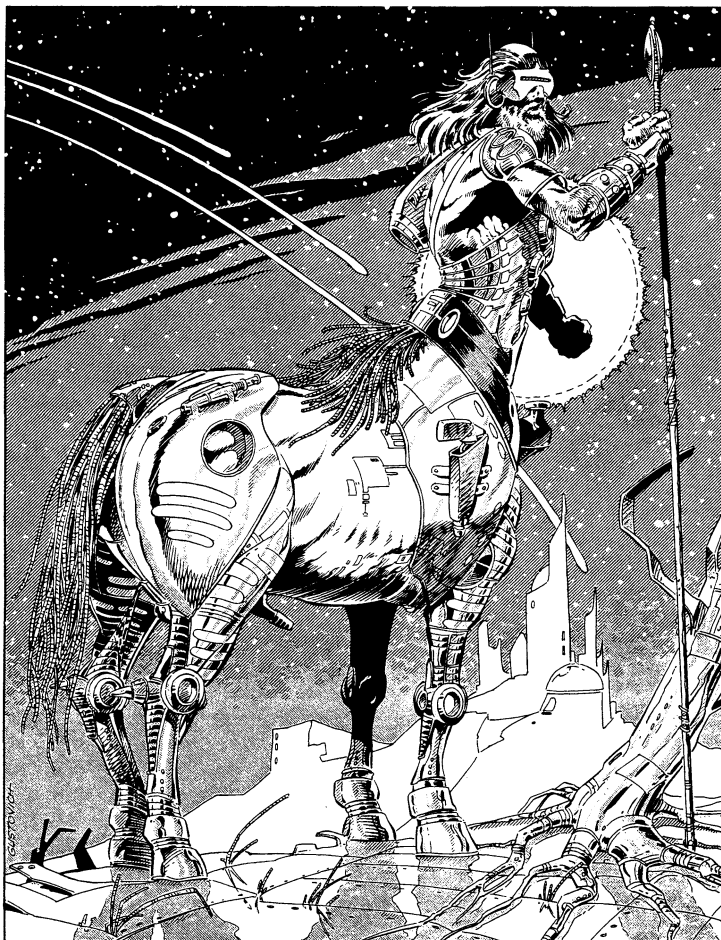
Magic: By O.C.C. only.

Psionics: Standard; same as humans.

Attacks per Melee: Those gained from Hand to Hand Combat training plus one as natural warriors.

Damage: Normal punch and weapon damage or via bionic limbs (see bionics at the end of this description). Or by weapon.

R.C.C. Bonuses (in addition to attribute, O.C.C. and skill bonuses): +3 on initiative, +1 to parry, +1 to disarm, +3 to dodge when running, +3 to pull punch, +1 to roll with punch, fall or impact, and +3 to save vs Horror Factor.



O.C.C.s Rifts®: Warriors are effectively the Cyborg O.C.C., but the character can be any modern O.C.C.; tend to lean toward the Headhunter, Scholar and Adventurer O.C.C.s.

R.C.C. Skills: Land Navigation (+15%), Wilderness Survival (+10%), Languages: Ixion 98% (95% are literate in this language too) and two languages of choice (typically American at +20%), W.P. Pole Arm/Spear. All are in addition to O.C.C. skills.

Standard Equipment: As per O.C.C. plus one energy rod spear or pole arm and energy pistol. They also like Vibro-Blades, Neural Maces, and magic items. Although the Ixion do not manufacture human style “guns” other than one type of pistol-rod, they can easily use them.

Enemies: Demons are enemy number one! Like the leaders at Lazlo, the Ixion see the gathering horde of demons at the Calgary Rift as a major danger to all mortal life forms in that part of the world. The Ixion often challenge and battle demons, and have even waged purges to eradicate “nests” of them. When the Ixion discover that the Cyber-Knights and Lazlo are waging war against the Calgary Demons, the Cyber-Horsemen *will* join the heroes in a battle to the death. A turn of events that *may* surprise everybody and win the day.

Ixion also dislike Psi-Stalkers, Greet Hunters, Yeno, and particularly Worm Wraiths and other evil or cruel and intolerant beings. Ironically, the Simvan, who befriend and trade with ordinary Centaurs, regard the Ixion as dangerous rivals and hate them. This may be due, in part, to their “human” qualities and reliance on technology.

Allies: Tundra Rangers, Cyber-Knights, Justice Rangers, and humans of the southwest and northwest. They know of Reid’s Rangers but there has never been a formal meeting or alliance.

Habitat: The plains and light forests of Southern Canada and the American West. They are extremely nomadic and the same clan may range from New Mexico to the Northwest Territory. They avoid the north during the cold and snowy months, but love the tundra in the Summer. Mainly found in Alberta, Saskatchewan, Montana and Idaho, and to a lesser degree, Washington, Oregon and British Columbia.

Note: Cyber-Horsemen have never been seen in the Midwest or eastern USA or Canada. However, they have been reported with increasing frequency in the New West and Alberta. A Cyber-Horseman and his female Centaur companion are recent additions to *Reid’s Rangers* operating in Colorado and New Mexico.

The location of Ixion, the size of its population and any special defenses, weapons or aspects are closely guarded secrets no Cyber-Horseman can be forced to reveal. Even psionic probes only get partial information like location: The forest of B.C., population: many, special defenses: we fight to defend ourselves, we are peaceful. Ixion Centaurs are *not* linked to nature nor perish in captivity, though they hate it.

Bionic Reconstruction: Females: The lower horse body of females is reinforced with bionic legs and joint supports, including the hip and thigh areas.

Males: Most males have the entire or majority of their horse body replaced with a bionic one. Although a machine with internal organs housed inside, the bionic body and legs respond with the slightest thought and as naturally as the genuine, flesh and blood article. It gives the Cyber-Horseman tremendous speed,

strength, and M.D. power. P.S. equivalent of 40 and Spd of 220 (150 mph/240 km). **Note:** Only 10% are full conversion cyborgs and will have at least one weapon for each bionic arm and enhanced optics.

Bionic Combat Augmentation: +1 on initiative, +1 to strike by kick, leap 30 feet (9.1 m) high or 70 feet (21 m) across/lengthwise.

Damage from Bionic Limbs: Female: 4D6 +25 S.D.C. damage from front kick attack, 6D6 +25 S.D.C. (P.S. bonus) damage from rear kick. 1D4 M.D. damage from power kick (rear), but counts as two attacks.

Male: Kick with front legs does 1D6 M.D. +P.S. damage bonus, kick from rear legs 2D6 M.D. +P.S. damage bonus, and double damage from a power kick, but counts as two melee attacks. Body block/ram/swipe does 1D4 M.D.

Standard Bionic Body Features:

1. Attached hip holster (pistol or Mini-Energy Weapon Rod) on either or both hips.
2. Attachments for snap-on body armor.
3. One medium to large concealed compartment on the front hip or behind the back.
4. Head: Built-in Language Translator.
5. Bionic Lung.

Additional Bionics: Select three cybernetic implants and two bionic features. Note that the larger body area of the horse allows for as many as four concealed weapons and six, large, secret compartments on the upper legs and body trunk. Retractable blades can be built into the hooves/lower legs, as well as into the arms of full conversion Cyber-Horsemen. More bionics can be purchased over the life of the character.

Notable High-Tech Weapons Unique to Ixion

The Bionic Centaurs can use any human weapons, although they generally avoid heavy weapons and rail guns.

Ixion Energy Weapon Rod: An energy weapon that appears as a sleek, modern version of a spear, pole arm or iron staff (no blade). The weapon rod, itself, has 15 M.D.C. Mega-Damage: The rod has two modes of attack. The blade end is energized to inflict 1D6 M.D. as a spear or staff and 2D6 M.D. for pole arms (larger blade and stronger energy). It can also fire an energy blast from one end of the long rod.

The second combat mode is as an energy blaster. The rod can fire as many as ten single shots inflicting 3D6 M.D. per blast. Rate of Fire: Each blast counts as one melee action/attack.

Range: 1600 feet (488 m). Payload: 10 blasts, but the rod recharges at a rate of one blast every 10 minutes. Value: 300,000+ credits; very rarely in the hands of anybody but the Cyber-Horsemen, and they do not sell or trade this weapon. Nobody beyond Saskatchewan and Montana has ever seen one. Weapon makers would pay over a million credits to get one to study and try to copy.

Mini-Energy Weapon Rod: Effectively a pistol version of the previous weapon. It is basically a long rod with a curved handle and a trigger. Mega-Damage: The rod has only one mode of attack, that of an energy blaster. Inflicts 2D6 M.D. Rate of Fire: Each blast counts as one melee action/attack. Range: 600 feet (183 m). Payload: 10 blasts, but the rod recharges at a rate of one blast every 10 minutes. Value: 300,000+ credits; very

rarely in the hands of anybody but the Cyber-Horsemen, and they do not sell or trade this weapon. Nobody beyond Saskatchewan and Montana has ever seen one. Weapon makers would pay over a million credits to get one to study and try to copy.

Sensory Deprivation Web (SDW): This is a crackling energy net with bola-like weights attached (typically tucked along the Ixion's back as seen protruding under the hip belt in the illustration). The net is thrown over its intended victim and instantly short circuits the senses. The victim of the web suffers from blurred vision, deafness, and a feeling of vertigo. Penalties: -5 to strike, parry, dodge, and on initiative, -50% on skill performance, and speed is reduced by half. The penalties are in place as long as the person is inside the web/net and for 1D4+1 melees after freeing oneself from the web. The SDW has three M.D.C., but a person can easily pull himself free of the net without having to cut or blast the SDW; takes two melee actions to get free.

Chig – or P.P.E. Chig

The P.P.E. Chig is a weird arthropod that looks like a cross between a flea and a wood tick, only its body is roughly the size of a large orange. Like fleas and ticks, they are parasites, but these creatures do not drain their hosts of blood. Instead, they drain them of P.P.E.

Chigs lie in hiding and use their incredible leaping abilities to launch themselves onto a living target. When one lands, it digs in with its hooked feet, inserts its proboscis into the host, and suck away 1D4 P.P.E. per day. Chigs feed only on magical energy, and cannot be nourished by anything else. Moreover, Chigs cannot just feed by sitting in a ley line. They must drain it from a living host, the bigger the better. After all, large hosts often can spare the P.P.E. and do not mind the presence of a Chig as much as a humanoid does. However, when Chigs latch on to humanoids, something unique and inexplicable happens. While a humanoid "wears" a Chig, he can magically understand and speak *all* languages at 98% proficiency! Once the Chig is removed, the language ability goes away that very instant. At first, the only drawback appears to be the daily sacrifice of a few P.P.E. To that end, some Rangers, explorers and other adventurers choose to wear Chigs intentionally. There are, however, long-term negative effects from wearing a P.P.E. Chig, only they are not very well documented. After wearing a Chig uninterrupted for a long time, the host begins to suffer mental instability. A P.P.E. Chig's host can wear one of these parasites for as many days as he has Mental Endurance points without suffering ill effect. Every day after that, the host becomes confused and suffers a cumulative penalty of -2% on skill performance. Even worse, once a week the character must save versus insanity, or suffer one randomly determined insanity! If the host makes his save, then he is good until one week later, when he must roll to save versus insanity again, only this time at -1 to do so. If the host continues to save and continues to wear his P.P.E. Chig, he must keep making saving throws every week until he gets rid of the parasite or until he suffers from an insanity. Each extra week adds another -1 penalty to the host, so eventually, he *will* succumb.

Once the host has received his insanity, however, he can then wear a Chig for another month before getting a second. Meanwhile, he continues to lose his skill aptitude on a daily basis. If the host has the bug removed he can get his insanity cured by either magic or psionic means with a +20% bonus to the success rate. Or he can slowly return to normal after 1D4+1 months of confinement and convalescence. Removing it and trying to continue to work or adventure causes the insanity and skill penalties to remain unchanged. Until the character gets a few months rest, sleep and relaxation, the side effect of the Chig will remain indefinitely. So far, only a tiny handful of folks know about the P.P.E. Chigs' unique ability, even on the Palladium World where they originate. A few have even tried, unsuccessfully, to raise them. It seems the critters do not respond to domestication and mass farming, and can only be harvested from the wild. Not that it makes much difference, because most people find the idea of using these insects disgusting and a little frightening.

P.P.E. Chigs are native to the northern part of the Palladium World and have only recently appeared in southwestern Canada, probably coming from the Calgary Rift or some dark magic. Unknown to most, they are also found in Rifts China.

Alignment: None. Considered an animal parasite.

Attributes: I.Q. 1D4 (insect), M.E. 1D6, M.A. 1D4, P.S. 1D6, P.P. 1D6, P.E. 1D6, P.B. 1D4, Spd. 2D6+1

Hit Points: 2D6+2. **S.D.C.:** 2D6+24. **Natural A.R.:** 10.

Horror Factor: 12, likewise, anybody seen wearing a Chig will have a Horror Factor of 10 because they look gross.

Average P.P.E.: 2D6

Physical Appearance: Like a cross between a flea and a tick; black or dark gray in color.

Size and Weight: About the size and weight of an orange.

O.C.C.s Available: Not applicable.

Natural Abilities: Aside from their ability to siphon 1D4 P.P.E. per day from their hosts, these parasitic insects can climb rough surfaces (trees, walls, clothes, body armor, etc.), prowl 60%, and can leap 6 feet (1.8 m) high and four feet (1.2 m) across.

Attacks Per Melee: One.

Damage: A Chig inflicts one point of S.D.C./H.P. damage when it bites its host and has a 01-33% chance of causing a rash that will itch for 2D4 days after the bug is removed (victim is -1 on initiative, because of it). Otherwise it does no further harm aside from the P.P.E. it drains.

Bonuses: +2 to save vs magic.

Magic: None. **Psionics:** None.

Average Life Span: Three to four years.

Habitat: Wooded, grassy climes, preferably dry. Hot, humid, tropical climates do not agree with these creatures, they like it cool. In the winter a Chig will either find a host or hibernate. On Rifts Earth they exist in southwestern Canada and China.

Languages: None.

Enemies: None. **Allies:** None.

Note: Psi-Stalkers and other psychics can sense the danger (insanity) of the P.P.E. Chig when one is attached to them, helping such characters avoid insanity and severe skill impairment (i.e., they know to remove the insect after a few days).

Chimera

The Chimera is another mythical beast from legends of Earth's past. The creature is part lion, part goat, and part dragon. In the Palladium World it is commonly found in the Yin-Sloth Jungles and the Western Empire. On *Rifts Earth* the creature inhabits the continent of Africa and is also said to roam what was once the Middle East, the island of Madagascar, India, Burma, Thailand and Vietnam. The minions of Splugorth are rumored to capture and tame Chimera for use as guard and attack animals on the continent of Atlantis. The monsters prefer hot climates and love steamy jungles, however, they can survive in temperate zones and sometime stray far from their usual jungle environment.

These maleficent predators are said to have been the accidental creation of a Diabolist or alchemist, but their considerable numbers on more than one world would seem to indicate that they are indigenous to another dimension. They may have arrived to Earth through the Mediterranean Triangle or some Rift in Africa.

Fortunately, though a Mega-Damage monster, the creature is not as powerful as a real dragon and has a predatory animal's intelligence and instincts, so it is very much a monster, not a scheming demonic being.

Alignment: Evil.

Attributes: The number of six-sided dice to roll are as designated. I.Q. 1D6 (high animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 5D6 (never less than 20), P.P. 4D6 (never less than 14), P.E. 6D6 (never less than 20), P.B. 2D6, Spd 4D6

M.D.C.: 2D6x10+10 (On an S.D.C. world the creature has P.E. attribute number +30 for Hit Points, 2D4x10+10 S.D.C. and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 3D4x10

Size: 4 feet (1.2 m) tall at the shoulders, 10-14 feet (3 to 4.3 m) long.

Weight: 800 to 1200 pounds (360 to 540 kg).

Attacks per Melee: Four.

Damage: Nipping bite 5D6 S.D.C., full strength bite 2D6 M.D., kick from hooves 2D4 M.D. and fire breath 3D6 M.D. with a range of 16 feet (5 m) and a 4 foot (1.2 m) wide flame.

Bonuses: +1 on initiative, +2 to strike and dodge, +4 to damage.

Magic: None. **Psionics:** None.

Average Life Span: 2,000 years.

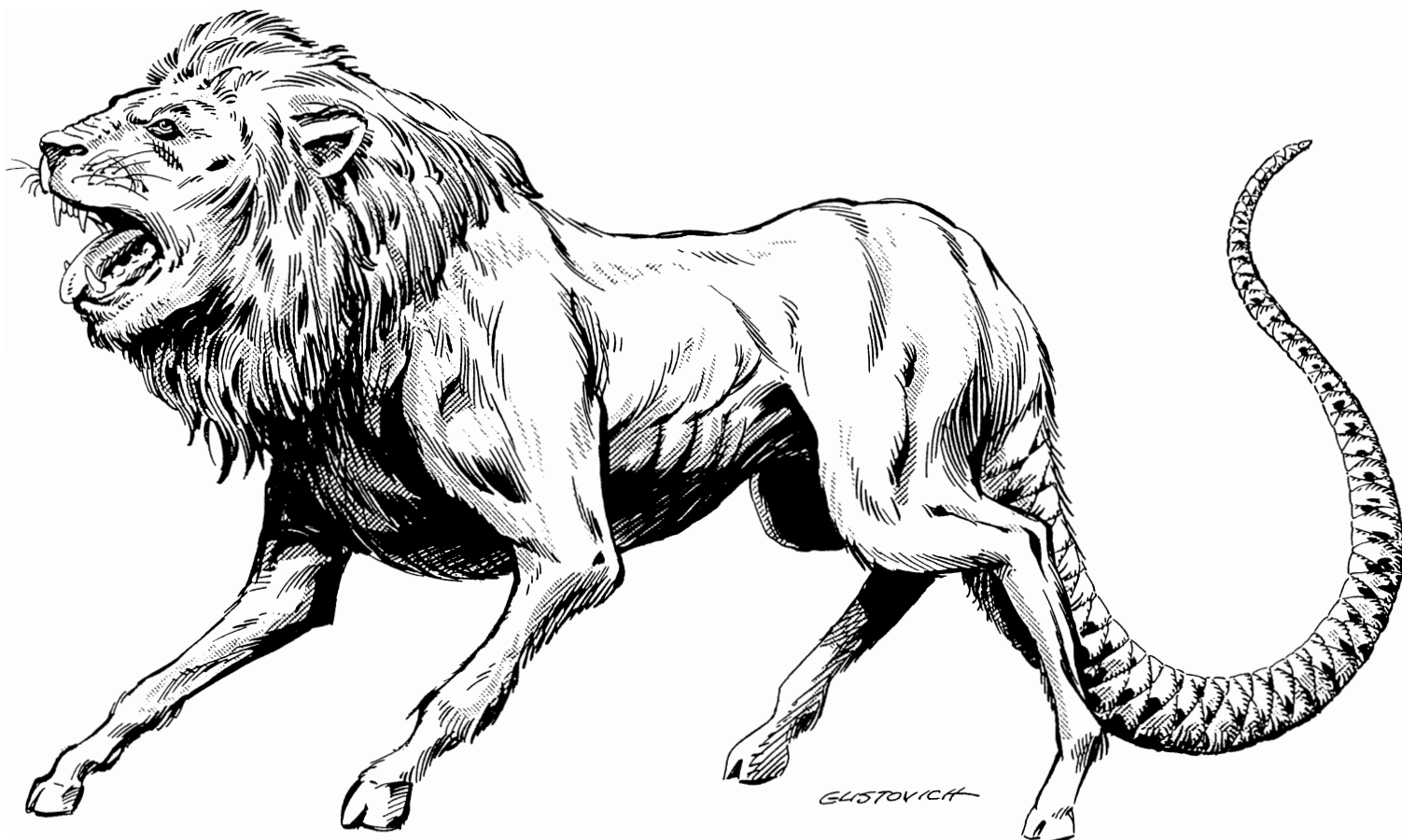
O.C.C.: None. **Language:** None, animal.

Value: Alchemists may be interested in various body parts; maximum of 1000 credits. 300,000 credits as a tamed pet/watchdog (difficult to train); especially coveted by evil practitioners of magic because the creatures offer great P.P.E. to draw upon, as well as its obvious strengths as a protector.

Habitat: Deep jungles and remote hot areas. Known to be in Rifts Africa, India and parts of Asia.

Enemies: None per se, but hate good and beauty and feeds on humanoids and other large mammals.

Allies: None, though they can be partially trained to obey a master in a similar way that a lion tamer can *control* the beasts under his charge.





Devil Digger

The Devil Digger is a fierce, burrowing creature that vaguely resemble a hyena, wild bear, and mole all crammed into one. Its ferocity and head-plate of bone and horns have given it its name of devil. They are very tough and tenacious beasts who often adopt ancient ruins and underground dwellings abandoned by subterranean races. Very territorial, they will not tolerate intruders and bark and grunt slobbering warnings to stay back. Any creature who ignores its warning is savagely attacked without further hesitation. Devil Diggers defending their lair or young fight to the death or until they have driven the intruder(s) away. A single Devil Digger has been known to slay as many as six S.D.C. adventurers within a few minutes.

Alignment: Considered to be Anarchist; animal.

Attributes: I.Q. Animal, M.E. 10+1D6, M.A. 6+1D6, P.S. 20+1D6, P.P. 10+1D6, P.E. 14+1D6, P.B. 6+1D6, Spd 10+1D6

Hit Points: 6D6+12

Natural Armor Rating: 8

Horror Factor: 9 on Rifts Earth (13 in S.D.C. settings).

P.P.E.: 10

Size: 3 to 4 feet tall (0.9 to 1.2 m), and 5 to 7 feet long (1.5 to 2.1 m).

Weight: 85 to 200 pounds (38 to 90 kg).

Average Life Span: 35 years.

Natural Abilities: Nightvision 90 feet (27.4 m), keen hearing, track by smell 30%, climb 30%, swim 50%, dig/burrow at a rate of 4 feet (1.2 m) per melee round through the toughest clay and gravel. Their powerful legs enable them to leap up or across up to 4 feet (1.2 m).

Attacks per Melee: Six.

Bonuses: +1 to parry, +2 to dodge, +3 to save vs poison and magic.

Damage: Bite doing 2D4 S.D.C. damage or claws doing 2D4 S.D.C. damage plus bonuses.

Magic: None. **Psionics:** None.

O.C.C.: None, animal.

Languages: None, other than grunts, barks, and hisses, but can learn to understand the basics of any language as would a dog.

Habitat: Dark, cool, subterranean dwellings; temperate and cool climates.

Enemies: Bears, feline predators, and humanoids.

Allies: None, per se; animal.

Notes: Devil Diggers feed on rodents and carrion. They mate for life, living in a nest of rocks, rags, and twigs. A mature, six year old female can bear a litter of 1D6 young every three years.

Young leave the nest at the age of two or three. Although Devil Diggers don't gather into packs, they are extremely tolerant of their own kind and may share their territory with as many as three other families. In such cases, a dominant male will be selected through non-lethal combat, with all other males subordinate to him. The other males will offer a piece of their kills to the dominant male and his family as a sort of obligatory tribute.

No Devil Diggers are known to exist on Rifts Earth.



Drakin – The Luck Bird

The Drakin are featherless, bird-like creatures with great leathery wings, and tearing claws. Despite its animal appearance, they are intelligent, cunning predators who have exhibited a startling affection for humans, D-Bees of human appearance, and Wolfen. Many a ranger or trapper has returned from the north with tales of how a Drakin appeared out of no where to save him from the jaws of a bear or other danger. For this reason the Drakin are also called "Luck Birds," and it is said that even the sight of one will bring good fortune (which sounds great, but isn't true).

Drakin are gentle, loving creatures of magic that put their family and freedom above all else. Almost always of good alignment, they come to the aid of most intelligent creatures whenever they are in danger. A Drakin might even *temporarily* join a group if its goal is to destroy a terrible evil and if the group's members are predominately good. Invoke a Drakin's wrath by treachery or evil actions and you had better hope you can kill it before it slays you. They never allow anybody to torture or harm any living creature while in its presence, except to hunt for food. Lies and betrayal are viewed as evil and such actions result in the Drakin's disdain and departure.

Drakin mate for life. They lay 1-4 eggs, bearing young as often as every twelve years. Young reach full maturity within eight years. They don't collect nor want valuables. Worship no gods, but respect the beliefs of others. They may establish small communities of 2 to 8 members, but one or two are usually encountered at any one time.

Alignment: Any, but almost always good.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 2D6+1, M.E. 3D6, M.A. 5D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 2D6+2, Spd 3D6 walking (x5 for flight).

M.D.C.: Becomes a Mega-Damage Creature on Rifts Earth, with 2D6x10 M.D.C. (Normally has P.E. attribute number +12 for Hit Points, 2D4x10 S.D.C. and an A.R. of 7.)

Horror Factor: 10

P.P.E.: 1D4x10

Size: 3 to 4 feet tall (about the same as a booted eagle, 0.9 to 1.2 m).

Weight: 30 to 45 pounds (13.5 kg to 20.2 kg).

Average Life Span: 300 years.

Natural Abilities: Fly, nightvision 220 feet (67 m), keen hawk-like color vision (can see a rabbit two miles/3.2 km away), see the invisible, keen hearing (60% likelihood of hearing an intruder, even from behind, see initiative bonus). On *Rifts Earth*, the Drakin can also sense evil and the supernatural identical to the Psi-Stalker.

Attacks per Melee: Four attacks by claws or bite.

Bonuses: +3 on initiative, +2 to strike, and +4 to parry and dodge (dodge is automatic, like a parry and does not use up a melee action/attack).

Damage: Bite 2D4 S.D.C. damage. Restrained claw attack inflicts 3D6 S.D.C. damage, while a full strength claw attack 1D6 M.D., and a diving power strike 3D6 M.D. but counts as two attacks.

Magic: None, other than its own mystical nature.

Psionics: Standard, roughly the same as humans.

O.C.C.: Not applicable; natural hunters and champions of good. Not recommended as a player character, but certainly is playable as one if looking for something exotic.

R.C.C. Skills Wilderness Survival 90%, Land Navigation 90%, Astronomy 70%, Track Animals 80%, Identify Plants and Fruits 70%, Demon and Monster Lore 50%, Prowl 40%, Detect Ambush (from the air) 45%, Detect Concealment (from the air) 40%, and Basic Math 75%. Understands the languages of Dragonese/Elven and Wolfen 98% (not literate) and can learn two additional languages (+30%). Can't actually speak, except for squeaks, whistles, and shrieks. Those few Drakin with psionics may be able to communicate via Telepathy.

Habitat: Lightly populated forests and mountains of cool and cold climate. On Rifts Earth, Drakin have been reported in Can-

ada, northern USA, the Ohio Valley (USA), Northern Europe, and the New German Republic.

Enemies: Feathered Death, Peryton, and other creatures of evil.

Allies: All creatures of good alignment; particularly fond of humans, Wolfen and mutant canines.

Notes: Their magic nature has made the Drakin of the Palladium World aware of Rifts Earth and the evil forces that have been attracted to it. Consequently, hundreds have found means to get to Earth to help combat the forces of evil.

Dragons

Dragons have been left out of this "Revised" edition because they will be featured prominently in the forthcoming **Rifts® Dragons & Gods** sourcebook. Watch for it.

Dragondactyl

Dragondactyls are reminiscent of the Pegasus, only they are more like a foul-tempered, bat-winged version from Hell. They are typically black or grey colored steeds with a thick black mane of hair, intelligent dark eyes, long serpent's tail, strange, three-toed clawed feet and massive black leather wings. According to Palladium legend, the nine Elven lords of old, as well as mages of incredible power, tamed and rode these powerful beasts as mighty war horses throughout the ages. While reputed to have once roamed the plains of the Old Kingdom in vast herds, Dragondactyls have become extremely rare and are found almost exclusively in the lower regions of the Old Kingdom Mountain range and Great Northern Mountains. Although tales of Dragondactyls trickle in from time to time, none have been captured or tamed for hundreds of years. Ironically, tales of their near extinction may have helped to preserve the beast, for people believing them all but gone these past few hundred years, has given them the breathing room they needed to repopulate. Moreover, there are much greater numbers of Dragondactyls in the Northern Hinterlands and Northern Mountain range than anyone (but Kankoran and Bearmen) has ever realized.

Encounters with Dragondactyls in the wild can be most harrowing, especially if an attempt is made to capture one. They are fierce predators with the strength of a tiger, the agility of a wild stallion, and grace of a soaring eagle. Males can breathe fire and all Dragondactyls are magic resistant. The females tend to do most of the hunting while the males watch from the clouds or mountain peaks ready to dive down to protect their mates, herd members and territory.

On *Rifts Earth*, wild Dragondactyls are believed to be a true rarity, with a mated pair or the occasional small band reported in the Northern Rockies and Himalaya Mountains. Unknown to most, the Splugorth have taken a particular interest in these rare beasts and have, over the last thirty years, been quietly breeding the animals captured in the Himalayas. They are about to test-market several hundred of the animals as semi-domesticated riding animals in the slave pens of Atlantis where they are expected to be received with wild enthusiasm. The introductory price is expected to be 100,000-225,000 credits per (semi) tamed animal. Some also believe Dragondactyls may flourish in



demon-plagued China. Then again, reports of demonic flying steeds could be some other terror entirely.

Alignment: An aggressive animal, with a distinctive personality. Most are considered to be Anarchist (40%) or Miscreant (40%).

Attributes: The number of six-sided dice rolled are as designated. I.Q. 2D4 (high animal intelligence), M.E. 2D6+6, M.A. 2D6, P.S. 2D6+10 (Supernatural on Rifts Earth), P.P. 2D6+10, P.E. 2D6+10, P.B. 2D6+10, Spd running 4D6+20 (around 30 mph/48 km), times two for flying speed (around 50-60 mph/80 to 96 km flying; twice that speed for a power dive).

M.D.C.: Becomes a Mega-Damage nightmare on Rifts Earth with 4D6x10 M.D.C. (Normally has P.E. attribute number x3 +20 for Hit Points, 3D4x10 for S.D.C. and an A.R. 10.)

Horror Factor: 12

P.P.E.: 3D6

Size: 6-7 feet (1.8 to 2.1 m) tall at the shoulders; 16-20 foot (4.9 to 6 m) wingspan.

Weight: 3000 to 5000 pounds (1350 to 2250 kg).

Average Life Span: 800 years.

Natural Abilities: Climb 66%, swim 30%, prowl 66%, track animals 60%, nightvision 90 feet (27.4 m), keen hawk-like vision (can see a rabbit at two miles/3.2 km), good sense of smell, impervious to *all* types of fire including magic and M.D. plasma. Breathes Fire: (males only) does 4D6 M.D.; range: 10 feet (3 m).

Attacks per Melee: Males: Four. Females & Young: Three.

Bonuses (in addition to possible attribute bonuses): +2 on initiative, +3 to strike and dodge, dodge is increased to +5 when flying, +4 to save vs magic and +2 to save vs Horror Factor.

Damage: Supernatural P.S. in M.D.C. environments. Bite 1D4 M.D., claw and kick as per Supernatural P.S. – power kick possible with hind legs only. Fire breath (males only) inflicts 4D6 M.D. with a range of 10 feet (3 m).

Magic: None. **Psionics:** None. **O.C.C.:** Not applicable, animal.

Languages: None, other than horse-like whines, whinnies, and snorts, but can learn to understand commands in any language like a normal horse or dog.

Value: Alive and untrained: 40,000 to 70,000 credits. Trained as a riding animal 100,000 to 225,000 credits. Note that the supernatural beings known as the *Sowki* love to use Dragonactyls as riding animals (so would Simvan) and are adept at capturing and training them.

Habitat: Mountains and mountain valleys are where they roost and breed, but they hunt in mountain lowlands and neighboring plains. Their presence on Rifts Earth has been negligible, but the Splugorth's plans on Atlantis could change that in coming generations. Still, the price of the Splugorth's trained Dragonactyls is high and the available animals few, so it will be generations before Dragonactyls are a common sight on Earth.

Enemies: All humanoids, Perytons (rival monsters) and mountain predators.

Allies: Only their own kind, indifferent towards all others.

Notes: Omnivorous, the Dragonactyl feeds on both meat and plants, although the bulk of its diet is the former. Typical prey consists of sheep, goats, deer, cattle and small humanoids.

On Palladium, herds are extremely rare and quite small, with the largest seldom exceeding more than 24 members. A mature female (at least 100 years old) gives birth to one foal approximately every 30 years. The gestation period for these animals is

four years. The young foal will stay with its parents for a full decade before leaving to find its place in the world. A male in heat (every autumn) is extremely aggressive and cranky, often challenging any large creature(s) that cross its path. Dragonactyls are not even remotely related to "dragons." They derive their name from their leather wings, dragon-like tail appearance, and ability to breathe fire.

Dragon Wolf

Optional Player Character

The Dragon Wolf is neither a wolf or dragon, but is so named because of its scaly serpent's tail, great leather wings, human intelligence and supernatural abilities. They are unbelievably cunning and treacherous, and love to toy with and use humanoids. They are surprisingly playful and enjoy interfering in the affairs of men, inciting conflict, fueling rivalries, inspiring treachery and spreading lies and rumors that lead mortals to do foolish things. All of which are very amusing to the Dragon Wolf, who, in their own strange way, are rather fond of humans. They derive great pleasure from adventure, intrigue, and the manipulation of others. However, this means even a Dragon Wolf who seems to be an ally or very sincere should be viewed with great suspicion, for they are masters of deception and usually value their own lives above all others. They also like to trick humans (and D-Bees, actually anybody gullible enough to believe them) into "softening" up an enemy, vexing a Dragon Wolf's rival or stealing or doing something that ultimately helps the Dragon Wolf. These mischievous creatures find great sport in such games. Yet, despite their manipulations, they really do, *sometimes*, help humans and other mortals, especially if it hurts a Dragon Wolf's rival or enemy.

Alignment: Any, but usually Unprincipled (15%), Anarchist (40%) and Aberrant (25%).

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd 4D6 running (x4 flying).

