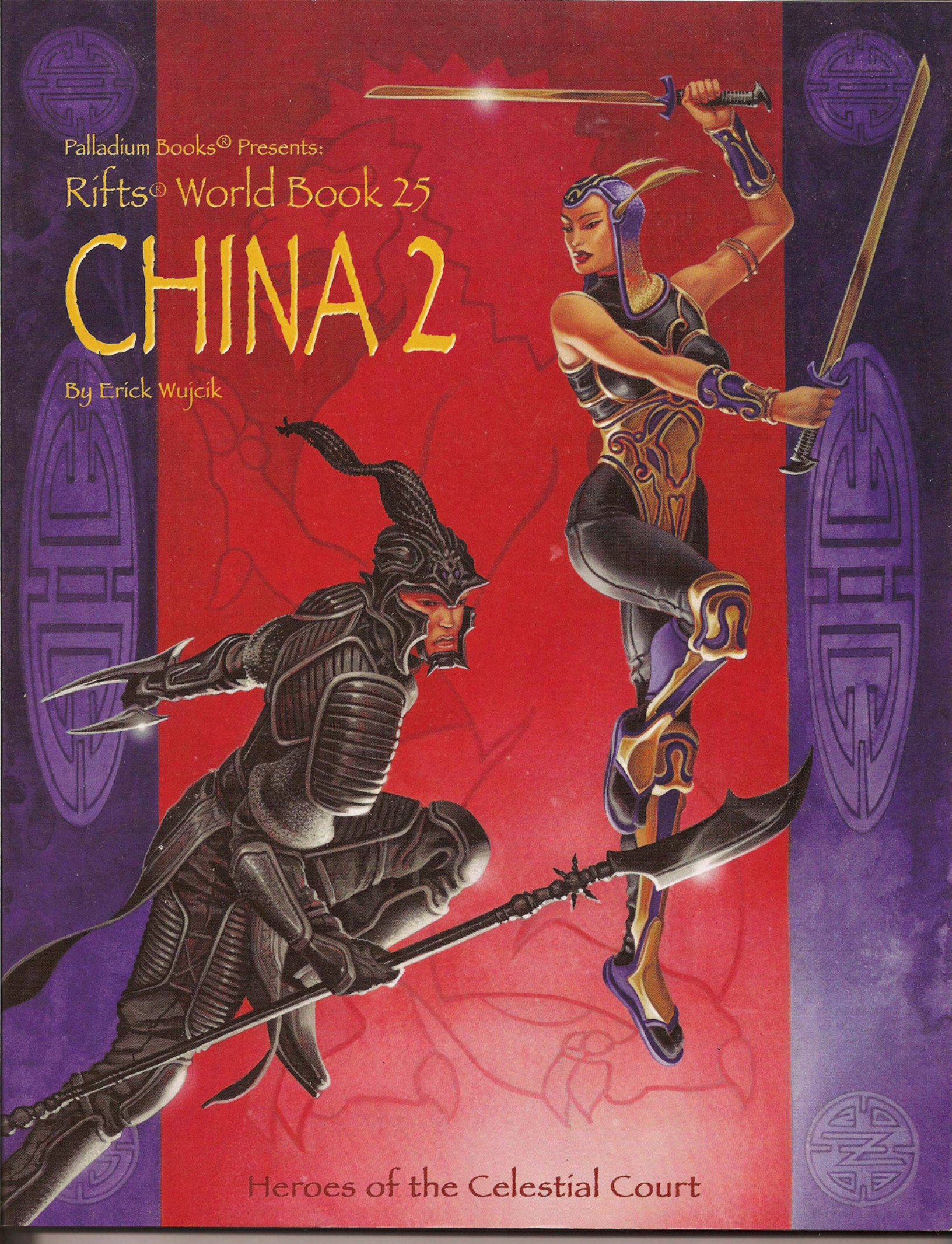
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Rifts® World Book 25

CHINA 2

By Erick Wujcik



Heroes of the Celestial Court

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"What is heaven?" demanded the barbarian conqueror of the Taoist Sage.
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'Father Dies, Son Dies.'
"What? You wrote the character for death twice. That can't be heaven!"
"Shall I tell you the nature of hell, so that you will understand heaven?"
Sullenly, the barbarian nodded, and the Taoist Sage wrote another four characters;
'Son Dies, Father Dies.'

. . . and so, sadly, I dedicate this book to my friend, who died before his time, to Dr. Kenny Cheung.

– Erick Wujcik, 2004

Thanks to My Sweet Kate, for putting up with more than usual this time, to my Dragonwright Group (Todd, Don, Chuck, Alan, Jim, Paul, Kevin, Tony, Michele and Phil) for putting up with way more than usual, what with me skiving off to Hong Kong and such, and to Kevin Siembieda for putting up with more than a publisher should have to bear.

– Erick Wujcik, 2004

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Special Thanks to *Erick Wujcik,* it may have taken him forever to finish this book and required me and a few others to jump in and assist on the writing (which was fun), but the end result is amazing: A book jam-packed with cool characters, abilities, magic, lands, creatures, weapons and ideas that should make the reader recite a constant mantra of "wow" throughout the reading of this book. To *Carl* and *Todd* who jumped in to help out on the Geofront when they were needed most. To *Wayne* and *Alex* who kept the faith and never wavered. To *Kay* for being her sweet and sentimental self, and a dear friend. To *Steve* and *Julius* who seemed to catch the harshness of my frustration with delays and problems. To *Mark, Brandon, Ka, Chuck, Liz, Mike* and all the artists at *Drunken Style Studio* who put their hearts and souls into their powerful work for this book. And to everyone who contributed in any way, large and small, to making this book happen, for they are all, in their own way, true Heroes of the Celestial Court.

– Kevin Siembieda, 2004

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Introduction to Rifts® China 2: Heroes of the Celestial Court™

This has been one tough book to write. One section in particular, the *Martial Art Powers*, was, I think, the most difficult writing of my whole career. That's because I wanted to live up to the hype at the beginning of **Rifts® China 1: The Yama Kings**. For those of you tuning in late, here's what Kevin predicted about this book, ". . . a variety of new and different magicks, Oriental mysticism and powers, martial arts, heroes, and new O.C.C.s like the Chinese Demon-Queller, Immortals, Chi Masters, Soothsayers, Fighting Monks, Heroes, Avatars and others."

Creating a book "jam-packed with never before seen material" was a little challenging, but I like to think the book lives up to the hype. Not just one new hand to hand martial art, but eight, plus eleven of the wackiest, most wondrous martial art powers ever presented. Not just Chinese Warriors, but three, not just one kind of Fighting Monk, but three, and not just one 'Chinese Demon-Queller' (and a tip of the cap here to Kevin Siembieda, who punched them up from pretty good to awesome!), but three, not just one type of psychic fortune teller (and another tip of the hat to Kevin, who spun amazing characters out of my sketchy notes), but three, *each* with completely different powers and motivations. Then, for you tech-players there's the Geofront, the sole survivors of society from pre-Rifts China, who combine technology with martial arts, courage and resolve to battle the demonic and reclaim their nation.

Which is all well and good, but it would mean nothing if **Rifts® China 2** couldn't capture the kind of role-playing dynamic that has made **Rifts®** so popular all these years. And, in order to talk about that, I'll need to talk a little about **Rifts®** itself . . .

A lot of people think that what makes the **Rifts® RPG** special is the mix of high technology and high powered magic. Or the future landscape, scattered with bizarre imports from countless other worlds, where humans are struggling to survive. Or maybe just the massive power available to many of the player characters.

While all those things contribute to specialness, they don't explain what I find unique about **Rifts®**. For me, **Rifts®** is about *characters*. Character who are caught between moral absolutes, and who never, ever, ever have an easy out. Player characters who find themselves defeating horrific evil . . . but only by allying with another horrific evil. In **Rifts®** the *player characters* are the "good guys," and just about every other powerful force, nation or alliance, is a mixed bag of bravery and stupidity, goodness and blind evil.

Sometimes it seems like all too many RPGs are either 1) a conflict between good and bad, where it's ridiculously easy to pick sides, or 2) chock full of moral ambiguity, where the player characters are less likely to fight evil, and more like to say "Evil? First, define good, and I'll see if I can come up with something."

Which is why I'm so pleased with the way **Rifts® China 1 and 2** have turned out. Yes, we've got evil, no need to nitpick about the definitions.

The Yama Kings are, no doubt, evil.

Yet, evil as they are, it's definitely possible to speak about one Yama King being more evil than another, and far from impossible to imagine cutting a deal with a Yama King, or pitting another enemy against a Yama King. On the flip side are the humans of the Free Lands of Rifts China. The good guys? No, not exactly. Some have turned into Slavers, using the suffering of the Dead and Damned to their own advantage. Others have become fanatics in their hatred of the Yama Kings. And still others . . . well, as you'll see, there's a wide range of "goodness" and a wide range of "sanity."

So, what makes **Rifts®** different, and what puts Rifts China in the same category?

It is the willingness to put the player characters on the spot.

The easy answers that come from moral certainty are gone, as is the comfort that comes from a situation of moral ambiguity. Instead player characters are put into a world, into this Rifts world, with a clear understanding of right and wrong, of good and evil and the places between (is it "moral" to enslave a demon of utter evil and hatred?). It is the hard choices the characters have to make that create *true* heroes.

And that's what makes **Rifts®** interesting and compelling. Happily, I think we've done the same with Rifts China . . .

– Erick Wujcik, Summer 2004

Now, for some differences between Rifts China and the Western World.

1. Eastern Dragons vs Western Dragons. The dragons of China are a breed apart from their Western counterparts, occupying a different kind of ecological niche, having a different relationship with lesser mortals (such as humans), and possessing a different internal mechanism for dealing with P.P.E. and other types of magical power. It's hard to sum up all the differences here, but the main thing is that Western Dragons are creatures of *Hot P.P.E.*, able to store the vital power for long periods and, if necessary, generate their own P.P.E. In contrast, Eastern Dragons are creatures of *Cold P.P.E.*, who are constantly dependent on their source of power, and who can only "bask" when power is flowing through their bodies. Both are beings of immortal power, but they have their differences, and their quirks, and both can shape the landscape itself, as well as the relationships between mortal and immortal beings.

2. Asian Meditation vs Western Psionics. In the rest of the world, especially where magic is commonplace, those with mental abilities and talents (Minor, Major and Master psionics) learn to cultivate their I.S.P. (Inner Strength Points) and then perform psionics that are directed outward, doing things to their environment, or to other characters. In contrast, most of the player characters described here have *cultivated* their I.S.P. in an *inward* way, so as to tap the innermost resources of the mind, body and spirit. Yes, it is still possible for the Martial Artist, or the Mystic Monk, or others, to use I.S.P. to affect the outside world, but only after the I.S.P. is spent on an inward process. In Rifts China, most characters use their I.S.P. in an inward fashion, so psionics are much more rare but I.S.P. (Inner Strength) is used to draw upon Chi and to enact incredible feats of willpower and martial arts that seem superhuman.

3. Magic Spells vs Martial Art Powers. Outwardly, these would both seem to be roughly the same thing, both seem to end up with characters throwing around mystic energies and making creepy stuff happen. The difference, at least in a game sense, is that Magical Spells use *P.P.E.* and Martial Art Powers use *I.S.P.* Characters who use a lot of spells tend to build up their P.P.E. reserve, and find ways of tapping P.P.E. from elsewhere, while characters who exhibit "internal" power spend a lot of time cultivating their I.S.P. (the **Rifts®** manifestation of Chi).

4. Hand to Hand Martial Arts vs Mystic Martial Art *Powers*. There are several new Hand to Hand *Physical Skills* described in this book, each describing a different style of physical combat, detailing things like attacks per melee round, bonuses to strike and damage, the details behind special moves and even the occasional sideshow stunt (such as being able to get free from handcuffs by dislocating joints and tendons). With the exception of a handful of tricks designed to inflict injury on supernatural beings (with Mega-Damage), none of these Martial Art *skills* gives the character any magical, supernatural or psionic power.

Martial Art *Powers*, on the other hand, describe the *mystical benefits* that come from years of spiritual, meditative and metaphysical study. Properly trained and attuned, characters are capable of gathering, storing and utilizing P.P.E. point or I.S.P.; of evoking and manipulating *psychic versions* of themselves as a glowing animus, or the spectral form of a totem creature, or simply as a spirit self; and of fantastical feats such as flight, invisibility, or discorporation. In some cases, such as Drunken Style Kung Fu and Tai Chi, you'll find *both* Hand to Hand skills, and Mystic Martial Art Powers. In each case, study of either the physical aspect of that art, or the mental/mystical aspect of that art, confers different things on the student.

5. Dragon Lines vs Ley Lines. Natural lines of energy that radiate from the very planet and run in a straight line. Both can be a source of P.P.E., and both are connected to other naturally occurring sources of mystical power. However, while those in the West only see the main trunk of a ley line, those in the East perceive that dragon lines also spawn numerous lesser lines of power, carrying less than a single P.P.E., and following the natural channels of wind, water and earth. These lesser lines branch off into even more lines, each dramatically weaker than the parent, again following the 'dragon lines' of the earth; the natural pathways set up by a stream or a rut in the earth, or certain outcrops of rock. The process never really stops, and those attuned to the dragon lines of Rifts China will even see the minuscule flow through a house, a market, or a vegetable garden. While these smaller dragon lines have relatively little power, they are still useful, if for no other reason than they lead the way back to their original source, back to the dragon line that spawned them.

6. Chi: In Rifts we usually think of I.S.P. (Inner Strength Points) as being totally internal and mental, as something only measured by those characters with *psionics*. In China it has always been felt that small amounts of positive and negative energy (Chi/I.S.P.) also flow through the environment, not just along Dragon Lines (ley lines), but along streams and rivers, through mountains and grottoes, and even, in tiny quantities, through ordinary houses and gardens. So, in one way *Chi* is just another way of saying *I.S.P.*, but Chi should also be thought of as spiritual energy, flowing everywhere, and especially as the force behind the Mystic Martial Art Powers. **Note:** In other references Chi can spelled as ch'i, ki (Japanese) or qi, and is traditionally pronounced, "key."

Some Definitions & Points of Reference

Celestial Court, The: The August Personage of the Jade or *The Jade Emperor* and other gods of light, law, order, beauty, art and wisdom comprise the Celestial Court. They live in the Jade Capital, a magnificent city of heaven nestled among the Seven Treasure Mountain. There the Phoenixes play, birds sing and the city is surrounded by ponds, blooming lotuses, fruit trees and herb plants that can cure any illness. The splendor of the city itself is unlike anything known to man. Home to the wise and noble Jade Emperor and his bride, the Jade Lady (also known as the Primordial Saint Lady), and other Chinese gods of light gathered from around the cosmos.

With the appearance of the Yama Kings, the legendary rulers of the Ten Hells, where was the Celestial Court? Why haven't the gods come down from the Jade Capital and stopped this madness? Isn't this supposed to be a bureaucracy? Why are the Yama Kings fighting one another? The answer to this lay in *the Mists*. Those who know of such things whisper that the Yama Kings made a pact with unknown forces (perhaps Chinese Elder Gods or a group of evil Chiang-Ku Dragons) to wrest control of China from the Celestial Court. Using ancient magicks, the Mists were erected with dark properties that allow the Celestial Court to *see* what is happening in China but not to be able to *directly* affect it. The Court does, however, have its means.

While the magic mist prevents them from entering the mist themselves, the gods of the Celestial Court are still able to inspire heroes and champions to fight on their behalf. Heroes who, through the tutelage of priests, monks, and mysterious strangers, can learn to master Mystic Martial Arts, wield the power of Chi, learn the secrets of magic, and mold their strength of will. This can be done through mortal servants or via sages, psychics and avatars of the gods (the latter being the splintered life essence – a tiny fragment – of a god taking human form. By this means, the essence fragment can enter the mist on foot as a fellow mortal to encourage, counsel and help the heroes behind the scenes and in subtle ways). The Celestial Court also leaks information and starts rumors offering clues to where a hero might find a powerful weapon, or learn a mystic art, or uncover a valuable secret, or raise an army, or find a safe haven or place to go where they are most needed, and on and on. Soothsayers and other psychics are used in a similar way, by allowing them to glimpse the future, recognize evil and receive messages from the gods through dreams or spirits or psychic intuition. The Yama Kings may think they have the upper hand, but they are *not* all-powerful. The Celestial Court is quietly at work, and though it may take a hundred years, they are busy moving their Earthly heroes and rogues like playing pieces in a game of chess, into positions to bring down the rebellious Kings of Hell. This sourcebook is filled with Heroes of the Celestial Court, though half of them don't realize they serve a greater power.

Confucius: One of the fathers of Chinese thought and philosophy, with an influence still widely felt throughout the world. Confucius is revered for practical rather than metaphysical ad-



vice. In reading the works of Confucius you learn to govern yourself, learn how to act properly towards members of your family, and how to act as a good citizen of your government. Likewise, Confucius also teaches how those in government should behave in terms of conducting a good administration, and in treating the people well. While Taoists often make fun of Confucius because of his rigid rules, they also respect that he was unsurpassed in providing good government and excellent guidelines for organizations. *The Four Books of Confucianism* include the *Analects of Confucius* and are the second of the *three teachings* of traditional China.

Dragon Lines: It's okay to think *ley line* every time you read "dragon line" in this book. However, dragon lines also refer to the weaker, longer branches of ley lines, which have no P.P.E., but flow with a small trickle of Chi (represented as I.S.P.). They are called dragon lines because in Rifts China it is known that dragons travel along the lines, feeding on their energy, and may even have created some of the dragon lines in the distant past.

Five Elements: Water, Fire, Metal, Earth and Wood are the *mystical Elements* in China, as opposed to the classical Western Four Elements of Earth, Air, Fire and Water. The Chinese, who are very familiar with the Four Elements as well, have always preferred to think in terms of Five Elements as corresponding to their version of the points on a compass. Again, unlike the rest of the world with just the basic four, North, East, South and West, but with the addition of *the Center* direction that always points back to the capital of China, always known as the "Middle Kingdom" because it is considered the absolute center of the world.

Lama: A title of respect for a teacher of the metaphysical and magical knowledge and techniques of Tibet and Mongolia, two neighbors who have always had a spiritual influence in China.

Lao Tzu: Considered a Sage by all Taoists. Legend has it Lao Tzu was working for the Emperor (circa 5th Century B.C.) when he got totally fed up, hopped on a water buffalo, and rode off to the west, never to return. That would have been the end of it, but when he was stopped at the gate, leaving the Empire, a guard asked him to first write down his teachings. In one sitting Lao Tzu scratched out the *Tao Te Ching* (or *Dao De Jing*), 81 short pieces of eternal wisdom that form the core of philosophical Taoism. Sometimes satirical, "Kill the Wise Men, and everyone will feel smarter" (19), sometimes wise but confusing, "Pursue learning and you are heavier and heavier with knowledge, but pursue the Tao and you are lighter and lighter in action. With the Tao, you will do nothing that should not be done, act with non-action, and achieve all under heaven" (48), and sometimes just perfect, "Rule a country the same way you grill a very small fish" (60).

Reincarnation: A third of the *Three Teachings* of traditional China, along with the teachings of Confucius and Lao Tzu, is the belief that each body is born with an immortal soul, and that after death the soul is "recycled" to be used in another body, at least until the soul is "enlightened" and thereby can escape from the cycle. Yamantaka believe in this "Cycle of Suffering," but have made a vow to continue being reborn, and not escape into paradise, until every other soul has been enlightened.

Tao/Taoism/Taoists: Tao means "The Way," and it is meant to represent the way nature flows, naturally from life through

death, endlessly and perfectly, without excess thought or self-absorption. Taoism is the first of the "Three Teachings" of traditional China and consists of both the Taoist philosophy (see Lao Tzu), as well as Taoist mysticism, of which there are dozens of sects and tens of thousands of books, describing everything from the arrangement of the gods in the Celestial Court of the Jade Emperor, to the workings of Chinese Alchemy, to the study of magical writing, spells and theory. **Note:** Tao is also spelled "Dao," and the pronunciation is something between the two versions (say Tao and pay attention to the starting position of your tongue, then do the same for Dao).

Wu Wei: The Taoist term for "no activity" or "no thought." It actually means acting spontaneously, instantly, and without calculating, much like a trained martial artist can block a sudden strike instinctively, just by letting the body unleash its well trained movements.

Yin-Yang: The core Taoist symbol is of a circle with black and white circulating around each other, and each with a dot of the other's color. This represents how all positive and negative, all male and female, all light and dark, are all aspects of the same universe, and how all are in constant destruction and creation.



A Quick Note about Money in Rifts China

When I first started putting together notes on Rifts China, it seemed to me that they'd have their own currency. Something I called "Cash," and based on magical coins with a traditional design (a round coin with a square hole in the middle). It's just that the more I thought about it, the more it seemed like a pain in the butt, especially to the tens of thousands of **Rifts®** players who have a really good grasp on the value of the *credit*. So everything here is based on *credits*. Period. – *Erick Wujcik*

The idea of *credits* works because prior to the Great Cataclysm, the governments of the world had gone to one global currency, the Universal Credit. However, since the collapse of human civilization and the introduction of scores of otherworldly beings (including D-Bees), regional currencies have reappeared, though we usually equate the cost and value of items as "credits." Places where cash and credits are a thing of the past operate on a *trade basis,* exchange one type of good or service for another. We still rate the value of these "trade items" in credits, but it is a matter of one character trades 100 credits' worth of furs or gold for 100 credits' worth of clothes or whatever. Many communities in Rifts China "trade" goods and services with their neighbors, traveling merchants, visitors and heroes.

Complete List of *Western* Skills

The actual descriptions are found in **Rifts® Game Master Guide.**

The most common skills are also in the **Rifts® RPG.**

Communications

Cryptography – 25% +5%
Electronic Countermeasures – 30% +5%
Laser – 30% +5%
Optic Systems – 30% +5%
Performance – 30% +5%
Radio: Basic – 45% +5%
Radio: Scramblers – 35% +5%
Surveillance Systems – 30% +5%
T.V./Video – 25% +4%

Cowboy Skills

Branding – 50% +5%
Breaking/Taming Wild Horse – 20% +5%
Herding Cattle – 30% +5%
Horsemanship: Cowboy – 66%/50% +3%
Roping – 20% +5%
Trick Riding (SPECIAL)
(*Also see* Exotic Horsemanship & Related Technical Skills)

Domestic Skills

Bonsai – 50% +4%
Brewing – 25%/30% +5%
Cook – 35% +5%
*Corroboree (Australia) – 30% +4%
Dance – 30% +5%
Fishing – 40% +5%
Floral Arrangement (Ikebana) – 30% +3%
Gardening – 35% +5%
Go – 30% +5%
Play Musical Instrument – 35% +5%
Poetry (Haiku) – 35% +5%
Recycle – 30% +5%
Rock Painting and Engraving (Australia) – 36% +4%
Sewing – 40% +5%
Sing – 35% +5%

Electrical Skills

Basic Electronics – 30% +5%
Computer Repair – 25% +5%
Electrical Engineer – 30% +5%
Electricity Generation – 50% +5%
Robot Electronics – 30% +5%

Espionage Skills

Detect Ambush – 30% +5%
Detect Concealment – 25% +5%
Disguise – 25% +5%
Escape Artist – 30% +5%
Forgery – 20% +5%
Imitate Voices & Impersonation – 36%/16% +4%
Intelligence – 32% +4%
Interrogation Techniques – 30% +5%
Pick Locks – 30% +5%
Pick Pockets – 25% +5%
Sniper (+2 to strike on an aimed shot)
Tracking (people) – 25% +5%
Wilderness Survival – 30% +5%

Horsemanship Skills

Horsemanship: General – 40%/20% +4%
Horsemanship: Cowboy – 66%/50% +3%
Horsemanship: Knight & Cossack – 40%/30% +5%
Horsemanship: Cyber-Knight – 70%/50% +3%
Horsemanship: Exotic Animals – 30%/20% +5%

Mechanical Skills

Aircraft Mechanics – 25% +5%
Armorer/Field Armorer – 40% +5%
Automotive Mechanics – 25% +5%
Basic Mechanics – 30% +5%
Bioware Mechanics – 30% +5%
Locksmith – 25% +5%
Mechanical Engineer – 25% +5%
Robot Mechanics – 20% +5%
Submersible Vehicle Mechanics – 25% +5%
Vehicle Armorer – 30% +5%
Weapons Engineer – 25% +5%

Medical Skills

Animal Husbandry – 35% +5%
Brewing – 25%/30% +5%
Criminal Science & Forensics – 35% +5%
Entomological Medicine – 40%/20% +5%
Field Surgery – 16% +4%
First Aid – 45% +5%
Holistic Medicine – 20% +5%
Juicer Technology – 40% +5%
Paramedic – 40% +5%
Medical Doctor – 60%/50% +5%
M.D. in Cybernetics – 40%/60% +5
Pathology – 40% +5%
Sea Holistic Medicine – 20% +5%

Military Skills

Armorer/Field Armorer – 40% +5%
Camouflage – 20% +5%
Demolitions – 60% +3%
Demolitions Disposal – 60% +3%
Demolitions: Underwater – 56% +4%
Find Contraband, Weapons & Cybernetics – 26% +4%
Military Etiquette – 35% +5%
Military Fortification – 30% +5%
Nuclear, Biological & Chemical (NBC) Warfare – 35% +5%
Parachuting – 40% +5%
Recognize Weapon Quality – 25% +5%
Ship to Ship Combat – 25% +5%
Space Defense Systems – 30% +5%
Trap Construction – 20% +4%
Trap/Mine Detection – 20% +5%

Physical Skills

Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Hand to Hand: Commando
Acrobatics (varies)
Athletics (General)
Body Building & Weight Lifting
Boxing
Climbing – 40%/30% +5%
Gymnastics (varies)
Juicer Deadball
Juicer Football – 32% +4%
*Juicer Murderthon
Prowl – 25% +5%
Running
Swimming – 50% +5%
S.C.U.B.A. – 50% +5%
Wrestling

Pilot Skills (Ground, Air & Water)

Advanced Deep Sea Diving – 40% +5%
Airplane – 50% +4%
Automobile – 60% +2%
Bicycling – 44% +4%
Boat: Motor & Hydrofoil – 55% +5%
Boat: Sail Type – 60% +5%
Boat: Ships – 45% +5%/44% +4%
Boat: Warships & Patrol Boats – 40% +4%
Helicopter – 35% +5%
Hover Craft (Ground) – 50% +5%
Hovercycle – 70% +3%

Jet Aircraft – 40% +4%
Jet Fighters – 40% +4%
Jet Packs – 42% +4%
*Jump Bike Combat (Juicer: Special Vehicle) – 45% +5%
Kayaking – 50% +5%
Motorcycle – 60% +4%
Road Train (Australia) – 40% +4%
Robots & Power Armor – 56% +3%
Robot Combat: Basic (SPECIAL)
Robot Combat: Elite (SPECIAL)
Submersibles – 40% +4%
Tracked Vehicles – 40% +4%
Truck – 40% +4%
Tanks & APCs – 36% +4%
Water Scooters – 50% +5%
Water Skiing & Surfing – 40% +4%
*Wingrider Flying Wing (Russia)– 15% +5%

Pilot Related Skills

Navigation – 40% +5%
Read (& Operate) Sensory Equipment – 30% +5%
Weapon Systems – 40% +5%

Rogue Skills

Cardsharp – 24% +4%
Computer Hacking – 15% +5%
Concealment – 20% +4%
Find Contraband, Weapons & Cybernetics – 26% +4%
Gambling (Standard) – 30% +5%
Gambling (Dirty Tricks) – 20% +4%
Palming – 20% +5%
Pick Locks – 30% +5%
Pick Pockets – 25% +5%
Prowl – 25% +5%
Safe-Cracking – 20% +4%
Seduction – 20% +3%, plus attribute bonuses.
Streetwise – 20% +4%
Streetwise: Drugs – 25% +5%
Ventriloquism – 16% +4%

Science Skills

Anthropology – 20% +5%
Archaeology – 20% +5%
*Artificial Intelligence – 30% +3%
Astrology – 8%+M.E. number and +3%
Astronomy – 25% +5%
*Astrophysics – 30% +5%
Biology – 30% +5%
Botany – 25% +5%
Chemistry – 30% +5%
Chemistry: Analytical – 25% +5%
Marine Biology – 35%/25% +5%
Mathematics: Basic – 45% +5%
Mathematics: Advanced – 45% +5%
*Oceanographic Surveying – 15% +5%
*Oxygen Systems – 58% +4%
*Undersea Farming – 35% +5%
*Xenology – 30% +5%

Technical Skills

Advanced Fishing – 30% +5%
Art – 35% +5%
Breed Dogs – 40%/20% +5%
Calligraphy – 35% +5%
Computer Operation – 40% +5%
Computer Programming – 30% +5%
*Cyberjacking (Criminals only) – 50% +3%
Falconry – 30% +5%
Gemology – 25% +5%
General Repair & Maintenance – 35% +5%
History – 30% +5%
Jury-Rig – 25% +5%
Language – 50% +5%
Law (General) – 25% +5%
*Law (Space; CCW/Phase World) – 30% +5%
Literacy – 30% +5%
*Lore: Aborigines (Australia) – 25% +5%
Lore: Cattle & Animals – 30% +5%
*Lore: The Cities (Australia) – 20% +5%
Lore: D-Bee – 25% +5%
Lore: Demons & Monsters – 25% +5%
*Lore: Dreamtime Culture (Australia) – 20% +5%
Lore: Faerie – 25% +5%
*Lore: Galactic/Alien – 25% +5%
Lore: Juicer – 30% +5%
Lore: Indians – 25% +5%
Lore: Magic – 25% +5%
Lore: Psychic & Psionics – 25% +5%
Lore: Religion – 30% +5%
Masonry – 30% +5%
Mining – 35% +5%
Mythology – 30% +5%
Photography – 35% +5%
Prospecting – 20% +5%
Research – 40% +5%
Rope Works – 30% +5%
Salvage – 35% +5%
Space Contacts – 6% +2%
Underseas Salvage – 30% +5%
Whittling & Sculpting – 30% +5%
Writing – 25% +5%

Weapon Proficiencies (Ancient)

W.P. Archery & Targeting
W.P. Battle Axe
W.P. Blunt
W.P. Bola
W.P. Boomerang
W.P. Bow
W.P. Chain
W.P. Crossbow
W.P. Deadball
W.P. Forked
W.P. Grappling Hook
W.P. Knife
W.P. Mouth Weapons
W.P. Net
W.P. Paired Weapons
W.P. Pole Arm
W.P. Shield
W.P. Siege Weapons
W.P. Slingshot
W.P. Small Thrown Weapons
W.P. Spear
W.P. Staff
W.P. Sword
W.P. Trident
W.P. Whip

Weapon Proficiencies (Modern)

W.P. Revolver
W.P. Automatic Pistol
W.P. Bolt-Action Rifle
W.P. Automatic and Semiautomatic Rifles
W.P. Submachine-gun
W.P. Flamethrower
W.P. Grenade Launcher
W.P. Harpoon & Spear Gun
W.P. Heavy Weapons
W.P. Torpedo
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Heavy Energy Weapons
W.P. Sharpshooting

Wilderness Skills

*Blend – 14% +4%
Boat Building – 25% +5%
Carpentry – 25% +5%
Dowsing – 20% +5%
Hunting (SPECIAL)
Identify Plants & Fruits – 25% +5%
Land Navigation – 36% +4%
*Outback Survival (Australia) – 58% +2%
Preserve Food – 25% +5%
*Roadwise (Australia) – 26% +4%
Skin & Prepare Animal Hides – 30% +5%
Spelunking – 35% +5%
Track Animals – 20% +5%
*Track & Hunt Sea Animals – 35%/25% +5%
Undersea & Sea Survival – 25% +5%
Underwater Navigation – 30% +4%
*Use Songlines – 20% +2%
Wilderness Survival – 30% +5%

New *China* Skills List

Chinese Domestic Skills

Play Chinese Musical Instrument: Flute – 45%/25% +5%
Rice Cultivation – 40% +5%
Silk Manufacture – 30% +5%
Tea Appreciation – 70% +2%
Tiao Qi/Chinese Checkers – 24% +4%
Wei Qi/Go – 30% +5%
Xiang Qi/Shogi – 15% +5%

Chinese Medical Skills

Acupuncture – 40% +5%
Chinese Herbal Medicine – 30% +5%

Chinese Physical Skills

Demon Wrestling – 30% +5%
Fasting – 54% +4%
Hand to Hand: Dog Boxing Kung Fu (Kuo-Ch'uan)
Hand to Hand: Drunken Style Kung Fu
Hand to Hand: Eighteen Weapons Kung Fu (Shih Ba Ban Wu Yi)
Hand to Hand: Jade Fan (Chi Hsuan Men)
Hand to Hand: Monkey Style Kung Fu (Tai Sing Pek Kwar)
Hand to Hand: Shao-Lin Kung Fu
Hand to Hand: Tai-Chi Ch'uan
Meditation (special)

Chinese Rogue Skills

Begging – 8% +1%
Calligraphic Forgery – 25% +5%
Dickering – 20% +4%
Shell Game – 20% +4%
Yarrow Stick Counting – 24% +3%

Chinese Technical Skills

Calligraphy – 25% +5%
Chinese Alchemy – 25% +5
Chinese Antiquarianism – 30% +5%
History, Chinese – 40% +5%
Imperial Bureaucracy & Administration – 10% +5%
(*also known as* Bureaucracy & Administrative Organization)
Literacy: Chinese – 55% +5%
Literacy: Ancient & Classical Chinese – 50% +5%
Lore: Chinese Classical Studies – 40% +5%
Lore: Chinese Mythology: Taoist – 35% +5%
Lore: Chinese Mythology: Buddhist – 35% +5%
Lore: Feng Shui/Geomancy – 15% +5%
Lore: Rifts China – 40% +4%
Lore: Western World – 30% +4%

Ancient Chinese Weapon Proficiencies

W.P. Bamboo Staff

W.P. Chiang Zhu Spear

W.P. Gien Bian (Steel Whip)

W.P. Wen Jen (Scholar's Sword)

Chinese Domestic Skills

Play Musical Instrument – Chinese Flute: In addition to being able to play, the character can also make simple flutes from a variety of materials, including bamboo, wood, clay or metal. Knows a wide range of typical Chinese folk music, as well as some popular and classical ditties, and can improvise based on the sounds of nature, people singing, or noise from machinery. **Base Skill:** 45% +5% per level of experience for playing; 25% +5% per level of experience for successfully constructing a playable flute.

Rice Cultivation: A specialized version of farming, involving the growing of rice in specially flooded *rice paddies*. Unlike other forms of farming in Rifts China, where the loss of agricultural machinery and equipment means a huge loss in productivity, rice cultivation can keep up a yield higher than any other crop, with just the use of hand labor. The character knows how to prepare and flood paddies, how to select and grow sprouts, how to plant, fertilize and cultivate rice shoots, as well as how to harvest and prepare the final edible rice. Five bushels of rice will be enough to keep one person alive for one year. The higher the skill, the larger the yield per acre, with a first level character able to produce around 200 bushels per crop (enough to feed 40 people), and an additional 10 bushels per year per level of experience (6th level means 250 bushels/crop). In the hot south of Rifts China, it's possible to grow two crops each year, but only one in the north. Also includes the basics for growing vegetables (*bok choi, onions, etc.*), and raising *chickens* and *pigs,* at the same time as the rice. Water Buffalo Skill: Taking this skill *twice* means the character also knows all about the care, training, harnessing, breeding and general use of water buffalo for rice cultivation, which *doubles* the potential rice yield per crop. **Base Skill:** 40% +5% per level of experience.

Silk Creation & Manufacture: For thousands of years China has provided the rest of the world with this most magical of cloth and clothing. Silk, created from silkworms that must be raised on the leaves of the mulberry tree, is a fabric that far exceeds any other natural material in many ways; it can be dyed and patterned in dazzling colors, made sheer and light for hot weather, or quilted and padded for the freezing cold, all the while durable and lightweight. As has been the case for thousands of years, silk is lusted after the world over. Characters with this skill understand all the stages of silk creation, from the breeding of the silkworms, to the processing of the thread, to the weaving, dying, cutting, and sewing of beautiful bolts of colored silk. Silk Tailoring: If the character selects this skill twice, it will mean they can create tailored clothing, including jackets, dresses, shirts, hats, etc., and will be skilled in the piecing together of patterned fabric so the completed garments will be gracefully assembled. **Base Skill:** 30% +5% per level of experience.

Tea Appreciation: China is a land that lives on tea; the brewed beverage that can be assembled from tens of thousands of varieties of tea leaves. In Rifts China there is no other beverage considered as safe, healthy, or healing in its properties. Virtually everyone starts their day by putting a personal mixture of tea leaves, twigs and herbs (the mixture changes according to the season, the weather, and the drinker's health) into a jar, bottle, jug or thermos, which is then 'topped off' with boiling water at least once every other hour. For ceremonial tea, roll three times for each batch of tea; once for blending (putting together the correct collection of varied leaves and twigs), once for brewing (the art of mixing the boiling water with the tea leaves, for just the right amount of 'steeping'), and finally for serving (ritually pouring the hot tea into the serving cups, in the exact ritual position). Judging the quality and mixture of tea is considered vital for any host, as well as making the best tea possible with whatever is on hand (receiving a cup of acceptable tea, made from foraged ingredients, in a poor woodcutter's hut, or a hermit's cave, is valued far more than being served even slightly imperfect tea in the palace of a lord). **Base Skill:** 70% +2% per level of experience.

Tiao Qi or Chinese Checkers: The skill involves being able to play Chinese Checkers (with marbles, on a six-cornered board, where the object is to get all your pieces to the opposite side), at a professional level. There is also an *advanced*, or *blitz* version of the game, where the rules are more complex, but where entire groups of marbles can be moved simultaneously. Note that Tiao Qi is the most popular game among the demons of Rifts China, and there is a 01-40% chance that any demon servitor of a Yama King will be a fanatical player. **Base Skill:** 24% +4% per level of experience. Tiao Qi Game Results: To find the results for a typical game, which can include from 2 to 6 players, 1) have each player roll percentile, then 2) add the roll to *both* their I.Q. and their current skill level, so 3) highest result wins, 2nd highest comes in 2nd, etc.

Wei Qi (called *Go* in Japan or in the West): As chess is the most widely accepted intellectual game of the west, so Go is accepted as the most "enlightened" game of the eastern world. On a more practical level, Rifts China is filled with demons who will spare the life of a good Go player. And, for many martial artists, the prospects of an intelligent game of Go easily outweigh any desire for combat. A victory at the intelligent game of Go easily outweighs any ten wins in single combat. Most Intellectuals, Scholars, Immortals and Mystics, take pride in playing, as well as knowing their ranking in Wei Qi.

Simulating a game of Wei Qi: A truly expert game involves many hours and many rituals. First there should be a series of three quick "test" games to determine the weaker player's handicap (not necessary if they already know their ranking). Figure that for every 5% of difference between the players' skills, the weaker player starts with an extra 'stone' or playing piece (so a player with a skill of 50% would get 2 extra stones if the opponent had a skill of 60%). Once the players begin in earnest, the game can take hours, especially since true masters of the game allow their opponents to take back however many moves they like. That's because the true object of *Wei Qi* is not supposed to be winning, but playing a perfect game. **Base Skill:** 30% +5% per level of experience. Wei Qi Game Results: Lowest roll wins, with the stronger player allowed to subtract -2 for every stone of difference with the weaker player.

Xiang Qi (called Shogi in Japan or in the West): The Chinese version of chess, where each side, red and black, receives (2) *Ju*, or Chariots; (2) *Ma*, or Horsemen; (2) *Pao*, or Cannons; (5) *Zu*, or Pawns; (2) *Xiang*, or Ministers; and (2) *Shi*, or Officers. The piece corresponding to the King is called a General, but the red General is called *Shuai*, and the black General is called *Jiang*. Unlike the checkerboard used in chess, the board for *Xiang Qi* is played on ninety (90) intersections of vertical, horizontal and diagonal lines, and the board contains special domains for each general, as well as a "river" that separates the two sides. **Base Skill:** 15% +5% per level of experience. Xiang Qi Game Results: The two players roll percentile against each other, if both fail, or if both succeed at rolling under their skill, then they both roll again, and keep rolling until one succeeds and the other loses. The more times it is necessary to roll, the more interesting the game, and the less humbling the loss (losing on the first roll is particularly humiliating!).

Chinese Medical Skills

Acupuncture: Combining the knowledge of the neural pathways of the body, with the physical skill to manipulate tiny needles into special points, especially the 14 *meridians* where the Yin and Yang energies cross over, the character is able to deal with a wide variety of medical problems, as well as safely block out pain and distress caused by injury or surgery. Best used for neurological disorders (including relief of some of the symptoms of mental illness), gastrointestinal complaints, and high blood pressure. While the use of needles (from 20 to 30 for most treatments) is optimal, the character can also attempt *acupressure*, by simply pressing on the correct points (-20% chance of success). While most effective in stopping pain, all kinds of bodily distress can be relieved, and cures are possible for a wide range of chronic problems. **Base Skill:** 40% +5% per level of experience.

Chinese Herbal Medicine: Equivalent to **Holistic Medicine** (see *Rifts® RPG* or *G.M. Guide*, for details), except it is based on a much wider range of ingredients, including many herbs, teas and roots found only in Rifts China. **Base Skill:** 30% +5% per level of experience.

Chinese Physical Skills

Demon Wrestling (*Liang Hsiung*): The Chinese name could be translated into "shining evil" or perhaps "brilliant barbarism," because it is based on how demons fight; low-down, nasty, no-holds-barred, knee-'em-in-the-groin, fun! Human and other non-demon practitioners have adopted equipment from *Chi Ao Ti* (Chinese wrestling, from the 6th Century B.C.), where the combatants used horned headgear, spiked shoulder, elbow, knee and ankle plates, as well as clawed gloves, ramming and goring each other in arena-style combat. Once attired, practice involves using, and avoiding, all the pointy parts with a variety of strikes and kicks. There's also a huge emphasis on dirty tricks like gouging, biting, knees to the groin, etc. **Note:** The bonuses of Wrestling and Demon Wrestling can *not* be added together; select one or the other.

Demon Wrestling Special Moves:

1. Body Block/Tackle does 1D8 damage (double if the wrestler is 8-12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). The opponent must dodge or parry (push away/deflect attacker) to avoid being knocked down. If knocked down, the opponent loses one melee attack/action and initiative for the rest of that melee round.

2. Pin/Incapacitate on a roll of 15 or better at first level, on a roll of 14 or better at 4th level, 13 or better at 8th level, and 12 or better at 12th level. This means that the Demon Wrestler can hold his opponent in such a way that his opponent cannot physically attack or move. However, the character who is using the "pin" hold cannot attack or move without releasing his opponent.

3. Crush/Squeeze does 1D6 damage (double damage if 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger) or can crush/squeeze for pain, such that the victim will have to save vs pain. Each "squeeze" counts as one melee action/attack. **Save vs Pain:** Failing to save vs pain means the character suffers only 1D4 points of damage (regardless of size or strength of his tormentor), but hurts so badly that he can barely move (attacks per melee reduced to one, and no initiative, and no combat bonuses; natural die rolls only) or think about anything but the pain (can't perform skills, cast spells, use psionics or think up strategies or tactics to escape).

4. Crush/Squeeze Soft Parts! This is a dirty move aimed at the groin, nose or throat. Once the "soft part" is grabbed and squeezed, the opponent can usually be led along by pulling on it and squeezing harder. The victim sees all combat bonuses drop by 50% and loses all but two melee attacks, which are usually spent on trying to break free. A successful, quick slashing *disarm* move (roll to strike using disarm bonuses) rolling higher than 13 will do the trick, but it inevitably inflicts 2D6 damage to one's own "soft part" while it succeeds in breaking loose.

5. +20% to Conceal Illegal Move. The character learns to surreptitiously deliver a gouge, jab, poke, or otherwise attack a pain sensitive area (victim must save vs pain). Also includes practicing feigned innocence when accused of a foul ("Who? Me? What?").

6. Feign Illegal Injury. The character learns to convincingly act like a foul blow did grievous pain and damage, complete with wincing, staggering, bending over in (apparent) suffering, moans and groans, in a way designed to impress bystanders, spectators and referees. **Base Acting Skill:** 30% +5% per level of experience (+1% for every M.A. point above 15).

Demon Wrestling Bonuses:

+2 to save vs pain, with an additional +1 at levels 3, 6, 9, 12 and 15.

+1 to roll with punch, fall or impact at levels 1, 5, 10 and 15.

+3 to P.S.

+3 to P.E.

+4D6 to S.D.C.

Fasting: The ability to go for long periods of time without food. So long as the character has sufficient water, four weeks without food will be pretty easy. After that the character will have to roll under their skill, on percentile, every day. A failed roll means that the character starts to exhibit the signs of starvation, becoming weakened or sick. Eventually, after eight weeks,

the character will start to lose one point of P.E. per day, and will have to start to Save vs Starvation on a daily basis, by rolling under P.E. on 1D20 (it is possible, with this skill, to die without ever appearing to be suffering). **Base Skill:** 54% +4% per level of experience.

Hand to Hand: Dog Boxing Kung Fu: A secret Chinese martial art that combines quick and efficient combat, with a surprising set of martial art abilities. See the Hand to Hand Skill descriptions at the end of this section for a listing of bonuses and special abilities.

Hand to Hand: Drunken Style Kung Fu: Famous for its humorous drunken stance, where combatants will pretend to be drunk on alcohol, the form is actually based on the ancient "Eight Drunken Fairies Form," and incorporates acrobatics into combat. See the Hand to Hand Skill descriptions at the end of this section for a listing of bonuses and special abilities.

Hand to Hand: Eighteen Weapons Kung Fu: A weapon-based martial art that combines physical training with the full range of ancient Chinese weaponry. See the Hand to Hand Combat section for a listing of bonuses and special abilities.

Hand to Hand: Jade Fan: An ancient form of martial arts, once exclusive to the royalty and bureaucracy of the Chinese Imperial system. See the Hand to Hand Skill descriptions at the end of this section for a listing of bonuses and special abilities.

Hand to Hand: Monkey Style Kung Fu: An ancient martial art style, with elements that may date back to mythological times, it includes a range of special moves and attacks, based on the movements and behavior of monkeys. See the Hand to Hand Skill descriptions at the end of this section for a listing of bonuses and special moves and abilities.

Hand to Hand: Shao-Lin Kung Fu: Considered to be the original version of Kung Fu, it remains, even in Rifts China, a formidable system of unarmed combat. See the Hand to Hand Skill descriptions at the end of this section for a listing of bonuses and special abilities.

Hand to Hand: Tai-Chi Ch'uan: Still the most popular, most widespread martial art in Rifts China, it combines exercise with combat moves, as well as a system for regenerating mystical energy (P.P.E.). See the Hand to Hand Skill descriptions at the end of this section for a listing of bonuses and special abilities.

Meditation: Involves engaging the mind and body, so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Hit Points, P.P.E., I.S.P./Chi, and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after even 30 minutes of meditation. When in a meditative state the character is, at a subconscious level, well aware of what is happening in the environment, and can instantly leave the meditation position with no combat penalties. **Base Meditation Skill:** 10 or higher on a roll of a D20. Regardless of the experience level of the character, any rolls based on meditation should use only the bonuses provided by the character's Mental Endurance (M.E.) attribute.

Chinese Rogue Skills

Begging: This skill can be particularly useful either as a disguise, or to collect emergency money when things are desperate. The base skill determines the chance of collecting a donation from those passing by. On a crowded street it could be pretty lucrative. The amount of money depends on the economy of the country and city where the begging is taking place. Getting a donation from an individual requires rolling under the skill on percentiles, and then the potential victim gets to save vs M.E. (meaning, roll a D20 and if the victim rolls under his M.E. number, he can easily resist any urge to make a donation). When collecting from a crowd, or along a busy road, roll once for every half hour of begging. Deformity or Disability: While appearing horribly disfigured, or clearly maimed, doesn't increase the odds of a donation, it can multiply the amount collected from double to six times the usual amount. **Base Skill:** 8% +1% per level of experience. ***Monk Bonus:*** If dressed as a humble monk, with a shaved head, dressed in a simple robe, and carrying nothing but a begging bowl, there's a +20% chance of success, but the donations will tend to be either food (small balls of rice, steamed buns, or fruit), or very small coins.

Calligraphic Forgery: A special skill that allows the character to imitate the calligraphy of the ancients, and to reproduce copies of exotic styles. This is an advanced version of the Technical skill of Calligraphy, and the character must take *both* skills. To successfully pass off a copy as an ancient work requires a roll under the Base Skill on percentiles. Attempting to forge the penmanship of a particular author is even more difficult (-20% penalty on the roll). **Base Skill:** 25% +5% per level of experience.

Dickering: The character understands the back-and-forth of arriving at an agreed upon price for just about anything that can be bought or sold. While good for buying at a discount, this is an absolutely essential skill for selling just about anything in Rifts China (even street urchins are typically 5th level or better in Dickering).

Honest Dickering: When successful, it means the character can make purchases for up to 50% off the asking price, and be able to sell goods and services for up to double its common value, all the while continuing to be friendly, fair and keeping the door open for future relationships and transactions.

Dishonest Dickering: By lies, tricks, and deceit, the character can cheat someone down to selling an item at a 75% discount, get up to five times its real value when selling, and sell off worthless or defective stuff as if it were good quality, but all the while gaining a reputation as a liar, cheat or a thief. **Base Skill:** 20% +4% per level of experience.

Shell Game: It's the same the world over. All the character needs is a flat surface, three shells (or cups, or bowls), a pea, and a gullible customer. The idea is to keep moving the shells around, and let the customers bet on where the pea will appear. Roll to determine whether or not the shell game operator makes a successful skill roll (i.e., a roll under the Base Skill on percentile dice). This means the customer has no idea where the pea is and must *guess* which shell it may be under. To guess correctly, the customer must roll 0-10% on percentile dice. *A failed roll means* the character running a shell game has fumbled the trick, missed (or misread) one of his secret markings, or was too obvi-

ous and is either caught cheating or the trick was so poorly executed that the customer knows exactly under which shell the pea is located and wins! **Base Skill:** 20% +4% per level of experience. Add +6% if the character also has the Palming skill.

Yarrow Stick Counting: This is a fraudulent form of fortune telling, or divination, where the con artist pretends to cast the Yarrow Sticks for an *I Ching* reading. However, the pretender will "count" the sticks, so as to arrive at a desired set of lines. Usually the particular interpretation is memorized from the book, right before the reading, so the character will seem to know the whole *I Ching* by heart (a genuine expert in the *I Ching* will know four different interpretations for each of the six lines, in each of the sixty-four hexagrams, for a total of over 4,000 different readings to be memorized). Not unlike "card counting," an expert can arrive at any desired Hexagram (by rolling under the skill on percentiles). Since the Chinese people, dead and damned, and the vast majority of demonkind believe in the prophesies of the *I Ching,* this can be a useful way of manipulating opinion, as well as making a little cash. *A failed roll means* the character has fumbled or dropped yarrow sticks, or was too obvious and is caught in the act of false counting which is likely to result in his getting beaten or chased, or worse, depending on who he was trying to trick. **Base Skill:** 24% +3% per level of experience.



Chinese Technical Skills

Calligraphy: The ability to produce beautiful Chinese Characters using a brush, ink and paper with great skill and legibility. Traditionally, any person of culture and education in Rifts China, especially those considered scholars, nobles or religious figures, are expected to be able to produce gorgeous ideograms for use in letters, official documents, proclamations, signs and even magical writing. Taking this skill more than once can represent mastery of other forms of Chinese Calligraphy, such as the various scripts of the ancients, Cloud Characters, Jade Buddha Characters, Taoist Immortal Characters, and so forth. **Base Skill:** 25% +5% per level of experience.

Chemistry: Chinese Alchemical: A combination of modern Chemistry (organic and analytical), Botany (a lot of elixirs require different herbs, flowers and roots), and History, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and directions, knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech versions of the primitive equipment. A successful roll means the character succeeds in interpreting an Alchemist's formula (even if written in code). Depending on the complexity of the procedure it could take from one to six additional rolls to accurately reproduce an actual elixir. **Note:** Chinese Classical Literacy, Chemistry and Biology skills are all required prerequisites. **Base Skill:** 25% +5% per level of experience.

Chinese Antiquarianism: Knowledge of the value and rarity of Chinese artistic, historical and ancient artifacts. The character can attempt to appraise the exact value of any item. In addition, the character knows how to buy and sell antiques, and will be able to locate customers for any given item. The character can also attempt to determine fakes and frauds, based on both the quality of the item, as well as whether or not it fits correctly into the knowledge of the period. Includes a basic understanding of precious stones and metals, and the ability to do simple quality tests. For example, the character can do a simple test for the purity of gold or jade, and examine a gem for its size (carats), clarity and luster. **Base Skill:** 30% +5% per level of experience.

History, Chinese: Extensive knowledge of the vast history of China. The character can, based on architecture, materials, technology, artistic form, and style of calligraphy, identify objects, buildings, works of art and sites associated with the various dynasties and pre-dynastic periods. The character will know the names, and at least a brief history, of all the various rulers of China, the various kingdoms and provinces, and important neighboring nations, as well as the works of such important writers as Confucius, Mencius, Lao Tzu, and Sun Tzu. **Note:** In order to have the Chinese History skill, the character must have Literacy in the Chinese Language. **Base Skill:** 40% +5% per level of experience.

Imperial Bureaucracy & Administration (also known as Bureaucracy & Administrative Organization): As arcane and intricate as any legal system, as formal and rigid in its application as any religious ceremony, as ordered and logical as any library's catalog system, the Chinese Imperial Bureaucracy is something that demands a lifetime of study. It is said that the system that evolved over 5,000 years of Chinese Imperial practice is merely a pale reflection of the perfection of the Jade Emperor's Celestial Court, where the movement of every quantum particle, in every conceivable universe is carefully noted, cataloged and filed away for posterity. To truly understand the intent of the Celestial Court, especially as realized in the *Mandate of Heaven* of each of the Yama Kings, one must be versed in this skill. Even those with first level expertise will be able to pass any of the civil service exams as currently implemented in certain places throughout Rifts China. In a more practical vein, characters with this skill are capable of organizing the paperwork of any government, organization or business office, and can easily locate individual citations, references or certificates in virtually any library, archive or office. **Base Skill:** 10% +5% per level. **Bonus:** This skill adds a +5% bonus to the skills Research, History and Literacy: Chinese.

Literacy: Chinese: Chinese, as a written language, is unique in the world because the written language is based on abstract characters (ideas), rather than phonetics (sounds). The character can read and write around 4,000 ideograms, and can quickly learn more when he needs to, especially if he has access to a

good Chinese Dictionary. Reading and writing are fully fluent, and it's possible to read all newspapers, magazines and popular books. The character can read anything published from around 1900 onward, but will find earlier works to be difficult or impossible (-85% skill penalty and takes much longer to read). **Base Skill:** 55% +5% per level of experience.

Literacy: Ancient & Classical Chinese: The character must first have skill in Literacy: Chinese, and then will be able to read and write in just about any version of the Chinese characters, with a mastery of over 20,000 characters, in a variety of different fonts, cursive scripts and character types, including the pre-dynastic pictographs. Includes the ability to read, or at least decipher, just about anything written in Chinese, no matter how old, or how obscure. **Base Skill:** 50% +5% per level of experience.

Lore: Chinese Classical Studies: The character is a master of the four categories of classics of China, including *Ching* (Classics), *Shih* (History), *Tzu* (Philosopher's Writing), and *Chi* (Miscellany). In addition, the character has committed to memory (to the point where they could pass one of the fabled Imperial examinations), the **Five Sacred Books** – the *I Ching*, the *Shih Ching* (Book of Odes), the *Shu Ching* (Book of History), the *Li Chi* (Book of Ritual), and the *Ch'un Ch'iu* (Spring & Summer Annals) – and the four books of Confucian thought – *The Great Learning*, *The Doctrine of the Mean*, *Analects of Confucius*, and *The Works of Mencius*. **Base Skill:** 40% +5% per level of experience.

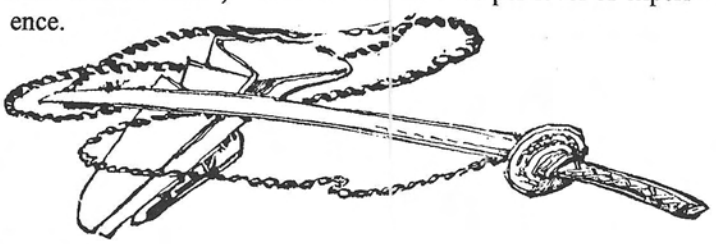
Lore: Feng Shui (called *Geomancy* in the West): This allows the character to evaluate the amount of Chi in any area. Some places will have a large amount of positive Chi, others will have substantial negative Chi. If the area has a *natural* flow of Chi, of between zero and eight points, then the character will be able to measure it exactly. The skill is useful for finding places with exceptionally high or low Chi of either flavor. **Base Skill:** 15% +5% per level of experience.

Lore: Chinese Mythology: Taoist: Includes extensive knowledge of the vast library of works on Chinese myths relating to Gods, Ghosts, Demons, Monsters, Dragons, Immortals, and Undead. Since there are such a vast array of mythic entities (it is said, for example, that every star in the sky corresponds to a named deity in Chinese Mythology), learned characters are very skilled at locating written references on any given subject. This is all further complicated by the legends of Immortals becoming Gods, of Gods becoming Mortal, and of virtually any mythic figure dying and being reincarnated as some other mythic figure. In Rifts China, this is a particularly useful set of knowledge, because it describes much of the background of *the Yama Kings*. **Base Skill:** 35% +5% per level of experience.

Lore: Chinese Mythology: Buddhist: The skill, *Buddhist Chinese Mythology*, is pretty much the same as the Taoist version, except that it deals with the equally crowded hordes of Chinese Buddhist entities. A separate skill, but with the same bonuses, methods, etc. Also applies to Hindu gods and spirits but at a -15% skill penalty. **Base Skill:** 35% +5% per level of experience.

Lore: Rifts China. Since Rifts China is so cut off from the rest of the world, most people know little more than legends and myths about the place. This set of Lore provides an understanding of the real situation in Rifts China, including its history, the current politics of the remaining Yama Kings, and the kinds of Ghosts, Goblins, Demons, Monsters, Dragons, Immortals, and Undead that are commonly found in each province/region. In addition, learned characters will know the locations and names of most places which are identified as *Free China*. While not being able to fluently read or write, the character can at least use Chinese-English Dictionaries (*Note from Erick:* Take it from me, not an easy thing to figure out), so they can crudely translate English words into Chinese characters (takes about five minutes each, and the results will, 80% of the time, be understandable, but funny, insulting or just plain wrong). Translating Chinese characters into English is usually a more accurate process, since there are tens of thousands of characters, and each has a very precise meaning, but takes from ten minutes to half an hour for each character (first, you have to count the number of strokes, then look through tables of possible matches, and then try to find the exact character). It's possible that the character may even correspond with someone from Rifts China (by old-fashioned written letter, transported for a price by Horune Pirates or other type of pirate or adventurer). Still, in spite of all that a character might know from having *Lore: Rifts China*, there will be huge gaps in his knowledge and many mysteries left to be discovered. **Game Master Note:** This skill is not meant to be used by the player characters from Rifts China, but only for those characters from *outside* Rifts China who are interested in the place. For example, if a group of player characters from, say, the NGR (New German Republic, see **Rifts® World Book 5: Triax and the NGR™**) were planning on visiting Rifts China, the Game Master could rule that an NPC, or even a player character, could have Lore: Rifts China. Furthermore, some of China's neighbors, namely the people of *Asia, Japan, India, Mongolia* and *Russia,* are more likely than most outsiders to have this skill and get a +10% skill bonus. **Base Skill:** 40% +4% per level of experience.

Lore: Western. Characters inside Rifts China, cut off from the rest of the world by the Mist Barrier, know very little about the rest of the world, and much of what they do know comes from books that are hundreds, or even thousands of years old. For example, the works of William Shakespeare, translated into Chinese characters, are still sold, printed, avidly read, and sometimes even put on as plays in Rifts China. So it's not surprising that the average person in Rifts China assumes that Denmark is a place with ghosts and castles, ruled by a royal family familiar with swords, daggers and poison, because, after all, that's the way it is in *Hamlet!* Those with Lore: Western, in addition to knowing about the most notable classical history and literature of the rest of the world, have also collected bits of contemporary information, and are aware of things like the Siege on Tolkeen by the North American Coalition Army, the Gargoyle Empire of Germany, and similar conflicts and empires across the rest of Rifts Earth. This knowledge is far from comprehensive, and characters in Rifts China, even with this skill, will often have many of the details wrong ("They speak French in Free Quebec? I never knew that!"). **Base Skill:** 30% +4% per level of experience.



Ancient Chinese Weapon Proficiencies

The vast majority of ancient Chinese weapons use Weapon Proficiency skills very similar to their counterparts in the West. After all, even some of the most exotic weapons are basically used as clubs, spears or swords. However, there are four weapons, all prominently featured in mythological stories, that are a bit more than they appear.

Unlike most weapons, these are each long and incredibly flexible. To the point where they sometimes look ridiculous when they are used, since they seem to twist and shake, and seem incapable of hitting anything without bending or twisting. Why would anyone want to wield such seemingly silly weapons?

The reason is, of course, the fact that a skilled wielder uses the movement of the weapon to scoop up, redirect, and twist the flow of magical energy to turn a seemingly ordinary weapon into one that can inflict Mega-Damage on demons, dragons and other creatures of magic, supernatural beings, and M.D.C. creatures. Demons and monsters who would ordinarily laugh at any non-magical weapons are often stunned to discover that the flimsy bamboo or metal of these four weapons, in the hands of a trained martial artist (i.e., must have one or more of the following W.P.s), is capable of scooping up enough ambient P.P.E. to do real Mega-Damage.

W.P. Bamboo Staff: In this case, a flexible bamboo pole that is anywhere from twice to four times the height of the wielder. When used against Mega-Damage beings, supernatural creatures or mystical opponents, the bamboo staff is capable of scooping up sufficient energy to inflict a base of *1D6 Mega-Damage* per strike. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at levels 5, 10 and 15. +1 M.D. at levels 4, 8, and 12.

W.P. Chiang Zhu Spear: Usually twice as long as the wielder is tall. This weapon is also made of flexible bamboo, but is best used when the shaft is twisted and spun, focusing all the magical energy at the point. When used against Mega-Damage beings, supernatural creatures or mystical opponents, the spear is capable of channeling sufficient energy for the point to impact with a base of *2D4 Mega-Damage* per strike. **Bonuses:** +1 to strike at levels 2, 4, 8, 12 and 14. +1 to parry at levels 3, 6, 9, 12 and 15. +2 M.D. at levels 1, 5 and 11.

W.P. Gien Bian (Steel Whip): As long as the wielder is tall, and made up of anywhere from seven to twelve pieces, tipped with sharp blades and points. Adept characters will swing the whip widely, gathering up energy (P.P.E.) with every loop, until unleashing the whip, and simultaneously the Mega-Damage energy, at the opponent. When used against Mega-Damage beings, supernatural creatures, or mystical opponents, the Gien Bian can deliver in *2D6 Mega-Damage* per strike, along with enough M.D. pain to afflict even the toughest demon. **Bonuses:** +1 to strike at levels 4, 8, 12 and 15. +1 to parry at levels 5, 10 and 15. +1 M.D. at levels 2, 5, 8, 11 and 14.

W.P. Wen Jen (Scholar's Sword): Made of ribbon-like metal, usually about half as long as the wielder is tall, with razor-sharp edges and point. Unless kept in constant motion, the point will readily droop to the ground, since there is nothing rigid in the blade. Those skilled in the use of the Wen Jen Sword will keep it constantly moving, twisting and coiling like a serpent (or a dragon), all the while gathering up energy (P.P.E.), until it is time to slash or stab the victim. When used against Mega-Damage beings, supernatural creatures or mystical opponents, it does *2D6 M.D.*, although skilled users, and special weapons, are capable of much more. **Bonuses:** +1 to strike at levels 2, 5, 10 and 15. +1 to parry at levels 3, 6, 9, 12 and 15. +1D6 M.D. at levels 4, 8 and 12.