M.D.C.: The Dragon Wolf is a Mega-Damage monster on Rifts Earth with 4D6x10 M.D.C. (In S.D.C. settings, Hit Points are P.E. number +50, 2D6x10 S.D.C., and A.R. 12.)

Horror Factor: 14

P.P.E.: 2D4x10

Size: About the same as a normal wolf; stands about three and a half feet (1 m) tall at the shoulders. Wings fold up to be narrow and run the length of the body.

Weight: 150 to 200 pounds (67.5 to 90 kg).

Average Life Span: 1000 years.

Natural Abilities: Fly, nightvision 60 feet (18.3 m), magic and M.D. fire and cold do half damage, recognize a familiar scent 70%, track by smell 78%, prowl 44%, and heals twice as quickly as a human (about 2D6 M.D. a day). The paws are small, articulated hands with stubby clawed fingers and an opposable thumb enabling them to write, use weapons and tools, operate a computer, and pilot a vehicle. ALL Dragon Wolves can assume *any* humanoid form, but only when the moon is full. The light of day automatically transforms the creature back into its true wolfish form.

Attacks per Melee: Three hand to hand or as per those gained

from Hand to Hand combat skill, if any. Or two spell attacks per round instead of physical combat.

Bonuses (in addition to attributes, O.C.C.s and skills): +1 on initiative, +2 to parry and dodge and +2 to save vs magic.

Damage: Bite 2D4+2 S.D.C. damage, claws 1D6 S.D.C. plus P.S. damage bonus, and frost breath 2D6 M.D. (range: 10 feet/3 m) or by magic, or weapon if in humanoid form. P.S. is equal to Bionic Strength so a power punch can inflict 1D4 or 1D6 M.D. depending on the creature's P.S.

Magic: Only those abilities gained from a magic O.C.C.; many Dragon Wolves pursue some area of magic, preferring spell casting over rituals, wards, or summoning. Non-Player Characters average 4th to 5th level.

Psionics: Standard, roughly equivalent to humans.

O.C.C.s Palladium Fantasy®: Any Men of Magic, Thief, Assassin, or Mercenary Fighter.

O.C.C.s Rifts®: The Ley Line Walker, Mystic, Temporal Wizard, City Rat (any), Rogue Scholar, and Gambler are likely to be the most appealing O.C.C.s, but can be any of the Magic O.C.C.s, an Operator, Rogue Scientist, Vagabond, Headhunter or Mind Melter (if psychic). Use the dragon experience table regardless of O.C.C.

Skills of Note: Understands and speaks all languages (an innate ability) but must study and learn written languages (gets two of choice at +30%).

Habitat: Seems to like moderate temperatures and forested areas, but are notorious adventurers and travelers who can be found causing trouble absolutely anywhere. The allure of great adventure and, especially, mega-powerful magic items always attract one or more of these creatures. The promise of endless possibilities at a place like Rifts Earth is too much for the creatures to ignore. Even so, fewer than a hundred are believed to exist worldwide.

Enemies: None natural, but are leery of Elves, Clergy, practitioners of magic, dragons and the supernatural.

Allies: Tolerates most races, including demons.

Notes: Dragon Wolves are mischievous, cunning schemers and high rollers who share few human laws or values. A Dragon Wolf can be an ally or a terrible enemy. Although most hold little real value for wealth or magic – adventure is their life – they often accumulate a surprising amount of both.

Eandroth

An Optional Player Characters

Original concept by Erick Wujcik

The reptilian Eandroth race is one of the stranger and more exotic life forms of the Palladium World. Some believe they are the product of some strange magical experiment or creatures of another dimension brought to the Palladium World by a Summoner's circle or dimensional Rift.

The young Eandroth matures quickly and reaches physical adolescence by the age of six to begin a life of as a hunter in the great deserts of the Palladium World. For the first 24 years of their lives they appear as short, thin, hairless, youthful, smooth-skinned humanoids that resemble human-like theropod dinosaurs. After this age they begin to bulk up and show more muscular definition. All Eandroth under the age of 25 are rather



child-like and solitary in character. They are a good-natured, honest, caring, jovial people, except during the violent mating period. Tribes are typically small, with 50 members or less. Other than their desert survival skills, they are only capable of learning Men of Arms O.C.C.s.

Those Eandroth, male and female, who survive 50 or so mating seasons (25 years) undergo a dramatic biological change. The body becomes much more muscular, height increases a few inches, the skin becomes loose and wrinkled, and certain attributes increase. The Eandroth's previous gentle temper is replaced by a far more aggressive, bellicose and intolerant disposition due to the change in body chemistry. The changed ones are called "rogues." These rogues are much tougher, meaner and smarter than the young Eandroth and are feared by their own kind (*See Eandroth Rogues, below*).

Eandroth mating habits can be lethal. At mating season (twice yearly), the males, who outnumber the females by some eight to one, go through ritual combat in an attempt to gain the right to mate with a female. Although ritual combat, these contests can become startlingly fierce and every season sees about 20% of the overcrowded male population slain. Mating season lasts about two weeks. Young are born live after a three month gestation period. Only one infant is born at a time.

Alignment: Any, but usually Anarchist or good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 3D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 1D4x10

Armor Rating (A.R.): 10, applicable only in non-M.D. combat.

M.D.C.: None. This means the character needs to acquire M.D.C. body armor like humans. Eandroth seem to prefer homespun armor and wild looking custom made armor. Magic and TW armor are also favorites.

Horror Factor: 10

P.P.E.: 2D6

Size: 4 to 5 feet (1.2 to 1.5 m).

Weight: 75 to 135 pounds (33.75 to 60.75 kg).

Average Life Span: 30 years in the wilds of Palladium; those that live past 25 years become Rogues and set off for decades of wandering. Life expectancy is not much higher in the wilderness or 'Burbs of Rifts Earth.

Natural Abilities: Able to survive for several weeks without water and food (1D4+2 weeks) and can function at peak levels of efficiency on a surprisingly tiny amount of food and water (half gallon of water a week and two pounds of food) for as long as two months. Can tolerate great heat with no ill effects, but hates the cold.

Attacks Per Melee: Two or three as simple hunters. At rogue stage, three melee attacks plus those gained by Hand to Hand combat skills and experience.

Magic: None.

Psionics: Females (only) possess great psionic power after they become rogues. Prior to this, they possess 10 times the normal 2D6 P.P.E., 4D6 I.S.P. and the psionic power of Sense Evil.

Heat Point is a natural psionic power common to all Eandroth. By concentrating for 1D6 minutes, an Eandroth can raise the temperature of a single point to a flame point. The reptilian must stay motionless and the heat point must be one target or tiny lo-

cation. This limited pyrokinetic power enables the Eandroth to create campfires and cause what appears to be spontaneous combustion. The ability can be used to cause a piece of paper, book or article of clothing to suddenly ignite into a small fire (about a four inch area of flame).

Another threat from the heat point is the ability to direct the pyrokinetic energy to an antagonist's head. The heat point attack can only be used on one, stationary (not moving around) opponent whose head is clearly visible and within a 90 foot (27.4 m) range. The subtle attack will cause the victim to suddenly feel feverish and groggy (-2 on initiative). If he moves away the heat point is broken and the Eandroth must refocus his attack. But if the individual stays in one spot he can be rendered unconscious at the end of 1D6 minutes of heat point concentration. The attack inflicts no permanent damage. Unconsciousness lasts 1D4 minutes or as long as the Eandroth maintains his concentration on that heat point. Moving beyond the range of the psionic attack or moving out of sight/behind closed doors, will prevent a heat point attack.

G.M. Note: This attack can be inflicted on characters inside M.D. body armor and power armor and on cyborgs as long as the head area is accurately located. It cannot be used on robots or people inside robots or vehicles unless they can be seen through a window. Also note that this attack can be easily thwarted by simply walking or moving every 30 seconds or so. The narrow *point* of focus is a great limitation. The victim of the attack will also begin to feel feverish shortly before he falls unconscious, tipping off anybody who is familiar with Eandroth that they are being attacked and should move.

O.C.C.s Palladium Fantasy®: Generally considered a simple member of the tribe. Males are hunters, the females raise the children; society is quite simple. The more ambitious can become a Mercenary Fighter, Ranger, Thief, Assassin or Shaman as a young Eandroth. However, an O.C.C. is not usually selected until the Eandroth "turns rogue" and almost all O.C.C.s are available to rogues.

O.C.C.s Rifts®: Generally considered a simple member of the tribe, males are hunters, the females raise the children. May become a City Rat, Vagabond, or Wilderness Scout as a young Eandroth. However, an O.C.C. is usually not selected until the Eandroth turns rogue, at which time almost any O.C.C. is available.

Skills of Note: Language is Dragonese/Elven 98% (illiterate). All males know Land Navigation at 65%, Wilderness Survival at 65%, and Track Animals at 60%. All females know First Aid 70%, Cook 70%, Sewing 70%, Sing 50%, and Skin and Prepare Animal Hides 60%.

Habitat: Prefer extreme desert conditions, but can be found almost anywhere as a rogue.

Enemies: None, per se.

Allies: No special affiliations; tend to be loners.

Notes: All Eandroth are trained in riding *Silonar* and can easily adapt to riding *Ostrosaurus* or any bipedal dinosaurs. They are always interested in trading for superior weapons and armor. Modern weapons of choice are Vibro-Blades, magic weapons, particle beam rifles and pump-action weapons, especially Triax pump guns.

No large number of Eandroth are known to exist on Rifts Earth, although some Rogues have definitely come in search of knowledge and adventure.

The Male Eandroth Rogue

Male Eandroth who have undergone the “rogue change” become hungry for an education and adventure. At this stage the male hunter goes out into the non-Eandroth world and may spend up to 100 years wandering and learning combat, science, magic, technology and about other places and cultures. Rogues in this phase learn very quickly.

After a hundred or more years of exploration, the rogue returns to his desert tribe where he becomes the principal war leader and/or teacher of the other Eandroth. Those who think of the Eandroth as being mild mannered and minimally skilled in combat will find themselves in deep trouble with a powerful rogue. Aside from their mental and physical prowess, only the finest warriors ever survive into the rogue phase.

Alignment: Any, but mostly good.

The Eight Attributes: The original attributes of the young Eandroth increase. The number of *additional* six-sided dice to be rolled and added to the existing attributes are as designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 2D6, P.P. 1D6, P.E. 2D6, P.B. 0, Spd 1D6. At this stage, P.S. is the equivalent of Bionic Strength and can inflict M.D. when used in a power punch.

Hit Points: Add 10, **S.D.C.:** add 2D6x10, making the character a minor Mega-Damage creature (approximately 1-3 M.D.C.). And **A.R.** is now 12.

Horror Factor: Increases to 13.

P.P.E.: Add 2D6.

Size: Add 1D6 inches to height.

Weight: Add 2D6x10 pounds, mostly muscle.

Average Life Span Increases: 350 years if the Eandroth survives to become a rogue.

Psionics: Unchanged.

O.C.C.: At age 25 the Rogue Eandroth selects an O.C.C., and any are available from the **Palladium Fantasy RPG®** or **Rifts® RPG**, except for Mind Mage, Mind Melter, and formal Coalition Military occupations. Also, the rogue tends to shy away from bionic reconstruction. The O.C.C. and experience starts at first level as the rogue is considered a first level character with his new O.C.C. and new life. Use the same experience table as the Psi-Stalker, regardless of O.C.C. selection. Note that Male Eandroth do not have any kind of psionic ability, aside from the heat point.

Habitat: During their wanderlust years, a *lone* rogue might be found almost anywhere, though rarely in cold regions.

Notes: Palladium rogues seldom use armor beyond their Natural A.R., but on Rifts Earth they have taken to wearing Mega-Damage body armor, preferring loose fitting and flexible types. The **Rifts®** Eandroth rogues are also adept with many different modern M.D. weapons although Vibro-Blades for close combat are likely to remain a favorite. Rogues rarely associate with other Eandroth during their wanderlust years and tend to be grumpy and hot tempered toward any of their kind when encountered.

Female Eandroth Rogue

Female Eandroth also have a rogue phase if they have managed to survive 25 to 40 arduous deliveries. These rogue females are extremely rare and the true *leaders* of the Eandroth community. While the females may wander the world for a few years, they are not obsessed by wanderlust like the males. Con-

sequently, a female will join one particular group or settle down at one place. Also unlike the males, they are less cantankerous and aggressive, but are incredibly protective of their tribe members and friends. If a tribe member or loved one is slain, injured, or threatened, the female Eandroth will launch a devastating attack of her own. The vengeance of a female Eandroth is a terrible thing.

The female enters the change by becoming grossly fat, while their other physical attributes do not change. However, the female's mental and psionic abilities grow enormously. All female rogues are Mind Mages or Mind Melters.

Alignment: Any, but mostly good.

The Eight Attributes: The original attributes of the young Eandroth increase the equivalent of rogue stage. The number of additional six-sided dice to be rolled and added to the existing attributes are as designated. I.Q. 2D6, M.E. 3D6, M.A. 3D6, P.S. 0, P.P. 0, P.E. 1D6, P.B. 0, Spd 0.

Hit Points: Add 10 points, and **S.D.C.:** Add 1D6x10.

Armor Rating: Increases to 12; tougher skin.

Horror Factor: Increases to 13.

P.P.E.: Becomes 1D6x10.

Size: Add 1D6 inches to height.

Weight: Add 6D6x10 pounds.

Average Life Span Increases: 350 years if the Eandroth survives to become a rogue.

Psionics: At rogue stage, the female's latent psionic energy and powers transform her into a master psionic, typically a Mind Melter or Mind Mage.



I.S.P.: Initial Inner Strength Points are an incredible 2D6x10+140 and gains an additional 10 I.S.P. per each level of experience.

O.C.C.: At age 25 the rogue female Eandroth erupts with psychic powers. Select one of the following O.C.C.s from **The Palladium Fantasy RPG®**: Mind Mage, Psi-Healer or Shaman (with master psionic powers levels 1-3). **Rifts® RPG**: Mind Melter, Burster, Zapper, Psi-Nullifier or Psi-Druid as psionic characters go. Or Wilderness Scout or Body Fixer, the latter two with Major Psionic powers. The female rogue always avoids bionic implants and reconstruction.

The O.C.C. and experience starts at first level as the rogue is considered a first level character with her new O.C.C. and new life. Use the same experience table as the Mind Mage regardless of O.C.C. selection.

Habitat: During their early rogue years a *lone* female rogue might be found almost anywhere (rarely in cold regions).

Notes: Female rogues are often too large to use any Mega-Damage body armor other than loose fitting Crusader type. The **Rifts®** rogues are also adept with many different modern M.D. weapons although Vibro-Blades and Techno-Wizard weapons for close combat are likely to remain a favorite.

Emirin

An Optional Player Character

Original Concepts by Erick Wujcik

The Palladium wilderness is inhabited by giant psionic cats known as the Emirin. They are solitary creatures found in various mountainous areas, particularly in the north. Emirin are intelligent in a way that is different from any other creature. They communicate solely by psionics and encourage psionic prowess in their young. The big cats live either alone or with their mates and young. Mating is for life, and an Emirin will stop at nothing to avenge the death of a mate or kitten. The big cats have a very loose society and usually visit the territories of all their neighbors in a yearly circuit.

The Emirin are intensely curious about other creatures. Using their skill at prowling, they may spend hours watching the camps of travelers. These travelers generally find out about the Emirin's visit only by happening upon the Emirin's 12 inch wide (0.3 m) footprints long after they have left the area.

If an Emirin wilderness domain is threatened, the Emirin will first attempt to persuade the visitors to leave by subtle means. If the interlopers fail to get the message from sudden bad dreams or from the large claw and teeth marks found on mangled equipment, the invaders may start disappearing by ones and twos. Eventually, the Emirin may form a large group and completely wipe out any stubborn foe or destructive interlopers.

Alignment: Any, but usually Principled (33%), Scrupulous (33%) or Unprincipled (20%).

The Eight Attributes: The number of six-sided dice rolled is as designated. I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 3D6+1, Spd 4D6

M.D.C.: Emirin become Mega-Damage creatures on Rifts Earth with 1D4x10+15. (Normally has P.E. number +12 in Hit Points, 1D4x10 S.D.C. and an A.R. of 6.)

Horror Factor: 8

P.P.E.: 1D4x10

Size: 6-8 feet (1.8 to 2.4 m) tall at the shoulders and about 12 feet (3.6 m) long from head to buttock. The tail is another three feet (0.9 m).

Weight: 250 to 500 pounds (112 to 225 kg).

Average Life Span: 80+ years.

Physical Appearance: These are NOT humanoid creatures. They look very much like large mountain lions with speckled bellies.

Natural Abilities: Nightvision 60 feet (18.3 m, can see in total darkness), track by smell alone 80%, identify tracks by smell 60%, prowl 70%, and recognize poison 40%. Also see psionics.

Combat: Five attacks per melee. Can combine psionic attacks with the physical attacks.

Bonuses (in addition to attributes, O.C.C. and skills): +3 on initiative, +1 to strike, +2 to dodge, +4 to pull punch, +3 to roll with impact, +4 to save vs Horror Factor, and +2 to save vs psionic attack. All are in addition to attribute bonuses.

Damage: Bite inflicts 1D8 (or 2D4) S.D.C. plus P.S. damage bonus, restrained claw attack does 1D6 S.D.C. damage, full strength claw attack 3D6 S.D.C. plus P.S. damage bonus, or by psionics. On Rifts Earth the Emirin has the equivalent of Bionic Strength, typically doing one M.D. or 1D4 M.D. with a power punch (claw strike or bite).

Magic: None.

Psionics: All Emirin possess the power of a Mind Mage or Mind Melter. **I.S.P.:** M.E. plus 3D6x10. Receives an additional 13 I.S.P. per each level of experience. **Special:** Telepathy is an innate and automatic ability that does not use up I.S.P. when used for communication. I.S.P. is expended only when telepathic *probes* are used on others. The majority of the Emirin's psi-powers usually lean toward Sensitive, Healing and Communication, more so than combat.

O.C.C. Palladium Fantasy RPG®: Mind Mage equivalent in psionic powers, but use the skills that follow and the Mind Mage experience table.

O.C.C./R.C.C. Rifts®: Mind Melter equivalent in psi-powers, but use the skills below. Mind Melter experience table.

R.C.C. Skills: No vocal cords! Emirin cannot make a sound, but they understand the Wolfen and Elven/Dragonese languages 98% (illiterate). Emirin learn new languages very quickly (select three, all at +30%) and can communicate via Telepathy and/or Empathy. Basic Math 98%, Wilderness Survival 80%, Land Navigation 80%, Track Animals 80%, Identify Plants & Fruit 80%, Climbing 80%/50%, Swimming 80%, Fishing 60%, and Holistic Medicine 50%.

Habitat: Mountains and dense forests on high hills; prefer mild climates and changing seasons.

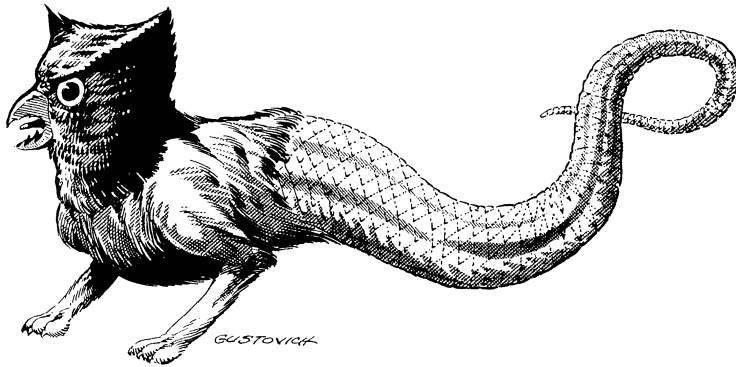
Enemies: None per se.

Allies: No traditional allies, though very friendly toward the Kankoran (despite the ritual rites of passage into adulthood), Unicorns, Brownies, and Nymphs. On Rifts Earth that would extend to Sasquatch, Lyn-Srial and Native American Shamans, as well as kind woodland spirits.

Notes: Since the Emirin have no hands, they do not use tools or weapons except by means of Ectoplasm or Telekinesis. They do, however, recognize tools, weapons, machines, magic items and dangerous artifacts. If they deem the item too dangerous they may steal and bury it. Rarely more than two Emirin are encoun-

tered at any one time (usually a mated pair), even in the widely populated Emirin territory of the Palladium's Great Northern Wilderness. On *Rifts Earth*, an Emirin could be found almost anywhere, but they dislike deserts and tropical places. A typical litter of kittens numbers 1D4, and they reach maturity within a year and a half.

No Emirin are known to exist on Rifts Earth.



Eye Killer

The Eye Killers are another ugly, supernatural creature that may have visited Earth before the Coming of the Rifts, for they are accurately described in Native American Indian myths right down to their appearance and power to kill with their eyes. The Eye Killer is a malevolent being with the body of a serpent, the front legs of a coyote (no hind legs), and a demonic owl's head with large black eyes. It is said that these horrible monsters can cause fear, inflict pain, or kill a person simply by staring at him. In reality, fear and other negative emotions are caused by the psionic power of *Empathic Transmission* and pain or death is the result of *Bio-Manipulation*.

Although more intelligent than an animal, the Eye Killer's I.Q. is low by human standards and they work on instinct more than reason. Their sole intent is to inflict suffering and death upon humanoids. Consequently, they wander the North American plains and forests (including Mexico and southwestern Canada) of *Rifts Earth* looking for victims to torment and kill. Eye Killers often ally themselves with other evil forces and are known to associate with the monsters of Calgary, Worm Wraiths, demons and evil spirits. Traditional Native American Shamans and Spirit Warriors consider them to be a plague and destroy them whenever they are encountered. Likewise, Cyber-Knights, Justice Rangers, Tundra Rangers and even Reid's Rangers have added Eye Killers to their list of vermin to be exterminated. **Rifts® Note:** The Eye Killer population has suddenly doubled or tripled over the last three or four years (circa 109 P.A.), a phenomenon some attribute to the growing power of the Calgary Kingdom of Monsters while others point to the dark magic and dimensional energies unleashed during the latter years of the Siege on Tolkeen. Rumor has it that an evil cadre of sorcerers from the Federation of Magic attempted to recruit an army of Eye Killers, but were themselves destroyed by the wicked creatures.

Alignment: Evil or Anarchist.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 1D6+2, M.E. 3D6+2, M.A. 2D6, P.S. 1D6+2, P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd 2D6

M.D.C.: 2D6x10. The Eye Killer is an M.D.C. creature on Rifts Earth. (Elsewhere they have P.E. number +30 for Hit Points, 6D6+6 in S.D.C., and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 10 (double on Rifts Earth, making them targets for Psi-Stalkers).

Size: 3 to 4 feet (0.9 to 1.2 m) long from head to tail tip.

Weight: 35 to 60 pounds (16 to 27 kg).

Average Life Span: 120 years.

Natural Abilities: Nightvision 120 feet (36.5 m), dig/burrow two feet (0.6 m) per minute, but only digs shallow burrows. Natural abilities include prowl 80%, climb 50%/25%, swim 60%, and track humanoids 52%. Understands the language of Gobblely and can learn three others, however, the Eye Killer cannot speak and communicates through psionic empathy. Also see R.C.C. skills.

Attacks per Melee: Four by bite or psionics on Rifts Earth.

Bonuses: +3 to save vs psionic attack on Rifts Earth.

Damage: Bite 1D4 S.D.C. damage or by psionic attacks.

Magic: None.

Psionics: Palladium Fantasy RPG®, First Edition: All level one through three psionic abilities, except Hypnotic Suggestion, limited Telepathy, extended Telepathy, Precognition, and Teleport Objects. I.S.P.: M.E. +100; equal to a 4th level Mind Mage.

Psionics: Palladium 2nd Edition: All Sensitive (except Clairvoyance) and Physical abilities plus Bio-Manipulation (the primary means of killing) and Empathic Transmission. I.S.P.: M.E. +100; equal to a 4th level Mind Mage.

Psionics: Rifts® RPG: All Sensitive (except Clairvoyance) and Physical abilities plus Bio-Manipulation (the primary means of killing), Mind Bolt and Empathic Transmission. I.S.P.: M.E. +100; equal to a 4th level Mind Melter.

O.C.C.: None. Not recommended as a player character.

R.C.C. Skills: Track Humanoids 52%, Prowl 80%, Climb 50%/25%, Swim 60%, Languages: speaks none but understands *all* the pre-Rifts Indian languages, Gobblely and can learn three additional, as well as communicate by psionic Empathy and Telepathy.

Habitat: Loves the wide open spaces of the American west and is found in the grasslands and prairies of Nevada, Utah, Colorado, Kansas, Arizona, New Mexico, Texas and northern Mexico.

Enemies: Humans and all humanoids, particularly champions of good. Indifferent toward giants and most evil beings.

Allies: Evildoers of any race.

Notes: Often ally themselves to evil beings. Use no weapons or armor, and have little use for wealth or magic except to lure humans to their doom. They seldom associate with members of their own kind except to mate. A fertile female will lay 1D6 eggs, in sand or under rocks, once every other year. Eye Killers rarely travel in groups larger than three or four and are typically solitary hunters. Occasionally, Eye Killers in league with a more powerful evil force, whether it be an evil Shifter or a demon, may be found in a group as large as a dozen.

Feathered Death

Wicked and cruel creatures, the Feathered Death, also known as Bird Men or Falcon Men, are bird-like creatures with clawed, human hands on their wings and heads with ugly human faces. They are deceptively small, seldom larger than a hawk or horned owl, and approximately 16 to 25 inches tall (about 0.6 m), however, they are incredibly strong, quick, and armed with oversized, slashing clawed feet.

Vindictive, maleficent villains, they enjoy abducting and torturing small humanoids and children for their own perverse pleasures. They also like to harm or endanger the handsomer humanoids such as humans, Elves, Gnomes, and even Wolfen, Kankoran and D-Bees by stealing crucial items, engaging in sudden ambushes, or alerting other hostile creatures of their presence. Like malevolent vultures, they also delight in tormenting and torturing those they find who are hurt, pinned, sick or dying. They are cunning liars who always try to lead the innocent to their doom. Feathered Death may follow a group or individual for miles just to cause them grief. Fortunately, the creatures are common only to the world of Palladium, where they are found in the Great Northern Wilderness and mountainous areas of the Eastern Territory. They are not known to exist on Rifts Earth.

Alignment: Any, but mostly evil.

Attributes: The number of six-sided dice to roll is as designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 2D6, P.B. 2D6, Spd. 2D6 on foot or 2D6x10 in flight.

Hit Points: P.E. attribute number +20.

S.D.C.: P.E.x10, giving most an equivalent of 1 or 2 M.D.C.

Natural Armor Rating: 5; only applicable in S.D.C. combat situations.

Horror Factor: 10

P.P.E.: 3D6

Size: 16-25 inches tall (about 0.6 m).

Weight: 10-15 pounds (4.5 to 6.7 kg).

Average Life Span: 30 years.

Natural Abilities: Flight, nightvision 120 feet (36.5 m), keen hawk-like vision, and can metamorphosize into a small, approximately 4-4½ foot (1.2 to 1.35 m) tall human, but only on at night when the moon is full – automatically transforms back into monstrous bird form at the first light of day.

Attacks per Melee: Three attacks per melee.

Bonuses: +1 on initiative, +2 to strike and parry, +4 to dodge, and +2 to save vs all magic.

Damage: Clawed feet inflict 1D6 S.D.C. plus P.S. damage bonus. Bite only does 1 S.D.C. point, or by small hand-held weapon.

Magic: None, but love magic items.

Psionics: None.

O.C.C. (optional Palladium Fantasy®): In the alternative to the Feathered Death R.C.C., the monster can become a Thief. In this case, use the thief experience table (not all human skills will be appropriate). Not recommended as player character.

O.C.C.s (optional Rifts®): Thief, Bandit or Vagabond with only half the usual O.C.C. Related Skills and Secondary Skills.

R.C.C. Skills: Languages: Faerie Speak, Dragonese/Elven, and Gobblely 90% plus a 50% chance of knowing two other languages at 76% proficiency. Land Navigation 90%, Wilderness

Survival 90%, and Prowl 80%. All are in addition to any O.C.C. skills.

Habitat: Forests and low mountain regions of moderate climates.

Enemies: The pretty Faerie Folk (Sprites, Faeries, Pixies, etc.) are the most hated and attacked on sight. Hates humanoids and mutant canines. Wolfen, Kankoran, humans, Elves, and Gnomes of the Palladium World know and hate these monsters. Indifferent toward most others.

Allies: Coyles, Ogres, Trolls and supernatural forces of evil. Feathered Death like to tease and taunt the dumb Orcs and Goblins, but may loosely associate with them.

Notes: 1D4 young are born per mated pair each spring, but only one out of every four ever reaches maturity. The eggs are large and green-blue in color. The Feathered Death are generally solitary creatures, with only one or two mated pairs living in the same area. About a third of the time they flock into a loose knit community that can range anywhere from 10 to 80 members. Because the Feathered Death are NOT animals (they are more intelligent), they cannot be linked with as a familiar by a wizard, nor controlled by a Druid. In the case of the *Palladium RPG Druid*, there is an 8% chance per level of being able to calm or summon Feathered Death.

The creatures may use small weapons and covet the precious objects of man, thus, they steal gems, gold, magic items, and things of value.

Grimbor

Optional NPC Monster or Player Character

The Grimbor are an ancient race of giant ape-men once common to the Yin-Sloth Jungles and Floenry Isles of the Palladium World. However, their numbers have dwindled over the centuries, unable to cope with attacks by raiders, slavers and natural predators. Despite the Grimbor's legendary strength, they are not as agile nor as aggressive as humans or the other humanoids of the Palladium and Rifts worlds.

The Grimbor is a large, lumbering, semi-intelligent race of gorilla-like people. They make their home on the jungle floor among its lush vegetation and cool, leafy shadows. Their diet consists of fruit, vegetation, birds' eggs, and small animals like birds, amphibians, lizards, and snakes. They are dull-witted and rely on instinct more often than reason, but they are far from stupid. Gentle giants, they care very deeply about the well-being of their mates and fellow tribe members. Females gather fruit and bear the responsibility for the rearing of the young. Males protect the tribe, hunt and gather food. Very social and community oriented, a Grimbor rarely turns his back on his fellows. Death of a tribesman, friend, or loved one is mourned by all.

Although clumsy and inarticulate, the Grimbor are fair primitive craftsmen, using wood and stone as simple tools, weaving vines for rope and twine, and carving wood. Their most famous tool is the fearsome looking "Yumbuto Club." The club is fashioned from wood, with a carved, heavy ridged top for striking and crushing, and a sharp claw- or tooth-like appendage at the handle's base for scraping and digging for edible roots. Slow and ill-suited for dexterous movement or combat, their raw physical strength and endurance is awesome. They can be brutal



and devastating combatants when threatened or frightened, killing without even intending to do so. A trait that has made them desired “savage” contestants in gladiatorial arenas by unscrupulous entrepreneurs.

When the tribe is threatened, the males will engage the threat with bared fangs and much breast beating. If this fanfare doesn’t dissuade a foe, the largest dominant male will attack first, quickly followed by his fellow protectors. A Grimbor will *never* kill unless he feels that his own life, or the safety of the tribe, is endangered. They are perfectly satisfied with chasing an intruder or predator away rather than killing it. Unfortunately, because they are constantly hunted, captured, and tortured by humans, all Palladium Grimbor have learned to hate and fear humans, Elves, and human looking beings (D-Bees included) – they all look human to the indiscriminating eye of these ape-men.

The Grimbor of Rifts Earth. Apparently, the mighty Grimbor have been known to the Splugorth Slavers for eons, and have been captured, bred in captivity, and sold as slaves and gladiators for centuries. Whether this slave stock’s ancestry comes from the Palladium World or some other dimension is uncertain as the Splugorth don’t seem to have any interest in (or know about) the Palladium World. The Splugorth have brought thousands of Grimbor with them to *Atlantis* where they are used for labor, amusement in the arena and as slave stock sold to other dimensional beings.

Alignment: Any, but usually good or selfish.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 1D6+3, M.E. 2D6, M.A. 3D6+2, P.S. 5D6, P.P. 2D6, P.E. 5D6, P.B. 2D6, Spd 1D6+1. P.S. is Superhuman.

Hit Points: P.E. attribute number +20 plus 2D6 per level of experience.

S.D.C.: 1D6x50, giving most an equivalent M.D.C. of 1-4.

Natural Armor Rating: 6, tough leathery hide.

M.D.C.: Though most Grimbor have 1-4 M.D.C., they obviously need to wear Mega-Damage body armor to survive on Rifts Earth. They are smart enough to realize this and prefer homespun types of armor made from M.D.C. animal hides and bones such as Fury Beetles.

Horror Factor: 15

P.P.E.: 2D6

Size: 6 feet (1.8 m) tall when bent over walking on knuckles, 10 to 12 (3 to 3.6 m) feet tall completely erect.

Weight: 500 to 800 pounds (225 to 360 kg).

Average Life Span (Rifts): 60 years.

Natural Abilities: Nightvision 40 feet (12.2 m), good color vision, track by smell 60% (males only), and swim 20%; terrible climbers.

Attacks per Melee: Four in the wild. Those trained in combat have their Hand to Hand skills +1 additional attack per round.

Bonuses: +1 to parry, +2 to pull punch, and +3 to save vs Horror Factor.

Damage: Bite does 2D4 S.D.C. damage, normal punches do 2D6 S.D.C. +6 plus P.S. damage bonus. Grimbor have Superhuman Strength and get the additional +6 to S.D.C. damage in addition to any likely P.S. attribute damage bonus, plus the character can inflict 1D4 M.D. when it wants to without resorting to a power punch. Meanwhile, a power punch does 2D6 M.D. and a power bite does one M.D. point.

Magic: None. **Psionics:** None.

O.C.C.s Palladium Fantasy®: None. All males are protectors/hunters, while all females gather food and rear young. They do not have an O.C.C. or develop many skills. However, they can be taught enough to become the equivalent of the Peasant/Farmer, Ranger (no bow skill) or Gladiator O.C.C., but the number of O.C.C. Related and Secondary Skills are reduced by half.