Skill Descriptions for Hand to Hand Martial Arts

List of Hand to Hand Martial Arts

Hand to Hand (Basic): Tai Chi

Hand to Hand (Advanced): Dog Boxing Kung Fu (Kuo-Ch'uan)

Hand to Hand (Advanced): Drunken Style Kung Fu

Hand to Hand (Advanced): Eighteen Weapons Kung Fu (Shih Ba Ban Wu Yi)

Hand to Hand (Advanced): White Jade Fan (Chi Hsuan Men)

Hand to Hand (Advanced): Monkey Style Kung Fu (Tai Sing Pek Kwar)

Hand to Hand (Advanced): Shao-Lin Kung Fu

Note: ALL bonuses are accumulative. That means each new level offers new bonuses and combat capabilities that are *added* to those previously acquired. Certain Hand to Hand fighting styles also impart bonuses to one's physical attributes as well as perfection of the fighting form. Also see Boxing and Wrestling. Chinese martial arts are not usually known outside of China and the Orient; i.e., characters in the Americas, Europe, Africa and elsewhere will *not* even know about them let alone have any opportunity to study and learn them.

Number of attacks per melee: In the RPG and other books, it states that a character has "TWO attacks per melee to start." However, this does not include the two attacks per round any character with hand to hand training is supposed to start with. Yeah, we know that is confusing, that's why most of these combat lists state that the character starts with THREE of FOUR. So please do NOT add another two to this starting number. Example: A character with *Hand to Hand: Basic* starts off with four melee attacks, and as he grows in experience has a total of 5 at level four, 6 at level nine, and 7 at level 15. If the Boxing skill is also taken, the character would have one more than those listed here. Also note that some O.C.C.s and R.C.C.s, like the Juicer and Cyber-Knight, provide additional attacks per melee round and combat bonuses.

Hand to Hand (Basic) : Tai Chi

Not really a martial art, but a form of exercise common all over Rifts China (and in many other parts of the world), practiced by young and old. An elementary form of hand to hand combat that focuses mostly on defensive moves. In Rifts China, about 25% of all ordinary people know Basic Tai Chi, and 50% of all the elderly (aged 60 and above).



Basic Tai Chi Level Advancement:

1st Level: Start with: Three attacks per melee round +2 to roll with punch, fall or impact.

2nd Level: +1 to strike and parry, and +1 to disarm.

3rd Level: +1 to additional attack/action per melee round.

4th Level: +1 on initiative and +2 to roll with punch, fall or impact.

5th Level: +1 additional attack/action per melee round.

6th Level: Grab & Throw; does 1D6 damage, victim loses initiative and the next melee attack/action. Add 2D6 to the Permanent I.S.P. Base.

7th Level: +1 to strike, +1 to parry, and +1 to pull punch.

8th Level: Open Hand Push, does 1D6 damage, and the victim loses initiative and the next two melee attacks/actions.

9th Level: +1 to dodge and roll with punch, fall or impact. +1 additional attack/action per melee round.

10th Level: +1 additional attack/action per melee round.

11th Level: +1 to parry and disarm, and +2 to damage.

12th Level: +1 to strike and dodge.

13th Level: +1 to roll with punch, fall or impact, +1 to pull punch..

14th Level: +1 additional attack/action per melee round.

15th Level: +1 to disarm and pull punch. Add 2D6 to the Permanent I.S.P. Base.

Hand to Hand (Advanced): Dog Boxing Kung Fu (Kuo-Ch'uan)

"Lose. Do not win. Lose every fight you can, whenever the outcome is unimportant. Especially in public, especially when others can see you. If you have to win, make it look like an accident, make it look like your stupid martial art never had a chance. If Dog Boxing is to be effective, it must be scorned as useless, and spit upon by our enemies."

A long way from dignified, Dog Boxing is absolutely one of the funniest looking martial arts around. Imagine people crawling around on all fours, making stupid-looking paw attacks from ground level, chipping in with all kinds of ridiculous barking and yipping noises, and generally hopping around like crazy dogs. The reasoning behind this madness is that the moves often deliberately bait other martial artists, causing them to underestimate their opponents and therefore make mistakes. For example, a Dog Boxing expert, upon being attacked, may immediately fall to the ground and begin wailing as if terribly hurt. After all, from the point of view of a Dog Boxing expert, the opponent will either walk away in disgust, or continue to attack, but with a feeling of contempt. Win-win! In spite of the oddities, Dog Boxing is one of the best freehand fighting styles in Rifts China, with excellent defenses, a wide range of effective punches and kicks, as well as some novelties that can be quite useful.

Dog Boxing Level Advancement:

1st Level: Start with four attacks per melee round, Snap Kick (1D6 S.D.C. damage), punch (1D6 S.D.C. damage), +2 to strike, +3 to roll with punch/fall/impact, and +2 to pull punch.

Special Starting Move: Dog Boxing Side Flip. Involves throwing oneself backwards to the right or left, like a dog quickly changing direction. The result is that one quickly moves backwards and to the side, by half a body length. Can be used instead of a traditional *dodge,* but without normal dodge bonuses. If the character rolls higher than his opponent's strike roll, using only the Side Flip and P.P. attribute bonuses, the dodge is successful and *does not cost the character a melee action.* If unsuccessful, the character loses one action, however he automatically succeeds in rolling the attack, therefore taking only half damage!

2nd Level: +1 attack per melee.

3rd Level: Dog Yip Attack: Select one additional Body Hardening Exercise (including Demon Hunter Exercises) and +1 to Side Flip.

4th Level: +1 to strike, +1 to strike with rear attacks (Backward Sweep, Backhand Strike), and does a critical strike (double damage) on Natural 19 or 20.

5th Level: +1 attack per melee.

6th Level: Wounded Paw & Whine: The character appears to be hurt and limping as if his foot or leg was injured. This gives the combatant a bobbing, hobbled movement that makes his opponent more anxious to strike and finish him (and therefore throwing the attacker off balance and out of sync). The attacker (opponent) is -1 to strike while the supposedly "wounded" character is +1 to strike or +2 to parry or dodge, but only while this combat form is in place.

7th Level: +2 to roll with punch/fall/impact, and Death Blow on roll of a Natural 19 or 20.

8th Level: +1 attack per melee, and +1 to dodge.

9th Level: Force Bark: A sharp, sudden bark that simply knocks enemies backwards without damaging them. Everyone, friend or foe, within 20 feet (6.1 m) is affected. Victims must save vs pain (13 or higher with applicable P.E. bonus) or are knocked back 2D6 feet and lose one melee attack/action.

10th Level: +1 to strike and +1 to Side Flip.

11th Level: +1 attack per melee, +1 to parry and dodge.

12th Level: Mad Dog Horror Growl: At any point the character can go "mad dog," frothing at the mouth, shaking all over and, most frightening of all, emitting a low growl, all of which adds up to a Horror Factor of 16.

13th Level: +1 to damage, +1 to roll with punch/fall/impact.

14th Level: +1 attack per melee.

15th Level: +2 to Side Flip.

Hand to Hand (Advanced): Drunken Style Kung Fu

The main idea behind the Drunken Style is pretty simple; people tend to underestimate drunks. Encountering a Drunken Style Master seems to be nothing more than happening across an ordinary drunk. Wobbling unsteadily, stumbling to the ground, making uncertain hand movements and continuously singing or talking, often nonsensically or incoherently. When in a fight, it will seem like all the attacks and defenses are pure accidents, with a hand outstretched at exactly the right time to knock over an opponent, a stumble to the left just in time to avoid a blow, and falling down just as a gunshot passes overhead. The greatest masters can leave their opponents completely defeated but without a clue as to anything other than "dumb luck" being the cause. Drunken Style may be humorous but it is also very difficult to learn. Years are spent practicing each small movement along with the tremendous variety of foot and leg techniques.

Drunken Style Level Advancement:

1st Level: Start with three attacks/actions per melee to start; +2 to roll with punch/fall/impact, +2 to somersault/stagger/roll/backflip, knock-out/stun on Natural 19 or 20, Critical Strike on a Natural 19 or 20, and Critical Strike from behind.

Special Starting Moves:

1. Drunken Style Foot Play. One of the main *tricks* of the Drunken Style involves using the feet, in a way that looks accidental, to manipulate objects. The character can flawlessly (no roll required), while walking, running, or staggering around, flick any object off the ground to either one of his hands. Objects can also be kicked, in just about any direction, either as projectile weapons, passing to someone else ("Hey! Catch the bottle!"), or just as a distraction. No bonus to strike, Natural die rolls only.

2. Drunken Style Controlled Staggering. The character's drunken movement is a cover for a *continuous automatic dodging motion.* In other words, every attack that the character can *see* can be dodged, without using up a melee attack or action. Use normal to dodge bonuses to avoid attacks.

2nd Level: +2 to dodge and +2 to pull punch.

3rd Level: +1 to strike and +1 on initiative.

4th Level: Faked Alcohol Sickness: The character has practiced the art of "about to upchuck." Anyone observing will see a definite paleness, a shudder and convulsing through the body, and a clenching of the throat; sure signs that someone is about to vomit. This acts as a Horror Factor of 12 to those in immediate range. A failed save vs H.F. means the opponent/observer is momentarily stunned by the horror of getting vomited on and loses one melee attack (either out of stunned horror or because he moved out of the way of the vomit that doesn't come) and initiative!

5th Level: +1 attack per melee.

6th Level: +1 to strike, knock-out/stun on Natural 19 or 20.

7th Level: +2 to disarm and +2 to entangle.

8th Level: Projectile Vomit: Yes, it's disgusting. The idea is that the Drunken master will, if in close contact with an opponent, spew directly in their face. If no preparations have been made, this can only be done once per hour. However, if the character has had a chance to *prepare*, and if sufficient quantities of the correct food were available and eaten before combat (food being a relative term in this case, since noxious substances provide optimal results), he can vomit three times. Aside from being very convincing ("I thought it was a big act, but . . . eew!!), victims roll for Horror Factor as above (4th level) but need to save vs H.F. 14 and failure to save means the victim loses initiative and two melee attacks (and two full melee rounds to clean himself off completely). **Note:** The Drunken Style character may deliberately attempt (at half his usual bonuses to strike) to vomit in an opponent's face with dramatic results. A victim hit in the face with vomit must roll a 16 or higher to save vs Horror Factor. If the victim/opponent fails to save, he loses initiative and three attacks/actions for that round (or the next round if done at the end of a combat melee). The victim is so disgusted and/or enraged by the putrid action that his combat bonuses (strike, parry, dodge, disarm, entangle) are reduced by half for all subsequent attacks against the Drunken Style individual responsible (penalties last for up to a half hour) and is probably made to look the fool, adding insult upon injury.

9th Level: +1 attack per melee.

10th Level: +2 to roll with punch/fall/impact and +1 to pull punch.

11th Level: Joint Twisting: The character learns to actually slip joints, or even dislocate the bones of the body. In just a few (2D6) melee rounds the character can escape from any handcuffs, rope or plastic bonds automatically. Also used to slip loose when being held or pinned by another character (can escape in one melee round/15 seconds).

12th Level: +1 to dodge and +1 to strike.

13th Level: +2 to roll with punch/fall/impact and +1 to pull punch.

14th Level: +1 attack per melee.

15th Level: +1 to damage, knock-out/stun on a Natural 17 or better.

Hand to Hand (Advanced): Eighteen Weapons Kung Fu (Shih Ba Bau Wu Yi)

The Martial Art of choice for the true weapons nut. Characters with this fighting skill usually assemble a huge array of weapon proficiencies, covering just about every traditional ancient weapon in China. Practice is grueling, often taking ten to twelve hours a day, cycling through all available weapons.



Eighteen Weapons Kung Fu Level Advancement:

1st Level: Start with four attacks per melee round, +1 to strike, +1 to roll with punch/fall/impact, and +1 to parry and dodge.

Special Starting Move: Eighteen Weapons Kung Fu Tap. The ultimate *pull punch* attack does *no* damage, but makes a loud snap, crack, or bang by quickly knocking the weapon against some part of the opponent's body or equipment. The move is so fast, powerful and scary that it is demoralizing to the enemy, and there is a chance that victims will retreat, or just run away, before the fight even gets started. Roll for a Horror Factor of 12, only in this case a failed roll means the victim runs away. The character must make a successful "Called Shot" to perform the Tap. Getting a bang off a belt buckle, the skull, or a weapon is considered the most challenging. **Note:** Effective only against opponents who are first to third level (may include 4th level characters who are known to be cowardly or easily spooked). This move can be used with *any* of the character's W.P.s.

Special Starting Weapon Proficiencies (W.P.): Select any two from the list below. **Available Weapon Proficiencies:** W.P. Axe, W.P. Blowpipe, W.P. Blunt, W.P. Chain, W.P. Dartgun, W.P. Forked, W.P. Knife, W.P. Pole Arm, W.P. Shen Biau (Chinese Rope Dart), W.P. Spear, W.P. Staff, W.P. Large Sword, W.P. Short Sword, W.P. Whip, W.P. Slingshot, W.P. Small Thrown Weapons, W.P. Bow, and W.P. Crossbow.

Available Paired Weapon Proficiencies (Matched) : W.P. Axe Paired, W.P. Blunt Paired, W.P. Chain Paired, W.P. Forked Paired, W.P. Knife Paired, W.P. Large Sword Paired, W.P. Short Sword Paired, and W.P. Whip Paired.

Available Paired Weapon Proficiencies (Mis-Matched) : W.P. Paired Short Sword & Axe, W.P. Paired Large Sword & Knife, W.P. Paired Short Sword & Long Sword, W.P. Paired Short Sword & Knife, W.P. Paired Forked & Knife, W.P. Paired Chain & Knife, W.P. Paired Chain & Short Sword, and W.P. Paired Short Sword & Whip.

2nd Level: +2 to damage, Critical Strike on Natural 19 or 20. Additional Weapon Proficiencies (W.P.): Select any two from the list above.

3rd Level: +1 attack per melee round. Additional Weapon Proficiencies (W.P.): Select any one from the list above.

4th Level: +1 to strike and disarm. Paired Weapon Proficiencies (W.P.): Select any one of the Paired W.P.s from the list above.

5th Level: +1 to parry and dodge. Additional Weapon Proficiencies (W.P.): Select any two from the list above.

6th Level: +1 to damage. Additional Weapon Proficiencies (W.P.): Select any one from the list above.

7th Level: +1 attack per melee round. Paired Weapon Proficiencies (W.P.): Select any one of the Paired W.P.s from the list above.

8th Level: +1 on initiative and +1 to disarm. Additional Weapon Proficiencies (W.P.): Select any two from the list above.

9th Level: +1 to strike. Additional Weapon Proficiencies (W.P.): Select any one from the list above.

10th Level: +1 to disarm. Paired Weapon Proficiencies (W.P.): Select any one of the Paired W.P.s from the list above.

11th Level: +1 Attack per Melee Round. Additional Weapon Proficiencies (W.P.): Select any one from the list above.

12th Level: +2 to damage. Additional Weapon Proficiencies (W.P.): Select any one from the list above.

13th Level: +1 to strike and Critical Strike on Natural 18 or better. Paired Weapon Proficiencies (W.P.): Select any one of the Paired W.P.s from the list above.

14th Level: +1 on initiative and +1 to disarm. Additional Weapon Proficiencies (W.P.): Select any one from the list above.

15th Level: +1 attack per melee per round.

Additional Weapon Proficiencies (W.P.) : Select any one from the list above.

Hand to Hand (Advanced): White Jade Fan – (Chi Hsuan Meu)

Started in the 5th Century B.C. as a defense mechanism for the bureaucrat class of the ancient Chinese dynasties, all the movements of this arcane martial art revolve around the use of "the white jade fan," which can be for both attack and defense, as well as disarming opponents. In addition to its power as a martial art, it can be used as a performance, since the combat routines call for measured steps, while the fan(s) open and close continuously. This form of martial arts is a sign of the most refined scholar or noble, who disdains the use of ordinary weapons.

Non-Fan Penalties: Since a person of culture would never appear without a fan of some sort, there are penalties for using the form without it. Using a makeshift weapon, such as a stick, a fork, a wrench, or a even a dagger, means -1 to strike, -2 to parry and -2 to damage. Using bare hands, with no weapon at all, has the penalties of -2 to strike, -4 to parry and -4 to damage.

Fans as Weapons for White Jade Fan

In spite of the name, "White Jade Fan," fans can be made of paper, bamboo, silk, iron, jade, plastic, or just about anything else. So long as the fan is in the classical form, such that it can be snapped shut into a rod, and opened with one hand into a wide arc, it can be used as a weapon. Here are a few possibilities:

Tourist Fan. Made of paper, plastic, or other inexpensive material, often imprinted with famous landscapes, religious sayings, or the images of flowers or pretty girls, these are readily available at any market, shop or store in all of Rifts China. Cost is usually 1 credit or less. Unfortunately, they have only 1D4 S.D.C., so they are easily broken in combat.

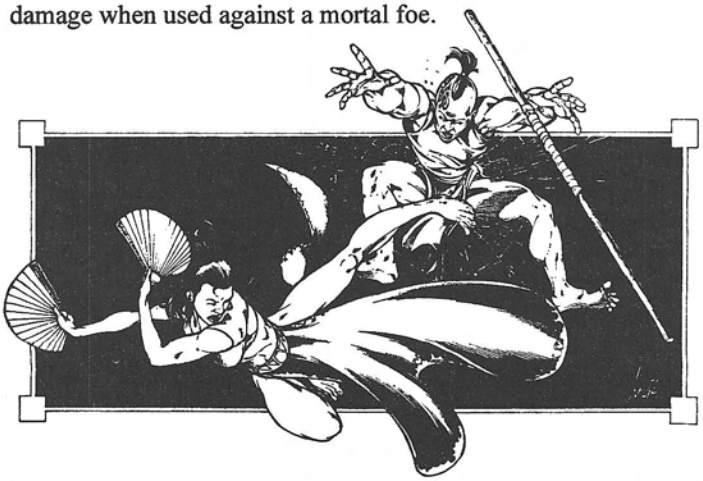
Bamboo Fan. Slats of seasoned bamboo are carefully assembled into a fan that is unornamented, functional, and makes a good weapon. Cost: 1D4 credits. The fan has 3D6 S.D.C.

Silk Fan. Covering the wood or bamboo slats are panels of beautifully embroidered silk, generally either in abstract patterns, or stitched with ancient ideograms. **Note:** Up to 16 needles, usually poisoned, can be planted in a silk fan, so that the user can flick them out towards opponents, one or two at a time. Cost: Varies from 2D6 credits for those without any needles to flick, to 3D10x100 credits for those wtih 8-16 needles. Needles without poison do one S.D.C. point of damage. The silk fan has only 2D4+4 S.D.C.

Iron Fan. An ancient traditional weapon, this fan is both ceremonial and functional from a military point of view. Sharpened edges and points give it a +3 to damage. Cost: 3D6x10 credits. The metal fan usually has 2D6+24 S.D.C.

Jade Fan. Incredibly valuable, made of precious jade, and requiring dozens of hours from the finest jade workers, it shows the utter arrogance of the White Jade Martial Artists that they prefer to enter into combat with such a delicate and precious object. Cost: 4D10x100 for Green Jade; 2D6x1,000 for Red or Blue Jade; 3D6x2,000 for White Jade. A jade fan typically has 1D10 S.D.C.

Note: Magical/enchanted fans have the equivalent in M.D.C. as the typical S.D.C. fan, and may be completely indestructible. Likewise, magical M.D.C. fans usually inflict Mega-Damage when used against an M.D.C. opponent and S.D.C./Hit Point damage when used against a mortal foe.



White Jade Fan Level Advancement

1st Level: Start with two attacks/actions per melee, Closed Fan Thrust (1D8 damage), Open Fan Slash (1D6 damage), Thrown Fan (1D4 damage), +1 to roll with punch/fall/impact.

Special Starting Move: Jade Fan Disarm. In the place of a melee action/attack, the fan is used to loosen an enemy's grip, and then, by twisting the closed fan, yanking the enemy's weapon away.

2nd Level: Critical Strike on Natural 20.

3rd Level: +2 to disarm and +2 to damage.

4th Level: +1 attack per melee.

5th Level: +1 to roll with punch/fall/impact, and Critical Strike on Natural 19 or 20.

6th Level: Jade Fan Doubling. So long as the character has two fans, he can use them both simultaneously. In other words, during each action/attack, the character can use the two fans at once, effectively doubling the damage he can inflict on any one target, or strike two different opponents simultaneously, or block/parry with one and strike with the other simultaneously in one fluid motion.

7th Level: +2 to damage and +2 to parry.

8th Level: Critical Strike on roll of Natural 17 or better.

9th Level: +1 to roll with punch/fall/impact and +1 to disarm.

10th Level: Falling Fan Trick. Moving purely defensively for at least two consecutive melee rounds, the character will continuously and rapidly *play* the fan or fans at tremendous speed. During these two melee rounds the Jade Fan adept will have a +3 to parry and a +1 to dodge, but will not be able to make any attacks. Then, at the beginning of the third melee round, before any opponents have a chance to attack, the fans will flicker up in strange motion . . . and the wielder of the Jade Fans will be gone. This is basically a sleight of hand trick, based on keeping all eyes on the movement of the fan or fans, and covering the character's quick exit.

11th Level: +1 attack per melee round.

12th Level: Critical Strike on roll of Natural 15 or better.

13th Level: +2 to disarm.

14th Level: Jade Fan Withering Flesh Attack. This attack knocks out a victim's natural S.D.C., leaving them vulnerable to attacks directly on Hit Points. The victim can attempt to roll with punch/fall/impact and, if successful, reduce the damage to *only 1D6 S.D.C.* Otherwise a successful attack leaves the victim with zero S.D.C. This attack *never does any damage to Hit Points*. In the alternative, this attack can be used against Mega-Damage creatures and supernatural beings, doing 1D6 M.D. per attack against them.

15th Level: +1 attack per melee round.

Hand to Hand: (Advanced) Monkey Style Kung Fu – (Tai Sing Pek Kwar)

Monkey Style Kung Fu is based on the movements of apes and monkeys. Characters learn to imitate the clown-like flips, acrobatics, and loose body movements of the creatures. To best understand the whys and wherefores of the Monkey form, just pay a visit to the Monkey House of the nearest zoo and spend some time watching. They have the ability to be completely relaxed yet constantly alert, they always roll smoothly away from attacks, yet they can turn and leap attack instantly. They have

the patience to watch and wait for an indefinite period, waiting to catch someone else off guard. Some of the monkey-imitation strikes include double-knuckle punches, slaps, arcing fingers and devious overhead raps. Masters of Monkey Style fight with bare feet, and will make use of anything around that they can climb, grab or throw.

A Monkey Style master will bare his teeth, make "ook" noises and roll on the ground before entering combat. Responding to attacks, he'll roll and whimper and pantomime imaginary wounds, eventually appearing completely helpless. When the enemy has been lulled into carelessness, or enraged, the master will leap or roll into a full-scale attack.

Note: All Monkey Style Kung Fu characters have a mastery of backflips and somersaults, can lean into rolls and turns effortlessly, and are expert climbers.

Monkey Style Level Advancement:

1st Level: Start with three attacks/actions per melee round, +2 to parry and dodge, +3 to roll with punch/fall/impact, and inflicts a Critical Strike from behind.

Special Starting Move: One Monkey Move selected from those described below.

2nd Level: +1 to leap/backflip/somersault, +1 to damage.

3rd Level: +1 attack per melee.

4th Level: Add one Monkey Move.

5th Level: +1 to leap/backflip/somersault, and +1 to parry and dodge.

6th Level: Add one Monkey Move.

7th Level: +1 to roll with punch/fall/impact, Critical Strike on Natural 19 or 20.

8th Level: Add one Monkey Move.

9th Level: +1 attack per melee.

10th Level: +2 to roll with punch/fall/impact, Critical Strike on Natural 18 or better.

11th Level: Add one Monkey Move.

12th Level: +2 to leap/backflip/somersault, +1 to parry and dodge.

13th Level: Add one Monkey Move.

14th Level: Critical Strike on Natural 17 or better.

15th Level: +2 to pull punch and +1 on initiative.

List of Monkey Moves:

Berserk Monkey: A blindly aggressive Kata where the character seems to completely lose control, with ear-splitting shrieking and wild acrobatic maneuvers. Bonuses: +2 attacks in that one melee round, +4 to strike, +4 to damage, and +2 to roll with impact. Penalties: -4 to parry and incapable of any dodge. Restriction: Requires a full melee round.

Blind Monkey: Suddenly the character will act as if totally blind, head turning to and fro trying to hear, sniffing wildly for scents, and making cautious movements as if nothing were visible. Aside from trying to put opponents off guard, this is a preparation for attacking anyone foolish enough to venture too close. Bonuses: +5 to strike, Critical Strike on the roll of a Natural 12 or better. Penalties: Only one attack for the entire melee round. Can parry and dodge with normal bonuses, but then opponents can save vs trickery (roll under I.Q. on 1D20). Restriction: Requires full melee round.

Monkey's One Hand Climb: *The character can keep one* hand free to continue to fight or carry something, while climbing (at normal speed), using the other hand and two feet to do all the work without penalty.

Monkey Shriek: When successful, all those within 12 feet (3.6 m) must save vs stun (12 or higher). A failed roll means the victim loses initiative, one melee attack, and is -1 on all combat bonuses while stunned and disoriented.

If in physical contact with an opponent when the Shriek is unleashed (i.e., the Monkey grabbing a victim, or an attacker is holding/pinning the Monkey), then the Shriek can be done right in an ear, requiring the victim to roll a 16 or higher to save. A failed save does 1D6 damage direct to Hit Points (or temporarily knocks out communication systems for 1D6 melee rounds) as well as causing the victim to suffer from double the stun penalties (loses initiative, two melee attacks, and is -2 on all combat penalties for 2D4 melee rounds).

Proud Monkey: Going almost to full height (but still keeping the legs slightly bent), the Tall Monkey uses long, sweeping arm movements, beats his or her chest, and adopts a dominant pose. Bonuses: +2 to strike, +2 to parry, and +1D6 to damage. Penalties: Only two attacks for the entire melee round are possible. Restriction: Requires full melee round.

Taunting Monkey: Using a wide range of gestures, motions and twisted facial expressions, the character will imitate a monkey's most insulting, most degrading, most humiliating insults. Victims of the taunts and gestures will have a great deal of trouble keeping their cool, and often will attack without proper thought or preparation. Bonuses: Monkey is +5 on initiative when attempting to parry or dodge (which are also done with a +5 bonus), enabling the Monkey character to counter/avoid most attacks from his opponent. The opponent, meanwhile, looks clumsy, like a charging bull, and each of his angry attacks on the taunting Monkey counts as two melee actions/attacks and keeps him completely distracted (doesn't notice anything but the infuriating Monkey). Restriction: Requires full melee round.

Wood Monkey: The idea is to fall in a heap on the floor pretending to be dead, unconscious, or badly wounded. Then, when the enemy is in range, it turns into a leap to the attack. Bonuses: Two simultaneous attacks when the trap is sprung, +6 to strike and inflicts +4 damage from each. Penalties & Restrictions: In order to gain the bonuses, the character cannot move, parry, dodge or commit any other actions *before* the attack.

Hand to Hand (Advanced): Shao-Lin Kung Fu

The current version of Shao-Lin is the most widespread and respected Martial Art in all of Rifts China, taught openly throughout the Free Lands, and secretly just about everywhere in the Hells of the Yama Kings. There is a great focus on training for strength and toughness (hence the P.S. and P.E. bonuses), as well as power and speed. Dozens, or even hundreds, of variations on Shao-Lin are also spreading throughout Rifts China, some not as balanced as what is seen here (either empha-

sizing offense with a neglect of defense, or vice versa), some with mystical powers included as part of the training and, unfortunately, a number of fakes which offer little more than a couple of attacks (e.g., a 'Blade Hand' that does 1D4 damage), but with no balance, and no advancement possibilities.

Shao-Lin Level Advancement:

1st Level: Start with: Four attacks/actions per melee round. Dragon Power Punch (3D4 damage), Tiger Kick (2D8 damage), Leopard Hand Strike (2D4 damage), Snake Snap Kick (1D10 damage), and Crane Elbow Strike (2D4 damage). Also +3 to roll with punch/fall/impact, +2 to strike, +1 to parry and dodge, and +4 to pull punch.

2nd Level: +2 on initiative, +1 to strike, +2 to damage, and Critical Strike on a Natural 19 or 20.

3rd Level: +1 attack per melee.

4th Level: Additional Body Hardening Exercise (+10 S.D.C., +1D4 to P.S., +1D4 to P.E.).

5th Level: +1 to roll with punch/fall/impact and Critical Strike on a Natural 18 or better.

6th Level: +2 on initiative, +1 to strike, +1 to parry and dodge, and +1 to damage.

7th Level: +1 attack per melee.

8th Level: +1 to roll with punch/fall/impact, +2 to pull punch, and +1 to back flip/leap.

9th Level: Additional Body Hardening Exercise (+10 S.D.C., +1D6 P.S.).

10th Level: +2 to damage, +1 to disarm, and Critical Strike on a Natural 17 or better.

11th Level: +1 attack per melee round.

12th Level: +2 to strike, +1 to parry and dodge, and +1D6 to damage.

13th Level: Additional Body Hardening Exercise (+20 S.D.C., +1D6 P.E.).

14th Level: +1D6 to damage, +2 to pull punch and +1 to strike.

15th Level: +1 attack per melee and +2 to roll with punch/fall/impact.

Mystic Martial Art Powers of Rifts China

List of Mystic Martial Art Powers

Ba Gua Kung Fu (Eight Trigrams)
Bok Pai Kung Fu (Crane Style)
Gui Long Kung Fu (Dragon Blade)
Hien-Hsueh (see Tien-Hsueh)
Hsien Hsia Kung Fu (Immortality Training)
Mien-Ch'uan Kung Fu (Cotton Fist)
Pao Chih (Animus Development)
She Shen Kung Fu (Snake Style)
Tien-Hsueh Kung Fu (Touch Mastery)
Tong Lun Kung Fu (Praying Mantis Style)
Xian Pu Kung Fu (Drunken Style)
Xian Tai Chi Chuan (Chi Manipulation)

Ba Gua Kung Fu – Eight Trigrams Kung Fu

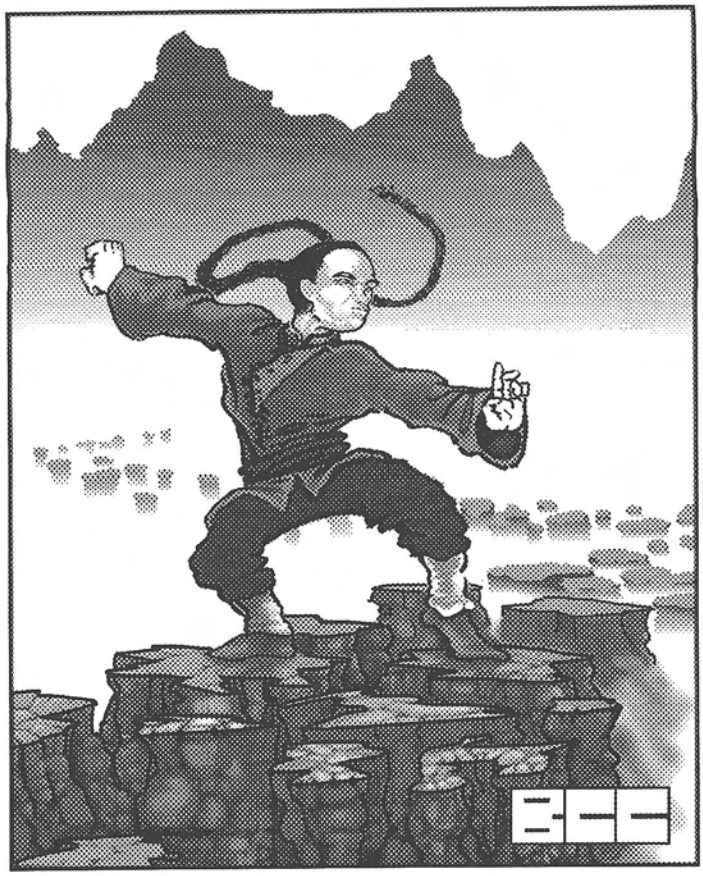
For an ordinary mortal, watching a Ba Gua artist at work can be pretty boring. For hours on end, all the character seems to be doing is walking in a tight circle, always taking the exact steps, always making exactly the same hand and body movements, and only the motion of the same head and the direction of the eyes changing from one circuit to the next. Of course, if the observer could perceive psychic energy, the flow of dragon lines, or magical power, then they'd see something else altogether.