R.C.C. Palladium Fantasy® Skills (in the wild): Language: A dialect of Goblin 98%, and can learn two additional languages of choice with a +15% bonus. **Males:** All males are protectors/hunters, W.P. Blunt, W.P. Paired Weapons, W.P. Throwing Weapons, Identify (jungle) Plants & Fruit (+10%), Land Navigation (+10%), Track & Trap Animals (+10%), Skin & Prepare Animal Hides (+5%), Swim (+10%), and Carpentry (+10%). **Females** gather food and rear young. W.P. Blunt, Holistic Medicine (+5%), Identify (jungle) Plants & Fruit (+20%), Land Navigation (+10%), Skin & Prepare Animal Hides (+15%), Swim (+10%), and Rope Works. All in addition to any O.C.C. if one is known.

O.C.C.s Rifts®: The Grimbor has a few more choices on Rifts Earth, but they are still limited. They can be a basic hunter-gatherer, in which the above O.C.C. skills should be used. Other O.C.C.s include Vagabond, Wilderness Scout, Trapper-Woodsman, basic fighter (Grunt or Raider) and occasionally a Headhunter or ‘Borg. In all cases, reduce the number of O.C.C. Related and Secondary Skills by half. **Note:** Grimbor are creatures of nature and avoid mechanical implants and augmentation, but as slaves, they are sometimes subjected to terrible things against their will. Being turned into a Headhunter, partial cyborg or full ‘Borg are among such fates. Juicer and M.O.M. conversions do NOT work on these creatures. Also knows the previous (Fantasy) R.C.C. skills, unless raised in captivity by the Slavers.

Value: As slaves on Rifts Earth, 50,000 to 150,000 credits; those bought as warriors or gladiators get the highest price. Grimbor can never be completely domesticated, they feel at home only in the jungles.

Habitat: Jungles and rain forests. A small tribe of escaped Grimbor are known to live in Dinosaur Swamp (Georgia), and they are sold as slaves on Atlantis. Consequently, they are occasionally found in gladiatorial arenas and 'Burbs throughout the world.

Enemies: Splugorth and Splugorth Slavers, humans and animal predators. Fear and dislike humanoids who resemble humans.

Allies: In Palladium, the Tezcat who revere the Grimbor as demigods (the lost children of the long forgotten monkey god, Melek), and other gentle, inhuman looking beings who show them respect and kindness. For example, a Grimbor would quickly like and even adopt a Sasquatch or Fennodi into his clan. Sadly, unless they are very lucky or get help from someone smarter and more worldly than they, an escaped Grimbor slave is easily hunted down and recaptured or slain by other foul beings and human supremacists.

Notes: A typical tribe has 8D6 adults and 2D6 young. Grimbor mate for life, bearing one or two offspring once every six years. Young reach full maturity within eight years. They usually don't collect treasure or magic, although they may keep an occasional shiny or unusual item if it strikes their fancy. Likewise, the wild Grimbor have no use for man's metal forge weapons or armor.

Domesticated or *worldly Grimbor* can learn to use M.D. body armor, energy weapons, Vibro-Blades and basic tools and equipment. Yet even these trained characters remain simple and mild mannered beings who long to be free to live in the wild. Most Grimbor are gentle and compassionate, except when threatened or angered or forced to fight as Gladiators. They avoid bionics and cybernetics like the plague and see magic as . . . um . . . magical and wondrous.

Gromek

Optional Player Character

The Gromek are a race of giant aliens who appear to be more demonic than man or beast. Their head is animal-like with widely spaced eyes, huge maw, fangs, horns, and adorned with a series of bony plates that run from the nose to the top of the head. Their giant bat-like wings and size further give them a demonic appearance. But the Gromek are not demons, they are a warrior race from another dimension of towering mountains. Their aggressive and predatory nature is evident by their disdain for all weaker forms of intelligent life. The Gromek's immediate inclination is to destroy or subjugate the weak. They view most humans and other humanoids as either their inferiors or as a threat to their inevitable domination.

On their home world, the Gromek are the masters of their planet, having conquered or obliterated any rivals in the distant past. Their society is extremely strong and communal, but they are a primitive warrior race whose technology is comparable to Earth's early Middle Ages. However, they adapt quickly to new environments.

The Gromek's home world, like the planets Earth and Palladium, has a history of dimensional disturbances which have en-

abled small groups of explorers and warriors to investigate other worlds. Unfortunately, few Gromek are adept in magic or dimensional travel themselves and they become trapped in the alien dimensions they try to explore. When trapped, the warriors find an isolated location to build a base of operations and to establish a new tribe (males and females share equal status in Gromek society and all scouting parties have equal numbers of both genders). As the tribe grows, the Gromek become increasingly aggressive and they begin a campaign to conquer and control the land around them. Eventually, they can grow to become a dangerous force, though nothing on the level of the Xiticix who transform the environment as they expand. This foothold and expand technique is certainly the case on the Palladium World, even though the Gromek have been held in check.

A Gromek tribe has established a handful of tiny colonies on *Rifts Earth*. They find Earth's hostile, primeval and ever-changing environment exciting and challenging – their kind of place. They see the many intelligent races of beings and supernatural forces as a tremendously tantalizing challenge for conquest. Some fear the Earth may be in real danger because the abundance of ley line nexuses and dimensional Rifts provide these monstrous warriors with an excellent chance for finding a way home and, should they learn the ability to open Rifts (unlikely), establishing a two-way dimensional gateway through which they can return home, gather an army and return to conquer the Earth.

The Gromek's entire society is oriented to war and training for war, not unlike the ancient Spartans of Greece. Males are trained as warriors from early childhood. Females bear the responsibility of raising children and acting as craftsmen and weaponsmiths. Quite intelligent, they are masterful weaponsmiths and craftsmen, as well as deadly, merciless combatants, exhibiting compassion only for the benefit of their own kind. The females are also raised as warriors and serve as healers and military strategists.



Alignment: Any, but seem to be predominantly selfish or evil.
Attributes: The number of six-sided dice rolled is as designated. I.Q. 2D6+1, M.E. 3D6, M.A. 2D6, P.S. 4D6+2, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 2D6 running, 6D6+6 for flight.
Hit Points: Standard, P.E. +1D6 per level of experience.
S.D.C.: 4D6 plus those acquired from physical skills and O.C.C.
Armor Rating: 12; tough, fine scaled skin; applicable only in non-M.D. combat.

M.D.C.: None. This means the character needs to acquire M.D.C. body armor like humans. Gromek have no trouble with this though they seem to prefer heavy homespun armor with lots of spikes and ornamentation. Force fields, magic and TW armor are also embraced. As warriors, Gromek appreciate superior armor and weaponry, including modern equipment.

Horror Factor: 14

P.P.E: 2D6

Size: 8 to 10 feet (2.4 to 3 m) tall.

Weight: 600 to 800 pounds (270 to 360 kg).

Appearance: Both males and females look almost identical. The only distinguishing features are that the females rarely exceed eight feet (2.4 m) in height and possess female reproductive organs.

Natural Abilities: Fly, keen hawk-like vision, resistant to fire (does half damage), extremely aggressive.

Attacks per Melee: Two plus those gained by Hand to Hand and other combat skills.

Bonuses (in addition to attribute, O.C.C. and skill bonuses): +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge in flight, +2 to pull punch, +2 to roll with impact.

Damage: Bite inflicts 1D6+4 S.D.C. damage, clawed hands 1D6+2 S.D.C. damage plus P.S. bonus, clawed feet 2D6+2 S.D.C. damage plus P.S. bonus, or by weapon (which is most likely).

Magic: By O.C.C. only, but a magic wielding Gromek is unheard of, super-rare.

Psionics: None.

O.C.C.s Palladium Fantasy RPG®: All Men of Arms (especially Soldier, Knight, and Paladin), and can also be any other warrior type or clergy, but find most gods unworthy of their worship.

O.C.C. Rifts®: Any Men of Arms including *equivalents* to formal military O.C.C.s (Grunt, Commando, Ranger, etc.), with the exception of power armor, robot and vehicle pilots. Can also be a Vagabond, Rogue Scholar, City Rat, Wilderness Scout or Hunter-Trapper. Not likely to even think about pursuing a practitioner of magic O.C.C. with the possible exception of the Conjuror. That one would appeal greatly to a Gromek.

R.C.C. Skills: All Gromek, raised by other Gromek, are trained in combat beginning at an early age and know the following skills regardless of their O.C.C.: Hand to Hand: Expert (may be improved for the cost of one other skill), Wrestling, W.P. Sword, W.P. Blunt, W.P. Archery & Targeting, and literate in their native Gromek language 98%. Females also know Holistic Medicine and First Aid (both +10%).

The True Gromek Warrior O.C.C. & Skills: A Gromek who is strictly a young, Gromek warrior out to prove himself in combat is roughly the equivalent to the **Palladium RPG's** Soldier, or to a lesser degree, the **Rifts®** Wilderness Scout (minus the high technical skills unless born and raised on Earth). The following is the skill selection for a *Traditional Gromek Warrior*

straight away from his home world. In addition to those skills already listed above, select one additional ancient W.P., two modern W.P.s (learned since he's arrived or from a previous expedition to another world), upgrade Hand to Hand to Assassin or Martial Arts or Commando, select two skills from the Domestic category, two from Espionage (females select four), three Physical, and four Wilderness skills (females select two); all at +10% where applicable. Use the Wilderness Scout O.C.C. experience table. Note that Gromek Warriors adapt quickly to the use of modern M.D.C. body armor and energy weapons. They love Vibro-Blades, the Neuro-Mace and (rare, usually Naruni) force field technology.

Average Life Span: 180 years.

Habitat: Prefer mountains and tall hills of moderate to hot temperature. An outpost tribe of about 75-120 is known to exist in the Allegheny mountains of America, that roam the wilderness of Pennsylvania and Maryland. Another 100 are believed to exist in the Canadian Rocky Mountains, and individuals and small groups are scattered here and there exploring the world. **Note:** All Gromek are loyal to other Gromek. Many are lone individuals.

Enemies: Humans and most intelligent life forms. They will see the Lyn-Srial and other intelligent flying humanoids as their instant rivals.

Allies: Occasionally ally themselves with Trolls or Giants.

Notes: Although most Gromek will unite against a common foe or to engage in a major military campaign, they usually live in small communities of about 80 members, with seldom more than 300 to 400 members in a particular village. However, in land dominated by Gromek, there may be scores of these villages clustered together representing thousands. The smallest clan or scouting group will contain 2D6 warriors, half are female.

Gromek generally mate for life and are extremely protective of and loyal to family, friends, and clan. Females give birth to one or two offspring after a gestation period of twelve months. Males begin physical and combat training by age five, while females begin to learn holistic medicine, literacy and strategy. Physical training for females starts at age 7. Males reach full maturity by the age of sixteen, females by 13.

The Gromek of Rifts Earth may be part of an invasion force or adventurers lost in a strange dimension (probably the latter considering Gromek have been around for at least 100+ years and no invasion has come yet).

Gruunor

The Gruunor is a giant, segmented insect that lives in dark, subterranean dwellings such as caves, tunnels, sewers, and ancient ruins. They appear to have two heads at both ends of their long, plated, caterpillar-like body. One head is genuine, the other is actually its rear stinger, a clever, natural disguise to trick predators (can't tell which end is which). The front, real head can deal a vicious bite, while the false head has a retractable stinger. The Gruunor is an aggressive predator, but not too intelligent and makes little distinction about its prey. The insect attacks just about any mammal, including humanoids, it happens to encounter. If its prey proves too difficult, the Gruunor curls up into a ball, like an armadillo, and stays still, its natural body

armor protecting it against most attacks, until its opponent decides the insect is dead or not worth the trouble of killing. The monster's most vulnerable vital spot is its soft underbelly which is only visible when it rears up to bite.

Thankfully for the people of *Rifts Earth*, the Gruunor is an S.D.C. creature. Despite that, they are often kept by evil beings as pets, and to threaten, torture and devour mortal victims peeled out of their Mega-Damage body armor.

Alignment: Considered a Miscreant evil monster, predator.

Attributes: Insect attributes are much more consistent than humanoids so there is less range for variation. The weak perish. I.Q. Low animal, virtually a mindless predator, M.E. 8+1D6, M.A. 1D6, P.S. 20+1D6, P.P. 11+1D6, P.E. 20+1D6, P.B. 1D6, Spd 4+1D6

Hit Points: 6D6+2 (can be damaged directly when the underbelly is struck).

S.D.C.: 1D4x100, which means it has the equivalent of 1-4 M.D.C., but is still damage by S.D.C. weapons.

Armor Rating: 16 (19 when rolled up in a ball).

Horror Factor: 13

P.P.E.: 1D6

Size: 4 to 6 feet (1.2 to 1.8 m) long.

Weight: 80 to 110 pounds (about 45 kg).

Natural Abilities: Nightvision 60 feet (18.3 m), climb/scale walls like a spider 90%/80%, and fire and cold resistant (does half damage even if M.D. in nature).

Attacks per Melee: Three.

Bonuses: +1 to strike, parry, and dodge, +1 on all saving throws and pretty much impervious to Horror Factor (it's too dumb to be afraid until it finds out it has bitten off more than it can chew, and then tries to scurry away).

Damage: Bite inflicts 1D8 (or 2D4) S.D.C. damage, tail stinger 2D6 S.D.C. plus P.S. damage bonus. Considered to have Bionic Strength on *Rifts Earth*, which means a power strike with the stinger (counts as two of its melee attacks) inflicts 1 or 1D4 M.D.

Magic: None. **Psionics:** None. **O.C.C.:** None.

Average Life Span: 8 years.

Habitat: Ruins and subterranean dwellings in most any climate except extreme cold.

Enemies: None.

Allies: None.

Notes: Lays 3D4 eggs once a year on the ceiling of a cave, sewer or ruin. They hatch within three months, reaching maturity within 6 months. They collect no treasure, but valuables may be scattered about from unfortunate adventurers who fell victim to the monster. Often found in small swarms of 2D6.

On *Rifts Earth* they are known to exist in the ruins of Old Chicago, Detroit and Windsor. The inhabitants of Old Bones, near Quebec, engage in a regular pest control program to exterminate them, but the darn bugs keep popping up in small numbers. Some of the Chi-Town 'Burbs (so close to Old Chicago where the Gruunor originate via dimensional Rifts there) also have an ongoing problem with Gruunor, though nothing epidemic.



Gryphon

Gryphons are incredible creatures first recorded in the pages of Greek mythology. Once believed to be a fictional monster, the inhabitants of *Rifts Earth* know that the mythological animal is real, though no one can explain from where they may have come. The magnificent animal is a combination eagle and lion, and exudes beauty, grace and power. Gryphons have apparently popped up everywhere. They are known to inhabit the mountains of Canada, the U.S., Mexico, South America, Europe, and Atlantis. They are especially numerous in England, Ireland, Greece and the coast of France. Gryphons also inhabit mountainous places in Asia, but are comparatively scarce in that part of the world. Gryphons love remote mountain ranges and forested islands where they prey on small- to medium-size mammals, such as rabbits, sea birds, sheep, goats, deer, and wild boar/pig. A hungry Gryphon or a bold flock have been known to attack humans and small D-Bees, but such attacks are the exception, not the rule.

Gryphons have become coveted as a trained pet and riding animal. The famous giant Cyclops are especially skilled at domesticating and raising Gryphons. The Splugorth frequently employ Cyclops to raise, train, sell and trade Gryphons to a large variety of clients both on Earth and in other dimensions. The Simvan Monster Riders and Psi-Stalkers are also excellent trainers of the mythical animal.

Alignment: Any. Wild Gryphons are generally considered to be Anarchist or evil, tame animals are generally considered Unprincipled or Anarchist.

Attributes: The number of six-sided dice rolled is as designated. I.Q. High animal intelligence (about equal to a human I.Q. 5), M.E. 1D6, M.A. 1D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 4D6, Spd 4D6 running, 1D6x10+48 flying.

M.D.C.: On *Rifts Earth*, the Gryphon becomes a M.D.C. creature with 6D6+50. (In an S.D.C. setting, the creature has the P.E. number +40 for Hit Points, 4D6+20 S.D.C. and an A.R. 9.)

Horror/Awe Factor: 13

P.P.E.: 1D6x10, a creature of magic.

Size: 4 feet (1.2 m) tall at the shoulders, about 7 ft (2.1 m) long.

Weight: 150 to 230 pounds (67.5 to 103.5 kg).

Average Life Span: 200 years.

Natural Abilities: Fly, Supernatural Strength, nightvision 120 feet (36.6 m; can see in total darkness), super keen vision like a hawk (can see a rabbit two miles/3.2 km away), 180 degree arc for peripheral vision, track by sight 54%, prowl 66%. Can learn a wide range of as many as three languages (level of understanding is about 50%). Instinctively hates vampires and all types of undead.

Attacks per Melee: Three for a young Gryphon or four attacks for an adult.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike and dodge, and +2 on all saving throws.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage, full strength claws inflict 2D6+4 M.D., nipping bite 3D6 S.D.C., full strength bite 1D6 M.D.

Magic: None. **Psionics:** None. **O.C.C.:** None.

Language: None, other than growls, but can understand spoken words if so trained.

Value: An untrained hatchling 10,000 credits, tamed/trained adult 300,000 credits. Tamed Gryphons are surprisingly loyal to their masters.

Habitat: Mountain ranges, especially coastal mountains, and forested islands of almost any climate, tropical to cold.

Enemies: None. **Allies:** None.

Notes: In the wild on Earth they often gather in loose knit flocks of 4D4 to 1D6x10. A mated pair (they mate for life) can bear 1D4 offspring once every eight years. The young leave the parents at the age of seven and reach full maturity by age 12. Gryphons generally attempt to avoid conflict, attacking only when hungry, attacked first, hurt, scared, threatened, or when protecting its young or mate. Once engaged in combat, they will fight until their opponent is slain or retreats.

Harpies

A Harpy is a gigantic, monstrous bird with the head and upper body of a hideous woman, reeking of decay and defecation. The half-bird half-woman creatures hate everything that is good and beautiful. The wicked and vindictive fiends seek out all things of beauty and goodness to molest, deface and destroy. They torture and kill for pleasure and cannot be reasoned with nor befriended, for Harpies are the living embodiment of envy and hatred.

According to one Palladium World legend, a high priest, vexed at a petty crime, called down a great curse. The gods responded, irritated and vengeful, with a plague of Harpies. They have been a pox on that world ever since. In reality the supernatural monsters are demonic scavengers from another dimension where they feed on the carcasses of carrion as well as kill and eat the weak, sickly and attractive.

Harpies have periodically appeared on Earth and the Palladium World for eons. The dimensional Rifts on Earth have given them renewed and easy access to our small blue planet, as well as access to others and plenty of attractive life forms to torment. The vast mystic energy of Rifts Earth turns the horrid



beasts into Mega-Damage fiends who delight in chaos and death. In fact, legend has it that during the early days after the Great Cataclysm and into the new Dark Age, flocks of Harpies descended upon the land in an orgy of murder and carnage. Today (circa 109 P.A.), Harpies appear in small bands of 3D6 but still, sometimes, gather en masse to lay waste to the countryside or wreak havoc in the skies of an unsuspecting town or city.

Alignment: Miscreant (45%) or Diabolic (55%) evil only.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 1D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd. 4D6 running or 1D4x10+40 flying.

M.D.C.: Becomes a Mega-Damage creature on Rifts Earth with 4D6x10 M.D.C. (Normally has P.E. number +20 for Hit Points, 2D4+20 S.D.C., and an A.R. of 6.)

Horror Factor: 12

P.P.E.: 1D6x10

Size: 7 feet tall (2.1 m), and an 18 foot (5.4 m) wingspan.

Weight: 200 pounds (90 kg).

Average Life Span: 2,000 years.

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), keen color vision, poor sense of smell. Their body reeks of a horrible stench that causes all who breathe the putrefied air to gag and vomit, thus reducing attacks per melee by *half* and victims also suffer these additional penalties: -2 on initiative, -2 to strike, and -3 to parry and dodge. Range of the stench is a 25 foot (7.6 m) diameter around the Harpy. Victims get the standard saving throw versus nonlethal poison/toxin; a successful roll (16 or higher) means no ill affect. Characters in full environmental armor breathing recirculated air (not outside air) are *not* effected, nor are those in gas masks. Characters wearing air filters suffer half the penalties, above, and lose two attacks/actions per melee round instead of half.

The Harpies' supernatural aspect enables them to sense the presence of good or evil within 120 feet (36.6 m) or by looking at a person; an automatic psionic-like ability, but one that does not cost any I.S.P. or make the creature psychic.

Attacks per Melee: Four on Rifts Earth (normally three).

Bonuses (in addition to attributes): +4 to S.D.C. damage, +2 to dodge, +2 to save vs magic, +4 to save vs poison/toxin/drugs and +2 on all magic saving throws.

Damage: Supernatural P.S. on Rifts Earth. A restrained claw attack inflicts 3D6 S.D.C., full strength claw attack inflicts 2D6 M.D., a bite 1D4 M.D.

Magic: None.

Psionics: Standard, roughly the same as humans.

O.C.C.: None. A creature of instinct. NOT recommended as player characters; pure evil.

Language: None, speaks in shrill whistles and shrieks. Can understand Gobblely and Dragonese 65%, may pick up bits and pieces of (1D6) other languages at 45%.

Enemies: Humanoids in general, beautiful creatures (both animal and intelligent) in particular. Sometimes joins forces with other flying predators like the Peryton as well as Gargoyles and demons.

Habitat: Seem to prefer to roost along rocky coastlines, islands, and mountain ranges, but can be found causing mayhem anywhere.

Hytril

Optional Player Character

Hytril are natives of the Palladium World sometimes known as "monkey-men." They are not monkeys at all, but an intelligent race of small, tree dwellers more closely related to lemurs than monkeys. They are agile with lightning fast reflexes and swing, leap, climb and race through trees like miniature acrobats. Hytril are extremely cunning and learn some things very quickly. However, their intelligence is lower than the average human and their emotional state is selfish and childlike. Both of these character aspects limit the extent of their learning. Most Hytril can understand and even speak a new language within just a few weeks, largely due to their fascination with humanoids, and they learn to use simple weapons and devices, but little more.

Whenever humanoids wander near a Hytril tribe, the little creatures will observe them intensely from the shadows and from leafy tree branches. Inevitably, a handful are likely to come out of hiding with arms full of fruits, a snappy little dance and a couple of choice human (or whatever) words that they learned from their last encounter with visitors.

Although Hytril love the companionship of the handsomer humanoids, they are, themselves, mischievous and crafty thieves. A Hytril will search through a person's belongings without hesitation; a manifestation of their selfish and inquisitive nature. If caught rifling through someone's belongings, the little fellow will bat his big loveable eyes and flash a toothy smile with all the innocence in the world, while it palms a gem, dagger or morsel of food and scampers off.

Most Hytril are fatally attracted to *shiny objects*, from gold, silver, and gemstones to any highly polished metal or glass. They are especially tickled with mirrors. Unfortunately, like a terribly spoiled child, if a Hytril can't win an object from someone through favors and personal charm, the scoundrel will attempt to take it. If theft is impossible, the little beast will throw a temper tantrum of astonishing magnitude. Some Hytril are so selfish and spiteful when they can't get their way that they retaliate with vandalism and cruel tricks. They can also become very jealous of their temporary human companions which can lead to squabbles and other problems within a Hytril clan as two or more vie for the affection of one specific human.

They are so enthralled by humanoids that the Hytril tribe will continue to ape and imitate them long after they have gone. Typically, Hytril tribe members wear hats, articles of human clothing and jewelry, use daggers, kitchen utensils, mirrors, combs, and other items, as well as bandy about a potpourri of words and phrases from any number of languages (all in the proper context, too).

Alignments: Any, but usually Unprincipled (35%) or Anarchist (45%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 4D6, P.S. 2D6, P.P. 5D6, P.E. 2D6, P.B. 4D6, Spd. 4D6 running and climbing, but add +20 to speed when leaping/swinging through tree branches.

Hit Points: P.E.+20 and the usual 1D6 per level of experience.

S.D.C.: 30. **A.R.:** None.

M.D.C.: Being mortal creatures of flesh and blood, Hytril need

to wear M.D.C. body armor or use a force field generator (super rare on Rifts Earth) or a bit of magic to protect themselves. Their diminutive size and lemur/monkey-like shape requires piecemeal and custom-made body armor with about 15-25 M.D.C. maximum (force fields and magical armor conform to the size of the creature without affecting the M.D.C. protection provided).

Horror Factor: 6

P.P.E.: 2D6

Natural Abilities: Nightvision 60 feet (18.3 m; can see in total darkness), excellent color vision and hearing, climb and rappel (see skill), leap up to 6 feet (1.8 m) high or 12 feet (3.6 m) lengthwise/across, track by smell 44%, and possess a prehensile tail which they can use like a third hand to grab onto branches, hang upside down, grab and carry objects or young, and so on. Also see O.C.C./R.C.C. skills.

Attacks per Melee: Four.

Bonuses (in addition to attributes & skills): +3 on initiative, +2 to strike, +3 to parry and dodge, +5 to roll with punch or fall, and +2 to save vs poison. This is in addition to attribute bonuses.

Damage: Scratching or punching inflicts 1D4 S.D.C. damage, bite 2 S.D.C. points of damage, or by weapon (usually a small weapon like a knife, dart, stick or small club/blackjack).

Magic: None. **Psionics:** None. **O.C.C.:** None.

R.C.C.: Natural thieves, con-men, and scavengers with the following skills (all start at first level): Dance (+5%), Prowl (+20%), Acrobatics (+5%), Climb/Rappel (+20%), Swimming (+5%), Concealment (+4%), Palming (+10%), Pick Pockets (+10%), Pick Locks, Streetwise, Track Animals, Identify Plants & Fruits (+10%), Land Navigation (+10%), Wilderness Survival (+10%), Faerie Lore, W.P. Knife or Blunt (pick one), and Languages: Gobblely 98% (native tongue) and select two at +10% and select another three without benefit of bonuses.

Can also select a total of six Secondary Skills at level one, and two more at levels 4, 8, and 12 from the following categories: Communication (Radio: Basic, only), Domestic (any, +10%), Electrical (Basic only), Medical (First Aid only), Pilot (Automobile, Motorcycle, Sail or Row Boat, and Ground Hovercraft only and at a penalty of -10%), Science (Basic Math only), Technical (any, excluding Computer Programming), W.P. (any, except Heavy Weapons). **Experience Table (Rifts®):** Same as the City Rat.

Average Life Span: 35 years, but some can live to 70.

Value: As a pet 2000 credits, for fur 200 credits (many consider the Hytril to be a clever animal).

Habitat: Prefer tropical and sub-tropical forests. On the Palladium World the Hytril are indigenous only to the Floenry Isles. However, many of those brought back to the mainland as pets and oddities have escaped and now prosper in the Yin-Sloth Jungles and the Land of the South Winds. On Rifts Earth, the Hytril are found on Atlantis where they are sold as slaves and pets by the Splugorth. Some have escaped captivity and have established a few small communities among the trees of *Dinosaur Swamp* (Florida & Georgia) and Central America.

Enemies: Jungle predators, especially *jungle cats* known by the Hytril as "hunters." Don't trust or like the very large or uglier humanoids.

Allies: None, per se, but love humans, and human-like humanoids and the prettier Faerie Folk.

Size: Two and a half feet (0.76 m) tall from nose to buttocks, the tail adds another three feet (0.9 m).

Weight: 25 to 40 pounds (11 to 18 kg).

Notes: They are extremely inquisitive, curious, playful and innocent, roughly equivalent to a seven year old child. Hytril mate as often as every other year (they do not mate for life), bearing 1D4 young who reach maturity by the age of four. A typical tribe or community ranges from 30 to 120 members.



Kelpie

The Kelpie is a murderous monster with the head of an ugly horse, clawed hands, human trunk, horse-like rear legs, and dark brown, grey or black complexion. The Kelpie lurks near or in deep rivers, streams, and swamps where the fiend waits for its unsuspecting prey. Although humanoids are favorite targets, no intelligent being is safe from its ravenous hunger. The Kelpie lurks hidden underwater, usually near the water's edge, where he stalks his victim. The standard method of attack is to suddenly spring out of the water and drag prey under the waves to be drowned and eaten. Kelpie are also known to engage in hand to hand combat, though they seldom use a weapon, and are fierce combatants upon dry land or in the water.

To make these hateful creatures even more dangerous, they can transform into the shape of a grey or black stallion. In this guise the Kelpie can feign tameness, allowing a traveler to mount and ride it, then the horse suddenly goes crazy, runs and plunges into a body of water, turning into its demonic humanoid form to slay and devour its rider. Ancient pre-Rifts myths include the Kelpie among the denizens of Faerie Folk that have plagued mankind since the beginning of time. The great mystic energies since the Coming of the Rifts have served to make the Kelpie more powerful, transforming the beast into a supernatu-

ral, Mega-Damage monster. Kelpie are typically present at any place other Faerie Folk are found, but are especially common in England, Ireland, The New German Republic, and Europe.

Alignment: Miscreant or Diabolic evil, only!

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 5D6 (minimum P.S. of 22), P.P. 3D6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running in humanoid form, 6D6+40 running as a horse and is also the speed swimming. Supernatural P.S. and P.E. (inflicts M.D. and doesn't tire).

M.D.C.: 1D4x100 (Normally has P.E. number +30 for Hit Points, 3D6x10 S.D.C. and an A.R. of 9).

Horror Factor: 16

P.P.E.: 2D6

Natural Abilities: Swimming 92%, breathe underwater (indefinitely), breathe air, see underwater, infrared and ultraviolet vision (can see heat emanations of his prey in the dark and in gloomy waters), nightvision 30 feet (9 m; see in total darkness), metamorphosis at will into a horse (no limitation as to length of time, though usually a short period).

Attacks per Melee: Five attacks per melee.

Bonuses (in addition to attributes & skills): On dry land: +1 to strike, parry, and dodge. Underwater: Add one melee attack and +3 to strike, +4 to parry and dodge, +2 on initiative.

Damage: As per Supernatural P.S. A bite inflicts 1D6 M.D., full strength claw attack does an extra 2D6 M.D. in addition to the usual M.D. from Supernatural Strength, a power *punch* does the usual double damage (do *not* add in claw damage for a "punch"), kick does 4D6 M.D., or by weapon (rare).

Magic: None. **Psionics:** None.

O.C.C.: None. A demonic and malevolent Faerie Folk, not recommended as a player character.

Skills of Note: Languages: Gobblely/Goblin and Faerie Speak 98%, 50% chance of speaking the dominant language of the area at 45%. Also knows Faerie Lore 80%, Demon & Monster Lore 50%, Land Navigation 50%, Wilderness Survival 90%, and W.P. Blunt.

Average Life Span: 300 years.

Habitat: Swamps, bogs, rivers, and streams of any climate; often near or at a ley line.

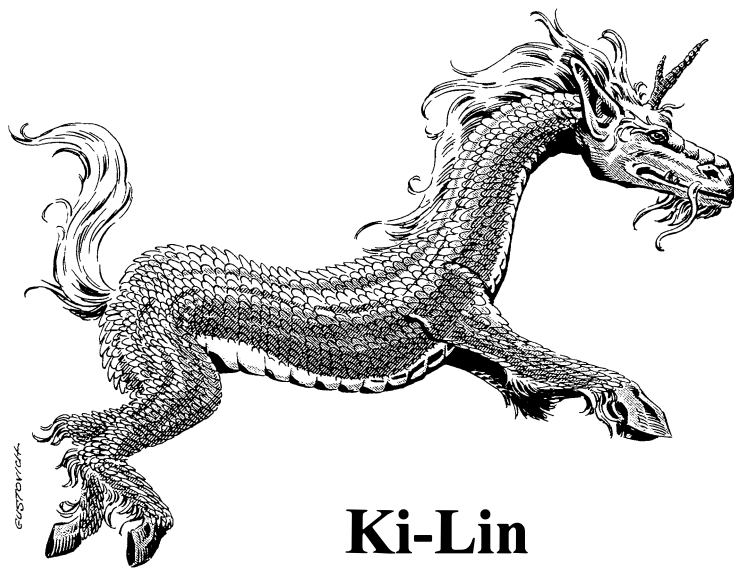
Enemies: Hates all life, especially mortals.

Allies: Other evil Faerie Folk like Bogies, Toad Stools, Pucks, Hairy Jack, and Deadmoon Hag, as well as creatures such as the Waternix and possibly other evil aquatic beings.

Size: 6-7 feet (1.8 to 2.1 m) tall in humanoid form.

Weight: 200 to 300 pounds (90 to 135 kg).

Notes: Kelpies hate all life forms, especially humans and Elves. They have no need nor desire for treasure, but may keep an occasional item, gold, gem, or magic, in its lair at the river's edge or muddy bottom as souvenirs of conquests. The lair can be recognized by the multitude of skeletons, rusty armor, weapons, and artifacts from the Kelpie's many victims left to rot. Most items are corroded beyond salvaging. The actual lair is usually a tangle of weeds, sunken ship or rocky outcropping. A typical treasure is worth 6D6x100 credits.



Ki-Lin

Optional Player Character

This unusual horse-like, dragon-like creature can hardly be called a monster, for it is a gentle, wondrous being and harbinger of good luck. The Ki-Lin has been known in the myths of pre-Rifts China and appears to be indigenous to that land. One or two are occasionally seen running playfully on the wind or in beautiful or peaceful, Zen-like places throughout the world, but are most common in China and Asia.

The Ki-Lin are, with rare exception, virtuous, kind, and good creatures of magic. As such, they cannot forsake any living creature in pain or in need of help. Although most tend to avoid interaction with humanoids, including humans, they have been known to aid them in combat against the supernatural, evil forces, disease, and despair. Some may even join a group of human adventurers and may stay with them for years if they become friends. However, the Ki-Lin is a *trouble magnet*. They are hated by demons and other evil supernatural beings and because the Ki-Lin always try to help the people in trouble they often interfere with the machinations of evildoers and dark gods, often earning them their lasting enmity.