A mystically attuned character (and those who can see the invisible) would see the ground beneath the Ba Gua walker's feet filling with lines of power, crisscrossing and layering and thickening, getting more defined with each step. Moreover, they would see that the power being summoned and controlled is mind-boggling in scale, and that for that tiny patch of ground, defined by the character's little walk, there are limitless possibilities.

What is really happening is that the practitioner of Ba Gua is engaging in an exercise called "Walking the Circle," repeatedly taking the *Eight Steps*, in each of the *Eight Directions*, and with each step binding cosmic forces into that small patch of ground. The result is a special *Map*, created by both the cosmic energies represented by the Yin-Yang Sign, as well as the ordering of the universe represented by the eight trigrams of the I Ching.

Ba Gua Level Advancement

1st Level: Special Starting Powers: 1. Create Ba Gua Map. The character can, in four full melee rounds, *Walk the Circle* sufficiently to create a functional Ba Gua Map with at least four I.S.P., or whatever amount the character wishes to invest. As soon as the Map is complete, the character, in effect, creates his own little world; a world in which he is the creator, the all-father, a god. As such, he has become linked to the supernatural and magical aspect of the Megaverse similar to a god. This makes him keenly aware, on a supernatural level, of everything physical, mystical and invisible outside the edges of the Map that may be aware of him. Thus, any attacks or actions directed at him, even something as benign as looking at him or walking toward him, is instantly known to the Ba Gua Master. He may not know who the individual is, but he knows that he is being watched from that direction, being approached from another direction and being shot at from a third, and so on. This means the character is aware of *all* incoming attacks directed at him, whether physical or magical, or even psychic, and as long as he stands inside the Map (his own little world), he can attempt to parry or dodge *all* attacks, from every direction, even if there are a hundred of them! Bonuses while inside the Map: +4 on initiative, +2 to parry, +4 to dodge, and cannot be surprised by at-



tacks from behind or from a distance, or those coming from an invisible or otherwise unseen foe. Size of the Map: Six feet (1.8 m) in diameter, never any smaller nor any larger. Restriction: The size of the Map is limited and if the character steps off of it (even one toe), the Map will suddenly start to *unravel* at a rate of 100 I.S.P. per melee round (or 6 I.S.P. per second), until it is completely gone (zero I.S.P). If the character manages to get back on the dissolving Map before it completely dissipates, the unraveling stops, but the lost I.S.P. is spent and no additional I.S.P. can be added to the Ba Gua Map – once the Map is completed it cannot be changed or enhanced, which is why most masters of this esoteric art place 200-600 I.S.P. into its creation in the first place. Any I.S.P. lost through unraveling are spent. **Note:** Others may enter the diameter that is the Ba Gua Map. Comrades, friends and those under the creator's protection may enjoy special benefits or protection (see the Eight Pillars of Darkness), but do *NOT* get the combat bonuses or awareness of the creator, nor can they draw upon the I.S.P., nor control or influence the Map in any way.

2. Tap Map I.S.P. The creator of the Ba Gua Map can draw I.S.P. from the Map to fuel any powers, abilities or artifacts that use I.S.P., or just to replenish his personal I.S.P. reserve. This is done effortlessly, with a thought, and can be done in measured portions as needed or desired for as long as the Map exists. If the Map is completely drained of I.S.P. in this fashion, it simply disappears. Recreating it will require weaving it again from scratch and a minimum of 4 I.S.P. However, so long as at least one point of I.S.P. remains in a Ba Gua Map and its maker remains standing within its diameter, it can keep functioning and providing the creator with special awareness, M.D. power and related abilities. However, its creator must be conscious, not asleep or knocked out.

3. Vulnerability of the Ba Gua Map. The manifestation of the Ba Gua Map is effectively a Mega-Damage magical artifact. It doesn't provide M.D.C. protection to its creator, but the Map itself has the equivalent of one M.D.C. for every one point of I.S.P. Magical, psionic and mystical attacks on the Map itself eliminate one point of I.S.P. for every one point of M.D. inflicted (S.D.C. attacks do no damage whatsoever). *HOWEVER,* an attacker must specifically direct his attacks at the Map for it to be harmed, thus M.D. from an area effect spell or explosive does no damage even if the Map was within its radius of effect/impact because the attack was not specifically directed at it. **Note:** Outsiders – i.e., anyone from outside of China – as well as ordinary people, peasants, adventurers, warriors and even most Ghosts, Goblins and lesser demons, don't know anything about the Ba Gua Map or the powers it provides the person standing within its microverse, and would have no reason to attack it, thus directing their attacks at the maker, not the Map. Only monks, scholars and characters well versed in the ways of magic (including most dragons and Greater Demons) or trained in this particular mystical martial art would know that the Ba Gua Map is a vulnerable target that cannot dodge attacks like its creator.

4. Ba Gua Map P.P.E. Absorption. If the Ba Gua Map was created at a source of P.P.E. power, whether it be a dragon line (ley line), nexus point, etc., then the Ba Gua Map can be directed to draw P.P.E. based on the current amount available. When drawn into the Ba Gua Map, P.P.E. is converted, on a one-to-one basis, into I.S.P. that can be used by the Map's creator. Once the Absorption is begun, it will continue indefinitely until one of the following occurs: 1) Its maker commands it to stop, 2) the source of P.P.E. is depleted, 3) the Ba Gua Map is disrupted/dissipates, or 4) the Ba Gua Map overloads by taking in more than *ten times* the amount of the Ba Gua character's permanent I.S.P. Base. (For example, if a character has an I.S.P. of 41, the most their Ba Gua Map can absorb is 410 I.S.P.) This I.S.P. cannot be placed into the Map to give it more M.D.C., but it can be used by the Map's creator to fuel his own psychic or Ba Gua Kung Fu abilities (i.e., the special abilities that follow).

2nd Level: Double the character's permanent I.S.P. base!

3rd Level: Ba Gua Eight Pillars of Darkness. The character can manipulate the Ba Gua Map so that whatever it contains, including the Map's creator/controller, is completely shrouded in darkness. Those outside the Map see a column of black rising up from the full diameter of the Map 10 feet (3 m) +2 feet (0.6 m) per level high. Even high-tech optics, sensors, magic and psionic sensing abilities are blocked by the Darkness.

Special Features/Bonuses of the Darkness. The Darkness conceals the P.P.E. and I.S.P. energies within the Map, as well as the I.S.P. or P.P.E. of anyone standing within the diameter of the Map. Those standing in/on the Map and looking out can see perfectly as if there were no black pillar. To them it is as if they are standing in the shade of a passing cloud, nothing more. Enemies of the creator or anyone not invited to enter the realm of the Ba Gua Map cannot see a thing and fight as if blinded while in the Darkness (-10 to strike, parry, dodge, disarm, etc.), while the Ba Gua Master and his allies inside the Darkness can see perfectly. Nor can enemies or the uninvited see outside the darkness unless they physically leave the diameter of the Map. **I.S.P. Cost:** 4 points to create Eight Pillars of Darkness and one I.S.P.

per melee round to maintain it. The creator also loses one melee attack/action per melee round as long as the Darkness is maintained.

4th Level: Weave Ba Gua Map in just two melee rounds.

5th Level: Ba Gua Map Illusions. Other than the Map's creator, or another Ba Gua Master, anyone stepping on a Ba Gua Map is subject to whatever illusions the Map's creator wishes to imagine. When someone steps on the Map, they will seem to enter whatever realistic or fantastic room, building, street or landscape that the Map's creator imagines himself to be in. This is often a beautiful and wonderful place. However, he can instantly change that image to confound and frighten enemies and unwanted guests. From the point of view of the Ba Gua Master, anyone entering the Map suddenly becomes a small colored light down at his feet, moving inside the imagined landscape of his personal little world portrayed by the Map. **I.S.P. Cost:** 4 points per melee round.

For example, the Map's creator could imagine a huge landscape of rice fields, and an elevated road that corresponds to exactly where a "visitor" has entered the Map. If the visitor tries to turn around and leave, the Map's creator could allow them to exit. On the other hand, the Map's creator could decide to shift the landscape, so the visitor is now miles away from the edge of the Map. From the visitor's point of view, there is no exit in sight, just miles of rice paddies. To take the example a little farther, the Map's creator could have a bridge appear in the distance and then, when the visitor was midway across the bridge, it could seem to suddenly collapse, threatening to spill the visitor into the water below. And so on.

Saving Throw: None. The unwanted character has, in effect, entered the Ba Gua Master's world, and it is the Master who is in control. **Note:** The illusions cannot be used to harm or kill those trapped within them, instead, they are always used to confuse, occupy and hold off the unwanted guest in much the same way as a maze. When the illusion is in place the creator cannot be seen unless he allows it. If no illusionary landscape is put in place, the unwanted guest sees himself standing in an octagonal shape crisscrossed with lines of blue energy and he stands within reach of the Ba Gua Master. Of course, the Ba Gua Master retains all of his awareness and bonuses to use against the intruder.

Duration: When the Ba Gua Map runs out of I.S.P., or is otherwise destroyed or dispelled, those caught inside a Map Illusion are instantly released. For example, if a character, in wandering around a Map Illusion, dropped his coat in one spot, and left his dagger sticking in a tree somewhere else, when the Map goes away, the character will appear with the dagger and the cloak right at his feet. Likewise, the Ba Gua Master can choose to release the individual at any time by providing a road, trail, doorway or other obvious way *out*.

6th Level: Map I.S.P.: In addition to the I.S.P. Base normally available to the Ba Gua Master, he generates a bonus 100 I.S.P. that can be placed directly into the Map as he creates it. This bonus I.S.P. can only be used to create and store into the Map, though this stored I.S.P. can be drawn upon later for the use of other abilities . . . but each draining of Map I.S.P. weakens its very fabric and makes it vulnerable to outside attack.

7th Level: Ba Gua Map Voice. Invoking *the Voice* means the Map's creator can now speak to anyone caught in the Map Illusion, and listen in to any location on the Map (but only to one location at a time; it's not possible to cast the Voice, or listen in, on more than one location at a time). The Map's creator can choose to have his voice sound as soft as a whisper, normal volume, loud and threatening like that of a giant, or a thundering voice of a god. When he listens, it is as if he is standing right next to the individuals speaking and he hears every word, even the tiniest whisper. **I.S.P. Cost:** One point per melee round.

8th Level: Weave Ba Gua Map in just one melee round.

9th Level: Ba Gua Map Mystical Defense. Using the Ba Gua Map as a magical safe haven, all magical and psionic attacks (i.e., any attack that requires I.S.P. or P.P.E. energies) are harmlessly dissipated by the Map before they can touch or harm anyone within the safe confines of its diameter. However, this protection does nothing to stop physical assaults from thrown objects, bullets, energy beams, or other types of attack. The Mystical Defense also prevents supernatural creatures, including demons, ghosts, Goblins, Entities, spirits and even magical beings such as dragons, Faerie Folk and Elementals, from entering the physical diameter of the Map. Nor can they swing their arms or weapons into the Map's area while standing outside its boundaries; characters within the Map are safe from them and cannot be touched. **Note:** The Ba Gua Map can't be used for Mystical Defense while operating any type of Illusion or Pillar of Darkness, the Ba Gua Master can only do one or the other, not both. **I.S.P. Cost:** 5 points per melee round.

10th Level: Ba Gua Map Combat in the Illusion. When visitors are trapped in a Ba Gua Map Illusion, everything will seem perfectly realistic . . . except that the visitors are never hurt or damaged. No matter what happens, whether it be falling from a bridge, drowning underwater, or caught in a forest fire, it will all be an illusion, with no harm done. In order to inflict damage, the Map's creator must make a personal appearance and fight one or more of those within his fantasy world. This is a one on one battle as if it were taking place in the real world, so any damage he may inflict (or which is inflicted upon him) is real. In fact, this is the only way characters lost in an illusion can find and attack the Map's creator. **I.S.P. Cost:** 4 points per melee round to appear within the illusionary world.

11th Level: Ba Gua Charm of Memory. In order to make it easy to recreate a particular Map Illusion, it's possible for the Ba Gua Master to weave the look, feel and details into the Map's memory, as if it were pre-programmed to take on that particular appearance automatically, whenever the creator or outsider enters it. Each time the Ba Gua Master creates a Map, that particular Map Illusion is the automatic default setting that appears to intruders. **I.S.P. Cost:** 3 points are automatically drained from the Map's reserve for each intruder/unwanted guest that enters the illusionary world.

12th Level: Ba Gua Map Zone of Destruction. Whoever or whatever tries to enter the Map's diameter experiences a Mega-Damage destructive assault. The amount of the Mega-Damage will equal 10% the amount of I.S.P. currently invested/stored in the Ba Gua Map. For example, if the Map is currently at 150 I.S.P., anything touching the outer edge of it would receive 15 M.D. every time they try to step into the Map area. **I.S.P. Cost:** 20 points per melee round.

13th Level: Map I.S.P.: In addition to the I.S.P. Base normally available to the Ba Gua Master, he generates an additional

bonus 100 I.S.P. (200 total) that can be placed directly into the Map as he creates it. This bonus I.S.P. can only be used to create and store into the Map, though this stored I.S.P. can be drawn upon later for the use of other abilities . . . but each draining of Map I.S.P. weakens its very fabric and makes it vulnerable to outside attack.

14th Level: Ba Gua Illusionary Peoples. While the creator of a Map can populate the illusion with any creatures, monsters or people, these shadows of life will be very simplistic, and incapable of having a conversation, much less convincing visitors that they are real. The solution is to invoke a race of Illusionary People, defined by the Map's creator, and installed into the Ba Gua Map so they appear, move, speak and act completely realistically. **I.S.P. Cost:** 20. **Note:** If included in a Ba Gua Charm of Memory, each time they are restored the cost is half; just 10 I.S.P.

15th Level: Create Independent and Sustained Ba Gua Map. This allows the Ba Gua Master to set up a Map on a place with a renewable or constant source of I.S.P. or P.P.E., and then leave it without having the Map unravel. An Independent Map will persist for as long as there is sufficient I.S.P., which, if placed on a dragon line or other source of P.P.E., could be indefinitely. However, unless the Ba Gua Map's creator is present, none of the Map's powers, abilities or illusions are in place. Actually, that's not entirely true, the basic illusion will be in place but those who enter the illusion see a clearly marked trail that takes them in a circle regardless of whatever direction they may choose to go, and return to where they started from in 1D6+4 minutes. There is also an obvious *exit* from the illusion at the point of entry, so they can leave anytime they return to where they started from. **Cost:** 150 I.S.P. to create it in the first place. **Note:** Most Ba Gua Masters do not create and leave Independent and Sustained Ba Gua Maps unless they live in the area and want an instant place of power; often used for defensive purposes.



Bok Pai Kung Fu (Crane Style)

Crane Style, as a simple hand to hand martial art, is based on the movements, techniques and strategies of the white crane, a wild bird once again flourishing in Rifts China. However, the *mystic version of Bok Pai, as it has evolved in the China dominated by the Hells of the Yama Kings*, offers a martial art power based, not on ordinary cranes, but on the mythological White Crane, a spirit creature of enormous power, and feared by most supernatural creatures for its fighting prowess. Each of the Stances of the White Crane provide M.D.C. defenses, Mega-Damage attacks, and other benefits. **Note:** A character can only take on one Stance at a time and cannot use weapons, however, he can parry weapons with his bare hands and feet.

Crane Style Level Advancement

1st Level: Starts with: 1. Crane Fist: (4D6 S.D.C./Hit Point damage) and Crescent Kick (3D6 S.D.C./Hit Point damage).

2. Immortal Crane Alert Stance. A one-legged Stance with one leg straight and the other bent so that the ankle is right at the knee. Arms are outstretched with elbows up and hands pointing down in Crane Fist positions. Mega-Damage: Crane Fist (1D6 M.D.) and Crescent Kick (2D4 M.D.). M.D.C.: As long as the character remains in the Stance, his S.D.C. and Hit Points will combine into M.D.C.

3. Combat Bonuses: +2 to strike, +4 to parry, +2 to dodge and +1 to disarm.

2nd Level: Immortal Crane Beak Fist (Energy Fist). Additional +1 to strike, and works on any opponent up to 25 feet (7.6 m) away by unleashing an *energy fist* when the character makes a punching motion directed at the desired target. Damage: 6D6 S.D.C./Hit Point damage to mortal foes or 4D6 M.D. to Mega-Damage beings and M.D.C. structures/objects such as robots, vehicles, power armor and body armor. Each Energy Fist counts as one of the character's melee attacks/actions whether it hits or misses. **I.S.P. Cost:** 10 I.S.P. per melee round.

3rd Level: Double the character's Permanent I.S.P. Base.

4th Level: Immortal Crane Body Hardening #1: +1D6 to S.D.C., and +2 to P.P., +2 to P.S., and +2 to Spd attributes.

5th Level: Immortal Crane Gathering Energy Stance. Another one-legged Stance, with the supporting leg slightly bent, and the other angled so the ankle is suspended at calf level. Arms are outstretched and wide, with palms upward and open hands. When complete, the character can shift to any of their previously available Crane Stances, in any combination. This Stance is typically performed at places of power where ambient P.P.E. is available, such as along a dragon line (ley line), because it enables the Crane Master to draw upon the P.P.E. for greater power. M.D.C.: As long as the character remains in the Stance, he becomes a Mega-Damage being himself (combine available Hit Points and S.D.C. *plus* 10 M.D.C. per level of his experience). Limitations & Bonuses: Cannot *initiate* an attack in this Stance, but can *parry* and *dodge* (each at +1 in addition to other bonuses) and *counterstrike*, meaning he can hit anyone who tries to hit him first. He is also +2 to roll with impact in this Stance.

6th Level: +1 on initiative, +2 to pull punch/kick, and incredible balance, which enables him to dodge without penalty even when off balance or standing on one foot, or with both feet tied together, and may also deliver a kick attack – though at *half* the usual bonus to strike – and land on his feet (or foot, as the case may be).

7th Level: Immortal Crane Sweeping Enemies Stance. One leg is on the ground, with the other only just off the ground, both knees bent, each leg prepared for kicks. Arms are pointing

forward, with elbows away from the body, while both hands point forward and down. Mega-Damage: Crescent Kick does 4D6+4 M.D. and Beak Claws punch does 6D6+8 M.D. to Mega-Damage foes and structures, half that as S.D.C./Hit Point damage to mortal foes and S.D.C. structures. M.D.C.: In the Stance, the character's S.D.C. and Hit Points combine into M.D.C. Combat Bonuses for this Stance: 2 extra melee attacks per round, provided he remains in the Crane Sweeping Enemies Stance the entire melee round, and is +3 to strike and parry. **Note:** *Pull punch* and *disarm* are not an option in this Stance, because all attacks are designed to inflict maximum damage.

8th Level: Immortal Crane Body Hardening #2: +10 to S.D.C. and +4 to Spd.

9th Level: Immortal Crane Flight. Character can leap up into the air and take off like a bird, flying at up to Spd.: 132 (90 mph/144 km) using invisible wings made of pure spiritual force. Carrying capacity depends on the character's P.S. **I.S.P. Cost:** 5 points per melee round.

10th Level: +3D6+6 to the character's I.S.P. Base, +1 to pull punch and increase the range of the *Crane Beak Fist* (energy fist) to 50 feet (15.2 m).

11th Level: Immortal Crane Serpent Destruction Stance. One leg is on the ground, with the other pulled up as high as the character's upper thigh. Arms are forward, with elbows up as high as the head, and both hands dangling down. Mega-Damage: Double-Handed, "Grab and Thrust" punch does 2D6x10 M.D. to dragons and *supernatural* and *magical* worms, snakes and reptilian creatures. **Note:** Each Grab and Trust punch uses up *three* of the character's melee attacks/actions. M.D.C.: In the stance, the character's S.D.C. and Hit Points combine into M.D.C. Combat Bonuses: +3 on initiative, +1 to strike, and +3 to parry against magical or supernatural worms, serpents and reptilian creatures only.

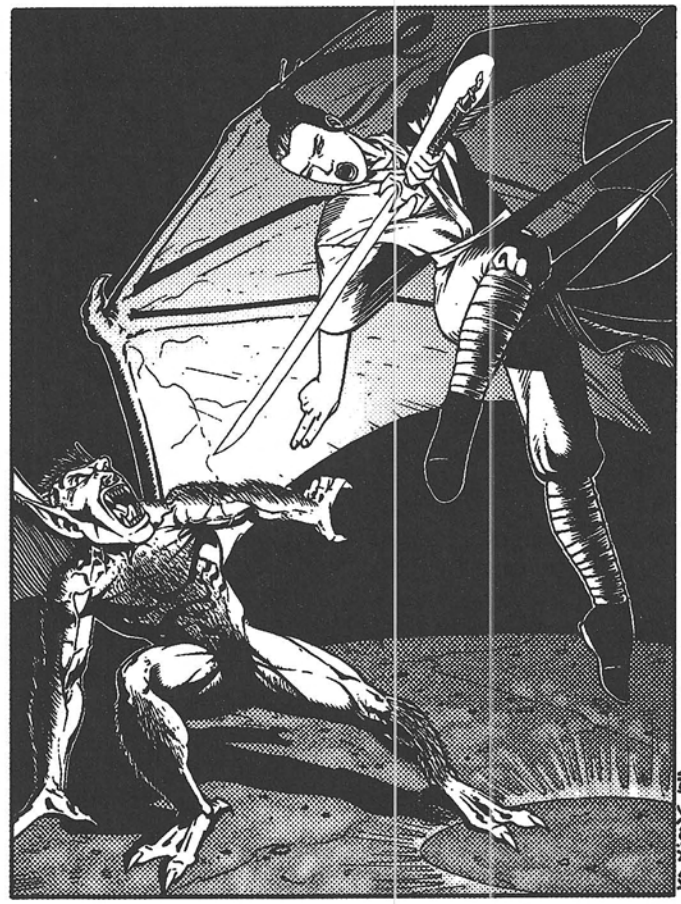
12th Level: Immortal Crane Body Hardening #3: +20 to S.D.C. and +4 to Spd.

13th Level: Immortal Crane Transformation. The character is temporarily transformed into a supernatural *Immortal White Crane*. However, if there is active combat, the Transformation may last until the enemy is defeated, or until all allies have safely escaped. **Cost for Transformation:** 80 I.S.P. and lasts one melee round per level of experience.

The Immortal White Crane Transformation: Use only the Immortal White Crane's M.D.C. and stats when in this form. Immortal Crane Form: Appears as a huge White Crane, with the character's memories, skills, and mental abilities (and limitations). Attributes: Mental: Same as the character's. Physical: P.S. 40 (Supernatural), P.P. 30, P.E. 30, P.B. 30, Spd. 80 running (56 mph/89.6 km) or 220 flying (150 mph/240 km). M.D.C.: 600! Available I.S.P.: 120. Available P.P.E.: 250. Attacks per Melee: 9 physical. Bonuses (use these only): +7 on initiative, +12 to strike, +11 to parry, +10 to dodge, +7 to roll with punch/fall/impact, +9 to pull punch, +5 to save vs psionics/insanity, +8 to save vs magic, and +8 to save vs poison. Also resistant to fire and cold (does half damage, including M.D. magic fire and plasma). Mega-Damage: Restrained Claw Strike: 2D6x10 S.D.C., Full Strength Claw Strike: 4D6+20 M.D., Beak Strike: 6D6+40 M.D., Kick attacks inflict 1D4x10+10 M.D. and Wing Swipe does 2D6+10 M.D. Special Benefits: When the character returns to his mortal/human self from that of the White Crane form, all of the mortal character's S.D.C. and Hit Points are restored to full strength and any previous wounds or injury are completely healed. Damage sustained in Immortal White Crane form does not apply to the mortal character, regardless of how much damage was taken while in the transformed state. On the other hand, if the character is *killed* while in the Immortal White Crane form (all 600 M.D.C. is reduced to zero) the character dies!

14th Level: +4D6 to I.S.P. Base and +1 on initiative.

15th Level: Immortal Crane Body Hardening #4: +30 to S.D.C. and P.S. becomes Supernatural.



Gui Long Kung Fu (Dragon Blade)

Gui Long seems to be the last surviving school from the mythical *Warring States Period*, and is said to have been founded sometime in the 2nd Century B.C. In the myth of the style, the founder was *Hei Feng* ("Black Wind"), an epic swordsman, who was eventually revealed to be the human form of a Feng Long, or "Dragon of the Air." It is even said that this dragon continues to watch over his human descendants.

The main focus, in ancient times, and now again in the age of Rifts China, is on the sword. This goes beyond the mere manipulation of steel, since it is believed by initiates that all great swords are truly living things. If they were not created by a master swordsman with some living Chi and the power of dragon lines, then it is up to the wielder of the sword to bring the sword into life.

Note: It is impossible to do any of the Sword Chi Techniques without a sword that is *known* and *named* by the character. In other words, from the very first, the sword must have or be given some sense of identity, so that it will eventually be able to come to consciousness.

Dragon Blade Level Advancement

1st Level: Start with: 1. Awaken Personal Chi Blade. The character spends at least 24 hours with the bladed weapon (usually a sword, but other blade weapons can also be awakened), speaking to it by name, carrying it everywhere, sleeping alongside it, and generally treating it as a cherished pet, as well as engaging in vigorous weapon practice, and also doing cleaning and maintenance on the blade, hilt and other parts (those weapons that can be disassembled will be taken apart completely, each piece cleaned by hand, and then lovingly reassembled). Finally, the character attempts to wake up the blade. **Awakened I.S.P. in Chi Blade:** One time only, roll 2D6+8 for the Chi Blade's I.S.P.

2. Blade Chi Healing. The sword wielder stands over the patient, grasping the hilt of the sword in one hand. The other hand grips the blade, using a piece of clean, cotton cloth, paper or silk as a cover (a Chi Blade is never handled with bare fingers). The patient should be kneeling or seated, or laying down and remain as still as possible. When the point of the sword touches the patient, it creates a flow of *Positive Chi*, generating 3D6 points of normal healing or 1D6 points of M.D.C. for Mega-Damage beings. **I.S.P. Cost:** 8.

3. Blade Chi Awareness. The Chi Blade will be constantly aware of any potential enemies within a limited range of less than 10 feet (3 m), and will attempt to warn the wielder. While the distance is not great, the Chi Blade can sense though walls and other obstacles, as well as those hiding below the floor or up in the ceiling. Especially useful for detecting those sneaking up from behind. **I.S.P. Cost:** 2 points.

4. Blade Chi Mega-Damage. The damage that the Chi Blade would normally inflict on ordinary S.D.C. and Hit Point beings, is converted into Mega-Damage when wielded against supernatural beings, as well as M.D.C. technology. For example, a conventional short sword that does 1D8 S.D.C. damage will become a Mega-Damage weapon that does 1D8 to M.D.C.

2nd Level: Double the character's Permanent I.S.P. Base.

3rd Level: Double Chi Blade's I.S.P.

4th Level: The character's personal Chi Blade does an extra +1D6+2 M.D.

5th Level: Blade Chi Resonance. Swords that have awakened to Sword Chi have a chance of detecting other significant weapons, especially those that are self-aware or radiating with powerful magic. The Chi Blade can sense these other weapons at very long range (up to one mile/1.6 km), and sense the general direction and distance, as well as get a relative sense of the "strength" of the other weapons (more powerful than it is, less powerful, or about the same as itself). It will also be shockingly clear if a sword is wielded by one of *great evil*, especially if the blood of a great number of innocent victims taints the weapon.

6th Level: Blade Chi Power of Return. If the Chi Blade is lost or stolen, it has the ability to teleport itself back to its owner. It usually takes 24 to 48 hours for the Chi Blade to concentrate enough to mentally zoom in on its master and return. When returned, the Chi Blade will be down to just one I.S.P.

7th Level: Awaken Other Chi Blades. The Gui Long Master can awaken a *second* Chi Blade. As with the first personal Chi Blade, it is necessary that the owner/wielder of the bladed weapon spend at least 24 hours with the weapon, with the usual speaking to it by name, etc. Finally, the character attempts to wake up the blade. Odds of Success: Roll under M.A. on a twenty-sided die. If the roll is a failure, another attempt can be made, but in no less than 24 hours. Any blade that doesn't awaken on the third attempt is considered *lifeless*. **I.S.P. Cost:** 20 points per attempt.

8th Level: Personal Chi Blade does an extra +1D6+2 Mega-Damage.

9th Level: If the character has a second Chi Blade, it now has all the bonuses and abilities of the first and the two can be used as Paired Weapons.

10th Level: Double Chi Blade's I.S.P.

11th Level: The Gui Long Master can awaken a *third* Chi Blade. Same as 7th level.

12th Level: The *first* personal Chi Blade does an extra +10 Mega-Damage.

13th Level: Personal Chi Blade Sentience. The character's primary weapon (the first or second awakened blade) fully wakes up, becoming aware of itself, its wielder and its surroundings. Can speak with the wielder telepathically when held and there is a 01-20% chance (roll one time only) that the Chi Blade is capable of verbal speech as well. The weapon's alignment will mirror that of its owner.

14th Level: The Chi Blade can mask its I.S.P. as well as its sentient nature from psychics and others who might be able to See Aura or detect psychic energy, emotions, etc.

15th Level: Add 6D6+6 to the I.S.P. of the primary Chi Blade and an equal amount to the I.S.P. Base of the sword wielder.

Hsien Hsia Kung Fu (Immortality Training)

Harsh and uncompromising in its objectives, the name *Hsien Hsia* can be translated into "Great House of the Ancients," and it fittingly describes the morgue-like quality of this ancient martial art's teachings. About half of all the teachings are the *Chi Chung*, or "Control of Breath," and describing the *Tao Yin*, or "ancient breathing exercise," so students spend at least two hours a day simply practicing techniques of breathing in and out.

Hsien Hsia Kung Fu Level Advancement

1st Level: Start with: Calm Minds Power. Like spreading oil on troubled waters, so that everyone affected, friend and foe alike, will immediately stop any attacks (though they can still defend normally, or flee), and will be unable to resume offensive actions until the *Calm Minds* influence is over. Other than attacking, those affected by Calm Minds can do anything else they wish. It only takes one melee action to perform. Calm Minds is used to give characters enough breathing room to ei-

ther talk ("Hey, we came to negotiate, not fight!"), run or buy some time waiting for the cavalry to show up. Calm Minds also temporarily dispels fear, Horror Factor, and any other hysterical emotions, no matter what the cause. Saving Throw: Victims must make a save vs mental attack and need to roll 15 or better on twenty-sided (bonuses to save vs psionic attack or mind control apply). Range: 120 feet (36.6 m). **I.S.P. Cost:** 25 points per melee round.

2nd Level: Add +2 to M.E. attribute, and the character can hold his breath for up to five minutes with just one deep breath.

3rd Level: Double the character's Permanent I.S.P. Base.

4th Level: Mind Walk Power. The character's spirit can leave the body and move about the world. While in this form the character becomes pure Chi (pure I.S.P.), not unlike many of the supernatural creatures of Rifts China. While in spirit form the character can see and hear normally, and can use any I.S.P.-driven powers, but is invisible and insubstantial, except to Taoists and others aware of the spirit world or able to see the invisible. That means the spirit cannot use weapons, carry possessions or touch or influence the physical world.

Movement. Unless a character has some special ability for movement, he will be stuck with moving only by *drifting* (slowly floating a foot or so above the ground, at his their running Spd), but can move through physical objects like doors and walls. However, the Mind Walking character can Teleport *instantly* back to his body's location in a heartbeat.

Dangers. First of all, the character will be vulnerable to anyone capable of attacking or capturing a pure I.S.P./Chi entity (no lack of such talent in Rifts China). Second, while the character's body is empty of the I.S.P./Chi spirit, it is completely vulnerable to possession by any other entities/spirits (as well as robbery from simple bandits) who happen by, and there are plenty of bodiless spirits in Rifts China looking for a new home. If the body is left vacant for too long, over 24 hours, there is a 60% chance that it will lapse into a coma in every subsequent hour; something especially hazardous in a body where all the I.S.P. necessary for healing has been removed. **I.S.P. Cost:** 50. Duration: Up to 24 hours, but typically under 30 minutes.

5th Level: Add +1 to M.E. attribute and +1 to save vs possession and mind control.