Alignment: Any, but almost always Principled (50%) or Scrupulous (40%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 5D6, P.S. 4D6, P.P. 4D6, P.E. 5D6 (never lower than 20), P.B. 5D6 (never lower than 20), Spd. running 6D6, flying speed is 22 or 15 mph (24 km). Supernatural P.S. and P.E.

M.D.C.: P.E. attribute number +90 (Normally has P.E. +60 Hit Points, P.E. +45 S.D.C., and an A.R. of 14).

Horror Factor: None to good beings, 14 to supernatural evil.

P.P.E.: 2D6x10 (plus 20 per level of experience if a practitioner of magic).

Size: 4 feet (1.2 m) at the shoulders.

Weight: 600 to 1000 pounds (270 to 450 kg).

Average Life Span: 5000 years.

Natural Abilities: Fly, prowl 55%, swim 60%, nightvision 90 feet (27.4 m; can see in total darkness), see the invisible (a natural ability), turn invisible at will (no limitations as to how long or how often), fire and cold resistant (even magic fire and cold do half damage), bio-regeneration (2D6 M.D.C. per melee), healing touch (restores 2D4 Hit Points or 4D4 S.D.C. per touch), sense evil within 120 feet (36.6 m). The presence of

these beautiful, majestic creatures inspires all good people, giving them a temporary skill bonus of +5% to all skills and adding +1 to parry and dodge when performing an act of good.

Attacks per Melee: Five on Rifts Earth (normally four).

Bonuses (in addition to attributes & skills): +4 on all saving throws and +2 to parry and dodge.

Damage: Bite inflicts 1D8 M.D., kick: front legs inflict 2D6 M.D., rear kick 3D6 M.D., or by magic if any is known.

Magic: Only abilities gained from a magic O.C.C.

Psionics: Standard, roughly the same as humans.

O.C.C./R.C.C.s Palladium Fantasy RPG®: Many young Ki-Lin are completely without formal education, relying exclusively on their natural abilities. Older Ki-Lin often study and adopt the skills from one of the following O.C.C.s: Scholar, Healer, Druid, or any men of magic. Regardless of O.C.C. use the Dragon experience table. Start at first level experience.

O.C.C./R.C.C.s Rifts®: Many young rely exclusively on their natural abilities, but older Ki-Lin often study and adopt the skills from one of the following O.C.C.s: Body Fixer, Rogue Scholar, Rogue Scientist, or any practitioner of magic, excluding dark magic like Necromancy. Use the Dragon experience table regardless of occupation (if any). Start at first level experience.

R.C.C. Skills: Speaks *all* languages 98%, but must study to become literate in one. Faerie Lore (+20%), Demon & Monster Lore (+15%), Land Navigation (+20%), Astronomy (+20%), Basic Math (+20%), and Art (+10%). All are in addition to possible O.C.C. skills.

Value: At least 250,000 credits as a slave. For alchemical purposes: bones are 1000 credits per pound, hooves 500 credits each, mane or tail 2000 credits.

Habitat: China is its homeland, but Ki-Lin can be found anywhere, though they are very rare.

Enemies: The evil supernatural monsters and other forces of evil.

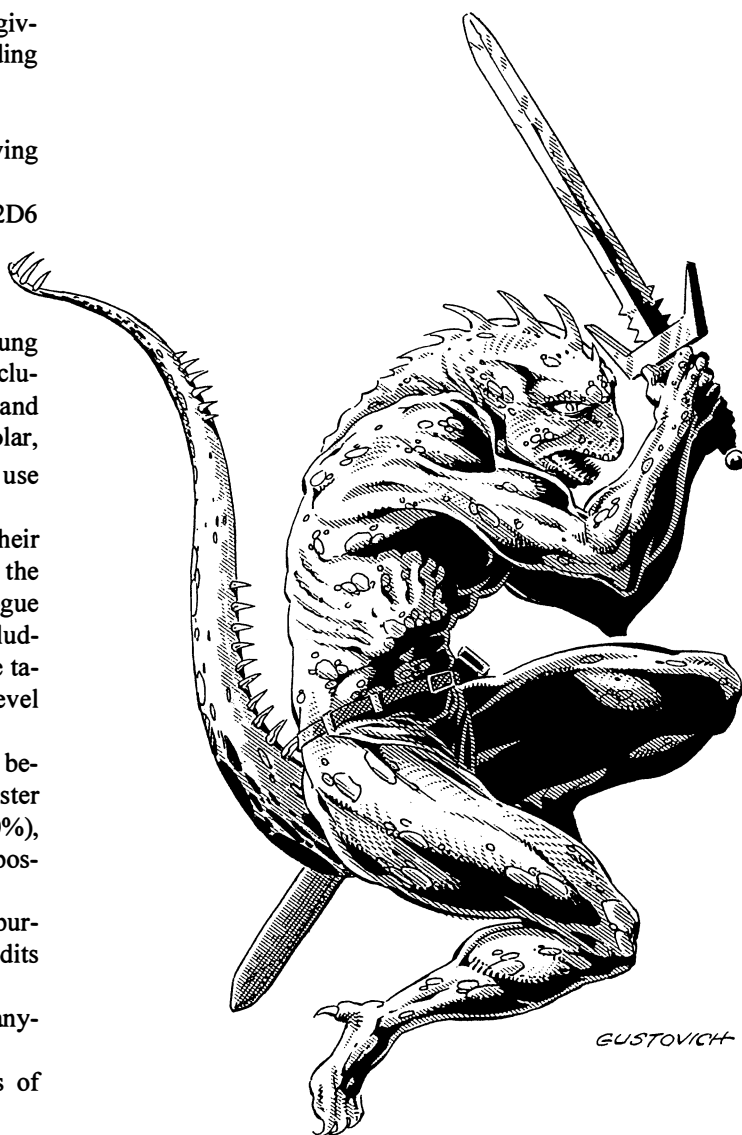
Allies: Faeries, Sprites and Faerie Folk in general, as well as Kukulcans, dragons, and creatures of good alignment.

Notes: Ki-Lin mate for life, bearing one offspring as often as every 800 years. Their young don't reach full maturity until they're 200 years old. They rarely collect worldly possessions, but most do study language, history, art, and magic. Although intelligent, the Ki-Lin are creatures of the wind and magic, and spend much time enjoying the simple pleasures of playing in the natural world. Many older Ki-Lin are knowledgeable in at least one area of magic, although their skill and ability rarely exceeds sixth level proficiency. They are gentle observers of life and mere dabblers in its mysteries.

Palladium Lizard Men

Optional Player Character

A variety of different reptilian humanoids exist in the world of *Rifts®*. Palladium Lizard Men are one of the many vital, aggressive races of semi-aquatic humanoids indigenous to the Palladium World. Their physical appearance is definitely reptilian with fine, scaly, green skin and bright green or blue eyes. They are typically of good alignment, but allow nothing to stop their steady colonization of the various waterways. A dimension trav-



eling, Lizard Man Summoner discovered the planet Earth shortly after the Great Cataclysm that marked the reappearance of magic and the Rifts. As fate would have it, the Summoner popped in through a Rift in *The Land of a Thousand Islands*, in a place once known as *South America*. There his heart swelled with unbound joy, for never had he seen a more suitable land for his people. Everywhere he looked was tributary after tributary slicing the land into hundreds of smaller islands. A land filled with thousands of natural canals. He raced home, told his tribe about this paradise and returned to Earth with his entire tribe of nearly a thousand people.

The Palladium Lizard Men have thrived over the last 300 years in this primitive and forsaken land. Impressive cities consisting of buildings raised on poles directly over the water are found deep within the Amazon jungle. These cities contain up to 30,000 inhabitants with smaller villages of 200 to 1200 members scattered throughout the rain forest. Their principal diet consists of aquatic creatures like fish, shellfish, amphibians, snakes and other reptiles.

Palladium Lizard Men are instinctively driven to spawn and colonize the land along waterways, especially rivers. Though colonization is a consuming objective, aggressively pursued, the Lizard Men do not usually attack any intelligent beings without cause. They may threaten, chase and even capture and physi-

cally remove uncooperative interlopers, but they seldom engage in wholesale slaughter or torture. The Lizard Men are content to let land dwellers live in peace, so long as they do not threaten their people, or inhabit land coveted by the territorial reptilians. Thus, human travelers, by land or boat, are ignored and left unmolested as long as they keep “passing through.” Many tribes offer travelers a meal and place to sleep provided that the outsiders move along the next morning. Some have even established trade with other humanoids in the general area. However, if even a single Lizard Man is injured by an outsider, the entire community mobilizes to war. These polite and friendly people can instantly transform into savage warriors when threatened or angered. Many are familiar with Mega-Damage energy weapons and body armor, though few own any. The Lizard Men have a comparatively low level of technology. The only high-tech items they have are those captured, stolen, or found.

Rifts® Note: These are the independent – primitive, if you will – Lizard Man clans and colonies who prefer to live simple lives as their forefathers did. There are also those who have built or joined large advanced civilizations, including the *Kingdom of Bahia* and aggressive *Kingdom of Lagarto*. The latter is especially dangerous because of its increasingly strong ties to the Splugorth and Atlantis. The Lizard Men of Lagarto use Kittani technology and are allowing themselves to be manipulated by a cult of dragon worshipers. The growing discord between warmongers and peaceful citizens seems certain to erupt in civil war and crisis. See **Rifts® World Book Six: South America One** (and **World Book Nine: South America Two**).

Alignments: Any.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 3D6 running and climbing; twice as fast swimming.

Hit Points: P.E. attribute number +12, plus 1D6 per level of experience.

S.D.C.: 4D6 plus those acquired through O.C.C. and physical skills.

M.D.C.: Since Lizard Men are S.D.C. creatures, so they must acquire Mega-Damage body armor (and weapons) to deal with many of the Mega-Damage threats and tech-based outsiders. Most wear homespun body armor, but others use high-tech gear acquired through trade.

Armor Rating: 9, fine scaly skin.

Horror Factor: 13 when in an attack frenzy.

P.P.E.: 2D6

Size: Four and a half to five and a half feet (1.37 to 1.6 m).

Weight: 80-150 pounds (36 to 67.5 kg).

Average Life Span: 50 years.

Appearance: Short, thin, reptilian humanoid with a thick snaking tail nearly as long as its body. Frills, like those of an Earth Iguana, run from the forehead down the spine to the tip of the tail.

Natural Abilities: Breathe underwater (indefinitely), natural polarized vision, and swim 90%.

Attacks per Melee: As per O.C.C. and Hand to Hand training.

Bonuses (in addition to attributes, O.C.C./R.C.C. & skills): +1 on initiative and +3 to save vs poison/drugs, +1 to strike and parry underwater, +2 to dodge underwater.

Magic: By O.C.C. only.

Psionics: Standard, roughly the same as humans.

O.C.C.s Palladium Fantasy RPG®: Any.

O.C.C.s Rifts®: Any, except cyborg or formal Coalition-style military O.C.C.s.

Skill Note: All Lizard Men speak the Dragonese/Elven language at 98% as their native tongue regardless of O.C.C. At least a third of those who live in the large cities are also literate (+20%).

R.C.C. for the Lizard Man Hunter: The average, “uncivilized” Palladium Lizard Man is basically a hunter, provider, and defender of his people. The following are the skills of the Palladium Lizard Man Hunter/Warrior R.C.C., either use this or select an O.C.C., but not both.

Fishing (+20%), Dance (+5%), Play Musical Instrument (+5%, particularly fond of wind and percussion instruments), speak Dragonese/Elven 98% (not literate), Basic Math (+5%), Climb (+10%), Pilot Sail & Row Boats (+10%), Boat Building (+15%), Carpentry (+15%), Hunting, Track Animals (+5%), Skin & Prepare Animal Hides, Preserve Food (+5%), Land Navigation (+10%), Wilderness Survival (+10%), Hand to Hand: Expert, two ancient W.P.s of choice, and (on Rifts Earth) one modern W.P. of choice. Can also select six secondary skills at level one and two at levels four, eight and twelve from any categories excluding Electrical, Mechanical, Medical (limited to First Aid and/or Holistic Medicine), Science, and Computers.

Habitat: Rivers, streams, swamps and lakes. Known to inhabit the northern half of South America on Rifts Earth.

Enemies: None per se.

Allies: Were-panthers.

Notes: Lizard Men prefer large swords, ball and chain, spears or short bows. Although superb carpenters, they are not knowledgeable in making metal weapons and items, nor especially well versed in high technology (some more than others), so they will gladly trade canoes, woodwork, jewelry, food, services and other valuables for Mega-Damage weapons, armor, and other items of interest.

On the Palladium World they are a dying race. Rifts Earth has given the Lizard Men a new lease on life. Eggs are laid in nests of mud and sticks underwater, hatching within five months. A single female lays 4D6 eggs and will visit the nest often to guard it. On Earth, with fewer natural predators, as many as 50% survive each birth and the Earth population numbers have soared into the low millions.

Lizard Mage

Another race of lizard man is the fearsome Lizard Mage. The Lizard Mage stands about eight feet (2.4 m) tall, has a short tail, a dragon-like head and dinosaur-like feet. Their scales are a beautiful gold and silver. The eyes are a glittering, emerald green. In fact, the Lizard Mage and the Eandroth, both warm blooded, could be examples of the logical evolutionary progress of the theropod dinosaurs had they not perished on Earth millions of years ago.

Legend tells us that the Lizard Mages were among the first rulers of the Palladium World, perhaps even during the Age of Chaos. The legend suggests that the Lizard Mages were second in power only to the dreaded Old Ones and that it was they who created the Elven race! Legend also credits these creatures of magic to be the “masters of time,” preserving themselves by



traveling to other dimensions or placing themselves in a state of suspended animation in magic circles of great power. Circles not known to the Palladium World (or many others).

The Lizard Mages' level of knowledge is said to equal or surpass that of elder dragons and they are known to use their magic to explore many alien worlds. On the Palladium World, they are among the most feared and powerful beings to ever walk the planet. During the tumultuous periods during and after the Age of Chaos, thousands of these reptilian lords were hunted down and destroyed. Thousands of others escaped to other dimensions where some prospered and others perished. Still others were frozen in time by arcane magic known neither by man nor Elf, and are still found, from time to time, slumbering peacefully inside a magic circle hidden deep in an ancient ruin or underground tomb.

Lizard Mages are curious about science, magic, and the supernatural, and most are power-mongers in search of a kingdom to dominate and rule. All of which are elements that have attracted them to Rifts Earth. In the magic rich environment of Earth, they are transformed into Mega-Damage creatures and pulse with natural powers like they did so long ago in the Age of Chaos when the Palladium World was a seething, multi-dimensional ley line nexus center.

Once they have acquired a position of power or feel that they can easily overpower those around them, a Lizard Mage can be surprisingly friendly, easy-going, and helpful. Frequently, they offer their aid to inferior humanoids while figuring out the new and strange world around them, and plotting who they can take over. This is always a temporary allegiance, subject to other, more attractive, opportunities. There can be no denying the extreme egotism, impudence and pure gall of a Lizard Mage. They tend to see most other races as subordinates, servants, or sheep waiting to be sheared. Only Alien Intelligences and an occasional dragon or godling is accepted as an equal. Ultimately, every Lizard Mage craves supreme knowledge and absolute power. This often leads them on grand quests and missions to conquer those around them through force and intimidation. They are seldom satisfied with fleeting power and desire world domination. However, when the stakes get too high and their lives are threatened, they graciously abandon that particular *game* (and often that world) to pursue some new game of conquest and domination elsewhere. Or to study or explore some other part of the world for a century or two.

Surprisingly, they have little concern or interest in regard to the survival of their own race and exhibit great disdain toward one another. Nor is a Lizard Mage interested in the activities of other Lizard Mages, unless those activities interfere with their own schemes. Game Masters, these characters make great villains, always suave, sophisticated and conniving. Evil that drips with honey.

Alignment: Typically Aberrant evil (70%), but occasionally some are Diabolic, Miscreant, or Anarchist. Considered a supernatural evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6 (never lower than 17), M.E. 4D6 (never lower than 17), M.A. 3D6, P.S. 4D6 (never lower than 17), P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 4D6

M.D.C.: 1D6x100+400 (normally has P.E. number +60, plus 2D6 per level for Hit Points, 200 S.D.C., and an A.R. of 14).

Horror Factor: 17

P.P.E.: 5D6x100 as a result of the transformation from the incredible magic and psychic energy that permeates the Earth. This is close to how powerful the Lizard Mages were during the Time of Chaos on the Palladium World, when creatures of magic and supernatural beings dominated that planet.

Size: 7-8 feet (2.1 to 2.4 m).

Weight: 250-350 pounds (112.5 to 157.5 kg).

Average Life Span: 18,000 years on Rifts Earth, because the magic energy keeps rejuvenating them. Normally, without their preservation circles and time distortion through dimensional travel, they live 180 to 400 years.

Natural Abilities: Keen vision, sharp hearing, and is warm blooded. Recognize and read runes 98%, recognize wards, circles 50%, recognize enchantments 50% +2% per level of experience, recognize magic items 62% +2% per level of experience, recognize precious metals/stones 80%.

Attacks per Melee: Five physical or psionic attacks (or combination of the two) per melee, or two by magic.

Bonuses (in addition to attributes & skills): +1 to initiative, +4 to strike, +4 to parry and dodge, +4 to pull punch, +2 to roll with impact, +8 to save vs Horror Factor, impervious to possession, +4 to save vs all magic, and +3 to circle and ward strength.

Damage: Bite 2D6 S.D.C. damage, restrained claw attack 4D6 S.D.C. damage, full strength punch 2D6 M.D., power punch 4D6, but counts as two attacks.

Magic, Palladium Fantasy RPG®: Knows all power words, mystic symbols, wards, all Circles of Protection, various circles of Summoning and Power (select 1D6+1 of each), plus spells and so on learned from their magic O.C.C.s. Most can also read runes. The typical NPC villain knows eight spells from each level of magic 1-8. Three each from levels 9-15. Most have a preference for dimension and time oriented spells (Teleport, Mystic Portal, etc.). Most own one or two rune weapons and rumor claims 20% know the secrets of rune magic, though they will NEVER share/teach this coveted lost mystic art even upon threat of death.

Magic, Rifts®: A Rifts® based character is likely to be a dimensional traveler who knows all power words and most mystic symbols, can read runes, and knows how to use Techno-Wizard devices in addition to their O.C.C./R.C.C. skills. And there are a few who may be a Temporal Wizard or Temporal Warrior, Stone Mage, or even a Splugorthian style Bio-Wizard (the latter is NEVER a player character).

Psionics: All Lizard Mages are (limited) Master psychics. I.S.P.: M.E. x4, plus 1D6 I.S.P. per level of experience (the average Lizard Mage has 100 to 200 I.S.P.).

Psionic Powers (Rifts® or Palladium Fantasy®): Know *all* Sensitive and Physical powers, five Healing powers, plus the Super-Psionic abilities of Bio-Manipulation, Bio-Regeneration (M.D.C. instead of S.D.C.), and two other Super-Psionic powers of choice.

R.C.C./O.C.C.: Lizard Mage – Lord of Magic. Has learned the equivalent knowledge of two magic O.C.C.s., e.g. Wizard and Diabolist, or Line Walker and Shifter, or Palladium Summoner and Rifts Techno-Wizard, or any other logical combination. They are *NEVER* a Witch, Priest, Shaman or Druid O.C.C. and seldom a Warlock, because they will *never* look to an outside force, not even a god, for power.

The first, and primary O.C.C. area of knowledge is 2D4+6 level. The second O.C.C. area of knowledge is at 1D4+4 levels of experience. Not recommended as a player character.

In addition to O.C.C. magic and knowledge, all Lizard Mages can read mystic symbols, wards, and runes 98%. Recognizes enchantment 98%, recognize all magic circles 98%, knows all magic words, circles of protection, circles of dimensional travel, and Summoning magic (circle and spell).

Skills of Note: Dragonese/Elven 98% (literate 98% too) plus six additional languages (literate in all) at 98%, recognize magic items 80%, recognize precious metals/stones 80%. All are in addition to O.C.C. skills.

Habitat: Anywhere, anytime.

Enemies: There is a lasting enmity toward Elves and Dwarves.

Allies: Evil creatures of magic and supernatural forces. Also uses humans and other intelligent beings as his pawns.

Notes: See **Monsters & Animals** for Lizard Mage powers/stats in S.D.C. worlds with considerably less P.P.E. than Rifts Earth. Note that the Lizard Mage will immediately become an S.D.C. creature when returning to the Palladium World or most other worlds where magic energy is less. Lizard Mages are known throughout the Megaverse as rare and powerful multi-dimensional travelers. Though definitely a rarity anywhere, Rifts Earth offers so many opportunities for power-hungry exploiters like Lizard Mages, they seem to pop up regularly with perhaps as many as a dozen or two up to something at any give time (which is a large number in the grand scheme of things). Though they delight the tricking, using and cheating the Splugorth whenever they can, the reptilian mage is welcome on Atlantis and many regularly engage in nefarious trade schemes with the merchants or masters of that continent.

Loogaroo

The Loogaroo are giant, semi-intelligent, vulture-like creatures that prey on the weak and helpless, and feed on the dead. They are commonly found in deserts and wastelands. According to myth, they are witches who in exchange for supernatural powers during their lifetime, must now, after their death, live as evil carrion eaters. Whether there is any truth to the myth is unknown. What is known is that the Loogaroo are foul, unnatural creatures that cannot die from the normal weapons of man.

To add some credence to the myths and legends surrounding the Loogaroo, many are masters of the mystic arts while, at the same time, possessing some magical and supernatural abilities. On *Rifts Earth*, they are rare supernatural, Mega-Damage creatures who usually function as lone predators and villains skulking around shadowy wilderness regions.

Alignments: Evil (any) or Anarchist. Most are wicked.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 1D6, P.S. 3D6+2, P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd. 2D6 running or 1D4x10+20 in flight.

M.D.C.: 3D6x10 (normally has P.E. attribute number +50 for Hit Points, 2D4x10 S.D.C. and an A.R. 6).

Horror Factor: 16

P.P.E.: 2D4x10

Size: 5-6 feet tall (1.5 to 1.8 m).

Weight: 250-300 pounds (112.5 to 135 kg).

Average Life Span: 900 years.

Natural Abilities: Fly, nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, hawk-like normal vision (can see a dead carcass two miles/3.2 km away), turn invisible at will (no limit to how often or how long), sense magic (automatic, one mile/1.6 km range), sense good (automatic, 600 foot/183 m range), impervious to poison, impervious to S.D.C. weapons except silver ones, which inflict an equivalent M.D. on Loogaroo (i.e. a silver dagger that does 1D6 S.D.C. will do 1D6 M.D. to this creature). **Note:** "Turn Dead" magic spells and the clergy ability will not repel a Loogaroo even though they are reputed to be dead or undead witches.

Attacks per Melee: Five physical or two by magic (if known).

Bonuses (in addition to attributes, O.C.C. & skills): +1 to strike, +2 to parry and dodge, +4 to parry and dodge when *airborne/flying*, +6 to save vs Horror Factor and possession, and +3 to save vs all magic.

Damage: Bite does 1D4 M.D., restrained claw attack 3D6 S.D.C., small claws 1D6 M.D., large claws 2D6 M.D., or by weapon or magic.

Magic: None, unless of a magic O.C.C. (can range from 6-10th level).

Psionics: None.

O.C.C.s Palladium Fantasy®: Thief, Assassin, Wizard, Warlock, Diabolist, Summoner or evil priest. Not recommended as a player character.

O.C.C.s Rifts: Line Walker, Mystic, Shifter, Necromancer, Warlock, Vagabond-Mage, Vagabond-Thief, Bandit, Raider, Vagabond or Wilderness scout. Never a Techno-Wizard or Bio-Wizard.

R.C.C. Skills: Fluent in Dragonese/Elven, Dwarf, Gobbely/Goblin, and one other (usually a human tongue), all at 95%. Eighty percent can read and write Dragonese/Elven and Dwarven 95%, and Land Navigation 95%. All are in addition to O.C.C. skills.

Habitat: Ancient ruins, deserts, plains and wastelands are among their favorite haunts, as well as light forests. On Rifts Earth they enjoy the ruins of old (and not so old) cities, roosting among the shattered skyscrapers. Can be found anywhere in the world, but not very common and are usually encountered as a lone, albeit malevolent, individual, or a lone Loogaroo with 1D6+1 henchmen (Goblins, two-bit thugs or other nasty little critters).

Enemies: Humans, Elves, canine races, and all champions of good.

Allies: Goblins, Orcs, Ogres, and evil people of every variety. Those weaker than it are seen as pawns and henchmen, those of equal or greater power are seen as partners or associates, at least as long as it is to the Loogaroo's advantage. Loogaroo never do well in truly subservient roles.

Notes: Favorite weapons are small bladed items for torture, magic weapons and light energy weapons. May worship or serve an evil god(s). NEVER associate with their own kind or other men of magic when they can avoid it. For one thing, they see others of their kind as rivals, and other sorcerers as potential rivals, even if they are weaker and currently subservient. Not all Loogaroo dabble in magic, but all are terribly evil and cruel, seeking to undermine the forces of good.



Manticore

This unusual beast has the hulking body of a lion, a barbed, poisonous tail, and an ugly human face. Manticore are cruel, fearsome predators who stalk and slay humanoids, large mammals like deer and cattle, and other human-sized animals. They are cruel and vicious killers known to destroy human life and slaughter entire herds of animals for the sheer pleasure. They have been known to ally themselves with evil forces to help destroy or harm humans and other handsome humanoids. Fortunately, Manticore are quite uncommon both in the Palladium World and on Rifts Earth. (Of course they can be found on Atlantis, but then one can find and buy just about anything on Atlantis.)

The Manticore are solitary creatures, avoiding their own kind except to mate. A mature, 20 year old female will give birth to one or two cubs as often as every three years, although most bear young once every six or eight years. Gestation period is ten months and the young leave the side of their mother after two years. The male leaves to continue his roaming immediately after conception.

Alignments: Any, but almost always Miscreant (45%) and Diabolic (45%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D4+2, M.E. 2D6+6, M.A. 1D6, P.S. 2D6+16, P.P. 2D6+10, P.E. 3D6+12, P.B. 1D6, Spd. 2D6+12. Supernatural P.S.

M.D.C.: Becomes a Mega-Damage creature on Rifts Earth with 3D6x10+40 M.D.C. (Normally has 4D6+40 Hit Points, 2D4x10 S.D.C. and an A.R. of 8.)

Horror Factor: 16

P.P.E.: 3D6 even though a minor creature of magic.

Size: 8-10 feet long (2.4 to 3 m), 4 feet (1.2 m) tall at shoulders.

Weight: 600-700 pounds (270 to 315 kg).

Average Life Span: 400 years.

Natural Abilities: Nightvision 60 feet (18.3 m), Prowl 50%, Swim 50%, Climb 30%, Track by Smell 52%, and leap 20 feet (6.1 m) high or lengthwise.

Attacks per Melee: Five.

Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +5 to save vs poison, and +6 to save vs Horror Factor.

Damage: Restrained claw attack 4D6 S.D.C., full strength claw strike 2D6 M.D.C. (+1D6 if P.S. is over 25), power claw 4D6 M.D. (+2D6 if P.S. is over 25, but counts as two attacks), bite 1D8 (or 2D4) M.D., lash of the poisonous barbs of its tail, 1D8 S.D.C. plus poison does 6D6 S.D.C. damage unless its victim saves vs poison; the barb must penetrate the skin to do damage.

Magic: None. **Psionics:** None. **O.C.C.:** None.

Skills of Note: Speaks Dragonese/Elf 98% and can learn 1D4 others (+10%). Also see Natural Abilities for Prowl, Swim and other instinctive skills.

Value: Each quill of its poisonous barbed tail holds its own individual pocket of poison, making them implements of death and coveted by assassins. An individual barb will bring 100 to 150 credits. The hide is worthless. A live specimen is worth 50,000 to 75,000 credits caged and healthy for sale as a slave animal or for the arena or for its poisoned barbs (they grow back in 30 days after being "plucked").

Habitat: Grasslands, savannas, steppes and wastelands, occasionally light forests and ancient ruins. Warm to hot climates are preferred. Rarely found on Rifts Earth.

Enemies: Humans and Elves, but Manticore are generally hostile to all humanoids.

Allies: Forces of evil.

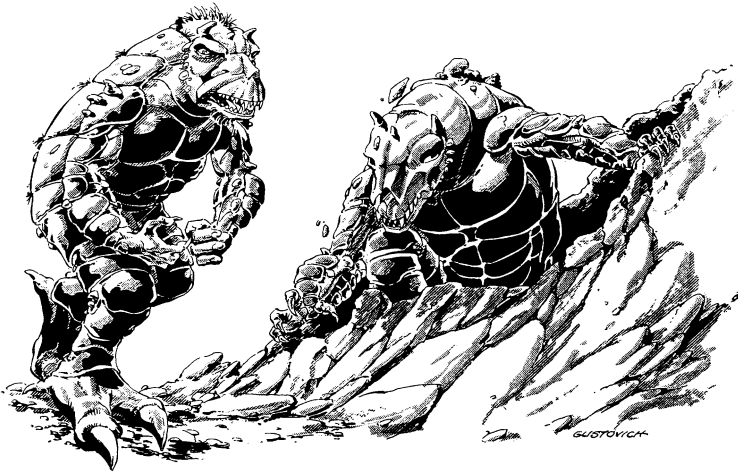
Notes: Although a Manticore has no use for treasure, they often gather a small treasure trove which is hidden in their den (a burrow or cave). It is typically worth 4D6x100 credits. Game Masters may add a handful of common weapons and/or armor.

Maxpary

Created by Erick Wujcik, additional material by Siembieda

These grotesque humanoids are indigenous to another dimension, but are instinctively drawn to places of magic. Thus, they have somehow found their way to Rifts Earth. Maxpary live exclusively in underground tunnel complexes made in soft, moist dirt or mud; the frequent cave-ins don't hurt nor annoy them, they just rebuild. Maxpary are also known to adopt the tunnels and catacombs of other creatures. On Rifts Earth that includes old and new sewer systems, access tunnels of big cities and 'Burbs, as well as caves, ancient subway tunnels, basements and ruins, especially at or near a ley line.

Living exclusively on a diet of alien mushrooms and fungus, the Maxpary spend most of their time tending their fungus crops. Aside from planting and watering, this involves scavenging for dead carcasses or hunting and returning with the dead bodies for fertilizer for their strange crops (a key ingredient). These bizarre mushrooms include not only food varieties, but also mushrooms that have magical properties.



When they are not tending the crops, the Maxpary are involved in their totally mysterious religious and magical rites. Since no one has ever succeeded in communicating with the Maxpary, others have invented the names Drol, Allil, and Mal for their weird gods. Of course, they may not be gods, or even a religion, for all that anyone really knows.

The Maxpary are fanatically territorial and protective of their lairs, attacking all interlopers regardless of their intent. Their weapons are typically long, S.D.C., bladed pick-axes or the occasional Mega-Damage weapon (tech or magical), but most simply bite and claw. Each Maxpary carries a small pouch of mushrooms and will take a magic speed 'shroom, doubling his number of melee attacks, as soon as there is any warning of attack.

Killing Maxpary is tricky business, since they become M.D. beings on Rifts Earth, they regenerate and their brains are *not* located in their heads. Although the removal of the head will kill a Maxpary, it takes about 15 minutes for them to die from decapitation. Only deep thrusts into the center of their armor plated body will quickly kill a Maxpary.

But the strange supernatural beings don't stay dead!!!

A slain Maxpary returns to a sort of undead life as a more powerful, zombie defender of the lair. Meanwhile, the bodies of slain mortals are dragged off and used to fertilize the mushroom fields.

One out of every 200 Maxpary is the equivalent of a 5th level Earth or Air Warlock. One in every 50 Maxpary is a 3rd level Shaman. Of the rest, roughly a quarter are 2nd level soldiers/fighting warrior drones. All other Maxpary are unskilled peasant/worker drones. **Note:** Also see *Maxpary Shambler*, the undead zombie protector.

Living Maxpary NPC Monster

Alignments: Any, but most (88%) are Anarchist. Not recommended as a player character.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 4D6 (never less than 17, Superhuman), P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd. 2D6.

M.D.C.: 6D6+40, becomes an M.D.C. creature on Rifts Earth (normally has P.E. number +1D6 per level for Hit Points, 50 S.D.C. and an A.R. of 13).

Horror Factor: 13

P.P.E.: 1D4x10; a creature of magic.

Natural Abilities: Nightvision 90 feet (27.4 m), excellent vision for dim light, poor day vision 20 feet (6.1 m), excellent

hearing, dig in soft earth at a speed of 10 feet (3 m) per minute. Can hold breath for 20 minutes, toxic fumes and gases have no or little effect on the Maxpary.

Attacks per Melee: As per Hand to Hand combat skill (typically 2-4 per round).

Bonuses (in addition to attribute, O.C.C. & skills): +1 on initiative, +8 to save vs poison, toxins, and drugs.

Damage: Restrained claw inflicts 4D6 S.D.C., full strength claws does 2D6 M.D., bite does 1D6 M.D.

Magic: A few may be Warlocks, usually Earth or Air (Elemental Magic) or a Shaman.

Psionics: None.

O.C.C.s Palladium Fantasy RPG®: Most are Soldiers (50%) or Peasant/Worker Drones (48%), roughly 2% may be a Warlock or Shaman.

O.C.C.s Rifts®: Same as Palladium Fantasy, above.

R.C.C. Skills: The typical drone knows Hand to Hand: Basic, Climb 60%/50%, Carpentry 50%, Land Navigation 80%, Wilderness Survival 50%, W.P. Sword, W.P. Knife, W.P. Blunt. Most can figure out how to use Vibro-Blades and basic energy pistols or rifles they find or take off of slain interlopers.