6th Level: Spirit Burst: The character is capable of, basically, detonating almost all the I.S.P. in his body, and spilling it out as a burst or brilliant flash of spiritual energy, as if a magical sun suddenly went nova. This is just totally obnoxious for demons, spirits, vampires, and other darkness loving folks, who will either be destroyed, blown far away, or otherwise feel the need to crawl into a deep, dark hole for a few days. Duration: The light remains for one minute per level of the Hsien Hsia Master. Damage: Vampires and other beings vulnerable to sunlight suffer 4D6 damage plus their normal damage from sunlight per melee round. Saving Throw: Creatures of darkness who hate the light must roll a 15 or higher to resist the urge to flee, find a safe hiding place and stay there for the next 1D4 days. Those who save can resist that urge, but continue to take damage from the light. **I.S.P. Cost:** 100 points or half their current I.S.P. reserve, whichever is greater.

7th Level: Strong Mind: +1 to save vs mind control, plus the effects of mind control or any magic or psionic ability that charms, controls or otherwise affects one's mind or emotions last for *half* the normal duration on this character.

8th Level: Critical Strike on the roll of a Natural 18-20.

9th Level: Absorb Curses. Effectively the character addresses everything cursed within 1,000 feet (304.8 m), and says, "take me instead." Everyone and everything cursed within range is suddenly free of any and all curses. Unfortunately, this means all the curses have now landed squarely on the character, and all will take full effect immediately. On the other hand, every day the character gets to roll for each of the still active curses. Rolling a 16 or less on twenty-sided means that particular curse is gone. **I.S.P. Cost:** 50 I.S.P.

10th Level: Add 5D6+15 to the character's Permanent I.S.P. Base.

11th Level: Add +1 to M.E. and M.A. attributes.

12th Level: Clarity & Truth. Again, this involves detonating almost all the I.S.P. in the character's body, but this time as a way of dispelling each and every illusion, spectral disguise, and anything else *hidden* by magic, psionics, the supernatural, demonic or spiritual means. Range: 100 foot (30.5 m) radius around the Hsien Hsia Master per level of experience. Saving Throw: None. Cost: The character must have at least half his usual I.S.P., and then all the character's I.S.P. is expended, except for 1D4.

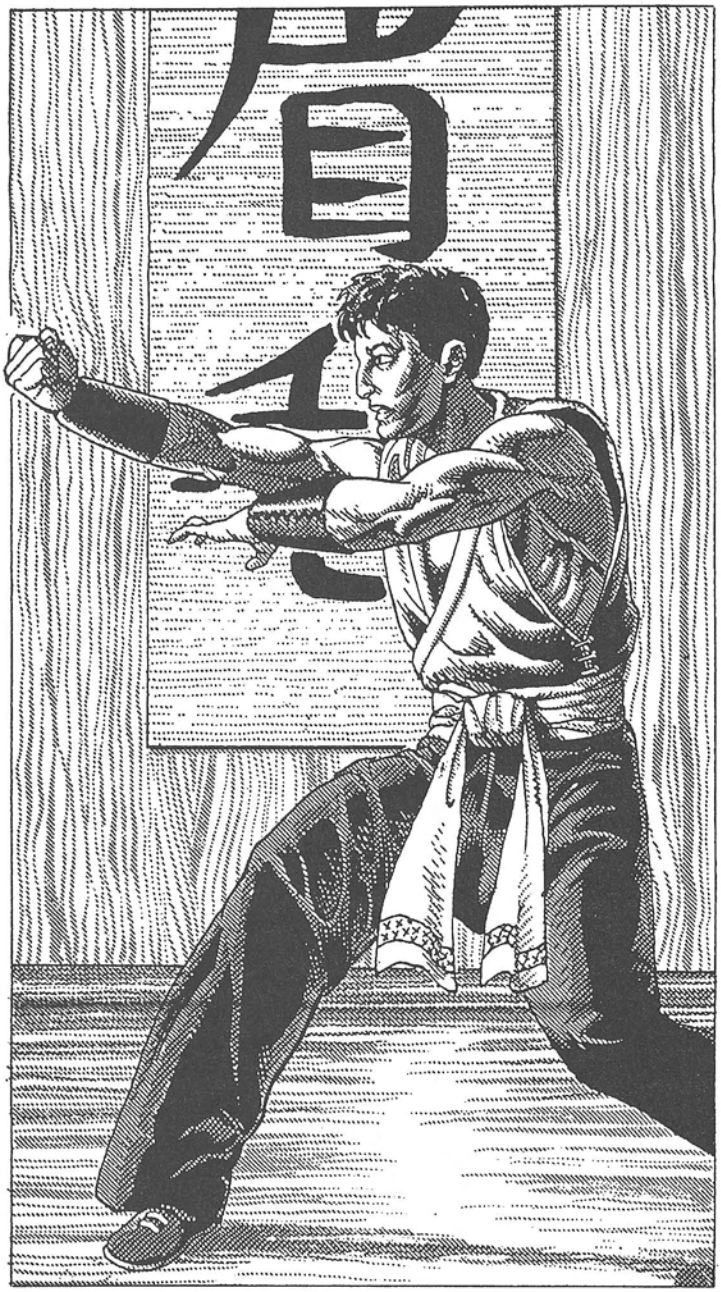
13th Level: +5D6+30 to the character's Permanent I.S.P. Base.

14th Level: Discorporate: Kai Tian (Discorporate) allows the character to, for two melee actions (about 6 seconds), become completely immaterial. Or, as a Taoist Priest might say, the character becomes at one with the entire universe, for that instant of time (roughly six seconds). This means the character will, for that instant, avoid any and all attacks and threats. Unlike the power of Intangibility (see the **Heroes Unlimited™ RPG**), where a character is just molecularly rearranged, the Discorporated character completely ceases to exist, so there is nothing that can possibly harm the character at that moment. Returning from the experience of Discorporation, the character is always fully invigorated (no fatigue/exhaustion) and sees 2D6 lost Hit Points (or S.D.C.) and 1D6 lost I.S.P. restored when he re-materializes. Bonuses: +2 to dodge by Discorporation. Each Discorporation counts as two melee attacks/actions. **I.S.P. Cost:** 40.

15th Level: Double existing P.P.E. and +1 to save vs possession.

Mien-Ch'uan Kung Fu (Cotton Fist)

The term "Cotton Fist" refers to the Mien-Ch'uan Kung Fu practice of attacking with completely harmless taps, each designed to probe the enemy's weaknesses, until just the right attack is found. The powers of Mien-Ch'uan all involve the extraordinary use of power when it comes to feeling out an enemy, and striking for utter destruction. A master will approach any combat encounter cautiously, carefully evaluating the enemy's technique. Like finding the right key for a lock, each Mien-Ch'uan Master is looking for just the attack that will destroy the enemy with one blow.



Cotton Fist Level Advancement

1st Level: Starts with: 1. Mien-Ch'uan Dragonskin. When facing off against opponents who are able to deliver Mega-Damage attacks, the Mien-Ch'uan character will take a melee round (using up all his attacks, but can continue to parry) to bring up a mystical Dragonskin. M.D.C.: 6D6 points +10 M.D.C. per level of experience. **I.S.P. Cost:** 4 points per melee round.

2. Mien-Ch'uan Trial Strike. A Cotton Punch that is not meant to hurt, but only to gather information about the opponent. If successful (in other words, if the strike was successful, and the opponent didn't parry, dodge, or roll with the punch), then the character will know, just from the 'feel' of the impact, whether the opponent is mortal or immortal, human or D-Bee, living or dead, solid or ethereal, a demon, one of the dead and damned, or a supernatural being. Bonuses: +7 to strike, No Damage. **I.S.P. Cost:** None.

3. Select one Mien-Ch'uan Specialty Attack: They are listed below.

2nd Level: Mien-Ch'uan Body Hardening #1: +10 S.D.C., +2 P.P., +2 P.E.

3rd Level: Select one Mien-Ch'uan Specialty Attack.

4th Level: Critical Strike to supernatural beings on a Natural 19 or 20.

5th Level: Mien-Ch'uan Body Hardening #2: +20 S.D.C.

6th Level: Double the character's Permanent I.S.P. Base.

7th Level: Select one Mien-Ch'uan Specialty Attack.

8th Level: Critical Strike to supernatural beings on a Natural 17 or more.

9th Level: Mien-Ch'uan Body Hardening #3: Double the character's Dragonskin M.D.C. and also double the duration (to two melee rounds per level of experience for the same 4 I.S.P. per round).

10th Level: Select one Mien-Ch'uan Specialty Attack.

11th Level: Critical Strike to supernatural beings on a Natural 15 or more.

12th Level: Add 1D6x10+20 to the character's Permanent I.S.P. Base.

13th Level: Mien-Ch'uan Body Hardening #4: +4 P.E.

14th Level: Select one Mien-Ch'uan Specialty Attack.

15th Level: +1 attack per melee round.

Mien-Ch'uan *Specialty Attacks*

Mien-Ch'uan Demon Combination Punch. Used exclusively against supernatural beings, especially disembodied spirits, in which case the creature's body and spirit are both damaged. Mega-Damage: 5D6 M.D. *plus* takes away 5D6 I.S.P. (or P.P.E. if it is magical) from the thing. **I.S.P. Cost:** 20 per punch.

Mien-Ch'uan Dragon Whack. For dragons only, this attack is intended to damage the great beast and disrupt its M.D.C. healing/internal circulation. Works against both Asian and Western dragons. Mega-Damage: 1D6x10 M.D. and the dragon cannot bio-regenerate the damage for 1D4 hours. **I.S.P. Cost:** 40 per punch or kick.

Mien-Ch'uan Hammer Fist. Designed to deliver maximum damage to conventional S.D.C. armor, as well as S.D.C. objects. Damage: 1D6x10 to S.D.C. structures only. Also roll 1D20 to save vs cracking. A roll of 16 or higher means the structure/armor/item is cracked, no longer airtight and suffers an extra 20 points of damage from subsequent *Hammer Fist* blows **I.S.P. Cost:** 10 per punch.

Mien-Ch'uan Internal Strike. Used against mortals who are unprotected by M.D.C. armor. Damage: Bypasses S.D.C., and delivers 2D6 damage direct to Hit Points. **I.S.P. Cost:** 10 per punch.

Mien-Ch'uan Shatter Jab. Designed to be used at some seam or weak point in M.D.C. armor, or against M.D.C. machinery/vehicles. Damage: 8D6 M.D. and if its M.D.C. is reduced to zero or below from such an attack the structure shatters. Ideal for taking out sensor clusters, individual weapons and turrets, a robot's hand, a gun, a hatch, and so on. **I.S.P. Cost:** 20 I.S.P. per punch.

Mien-Ch'uan Spirit Blow. Used exclusively against spirits, ghosts, Entities, Astral beings and otherwise intangible or ethe-

real creatures (does not work on the Discorporated). The punch wraps the physical strike with a massive dose of I.S.P., directed spiritual energy that hurts the ethereal being. Mega-Damage: 5D6 M.D. and takes away 4D6 I.S.P. (or P.P.E. if it is magical) from the spirit simultaneously. **I.S.P. Cost:** 30 per punch.

Pao Chih (Animus Development)

This Animus is a sort of Living I.S.P., an entity that takes the same shape of the character's body, and moves with the character almost as if he is wearing it. Once evoked, the mortal character can "see" through the senses of the Animus, and use the Animus as a means of performing various Martial Art Powers, I.S.P. based abilities, and psionics. As the character grows in power (gains levels of experience), the Animus develops more and more useful features.

Pao Chih Level Advancement

1st Level: Starts with: 1. Evoking an Animus. Each time the character wishes to create (Evoke) the Animus, it takes a certain amount of concentration. At first level it requires four melee rounds (one full minute) to bring up the Animus. During evocation, no other actions may be performed, nor can the I.S.P. be used for anything else. Duration: While inside the body, the Animus burns up one I.S.P. each hour (60 minutes). Outside the body (at 10th level one can actually detach the Animus), the Animus uses up one I.S.P. every half hour (30 minutes). **I.S.P. Cost:** Whatever the character chooses to invest in I.S.P. As long as the Animus exists, the two "pools" of I.S.P. are *separate*. For example, the character could invoke a Martial Art Power from his own body, using the body's I.S.P., or perform the same Martial Art Power from the Animus, using the I.S.P. stored within the Animus. All the remaining I.S.P. are recovered if the Animus is reabsorbed into the body. If the Animus is destroyed or lost, all those I.S.P. are likewise lost.

2. Starting Abilities of the Internal Animus. Inside the body, the Animus serves as a separate being, perpetually alert, and perpetually on guard to defend the Pao Chih Master and his physical body. Whenever the character is asleep or unconscious, the Animus will do whatever is necessary to protect the body. First and foremost, it will attempt to wake up/revive the character at the first sign of danger. If unsuccessful, it may take over the character's body, to move it out of danger, dodge, or otherwise move toward safety. All the I.S.P. based abilities known by the mortal character are also known by the Animus, and it will use whatever it needs to defend the character.

2nd Level: Animus Sense P.P.E. and Dragon Lines. The movement or flow of P.P.E., I.S.P, and even the weaker Chi, is sensed by the Animus, which can determine the quantity, type and direction of the flow, as well as being able to sense creatures that are disrupting or consuming the flow of energy. Sensing range is one mile (1.6 km).

3rd Level: Animus Spectral Defense. An Animus will attempt, automatically, to absorb any incoming attack of energy, I.S.P.-based energy attack, or magical P.P.E.-based blast. If the Animus has no better power available, it will attempt to use its own I.S.P. as a defense. This means such attacks do half damage to the mortal character.

4th Level: Animus Sense Souls & Spirits. The Animus develops the ability to sense the "Internal Fire" of P.P.E., I.S.P. and Chi, in spirits, beings and mystical objects, up to 30 feet (9.1 m) away, identifying the type and amount of internal energy, as well as the general location and movement (i.e., which way it is going). Sensing range is 30 feet (9.1 m).

5th Level: Animus M.D.C. Defense. Pushing itself just a little beyond the character's skin, the Animus projects a magical barrier, the equivalent of 30 M.D.C. **I.S.P. Cost:** 3 I.S.P. per melee round, to be taken from the Animus.

6th Level: Evoke Animus in three melee rounds.

7th Level: Animus Sense Life. Through the Animus, the character can feel the living vitality of all humans and other creatures within 30 feet (9.1 m), even in total darkness, or obscured by smoke. Each individual can be examined for health or injury, poison or hunger and their location pinpointed with reasonable accuracy (half the usual penalties for being blind or vision obscured).

8th Level: Double the mortal character's Permanent I.S.P. Base.

9th Level: Evoke Animus in two melee rounds.

10th Level: Detach Animus. While the character remains in a still, meditative state, the Animus can "walk out" of the body, and into the world, using its Chi senses, and any of the mortal character's Chi Mastery Abilities. Ordinarily, at this level, the Animus can only move at the character's normal Spd. However, it also has the ability to *instantly Teleport back inside the character's body*. If, for any reason, the character loses contact with the Animus (for example, is knocked unconscious), the Animus will immediately return to the body. Note that the Animus cannot manipulate anything physical, nor can it move through physical objects. It can only travel up to 300 feet (91.5 m) away from the physical body of the Pao Chih Master.

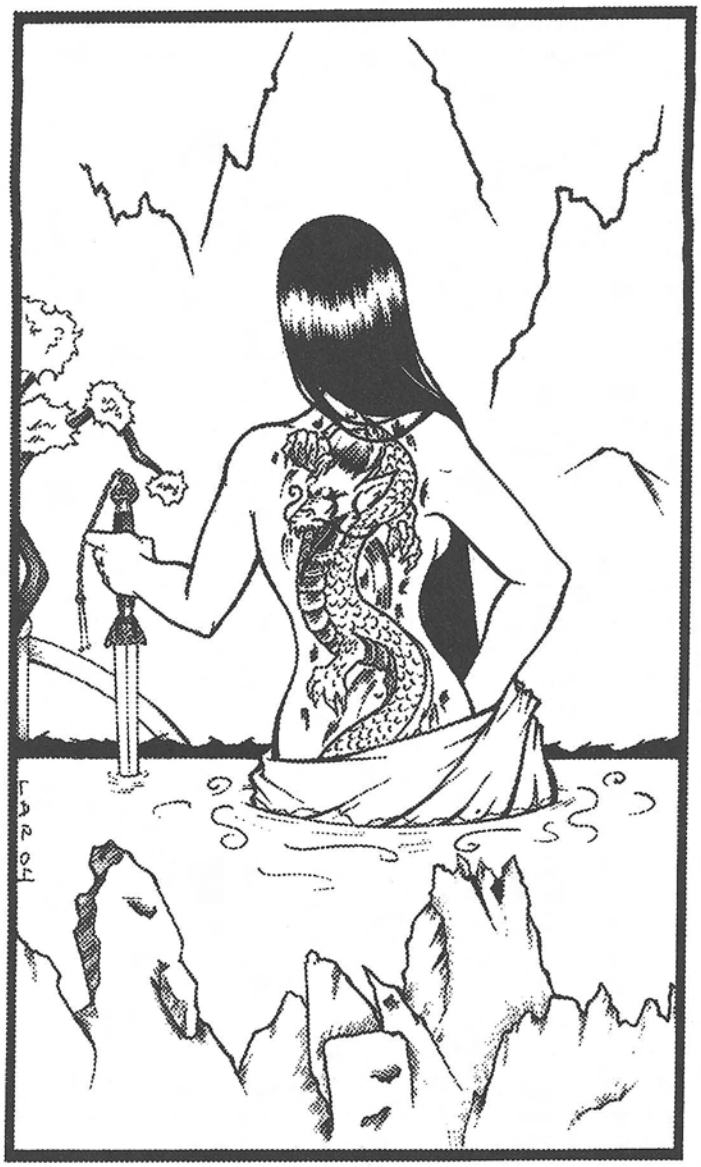
11th Level: Add 1D6x10+10 to the mortal character's Permanent I.S.P. Base.

12th Level: Evoke Animus in one melee round.

13th Level: Animus Absorb. The Animus, whether inside or outside the character, can attempt to 'sip' from dragon lines (ley lines) and other sources of P.P.E. in the environment, and transform them into I.S.P. at a rate of one I.S.P. per melee round, no matter how high or low the amount of ambient P.P.E. may be in the area. No matter how many I.S.P. were used to create the Animus, it can absorb enough I.S.P. to double the Pao Chih Master's maximum I.S.P. Base amount. However, only the Animus can use this I.S.P. and when it merges back with its mortal creator, only an amount equal to what the character placed into the Animus in the first place can be given back to him, any extra is dissipated harmlessly into the air.

14th Level: Add 1D6x10+30 to the mortal character's Permanent I.S.P. Base.

15th Level: Evoke Animus instantly, at will.



She Shen Kung Fu (Snake Style)

There was a time, back before the Coming of the Rifts, when those who studied Snake Style were thought to be evil, or at least suspect. However, in Rifts China, after having proven themselves again and again in conflicts with the Yama Kings and their demons, those who study the Snake have proven themselves heroes. Yes, their practice is still shaded with elements of Yin Energy and deception, but no one can doubt the courage of Martial Artists willing to stand up to the worst terrors of Rifts China.

Snake Style Level Advancement

1st Level: Starts with one ability from the Arts of Invisibility list, plus the following. Note that bonuses apply only when the particular stance is used

1. Viper Stance. Muscles taut, legs ready to spring in any direction, and with one arm up and the other down, ready to take advantage of any weakness. Special: Confers a pit viper's ability to see in the infrared spectrum of light and thermal imaging, so the Stance can be used blindfolded, in total darkness, or against otherwise invisible opponents, since the "heat signature" of every nearby being is easy to sense. Range of Thermal Vision: 60 feet (18.3 m). Mega-Damage: *Fang Fingers* inflict 3D6 M.D. to Mega-Damage opponents and structures or 5D6 S.D.C./Hit Points to S.D.C. targets. M.D.C.: None. Combat Bonuses: Six attacks per melee round total (do not add any others), +5 to strike, +4 to parry, +5 to damage, +4 to roll with punch/fall/impact while in this Stance. Pull punch is not available.

2. Rat Snake Stance. Leaning backwards, with the legs apart and knees bent, one hand above the head twitching toward the opponent, the other hand at waist level and back. Mega-Damage: *Knuckle Punch* does 2D6+10 M.D. to Mega-Damage foes and structures or 3D6 damage to S.D.C./Hit Point targets. M.D.C.: Character's P.E. attribute number +20 M.D.C. Combat Bonuses: +1 attack per melee round to the character's usual number, +4 to strike, +3 to parry, and +3 to roll with punch/fall/impact when in this Stance.

3. Art of Melting. Like a snake, the character learns to swiftly and silently melt away into his environment. This is especially important when moving in or out of the water, when even the slightest splash can draw unwanted attention. Also used for traveling over or slipping into/under sand, gravel, dry leaves, etc., without making a sound (equal to a Prowl skill of 60% +3% per level of experience). If out of sight or concealed by darkness, he is not likely to be discovered until the character attacks or makes a sudden motion. If visibility is compromised, or if some detection device or ability raises an alert or locates the character's position, the base chance for successful escape is 70% plus 2% per level of experience.

2nd Level: Knockout/stun from behind, Critical Strike on a Natural 18 or better.

3rd Level: Select one additional ability from the Arts of Invisibility

4th Level: Double the character's Permanent I.S.P. Base.

5th Level: Chilling Touch: The Vapor. The character may attack with claws doing 5D6 M.D. per strike or with his Chilling Touch. The Touch counts as four of the character's melee attacks but is devastating. First, it does 3D6 damage direct to Hit Points (4D6 M.D. to Mega-Damage creatures). Second, it causes its victim's skin to turn gray and shrivel. Third, the victim feels cold to the bone, and loses initiative and half his attacks per round for the next two melees.

6th Level: Spitting Python Stance. Low and coiled body, with legs bent down, one arm brushing the ground, and the other held at face level. Hands coiled inwards, with thumbs and forefingers touching. Special: Includes Death Blow if a Natural Twenty is rolled for either type of Python Jab. Mega-Damage: *Python Jab Long Distance*, a bolt of psychic energy that is launched with a quick hand gesture as if the opponent were standing directly in front of him, but can hit targets as far away as 100 feet (30.5 m). 4D6 M.D. to Mega-Damage foes and targets, or 3D6 S.D.C./Hit Point damage to S.D.C. targets. *Python Jab Hand to Hand* must make physical contact but inflicts 5D6 M.D. to Mega-Damage targets, or 4D6 damage to S.D.C./Hit Point targets. M.D.C.: The character's P.E. attribute number +30. Combat Bonuses: One attack per melee round can be used for the long-distance strike, but all others will be used for hand to hand close combat. Bonuses: +6 to strike, +3 to parry, +3 to damage, and +3 to roll with impact when using this Stance, but pull punch is not available.

7th Level: Select one additional ability from the Arts of Invisibility

8th Level: +1 attack per melee round and +1 on initiative.

9th Level: Add 4D6+12 to the character's Permanent I.S.P. Base.

10th Level: Select one additional ability from the Arts of Invisibility

11th Level: Cobra Stance. Very relaxed Stance that doesn't seem at all snake-like. Legs are loose, the arms curled slightly inward at the waist. Hands are open with thumbs tucked tightly into the palm. Special Paralysis Attack: Every strike is an attempt to hit one of the body's nerve centers in the neck, back or solar plexus (or, if against a machine, robot or power armor, some vital joint that will seize up the machinery or knockout a weapon system). The victim can attempt to roll with punch/fall/impact and, if successful, reduce the effect to damage without paralysis – 2D8 M.D. or 1D8 damage direct to Hit Points. If the victim fails to avoid or roll with the strike, there is *no damage*, but the victim's body, or part of his body (i.e., a specifically targeted limb/arm/leg) will be paralyzed for 3D6 melee rounds. M.D.C.: The character's P.E. +20 M.D.C. Combat Bonuses: Four attacks per melee round total (do not add any others), +5 to strike, +3 to parry, +3 to roll with impact when using this Stance.

12th Level: Knockout/stun or Critical Strike (depending on the character's intent) from behind on a roll of a Natural 17 or better.

13th Level: Select one additional ability from the Arts of Invisibility.

14th Level: Add 2D4x10+24 to the character's Permanent I.S.P. Base.

15th Level: +1 attack per melee round.

Snake Style List of *Arts of Invisibility*

Art of Clouding the Mind. The character learns to use directed I.S.P. to cloud the minds of observers. The character can simply stand in full view, stare into the eyes of an observer, and then . . . vanish. It only works for a single melee action, so it is important to figure out where the next hiding place will be after this little disappearing trick. In addition to the physical invisibility, the character is also momentarily protected from observation by those who can track P.P.E., I.S.P. or living spirits. **I.S.P. Cost:** 2 I.S.P. per person affected. More than one person can be "clouded" provided they look into the character's eyes or face.

Art of Deception. The martial art equivalent to the *Prowl* skill. Using the practiced stealth of the Snake Style, the character can move with *complete* silence. So long as the character is in the dark or hidden and unsuspected, successful stealth is *automatic*. If the character's area is subjected to inspection (for example, a guard tower turns a spotlight toward the character, or a guard walks within a few feet of where he is hidden) then the chance to remain undetected/unseen is 60% +3% per level of advancement.

Art of Evasion. Ever play a kid's game where you try to stay behind somebody, turning as they turn, constantly trying to stay out of view, until they're turning and twisting like a dog chasing its tail? That's what the Art of Evasion is all about. This is a particularly deadly ability for the Snake Style, because of their emphasis on strikes from behind. The character can attack continuously so long as he can remain behind his opponent and unseen. **Note:** Evasion will not work if the victim has a friend handy who can yell, "look out," or if the intended victim's back is up against a wall. Likewise, if the Snake Style Master is ever sighted by his enemy, then there's no chance of returning to the evasion unless he can vanish first (either using Art of Clouding the Mind, or Art of Vanishing) and reposition himself behind his foe. The Art of Evasion works automatically if the enemy is unaware of the character's presence, but if the enemy knows or suspects something, then the character must roll to avoid being seen, with a 60% chance of success +3% per level of advancement. This ability can also be used to silently "shadow" someone without their knowing it, or to slip by them by shadowing for a brief time and then slipping to either side as the person continues forward (same 60% +3% per level of experience as above). However, shadowing cannot be maintained for more than two melee rounds (30 seconds) per level of experience.

Art of Hiding. Training in the art of hiding involves studying the essential characteristics of all kinds of objects. For example, how does one move when hiding in long grass so as not to be different from the surrounding blades? It's not good enough just to stay still; like a snake, you have to move as part of the grass, in unison with the wind. The character learns to become "one" with the environment. There is normally no chance that the character will be detected, however, if the area is well-lit and subject to careful inspection, then the character has a 60% chance of remaining undetected (plus 4% per level of advancement).

Art of Vanishing. From clear view, even in the middle of combat, the character has the ability to simply *disappear*! It works sort of like a sleight of hand magic trick, where the character distracts the observer and instantly falls to the ground, rolls to the side, or otherwise vanishes from sight. Chance of success at vanishing depends on conditions. In darkness or night, with many obstructions, the character has a 90% chance of success plus 1% per level of advancement. **Penalties:** -25% in good light and an additional -15% on clear, flat, featureless ground.

Tien-Hsueh Kung Fu (Touch Mastery)

Tien-Hsueh, also known as Hien-Hsueh, is the Chinese art of "Touching Vital Points," and requires a complete knowledge of human anatomy, so students of the art are familiar with the flow of blood, the workings of the body organs, and, most importantly, with the junctions of the nervous system. **Note:** The character must have the *Acupuncture* skill in order to take this Martial Art Power.

Tien-Hsueh Level Advancement

1st Level: Starting Moves:

1. Healing-Tien Hsueh. Includes a thorough study of the art of acupuncture (healing by inserting needles into the body). The result is the ability to resuscitate a character by touch alone. Healing Hit Point Injury: 4D6 Hit Points recovered. S.D.C. (Body) Damage: 2D6+10 S.D.C. recovered. Healing M.D.C. Injury: 3D8 M.D.C. recovered. Cure Illness/Infection/Fever/Coma:



40% +4% per level chance of instant recovery. Cybernetic Device/Engine/Machine Repair, Installation or Removal: 40% +4% per level chance of success. Duration: Instant. Each act of healing counts as one of the character's melee actions. **I.S.P. Cost:** 6 points per healing.

2. Tien-Hsueh Reversal. Can be used to instantly reverse the effect of any other Tien-Hsueh attack inflicted by the character, or any other Tien-Hsueh Master. It can also be used to snap a character out of a knockout, stun, dizziness, blindness, paralysis, or any other form of temporary shock. Reversing the Tien-Hsueh inflicted by the character, or by anyone of lesser power, will take a single melee round. However, reversing the Tien-Hsueh inflicted by those of greater power will be considerably more difficult, taking 2D6 melee rounds for every level of difference between the characters. For example, if a 4th level Tien-Hsueh Master tries to reverse, say, the blindness inflicted by a 7th level Tien-Hsueh Master, it will take 2D6x3, or 6D6 melee rounds to do so. **I.S.P. Cost:** 5 points.

3. One Finger Touch. Does absolutely no damage but serves to channel any Tien-Hsueh attack. Bonus: +4 to strike.

2nd Level: Tien-Hsueh Internal Practice Advancement #1. +2 to M.E. and +1 to I.Q. attributes.

3rd Level: Select one additional Tien-Hsueh Power (described below).

4th Level: Double the character's Permanent I.S.P. Base.

5th Level: Penetrating Tien-Hsueh. When confronted with an M.D.C. body, including demons and creatures of magic, or someone clothed in M.D.C. armor, the character is able to twist whatever Tien-Hsueh powers they have beyond that boundary, therefore, M.D.C. no longer acts as a barrier. **I.S.P. Cost:** 12.

6th Level: Select one additional Tien-Hsueh Power.

7th Level: Tien-Hsueh Internal Practice Advancement #2. +2 to P.P. and +1 to M.A. attributes.

8th Level: Select one additional Tien-Hsueh Power.

9th Level: Long-Distance Tien-Hsueh. Any of the character's Tien-Hsueh can be *projected* up to 400 feet (122 m) per level of experience. The character will have to either *see* the victim (although it could be through binoculars or a sniper scope, or even a television monitor), or be speaking with the victim on a telephone, radio, or other communication device. If in contact with the detached spirit, animus, or spectral version of a character, the Tien-Hsueh can be directed all the way back to that character's body, no matter how far away. **I.S.P. Cost:** 24.

10th Level: Add 5D6+12 I.S.P. to the character's Permanent I.S.P. Base.

11th Level: Select one additional Tien-Hsueh Power.

12th Level: Tien-Hsueh Internal Practice Advancement #3. +2 to I.Q. and +1 to M.E. attributes. **13th Level:** Select one additional Tien-Hsueh Power.

14th Level: Knockout/stun on Natural 17 or better.

15th Level: Add 1D6x10 +24 to the character's Permanent I.S.P. Base.

List of Touch Mastery Tien-Hsueh Powers

Blindness Tien-Hsueh. A precise two-finger strike to a point just below the victim's eyes. It causes total blindness that persists for 2D6 hours. If the victim manages to parry or dodge, there is no damage, and no blindness. If the victim manages to roll with punch/fall/impact, then the blindness will only last 2D6 melee rounds. Penalties for blindness are -10 to strike, parry, dodge and other combat rolls. **I.S.P. Cost:** 8.

Blood Flow Tien-Hsueh. 2D8 damage is done direct to Hit Points, bypassing any of the victim's S.D.C. or S.D.C. body armor; 1D8 damage when bypassing M.D.C. armor. Against supernatural creatures, even M.D.C. creatures, the Tien-Hsueh Master can inflict 1D8 M.D. or dispel 2D8 points of the victim's P.P.E.! **I.S.P. Cost:** 10 points.

Electronic Tien-Hsueh. From the perspective of a Master of Tien-Hsueh, there's little difference between the flow of energy through a living being, the supernatural flow of P.P.E. through a demon, and the flow of power through an electronic or mechanical device. This means the character can choose to start or stop any machine, device or vehicle with a simple touch. **I.S.P. Cost:** 10.

Enlightenment Strike. In a two-handed move, the martial artist pushes his palms toward the victim, pulling the hands apart an instant before they would contact the face or head. The result is that the victim will instantly be freed from any Possession, Chi Control or Mind Controlling magic spell or similar psionic power. The move takes an entire melee round, requires line of sight of the victim and must be done within 30 feet (9.1 m) of the victim. **I.S.P. Cost:** 20.