Habitat: Underground complexes; most common among the ruins of pre-Rifts Earth. Maxpary are alien to Earth, and only occasionally found in scattered colonies around the planet. The exception is the New German Republic which is only now beginning to realize that it has a serious Maxpary (and Shambler) infestation in parts of the country.

Languages: They have their own strange language which is incomprehensible to other life forms. No communication is possible. All a psychic gets from a Telepathic probe is a garbled mess of frightening swirling images and weird sensations. Using Telepathy on a Maxpary has a 1-15% chance of inflicting instant insanity on the psychic if he does not break contact after a few seconds (one melee round or sooner). Roll for Random Insanity or on the Phobia Table. Empathy can be used without ill consequence, but all that can be perceived is a fear of, or anger toward, intruders, hostility and aggression (when defending themselves or the lair) and a sort of dull contentment when left alone and working.

Enemies: None per se, anybody who invades their lair or threatens them.

Allies: None. Stick to themselves.

Size: 4-5 feet (1.2 to 1.5 m).

Weight: 250-300 pounds (112.5 to 135 kg).

Notes: Maxpary are very territorial, aggressive, and hostile toward any creature that invades their domain and will use tooth, claw and whatever weapons are available to them. The smallest tribes can be a mere 10 or 12 members plus 2D6 Shamblers, but most have 40 to 80 tribesmen, plus 1D6x10 undead Shamblers. Normally, they use no tools except for an occasional club or stone; nor do they use artificial armor, or have any use for magic items, technology or wealth. However, areas of the mushroom fields may be littered with universal credit cards, small weapons, E-Clips and electronics, or bits of armor torn from the corpses of the slain before they were used to fertilize the fields.

Maxpary Shambler

The bizarre supernatural or magical nature of the Maxpary creates a zombie drone moments after a Maxpary dies. The

undead form of the Maxpary has but one purpose: to protect living Maxpary by destroying all who invade their tunnels and/or threaten the tribe. Shamblers are fairly mindless and continue to protect a lair even if all the living Maxpary have perished; Shamblers leave a lair only if the living tribesmen lead them away.

Shamblers have a spongy interior that cannot be damaged by normal weapons except fire (inflicts M.D. equivalent to normal S.D.C. fire damage). They are simple-minded beings obedient only to living Maxpary. As a strange form of animated dead, they are easily turned by clerical or magic *turn dead* and are held at bay by protection circles and holy water. Holy water doesn't hurt them, but they cannot step over a line of holy water until it is dried (the crucifix has no affect). Shamblers can only be hurt by magic or fire.

Alignment: Anarchist, but effectively *evil* to all non-Maxpary.

Attributes: All zombies have the same basic attributes; do not roll dice. I.Q. 4, M.E. 12, M.A. 1, P.S. 26 Supernatural, P.P. 10, P.E. N/A, P.B. 3, Spd. 10

M.D.C.: 6D6+70, becomes a Mega-Damage creature on Rifts Earth. (Has 3D4x10 H.P./S.D.C. as a zombie, and A.R. 14 on S.D.C. worlds.)

Horror Factor: 14

P.P.E.: 1D4

Natural Abilities: Bio-regeneration of 2D6 M.D.C. every melee round. Severed limbs and even decapitated heads regrow within 24 hours unless the undead Maxpary Shambler is completely destroyed by fire. Immune to all non-magical weapons and attacks including Mega-Damage energy weapons and Vibro-Blades! Also impervious to psionic attack (pretty much all), mind control, possession, illusions and fear, plus they cannot be blinded by bright light nor deafened or paralyzed. Maxpary Shamblers *sense* their prey by supernatural means.

Vulnerabilities: Cannot step over spilled holy water nor over fire. Normal fire inflicts M.D.C. instead of its normal S.D.C. Likewise, psionic mind control, empathic transmission, and bio-manipulation have no effect/damage on them.

Attacks per Melee: Four attacks per melee.

Bonuses (in addition to attributes): +11 damage to S.D.C. attacks, impervious to Horror Factor, possession and all forms of mental and physical attacks (except for magic and fire).

Damage: Restrained claw inflicts 4D6 S.D.C., full strength claw strike does 3D6 M.D., power punch 6D6 M.D., but counts as two attacks, bite does 2D6 M.D.

Magic: None. **Psionics:** None.

Average Life Span: Indefinite – until completely destroyed.

Physical Appearance: Skeletal version of the Maxpary.

Notes: A slain/dead Maxpary will turn into a Shambler within 1D4 melee rounds (4D6 minutes if decapitated or blown to bits). This zombie instinctively attacks all life forms except other Maxpary. A Maxpary Shambler can be destroyed only by burning it to a cinder, otherwise the zombie regenerates and returns to undead life to continue its mission as defender of the lair. Unless decapitated, blown up, or chopped to bits (which requires 24 hours for the creature to rise again) depleting all of its M.D.C. will *seem* to have killed it, until it stands up to attack again as a Shambler a half hour later.

Maxpary Mushrooms

Food Mushrooms: (Brown with White Spots) Provide a tasty and complete meal.

Warning Mushrooms: (Pink-Spotted, Brown Puffers) When disturbed, they release clouds of spores. Unless a save is made vs magic, the victim is seized by uncontrollable choking for 3D6 minutes. Victims of choking see all combat bonuses, attacks per melee, and speed reduced by half; skill performance by 75%!

Healing Mushrooms: (Red with White Spots) Each mushroom eaten will heal 1D6 points of damage, Hit Points or S.D.C. (only one point for M.D.C. beings).

Speed Mushrooms: (Blue with White Spots) Anyone eating this mushroom sees their number of attacks per melee and physical speed doubled for 2D6 minutes! Exhaustion sets in once the mushroom wears off. A couple hours of sleep are needed for a full recovery, otherwise speed is at -20% and skill performance at -5%.

Dream Mushrooms: (Mushroom with Green Spots) Whoever eats this will fall into a deep sleep and experience vivid dreams that cannot be separated from reality. Awakens 4-8 hours later. The dream mushroom also heals the character while he sleeps; double the normal healing process for a day's rest and I.S.P. or P.P.E. is also restored at double the amount for a night's sleep.

Death Mushrooms: (All White) The person eating this mushroom seems to fall down dead. However, this is some kind of paralysis and suspended animation. Only a psionic probe will reveal that the person is still alive. No true damage is inflicted nor does malnutrition or dehydration damage occur from being in suspended animation. The effect can last anywhere from 1-20 days.

Maxpary Religious Artifacts

Stone of Drol: Five inch sphere of black stone with a thin, white stripe. This object is reputed to be an essential ingredient to create a *Raise Dead Circle*, which can be used to either resurrect/restore a person who has not been dead for more than six hours or to animate and control 6D6 skeletons/corpses.

Stone of Mal: Eight inch, white, semi-transparent sphere. Used in ceremonies to *control* Undead Shamblers and can be used to turn other zombies, mummies and even vampires of any kind. It may be a valuable artifact in Diabolist or Summoning magic, and Necromancers would love to get their hands on this artifact if they knew it existed.

Stone of Allil: Seven inch, green stone sphere. This is a powerful artifact for performing Water Elemental Magic (any water spell at a fifth level spell strength). It can only be used by a Maxpary Shaman or a Water Warlock.

Treasure Spheres: The Maxpary create a number of hollow metal globes of gold, silver or other metals. Value varies according to the size of the sphere and the amount of precious metal. Occasionally, gems, magic items and other artifacts are sealed *inside* the globes (one in ten). These items may have religious significance not recognized by others. It is believed the spheres are created by some unknown (and unseen) form of Maxpary magic.



Melech

The Melech are hideous monsters that one might describe as part demonic horse, part dinosaur and concentrated evil. These perverse, black hearted villains are carnivorous predators that delight in the destruction and mutilation of life and beauty. They are masters of terror and torture, often joining forces with other evil beings. Their exact origin is unknown, but it's clear that their roots lie somewhere in the steaming Yin-Sloth Jungles of the Palladium World.

On *Rifts Earth*, the Melech's supernatural nature transforms them into Mega-Damage creatures. They often run in small packs of 2D6; a large group seldom exceeds 30 members, and lone hunters or mated pairs are not uncommon. Greedy and selfish, they often accumulate small hoards of treasure. An individual Melech will have 4D6x100 credits' worth of valuables, is likely to have 1D4 S.D.C. weapons for torture and has a 01-30% chance of having one or two common Mega-Damage weapons (they have been known to use Vibro-Blades, energy weapons and magic items). The Melech mate once every 20 years (though not for life), giving birth to one or two offspring who reach maturity eight years later.

NPC Monster or Villain

Alignments: Any, but typically Anarchist (30%), Miscreant (30%), Diabolic (27%), Aberrant (11%) and 2% other (aberrations and usually outcasts).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D6+1, M.E. 2D6+1, M.A. 2D6, P.S. 3D6+2, P.P. 3D6, P.E. 4D6, P.B. 1D6, Spd. 5D6x2

M.D.C.: 1D6x10+40 on Rifts Earth (normally P.E. number +12 for Hit Points, 1D6x10+30 S.D.C. and an A.R. of 9).

Horror Factor: 16

P.P.E.: 3D6

Size: 8 feet (2.4 m) at the shoulders, 18-20 feet (5.5 to 6.1 m) to the top of the head.

Weight: 1200 to 2000 pounds (540 to 900 kg).

Average Life Span: 200 years.

Natural Abilities: Nightvision 60 feet (18.3 m; can see in total darkness), see the invisible, keen hearing, smell and track the scent of blood 65%, leap 20 feet (6 m) high or 40 feet (12.2 m) across, impervious to poison.

Attacks per Melee: Five attacks per melee.

Bonuses (in addition to attributes): +2 S.D.C. damage, +3 to strike and parry, +4 to dodge, +2 on all saving throws, impervious to poison/drugs.

Damage: Superhuman strength on Rifts Earth, so a bite inflicts 1D8 (or 2D4) M.D., restrained strike by the tiny front claws does 1D6 S.D.C. damage, full strength strike 1D4 M.D., front leg claws do 2D6 M.D., or the beast may use a weapon. Leap attack does 1D6 M.D. with a 70% chance of knocking the victim of the attack on the ground (loses one attack and loses initiative), plus there is a 50% chance of the knocked down person being immobilized/pinned by the Melech and therefore vulnerable to attack from its tiny clawed hands.

Magic: None. **Psionics:** None.

O.C.C.: None. Not recommended as a player character.

R.C.C. Skills: Speaks Dragonese/Elven and Gobblely/Goblin 90%; may know 1D4 others (base proficiency). Wilderness Survival 80%, Land Navigation 80%, Track Humanoids 35%, Track Animals 45%, Swim 40%, Climb 20%/10%, W.P. Knife and two W.P.s of choice (any).

Habitat: Desolate, not heavily populated areas from northern steppes to jungles. Known to exist on Rifts Earth in Atlantis (as slaves, servants and free assistants) and parts of Europe.

Enemies: Humanoids and all creatures of a good alignment.

Allies: Giants, vampires, demons, and creatures of evil intent.

Notes: Loves to torture and torment their victims, and may capture people rather than kills out them right. Captives may be kept alive for hours or days as a plaything to torment, but are eventually tortured and killed. Those rare Melech who have frequent contact with the civilized world may wear Mega-Damage body armor similar to horse barding (typically 70 to 200 M.D.C.) for additional protection. They are also likely to use M.D. weapons.

Mucker

Original concept by Bill Coffin

These malicious little cretins serve no purpose other than to further hone their fighting skills by waylaying any unsuspecting folks who happen by. They are clearly imp-like demons with a murderous streak, but what plane of existence they originate from is unknown. On the Palladium World they are found in small numbers exclusively in the Land of the Damned and Northern Hinterlands.

Muckers engage in a life of brazen robbery, vandalism and killing, often enjoying attacking travelers without provocation to

just for the fun of fighting and killing. Looting all who fall victim to them is just part of the procedure, but sometimes, if the victim has nothing the little brute wants, they are left where they fall. The lucky ones are beaten but left alive. The nasty little cretins love to rob, hurt and kill other beings, large and small. It's not that they hate beauty (they are just as glad to do away with an ugly bloke), or want to destroy all life, they are simply little bullies who delight in proving how tough they are by causing pain and death whenever possible. Their treacherous nature also makes them completely untrustworthy. Muckers do not hesitate to backstab allies or betray and malign anybody they're associated with, especially if they are unhappy with said individual. Even when a Mucker freely offers his help or advice, one should run away because they *NEVER* do anything out of kindness.

The one true weakness of these monsters is that like a Demon or Deevil, they are susceptible to anybody who knows their *true name*. Moreover, each Mucker has its true name engraved on the bottom of its stump-like feet, so if one can hold a Mucker down long enough to check for its true name (not an easy task, by the way), then a means of controlling it can be had. All one must do is utter the Mucker's true name in a command, and the Mucker is compelled to oblige. This is either a control mechanism built into these creatures by their creator or a punishment imposed upon them by some powerful demon lord or god. More than a few Summoners and Shifters have tried to take advantage of these vile creatures, using them as assassins, spies and immortal minions for eons. Of course, one can only control a Mucker to a point. And while Muckers will obey when so commanded, they will look for any reasonable loophole in it that might allow them to hurt their current master. And these fiends are masters at bending words, misrepresenting facts and leading their unwanted "masters" to their doom. Moreover, they will carry out most tasks with malice and do whatever they can to inflict damage and suffering to those they encounter along the way, if not directly hurt their master. Indeed, keeping control of a Mucker is a bit like having the proverbial tiger by the tail – they are a powerful henchmen, but the moment their masters slip up (and everybody always slips up sooner or later), they make them sorry they ever crossed a Mucker.

NPC Monster or Villain

Alignment: The rare Anarchist at best, but the majority are Miscreant (40%) or Diabolic (55%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 2D4+19 (Supernatural), P.P. 2D6+14, P.E. 1D6+17, P.B. 1D4, Spd. 6D6+15

M.D.C.: 1D6x10+70 on Rifts Earth. (Normally has P.E. number x3 in Hit Points, P.E. number +50 S.D.C. and an A.R. of 14.) May wear additional body armor.

Horror Factor: 9 at a casual glance. Those who know about Muckers will treat them as if they have a Horror Factor of 13.

Average P.P.E.: 2D6x10

Size: Three to four feet (0.9 to 1.2 m) tall.

Weight: Exceedingly dense for their height, roughly 200 to 300 lbs (90 to 135 kg).

Physical Appearance: Imagine a Dwarf-sized humanoid that looks like it was shaped out of dark blue clay. Then place four beady orange eyes in a horizontal row in its head above a large, wide nose and a wide mouth full of sharp teeth. Top it off by making the humanoid entirely hairless. That pleasant picture is a Mucker.

Average Life Span: Effectively immortal, although they can be slain in combat.

Natural Abilities: Nightvision 300 feet (91 m), don't need to eat or drink, never seem to fatigue (sleep two hours a night), bio-regenerate 2D6 M.D.C. per melee round, and is impervious to normal fire, cold and electricity (magical versions do half damage), immune to mind control or magical sleep or paralysis. Can leap to 30 feet (9 m) in any direction from a standing start, and out to 45 feet (13.7 m) from a running start. Special: *Any* spell cast upon a Mucker has a 01-03% chance of reflecting back and affecting the spell caster instead (roll percentile dice).

Vulnerabilities: Ordinary weapons plated with silver do Mega-Damage +50% more damage, e.g. a silver dagger that normally does 1D6 S.D.C. damage will do 2D4 M.D. or 1D6+3 M.D. (depending on how the G.M. wants to approach it). Holy Weapons do double damage. Magic weapons and ordinary M.D. weapons do normal damage. Although they do not need to eat or drink water, most enjoy drinking blood and find it as intoxicating as humans find alcohol.

Attacks Per Melee: Six.

Damage: As per Supernatural P.S.; bite does 1D6 M.D. Special leap attack does 2D4x10 M.D. but counts as all attacks for the melee round and must be the creature's very first attack that round.

Bonuses (in addition to attributes): +3 to initiative, +4 to strike and parry, +5 to dodge, +5 to pull punch, +4 to disarm, +3 to roll with punch, fall or impact, +5 to save vs Horror Factor.

Magic: None. **Psionics:** None.

O.C.C.s Available: None, a natural killing machine who will use anything from a brick or shattered bottle to a knife or poison.



R.C.C. Skills: Magically understands and speaks all languages (95%). Muckers have the following equivalent skill abilities: Climb (85/80%), Land Navigation (80%), Track Humanoids (56%), Concealment (90%), Palming (80%), Pick Locks (70%), Prowl (60%), Use & Recognize Poison (70%), Recognize Weapon Quality (65%), Escape Artist (60%), and Basic Math 90%.

Habitat: On Palladium, mainly the Northern Hinterlands, Northern Mountains and parts of the Land of the Damned. On *Rifts Earth*, they are known to be in regions infested by demonkind, including the areas around the Calgary Rift, Detroit-Windsor Rift, Magic Zone, Germany, Russia and China, as well as occasional encounters elsewhere.

Enemies: Everyone is a potential target and victim. Everyone. Especially those who have crossed, insulted or annoyed the little fiends, and just being a champion of light or someone willing to oppose them is reason enough.

Allies: None per se, or at least not for long, but Muckers may join forces with other evil and power-hungry beings if the alliance means causing destruction, suffering and/or death, especially on a large scale. They often volunteer to be an interrogator and torturer, as well as assassin and/or executioner. Sometimes summoned and controlled by Shifters and Summoners (whom they despise), and view Diabolists, Monster-Hunters and clergy who worship the gods of Light with disdain. On the flip side, they rather like Necromancers and Witches, and some Muckers let people worship them.

Owl-Thing

Owl-Things are strange little creatures that resemble long-legged owls with large, rolling, yellow-green eyes. More intelligent than true owls, they do possess a rudimentary intelligence and emotions, but are far from a human's equal. Unlike true owls, they roam the grasslands and parched earth of the northern wastelands of the Palladium World on foot, taking wing only to escape predators. Owl-Things are terrible flyers.

They generally avoid large humanoids except to steal an occasional meal or glittering trinket. They are obsessed with collecting bright and shiny objects, risking life and limb if the object is deemed worthy. Such objects can range from brilliant gemstones, gold or jewelry to worthless sparkling rocks, glass, bottle caps and metallic or chrome junk. Their treasure hoards are usually buried among the dry grass, sticks, and leaves of their nests, which are hidden under rocks or logs, or the protective arms of a cactus. Frequently, a nest is near, or shared with a much larger and more ferocious beast. This is easy for the Owl-Thing because it can psionically commune with animals, making the creature totally accept it as one of its own. Which means the monster or animal will also defend the Owl-Thing and its treasure nest to the death. Of course, so will the little monster, using its psychic powers to the maximum, as well as physically biting and clawing.

Alignments: Any, but usually considered Anarchist or Miscreant.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D4+1 (high animal intelligence), M.E. 5D6, M.A. 3D6, P.S. 1D6, P.P. 3D6, P.E. 2D6, P.B. 3D6, Spd. 3D6+6 running (x2 in flight, but flight can only be maintained for 2D4+2 minutes before needing to perch and rest).

M.D.C.: Turns into a minor Mega-Damage creature with 6D6 M.D.C. (normally has P.E. +10 Hit Points and 1D4x10 S.D.C.).

Horror Factor: 11

P.P.E.: 4D6

Size: Two and a half to three and a half feet (about 0.9 m) tall.

Weight: 20-30 pounds (9 to 13.5 kg).

Natural Abilities & Skill Equivalents: Nightvision 120 feet (36.5 m), keen, hawk-like vision (can see a glittering trinket two miles/3.2 km away), good sense of smell, Track by sight 75%, Track by smell 60%, Prowl 64%, Pick Pockets 35%, and limited flight. They cannot fly for great distances, needing to rest within 10 minutes. Also see psionics.

Skills of Note: Own code of chirps, hoots, howls, and whistles. 60% of all Owl-Things understand and speak (in a shrill voice) one humanoid language, usually Gobblely or Dragonese.

Attacks per Melee: Four.

Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +3 to dodge.

Damage: Bite and claws both inflict 1D4 S.D.C. damage, or psionic attacks (limited telekinesis).

Magic: None.

Psionics: I.S.P.: M.E. x5. Abilities include Presence Sense, Sixth Sense/Sense Traps, Resist Fatigue, Resist Thirst, Bio-Regeneration, Telepathy/Commune with Animals (Special, very similar to the abilities of a Simvan), Empathy, and Telekinesis (limited). Psionic strength is equal to a 4th level Mind Mage or Mind Melter.

O.C.C.: None, although natural thieves and psychic. Not recommended as a player character.

Average Life Span: 50 years.

Value: Varies; sometimes wanted by practitioners of magic and demons as guardians of treasure, pets, and familiars. They can be sold for 1D6x1000 credits, if a buyer can be found.

Habitat: The grasslands and desert areas. None are known to exist on *Rifts Earth*, except perhaps in Atlantis.

Enemies: Canine and feline predators; leery of all humanoids.

Allies: Often ally themselves with, or psionically manipulate, other animals, especially their natural feline enemies, to protect their nest.

Notes: Owl-Things mate for life, bearing 1D4 young once every four years (during the late spring or early summer). They are solitary creatures living alone, or as a mated pair, or with their young until they reach maturity two years after hatching. Upon reaching maturity, the Owl-Things' young's natural psionic abilities manifest themselves, signaling the time for them to leave their parents. Owl-Things are nocturnal predators.

Pegasus

These extremely rare, winged horses are occasionally sighted in the plains or high in the mountains of the eastern United States, Atlantis, France, Spain and Africa; all are the descendants of animals that have escaped their Atlantean masters. They are typically white or black in color, with large, feathered wings, and majestic in appearance.

Pegasus roost high in the mountains away from predators and humanoids, making their nests near those of eagles and other hunting birds. They can also be seen grazing in meadows and playing in open fields, though ever alert for danger.

Capturing or training a Pegasus is very difficult. In their years of independence they have come to fear all humanoid creatures. They also remember any cruelty inflicted upon them, however minor, for life. Their psionic abilities make them all the more difficult to capture. However, Pegasus are smart and loyal when properly trained (ideally with kindness). At one point on the Palladium World, Pegasus were entirely domesticated by Elves. Sometime during the Great Elf-Dwarf War, the entire population was nearly exterminated and were believed to be extinct for many years.

Alignments: Any, but usually good; Principled (50%) and Scrupulous (45%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. High animal intelligence roughly equal to an I.Q. 1D4+3, M.E. 2D6+6, M.A. 1D6+6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 4D6, Spd. 5D6 running (x5 in flight).

M.D.C.: 3D6x10, they are creatures of magic and become powerful Mega-Damage creatures on Rifts Earth, much stronger and sturdier than they are on the Palladium World. (Normally, P.E. number +30 for Hit Points and 1D6x10+10 S.D.C.)

Horror Factor: None.

P.P.E.: 2D4x10

Size: 6-7 feet (1.8 to 2.1 m) at the shoulder, wingspan is about 20 to 30 feet (6 to 9 m).

Weight: 1000-1200 pounds (450 to 540 kg).

Average Life Span: 100 years.

Natural Abilities: Fly, soar/hover on the wind, exceptional hawk-like vision (can see a rabbit 3 miles/4.8 km away), nightvision 90 feet (27.4 m), track by sight 45% (not natural hunters), normal leap is about 20 feet (6.1 m) across and 10 feet high (3 m), wing assisted soaring leap 100 feet (30.5 m) high or across and this is without actually flying. Superhuman strength and endurance. Also see psionics.

Attacks per Melee: Four.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike and parry, +2 to dodge, +4 to dodge in flight, +2 to roll with impact or fall, +1 to save vs poison and disease.

Damage: Bite does 1D6 S.D.C. damage, kick with front legs does 2D6 M.D., kick with rear legs does 4D6 M.D., power kick 6D6 M.D., rear legs only and must be on the ground to do a power kick (counts as two attacks).

Magic: None.

Psionics: I.S.P. is M.E. x6. Sense Evil, Empathy and limited Telepathy.

O.C.C.: None, but can be loyal pets, riding animals, and familiars.

Value: 250,000 to 400,000 credits is a reasonable fee. Even untrained Pegasus will sell for around 75,000 credits.

Habitat: Extremely high and rugged mountains; seem to prefer moderate to cold temperatures.

Enemies: Splugorth and their minions, Peryton and Loogaroo. Fear humanoids.

Allies: None.

Notes: Pegasus can mate at full maturity of eight years old every other spring, giving birth to one foal. The foal leaves its mother's side after two years.

Peryton – Demon Deer

Another flying anomaly of nature is the deceptively beautiful and elegant creature, the Peryton. However, unlike the Pegasus or even the Dragondactyl, the Peryton is a murderous hunter that appears as a winged deer, but casts the shadow of a man! Hence, it is often called the "Demon Deer." Its origin unknown on *Rifts Earth* (or the Palladium World), most believe it to be a nightmare from another dimension, perhaps having gained entry to Earth thorough a Rift or brought as livestock by the Splugorth. It is interesting to note that the Peryton must have visited our planet in the past as they are part of Greek mythology.

The Peryton is a malicious predator that attacks and devours humanoids and other handsome animals such as the Pegasus and Unicorn. However, humanoids are, by far, the monster's favorite prey. Sailors who cannot flee from the confines of their vessel are easy targets for the monsters.

Alignment: Miscreant (40%) or Diabolic (60%) evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. High animal intelligence roughly equal to an I.Q. of 1D4+3, M.E. 2D6+2, M.A. 1D6+6, P.S. 2D6+12 (Supernatural), P.P. 2D6+8, P.E. 2D6+8, P.B. 4D6 (never less than 17), Spd. 22 running, but 44 flying (30 mph/48 km).

M.D.C.: Peryton are supernatural beings and become Mega-Damage beings on Rifts Earth with 3D6x10+10 M.D.C. (Normally has P.E. number +6D6 as Hit Points, 2D4x10 S.D.C. and an A.R. of 10).

Horror Factor: 13

P.P.E.: 3D6

Natural Abilities: Exceptional long-range vision equal to the Pegasus, nightvision 90 feet (27.4 m), Track by sight 77%, Prowl 40%, Swim 60%, Climb 40%, normal leap is about 15 feet (4.6 m) across and 10 feet high (3 m), wing assisted soaring leap 100 feet (30.5 m) high or across and this is without actually flying. Impervious to all S.D.C. weapons (including silver, fire and cold). Only Mega-Damage weapons, magic, and poison have any effect on them.

Attacks per Melee: Five.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, +2 to parry and dodge, +4 to dodge while in flight, +2 to roll with impact or fall, and +6 to save vs Horror Factor.

Damage: Bite does 1D6 M.D. damage, kick with front legs does 2D6 M.D., kick with rear legs does 3D6 M.D., power kick 6D6 M.D. (rear legs only and must be on the ground to do a power kick; counts as two attacks). Flying or running charge with horns does 6D6 M.D. but counts as two attacks.

Magic: None. **Psionics:** None.

O.C.C.: None; an animal-like predator.

Skills of Note: Language is composed of whines and whistles, but can learn to understand the basics of at least two languages like a normal horse or dog (level of comprehension is 60%).

Value: As a tame steed: 250,000 to 350,000 credits (seldom used by characters of a good alignment who know the Peryton is a wicked demon), untrained command about 50,000 credits. Occasionally used as a pet or familiar by evil mages.

Habitat: Mountainous areas, especially those near oceans and seas. Known to exist along the eastern coast of Europe, England, and Atlantis.

Enemies: All humanoids and Pegasus, and sees Dragondactyls as a rival.

Allies: None per se.

Size: 5 feet (1.5 m) at the shoulder, wingspan is about 20 feet (6.1 m).

Weight: 240 to 340 pounds (108 to 153 kg).

Average Life Span: 300 years.

Notes: Although humans/humanoids are their preferred prey, they also feed upon sheep, goats, deer, Pegasus and livestock. Peryton mate once every ten years, giving birth to one or two fawns twelve months after conception. Young leave their mother within five years, but don't actually reach maturity until they're sixteen years old.

These wicked monsters have no need or want of gold or magic; however, the valuables, weapons and armor of their victims can often be found in or near their mountain nests. A typical treasure trove will include 1D6x1000 in credits, 2D4 ordinary types of weapons, 1D4 suits of M.D. body armor (covered in dry blood and the armor has half the normal M.D.), and there is a 12% chance of 1D4 M.D. handguns.



Ratling

Optional Player Character

Ratlings are a race of humanoids indigenous to the Palladium World, who resemble humanoid *rats*. Their appearance could easily be mistaken for mutant animal experiments by the Coalition States, but they are not mutant animals. On the Palladium World, they are found only in the subterranean depths of large and ancient cities of the Western Empire. Here, these sly schemers gather ancient and modern means of magic and plan for the day when they will rule the Palladium World. Their existence and large numbers are kept secret by the government, so very few city dwellers are aware of them, and those who do discover Ratlings assume they are of little consequence and leave them for the rulers of the Western Empire to deal with.

A comparatively tiny number of Ratlings, perhaps as many as a thousand, have arrived on *Rifts Earth* either by means of their own magic dimensional portal, as victims of a dimensional anomaly or as slaves sold by Splugorth Slavers. Magic is fascinating to Ratlings, and there are numerous Wizards, Warlocks, and Shamans among their numbers on the Palladium World, all

of whom frequently attempt to control powers far beyond their abilities with dire results. Magic is the one thing that is likely to entice Ratlings to visit Rifts Earth of their own accord.

Ratlings believe that they are the chosen people of *Kirgi, the Rat god*, and as such, shall inherit the Palladium World (and perhaps a few others too) as part of their destiny. The only thing that keeps them from attempting open conquest of the Palladium World is their cowardice. They have low self-esteem and dramatically underestimate themselves. Ratlings rarely attack unless they have overwhelming odds in their favor. Their cowardice also prevents them from pursuing the mystic arts as far as one might expect. They are especially fearful of Diabolism, Summoning and Necromancy.

Ratlings tend to be quiet and shrewd observers, staying hidden in the shadows – ever vigilante and patient – until the right moment entices them to take action. They are clever, cunning, sneaky and resourceful, although they sometimes play the fool and let their insecurities get the better of them. They also have an aptitude for spying and building things, so it's little wonder that they have a fascination with traps, tricks, thievery and surveillance devices.

Alignments: Any, but most NPCs are selfish or evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6, M.E. 2D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd. 3D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 4D6 plus points from O.C.C. and physical skills.

Armor Rating: None.

M.D.C.: As mortal creatures of flesh and blood, Ratlings need to acquire M.D.C. protection by way of body armor, magic or force field. They love magic items but have no idea how to make them; they steal or barter for whatever magic they own.

Horror Factor: 11

P.P.E.: 1D6

Size: Four to five and a half feet tall (1.2 to 1.65 m).

Weight: 45 to 90 pounds (20 to 40.5 kg).

Average Life Span: 55 years.

Natural Abilities: Keen color vision, nightvision 40 feet (12.2 m), excellent "passive" nightvision (needs a source of light to see in the dark, but can make out shapes fairly well, 1200 feet/366 m), poor day vision 90 feet (27.4 m), sensitive whiskers help to maneuver in the dark or when blind (usual penalties are half), keen hearing, climb 70% (instinctive), swim 70% (instinctive), imitate voices 60% (instinctive).

Ratlings are also good tunnelers and decent engineers, as well as fair smiths and craftspeople. Although their weapons and armor will never equal those of the Dwarves or Kobolds, they are the equal of common human works.

Underground Tunneling (Special): Ratlings can dig and build solid, strong tunnels (no fear of a cave-in) with amazing speed and dexterity. They can also excavate ruins and the sites of cave-ins with the same prowess. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation or whether it was dug by Ratlings, Dwarves, Kobolds, Goblins, Gnomes, Troglodytes or humans. The character can even tell if it is new, old, or ancient. **Base Skill:** 30% +5% per level of experience.

Underground Architecture (Special): Ratlings are excellent underground architects able to build small and large rooms, or-

nate archways, staircases, great chambers with cathedral ceilings, as well as a labyrinth of tunnels, passageways, mazes and underground traps (most common are pit and cave-in type traps). Likewise, the character can recognize the styles of Dwarven, Kobold, Goblin and other types of construction. The Ratling who is traveling slowly and cautiously, looking for underground traps can locate them, and avoid or deactivate them. **Base Skill:** 20% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction (Special): The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface). Thus, he can tell whether he is traveling up, down or straight, the approximate angle of decline or ascent, approximately how far below the surface he is, and the approximate direction (north, south, east, west). **Base Skill:** 40% +5% per level of experience. This skill also enables him to judge the approximate location relative to surface structures (natural and artificial), but *only* if the character is familiar with the area. The character will also recognize traits and aspects of the underground tunnel or construct that serve as landmarks for him. **Base Skill:** 25% +5% per level of experience; -25% if in an unfamiliar area.

Magic: By O.C.C. only.

Psionics: Standard.

O.C.C.s Palladium Fantasy RPG®: Any, but lean toward Mercenary Fighter, Thief, Assassin, Wizard, Warlock, and Shaman.

O.C.C.s Rifts®: Any except Coalition Military, but lean toward City Rat (no pun intended), Operator, Vagabond (with a focus on Rogue, Communication, and/or Piloting skills), Juicer, 'Borg, Headhunter, Ley Line Walker, Mystic, and Techno-Wizard. City Rat, Vagabond, Bandit or Vagabond-Thief, and Mystics are the most common O.C.C.s among natives born on Rifts Earth. A full bionic conversion and Crazy's M.O.M. conversion are too scary for most to consider, while the occupations of Body Fixer, Cyber-Doc, and most true science or scholastic pursuits are too demanding to be appealing. Cybernetic implants and weapons are very appealing to the tricky Ratlings, especially if the implant is completely concealed.

R.C.C. Skills: All Palladium RPG Ratlings speak the Western Human dialect, Gobblely/Goblin, and Dwarven at 98%. 25% are literate! **Rifts®** Ratlings speak Gobblely 98% and one other language of choice. A full one third will be literate in one Earth language.

Habitat: Subterranean cities and ancient tunnel systems.

Enemies: Everyone. They don't trust anyone. Plan to conquer their home world. Most hated are Changelings and other shape shifters.

Allies: None per se, but may hook up with other adventurers or beneficial associates as is convenient.

Notes: Ratlings use any weapons or armor they can get their hands on. They love high-tech stuff! Especially cybernetics.



Sandwurm

Original concept by Bill Coffin

Sandwyrms are massive beasts that seem to be part dragon and part demonic worm. On the Palladium World they are the uncontested lords of the Baalgor Wasteland's sandy desert. Technically, they are a primitive form of dragon, but are crude savages with a brutish intelligence and minimal magic ability. Physically, they are 300-400 foot-long serpents with hundreds of tiny legs, a huge head and gaping maw filled with several rows of razor-sharp teeth. Sandwyrms have mouth-tentacles that are used to lash out, grab prey, and reel them in for consumption. Given a Sandwurm's size, they can do this to just about any animal or humanoid smaller than a True Giant. The mouth tentacles reach about 50 feet (15.2 m). These creatures also breathe fire and cast a limited number of Fire and Earth Warlock Spells.

Sandwyrms slumber deep beneath the sand or under a large rock outcropping for years at a time. When they awaken, they tend to lie in wait under the sand, sensing the vibrations of those walking on the surface. When prey comes within reach, the monster rises to the surface and gobbles up the hapless surface-goer. Prey includes animals and livestock, to humanoids of all variety. Sandwyrms sometimes decide to stay on the surface, basking in the sun and, as the mood strikes them, terrorize lesser beings and wreak carnage and destruction in villages and tribes. These wicked monsters have no regard for life other than their own, and often do whatever they please.

Although dumb compared to most of their dragon kin, Sandwyrms are instinctive predators and can exhibit a surprising level of cunning when necessary. However, they are lazy creatures that hate to exert themselves and prefer, instead, to sun themselves and sleep for days at a time. They become active only when bothered, annoyed, feeling mischievous, and hungry. Some (about 30%) establish lairs where they keep the bones and trinkets of their most memorable or fun victims, but most are too lazy and primitive to do even that.

None are known to exist on Rifts Earth. They really only thrive in sandy deserts, but could manage, at least for a while, in other environments that are not too cold (arctic conditions are right out).

Sub-Species of Dragon

Alignment: Any, but usually Anarchist (30%), Miscreant (30%) or Diabolic (35%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D6+4, M.E. 1D6+6, M.A. 1D6+6, P.S. 6D6+30 (Supernatural), P.P. 1D6+8, P.E. 1D6+22, P.B. 1D6, Spd. 2D6+30 (half that speed when digging or traveling underground).

M.D.C.: Becomes a Mega-Damage creature on Rifts Earth with P.E. attribute number x2 for young and 2D6x1000 M.D.C. for adults! (Normally, Hit Points are P.E.x2 +100 for young and S.D.C. is 1D6x100 for young. Multiply both by ten for adults. A.R. 12 for young and 15 for Adult.)

Horror Factor: 15

P.P.E.: 6D6 +3D6 per level of experience.

O.C.C.s Available: None.

Size: 300-400 feet (91.4-122 m) long, 40-50 feet (12.2-15.2 m) tall.

Average Life Span: Estimated at 1000 years.

Average Level of Experience: 5-7; use the same experience table as dragons.

Physical Appearance: A long snaking creature with hundreds of tiny arms, large head, and massive, tentacle-filled maw. Typically a red and gold or tan color; deep blue eyes.

Natural Abilities: Supernatural strength and endurance, dig and burrow underground, excellent sense of smell and can track by smell alone 70% (+15% if following a blood trail; penalties for being blinded are half), nightvision 600 feet (183 m), see the invisible, impervious to heat and fire (magical fires do one quarter their normal damage), and bio-regenerates 6D6 M.D.C. per melee round.

R.C.C. Skills: Underground skills roughly equivalent to those of Dwarves although no actual "building" is involved. Also has Climb 80%/75%, Land Navigation 80%, Track Animals 70%, Track Humanoids 65%, Wilderness Survival 90%, and understands and speaks a guttural form of Gobbely and Dragonese/Elven 75%. Also see Natural Abilities.

Vulnerabilities: Rune weapons do double damage, plus the wyrm tends to underestimate its opponents and often acts in haste or anger.

Attacks Per Melee: Hatchling/Young: Three by physical or one by magic; double for adults.

Damage: Varies with Supernatural P.S. A favorite attack, other than biting (5D6 M.D.), is the tentacle attack (entangles and pulls prey into the mouth). A tentacle can also be used to strike out like a whip but does half the normal P.S. damage. Fire

breath has a range of 50 feet (15.2 m) and does 4D6 M.D. The Sandwyrm will also use its tail and/or looping lengths of its incredibly long body as a whip or bludgeon to inflict 4D6 M.D. per hammering blow.

Bonuses (in addition to attributes): Hatchling/Young: +1 on initiative, +2 to strike, +2 to parry, automatic dodge (can dodge without using a melee action), +1 to pull punch, +2 on all saving throws, +4 to save vs possession, and +6 to save vs Horror Factor – double for adults.

Magic: Two spells per level of experience selected from level 1-4 Fire or Earth Warlock spells. These can be mixed and matched from both categories, but the two can only be picked from one at a time.

Psionics: Empathy, Presence Sense, Mind Block and 1D4 Sensitive powers of choice. I.S.P.: M.E. number +1D6 I.S.P. per level of experience.

Habitat: Sandwyrms are found only in the Baalgor Wastelands. They are not believed to exist on Rifts Earth though the deserts of North Africa would make an inviting environment.

Enemies: Virtually everything!

Allies: A rarity. Sandwyrms consider most living things as potential food, rivals or enemies. Occasionally known to join forces with other dragons and incredibly powerful sorcerers, demon lords, demigods, gods and similarly powerful beings.

Scarecrows

These creatures appear to be animated Scarecrows made of straw, and that is exactly what they are! They look like a typical Scarecrow, button-like eyes, floppy hat, sewn lips/mouth, tattered clothing, gloves and boots stuffed with straw and a straw-filled bag for a head. These *supernatural beings* were created by an insane Diabolist/Alchemist on the Palladium World before the madman was slain and the means to their creation (or summoning?) was forever lost. Still, he had successfully created a small army of Scarecrows, most of whom escaped destruction. No one knows how many may still exist, certainly hundreds roam the Palladium World. They have spread across the land, but are most common to the Eastern Territory.

Scarecrows are effectively immortal, so many of them have acquired extensive skills. In spite of mass persecution and other difficulties, many Scarecrows have not only survived, but managed to learn multiple O.C.C.'s. The most dangerous are those Scarecrows who have become proficient as practitioners of magic. No Palladium Scarecrows are known to exist on *Rifts Earth*. **Note:** Scarecrows need twice the normal experience to advance a level in any O.C.C.

Alignments: Evil, typically Aberrant (30%), Miscreant (40%), or Diabolic (28%), but there is the rare Anarchist one.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+2, M.E. 3D6, M.A. 3D6, P.S. 3D6+1, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 2D6

M.D.C.: 1D4x100+200, on Rifts Earth, the Scarecrows' are Mega-Damage supernatural creatures. (Normally, has P.E. number +20 for Hit Points, 1D4x50+100 S.D.C., and an A.R. of 6).

Horror Factor: 15

P.P.E.: 4D6 (plus those of the O.C.C. if a practitioner of magic).

Size: 6 feet tall (1.8 m).

Weight: 30-80 pounds (13 to 36 kg); they're only made of straw.

Average Life Span: Effectively immortal – until destroyed by fire. Average Age: 3D6x100

Natural Abilities: Impervious to cold, heat and poison. Normal weapons do no damage. Likewise, they are impervious to magic that affects the human body, such as clouds and gases, paralysis, blind, mute, age, sickness, and even life drain. Only forceful magic attacks, such as Call Lightning, Fire Ball, Wind Rush, Magic Net, walls/barriers, all the fire spells, etc., can inflict damage or impair movement.

Perhaps the Scarecrow's most terrifying power is supernatural regeneration. If smashed, dismembered, or blown to pieces, the Scarecrow will regenerate within twelve hours or sooner. This supernatural regeneration restores 1D4x10 M.D.C. at a rate of once every five minutes (20 melees). A Scarecrow who appears to have been blown into dust particles will completely reform, at full M.D.C., and full memory, in 12 hours. Dismemberment requires seven hours, while being smashed or losing one or two limbs (including the head) will take one hour to regenerate.

The Scarecrow can fight without a head, but all combat bonuses are at half and initiative is completely lost. They don't breathe either and can survive in a vacuum, underwater, or in a toxic gas cloud.

Vulnerabilities: Only fire can destroy a Scarecrow! All fire, including S.D.C. flame, inflicts Mega-Damage. Hot coals inflict one M.D. and have a 22% chance of setting the fiend on fire. A

flaming torch will inflict 2D6 M.D. and has a 32% chance of setting him on fire. A flare shot into the body will do a minimum of 4D6 M.D. and has a 37% chance of setting him on fire, while an S.D.C. flame thrower does 6D6 M.D. per blast and has a 55% chance of setting him on fire. Being set entirely ablaze or walking into a blazing inferno or wall of flame (not magic) will also instantly set the Scarecrow on fire, causing 1D6x10 damage per each melee he is ablaze. Mega-Damage fires, including plasma weapons, incendiary grenades/missiles and magic fire, inflict double damage. Scarecrows instinctively fear fire and can often be held at bay by a simple torch, campfire or circle of flame, magic or normal.

Attacks Per Melee: Depends on hand to hand combat training plus one attack per melee round; or two by magic.

Bonuses (in addition to attributes, O.C.C. and skills): +1 on initiative, +4 to S.D.C. damage, +2 to strike, parry, and dodge, +3 to save vs magic, impervious to poison, drugs, and gases. Does not need to breathe air.

Damage (Regardless of P.S.): Restrained punch inflicts 4D6 S.D.C. damage plus P.S. bonus if any, full strength punch does 1D6 M.D., a power punch 2D6 M.D. (counts as two attacks), kick 1D8 (or 2D4) M.D., or by weapon or magic.

Magic: By O.C.C. only.

Psionics: About half (44%) of the Scarecrows have "latent" psychic powers. In *Rifts*®, they are considered a Major psionic. Determine I.S.P. and powers as usual or they may become a Mystic.

R.C.C.: Scarecrow, Supernatural Adventurer NPC: Most have two O.C.C.s, the first, and primary O.C.C. area of knowl-



edge will be at 1D6+4 level, the second O.C.C. area of knowledge is at 1D4+2 levels of experience. Not recommended as a player character.

O.C.C.s Palladium Fantasy R.C.C.: Any, except Priest, Witch and Shaman. Must have the necessary O.C.C. attribute requirements.

O.C.C.s Rifts®: Any, but tends to stay away from medical and mechanical O.C.C.s, preferring Men at Arms, Scholars and Adventurers, and especially magic! Many are Mystics. Individual stats must meet O.C.C. requirements. **Note:** Scarecrows need twice the normal experience to advance a level in any O.C.C. whether it's Palladium or Rifts.

Typical level of experience: 8th level in at least one O.C.C.

Habitat: Anywhere. Not known to exist on Rifts Earth.

Enemies: None, per se.

Allies: None per se, any alliance will be a union of convenience for the Scarecrow.

Note: Scarecrows will use M.D.C. body armor only if they are of a Men of Arms O.C.C. and even in that case, they will only use full suits of light armor. Since they are Mega-Damage creatures on Rifts Earth, the use of armor is often a means of disguise, not protection. Blade weapons are their favorite, Vibro-Blades will be greatly enjoyed.

Scorpion Devil

A hideous, bellowing mammal with large, tearing maw and poisonous tail stinger. The creature is not a devil or demon, but so named because of its grotesque appearance and nasty disposition. Despite its large red eyes, the Scorpion Devil is extremely nearsighted, unable to see clearly beyond three or four feet. However, the vicious predator has an almost supernatural sense of smell and hearing. The Scorpion Devil is terribly bold, attacking creatures four times its size. Thus, they will feed on anything from rodents to humans. Fortunately, they usually attack only when hungry or when they feel threatened. However, Scorpion Devils are very nervous and hostile, so that even an innocent, accidental encounter is likely to launch one into a frenzy, fighting to the death. When encountered in the wild, it is best to stand completely still until the creature leaves, or to slay it on the spot. **Note:** A wounded Scorpion Devil will always fight to the death.

Alignments: Considered an evil animal predator.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute aptitude. I.Q. 1D4 (medium animal intelligence), M.E. 3D6, M.A. 1D6, P.S. 2D6+10, P.P. 2D6+6, P.E. 2D6+6, P.B. 1D4, Spd. 2D6+10.

Hit Points: 6D6

S.D.C.: 2D4x10; most Scorpion Devils can withstand one M.D.

Armor Rating: 6

Horror Factor: 10, on Rifts Earth since it remains an S.D.C. creature.

P.P.E.: 2D4

Size: 2 feet (0.6 m) tall, 3.6 feet long (1.1 m).

Weight: 35-50 pounds (16 to 23 kg).

Life Span: 15 years.

Natural Abilities: Prowl 30%, Climb 52%, Track by smell alone 90%, superior hearing (see bonuses), and swim 25%.

Attacks per Melee: Four.

Bonuses (in addition to attributes): +4 on initiative, +2 to strike and parry, +4 to dodge, +3 to roll with impact, +8 to save vs Horror Factor. NO penalties for being blinded/total darkness.

Damage: Bite inflicts 2D6 S.D.C. damage, claws 1D6 S.D.C. damage plus P.S. bonus, or by poison stinger doing 1D4 S.D.C. damage each sting plus poison damage of 3D6, unless the victim saves vs poison.

Magic: None. **Psionics:** None. **O.C.C.:** None; animal.

Habitat: Wilderness areas with light forests, caves and ruins.

Languages: None, except grunts, growls, and bellows.

Enemies: Humanoids and other forest predators.

Allies: None.

Notes: Scorpion Devils live in burrows under fallen trees or large stones. They can mate as often as once a year, in the spring, giving birth five months later, bearing 1D4 offspring. Young leave their mother (Scorpion Devils don't mate for life) within eight months, reaching full maturity within fourteen months. It is only a mature male or female that can inflict poison (otherwise doing 1D4 points of damage). They are solitary creatures, so one isn't likely to encounter more than one at a time unless found with young or mate.

Shadow Stalker

The Shadow Stalker is a native of the same shadowy dimension where *Shadow Beasts* originate. Unlike Shadow Beasts who are cursed to serve others, Shadow Stalkers are beholden to no master, and are seemingly immune to any kind of Summoning or Circle Magic.

What makes Shadow Stalkers of great interest to Summoners and certain Wizards and Scholars is their innate power to *know* if a spell caster has ever Summoned a Shadow Beast to their service. To Shadow Stalkers, such "enslavers" represent the greatest threat imaginable to their kind and so they relentlessly pursue and destroy them in an act of revenge and spite. Exactly how these Shadow Stalkers come to the world of mortals is a mystery. Many believe a Shadow Stalker appears, unseen, every time a Shadow Beast is summoned, so that the sorcerer responsible might be put to death, Stalker-style. However, this seems unlikely as many a spell caster and Summoner calls forth and commands Shadow Beasts without being struck down or ever seeing a Shadow Stalker. A more likely prospect is that one or more Shadow Stalkers appear whenever Shadow Beasts are summoned en masse (three or more). Others insist Shadow Stalkers were the minions of the dreaded Old Ones and escaped into the world (or worlds) before they could be gathered up and summarily punished.

Shadow Stalkers are humanoid-shaped entities from the Dimension of Shadows. They are entirely black, and appear as a kind of 3-D silhouette. In darkness, these things are virtually invisible. In bright light, their strength might be diminished, but make no mistake, these creatures are dangerous under any circumstance. They are typically encountered alone or in groups of 2-4. Occasionally, large bands of Shadow Stalkers ranging up to 20 individuals might be encountered, but they are almost always on the way to assault the stronghold of some Summoner, Wizard or Demon Lord.

NPC Monster/Villain

Alignment: Aberrant (65%), Miscreant (10%), Diabolic (10%) and Anarchist (15%).

Attributes: I.Q. 1D6+6, M.E. 2D6+6, M.A. 1D6+6, P.S. 2D6+10 (Supernatural), P.P. 3D6+7, P.E. 4D6+8, P.B. 2D6, Spd. 6D6

M.D.C.: Become a Mega-Damage creature on Rifts Earth with 70 M.D.C. (Normally has 46 Hit Points, 22 S.D.C. and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 2D6x10 plus P.E. attribute number.

Physical Appearance: Shadow Stalkers are tall, muscular humanoids composed of pure shadow energy. They look like perfectly jet black silhouettes; the interior of their bodies show no details, and to the casual observer they seem two-dimensional.

Size: Seven feet (2.1 m).

Weight: 200-300 pounds (90 to 135 kg).

Average Life Span: Effectively immortal.

O.C.C.s Available: None, automatically equivalent to a 4th level Wizard/Line Walker.

Natural Abilities: Invisible in shadows and darkness, prowl in shadows or darkness (90%), Climb/Scale Walls (80%/70%), Land Navigation (60%), Track Humanoids (40%), Wilderness Survival (80%). Bio-regenerates 2D6 M.D.C. per melee round (every 15 seconds).

Weakness: All attributes, M.D.C., skill ratios, bonuses and other such abilities and stats are at *half* when the Shadow Stalker is exposed to daylight of any kind, including being exposed to the sun, or magically summoned sunlight as from a Globe of Daylight. The duration, range and damage of spell magic is also reduced by half when in sunlight.

Attacks Per Melee: Five physical or two by magic.

Damage: As per Supernatural Strength or by spell.

Bonuses (in addition to attributes): +4 on initiative, +4 to strike, +2 to parry and dodge, +8 to save vs Horror Factor.

Magic: All Wizard magic levels 1-2 plus select another 1D4+4 spells from levels 3-5. In the alternative, the creature may know the art of *Shadow Magic* (all its spells) and 1D6 Wizard spells from levels 1-2. Shadow Magic is a long-lost magic discipline from the ancient days of the Palladium World – its magic is not known on Rifts Earth or most anywhere else in the Megaverse. (For information on Shadow Magic and a slew of Shadow Magic spells, check out the **Palladium Fantasy Sourcebook: Library of Bletherad™**). Spells are cast at 4th level proficiency; half in daylight.

Psionics: None.

Habitat: Anywhere. Most common in the Land of the Damned.

Languages: Magically speaks and understands all languages.

Enemies: Any intelligent humanoids. Shadow Stalkers seem to have declared war on all walks of life, and unless somehow bound to service, they will immediately and relentlessly wage war upon any humanoids who dare to summon their Shadow Beast kin. They also dislike Summoners, Shifters or slavers in general.

Allies: Shadow Beasts and a few others.

Note: Shadow Stalkers seem to have little use for wealth or material possession, however, they may gather them for use in their crusade of murder and revenge, and a Shadow Stalker may also use Vibro-Blades and magic or high-tech weaponry (usually light to medium).



Silonar

The Silonar is a warm-blooded, theropod-like dinosaur reminiscent of a velociraptor. It has massive, powerful hind legs, tiny front arms and a large mouth filled with jagged teeth. They are indigenous to the Palladium World where they are used as riding animals and watchdogs by a race of beings known as the *Eandroth* (described earlier in this book). These theropods are extremely hardy and can survive up to three weeks without water and will travel, without rest, for up to 10 hours in a single day. However, Silonars are nasty, smelly, short-tempered creatures that will try to take a bite out of a rider any time the opportunity presents itself. In combat, the smell of blood transforms the Silonar into a seething, uncontrollable beast hungry for a fight and the taste of flesh and blood. The *Eandroth* like this, and are known to set their riding beasts loose to attack particularly stubborn or numerous enemies. After a few years, a Silonar can become surprisingly attached, loyal and affectionate to its *Eandroth* master, not that such affection will prevent the beast from nipping at its master when aggravated. Males are only slightly more aggressive and cantankerous than females.

The major problem with anybody, other than *Eandroth* and *Simvan*, using the Silonar as a riding animal is the beasts are incredibly stupid and meanspirited. They are nearly as dumb as a rock too, and cannot be domesticated very well nor easily. They accept nobody as their master and are seldom submissive. They have to be “reminded” who’s the boss virtually every time they are mounted. To accomplish this, the *Eandroth* rider must *punch* the Silonar between the eyes 2-6 times to stun the beast and to show him who is the master. Controlling the beast is often a matter of grabbing the head and twisting it in the desired direction. Likewise, to get the creature to stop or to stay, it is again necessary to punctuate the command by pounding on his rock hard skull to get the message across. Even *Simvan* are -20% on their exotic riding skill with these animals, others are -50% and

tend to consider them to be worthless, dumb brutes – Silonars don't even make for good eating.

Silonar NPC Animal/Monster

Alignment: Considered Anarchist or Miscreant.

Attributes: I.Q. 1D4; low animal intelligence, M.E. 1D6, M.A. 2D6, P.S. 22+1D6, P.P. 18+1D6, P.E. 20+2D6, P.B. 2D6, Spd. 34+4D6; a minimum speed of 38 (26 mph/41.6 km), most have a speed of 44 to 55.

M.D.C.: 3D6x10 M.D.C. on Rifts Earth (6D6+14 Hit Points, 4D6+40 S.D.C. and A.R. 10 on S.D.C. worlds).

Horror Factor: 13

Size: 8-9 feet (2.4 to 2.7 m) tall at the shoulders.

Weight: 400 to 800 pounds (180 to 360 kg).

Average Life Span: 50 years.

P.P.E.: 2D6

O.C.C.: None; animal.

Natural Abilities: Excellent speed, can run without pause and without exhaustion for 10 hours, leap up to 20 feet (6.1 m) lengthwise and 10 feet (3 m) high. Can go without food or water for a week without ill effect; eats just about anything from carrion and shrubs to fresh kills of animals, large and small – humans included. Smell blood one mile (1.6 km) away, can track blood scent 55%. The smell of blood and the sight of combat sends the creature into a killing frenzy; unless restrained, it will attack.

Attacks Per Melee: Four.

Damage: Bite does 1D6 M.D., clawed feet 2D6 M.D., tail slash 2D6 S.D.C. plus P.S. bonus, small fore claws 4D6 S.D.C. plus P.S. bonus, and head butt 2D4 S.D.C.

Bonuses (in addition to attributes): +1 on initiative, +1 to strike and parry, +3 to dodge, +6 to save vs psionic attack (too stupid) and +12 to save vs Horror Factor – fearless (and stupid). These are all in addition to any possible attribute bonuses.

Magic: None. **Psionics:** None.

Enemies: Large predators and humanoids.

Allies: None.

Value: On Rifts Earth, most people consider them a worthless and dangerous predator, particularly to children and livestock. Silonars are so stupid, aggressive, mean and unpredictable that they make poor riding animals and worthless pets.

Habitat: Deserts and grasslands of all kind. The dinosaur-like Silonar cannot survive in climates cooler than 40 degrees Fahrenheit. Cold desert nights followed by hot days are easily tolerated, especially if the animal is covered or otherwise sheltered; 3D4 days of *constant* cold temperatures will kill the beast. On Rifts Earth, Silonars are found west of the Rocky Mountains: Nevada, Utah, Arizona, western Colorado, Idaho, Northern Mexico, and parts of California.

Spectre

Believed to be a horrific ghost by primitive people, Spectres are wraith-like, supernatural beings of pure energy and evil intent. They assume a humanoid shape and glow with crackling energy that gives them an eerie illumination and ghostly appearance. They are the embodiment of evil – a malignant alien force content to wander the world inflicting pain and misery upon intelligent life forms.

They cannot be harmed by the weapons of man, not even Mega-Damage weapons, but are vulnerable to magic and psionics. Spectres rarely use hand-held weapons, never wear armor, and have no desire for wealth or power.

These energy beings are known to many worlds, but rarely exist in great numbers nor work in large groups with other Spectres. Unfortunately, the incredible magic and psychic energy that abounds on *Rifts Earth* has served to attract these monsters in larger numbers than usual. Even so, they are seldom found in groups greater than three, but one or more may join forces with other maleficent beings.

NPC Monster or Villain

Alignment: Typically Miscreant (45%) or Diabolic (45%), occasionally Anarchist (10%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 20+2D6, M.A. 1D6, P.S. 2D6, P.E. 3D6, P.B. 2D6, Spd. 2D6 running, flying is 22 (15 mph/24 km).

M.D.C.: P.E.x5, but invulnerable to poison, drugs, and most ordinary weapons, including Mega-Damage weapons. Only magic and psionics can hurt a Spectre. (Normally has P.E. number+20 for Hit Points, 2D6+12 S.D.C. and an A.R. of 14.)

Horror Factor: 16

P.P.E.: 50 +2D6

Size: 6-15 feet (1.8 to 4.6 m). All Spectres can adjust their shape to suit the situation, thus the same Spectre can change from human-size to as tall as 15 feet (4.6 m) at will.



Weight: Approximately 100 pounds (45 kg) regardless of size, such is the nature of this energy being.

Average Life Span: Unknown – Immortal?

Combat: Two physical and one psionic attack per melee, or four psionic attacks per melee! **Bonuses (in addition to attributes):** +2 to strike and dodge. Remember, invulnerable to all normal and Mega-Damage attacks. Vulnerable only to psionics and magic.

Natural Abilities: Fly at a speed of 22 (15 mph/24 km), change size at will (6-15 feet/1.8 to 4.6 m) and heals twice as fast as a human.

Impervious to normal weapons, drugs, poison and disease: These things have absolutely no effect on the monster.

Whole Body Astral Projection (special): Spectres can travel on the Astral Plane without leaving their body behind; the entire essence of the Spectre dimensionally teleports to the Astral Plane. They often travel by means of astral projection and attack other astral travelers of good alignment. Impervious to all weapons, including M.D. weapons. Only magic and psionics can hurt a Spectre (full damage).

Magic: None.

Psionics: I.S.P. is normally 90, but is doubled (180) on Rifts Earth. Psionic power is equal to a 4th level Mind Mage or Mind Melter. First Edition Palladium Fantasy RPG® style Spectre has all levels one, two and three psionic powers. Rifts® & 2nd Edition Palladium style Spectre possesses all Sensitive and Physical psionic powers plus Detect Psionics, Bio-Regeneration, Bio-Manipulation, Hypnotic Suggestion, Mind Block Auto-Defense, and Mind Bolt. There is no reason that there cannot be both varieties of Spectres on Rifts Earth.

O.C.C.: None. Not recommended as a player character.

Languages: None, communicates via telepathy and empathy.

Enemies: Humanoids and forces of good.

Allies: Evil supernatural forces, particularly very powerful beings.

Habitat: Virtually any locations on Earth and other dimensions, but avoids areas of extreme cold or heat.

Notes: A maleficent energy being to be avoided. Sometimes appear during ley line energy storms.

Sphinx

Optional Player Character

The Sphinx is a creature that has existed in myth and is known to exist on other worlds including Palladium. The part lion, part eagle, part human creature is very mysterious, their true origin lost to antiquity. They are quite intelligent, often pursuing scholarly studies in the areas of magic, medicine, history/anthropology, and exploration. In addition, they love expensive food, wine, and art. They are found throughout the Palladium World, particularly in the southern hemisphere. The eruption of the Rifts on Earth has served to bring the Sphinx back to it because it offers so many portals to other worlds for the Sphinx to explore.

Many primitive cultures see the Sphinx as the embodiment of magic, knowledge, power, and good fortune. Likewise, some cults revere them as a living holy symbol. Sphinxes find this both amusing and gratifying and the typically selfish animal will

accept the accolades, gifts and worship of lesser (or more foolish) beings. Once installed as the head of a church, or other authority, the Sphinx will begin demanding all sorts of expensive delicacies and, if a student of magic, send its worshipers on quests for magical books and artifacts too. As soon as the church fails to deliver (usually because of bankruptcy), the Sphinx departs with a smile and his blessings.

Other than their hatred of so-called demons and forces of supernatural evil, very little is known about the motivations of the Sphinx. They have a knack of showing up whenever significant magic, artifacts or books have been unearthed and are known to be born adventurers. Although a Sphinx may settle down in one place for decades, sooner or later he will find it necessary to leave in pursuit of greater knowledge and adventure.

Alignments: Any, but tend to be Principled (20%), Scrupulous (25%), Unprincipled (20%) or Anarchist (12%).

Attributes: The number of six-sided dice to roll is as designated: I.Q. 4D6, M.E. 4D6, M.A. 3D6, P.S. 5D6 (Supernatural on Rifts Earth), P.P. 4D6, P.E. 5D6, P.B. 5D6, Spd. 4D6 running (x5 for flight).

M.D.C.: 6D6x10, these creatures of magic become Mega-Damage beings on Rifts Earth. (Has P.E. +60 Hit Points, 5D6x5 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror/Awe Factor: 17

P.P.E.: 3D4x10 is the natural base, plus P.P.E. gained from a magic O.C.C. (divided by half).



Average Life Span: 2,000+ years.

Natural Abilities: Never tires when flying, nightvision 120 feet (36.6 m; can see in absolute darkness), keen night-sight (can see in one sixth of the light needed by humans), keen hawk-like vision (can see a magic book two miles/3.2 km away), Prowl 60%, Track by sight 77%, Swim 40%, normal leap 30 feet (9 m) high or lengthwise and flight assisted leap 200 feet (61 m) up or across. Magically understands and speaks all languages!

Attacks per Melee: Four.

Damage: Bite 1D6 M.D., restrained claw/punch 4D6 S.D.C. plus P.S. bonus, full strength claw 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), flying dive attack 4D6 M.D. plus a 1-60% chance of knocking one's opponent to the ground (victim loses one melee attack and initiative), counts as two attacks.

Bonuses (in addition to attributes and skills): +2 on initiative, +3 to strike, parry and dodge, +4 to dodge in flight, +2 to roll with punch or impact, +4 to pull punch, +2 on all saving throws. **Magic:** May study any form of magic, particularly Wizard, Ley Line Walker, Mystic, Temporal Wizard, Stone Master and Techno-Wizardry. They love spell casting. See R.C.C. below.

Psionics: Standard, roughly the same as humans.

R.C.C.: Sphinx, Master of Magic and Knowledge (Rifts®): Magically speaks all languages 98%. Literate in Dragonese/Elven 98% and four others of choice 92%, Math: Basic and Advanced 98%, Anthropology 75%, Computer Operation 90%, Sing 85%, Write 85%, and Art 85%. An additional 12 Secondary skills can be selected; all categories are available. All skills start at first level base skill proficiency plus I.Q. bonus.

Then select a *specific scholarly or magical O.C.C.* from **Rifts®** or **The Palladium Fantasy RPG®**. Any of the magic O.C.C.s may also be selected as an additional area of study. Most Sphinx are versed in some form of magic, usually spell casting types, but Diabolism, Shifting or Techno-Wizardry can be selected as well. *Or* the character may select one of the following O.C.C.s: Body Fixer, Cyber-Doc, City Rat (typically the Hack Rat), Operator, Rogue Scholar, Rogue Scientist, Preacher, Gambler, or Vagabond. **HOWEVER**, only the O.C.C. skills (not “other” nor additional secondary skills) are selected. The Sphinx also learns or acquires any special O.C.C. skills and/or powers specifically part of that Occupational Character Class. For example: If the Ley Line Walker O.C.C. is selected, the character would acquire the eight O.C.C. skills and the eleven Special Line Walker Abilities.

Average Level of O.C.C. Experience: NPCs: 1D6+1. Player characters: 1D4 level. Player characters grow in experience slowly. Use the character’s selected O.C.C., but he needs two times the normal amount of experience points to reach each subsequent level. Only the oldest and most powerful Sphinx are 10th level or higher.

Value: A live Sphinx is almost beyond price to those cults that worship them, treating him better than a king. Some alchemists and Techno-Wizards will pay thousands of credits for particular body parts (like feathers, tooth, claw, tongue, wings) as magic components. A captured and confined Sphinx for sale to an evil sorcerer can fetch 100,000 to a million credits depending on the purchaser. A Sphinx will never allow himself to be enslaved, at least not for long, and will try to continuously escape or destroy his captors.

Habitat: Unknown.

Enemies: Supernatural evil and slavers.

Allies: Faerie Folk and champions of good.

Size: 5 feet (1.5 m) tall, 8-10 feet (2.4 to 3 m) long, plus tail.

Weight: 1500-1800 pounds (675-810 kg).

Note: Sphinx avoid bionic conversion like the plague. Will only get the best cybernetic Bio-Systems with synthetic flesh when medical reasons demand it, like to replace a limb or eye, etc. However, a Sphinx might consider a couple minor cybernetic implants.

Beyond the Supernatural™ Note: Many (70%) are equal to a 1D4 level Arcanist, know *all* Lore skills at 80% proficiency and known the usual number of spells for its level of experience. Also has a psychic power to understand all languages almost instantly (89% proficiency).



Syvan

A Syvan is a supernatural being that appears as a decaying, animated corpse. Actually, the right side of the face and body looks healthy, while the left side of the body is always far more ugly – the left is the rotting corpse. This makes Syvan mere shadows of the living and forces them to conceal their deformity in full body armor, robes, masks or other disguises.

Syvan are generally evil beings who hate beauty and are incredibly envious of prettier creatures. This jealousy is vented by acts of manipulation, cruelty, and harm directed toward other living creatures. Syvan are intelligent, cunning beings whose main weapons are *deception* and *trickery*, often manipulating people and events to get their desired outcome. Although they are, themselves, powerful beings, Syvan are usually content to be the secret power behind a puppet who appears to be the true leader/ruler. They see most people, great and small, as pawns – living chess pieces – in their private life and death games, while they are the chess master orchestrating the movement of their pawns and directing the game from the shadows. So masterful at the arts of subterfuge is the Syvan, that they have been found posing as heads of states, cardinals, paladins, wizards, and kings.