Neural Tien-Hsueh. The ability to touch and paralyze different parts of the body. The attacker must declare which body part is to be paralyzed before the strike. A successful attack does *no damage*, but *automatically* (victim cannot roll with punch/fall/impact) paralyzes that specified limb. It takes 3D6 minutes (12 to 72 melee rounds) to recover the feeling in a paralyzed arm or leg. Attacking a limb requires a roll of 8 or better to strike, but the victim can attempt to *parry* with a weapon or object (if he parries with his own arm or foot it can be paralyzed) or *dodge*; high roll wins, defender always wins ties. **I.S.P. Cost:** 8 I.S.P.

Puppet-Dance Tien-Hsueh. The first step for the attacker is to get a good grip on the back of the victim's neck. This can be done with any sort of grab (in combat) or, if the victim is unaware and unalarmed (or helpless), just by moving a hand into place. Once the attacker has a hand on the back of the victim's neck, it takes a roll to strike (10 or higher; normal bonuses allowed), and a single melee round action for the Puppet-Dance Tien-Hsueh to be activated.

Once control is complete (it usually takes about a minute of experimentation to get used to the "controls" of each individual), the attacker can then manipulate the victim like a living puppet. The victim can be made to walk, skip, dance, run, or otherwise move around. The arms can be made to move, gesture, pick up or drop objects, scratch, point, etc. Even the face can be made to change expressions, with forced smiles, frowns, winking and blinking, mouth movements and the like. In fact, the only thing the Puppet-Dance can't do is get the victim to speak, although humming and grunting are possible. The victim can be forced to fight, but will move terribly slowly and with minimal dexterity – has just two attacks/actions per melee round, and with *no bonuses* allowed.

As long as the Tien-Hsueh Master maintains the hold, the victim can continue to be manipulated like a puppet. However, as long as the Master is controlling the victim, it is impossible for him to perform any other Tien-Hsueh, or do anything requiring spending I.S.P. or P.P.E., and he will have difficulty in combat (reduce all of his bonuses by half). The controller can continue to talk normally, walk around with the victim, and use his other hand normally, but since his attention is divided, skill performance is -20% and he can't do anything that requires two hands unless his puppet is made to help out. Once the hold is released, the victim will instantly be back in charge of his own body and, since the victim will be completely aware and awake during the entire *puppet phase*, will remember everything that he was made to do.

I.S.P. Cost: 15 I.S.P. to perform on a human, animal, or other natural being; 20 I.S.P. to perform on a lesser supernatural being (including Lesser Demons, Goblins, and the Dead and Damned); 30 I.S.P. to perform on Fox or Monkey Spirits (and similar spirits) or dragon hatchlings; and 50 I.S.P. to work on most Greater Demons, Immortals, Ghosts, and disembodied or ethereal Entities. Does not work on adult dragons, Elementals (even Minor ones), Demon Lords, Demigods, Godlings or deities.

Tien-Hsueh Demon Strike. Disrupts the being's flow of P.P.E., knocking out all but 1D4x10% of the victim's M.D.C. While it's called the "Demon Strike," it will actually work on any supernatural M.D.C. being and lesser creatures of magic, including dragon hatchlings. **I.S.P. Cost:** 32.

Withering Flesh Tien-Hsueh. Knocks out *all* of the victim's natural S.D.C. in one touch, leaving them vulnerable to attacks directly on Hit Points. The victim can attempt to roll with impact and, if successful, reduce the damage to only 1D6 S.D.C., otherwise the victim has zero S.D.C. This attack never does any damage to Hit Points. **Cost:** 12 I.S.P.



Tong Lun Kung Fu (Praying Mantis Style)

This fast-moving form is one of the strangest of all the martial arts, based on the praying mantis insect, as it catches its prey, and as it fights others of its kind. The most specialized movement of Praying Mantis is the "Mantis Claw" (*Gou*), which experts practice endlessly. One exercise is to practice punching through the skin and flesh of a piece of meat. An even more difficult exercise is to toss a piece of paper in the air, and strike it sharply enough to tear or impale it with one's bare hands (try it, it's a lot harder than it sounds!). In the world of Rifts China, those of the Tong Lun have discovered vast powers available in evoking a Spectral Praying Mantis (Animus), and have focused on this to the exclusion of almost everything else in their Martial Art.

Tong Lun Kung Fu Level Advancement

1st Level: Start with: 1. Mantis Armor. When invoked, the character's skin actually splits open, bleeds, and then erupts with bright green plates of chitinous armor. When dispelled, the pieces get loose and can be pulled off. Mega-Damage: The sharp edges of the Mantis Armor mean that all the character's attacks can be done as Mega-Damage against M.D.C. opponents. M.D.C. of Armor: The character's S.D.C. +20 M.D.C.

per level of the character (Hit Points remain Hit Points). Combat Bonuses: +4 to parry, +2 to disarm and +3 to entangle. **I.S.P. Cost:** 5.

2. Mantis Hook Attack. Also called the *Gou Grip,* this is a sideways move and grip, using the middle, ring and little fingers to grip, and lets the character grab, rip and pull. Mega-Damage: Does 3D6 M.D. to Mega-Damage targets, or 5D6 damage to normal S.D.C./Hit Point targets.

3. Evoking the Spectral Praying Mantis. The character can create, or evoke, a spectral version of a Praying Mantis, at human size (6 feet/1.8 m tall). Each time the character wishes to create the Spectral Praying Mantis, it takes a certain amount of concentration and I.S.P. At first level it requires *three melee rounds* to bring up the Animus. During Animus evocation, no other actions may be performed, nor can the I.S.P. be used for anything else. After that, however, the character can choose to just give the Animus instructions, or actually *drive* it, as if it were mystical power armor, letting him see through the Spectral Praying Mantis' eyes, feel its movements, and control its combat directly (using the character's own combat & martial art abilities and bonuses). Duration: Just being in existence, the Spectral Praying Mantis burns up one I.S.P. each hour (60 minutes), and each point of M.D.C. damage taken by it reduces its creator's I.S.P. by one point. When all the I.S.P. is gone or expended, the Spectral Praying Mantis will just turn into mist, and fade away. **I.S.P. Cost:** 20 as a separate Animus or as power armor.

Mantis as a Separate Animus is slow and capable of only two attacks per melee round, but is +4 to strike, and does 2D6 M.D. to Mega-Damage targets or 4D6 S.D.C. to normal S.D.C. targets. +2 to save vs dispel. M.D.C.: M.D.C. equal to the creator's own S.D.C. amount (or 20% of the M.D.C. of a supernatural or M.D.C. character). Distance: Cannot go more than 1000 feet (305 m) away from its creator.

Mantis Animus as Power Armor means its creator is wearing the Animus over his own body like a suit of power armor. We say "power armor" because the Animus adds to his own normal abilities. Combat Bonuses: +1 on initiative, +1 to disarm and +1 to entangle. Mega-Damage Bonus: +2D6 M.D. against Mega-Damage targets or +2D6 S.D.C. to human/S.D.C. targets. M.D.C. Armor Protection: M.D.C. equal to the creator's own S.D.C. +20 (or 25% of the M.D.C. of a supernatural or Mega-Damage character).

Giant Mantis Animus. The character has the ability to grow the spectral mantis into larger and larger sizes. It costs the maker 15 I.S.P. for each doubling of size. While manipulating the gigantic spectral mantis against large foes can be effective, the greatly enlarged mantis is actually a liability when it comes to combating those of normal human size because it is a much larger target and slower. Attacks per Melee: Two (increases with experience and mastery of the Animus). Bonuses for Doubled Size: Each time the Spectral Praying Mantis doubles in size, it gets +5 P.S. (Supernatural), +40 M.D.C., and inflicts +1D6 M.D./S.D.C. damage from its attacks. Penalties: Reduce Spd by 10% and -1 to dodge for each doubling of size, and the Mantis Animus has no I.S.P. of its own. **I.S.P. Cost:** 10 I.S.P. for each time the Spectral Mantis doubles in size (6 to 12 feet/3.6 m, to 24 feet/7.3 m, to 48 feet/14.6 m). **Note:** Can be doubled a maximum of three times at this stage.

2nd Level: Double the character's Permanent I.S.P. Base.

3rd Level: Spectral Praying Mantis Advancement #1. Attacks per melee round for a separate Animus is increased to four total, +10 M.D.C., +2 to damage, and +1 to Spd.

4th Level: Tong Lun Kung Fu Body Hardening #1. +2 to P.P. and +1 to M.E. attributes, and +14 to the character's S.D.C.

5th Level: Evoke Spectral Praying Mantis in two melee rounds.

6th Level: Spectral Praying Mantis Advancement #2. A separate Animus now moves as quickly as the creating/controlling character, with no penalty in attacks per melee round (same as the creator). The separate Mantis Animus can now go up to 10 miles (16 km) away from its creator.

When worn as power armor, the Animus provides its creator/wearer a bonus of +1 attack per melee round, +20 M.D.C. to the armor, +6 to damage (M.D. or S.D.C. depending on the nature of the opponent), +2 to Spd attribute, and +1 on initiative, +1 to disarm and +1 to entangle.

7th Level: Tong Lun Kung Fu Body Hardening #2. +16 to S.D.C., +2 to Spd., and +1 to P.P.

8th Level: The combat moves of the *Wrestling* skill (pin, incapacitate and crush/bear hug) and +3D6 to the character's S.D.C. (but not the other Wresting skill bonuses).

9th Level: Evoke Spectral Praying Mantis in one melee round.

10th Level: Add 4D6+20 points to the character's Permanent I.S.P. Base.

11th Level: Spectral Praying Mantis Advancement #3. At this stage of development it is no longer necessary for the Tong Lun Master to dispel the Spectral Praying Mantis just to have to evoke it again at a later time. The separate "big green buddy" (Mantis Animus) is around all the time, and even seems to be getting more solid and less ethereal. It possesses all the physical attributes, number of attacks and combat bonuses of its maker, plus the following bonuses: +30 M.D.C., +10 to damage (M.D. or S.D.C. depending on the nature of its opponent), and +4 to Spd.

The separate Animus remains in the physical world even when its creator's I.S.P. is reduced to zero, though its attacks per melee, Spd, M.D.C. and combat bonuses are reduced by half. The separate Animus can now go up to 50 miles (80 km) away from its creator.

It adds two extra melee attacks and +40 M.D.C. when worn as power armor.

12th Level: Tong Lun Kung Fu Body Hardening #3. +14 to S.D.C., +1 to M.E., and +1 to Spd.

13th Level: Add 5D6+30 points to the character's Permanent I.S.P. Base.

14th Level: Evoke Spectral Praying Mantis instantly.

15th Level: Spectral Praying Mantis Advancement #4. The separate monster now seems to be completely solid, and is no longer capable of returning to *spectral* form. It also now needs to eat and drink on a daily basis. While it can still be shrunk or grown, it seems that its default size is around 24 feet (7.3 m) tall (doubled twice) and it can now be doubled in size four times (96 feet/29.3 m). Bonuses of the Separate Animus: +80 to M.D.C., +10 to damage, +2 attacks per melee round, +3 to strike, +2 to

automatic dodge (the act of dodging does not use up a melee attack, but roll to succeed as usual), +2 to disarm, and +2 to entangle (all other stats are the same as its creator). The separate Animus remains in the physical world even when its creator's I.S.P. is reduced to zero, though its attacks per melee and combat bonuses are reduced by half. It is now a separate being that acts and fights in unison with its creator and cannot be worn as power armor. The two can also be separated by a distance as great as 200 miles (320 km).



Xian Pu Kung Fu (Drunken Style)

Different than the Hand to Hand Drunken Style, but still very much rooted in the idea that opponents will underestimate a weaving, staggering, incoherent drunk. In Xian Pu, the Drunken Style Master explores the *mystic* possibilities, and comes up with the most diverse set of Martial Art Powers available.

Xian Pu Kung Fu Level Advancement

1st Level: Start with: 1. Falling Technique. The character learns the fine art of falling. Not just from a few feet, but from dozens of feet, and then from hundreds of feet. The character also learns to always land properly, automatically bouncing back to a two foot, one foot, or cross-legged stance. If he seems injured, odds are it's a ruse.

At "safe" distances of 50 feet (15.2 m) or less, the character automatically saves vs impact/fall and takes *no* damage.

At minimal damage distances of 51-400 feet (15.5 to 122 m), the character takes one point of damage for every 50 feet (15.2 m) of the fall.

Even at very great distances of over 400 feet (122 m), the character takes only one point for every 20 feet (6.1 m) of distance fallen.

Beyond 1200 feet (366 m) the character reaches a 'maximum velocity,' and never takes more than 60 points of damage.

Additional Bonus: +1 to roll with punch or impact (other than a fall) at levels 1, 3, 4, 6, 8, 9, 11, 13 and 15.

2. Light-Body Climbing. The Drunken Style Master learns to time his breathing and movement to synchronize with the natural flow of Chi through Fire, Earth, Metal, Water and Wood (the five elements). As a result, the character can climb (up or down) with the ease and speed of walking! No skill rolls or saving throws are required for climbing while doing Light-Body Climbing. Drunken Style Masters combine their usual antics of acting drunk with the spectacle of clinging to the side of a wall, tottering on the edges of buildings, and generally making it look like it's a miracle they're not killed from one minute to the next. **Note:** Characters *must* first have the *Climbing skill* (with an additional bonus of +10%) before being able to learn Light-Body Climbing. "Light" Body Climbing means the character cannot carry anyone else with him nor carry large bundles or packages even if they are strapped to his back, only basic gear.

2nd Level: Drunkard's Staff. When used on an ordinary staff, broomstick, pole, or fallen tree branch, this makes the item into a mystically charged weapon. Mega-Damage: 2D8 M.D. to Mega-Damage targets, or 2D8 S.D.C. to S.D.C. targets. M.D.C.: Roll 1D6x10 to determine the item's strength in M.D.C.; applicable only if the weapon itself is targeted for destruction. Duration: The enchantment lasts for a minimum of one day. At the end of each 24 hour period, a roll under 10 on a twenty-sided die (no bonuses) means the power wears off. If the Drunkard's Staff saves for a full week, seven times in a row, the effect is permanent. **I.S.P. Cost:** 22.

3rd Level: Double the character's Permanent I.S.P. Base.

4th Level: Mystic Slime. When evoked, the character becomes covered with an ethereal, invisible, thin coating of psychic energy, the purpose of which is to make the character as slippery as possible. Attempts to grab the character by any physical means become next to impossible, since hands, rope, and objects just slide off; not just the character's skin, but clothing, equipment and weapons. As for the drunk, he denies any mysticism and just claims he is "sweaty" and that makes him slippery. **I.S.P. Cost:** 10 I.S.P.

5th Level: Neutralize Toxins. While this can be used for other substances, it is mostly used as a way to drink up prodigious amounts of booze without being affected... Well, without

being seriously affected. After all, no sense letting good alcohol all go to waste. **I.S.P. Cost:** 7 I.S.P.

6th Level: Belch (Breathe) Toxic Vapor. As part of the drunk act, the character can bob and weave to position himself for an attack in which he belches in his opponent's face. This "burp" releases a toxic vapor that smells like vomit and rotten eggs combined. The victim must roll to save vs non-lethal poison (16 or higher). Failure to save causes the victim to gag, his eyes to water, nose hairs to curl, and the stench seems to linger. As a result, the victim suffers the following penalties: Loses initiative and one melee attack/action and is -2 to strike, parry, dodge and all other combat moves for 1D4 melee rounds as he tries to catch a breath of clean air and clear his vision. A successful save causes the victim to choke and recoil for just a moment, losing one melee attack/action that round, before the stench passes (no other penalties). **I.S.P. Cost:** 10. **Note:** The Drunken Style Master can only perform this attack twice per melee round, and each belch counts as one of his melee attacks/actions.

7th Level: Drunken Stranger (Qiao Zhuang). Still a drunkard, but the character's stance, walk, expressions and bodily proportions seem to be that of an entirely different drunk person. In short, the character's movement and behavior is so different he will not be recognized unless looked upon directly in the face in good light (or the magic is dispelled). Duration: 24 hours per level of experience; typically lasts until the Drunken Master dispels the disguise. **I.S.P. Cost:** 20 I.S.P.

8th Level: Blind Drunk. The character can self-inflict complete (but temporary) blindness, so he really cannot see, and will have to stumble around in darkness. Used mostly as a cover or disguise, but since the Drunken Master's senses are superior in darkness, it means being able to "accidentally" triumph without being able to see. The Drunken Master suffers only one-third the normal penalties for being blind (-3 to strike, parry, dodge, disarm, etc.), though he'll pretend to be much more impaired than that, bumping, stomping, kicking, elbowing, knocking over and hitting people as if by accident, perhaps even apologizing for the injury or offering grumbling warnings. ("Look out you fool, can't you see a blind man is coming through? What was that? Oops. Ouch. Sorry. Look out, I said. Look out. I can't see. What's your excuse? Make way for the blind."). Duration: 8 hours per level of experience, though it can be cancelled/dispelled by the Drunken Master at any time. **I.S.P. Cost:** 12 I.S.P.

9th Level: Drunken Style Meditation Advancement #1. +15 to S.D.C., +2 to M.E. and P.P. attributes, and +1 to save vs possession.

10th Level: Add 5D6+22 I.S.P. to the character's Permanent I.S.P. Base.

11th Level: Drunken Mind Cloak. The character has the ability to confuse the minds of observers, usually by speaking in an incoherent way, to the point where those who listen become *dazzled and confused.* The victims (any who stop to listen and try to understand) are so entranced and intent on making sense of the gibberish that they lose track of time and become blind to people and events going on around them. Thus, they are oblivious to the group of heroes or horses or demons, etc., walking past them just six feet away; or don't notice someone breaking into the house across the street; or don't hear the shouting of an argument or the sounds of battle, or digging, or building, or see the fire next door, and so on. Duration: They remain transfixed on the drunk and oblivious as long as the drunk continues to speak while weaving his Mind Cloak. When he stops talking, or when one or more of the listeners are physically attacked, robbed or shaken, the charm is broken and they become aware again. However, they don't suspect the drunk of any wrongdoing and they don't really remember anything the drunk had to say. Most feel annoyed that the drunk has taken up their time with his gibberish and don't want to be bothered further, and quickly turn to continue on their way. **I.S.P. Cost:** 6 I.S.P. per transfixed person (as many as 10 people per level of the drunk's experience).

In the alternative, the Drunken Master can use this power to *implant* information, ideas or clues. While speaking, the character can cover about up to four different topics, each of which will be remembered by the victims (although they won't know why they remember), so that the rumor, lie, information or data he is presenting will stick with the victims. Duration: Confusion only lasts for 2D12 melee rounds, but the conveyed information is permanent. **I.S.P. Cost:** 5 I.S.P. per character whose mind is being implanted with information (up to 10 people per level of the Drunken Master's experience).

12th Level: Drunken Dragon Walk. The character can, simply by staggering along, trace the pathways of any nearby dragon lines (ley lines). Duration: Lasts for 1D6 hours. **Cost:** 10 I.S.P.

13th Level: Inflict Mystic Drunkenness. The character can, with good cheer and breathing plenty of alcoholic fumes, inflict the effects of heavy drinking on up to six victims with a single breath (counts as one melee attack). Duration: Victims feel and act "drunk" for 2D6 melee rounds, including reducing Spd, skill performance and combat bonuses by half, and -2 attacks per melee. Saving Throw: Save vs non-lethal poison (16 or higher on a D20). **I.S.P. Cost:** 10 I.S.P. per victim breathed upon.

14th Level: Drunken Style Meditation Advancement #2. +2 to M.E. and M.A. attributes.

15th Level: Add 1D6x10+33 to the character's Permanent I.S.P. Base.

Xian Tai Chi Chuan (Chi Manipulation)

The physical movements of Xian Tai Chi Chuan are exactly the same as *Hand to Hand (Basic): Tai Chi*, consisting of measured steps, slow sweeping turns, and wide graceful sweeps. However, with Xian Tai Chuan it is revealed that the point of these movements is not simply self-defense. No, each movement has been carefully calculated, and can be used in channeling the body's inner Chi (I.S.P.). The true master, while appearing to move in slow motion, is actually sweeping up, gathering, and shaping a globe of mystical and spiritual power. **Note:** While I.S.P. and Chi are essentially the same thing in Rifts China, it's possible for someone like a Xian Tai Chi Master to see the subtle flow of Chi, where the I.S.P. is too slight to observe.

Xian Tai Chi Chuan Level Advancement

1st Level: Start with: 1. Evoking the Chi Ball. Stepping slowly, walking in sync with the flow of Chi in the immediate

area, the character works at *gathering* Chi, eventually pulling it together into a ball suspended between the character's hands. To an observer it seems that the martial artist is slowly gathering an invisible substance, while simultaneously performing a circular dance step, as if the character were a mime artist. On the other hand, anyone with the ability to perceive Chi will clearly see the ball of Chi being assembled by the character. Preparation: Takes four full melee rounds (one minute).

2. Gathering Chi Ball. For each "gathering" melee round, the character adds 1D4 I.S.P. to the Chi Ball. There is really no maximum, but if the amount of I.S.P. in the Chi Ball grows to larger than the user's base I.S.P., it becomes too difficult to control. Once the desired amount is reached, the character can continue the Chi Ball Kata indefinitely, easily maintaining the amount of Chi that has already been gathered.

3. Chi Ball Damage. The Chi Manipulator can hold the Chi Ball (like palming a basketball) and use it to hit an opponent. While harmless to mortals, living creatures, devices, machines and robots, the Chi Ball is devastating to demons, disembodied Entities and other creatures of supernatural evil. For each 10 points of I.S.P. stored in the Chi Ball, it inflicts 1D6 M.D. (100 points for 1D6x10 M.D.).

2nd Level: Double the character's Permanent I.S.P. Base.

3rd Level: Chi Ball Lens. Once a Chi Ball has been started, the character can then look through the Ball and see all the I.S.P. and I.S.P. based phenomena in the surrounding area (up to about 60 feet/18.3 m away). Any creatures containing Chi or I.S.P., as well as dragon lines and Entities of the supernatural or spiritual, will be clearly seen through the Chi Ball. This sight continues no matter what else is done, so long as the character keeps looking through an intact Chi Ball. **I.S.P. Cost:** Three to activate lens effect.



4th Level: Xian Tai Chi Chuan Meditation Advancement #1. +2 to I.Q., M.E., and M.A. attributes.

5th Level: Chi Ball Defense. As a shield against I.S.P. and magical attacks, the Chi Ball can be used to absorb psychic, mystical, spiritual, spectral, or demonic energies and other non-physical attacks. **Note:** As effective as a Chi Ball might be against Chi, psionics and magic, it is totally useless as a shield from attacks from physical weapons, bullets, lasers, and (non-magical) energy blasts. M.D.C.: Equal to the I.S.P. stored within the Chi Ball. **I.S.P. Cost:** Four.

6th Level: Evoke Chi Ball in just one melee round.

7th Level: Chi Ball Calm. Using the Chi Ball to instill looseness or relaxation, the character is resistant to fear, horror, panic, and other ailments of the mind. Bonus of +5 to save vs Horror Factor and other types of fearful emotions, at least so long as the character holds the Chi Ball. **I.S.P. Cost:** 2.

8th Level: Add 5D6+30 points to the character's Permanent I.S.P. Base.

9th Level: Xian Tai Chi Chuan Meditation Advancement #2: +1 to M.A. attribute, and +2 to save vs Horror Factor.

10th Level: Second Chi Ball Formation. Can create two Chi Balls simultaneously.

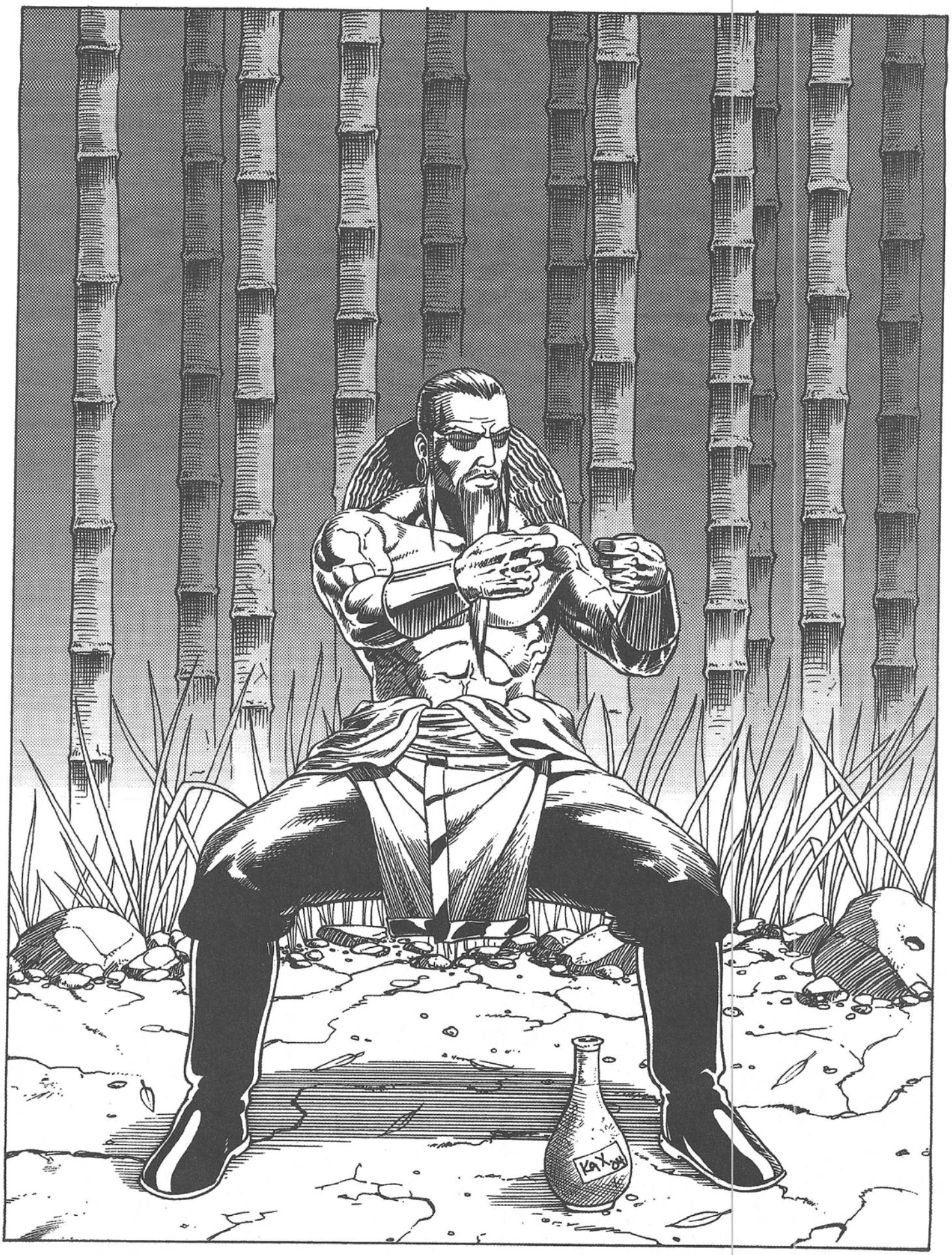
11th Level: Chi Ball Levitation. Willing the Chi Ball to rise, the character is able to levitate with it by holding onto it with his hands or standing on it like an invisible elevator platform. Maximum Height is 500 feet (152 m) per level of experience. **I.S.P. Cost:** Ten.

12th Level: Add 4D6+20 I.S.P. to the character's Permanent I.S.P. Base.

13th Level: Throwing the Chi Ball. It's also possible to use the Chi Ball as a thrown weapon, so it arcs directly through an opponent, and then continues around to return to its owner. Mega-Damage: To demons and other creatures of supernatural evil, the ball inflicts 2D8 M.D.C. on a glancing blow, and a full 5D10 M.D. from a solid hit (it goes all the way through the victim's body). Harmless to animals, humans, machines and those not possessed by evil spirits. Bonuses: +2 to strike, plus any other bonuses to strike from attributes or skills. Range: 100 feet (30.5 m) per level of experience. **I.S.P. Cost:** 10 per thrown ball.

14th Level: Xian Tai Chi Chuan Meditation Advancement #3. +1 to M.E. and M.A. attributes, +2 to save vs disease, and +2 to save vs Horror Factor.

15th Level: Impervious to mental illusions while holding the Chi Ball and +5 to save vs magical illusions.



Occupational Character Classes

Mythic Heroes of China

Moonlight dancing on dragon's back;
Who but a Taoist would dwell so high?

– Cho Ji the Hermit

As is the case in most of Rifts Earth, the player characters are *heroes*, usually operating with others in trying to assist the helpless and fight rampant evil. Mostly Rifts player characters are constantly caught in the crossfire, caught between different extremes. They are neither table-pounding fanatics, nor hapless followers; neither inhuman monsters, nor helpless pawns. The player characters are not the leaders of nations, nor armies, nor vast corporations. No, the player characters of Rifts Earth usually consist of a small band of outsiders, trusting only their comrades, and doing the best they can to do good, or at least prevent evil, in a world gone mad.

The player characters here are no different. They are not the minions of the Yama Kings, by far the most powerful entities of Rifts China, nor are they sworn to any of the "free" lands, nor are they worshipers of the dragons. No, Rifts China player characters are, as they should be, first and foremost, heroes. Those who step forward to defend the helpless, to obstruct the forces of evil, and to set an inspiring example to all the young people of Rifts China.

Typical Dress and Appearance. If Rifts China were a different place, not so dominated by the Yama Kings, the champions described here would be proud to display themselves for what they are, to show the world they are heroes by wearing Celestial Armor, or the Insignia of Rank of the Imperial Bureaucracy, or Priestly Robes. The reality is, wearing such things, or even having them discovered in one's traveling pack, could mean drawing down a world of trouble, not just for themselves, but for thousands of innocents. Instead, they deliberately wear whatever it takes to avoid being noticed, always appearing as harmless as possible, even if it means wearing threadbare or ragged robes and clothing, or battered armor.

Traveling in Rifts China. For most player characters, getting across Rifts China means just putting one foot in front of another. This is a land where most folks have to walk from place to place. Occasionally, it's possible to hitch a ride on a truck, or a military transport, or hop on the occasional river boat, but getting around while sitting is the rare exception to the vast distances covered on crude trails and footpaths.

Typical Alignments. Most heroes are *Principled, Scrupulous* and *Unprincipled*, with the more pragmatic, pessimistic, disillusioned, embittered and self-serving gravitating toward *Anarchist* and *Aberrant evil* (the latter being savage, merciless and cruel against the enemy, but loyal to the cause and teammates).

That having been said, a character may be any alignment the *player* chooses. However, *evil* player characters may find themselves at odds with the rest of the team if the player group is predominantly *good*.

Listing of Rifts China O.C.C.s

Rifts China Martial Art Warriors O.C.C.s
- Jian Shih – Warrior of the Celestial Court
- Chun Tzu – Philosopher Martial Warrior
- Nei Chia Wu Shih – Meditative Martial Warrior

Rifts China Martial Art Monks O.C.C.s
- Wai Chia Wu Shih – Monk of the Open Hand
- Chi-Gung Seng Ren – Monk of Internal Energy

Rifts China Diviner (Psychic) P.C.C.s
- Spirit Host
- Soothsayers
- Mang Wu – Blind Mystic

Rifts China Demon Quellers O.C.C.s
- Great Demon Catching Hero
- Demon & Dead Slaver
- Goblin Wrangler
- Enlightened Demon R.C.C.

Jian Shih O.C.C.

Warrior of the Celestial Court

Like legendary knights in shining armor, the Jian Shih seems to be a character plucked out of countless stories and tales, as the hero who vanquishes the monsters, roots out the evil betrayers, and sets the affairs of the world in accordance with the will of the Jade Emperor of the Celestial Court. Most Jian Shih, even though they might have ordinary human weaknesses are, at heart, still the little kids who dreamed of glory, still idealists who believe the victory goes to the righteous, and that, in the end, good will always triumph over evil. As such, these paladins find it difficult to turn away from the persecuted, the oppressed, or the helpless.

Of course, being such a noble character in Rifts China, where the Hells of the Yama Kings throw darkness into every corner, is a mixed bag. On the one hand, there's opportunity for heroism around every corner. On the other hand, much as it hurts, survival means learning, over and over again, that "discretion is the better part of valor," and it's better to hide in the pit of an outhouse toilet than challenge an army of a thousand demons.

In keeping with the violent landscape, the Jian Shih is well prepared for battle. Aside from advanced training in martial arts, along with at least one set of Mystic Martial Art powers, this is a character who is armed and armored to the teeth, bristling with sharp points and blades and . . . with at least one Mega-Damage back-up "piece." Like the swordsman of Ancient China, or the Western Medieval knight, the Jian Shih has all the skills and powers necessary to forge body and weapon into one.

Jian Shih O.C.C. Powers, Abilities & Bonuses

In Rifts China, a warrior must be strong of mind, of body, and of spirit. In addition to training in military tactics and strategy, weapons and armaments, in addition to cultivating a body that has the right mix of strength, endurance and precision (P.S., P.E. and P.P.), the Jian Shih must also cultivate the soul, by extended practice in meditation, along with both physical and metaphysical martial arts.

1. Champion of the Celestial Court. It is not that the Jian Shih hates the Yama Kings, or wishes them destroyed. No, the character understands that the Yama Kings have a place in the Celestial Order, and that they have strayed from where they belong. From the Jian Shih's perspective, the Yama Kings are no different than a bunch of wild animals escaping from a zoo. Chastising, or punishing the animals is not as important as getting them back into their compounds and cages. The main goals are to:

- Dispel the Mist that obscures Rifts China from the Celestial Court of the Jade Emperor.
- Prevent the Yama Kings from expanding their Hellish Realms further across Rifts Earth or beyond into other dimensions.
- As much as possible, save the innocent from the demons, monsters and unclean beings that have been unleashed onto Rifts China.

2. Hand to Hand Martial Arts Skill. Select either Hand to Hand: Eighteen Weapons Kung Fu, Hand to Hand: Shao-Lin Kung Fu, or Hand to Hand: Tai-Chi Ch'uan, as the basis for the character's combat skills.

3. Mystic Martial Art Power. The character has been initiated into the practice of **Gui Long Kung Fu,** considering the sword as the "most perfect of all weapons." From the perspective of a Jian Shih, swords have mystical qualities, sometimes even achieving a kind of life.

Special Weapon: Forged by a Taoist Artisan, the character's sword will be custom made, capable of doing 3D6 damage even in inexpert hands. Though the weapon is not indestructible, it has 200 M.D.C. and suffers damage only when an opponent deliberately tries to damage or destroy it.

4. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct "Chi" (the life force that exists even in very weak P.P.E. environments) so that it can add Mega-Damage to otherwise ordinary weapons, and automatically gets the skill *W.P. Wen Jen* (Scholar's Sword).

5. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character will never have additional psionic powers other than abilities that apply to the Gui Long Kung Fu. However, the character is skilled in Meditation. **Permanent I.S.P. Base:** *M.E.* attribute number +3D6, with an additional +5 I.S.P. at each level of advancement.

6. O.C.C. Bonuses: +2 to P.S., P.E. and P.P., +1 on initiative at levels 1, 3, 5, 8, 10, 12 and 14; +2 to strike, +1 to parry, +2 to disarm, +3 to pull punch, +1 attack per melee; +1 to save vs magic, and +3 to save vs Horror Factor. The warrior hero is also +1 to save vs possession at levels 1, 3, 5, 7, 9, 11, 13 and 15.

7. Base S.D.C.: 4D10+35.

Jian Shih O.C.C.

Also known as "Warriors of the Celestial Court."

Alignment: Principled (70%), Scrupulous (20%), or other. No restriction, since Jian Shih in times past have been of every alignment (those who are, say, Aberrant, are just entirely self-delusional about being the good guys).

Attribute Requirements: Either M.A. or M.E. should be above 11, with high P.P. and P.E. helpful, but not required.

Racial Requirements: None, although predominately human, and female Jian Shih are common (over 32%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 2D4 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Jian Shih O.C.C. Skills:

Calligraphy (+15%)

Imperial Bureaucracy & Administration (+5%)

Land Navigation (+10%)

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (85%)

Lore: Choose any two from Literacy: Ancient & Classical Chinese, Lore: Chinese Classical Studies, Lore: Chinese Mythology: Taoist, Lore: Demons & Monsters, or Lore: Feng Shui (Geomancy; +10% for each selected).

Meditation

Military Skills: Choose any two from the following: Armorer/Field Armorer: Traditional Chinese Weapons, Armorer/Field Armorer: Modern Weapons, Camouflage, Demolitions, Military Etiquette, Military Fortification, Recognize Weapon Quality, Trap Construction, or Trap/Mine Detection.

Radio: Basic (+5%)

Physical Skills: Choose any two from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, Swimming, or Wrestling.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *two* from: W.P. Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword, or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *two* from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *two* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, or W.P. Energy Rifle.

Hand to Hand Combat: See #2 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select five starting skills at level one, and two additional skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any.

Horsemanship: Any (+5%).

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid only.

Military: None.

Physical: Any, except Acrobatics, Gymnastics and Boxing.

Pilot: Any, except military vehicles, robots and power armor.

Pilot Related: None.

Rogue: Begging, Calligraphic Forgery, Concealment, Dickering, Gambling, Palming and Streetwise only.

Science: Any.

Technical: Any (+5%).

W.P.: Any, except Heavy Weapons, Heavy Energy Weapons or Sharpshooting.

Wilderness: Any.

Jian Shih Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Jian Shih Standard Equipment: In addition to the character's sword, he can also choose three other traditional Chinese weapons (typically match W.P.s; with 3D6 units/rounds of ammunition for each projectile weapon), and one pistol-sized energy weapon, with two E-Clips. Rough traveling clothes made of cotton, wool and leather, a pair of boots, hat and gloves, and a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk "indoor" clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a "good worker," blank book & pencil, 6D6 sheets of blank paper, solid ink & ink block (just add water to use ink), 1D4+4 bamboo brushes, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one plain and sturdy, the other delicate), a cooking knife, a small meat cleaver, 30 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, a small neck pouch, 30 feet (9.1 m) of climbing rope and two bamboo canteens of water.

Money: 4D6x100 in credits.

Cybernetics: None.

Chun Tzu O.C.C.

Philosopher Martial Warrior

Called the ***Chun Tzu***, or "Seeker of Perfection," this character's goal is to combine the scholarly study of the classics of military philosophy, with the rigorous training and active life of a martial warrior. In other words, unlike others who think that generals should be in a place of safety, behind the troops, the Chun Tzu will always be at the forefront of any battle, seeing firsthand the problems and solutions, and constantly setting a brilliant example to the common soldiers.

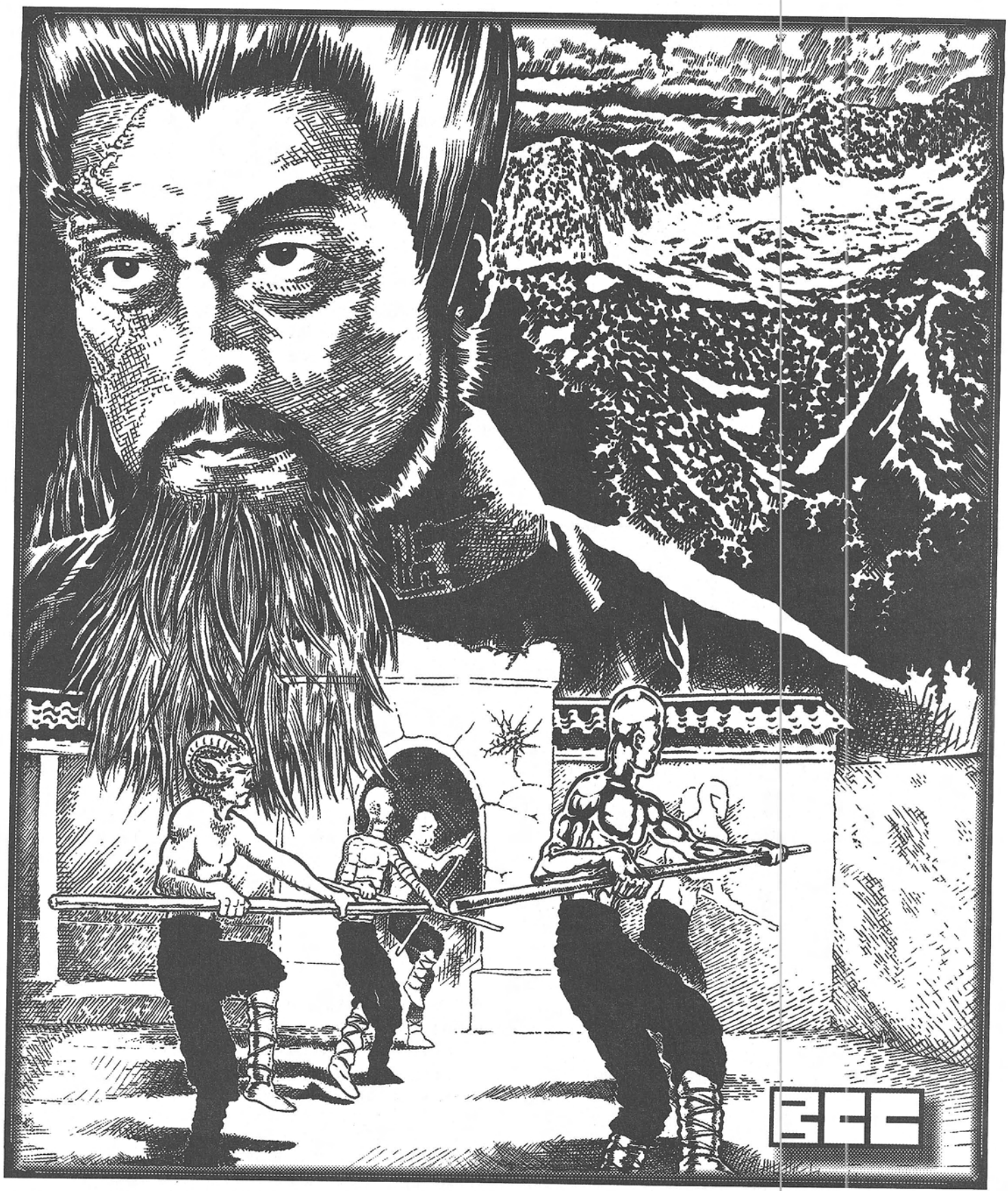
In practical terms, that also means the character wants to be a jack-of-all-military-trades, and believes that any and all of the *technology* of Rifts Earth has a place in the military, and that only those who know about tanks, power armor, robots, energy weapons and nukes, are worthy of leadership in war. On the other hand, again looking at the Rifts Earth in a totally realistic light, the Chun Tzu understands that the supernatural forces that beset Rifts China will only be defeated by those who can likewise learn and manipulate mystical and spiritual powers. The result is a character who thinks it's just as important to know how to field-strip an assault cannon as possess a Martial Art Power. When it comes to studying, the character is equally interested in a 3,000 year old classic, such as Mao's writings on guerilla warfare, and a computer file describing the cross-laser sights on the latest Geofront power armor.

Most Chun Tzu are a contradiction in terms. They are studious, and completely happy to spend as many hours as possible in study, but also active, and are restless if unable to engage in violent exercise every day. Happy in their own company, but also interested in the affairs of others, and always looking to be part of a good group. Watchful of their own bodies, they never allow themselves to slip out of good physical condition, but they are also careful never to put on more muscle than they feel they can support if they've got to spend a month under severe hardship conditions.

Chun Tzu O.C.C. Powers, Abilities & Bonuses

Someday, the Chun Tzu believes, there will be an all-out war with the Yama Kings, and every moment between now and the coming apocalypse is an opportunity for learning, training, developing skills, and cultivating inner strength.

1. Philosophical Warrior. The battle is coming, maybe not this year, and maybe not the next, but eventually there will be a reckoning. It will be the Yama Kings, and all their vast hordes, against . . . Will those of the Geofront and the rest of Free China rise up, along with fifth columnists within the Hells of the Yama Kings? Or will the nations of Rifts Earth, having finally defeated the enemies beyond the Mist, realize that they must join the peoples of Rifts China in ridding the world of its most dangerous evil? Perhaps, just perhaps, when the Mist is penetrated, and Rifts China is exposed in all its infamy to the Celestial Court of the Jade Emperor, a vast host of deific Champions will



appear on that final battleground. No matter. Such questions are unanswerable now. What matters is that the Chun Tzu will be ready, and if a general's rank is offered, he will not be unfit to accept. The Chun Tzu even has a set of role-models:

- **Sun Tzu.** Without a doubt, the most celebrated military thinker in the history of warfare. His book, *Sun Tzu's Art of War*, has been the main military text in Asia for thousands of years, and is still read (where the Yama Kings allow it), throughout Rifts China. In his first test, Sun Tzu is said to have trained and equipped the palace women of Ho Lu, the King of Wu, into a viable army (though it required cutting off the heads of the king's two favorite concubines). The thirteen short chap-

ters of *Sun Tzu's Art of War* stress the importance of 1) gathering information and the use of spies, 2) using regular (*cheng*) forces to attack an enemy's weaknesses, and using unorthodox, guerilla (*chi*) forces to attack the enemy's strengths, and 3) using deception, disinformation, or whatever it takes to command the element of surprise.

- **The Tai Kung Wang.** His personal name was Chiang Shang, and he was the military leader who made possible the Chou Dynasty in the 11th Century B.C. According to the legends, the Tai Kung feigned madness in order to escape service to a tyrant, and retreated to the rugged ocean coast. Then, at the advanced age of seventy-two, Tai Kung became the military advisor to the kings of the Chou (King Wen, and later King Wu), and spent nearly thirty years leading their forces in brilliant campaigns, constantly surprising his enemies with unorthodox plans. The book, *Tai Kung's Six Secret Teachings*, advances the idea of *Total Warfare*, where every element in society, including all classes of people, are to be organized and armed. The six books are *Civil Tao*, instructions on governing and rulership, *Martial Tao*, how to manipulate the enemy, *Dragon Tao*, military organization, *Tiger Tao*, the tactics of weapons and the battlefield, *Leopard Tao*, how to use difficult terrain effectively, and *Canine Tao*, coordinating heavy and light, infantry and cavalry, and regular, elite and guerilla forces.

- **Wu Tzu.** Also called Wu Chi (440-361 B.C.), he was a model Chun Tzu in that he always lived among the common troops, sharing all their hardships, marching with the soldiers, and carrying his own pack. He also put his military duty above everything, to the point of missing his mother's funeral rites (a horrible, horrible crime of filial irresponsibility, especially to Confucians), rather than abandoning his duty post. His book, known simply as *Wu Tzu*, emphasizes selecting and training soldiers, at all ranks, as well as the importance of the army's relationship to the society.

From the inspiration of these great military thinkers, the Chun Tzu has come up with the following principles:

- Learn everything about Rifts China, the wider Rifts Earth, the Yama Kings, and the secrets of the Mist.

- Whenever the opportunity presents itself, and whenever the risk is not too great, battle with the Yama Kings, and their minions, learning everything about their strengths and weaknesses.

- It is, of course, impossible to seriously relieve the suffering of the ordinary people of Rifts China. Still, they must be taught that there is hope, and that their enemies will, eventually, be defeated, so that they, and their children, can become the all-important cannon fodder of the coming war.

2. Hand to Hand Martial Arts Skill. Select from *any* of the Advanced Hand to Hand Chinese Martial Arts. Character starts at the 5th level of advancement.

3. Mystic Martial Art Power. Choose *one* of the following Bok Pai Kung Fu (Crane Style), Gui Long Kung Fu (Dragon Blade), Mien-Ch'uan Kung Fu (Cotton Fist), Pao Chih (Animus Development), She Shen Kung Fu (Snake Style), Tien-Hsueh Kung Fu (Touch Mastery), Tong Lun Kung Fu (Praying Mantis Style), or Xian Tai Chi Chuan (Chi Manipulation).

4. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct Chi (the life force that exists even in very weak P.P.E. environments) so that it can add Mega-Damage to otherwise ordinary weapons, and automatically gets the skill, *W.P. Chiang Zhu Spear*.

Special Weapon: Although just a simple length of flexible bamboo, sharpened at one end, and exactly one and a half times the height of the character, it has been engraved with a series of *Mystic Cloud Characters* to give a magical durability (80 M.D.C., and suffers damage only when an opponent deliberately tries to damage or destroy it). On one end the bamboo is cut to form a simple triangular edge, capable of doing just 1D6 S.D.C. damage by the unskilled, but also of holding energies that inflict 2D6 damage (M.D. against Mega-Damage targets, S.D.C. damage against S.D.C. targets) in the hands of the skilled. The butt end can be equipped, or replaced, with a variety of iron, steel or stone tips, sometimes magical in nature.

5. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle *Chi*. This life decision means the character will never have psionic powers other than those earned through the character's Martial Art Powers. However, the character is skilled in Meditation and has an I.S.P. Base. **Permanent I.S.P. Base:** Starts with M.E. attribute number +3D6, with an additional +5 I.S.P. at each level of advancement.

6. O.C.C. Bonuses: +1 to P.S., P.E. and P.P., +1 on initiative at levels 3, 6, 9, 12 and 15; +2 to strike, +2 to pull punch; +1 to save vs magic, +3 to save vs pain, and +3 to save vs Horror Factor. The warrior hero is also +1 to save vs possession at levels 1, 4, 7, 11 and 15.

7. Base S.D.C.: 6D6+32.

Chun Tzu O.C.C.

Also known as "Philosophical Warriors" or "Philosopher Martial Warriors."

Alignment: Principled (20%), Scrupulous (40%), Unprincipled (30%), or other. No restriction, since the self-belief (some would say, megalomania) in attaining ultimate power as the General who will one day vanquish the Yama Kings could fit in with even evil alignments.

Attribute Requirements: I.Q. of at least 12, with an M.E. above 9, and high M.A. and P.P. are desirable, but not required.

Racial Requirements: None, and this is an O.C.C. that is very attractive for many non-humans, especially those with military ambitions. Female Chun Tzu are relatively rare (under 20%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 1D6+1 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Chun Tzu O.C.C. Skills:

Calligraphy (+20%)

Detect Ambush (+20%)

Games: Wei Qi (the Game of Go; +15%). To the *Chun Tzu* character, Wei Qi is much more than just a game. The elegance of play, where perfection is more important than winning, is meant to be an allegory of life. In addition, unlike the Western game of chess (which can also teach valuable mili-

tary lessons), Wei Qi teaches valuable tactical lessons about the importance of numbers and terrain.

Imperial Bureaucracy & Administration (+10%)

Land Navigation (+10%)

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (90%)

Literacy: Ancient & Classical Chinese (+25%)

Lore: Chinese Classical Studies (+25%)

Lore: Demons & Monsters (+15%)

Paramedic (+10%)

Meditation

Military Skills: Choose any *four* from the following: Armorer/Field Armorer: Traditional Chinese Weapons, Armorer/Field Armorer: Modern Weapons, Camouflage, Demolitions, Military Etiquette, Military Fortification, Recognize Weapon Quality, Trap Construction, or Trap/Mine Detection (all get a +10% bonus).

Radio: Basic (+10%)

Calligraphic Forgery (+10

Dickering

Physical Skills: Choose any *two* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, Swimming, or Wrestling.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *three* from: W.P. Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword, or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *two* from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *two* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, or W.P. Energy Rifle.

Hand to Hand Combat: See #2 of O.C.C. Powers & Abilities, above, also see Mystic Martial Art Power, #3.

O.C.C. Related Skills: Select *three* starting skills at level one, and two additional skills at levels 2, 4, 6, 8, 10 and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any (+10%).

Games: Tiao Qi (Chinese Checkers), Xiang Qi (Shogi) or Western Chess.

Horsemanship: Any.

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid only.

Military: None, other than those above.

Physical: Any, except Acrobatics, Gymnastics and Boxing, unless selected previously.

Pilot: Any, except Military Vehicles, Robots and Power Armor.

Pilot Related: None.

Rogue: Begging, Computer Hacking, Concealment, Gambling, Palming and Streetwise only.

Science: Any (+5%).

Technical: Any (+5%).

W.P.: Any, except Heavy Weapons, Heavy Energy Weapons or Sharpshooting.

Wilderness: Any.

Chun Tzu Secondary Skills: The character also gets to select *three* Secondary Skills from the previous list at level one, and one additional skill at levels 3, 5, 7, 9, 11 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Chun Tzu Standard Equipment: In addition to the character's spear, he can also choose two other traditional Chinese weapons (with 3D6 units/rounds of ammunition for each projectile weapon), and one pistol-sized energy weapon, with three E-Clips. Rugged traveling clothes, made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A Geofront officer's shirt and jacket, but with the insignia torn off and sewn inside the lining. A complete suit of lightweight, embroidered silk "indoor" clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a "good worker." Blank book & pencil, blank paper, solid ink & ink block (just add water), bamboo brushes, a well-worn copy of Sun Tzu's classic, *The Art of War* (which the Chun Tzu knows by heart!), a complete set of the *Classics of Confucius*, as well as a couple of other reference or technical books, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, a small meat cleaver, 30 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, a small neck pouch, 30 feet (9.1 m) of climbing rope and two bamboo canteens of water.

Money: 3D6x100 in credits.

Cybernetics: None.

Nei Chia Wu Shih O.C.C.
Meditative Martial Warrior

Calm, clear, committed. The Nei Chia Wu Shih intends to be like a smooth rock in the river of life, allowing troubles and woes to flow across and around, without disturbance.

If that were all there were to the Nei Chia Wu Shih, the character would have chosen the life of a Monk. No, there's one more word that completes the description of this character.

Deadly.

The Nei Chia Wu Shih passes through combat with a completely clear mind, thinking of nothing at all as opponents are swept aside like so many blades of grass. For the Nei Chia Wu



Shih combat is like "moving meditation," and the character is constantly seeking partners who understand, and who can compete as *equal partners*.

Committed to self-mastery, to the clarity of their own minds, the Nei Chia Wu Shih is a part of the world, not removed from it. Totally unpretentious or egotistical, these characters are like the best athletes, so smooth and perfect they are only interested in improving the game for their fellow players, and so happy about being able to play that they readily admit they aren't suited for much else in life, and are unselfconscious about admitting to any ignorance or failings.

While many Nei Chia Wu Shih are born with good looks, graceful bodies and hair that just always falls into place, that's not always the case. Sometimes a Nei Chia Wu Shih will look like a disheveled bundle or a body of spare parts, awkward and misshapen, and only overcoming their usual mess and clumsiness when they take the first step into combat, when all their inner voices go silent, and they simply move to the eternal symphony of combat.

Nei Chia Wu Shih O.C.C. Powers, Abilities & Bonuses

Totally focused, the Nei Chia Wu Shih is committed to finding perfection in the dance between body, mind and spirit. Finding a strong and honest leader, they would like nothing better than to leave the complexities to someone else, and focus on what is important, preparing for and finding the next combat challenge.

1. Warrior of the Body, Warrior of the Mind. The character knows, deep down, that there is a reason why each person is born, or why each soul is reborn, in a particular time and place. For the Nei Chia Wu Shih that time is *now*, and that place is *Rifts China*. When else, and where else, would there be such a perfect opportunity to live a life to the fullest? To find worthy foes, to fight without limit or restraint, and to meet quiet perfection in blood and death? The character actually feels sorry for most of the other people born into Rifts China. Why would the gods curse them so? Clearly the Yama Kings and their minions have appeared for a purpose, and as far as the Nei Chia Wu Shih is concerned, that purpose is to eventually, one at a time, meet them on the field of battle. Likewise, the purpose of the Nei Chia Wu Shih is to:

- Find a worthy band of warriors, with a leader capable of planning challenging battles.
- Whenever possible, engage the most talented, fierce and destructive enemies.
- Fight only for just causes, and avoid wasting time and effort on misguided fools who fight for selfish reasons or exhibit criminal behavior.

2. Primary Hand to Hand Martial Arts Skill. The only character with *two* advanced Hand to Hand Martial Arts skills. First, the Nei Chia Wu Shih has been trained in *Hand to Hand: Eighteen Weapons Kung Fu*, which the character considers serious and righteous, and provides the Weapon Proficiencies necessary for professional development as a warrior. Secondly . . .

3. Secondary Hand to Hand Martial Arts Skill. For *fun* and relaxation, the character also trains and progresses in one of the *empty hands* (no weapons) martial arts. Select Hand to Hand: Dog Boxing Kung Fu, Hand to Hand: Drunken Style Kung Fu, *or* Hand to Hand: Monkey Style Kung Fu. Remember, this character lives to do combat and is only truly alive when fighting.

4. Mystic Martial Art Power. Like the Jian Shih, the character has been initiated into the practice of **Gui Long Kung Fu,** and, as the Jian Shih, considers the sword as the "most perfect of all weapons." However, unlike the Jian Shih, the Nei Chia Wu Shih will avoid using swords except when the combat or the opponent is truly challenging. For lesser fights, the character prefers to experiment and, when possible, will attempt to awaken the Chi Blade of weapons other than swords.

Special Weapon: Forged by a Taoist Artisan, the character's sword will be custom made, capable of doing 3D6 damage (M.D. against Mega-Damage targets, S.D.C. damage against S.D.C. targets) even in inexpert hands. Though the weapon is not indestructible, it has 200 M.D.C. and suffers damage only when an opponent deliberately tries to damage or destroy it.

5. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct *Chi* (the life force that exists even in very weak P.P.E. environments) so that it can make otherwise ordinary weapons deliver Mega-Damage to M.D.C. opponents. The character automatically gets the skills of *W.P. Bamboo Staff* and *W.P. Gien Bian* (Steel Whip).

6. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character will never have additional psionic powers other than abilities that apply to the Gui Long Kung Fu. However, the character is skilled in Meditation. **Permanent I.S.P. Base:** M.E. attribute number +5D6, with an additional +7 I.S.P. at each level of advancement.

6. O.C.C. Bonuses: +4 to P.P., +3 to M.E., +4 to P.S. and +2 to P.E. attributes, +1 on initiative at levels 2, 3, 4, 6, 7, 9, 11, 13 and 15; +1 to strike at levels 3, 6, 9, 12 and 15, +5 to pull punch; +1 to save vs magic and +3 to save vs Horror Factor. The warrior hero is also +2 to save vs possession at levels 3, 6, 9, 12 and 15.

7. Base S.D.C.: 1D6x10 +P.E. attribute number.

Nei Chia Wu Shih O.C.C.

Also known as "Meditative Martial Warrior" or the "Meditative Mystic Warrior."

Alignment: Principled (10%), Scrupulous (40%), Unprincipled (40%), Anarchist (10%) or other. Possible, but unlikely to be of any evil alignment.

Attribute Requirements: P.P. of 13 or more.

Racial Requirements: None, and many are non-human. *Female* Nei Chia Wu Shih somewhat outnumber men (over 50%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 1D8+2 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Nei Chia Wu Shih O.C.C. Skills:

Fasting (+10%)

Identify Plants & Fruits (+15%). Most Nei Chia Wu Shih are

vegetarians, and will try to supplement their meager diet with weeds, leaves, bark, roots, and water plants that aren't necessarily tasty, but contain vitamins and minerals.

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (75%)

Lore: Demons & Monsters (+20%)

Meditation

Radio: Basic (+5%)

Acrobatics (+20%)

Physical Skills: Choose any *four* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, Swimming, or Wrestling.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *four* from: Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *three* from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *one* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, or W.P. Energy Rifle.

Hand to Hand Combat: See #2 & #3 of O.C.C. Powers & Abilities, above, as well as the Mystic Martial Arts Power #4.

O.C.C. Related Skills: Select four starting skills at level one, and one additional skill at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any.

Horsemanship: Any.

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid only.

Military: None.

Physical: Any (+5%).

Pilot: Any, except Military Vehicles, Robots and Power Armor.

Pilot Related: None.

Rogue: Begging, Calligraphic Forgery, Concealment, Dickering, Gambling, Palming and Streetwise only.

Science: None.

Technical: Any (+5%).

W.P.: Any, except Heavy Weapons, Heavy Energy Weapons or Sharpshooting.

Wilderness: Any.

Nei Chia Wu Shih Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Nei Chia Wu Shih Standard Equipment: In addition to the character's sword, he can also choose five other traditional Chinese weapons (usually reflect his W.P.s, with 3D6 units/rounds of ammunition for each projectile weapon). Rugged traveling clothes, made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A simple set of temple garb, including robe, a warm cloak, sandals and a begging bowl. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport from one of the Yama Kingdoms. Blank book & pen or pencil, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, 10 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, 30 feet (9.1 m) of climbing rope and one bamboo canteen of water.

Money: 3D6x100 in credits.

Cybernetics: None.



Mystic Monks



Wai Chia Wu Shih O.C.C.

Open Hand Martial Artist

From the point of view of a Wai Chia Wu Shih, taking up any weapon, for any reason, is a sign of weakness, and a surrender to barbarism, a surrender to the condition brought to the world by the improper and unjust Yama Kings. Conflict, when it cannot be avoided, should be settled with the ultimate weapon: the human body itself. For that reason the character will *never* learn any Weapon Proficiency, nor engage in any Martial Art that promotes the use of weapons. In general, Wai Chia Wu Shih are skeptical of most modern innovations. Clearly, the most important innovations, such as the cultivation of rice, the invention of writing, and the secrets of the silkworm, have stood the test of thousands of years of practice. From the point of view of this character, the ruination of the world even before the Coming of the Rifts, and no doubt the Rifts themselves, were caused by the careless and rampant production of needless technological gimmicks and toys. In a sane society, surely, to test a single car for a hundred years, rather than rushing into the creation of millions (and, in turn, creating numerous problems and difficulties) is the way to go. Or so the Wai Chia Wu Shih believes.

So the ruination of China occurred long before the coming of the Yama Kings. In fact, according to the Wai Chia Wu Shih, had China been a righteous place, had the Temples and Monasteries of five thousand years not been destroyed, had the learned Taoists and other Mystics not been hounded and scorned, there would never have been a *Mist*, and there never would have been an *opportunity* for the Yama Kings to escape the control of the Celestial Court.

Grumble, grumble, moan and complain. Yes, that's a big part of life for Wai Chia Wu Shih characters, especially in Rifts China, where all manner of new weapons and inventions are either being imported from the unseen outside world of Rifts Earth, or being developed by the Geofront, or some mad Yama King (in the Wai Chia's world, *Yen Lo*, 5th of the Yama Kings, is the worst of the lot, while *Wu Kuan*, the 4th Yama King, seems to have at least some good qualities). After all, this is a character completely out of touch with the times, looking back on hundreds of years of golden ages, and skeptical that the world will ever return to the peace and tranquility a just Celestial Court would impose.

All one can do, thinks the Wai Chia, is try to make things right. To show by example that a mere human being, using nothing but their hands, can right wrongs, can defeat evil, and can change the world. If only defeating television were so simple...

Wai Chia Wu Shih O.C.C. Powers, Abilities & Bonuses

While the body must be trained and fit, it is the power of the mind and the spirit that is the universe's gift. No effort should be spared in developing and exploring the mystic channel between the mind and the world's freely given energy. Just as plants must have sun to grow, so people need to learn that they will never prosper without taking the example of the dragon, and feeding on what the dragon lines offer to all of Rifts China.

1. Preacher of the Way of Chi. While the Yama Kings are a horrible scourge upon the world, they will only be driven away when enough people come to hate evil itself, not just the manifestation of evil in demons and other monsters. The main goals are to:

- Dispel the Mist that obscures Rifts China from the Celestial Court of the Jade Emperor.
- Demonstrate to others that the way of the empty hand can prevail, even against the demons of the Ten Hells.
- Stand on the side of the innocent, the helpless, the children and the elderly, no matter who their oppressors might be – for there are surely humans as evil as any demon, and ambitious mortal leaders as power hungry as any Yama King.

2. Combined Hand to Hand Martial Art, Martial Art Power, and Sense and Manipulate Chi. From the view of the Wai Chia Wu Shih, the *separation* of physical martial arts, mystical martial arts, and manipulating Chi is blindness. Clearly, they are all just aspects of the same thing, and attempting to study them individually just reduces their collective power. Therefore, the Wai Chia Wu Shih has combined the three into the following singular study, *Immortal and Eternal, Mind and Body*. This gives the character the Mystic Martial Art Power, *Xian Tai Chi Chuan (Chi Manipulation)*, and, in place of Hand to Hand: Basic Tai Chi, they have the following:

Hand to Hand: Xian Tai Chi Chuan Level Advancement

1st Level: Start with:

1. Four attacks per melee round, +3 to roll with punch, fall or impact,+2 to dodge.

2. Grab & Throw; does 1D4 damage; victim loses initiative and the next melee attack/action.

3. Open Hand Push; does 1D4 damage; victim loses initiative and the next *two* melee attacks/actions.

2nd Level: +2 to parry and dodge.