The origin of the Syvan is unknown. If they were once among the living, they apparently lose all memory of their past life. Many scholars and men of magic suspect that their origin is somehow linked to the Western Empire of the Palladium World. Fortunately, Syvan are extremely rare, with perhaps as few as two hundred in existence in that world. However, others are known to wander the Megaverse and visit other worlds that of-

fer political intrigue, power and games. *Rifts Earth* offers such endless possibilities and opportunities that one would think it would draw Syvan like moths to a flame. And, indeed, it might, for who can truly know how many of these secretive and elusive beings may have their hands in the affairs of man and monsters across the globe and beyond.

Alignments: Selfish or evil.

Attributes: The number of six-sided dice to roll is as designated: I.Q. 3D6+1, M.E. 14+2D6, M.A. 3D6, P.S. 3D6+1, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd. 2D6

M.D.C.: Becomes a Mega-Damage being on *Rifts Earth* with 1D4x100 M.D.C. (Normally has P.E. number x10 for Hit Points, 3D4x10 for S.D.C. and an A.R. of 13.)

Horror Factor: 13

P.P.E.: 1D4x10

Natural Abilities: See the invisible, nightvision 90 feet (27.4; can see in total darkness), normal color vision, recognize all illusions (and therefore NOT affected by them) 90%.

Attacks per Melee: Four physical attacks per melee or five psionic attacks.

Bonuses (in addition to attributes and skills): +1 to strike, +2 to parry and dodge, +3 to roll with impact, +3 to save vs psionics, and +2 to save vs all magic.

Damage: Normal punch 4D6 S.D.C. damage plus P.S. bonus if any, full strength punch or kick 1D6 M.D., 2D6 power punch (counts as two attacks), or by weapon, or psionics.

Magic: None.

Psionics: I.S.P.: M.E. x10. Level of proficiency is equal to a 1D6+4 level Mind Mage or Mind Melter. Palladium First Edition style Syvan: Possess all psi-abilities from levels 1-6.

Rifts® & Palladium Second Edition style Syvan possess all Healing, Sensitive, and Physical psionic powers, plus Bio-Regeneration (M.D.C.), Bio-Manipulation, Empathic Transmission, Electrokinesis, Telekinesis (Super), Telekinetic Force Field, Mentally Possess Others, Mind Block Auto-Defense, Mind Bond, Mind Wipe, Psi-Shield and Psi-Sword!

Special: Automatically senses emotions around him. Can identify the source of specific emotions at 80% accuracy. The Syvan can be considered a sort of Empathic receiver who can sense and zero in on emotions. They can also sense the presence of the supernatural identical to a *Psi-Stalker*.

R.C.C.: Syvan the Deceiver. Not recommended as a player character.

R.C.C. Skills (Rifts®): Horsemanship (+20%), Prowl (+10%), Play a Musical Instrument (+10%), Languages: Dragonese/Elven 98% (literate too), plus speaks four additional languages of choice (+15%).

May also select a total of 11 skills from the following categories: Communications (+10%), Domestic, Espionage (+10%), Military, Pilot, Pilot Related, Rogue (+5%), Technical (+5%), and W.P.; all are at a level of proficiency equal to the level of psionic power (1D6+4 level).

Average Level of Experience: 1D6+4

Average Life Span: Immortal – live until destroyed.

Habitat: Found in all environments.

Enemies: All intelligent life.

Allies: None, per se, though Syvan have been known to become surprisingly fond and sentimental over their favorite pawns, not that such sentimentality will stay the chess master's hand from

sacrificing that pawn when the time is right. Their own needs always come first.

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 160-200 pounds (72 to 90 kg).

Notes: *Never* cooperates with another Syvan. In fact, they regard others of their kind as the ultimate rival and hated opponent. They worship no gods, respect no religion nor the laws of any land or king. However, a Syvan may pretend to work within the confines of the law, morality, philosophy or commonality in order to achieve his goals.

Treasure hoards of gold and other valuables are gathered to finance the Syvan's destructive activities. Likewise, a Syvan understands and appreciates the virtues of magic. Thus, a Syvan with a small operation in place will have 100,000 to 400,000 universal credits with 1D4 common magic items. A medium-sized operation will have five times as many credits and magic, while a large operation will have ten times as many credits and magic items, plus 500,000 credits worth of gems and/or precious metals (sometimes highly tradable tech items instead).

Even a Syvan traveler will be garbed in the finest clothes and body armor, and have 1D6x10,000 in gems and gold, plus 3D6x10,000 credits on his person. Of course, Game Masters can modify these valuables as is appropriate for his campaign. A Syvan often wears armor, loves magic and heavy energy weapons, and usually hides his face as inconspicuously as possible (behind a helmet, gas mask, face plate, mask, etc.). Their favorite magic items are things that appear to be something they are not or which look deceptively innocuous.

Unicorn

The Unicorn is creature of pre-Rifts myth said to be a beautiful, delicate, horse-like creature with a long silver horn in the center of its head, a billy goat's beard, and cloven hooves. Legend says that they will allow no one to ride or tame them except for a virgin (male or female) who is pure of heart.

The Unicorn is a creature of magic common to several worlds including Earth. The legend of the pure virgin is, in part, true. Unicorns are Psychic Sensitives and of good alignment. They can automatically sense the presence of evil and are skittish about contact with humanoids. Consequently, they hate and avoid evil and selfish forces. Only creatures of an innocent nature and of a very good alignment are allowed close to them. A Unicorn automatically helps or protects creatures of a very good alignment and will often play with children and those with an innocent nature, even allowing them to ride on their backs, lending more false credence to the myth about virgins.

Alignments: Principled (50%) and Scrupulous (50%).

Attributes: The number of six-sided dice to roll is as designated: I.Q. Extremely high animal roughly equal to a human I.Q. of 8, M.E. 2D6+2, M.A. 2D6+2, P.S. 18+2D6, P.P. 18+2D6, P.E. 14+2D6, P.B. 18+2D6, Spd. 40+6D6

M.D.C.: A Mega-Damage creature on *Rifts Earth* with 1D6x100 M.D.C. (Normally has P.E. number +50 for Hit Points, 3D6x10 S.D.C. and an A.R. of 7.)

Horror/Awe Factor: 10

P.P.E.: 4D6x10

Size: 4-6 feet (1.2 to 1.8 m) at the shoulder.

Weight: 400-700 pounds (180 to 315 kg).

Average Life Span: 10,000 years.

Natural Abilities: Exceptional running speed, nightvision 90 feet (27.4 m; can see in total darkness), keen color vision, never tires, resistant to cold (half damage) and on Rifts Earth can leap 50 feet (15 m) high and 100 feet (30.5 m) lengthwise from a gallop.

Attacks per Melee: Four.

Bonuses (in addition to attributes): +4 on initiative, +1 to strike, parry, and dodge, +4 to pull punch/kick, +2 to roll with impact, +3 on all saving throws, and +5 to save vs Horror Factor.

Damage: Restrained kick or head butt 4D6 S.D.C. damage plus P.S. attribute bonus, full strength head butt or kick with front legs does 2D6 M.D., kick with rear legs does 3D6 M.D., power kick does double damage (counts as two attacks), stab with horn does 4D6 M.D. (1D6x10 M.D. to supernatural demons/monsters).

Magic: None, other than its own being.

Psionics: I.S.P. is M.E.x10. Psionic powers include the automatic abilities to Sense Evil, Sense Magic, and Sixth Sense (burn up no I.S.P.). Plus Empathy, Telepathy (limited), Mind Block, and Psychic Purification (must touch the person with the horn, otherwise same as the Healing power).

O.C.C.: None – animal; not recommended as a player character, but could be; G.M. discretion.

R.C.C. Skills: Magically understands all languages (but is illiterate) and can communicate both Telepathically and Empathically. Basic math 80%, Land Navigation 98%, Wilderness Survival 90%, Identify Plants 85%, and Holistic Medicine 50%.

Value: Alive, a Unicorn is nearly priceless, fetching 2D6 million credits as a fighter for the gladiatorial arena or as a caged beast whose very presence is said to bring good luck and protection against demons. (Sadly, neither is true, but the myth persists.) Or as a slave to evil creatures, but the captive Unicorn must be shackled and/or caged and observed constantly, otherwise it constantly seeks to escape or kill its evil slave master. They can be phenomenal work animals because they possess superhuman strength and never tire.

The horn of a Unicorn will fetch at least 2D6x100,000 credits from an alchemist or evil Techno-Wizard for its healing and magic properties, but to remove the horn, one must kill the Unicorn! A severed Unicorn horn can be used as a P.P.E. battery. The horn always radiates 1D4x10 P.P.E. and can hold as much as 120 P.P.E. It can also be used as a Mega-Damage weapon (spearhead, pick-axe, etc.) that inflicts 2D6 M.D. against normal Mega-Damage beings and 4D6 M.D. to supernatural creatures. In the alternative, the horn can be ground into powder and used in a variety of potions, and is a key ingredient in many potions of healing. Techno-Wizards can use the horn for a variety of purposes, as a P.P.E. battery, to instill the properties of magic speed, or to create a Unicorn-based psionics helmet with all the Unicorn's psi-powers, or as a component in magic weaponry and other uses.

Note: Characters of a good alignment will never kill nor keep a Unicorn against its will. NEVER! Thus, they are seldom used as riding animals or slaves by good characters. Characters of a good alignment may even feel compelled to rescue and free an enslaved Unicorn.

Habitat: The deepest forests, usually of temperate or cool climates.

Enemies: Peryton, Loogaroo, demons and all evil creatures.

Allies: Faerie Folk, Drakin, champions of light and other creatures of good alignment.



Waternix

The Waternix is a rare creature of magic who may be a distant cousin to Faerie Folk. They appear as a winged dog or fox who walks on its hind legs. They are known for their playfulness (often to the point of annoyance), riddles, and puns often used to confuse, trick and waylay travelers. The Waternix is envious of man and his kin, from Goblin to Wolfen, and delights in the theft of his possessions, and sometimes his death. Fortunately, a Waternix seldom plays the role of assassin, much preferring the part of the *mischievous trickster* or *agent of doom*, rather than the actual executioner. Consequently, they may lead or send the unsuspecting or greedy on a deadly quest woven by a web of lies and empty promises equal to any Devilkin.

Fearful of powerful supernatural beings and clergy, the Waternix avoids confrontations with these beings. Large groups of humanoids also make them nervous, for the supernatural and clergy often walk among them. Thus, they seldom enter a city or large town, or if they do, it will be under the cover of night when most people are asleep. Instead, the Waternix make their home at, or near, a watering hole, well, pond, or stream frequented by "manlings," their name for all *humanoids*. It is at these locations that they may engage in their immature games and brutal tricks. It must be pointed out that while a Waternix doesn't often kill a manling directly, those of evil or Anarchist alignment may maul, beat, bite, or torture without hesitation. The Waternix's lust for gold, gems, jewelry, and magic items makes practitioners of magic and the wealthy their favorite targets, although no one is immune from their whims. Some of these wily creatures become so bold that they lead bands of thieves (usually nonhumans), assist men of magic or adventuring groups (if the rewards are satisfactory), inhabit a city well, and, on occasion, counsel kings.

Although these malicious pranksters covet the magic and riches of man, they are far too lazy to pursue the road to riches or the mystic arts themselves. It is much easier to let others do the hard work and steal what it wants from them. Only on rare occasion will one encounter a Waternix with any knowledge or ability in magic.

Alignments: Any, but almost always Unprincipled (5%), Anarchist (50%) or evil (any).

Attributes: The number of six-sided dice to roll is as designated: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 3D6, P.B. 4D6, Spd. 4D6 running (x3 for flight).

M.D.C.: 4D6x10; becomes a Mega-Damage creature on Rifts Earth that is much more physically powerful than in an S.D.C. environment. (Has P.E. number +20 for Hit Points, 3D6 S.D.C., and an A.R. of 9 in S.D.C. settings.)

Horror Factor: 12

P.P.E.: 4D6

Size: About the same as a fox or medium-sized dog, approximately three feet (0.9) long from head to buttock. About four to four and a half feet tall (1.2 to 1.35 m) when standing on hind legs, their usual posture.

Weight: 20 to 45 pounds (9 to 20 kg).

Average Life Span: 1000 years.

Natural Abilities: Fly, prowl 77%, swim 77%, climb 50%/40%, track by smell 52%, nightvision 90 feet (27.4 m), keen normal vision and hearing, turn invisible at will, see the invisible, bio-regenerate 1D8 M.D. per melee, normal leap: 20 feet (6 m) high or lengthwise, wing assisted leap is three times greater. The Waternix has small paw-like hands with stubby fingers and an opposable thumb, enabling him to pick up, hold and use weapons and tools.

Attacks per Melee: Four.

Bonuses (in addition to attributes, O.C.C. and skills): +1 on initiative, +2 to strike and parry, +4 to dodge, +6 to dodge while in flight, and +2 to all saving throws.

Damage: Bite doing 1D6 M.D., restrained claws doing 4D6 S.D.C. damage, full strength claws 1D6 M.D., may also use magic, magic items, or weapons.

Magic: None, unless a magic O.C.C., which isn't likely. May use magic items and potions.

Psionics: None.

R.C.C. Skills: All Waternix have the following skills regardless of any other possible area of learning: Hunting, Fishing (+20%), Play 1D4 Musical Instruments, Dancing (+5%), Basic Electronics (+5%), Wilderness Survival (+15%), Demon and Monster Lore (+5%), Faerie Lore (+10%), Basic Math (+20%) and Speaks Faerie Folk 98%, speaks and is literate in three additional languages (+20) and speaks 1D4 others (+10%).

O.C.C.s in Rifts®: The Waternix really learns no full Occupational Character Classes although some may have an in-depth knowledge of thievery, trickery, or wilderness skills; see R.C.C. skills. Not recommended as a player character, but possible, G.M.'s decision.

A Waternix that has leanings toward **Thief** gets ALL Rogue skills plus Computer Operation, Computer Programming, Pilot Hover Vehicle, and Locksmith. All get a +12% skill bonus.

A Waternix that have leanings toward **Ranger/Scout** get ALL Wilderness skills plus Astronomy, Holistic Medicine, Intelligence, Detect Ambush, and Cooking. All get a +10% bonus.

A Waternix that has leanings toward **Trickster** gets ALL Communications skills plus Escape Artist, Forgery, Palming, Concealment, Pilot Hover Vehicles, Read Sensory Equipment, and Basic Mechanics. All get a +10% skill bonus.

A Waternix that have leanings toward **Real Magic** can learn some degree of magic similar to a Ley Line Walker or Shifter, or Wizard, Warlock, Witch, Diabolist or Summoner. In each case the character only learns the magic and O.C.C. skills. No

skill bonuses. Tend to be *spell casters* and Diabolists (Palladium Ward magic). Only ten percent of the Waternix pursue the mystic arts, however. For random determination, roll percentile dice, 01-10% means a mage.

Average Level of R.C.C. Experience: NPCs: 1D4+2. Player characters: 1D4 level. Player characters grow in experience slowly. Use the Dragon experience table, but needs two times the normal experience points to reach each subsequent level. Only the oldest and most ambitious Waternix ever reaches 8th level or higher.

Habitat: Forests worldwide; not common in the deep south and jungles.

Enemies: Powerful beings and clergy; dislikes all humanoids, especially humans and Elves.

Allies: None, per se, friendly with Trolls and most Faerie Folk, especially cruel and wicked ones, like Bogies, Pucks, Dead Moon Hags and Toad Stools.

Notes: They are solitary creatures, never running in packs or even with a mate. Their favorite ancient weapons are knives and light chain weapons (can't use anything much larger or heavier without it becoming too awkward to handle) or modern handguns, especially light lasers.



Weirdwing

Original concepts by Bill Coffin & Kevin Siembieda

The Weirdwing gets its name because it is a truly weird combination of bat, bird, cat and intelligence. It has leather, bat-like wings, the beak and legs of a bird, oversized ears, yellow eyes, whiskers that droop down, and a long, rat- or possum-like prehensile tail from which it can hang upside down, swing from trees, grab objects and pick locks!

These enigmatic creatures abhor settled areas and will move to wherever large civilization isn't. They seem to be indigenous to the Palladium World and distrust the great races (Humans, Elves, Dwarves, Gnomes, Titans, Ogres and all similar humanoids) because of their long history of abusing the special gifts the Weirdwing has to offer, namely the ability to foretell the future of anyone who tells them their true name. Consequently, Weirdwings have been hunted and hounded mercilessly by wizards, warlords, kings and criminals and everyone in between, to learn what the future holds for them. At first, these creatures

were only too glad to share their gifts with others, but after many years of near enslavement, they decided to quit the company of humanoids and live by themselves in the wilderness. There, if they came across a truly worthy individual, they may share with him a *glimpse* of his future. Likewise, if the creature wanted to frighten or hurt a humanoid it doesn't like, it may volunteer some future danger or dark path that awaits him. Overall, most Weirdwings are content merely to watch the world, to observe its patterns and history, and to archive its legends and lore, in effect becoming the Palladium World's great *mute* sages.

Young Weirdwings and those with a yearning for adventure, will sometimes join an adventurer group for a while. Sometimes, a Weirdwing even finds the kind of hero(s) he feels he has been meant to help and freely offers that individual his wisdom, insight and clairvoyance. To these special few, a Weirdwing is an unlikely ally and mentor of exceptional insight and unique character. To all others, they are a myth, a figment, a whisper, a fading dream. Ghosts of the past lingering in the present.

It is unknown as to whether or not any Weirdwings have traveled to Rifts Earth, but odds are that a few have. What impact they might have on the future for the people of this volatile planet is yet to be seen. Certainly Lord Dunscon and other tyrants would (literally) kill to see the future and would love to capture and hold prisoner such a marvelous, albeit freakish, creature. Likewise, the Splugorth and other slavers and wicked individuals would love to profit from the abilities of a Weirdwing at the expense of its freedom. Rumor has it that one such creature has escaped the clutches of a Yama King and now secretly tries to help overthrow the demon lords of China by helping heroes and the Kings' rivals.

Alignment: Any, but usually Unprincipled (30%), Anarchist (35%) or Aberrant (15%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+5, M.E. 2D6+6, M.A. 2D6+7, P.S. 1D6+6, P.P. 3D6+4, P.E. 2D6+3, P.B. 2D6, Spd. 3D6+23 flying or 1D6+2 walking.

M.D.C.: 1D6x10+30 on Rifts Earth. (Has P.E. number x4 as Hit Points, 30+3D6 for S.D.C. and an A.R. of 5 on S.D.C. worlds.)

Horror/Awe Factor: 9

Average P.P.E.: 6D6

Size: 3-4 foot (0.9 to 1.2 m) wingspan; the body is just 1-2 feet (0.3 to 0.6 m) long from the tip of the nose to the buttock. The prehensile tail is 3-4 feet (0.9 to 1.2 m) long all by itself.

Weight: Less than 20 pounds (9 kg).

Average I.S.P.: 3D6x10 +10 per level of experience.

Physical Appearance: A conglomeration of bat, cat, rat, bird and human mind.

Average Level of Experience (NPCs): 1D4+1 for young, 1D6+3 for mature and experienced ones, and 2D4+4 for elder Weirdwings. Not recommended as a player character.

Average Life Span: 80-125 years.

O.C.C.s Available: None; see Natural Abilities and Psionics.

Natural & Skill-like Abilities: Weirdwings possess incredible psychic abilities, phenomenal memory and vast areas of knowledge. Skill equivalents include: Anthropology (+20%), Astronomy & Navigation (+20%), Basic Math (+20%), Art (+10%), History (+20%), Lore: Demons and Monsters (+20%), Lore: Religion (+15%), Lore: Magic (+10%), Read Elven and 1D4 lan-

guages of choice (+15% to Literacy), Escape Artist (+5%) and Pick Locks (+10%). Weirdwings magically understand all languages, and are able to speak in a bizarre tongue that anyone can understand the first time they hear it.

Attacks Per Melee: Three physical or four psionic attacks per melee round.

Damage: Claw: 1D6 M.D., tail lash/whip 1D4 M.D., or by psionic attack. A restrained physical attack only does 5D6 S.D.C. damage.

Bonuses (in addition to attributes and skills): +1 to strike, +3 to dodge, and +2 on all saving throws.

Magic: None.

Psionics: Master Psychics with the following abilities: All Sensitive psionic powers, Detect Psionics, Exorcism, Lust for Life, Psychic Diagnosis, Advanced Trance State, Death Trance, Float, Impervious to Cold, Impervious to Fire, Resist Fatigue, Mind Block Auto-Defense, and three Super Psionic powers of choice (Mind Bolt is a popular one); only Psi-Sword and Psi-Shield can NOT be selected. I.S.P.: 3D6x10 +10 per level of experience.

Special Super-Clairvoyance: An ability that costs no I.S.P. and comes when the Weirdwing focuses on an individual whose "true name" is made known to it. In a glimmer of an instant, the Weirdwing can see the character's aura and knows of any *past* traumatic experiences (loss of parent or beloved pet, frightening experience, etc.) as well as the most happy and memorable. The Weirdwing will also know what the character's present goals are, along with the individual's alignment and current state of mind, as well as all the usual things that come with See Aura. This insight enables the Weirdwing to see what the character is thinking and (reasonably) accurately see his or her plans in the short run. Thus, the creature can offer advice based on these (and other) impressions; i.e., "You're angry and hurt. So you are thinking of betraying (or abandoning, or cheating, etc.) your teammates. This you can do, but you will never forgive yourself (the Weirdwing can assess this from the past and present it has seen for it knows the individual as well or better than he or she knows himself), and you will discover too late that this is not the source of your problem." Inevitably, such a statement will illicit the question, what is? To which the wise Weirdwing will offer advice. Perhaps it's, "You are angry and do not see that you must keep a cooler head, be patient and wait. Opportunity will come to you, and if your mind and heart are free of anger (or hate, self-loathing, or insecurity, love, etc.), you will recognize it and seize the moment." Likewise, the creature can tell if the character is too trusting or being played the fool, or blinded by love, and similar. All these things can be presented in Fortune-teller style to the character. But the powers of the Weirdwing go far beyond a keen insight to character.

The psychic creature can, when drawing on the power of an individual's true name, see into the future. The Weirdwing can tell if the character's current path will lead him to misfortune, heartache, danger and death! It may also glimpse possible illness, injury and death (of the character or loved ones) years in the future (G.M.s, be careful with this). However, since life is constantly changing, the character armed with this glimpse of a possible future can make changes (or not) that will avoid a particular person, place or incident that will change the future and therefore avert death. Sometimes this may be something as simple as not losing one's head in a bar fight, sucking up an insult

and avoiding a battle or duel in which he is killed. Other times the choices may not be so simple and others may suffer if the character avoids his fate. And that's what it is, fate. And a hero, in order to save or help others, may accept his fate regardless of the consequences. For example: "You and your allies will win the day and save an entire village, but when you are alone, you find others in need of your help. It is then that you will be confronted by something (may be a specific so and so or a vague danger). If you stand and fight (or face whatever) you will rescue those in peril. However, your friends will not be able to reach you in time and you will fall (which may not necessarily mean death) before the power (or treachery or cunning) of your adversary." Thus, the hero may recognize events as they unfold in the future, and know if he turns and runs away, he will live, but a true hero will not be able or willing to sacrifice innocent lives (he knows he can save them, it has been foretold) to save his own. And so, his fate is sealed and the Weirddwing's prophecy becomes reality.

Value: Highly coveted and often captured and placed in captivity. Theoretically, priceless. Lord Dunscon, who has heard tales of this creature, has offered a 10 million credit reward to anyone who can bring him one, alive, of course.

Habitat: The Northern Hinterlands of the Palladium World and occasionally elsewhere in the Northern Wilderness and Eastern Territory, but they are quite elusive. Avoid people.

Enemies: Mostly evildoers, and savage races such as the Coyles, Orcs, Goblins, and so on.

Allies: Despite their solitude and complaints about humans, Elves, Dwarves, Gnomes and Wolfen, many Weirddwings crave their company and find them endlessly interesting and appealing. Even elder Weirddwings will sometimes associate with noble knights, warriors, kings and clergy to try to "help" humanity. Indeed, Weirddwings frequently observe events from the rafters and are constantly tempted to meddle in the affairs of men via their prophecies and advice. Irresistibly attracted to humans and Elves in particular.

Wing Tips

These bizarre creatures of magic appear to be nothing more than a pair of iridescent, feathered wings attached to a softball-sized cotton ball. Wing Tips usually have wings of a radiant yellow-gold or light, bright blue or pink color. They are frisky, graceful flyers of amazing speed and skill reminiscent of a hummingbird.

Wing Tips are playful, empathically sensitive little beings who hate sadness and pain. Whenever they find sorrow or pain, they always *attempt* to dispel it using their powers to heal and make people happy (may include Empathic Transmission and Hypnotic Suggestion). They fight only to protect themselves or to help another creature of good alignment. They never kill unless there is absolutely no other recourse.

Alignments: Any, but mostly Principled (40%), Scrupulous (30%) or Unprincipled (20%).

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 4D6, M.A. 5D6, P.S. 1D6, P.P. 5D6, P.E. 2D6, P.B. 5D6, Spd. 4D6 hopping around or 1D6x10+70 flying. **M.D.C.:** 3D6+2, become light Mega-Damage creatures on Rifts Earth. (Normally has P.E. number +10 for Hit Points, 1D6+2 S.D.C.; A.R. not applicable.)

Horror/Awe Factor: 9

P.P.E.: 1D4x10

Size: 2 foot (0.6 m) wingspan, with a fuzzy body the size of an orange or softball.

Weight: 2-4 pounds (0.9 to 1.8 kg).

Average Life Span: Unknown; some believe them to be immortal, although they are vulnerable to most types of attacks and are easily destroyed.

Natural Abilities: Flight, psionics, and magic aura. Although they appear to have no eyes, ears, nose, or mouth, Wing Tips have exceptional vision and hearing, and chirp and whistle, somehow. They communicate with people via Telepathy or Empathy.

Attacks per Melee: Four by psionics only. No other means of attack.

Bonuses (in addition to attributes): +1 on initiative, +4 to automatic dodge (the act of dodging does not use up an attack), and +3 on all saving throws.

Magic: Wing Tips radiate a magic aura that makes all creatures within a 30 foot (9.1 m) diameter +3 to save vs magic (does not apply to psionics), and +20% to save vs coma/death.

Psionics: I.S.P.: M.E. number +100. Psionic proficiency is equal to a sixth level Mind Mage or Mind Melter. Palladium Fantasy RPG® First Edition Characters: Possess all psi-powers from levels one through four.

Rifts® & Palladium Second Edition characters have *all* psionic Healing, Sensitive and Physical powers plus the following Super-Psionic powers: Bio-Manipulation, Empathic Transmission, Hypnotic Suggestion, Mind Block Auto-Defense, Group Mind Block, Mind Bolt, and Bio-Regeneration (M.D.C.).

O.C.C.: None. Happy-go-lucky forest inhabitants.

Skills of Note: Communicate via Telepathy, Land Navigation 98%, Wilderness Survival 80%, Identify Plants and Fruit 80% and Sing by whistling 90%.

Value: 50,000+ credits as beautiful singing pets and believed to be living good luck charms (used for its magical aura). Most captive Wing Tips are constantly drugged so that they don't use their formidable psionic powers against their captors or to escape. Worthless dead.

Habitat: Exclusive to the forests of the Eastern Territory and the Great Northern Wilderness of the Palladium World. Rumored to exist in the Magic Zone (Ohio valley) on Earth.

Enemies: Forest predators and unscrupulous humanoids.

Allies: None, per se, but known to associate with humans, Elves, Drakin, and creatures of good alignment.

Notes: Generally, Wing Tips are encountered in small groups of 2D6. Mating habits are unknown. Use no weapons or armor, and don't accumulate treasure.



Worms of Taut

– Demon Worms

Blow Worm
Fire Worm
Nippers

Serpent Beast
Tomb Worms
Tri-Fang

The Worms of Taut are considered to be demons from the deepest pits of Hell, but in actuality they are supernatural monsters from another dimension. The belief that they are demons is given credibility in that they can be summoned with a magic circle of Summon Lesser Beings or Demons. To summon them in this fashion, a poisonous snake must be sacrificed and the name of the specific “type” of demon worm written in its blood. The Worms of Taut can also be summoned with a Circle of Summon Serpents (**Palladium Fantasy RPG®**), but only if the circle is drawn in the blood of a dead Demon Worm. On most worlds, these Demon Worms must be within the geographic area to be summoned by the Serpent Circle, but even this minor Palladium Summoning Circle will conjure these nightmare creatures from another dimension. However, because they are not magical or real demons, they can’t be sent back to their natural world. At best, they can be controlled by the person who summoned them. At worst they run wild, mate and multiply.

On *Rifts Earth*, they are found in the wild among ancient ruins, especially in the eastern United States, the jungles of the Yucatan and the Land of a Thousand Islands (South America). Here, many primitive tribes worship a variety of snake gods and inadvertently Rift the creatures to Earth when they perform ceremonies at old stone pyramids and ley line nexus locations.

Note: Because they are not real demons, their blood and bones are valueless/useless for mystic purposes, nor do they respond to the magic that controls or dispels demons.

Taut: Blow Worms

The Blow Worm is the largest and least common of all the so-called Demon Worms. Its massive, 120 to 200 foot (36.6 to 61 m) length and easygoing demeanor make it a much less subtle agent of death and mayhem than its kin. Thus, it is seldom intentionally summoned by practitioners of magic unless wholesale destruction is desired. Such was the case during the siege against Chi-Town by the evil Federation of Magic in its most famous battle generations ago.

Blow Worms tend to be lethargic beasts, moving as little as possible and then only to hunt for food. They are not communal animals, territorial, or particularly aggressive unless agitated. A common ploy used to arouse the ire of these sluggish monstrosities is to refrain from feeding it for a period of time. Once unleashed, the hungry monster will attack any living creature it encounters and they have been known to swallow hundreds of people whole during a feeding frenzy. Another method is to hurt or agitate the monster with energy or magic so that it will plow through buildings, smashing anything in its path and eating several dozen people along the way. The giant worm can also be manipulated psionically via Empathic Transmission, Telepathy and Bio-Manipulation (agitation).

Blow Worms attack by spitting, or blowing, out a great glob of mucus-like slime up to 60 feet (18.3 m) away. This thick,

slimy glob measures about 18 feet (5.5 m) in diameter, engulfs its prey and smothers it. Once the victim appears to be smothered, the worm swallows it whole.

Alignment: Considered Anarchist; attacks only to feed or when provoked.

Attributes: The number of dice to roll is as indicated: I.Q. Very low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 4D6+30, P.P. 1D6+10, P.E. 2D6+18, P.B. 1D6, Spd. 2D6. P.S. is Supernatural on Rifts Earth.

M.D.C.: 2D4x100; the Blow Worm becomes an M.D.C. creature on Rifts Earth. (Has 3D4x10 Hit Points, 3D4x10 S.D.C. and an A.R. of 7 on S.D.C. worlds.)

Horror Factor: 14

P.P.E.: 2D4

Size: 120-200 feet (36 to 61 m).

Weight: 1D4 tons.

Average Life Span: 600 years.

Natural Abilities: The Blow Worm is virtually blind, but has an excellent sense of smell and the head is encircled by dozens of special motion receptors that work like sensors, registering even minute movement (range of detection: 700 feet/213 m). The acute sense of smell and natural motion detectors enable the worm to accurately locate and track prey; track by smell 89%. Other abilities: burrow through dirt/soil at a speed of 8 and swim 19%.

Attacks per Melee: One glob attack per melee plus two crush/smash attacks; three total.

Bonuses (in addition to attributes): +1 to strike with body, +3 to strike with glob, +5 to save vs poison and other toxins, +2 to save magic and psionic attacks.

Damage: Crush/smash by slamming its body into something or inadvertently rolling on top of somebody or something inflicts 1D6x10 M.D.

Glob attack: Spits a huge glob of thick, sticky mucus. Range: 60 ft (18.3 m). An intended victim must roll a dodge to avoid the glob. Those struck by the glob are engulfed in the thick, sticky substance and cannot move, speak or breathe. Entrapment in its thick glob reduces most victim's speed to one eighth and melee actions/attacks to one! Characters with a P.S. of 24 or higher have their speed reduced to one third and melee actions to half. It generally requires an intense effort of about 10 melee actions to pull oneself free of the glob. Those without an independent oxygen supply will lose consciousness within four melees (one minute) and die from suffocation within eight melees (two minutes). Of course, characters in body armor, power armor, robot vehicle or who have some other means of independent oxygen supply will not smother, but are greatly impaired.

While trapped in the glob, victims cannot fight or attack anything other than the glob. Those without a face cover will be blinded and choked by the mucus as well. Victims must concentrate on escaping the gooey substance or perish. If a victim should escape, he will find himself covered in a thick, sticky, unpleasant smelling slime. To clean himself completely will take at least an hour and to thoroughly clean his armor and possessions will take another 1D4 hours. Note that the Blow Worm will not swallow a victim stuck in the glob as long as the individual is still moving. No movement means the victim has been subdued and ready to be swallowed whole, glob and all.

Blow Worm weakness! This is a disgusting possibility, but in the **Rifts®** environment with robots, cyborgs and body armor

(with an independent oxygen supply), there is a real chance of being swallowed up without being dead. This can actually be good news. The insides of the Blow Worm is far more vulnerable to attacks than its tough outer skin. A victim with great strength and fire power can maneuver inside the gullet and blast his way out. The M.D.C. for a 10 foot area (3 m) of the inner epidermis is 6D6.

Magic: None. **Psionics:** None

O.C.C.: None, an animal predator.

Enemies: None.

Allies: None; tolerates its fellow Worms of Taut.

Habitat: Infrequently found throughout the world as the result of being summoned by magic. The giant Blow Worm must have a cool, preferably dark, damp environment to survive and burrows in soft earth, not clay or bedrock. It will die in a matter of 1D4 days if left in the hot sun.

Notes: Uncommon. A person rarely encounters more than one.



Taut: Fire Worms

The bright red Fire Worm is among the smallest of its kin, but every bit as deadly. They are able to spit forth bolts of flame. Like the other Worms of Taut, it is not a true worm or demon, but called such because of its worm-like appearance. Likewise, it is extremely cranky, aggressive, and hostile.

Alignments: Considered Diabolic evil.

Attributes: The number of six-sided dice to roll is as designated. I.Q. 1D4+3, animal intelligence, M.E. 2D6, M.A. 1D4, P.S. 2D6+6, P.P. 2D6+6, P.E. 2D6+6, P.B. 1D6, Spd. 3D6+10

M.D.C.: 4D6+40, becomes a minor Mega-Damage creature on Rifts Earth. (On S.D.C. worlds it has 2D6+40 for Hit Points, 2D6+12 S.D.C. and an A.R. of 6.)

Horror Factor: 13

P.P.E.: 2D6

Average Life Span: 260 years.

Size: 3 feet (0.9 m) long.

Weight: 15 pounds (6.8 kg).

Attacks per Melee: Three, usually by bolts of fire.

Bonuses (in addition to attributes): +1 to strike by bite, +2 to strike with fire ball, +1 to dodge, +2 on all saving throws, impervious to fire and heat.

Damage: Spit fire balls doing 4D6 M.D., range 60 feet (18.3 m) or bite 1D4 M.D.

Natural Abilities: Climb 40%, Swim 30%, Track by smell 66%, Prowl 60%, and infrared vision and heat sensor in its nose offers an additional bonus of +1 to strike. The Fire Worm is impervious to all fire and heat, including magic fire. Vulnerable to cold (does double damage) and can burrow through dirt at a speed of 6.

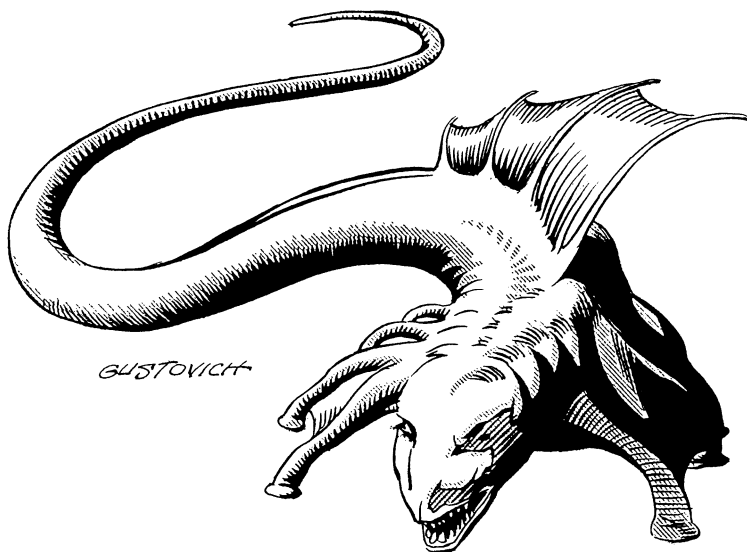
Magic: None. **Psionics:** None.

Enemies: None.

Allies: None; tolerated by the other Worms of Taut.

Habitat: Infrequently found throughout the world as the result of being summoned by men of magic. They are best suited to hot and dry climates, but also seem to do well in the Yin-Sloth Jungles. The Fire Worm dies quickly in cold environments.

Notes: 1D4 Fire Worms may be encountered at any given time. They tend to be very aggressive and jumpy, striking out at anything that moves or that invades its domain. Fire Worms enjoy dry, rocky terrain the best. Fortunately, they don't seem to flourish in the Palladium World or Earth.



Taut: Nippers

This serpent resembles a multi-legged salamander or newt with a maw of terrible, tiny, razor sharp teeth, and slashing tail. While nippers may resemble amphibians, they are far from the slow-moving, soft-skinned water dwellers. They are fast, tough, and deadly.

Alignments: Considered diabolic; extremely hostile, aggressive night predator.

Attributes: The number of six-sided dice to roll is as designated. I.Q. 1D4+3; High animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 10+2D6, P.P. 6+2D6, P.E. 10+2D6, P.B. 1D6, Spd. 6+3D6

M.D.C.: 1D4x10+10, becomes a Mega-Damage creature on Rifts Earth. (On S.D.C. worlds it has 2D6+40 Hit Points, 2D6+20 S.D.C. and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 2D6

Size: 10-12 feet (3 to 3.6 m) long, 60% of which is tail.

Weight: 60-75 pounds (27 to 34 kg).

Average Life Span: 240 years.

Natural Abilities: Nightvision 120 feet (36.6 m; can see in total darkness), Climb 90%, a lousy digger (shallow burrows only), Prowl 56%, Swim 40%, and can leap up to 6 feet (1.8 m) high and long.

Attacks per Melee: Five.

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, +3 to parry and dodge, and +2 to save vs all magic.

Damage: Bite does 1D8 (or 2D4) M.D. or can use its tail as a whip doing 4D6 S.D.C. damage plus P.S. bonus. It can also use the tail to wrap around a victim's neck and constrict, killing its prey by strangulation; inflicts 4D6 S.D.C. plus P.S. bonus every melee. To pry the tail loose, the person(s) must have a combined P.S. greater than the Nipper's and even then the player must roll a natural 18-20. The tail is articulated like a snake's so it can also be used to entangle an arm, leg, or object.

Magic: None. **Psionics:** None.

R.C.C. Skill Equivalents: Can be taught to learn basic commands in any language and a certain degree of obedience to one or more masters, like a dog.

Habitat: Infrequently found throughout the world as the result of being summoned by practitioners of magic. Have been reported to flourish in the jungles of Central and South America. They are occasionally bred by unscrupulous individuals. However, Nippers are still very uncommon.

Enemies: Humanoids and mammals.

Allies: None; tolerates its fellow Worms of Taut.

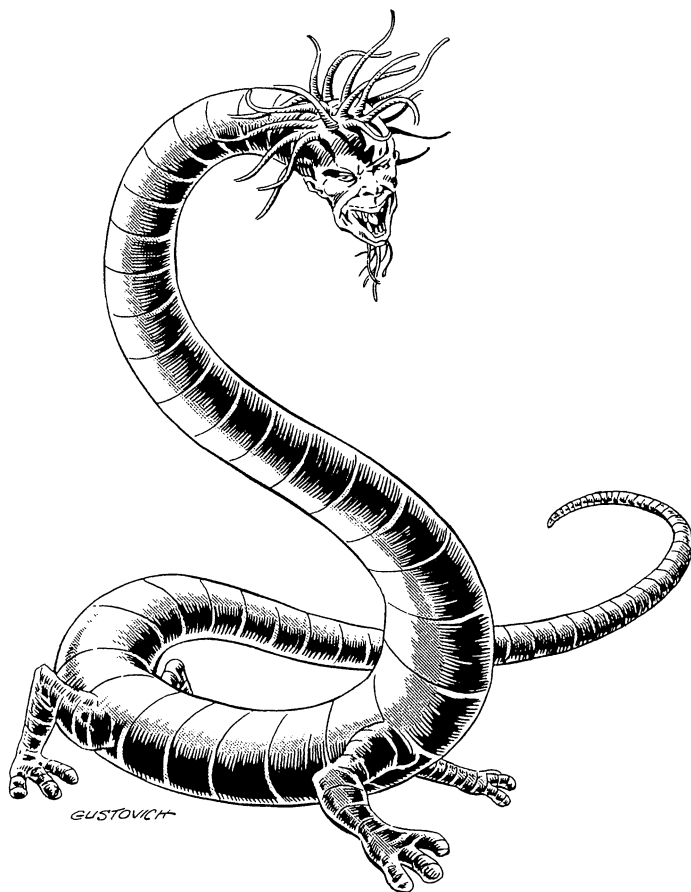
Notes: Nippers can be tamed and trained much better than any of the other so-called Demon Worms of Taut. However, they are very jumpy, irritable, and aggressive, with a 50/50 chance of attacking its trainer or master, even under the best of conditions.

When encountered in the wild, they may be found in loose knit packs of as many as 15 or 20. However, most Nipper packs are, thankfully, much smaller; usually 2D4 maximum. An occasional encounter in the wild can be extremely harrowing, for even a single Nipper is rarely satisfied with simply chasing an intruder out of its territory, and may try to chase down all interlopers and slay them or give chase for 1D4 miles before giving up. A single Nipper's territory will extend to about a two mile (3.2 km) radius, while a pack of six or more can have a territory covering a 25 mile (40 km) area. Non-summoned Nippers found in the wild are usually found in the tropical or semi-tropical jungles, light forests and swamps.

Taut: Serpent Beasts

This is a large and, perhaps, the most grisly in appearance of all the Worms of Taut. The creature has a 25 foot (7.6 m) long serpent's body with four stubby legs and a hideous, human-like head. The savagery of the Serpent Beast is legendary. They are reputed to kill any living creature that invades their territory or disturbs their sleep. Although only slightly more intelligent than a predatory animal, this terrible monster kills for sheer pleasure, deriving especially great enjoyment in slaying humanoids. Although the Serpent Beasts have no need for magic or gold, they often collect such items because they know they are coveted by humanoids and can be used to lure unsuspecting humans to their doom.

The immortality of the Serpent Beast is a misconception, as they are mortal creatures of flesh and blood. However, the Ser-



pent's life span is incredibly long, an average of 1200 years. When food is not readily available, the Serpent Beasts hibernate, slowing their metabolism to a mere crawl. Thus, these monsters may spend much of their time sleeping, waking only to kill and eat. Adventurers beware! The Serpent Beast has a superhuman sense of smell, and incredible hearing, that will alert it to any new odor within a 300 foot (91.5 m) area, even when it is asleep.

Alignments: Miscreant or Diabolic.

Attributes: The number of six-sided dice to roll is as designated. I.Q. High animal intelligence – roughly equal to human I.Q. 1D4+5 (near human intelligence), M.E. 1D6+6, M.A. 1D6, P.S. 2D6+16, P.P. 1D6+16, P.E. 2D6+16, P.B. 1D6, Spd. 3D6+6

M.D.C.: 2D6x10+40, becomes a Mega-Damage creature on Rifts Earth. (Has 1D4+40 Hit Points, 1D4x10+40 S.D.C., and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 16

P.P.E.: 3D6

Size: 25-30 feet long (7.6 to 9.1 m) from head to tail tip.

Weight: 900-1200 pounds (405 to 540 kg).

Average Life Span: 1200 years.

Attacks per Melee: Six.

Bonuses (in addition to attributes): +4 on initiative, +4 to strike, parry or dodge, +2 to save vs magic, impervious to poison and +10 to save vs Horror Factor.

Damage: Strike with legs, tail or head butt is 1D6 M.D., a nipping bite 4D6 S.D.C. damage plus poison. Full bite inflicts 2D6 M.D. plus poison. Note that if the intended prey is wearing armor the poison will not affect the person. *The poison* causes a very high fever and nausea. Victims of the poison are -3 to strike, parry, and dodge for 24 hours. Multiple bites increases

the severity of the symptoms. Example: Two bites, -6 to strike, parry and dodge (lasts 24 hours), three bites: -9 to strike, parry and dodge (lasts for 24 hours), and so on. All victims get to save vs non-lethal poison (16 or better to save). Roll each time bitten.

Natural Abilities: Nightvision 90 feet (27.4 m, can see in total darkness), super keen hearing (see initiative bonus), recognize familiar scent 90%, smell blood two miles (3.2 km) away 90%, Track by smell 85%, Swim 70%, Climb 40%, and is impervious to all poisons and chemicals. Note: If physically blinded the Serpent Beast suffers only half penalties as its extraordinary senses of hearing and smell will compensate for the lost sight.

R.C.C. Skill Equivalents: Speaks no understandable language (grunts, growls, hisses), but can learn basic commands in any language and understand rudimentary words and conversation at about a 40% skill proficiency. Some claim that the Beasts can be taught to say a handful of basic words in a guttural voice.

Magic: None. **Psionics:** None.

Value: None dead; alive, it can sell for between 20,000 and 40,000 credits, depending on the buyer. Live Serpent Beasts are sometimes desired by slavers, nobility, or evil men of magic as watchdogs, pit monsters, or for gladiatorial games. The great price discrepancy is the result of fluctuating need of such monsters and wealth of the purchaser. Trained and obedient beasts can command 50% more if there is a buyer.

Habitat: Although uncommon, these monsters are infrequently found throughout the world from being summoned by various practitioners of magic and supernatural forces. Serpent Beasts seem to be able to adapt to any environment, with the exception of cold climates.

Enemies: All humanoids are seen as prey.

Allies: None; tolerates fellow Worms of Taut and often work for or with other supernatural fiends, or powerful sorcerers.

Notes: The Serpent Beast is extremely vicious and to fight till the death. Rarely more than one or two serpents are ever encountered at any one time. Because they are so wild and hostile, they cannot be easily trained nor controlled, even by a Summoner or Druid. NOT a “real” demon, its bones and blood cannot be used in magic potions or circles.

Taut: Tri-Fang

The Tri-Fang is an aggressive, deadly three-headed serpent/snake of giant proportions. Although not poisonous, the middle head can spit acid (once per melee) up to 20 feet (6.1 m) away with frightening accuracy. The acid is potent and can completely blind a person within seconds when spat into the eyes, the favorite target of the Tri-Fang. Unless washed immediately, the person can become permanently blinded.

Alignments: Considered Miscreant; very hostile, an aggressive predator.

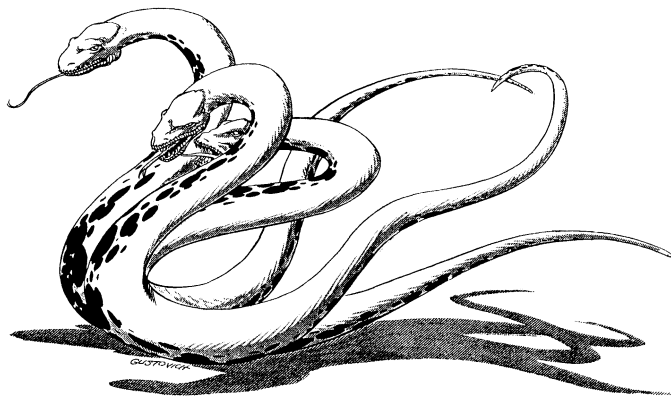
Attributes: The number of six-sided dice to roll is as follows: I.Q. 1D4, *low* animal intelligence, M.E. 2D6, M.A. 1D6, P.S. 2D6+12, P.P. 1D6+16, P.E. 2D6+14, P.B. 2D6, Spd. 3D6+6

M.D.C.: 1D6x10+40, becomes a Mega-Damage creature on Rifts Earth. (Has 3D6+30 Hit Points, 2D6+20 S.D.C., and an A.R. of 9 on S.D.C. worlds.)

Horror Factor: 15

P.P.E.: 3D6

Size: 16-20 feet (4.9 to 6 m).



Weight: 500-600 pounds (225 to 270 kg).

Average Life Span: 220 years.

Natural Abilities: Spits acid, nightvision 30 feet (9 m; can see in total darkness), Swim 50%, Climb 60% (love big trees), and Prowl 32%.

Attacks per Melee: Six attacks per melee plus one spitting attack (7 total).

Bonuses (in addition to attributes): +3 to strike and on initiative, +6 to dodge. The dodge is automatic like a parry because of the snake's quickness.

Damage: Bites inflict 2D6 M.D. each. A Tri-Fang will always aim for the head, throat, and eyes in all its attacks. Can also entangle its prey in its coils. 72% chance of victim being pinned and unable to perform any physical actions. The Tri-Fang can then constrict its body to crush its prey, inflicting 1D4 M.D. per melee.

The center head spits acid once per melee round. The acid is always directed at the apparent eyes of an opponent. The acid inflicts 4D6 S.D.C. points of damage the first melee and 1D6 S.D.C. each subsequent melee until washed or wiped away. There is a 1-50% chance of permanent blindness unless the eyes are washed clean within four melees (one minute). Of course, characters wearing helmets or body armor should not be vulnerable to such attacks although the acid spit will smear their protective lens.

A roll of a natural 20 to strike always means that the dreaded snake has spit acid directly into the victim's eyes, resulting in the following:

01-44% Vision impaired temporarily (2D6 days); victim is -2 to strike (only).

45-70% No damage if eyes are washed out immediately.

71-89% Permanently impaired vision; -2 to strike.

90-00% Permanently blind; -9 to strike, parry and dodge.

Magic: None. **Psionics:** None.

Value: 1000 credits for alchemical purposes; specifically for its acid and teeth.

Habitat: Infrequently found throughout the world as the result of being summoned by various men of magic. Survives well in any environment except cold climes.

Enemies: Men and most mammals.

Allies: None; tolerates its fellow Worms of Taut.

Notes: Territorial, aggressive, partial to tree-dwelling or living amidst rocks.

Taut: Tomb Worms

Tomb Worms are the smallest of the Demon Worms, rarely exceeding two feet (0.6 m) in length. They are ugly, carnivorous scavengers that feed mainly on dead carcasses. They have flat, pointed, razor-like teeth, tiny eyes, a gaping maw, and clawed hands for grasping and tearing flesh. The jaw and teeth are powerful and designed for rending flesh and splitting bones. Bone marrow is a Tomb Worm's delicacy. Though primarily a carrion eater, a Tomb Worm can be surprisingly bold, attacking the living without hesitation. Prime targets are the sick, dying, weak, helpless, sleeping, and intruders who unwittingly disturb its nest of rags and rotted wood, or who try to steal its food. They can be especially aggressive when there is a pack of 4D4 or more Tomb Worms attacking simultaneously. They are also known to feast on preserved meats and other common provisions if left unattended.

Tomb Worms are dangerous to unsuspecting adventurers, for they inhabit crypts, ancient ruins, and burial places throughout the world. The bite of a Tomb Worm is particularly vicious, because they strike, not to damage or defend, but to feed, taking out entire chunks of flesh, not unlike a shark. Tomb Worms are generally found only near a food source such as graveyards, mass grave sites, slaughterhouses, Body-Chop-Shops, sewers, or in dank, dark places of decay. When there's no carrion to feed on they will prey on rodents and other small animals.

Alignments: Considered Diabolic.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Extremely low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 1D6, P.P. 1D6, P.E. 12+2D6, P.B. 1D6, Spd. 2D6

M.D.C.: 4D6, becomes a Mega-Damage creature on Rifts Earth. (Normally has 3D6 Hit Points, 14 S.D.C., and an A.R. of 8.)

Horror Factor: 11 if only one or two, 14 for five or more.

P.P.E.: 1D6

Size: Two to two and a half feet long (about 0.6 m).

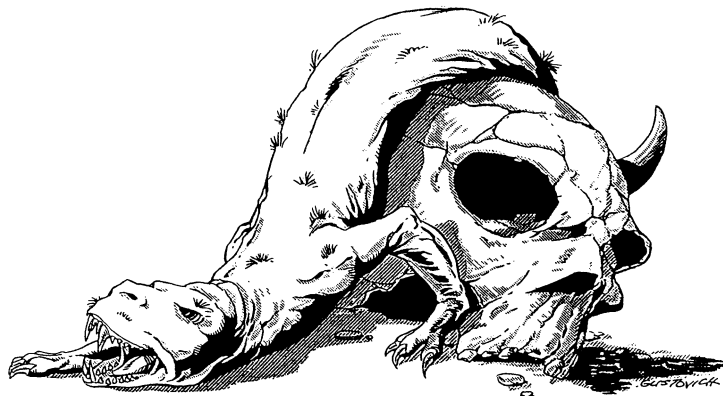
Weight: 10 to 15 pounds (4.5 to 6.8 kg).

Average Life Span: 600 years.

Natural Abilities: Nightvision 120 feet (36.6 m; can see in total darkness), Climb 50%, Prowl 40%, Swim 50%, smell blood, sickness and decay 90% (range: 1000 ft/305 m), Track smell of blood or decay 80%, impervious to cold, and burrows into soft earth at a speed of 8. A carrion eater.

Attacks per Melee: Four.

Bonuses: +1 to strike, +2 to parry and dodge, and +2 on all saving throws, impervious to cold and disease.



Damage: Bite inflicts 2D6 S.D.C./Hit Point damage or by claws doing 1D6 S.D.C. points of damage, power bite inflicts 1D4 M.D. but counts as all four melee attacks.

Magic: None. **Psionics:** None.

O.C.C.: None – Animal Predator.

Habitat: Burial places and ruins worldwide.

Enemies: All life. **Allies:** None.

Notes: A typical encounter in an ancient ruin is likely to find a small pack of 1D6+1 Tomb Worms. However, where food is plentiful, such as in crypts, burial places, sewers, and places with lingering sickness, 3D6+3 or more may be encountered at one time. It is when they are most plentiful that they are the most dangerous, boldly attacking the living. During some of the terrible plagues that have swept the world, there are records of hundreds of Tomb Worms swarming in alleyways, graveyards, and sewers feasting on both the living and the dead.

It's only when food is plentiful that the terrible creatures can successfully mate and reproduce, giving birth to approximately 1D4 young. The young mature within one year (doing half damage while young).

Yema

Original concept by Erick Wujcik

The Yema is a race of extinct flying reptiles from the Palladium World that have been mysteriously transformed into undead zombies of destruction. Once animated, they become a fearsome and powerful supernatural monster usually controlled by a more powerful supernatural being or evil practitioner of magic. Yema, no matter how animated or alive they may seem, have no will of their own. They obey only the commands of their controlling master. The mage who controls a Yema must be extremely careful since the undead creatures obey all orders blindly. For example, ordering a Yema to cast spells must be done by carefully naming the specific spell, target, time and place. Yema will not defend themselves against attack (no parry/dodge) unless specifically told to do so. Those without a controlling master roam an area, attacking any practitioners of magic and clergy who cross their path. Others may attempt to obey their master's last command, like, "protect this citadel," or "guard this treasure," etc.

Evil sorcerers on the Palladium World have frequently used them as steeds or guardians. In one case, an entire army of Yema was raised and used to conquer a kingdom of the Western Empire. On the Palladium World, Yema will not last forever and disintegrate four years after they have been animated. However, on Rifts Earth, a Yema will last 400 years before crumbling to dust.

They are terrifying because only weapons made of silver or magic can inflict any damage to them. Normal Mega-Damage weapons are ineffective. In addition to their awesome physical strength and invulnerability, they possess Elemental magic.

Alignment: None (zombie), but generally a tool for evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 3D6+12, P.P. 4D6, P.E. 3D6+10, P.B. 1D6, Spd. 4D6 running or 1D6x10+40 flying.

M.D.C.: 2D6x10+40, becomes a Mega-Damage creature on Rifts Earth. (Has 2D4x10 Hit Points, 1D6x10+10 S.D.C., and an A.R. of 14.)

Horror Factor: 16

P.P.E.: 2D4x10

Size: Wingspan 20-30 feet (6.1 to 9.1 m).

Weight: 200-250 pounds (90 to 112.5 kg).

Average Life Span: 400 years.

Natural Abilities: Fly, keen hawk-like vision, bio-regeneration (2D6 M.D.C. per melee), impervious to poison, drugs, and magic toxins. Impervious to psionics. Impervious to normal and Mega-Damage weapons!

Only *magic* (does full damage) and silver can hurt a Yema. S.D.C. silver weapons inflict M.D. equal to its normal S.D.C. damage; i.e. a silver plated dagger that normally does 1D6 S.D.C. damage inflicts 1D6 M.D. to a Yema.

Attacks per Melee: Four.

Bonuses (in addition to attributes): +3 to strike, +2 to parry and dodge, +4 on all saving throws. Impervious to all but magic and silver weapons.

Damage: Claws inflict 4D6 M.D., bite does 2D6 M.D., or by magic.

Magic: Possesses all Level One and Two Air and Fire Warlock spells at 4th level proficiency.

Psionics: None.

R.C.C. Skills: Magically understands all spoken tongues.

Value: Appeals mainly to evil forces, worth about 200,000 credits, sometimes 10 times more, if that special buyer is out there.

Habitat: Buried in ancient ruins on the Palladium World in Ophid's Grasslands, along the mountains and southern tip, near the sea. Few are known to have been Rifted to Earth.

Enemies: None. **Allies:** None.

Notes: The Yema will obey only the person who animated it. If that person dies or abandons the creature, it will wander the land killing all men of magic and clergy it may encounter for reasons unknown to humans. Since Yema are dead, they do not eat, tire, rest, or sleep.

Za

The Za is yet another winged, dog-like creature of magic that victimizes humanoids in a mad quest to accumulate vast fortunes of wealth and magic. These repulsive, grinning monsters lurk in shadowy grottos, gorges, and ruins. It is said that their treasure hoards are equal to a king's treasure vault and twice as dangerous. The Za are terribly cruel, vindictive murderers of demonic proportions.

Solitary creatures, they never associate with others of their own kind, except to mate. Za never stray far from their treasure and often leave traps, such as pits and rock slides, or innocuous pets such as Owl-Things, Worms of Taut, snakes, spiders, bears, wild dogs, or other beasts to protect their hoard. Often their treasure trove will be hidden and divided in two or three secret places; all are protected by some means. In turn, the lair is always in an inaccessible place and/or near some other hostile creature(s) such as a Troll, or tribe of giants, dragon, Harpy, Gryphon, and so on. A clever beast, if it cannot win in defend-



ing its treasure, it will flee to recuperate and stalk the thieves later. Thus, recovering its stolen goods and extracting vengeance at the same time. To invoke the ire of a Za is to flirt with death.

Alignments: Diabolic (50%) or Miscreant (50%) only!

Attributes: The number of six-sided dice to roll is as designated: I.Q. 2D6+1, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 4D6 running or 2D4x10+50 flying.

M.D.C.: P.E.+100, turns into a Mega-Damage creature on Rifts Earth. (Has P.E. number +100 for Hit Points, 1D6x10 S.D.C., and an A.R. of 10 on S.D.C. worlds.)

Horror Factor: 14

P.P.E.: 3D4x10

Size: 4-5 feet (1.2 to 1.5 m) long.

Weight: 120 to 160 pounds (54 to 72 kg).

Average Life Span: 2000 years.

Natural Abilities: Fly, nightvision 60 feet (18.3 m; can see in total darkness), see the invisible, keen color vision and good hearing, track by smell 76%, prowl 66%, bio-regenerate (2D4 M.D. per melee), impervious to fire (not even magic fire does damage). Has stubby, articulated fingers and an opposable thumb, enabling the Za to pick up and use weapons.

Attacks per Melee: Five physical attacks per melee or two Elemental magic spells.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, parry and dodge, +4 to dodge when flying, +1 to pull punch, +2 to roll with impact, +3 on all saving throws, and impervious to fire and heat.

Damage: Bite does 1D8 (or 2D4) M.D., restrained claw attack does 4D6 S.D.C. plus P.S. bonus, full strength claw attack inflicts 2D6 M.D., or by weapon or Elemental magic.

Magic: *Fire Elemental Magic:* Stench of Hades, Cloud of Ash, Darkness, Fiery Touch, Circle of Flame, Wall of Flame, Fuel Flame, Fire Ball, and Extinguish Fires. Equal to a fourth level

Warlock; can cast eight spells daily, two spell attacks per melee (in place of physical attacks).

Psionics: None.

R.C.C. Skills: Magically understands and speaks all languages (totally illiterate), Basic Math 80%, Land Navigation 80%, Wilderness Survival 60%, Pick Pockets 50%, Pick Locks 50%, Palming 50%, Streetwise 60%, and select three ancient W.P.s and two energy weapon W.P.s.

Habitat: Gorges, grottos, caves, ruins, and dark, rocky places. Native to the Palladium World, not known if any exist on Rifts Earth.

Enemies: Humans and humanoids; indifferent toward most others.

Allies: None, per se. May join forces with others if it means acquiring a vast treasure or magic items.

Notes: A typical treasure trove will be worth 1D6 million credits. Big treasures could be ten times larger. Game Masters can include 2D6 magic items and another 2D6 rare and valuable artifacts. As always, the size and resale value of a treasure and the availability of magic and special items is left to the sole discretion of the G.M.

Zavor

Original concept by Erick Wujcik

The Zavor are strange little humanoids of low intellect and uncanny power from the Palladium World. They are completely invulnerable to magic and most forms of Mega-Damage including explosives. This includes all passive magic such as Charms, Globe of Silence, Sense Evil, Cloud of Slumber, Tongues, Healing, etc. Even an Immobilize spell will be shrugged off without the slightest hindrance or ill effect.

Magic weapons, such as rune swords and Techno-Wizard weapons, circles, wards and magic spell attacks, such as Paralysis Bolt, Call Lightning, Fire Ball, Circle of Fire, Energy Bolt, River of Lava and ALL *magic fire* and *magic energy* attacks, inflict *no* damage and split the Zavor into two identical creatures! Each Zavor possesses identical attributes, abilities, Hit Points/M.D.C., and memory. Likewise, physical punches, kicks, claws, bites, and breath attacks from *creatures of magic*, including the Za, Loogaroo, Sphinx, Drakin, Unicorn and dragons, will also cause the Zavor, to split into a duplicate every single time he is struck! The duplication applies to all Zavor including duplicates. If the attacks are continued, hundreds of these weird little monsters can be created. Once created, the duplicates are as permanent and real as the originals and will live until they are killed.

Magic Barriers: Only magic that creates a *permanent* physical barrier can stop or impede the Zavor. This includes such barriers as walls of stone, clay, thorns, ice, or other physical damage of an elemental nature, such as Hail, Dust Storm, Wind Rush, Hopping Stones, Earthquake, Quicksand, etc. Entirely magical and temporary barriers, such as Immobilize, Magic Net, Carpet of Adhesion, Impenetrable Wall of Force, and even Spells of Legend, will *not* affect the Zavor. Thankfully, the Zavor are vulnerable to psionic attacks (full effect and full damage) and weapons made of silver, wood and iron.

The origin of the Zavor is unknown; their purpose equally vague. They have no craft, no society, nor goal except, perhaps, to destroy other life forms. Ironically, a Zavor, prior to a magically induced duplication, is shy, quiet, and completely nonaggressive, not even fighting to defend itself. It is only after it has been split in two or more identical Zavor that it becomes intensely cruel and driven to slay ALL living creatures from animals to humans. Most intelligent beings familiar with the Zavor, from Orcs to Elves, will try to imprison or kill them on sight. In a campaign that can only be called genocide, the Zavor were believed to have been completely annihilated centuries ago on the Palladium World. Unfortunately, a handful have survived and their numbers continue to increase.

Alignments: Diabolic evil.

Attributes: The number of six-sided dice are designated: I.Q. 1D6+1, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd. 2D6

Hit Points: P.E. +20

S.D.C.: 2D4x10

Natural S.D.C. Armor Rating: 8. Armor Note: Invulnerable to poison, drugs, fire, cold, fall damage, magic and most Mega-Damage weapons! Only psionics, and S.D.C. weapons made of wood, silver and iron can inflict S.D.C. and Hit Point damage. Rail guns that shoot wood or iron shards will obliterate a Zavor.

Horror Factor: 16

P.P.E.: 3D6

Size: Three and a half feet tall (1.15 m).

Weight: 45-70 pounds (20 to 31.5 kg).

Average Life Span: Immortal – lives until slain.

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, Prowl 50%, Climb 60%, impervious to fire and cold (does no damage), impervious to magic and magic weapons (Techno-Wizardry, rune weapons, and holy swords included), impervious to most Mega-Damage weapons, and many S.D.C. weapons/damage. Vulnerable to wood, silver, iron and psionics.

Attacks per Melee: Three attacks per melee.

Bonuses (in addition to attributes): +2 to strike, +3 to parry and dodge.

Damage: Bite does 1D4 M.D., claws 1D4 M.D., or by weapons.

Magic: No abilities other than being impervious to all magic.

Psionics: None.

O.C.C.: None.

Skills of Note: Speaks Gobblely/Goblin 90%, Land Navigation 50%, and W.P. Blunt.

Habitat: Secluded, desolate areas, often in deserted ruins and tunnels when in small numbers. Swarm like locusts destroying all life forms when in numbers greater than 24. Zavor are known to exist among the ruins of the Baalgor Wastelands on the Palladium World. None are known to exist on Rifts Earth.

Enemies: ALL life forms.

Allies: Absolutely none!

Notes: Zavor are not born, but duplicated via magic attacks. The duplication process takes only two melees (30 seconds). The Zavor will use the weapons and armor of their victims, but are incapable of operating high-tech devices and vehicles. They serve no master, do not eat, and have absolutely no need or want for wealth, but do gather and keep easy to use magic items, like a flaming sword, to create more of themselves. Will use almost

any type of weapon that is compatible with their physical strength. They do NOT use any bow weapons.





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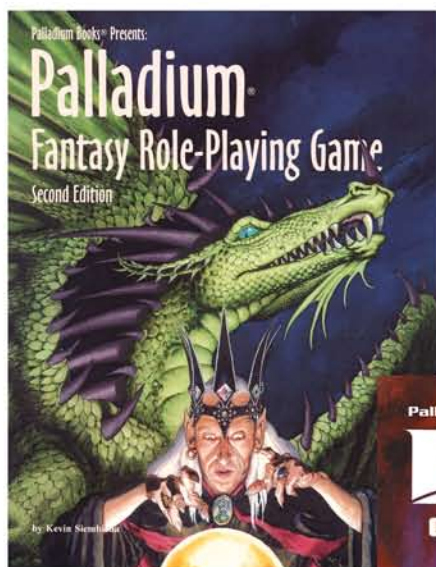
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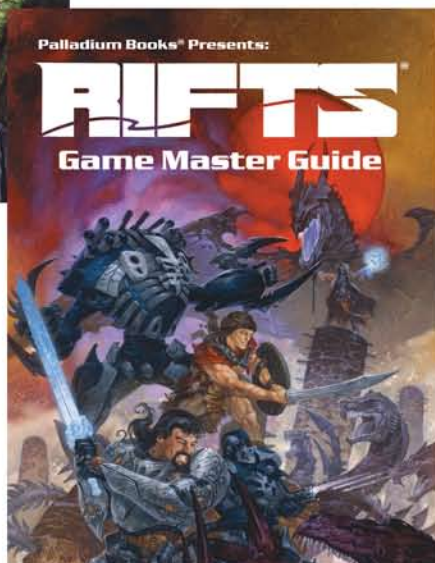
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