3rd Level: +2 to strike, +2 to roll with punch/fall/impact.

4th Level: +1 to parry and dodge, Critical Strike on Natural 19 or 20.

5th Level: +1 additional attack/action per melee round.

6th Level: +2 to roll with punch/fall/impact, +1 to parry and dodge, and +1 to disarm.

7th Level: +1 to strike and +2 to damage.

8th Level: +1 additional attack/action per melee round.

9th Level: Knockout/Stun on Natural 19 or 20.

10th Level: +1 additional attack/action per melee round.

11th Level: +1 to strike and +2 to damage.

12th Level: +1 to roll with punch/fall/impact, +1 to parry and dodge.

13th Level: +2 to disarm, +2 to entangle, and Critical Strike on Natural 17 or better.

14th Level: +1 additional attack/action per melee round.

15th Level: +2 to strike and +4 to damage.

3. Chi Healing. Using simply internal energy, or the Chi Ball from Xian Tai Chi, the Wai Chia Wu Shih can attempt healing injuries and curing illness as follows:

- Without the Chi Ball, the Wai Chia Wu Shih can *lay hands* on those who are injured, generating 2D6 points of normal healing (S.D.C./Hit Points), or 1D6 M.D.C. of healing on superhuman creatures. **I.S.P. Cost:** 6 I.S.P. per healing, per individual.
- Passing the Chi Ball over or through the bodies of those who are injured, or ill, creates a flow of healing Positive Chi. Without any particular effort, the Chi Ball will generate 4D6 points of normal healing, or 2D6 M.D.C. (only on living flesh). **I.S.P. Cost:** 3 I.S.P. per healing, per individual.
- Illnesses, infections, and chronic diseases can also be cured, but require the Wai Chia Wu Shih, to *lay hands* on the victim for a minimum of 12 melee rounds (3 minutes). Once the problem has been identified (usually described in terms of the patient's aural coloring), then there is a basic chance for a cure of 22%, +2% for every level of advancement of the Wai Chia Wu Shih's. **I.S.P. Cost:** 30 per healing attempt, per individual.

4. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character has developed the abilities that apply to the *Xian Tai Chi Chuan* Mystic Martial Arts Powers as well as a handful of psychic abilities. Note that the character is highly skilled in Meditation. **Permanent I.S.P. Base:** M.E. attribute number +6D6, with an additional +6 I.S.P. at each level of advancement.

5. Psychic Abilities: Levitation (I.S.P. varies), plus three psionic Healing abilities of choice and three Physical.

6. O.C.C. Bonuses: +4 to M.E., +2 to M.A., and +2 to P.P. attributes, +1 on initiative at levels 4, 8, and 12; +1 to strike, +4 to pull punch; +3 to save vs magic and +4 to save vs Horror Factor. Also +1 to save vs possession and Demonic Curses at levels 1, 3, 4, 5, 7, 9, 11, 13 and 15.

7. Base S.D.C.: 4D6+38.

Wai Chia Wu Shih O.C.C.

Also known as "Open Hand Martial Artist" and "Monk of the Elder Path."

Alignment: Mostly Principled (40%), Scrupulous (30%), or other. No restriction, since Wai Chia can always convince themselves of their own righteousness, in spite of any evidence to the contrary.

Attribute Requirements: M.E. should be at least 12, with high M.A. and P.P. recommended, but not required.

Racial Requirements: Human, or with an appearance so close to human that even the elder Wai Chia Wu Shih can't tell the difference. Oddly, very few females are interested (under 2%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 2D6 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Wai Chia Wu Shih O.C.C. Skills:

Calligraphy (+20%)

Fasting (+5%)

Identify Plants & Fruits (+5%). Wai Chia Wu Shih believe in living off the land, and are able to add all kinds of weeds, roots and mushrooms to their dinner. About 80% are strict vegetarians.

Imperial Bureaucracy & Administrative (+10%)

Land Navigation (+10%)

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (90%)

Lore: Choose any *three* from Litercy: Ancient & Classical Chinese, Lore: Chinese Classical Studies, Lore: Chinese Mythology - Taoist, Lore: Demons & Monsters, or Lore: Feng Shui/Geomancy (+10% for each selected).

Meditation

Wilderness Survival (+15%)

Physical Skills: Choose any *two* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, Swimming, or Wrestling.

Weapon Proficiencies: None!

Hand to Hand Combat: See #2 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select five starting skills at level one, and two additional skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: None.

Domestic: Any (+5%).

Electrical: None.

Espionage: None.

Horsemanship: Any.

Mechanical: None.

Medical: Any, (+10% to Acupuncture and Chinese Herbal Medicine).

Military: None.

Physical: Any, except Boxing.

Pilot: Sail and Row Boats, Bicycle, and other very basic vehicles only; prefer Horsemanship.

Pilot Related: None.

Rogue: Begging, Calligraphic Forgery, Concealment, Dickering, Gambling, Palming, Pick Locks and Streetwise only.

Science: Any.

Technical: Any (+5%; +10% to Lore and History skills only).

W.P.: None.

Wilderness: Any.

Wai Chia Wu Shih Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Wai Chia Wu Shih Standard Equipment: Clearly, the character carries no weapons, nor any mechanical or electronic devices of any kind. Simple but sturdy traveling clothes, made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. 2D4x10 blank sheets of paper, solid ink & ink block (just add water), bamboo brushes, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, 20 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, a small neck pouch, small mirror, 30 feet (9.1 m) of climbing rope and two bamboo canteens of water.

Money: 1D6x100 in credits.

Cybernetics: None and will never accept any, for any reason! This would be the ultimate violation of the body. May (01-55% chance) even refuse Bio-Systems.



Chi-Gung Seng Ren

Monk of Internal Energy

Living a life of quiet, totally inward meditation, every day getting closer to the goal of erasing the world altogether, and slipping past the material illusions, the Seng Ren, the Monk, experienced a rather nasty surprise.

Instead of reaching in, in, in and finding either a) total nothingness, or b) the truth of the world beyond, the Seng Ren instead found a tiny glimmer of light. The next day it was there again. And again for the next sixty days. A distracting, glittering star, in the middle of all that hard-fought nothingness.

The Seng Ren knew touching it was a bad idea. The Abbot said it was a bad idea. But it wouldn't go away. All it took was a teeny, tiny touch . . .

Imagine, if you will, that you were near the end of your days, that you had found peace and contentment with life, and had come to terms with your death. Then, off in that lovely little forest glade you picked for your eternal rest, just a few feet down into the rich, black earth . . . Suddenly you hit a geyser, a gusher, and you get hit in the face with ten thousand gallons of pure Texas crude. The mother lode, you think. Why now?

For the Seng Ren it wasn't oil, it was *Chi-Gung*. It was an eternal, ever-flowing geyser of mystical energy, flowing out of some pit of the Chi-Gung Seng Ren's spirit. Not a little bit, no. A fountain of Chi – of I.S.P. – and an end to the quiet life of meditation. Expelled from the Monastery ("How can we meditate when you keep spewing Chi like that?"), cast out into the

world of mortals, of the dead and damned, and of the Hells of the Yama Kings. ("Seng Ren," spoke the Abbot, "you may have been blessed, you may have been cursed, but you have to try to do some good with your new gift. It's time for you to give up helping *yourself*, and get out there and help all those desperate people who seek the light you carry within you.")

Chi-Gung, itself, is a way of manipulating the *body's* own energies or inner strengths. What would otherwise be *psionics* becomes a source of internal power, with a wide range of ways that it can be used. This turns out to be the Mystic Martial Arts equivalent to a *Mind Melter*, but with all the I.S.P. directed toward the powers of Chi-Gung.

All Chi-Gung Seng Rens have the same background. Years withdrawn from the world, sometimes starting as a child, sometimes as a teenager, but never starting after their early twenties, living in poverty and austerity, but safe from the outside world. Then, when their Chi-Gung Powers come to life, they need to face the outside world, with all its terrors and threats, comforts and promises, curiosities and contradictions. Each Chi-Gung Seng Ren is a different person, having withdrawn from the world for different reasons. And each, going back to the world, will emerge a different person.

Chi-Gung Seng Ren O.C.C. Powers, Abilities & Bonuses

Confused by the wide world outside the Monastery, the Chi-Gung Seng Ren is looking for a place in the world, and seeking some kind of guidelines. Worried that their power will be misused, characters will tend to question those who become friends, and especially those who seek positions of leadership.

1. Master of Internal Energy. That the world is filled with horrors, from the Yama Kings on down, is pretty obvious. However, the Chi-Gung Seng Ren is uncertain of how to proceed. If the Chi-Gung Power flowing out of the character is meant for a particular purpose, how to find the door that this key will unlock? With more questions than answers, the Chi-Gung Seng Ren knows certain things:

- The power of the Chi-Gung must be explored, and so it is necessary to find opportunities where it can be used and tested.
- Since healing seems to be the most effective use of Chi-Gung, at least as the character begins the journey, he should go to where the most people are suffering and most in need.
- Finding other champions, others who seek to fight evil, is an important step toward discovering the right path.

2. Hand to Hand Martial Arts Skill. Fortunately, part of the mandatory discipline of the Monastery was advanced combat training. Select *one* of the following: Hand to Hand: Dog Boxing Kung Fu, Hand to Hand: Eighteen Weapons Kung Fu, Hand to Hand: Drunken Style Kung Fu, Hand to Hand: Monkey Style Kung Fu, or Hand to Hand: Shao-Lin Kung Fu. Which is selected will say something about the kind of Monastery that trained the character.

3. Chi-Gung Powers. The character never trained in a "school" to learn the powers. Instead it has all been a matter of self-discovery. Start by selecting six from the list presented at the end of this character description.

4. Additional Chi-Gung Powers. Each time the character goes up a level, there will be new Chi-Gung Powers to be mastered. Select two for every level advancement.

5. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct the 'Chi' (life force that exists even in very weak P.P.E. environments). This is the basis for all the Chi-Gung Powers.

6. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character will never have additional psionic powers other than abilities that apply to Chi-Gung. Compared to other powerful Psychic, like the Mind Melter, the *pool* of Permanent I.S.P. isn't all that impressive. What makes the Chi-Gung Seng Ren *different* from any other psychics is the incredible rate at which the pool is being *constantly refilled.* **Permanent I.S.P. Base:** M.E. attribute number +5D10, with an additional +5 I.S.P. at each level of advancement. **Super I.S.P. Regeneration:** 5 I.S.P per melee round at levels one and two, 10 I.S.P. at levels 3 and 4, and 15 I.S.P. are recovered per melee round from 5th level on up. **Note:** Considered a *Master Psychic* and saves vs psionic attack with a roll of 10 or higher. (Most other Martial Arts Masters are considered Minor Psychics regardless of their special Chi/spiritual/Mystical Martial Art Powers requiring I.S.P. to perform or the large amount of I.S.P. they have at their disposal. Unless stated otherwise, this applies to all other characters.)

7. O.C.C. Bonuses: +1D4+3 to M.E. attribute and +1D4 to M.A., +1 on initiative at levels 4, 8, and 12; +2 to save vs possession, +3 to save vs Demonic Curses, +2 to save vs magic at levels 1, 3, 7, 10 and 14; +1 to save vs Horror Factor at levels 3, 6, 9, 12 and 15.

8. Base S.D.C.: 3D6+36.

Chi-Gung Seng Ren O.C.C.

Also known as "Monk of Internal Energy" or the "Chi-Gung Energy Master."

Alignment: Any and all are possible.

Attribute Requirements: An M.E. of at least 14, and... that's about it. Pretty much equally male and female (50%/50%).

Racial Requirements: Since the monasteries of Rifts China have been accepting non-humans for over a hundred years, any race that would get involved in meditation could become a Chi-Gung Seng Ren.

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 1D4+1 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Chi-Gung Seng Ren O.C.C. Skills:

Basic Math (+5%)

Begging (+15%)

Calligraphy (+10%)

Fasting (+10%)

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (75%)

Lore: Choose any *three* from Lore: Ancient & Classical Chinese, Lore: Chinese Classical Studies, Lore: Chinese Mythology – Taoist, Lore: Demons & Monsters, or Lore: Feng Shui/Geomancy (+5% for each selected).

Meditation

Rice Cultivation (+15%). Years helping grow the Monastery's main food supply have made the character an accomplished rice farmer.

Physical Skills: Choose any *two* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, Swimming, or Wrestling.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *one* from: Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword, or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *one* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *one* from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *one* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, or W.P. Automatic and Semiautomatic Rifles.

Hand to Hand Combat: See #2 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select four starting skills at level one, and two additional skill at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: None at first level, but any thereafter.

Domestic: Any (+10%).

Electrical: None at first level, but any thereafter.

Espionage: None at first level, but any thereafter.

Horsemanship: Any.

Mechanical: None at first level, but any thereafter.

Medical: Any (+5%).

Military: None.

Physical: Any.

Pilot: None at first level, but any thereafter.

Pilot Related: None at first level, but any thereafter.

Rogue: Only Calligraphic Forgery (+5%), Concealment and Dickering are available at first level, but any thereafter.

Science: None at first level, but any thereafter.

Technical: Any (+5%).

W.P.: Any, except Heavy Weapons, Heavy Energy Weapons and Sharpshooting.

Wilderness: Any.

Chi-Gung Seng Ren Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 5, 7, 9, 11 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Chi-Gung Seng Ren Standard Equipment: Choose up to four traditional Chinese weapons (with 3D6 units/rounds of ammunition for each projectile weapon). Simple but sturdy traveling clothes, made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A simple set of temple garb, including robe, a warm cloak, sandals and a begging bowl. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport issued by the religious authorities from the Monastery, and several letters of recommendation from various authorities at the old Monastery, including the Abbot. Blank book & pen or pencil, 4D6+4 sheets of blank paper, solid ink & ink block (just add water), bamboo brushes, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, 10 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, and one bamboo canteen of water.

Money: 3D6x100 in credits.

Cybernetics: None.

Descriptions for Chi-Gung Powers

By Erick Wujcik & Kevin Siembieda

Limits of Chi-Gung

1. Can only use one power at a time and must either cancel that power (at will) or wait for it to end to use another. There are a few exceptions, Chi-Gung powers where the character can activate it and then use a second power while the first remains in effect, but they are a rarity.

2. Most, though not all, Chi-Gung powers can only be used by the Seng Ren Monk.

3. All require a certain amount of I.S.P. to activate, and many require an additional amount every melee round to keep the power working.

Chi-Gung Attack Damage (S.D.C.)

Range: Touch.

Duration: One melee round.

Saving Throw: None.

I.S.P. Cost: Four I.S.P. per melee round.

Works with the character's own martial art skills, adding a Chi-Gung boost to any physical attacks. The character automatically shapes the Chi-Gung energy into lines of force that give an extra 2D6 damage to any punches and kicks, adding that damage to the normal punch or kick damage (and P.S. bonus, if any). Extra damage can only be added to hand to hand strikes, where the hand, foot, elbow or other body part impacts with an opponent. It adds nothing to attacks by weapons such as clubs or swords, nor to thrown objects.

Chi-Gung Attack Damage (M.D.C.)

Range: Touch.

Duration: One melee round.

Saving Throw: None.

I.S.P. Cost: Fifteen I.S.P. per melee round.

Works with the character's own martial art skills to add a Chi-Gung boost to any physical attacks. In this case, the charac-

ter's punches and kick inflict 2D6 M.D. If the character is a Mega-Damage creature to begin with, the 2D6 M.D. is *extra* damage inflicted in addition to his usual punch or kick damage. This Chi-Gung damage can only be added to hand to hand strikes, where the hand, foot, elbow or other body part hits an opponent. It adds nothing to attacks by weapons such as clubs or swords, nor thrown objects, or bite attacks (but will add damage to a head butt or tail swipe).

Chi-Gung Blast

Range: Up to 100 feet (30.5 m), +10 feet (3 m) per level of experience.

Damage: 6D6 S.D.C. or 4D6 M.D.

Duration: Instant.

Saving Throw: None.

I.S.P. Cost: Five I.S.P. per S.D.C. blast or fifteen I.S.P. per Mega-Damage Blast.

The character can focus this Chi-Gung to unleash an energy blast that shoots out from the fingers, hand/fist or eyes. The blast leaves a trail of energy from the body (eyes or hand) to the target, so there can be no doubt as to who fired the blast.

Chi-Gung Energy Channeling

Range: Touch and up to 10 feet (3 m) per level of experience; line of sight is a must.

Duration: Special; as long as he is physically touching the power source and can see the weapon or device he is channeling energy to, he can power it, at least until the energy reserve of the power source is drained to nothing. Also requires sufficient I.S.P. or the link will be broken.

Restriction: Can only link with one item and requires line of sight (he must be able to see the item he is powering).

Saving Throw: None.

I.S.P. Cost: Ten I.S.P. per melee round.

The Chi-Gung Seng Ren can become a living energy conduit drawing energy from one source (say a generator or E-Clip) and channelling it into an item that needs power (say a sensor cluster or weapon). This is done by touching the energy source (generator, battery, E-Clip, etc.) and sending forth an energy tendril from his hand to the item that needs power – in effect creating a mystic cable connecting the device to the energy source through him. The device or weapon will work or be able to fire for as long as the tangible energy source has power. Thus, if a weapon can fire 20 blasts from a standard E-Clip, it can fire that many blasts from the E-Clip held by the Monk. Each blast drains the E-Clip as usual, and when all 20 shots have been fired, the E-Clip is empty and a new energy source is required.

Chi-Gung Energy Parry

Range: Self.

Duration: One melee round.

Saving Throw: None.

I.S.P. Cost: Five per melee round.

The character can create an energy field around his hands about the size of a dinner plate. This energy protects the hands as if they were shielded inside mittens of M.D.C. ceramic, enabling him to parry not only Mega-Damage weapons such as Vibro-Blades, magic swords and demon claws (all the usual hand to hand bonuses apply), but also magic flaming weapons (usual bonuses apply), and even *energy blasts,* provided he sees his attacker and knows his foe is about to shoot, or can see the energy bolt coming (this parry is done without any bonuses, high roll wins).

Chi-Gung Energy-Powering Touch

Range: Touch.

Duration: Special; as long as he is touching the battery, weapon or device that needs to be powered and has sufficient I.S.P. to run it.

Saving Throw: None.

I.S.P. Cost: Fifteen per melee round.

When a battery, small or medium generator, handheld device, or gun runs out of energy (E-Clip is empty, battery is drained, the power cord is cut, etc.), the Monk can power it by touch and pumping 15 I.S.P. into it per melee round. *Handheld devices* run at full power, *generators* work at 80%, *vehicles* up to 70% (which means maximum speed is 10% less than usual and one third of the weapon systems or sensors and/or optic systems remain out), and *weapons* can fire one blast for every two of the Monk's own attacks per melee round (counts as two of his melee actions). In this case, the Monk is drawing upon his own life energy (Chi-based I.S.P.) to give the device the power to run, and must remain in direct contact with it, holding or touching it the entire time. Removing his hands is like pulling the plug and the device instantly stops working. The character can also charge spent E-Clips at a rate of three charges/blasts per melee round (or three shots per 15 I.S.P.)

Chi-Gung Enticement

Range: 1,000 feet (305 m).

Duration: One day per level of experience.

Saving Throw: Standard.

I.S.P. Cost: Twenty-five I.S.P.

Performed on a creature, or an object, this spell is set up to lure in unsuspecting creatures of Pure Chi, or other disembodied Entities, who are searching for a vacant host body. Once the spell is cast, the ensorcelled item sends out a psychic impression of "powerful, but empty and defenseless body, ready for immediate occupancy. "While the distance depends, in part, on the sensitivity of the victims, any Entity of Pure Chi within one thousand feet (305 m) will clearly feel the psychic call. Once an Entity enters the trap, the magic is immediately dispelled.

Once an Entity has been enticed, it's up to the spell caster to react in some way, since this spell does nothing to delay the Entity, or to keep if from leaving, it simply attracts it.

Chi-Gung Erase Self

Range: Self.

Duration: Four melee rounds (one minute) per level of experience.

Saving Throw: Standard.

I.S.P. Cost: Fifteen to initiate the erasure, plus two I.S.P. per melee round.

This is a magical version of the most powerful of the Arts of Invisibility. The character uses Chi energy to cloud the minds of observers, so that the character can stand in full view, stare into the eyes of the enemy, and *simply cease to exist!* This power is so effective he cannot be seen by those who can see the invisible or by psionic Presence Sense or See Aura. Likewise, those using thermal optics, motion sensors, etc., cannot detect him via mechanical means. The Monk must spend two points of I.S.P. for every melee round he is disappeared. Obviously, this means it's a good idea to hide in a more conventional way before all I.S.P. points are gone.

Chi-Gung Exorcism

Range: Touch; laying of hands.

Duration: Must continue to touch the victim for the duration of the exorcism until the Possessing Entity flees that body.

Saving Throw: None.

I.S.P. Cost: 40 to start, then one I.S.P. per melee round.

The Monk fills the possessed character with *positive Chi* which makes the host body a hostile and unpleasant environment for the evil spirit (as if filled with white noise). The positive Chi also attacks and hurts the possessing spirit/Entity, inflicting 1D6+10 points of damage (S.D.C. or M.D.C. depending on the nature of the creature) per melee round. This attack will either force the spirit/Entity to flee or destroy it (most are smart enough to exit before they are slain), usually within 4-8 melee rounds.

Furthermore, the restored victim is impervious to possession for the next 48 hours and all participants in the exorcism (2-6 people may be required to hold the victim down) are impervious to being possessed by the fleeing spirit. Most spirits flee the immediate area, but may return after a few days, particularly if the spirit has it out for that person for some reason.

Chi-Gung Healing (S.D.C.)

Range: Self or other by touch.

Duration: Special.

Saving Throw: None.

I.S.P. Cost: Ten I.S.P. to start, then five I.S.P. per melee round of healing.

Each melee round of Chi-Gung Healing, when applied to a normal living being (non-M.D.C.), will restore 1D6 Hit Points, and at the same time restore 2D6 S.D.C. Illnesses, infections, and other diseases can also be cured, reducing any penalties and side effects inflicted by the disease to half, and causing them to clear up and disappear within 4D6 hours. However, healing disease requires the Chi-Gung Healing to be maintained for up to six straight melee rounds. The healing of any broken bone will require another 2D4 melee rounds with the laying of hands. During this time, the Monk cannot speak or do anything but concentrate on healing.

Chi-Gung Healing (M.D.C.)

Range: Self or other by touch.

Duration: Instant.

Saving Throw: None.

I.S.P. Cost: Twenty I.S.P. per Healing Touch.

Each Chi-Gung Healing requires one full melee round of concentration and focus followed by the laying of hands. Each Healing touch restores 2D6 M.D.; applicable only to living Mega-Damage beings.

Chi-Gung Heat

Range: Touch/self.

Duration: Varies according to I.S.P. expended.

Saving Throw: Standard.

I.S.P. Cost: Varies.

The Chi-Gung in the body of the Seng Ren Monk is converted into heat, in any *one* of the following three forms:

Internal Heat. Keeps the body of the Seng Ren pleasantly warm, no matter what the outside temperature or environment. *I.S.P. Cost:* Three I.S.P. to initiate, and consumes one point of I.S.P. (Positive Chi) every additional melee round.

External Heat. The body radiates heat, so that the body's internal temperature extends out for another three or four feet (0.9 to 1.2 m) outward. Snow or ice will melt as if exposed to sunlight on a hot summer day, and anyone standing nearby will be comfortably warmed up. *I.S.P. Cost:* Five I.S.P. per melee round.

Boil Liquids. The heat is channeled by touch (usually through a fingertip), so that the character can cause liquids to boil. Note that the liquid, no matter how flammable, will not ignite from the heat of the Chi energy (although, if flammable, the touch of any flame or spark will likely detonate the liquid). *I.SP. Cost:* Two I.S.P. per melee round.

Chi-Gung Ice

Range: Touch.

Duration: Instant.

Saving Throw: Standard.

I.S.P. Cost: Ten I.S.P. +4 I.S.P. for each additional 10 gallons (38 liters).

The Chi-Gung in the body of the Seng Ren is converted into cold, enabling the character to freeze water on a surface or a container of water. Will freeze up to 10 gallons (38 liters) of water or other liquids.

Slippery When Iced. May be used to make a slick, slippery surface and those walking over it can not go any faster than 10% their normal walking speed without falling; falls do only one S.D.C. point of damage, but are embarrassing, plus victims lose initiative and one melee action.

Frost Covered Glass. May be used to freeze water on a visor, window, windshield and/or other glass or transparent material to obscure the vision of those looking through it. Makes the glass semi-opaque which means the character can only see distorted colored shapes and prismatic light patterns; depth perception is off by 50%, and any attacks are made at a -6 to strike penalty.

Bonuses to dodge, parry and other combat moves are reduced by half.

Freeze Water: Up to 10 gallons of water can be frozen to keep water fresh or to make ice cubes and blocks. Snowballs can also be frozen to do 1D4 S.D.C. damage when thrown.

Chi-Gung Ignition

Range: Touch.

Duration: Instant.

Saving Throw: None.

I.S.P. Cost: Four I.S.P.

This sudden burst of energy is usually used to revive characters who are in shock, have fainted or fallen unconscious, or are in a coma. However, it also works on devices, light switches, and machines, sending a surge of power that turns just about anything "on" (whether or not the key is in the ignition).

Chi-Gung Lightning

Range: 300 feet (91.5 m).

Duration: Varies.

Saving Throw: Standard for lightning/electrical.

I.S.P. Cost: Varies.

Shocker. One, the character charges up with a massive load of electricity, so that anyone touching the character will experience 4D6 S.D.C. damage (or 1D6 Mega-Damage) and 40 I.S.P., then 10 I.S.P. for every additional melee round. Other Chi-Gung powers may be used while this is in place.

Lightning Bolts can be sent crackling out from his fingers at any object, or any opponent, doing 5D6 M.D. per blast. Each blast counts as one melee attack and costs 15 I.S.P. No other Chi-Gung powers can be used while firing lightning bolts. Duration: Instant.

Living Lightning Rod. The character can also use himself as a lightning rod, attracting lightning to hit him (requires a storm or Ley Line Storm) within 1D4 melee rounds. The lightning does no damage to the Monk, but can be channeled into anything the character is touching. This can be used to safely, though dramatically, recharge a battery or E-Clip, or to destroy the item being touched (inflicts 1D6x10+15 M.D.); electronics not well grounded are fried. I.S.P. Cost: 30. The blast is instant.

Chi-Gung Lightning Fists

Range: Self via touch.

Duration: One melee round.

Saving Throw: By dodging only.

I.S.P. Cost: Twenty per melee round.

The Monk's hands crackle with energy and each punch does significant damage as follows: 3D6 S.D.C./Hit Points +P.S. damage bonus (if any) to mortal opponents and S.D.C. structures – double damage to electrical devices.

2D6 M.D. to Mega-Damage beings and structures (armor, doors, etc.) – double damage to M.D.C. electronics, including artificially intelligent robots, sensors, etc. and double damage to supernatural and magical creatures associated with the Earth or Wood (two of the five Chinese Elemental forces).

Note: Can NOT use electronic devices or modern weapons, nor pilot modern vehicles while this power is engaged.

Chi-Gung Mystic Body (M.D.C.)

Range: Self.

Duration: Special.

Saving Throw: None.

I.S.P. Cost: Ten I.S.P. to start, then three I.S.P. per melee round to maintain.

Note: Other Chi-Gung powers may be used the next melee round after Mystic Body has been put into place. When the M.D.C. is reduced to 8 points or less, the character is seriously injured and could soon die.

Fills the characters body with strengthening Chi-Gung, turning all S.D.C. and Hit Points into M.D.C.! Plus, the character is +4 to save vs disease and +2 to save vs poison. Damage inflicted to the M.D.C. Mystic Body leaves no scars or cuts when it returns to normal, but the body will be black and blue with bruises and the character feels weak and beaten up.

Chi-Gung Purification

Range: Attack by touch or to protect self or other by touch.

Duration: Varies.

Saving Throw: None.

I.S.P. Cost: Forty I.S.P. per melee round.

A destructive from of the Chi-Gung is generated by the character, which can then, by touch, be sent flowing into any object or living being. This power has several uses.

1) Remove/kill Possessing Entities from Inanimate Objects. Effective against possessed or otherwise inhabited objects (not rune weapons or Bio-Wizard devices), since the Chi-Gung destroys any unnatural spirit, soul or force that might be inhabiting it. (See Chi-Gung Exorcism for purging living beings.) Damage: 2D10 M.D. per melee round to the Possessing Entity. **Note:** Some beings will attempt to hurt the host as they are being hurt, in the hopes of fooling others into believing that the Chi-Gung is doing the damage to the innocent pawn. This may fool others, but the Chi-Gung Seng Ren will not be deceived.

2) Purging Attack. Sending this Chi-Gung force directly into the body of any evil supernatural or demonic character via a power punch (counts as two melee attacks and does only the Chi-Gung damage, not punch damage), or laying of hands – pressing the hand against the being and holding it there for the full melee round, will cause unimaginable pain and distress, as if pure, boiling acid was being pumped through their body. Damage: 5D10 M.D. per melee round of laying of hands or power punch/haymaker punch.

3) Destroy Disease and Impurities in Food or Drink. Takes two melee rounds (80 I.S.P. total) and requires the Monk to hold or press both of his hands on the container of food or drink. Up to 100 gallons of liquid or 100 pounds (45 kg) of food can be purged of disease, infestation, harmful impurities and/or poison in this fashion.

4) Protection from Unclean Spirits and Ghosts. In this case, the character fills himself or another with Chi-Gung, making himself (or another) impervious to the diseases/illnesses, fear at-



tacks and vapors/breath attacks by Ghosts and spirits (including Entities), and is +2 to save vs Demonic Curses. Furthermore, while so charged with Chi-Gung, the character can strike Ghosts, spirits and Entities with his physical punches and kicks and inflict half the normal damage (S.D.C. or M.D. depending on the nature of the being) to the cursed things.

Chi-Gung Sense

Range: Self.

Duration: Varies as desired and as long as I.S.P. is spent on the sensing.

Saving Throw: None per se, though a psionic Mind Block will prevent the character from being able to sense his opponent's weaknesses (can't use this power on a Mind Block opponent).

Range: 20 feet (6.1 m), line of sight and can only focus on one person or object at a time.

I.S.P. Cost: Ten I.S.P. per melee round.

A character can focus Chi on an opponent, or on an object, and *feel* any inherent weaknesses it may have. After a full melee round of concentration, defending but not attacking, the Seng Ren Monk adds +2 to strike and +1D6 to damage on the target of his focus, but only for as long as the Chi-Gung Sensing ability is maintained (10 I.S.P. per melee round). The Monk can only find the weakness as long as he continues to sense, search and target it. Stopping the Chi-Gung focus breaks the connection and he can no longer find the weak spot and exploit it. Damage will be M.D. when used against a Mega-Damage opponent or structure.

Chi-Gung Sparks

Range: Touch.

Duration: Instant.

Saving Throw: None.

I.S.P. Cost: Four.

By setting up a magical interference between the Chi in the body, and the Chi of the environment, the Seng Ren can generate sparks at the tips of the fingers. Although these are completely harmless (feel like getting a spark of static electricity), the sparks can be used as illumination (limited to about 10 feet/3 m), to start a small fire (combustibles needed), to light a candle or lamp, ignite any flammable substance (like gasoline), or just as a cool special effect to impress the locals.

Chi-Gung Spirit Defense

Range: Self.

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: None.

I.S.P. Cost: Five.

Note: May be used simultaneously with another Chi-Gung power.

The character, himself, is impervious to supernatural possession, and is +1 per level of experience to save vs all other forms of possession, charm and mind control, including psionics, magical and chemical. And if the character should fail to save, the duration time of the "control" is half the usual period. This power does *not* provide a bonus to save vs illusion, but it does provide a bonus of +4 to save vs Demonic Curses.

Chi-Gung Shared-Spirit Defense

Range: Self and others up to a 100 foot (30.5 m) radius around the Monk sharing his defense.

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: None.

I.S.P. Cost: Ten.

Note: May be used simultaneously with another Chi-Gung power.

The character can share his defense against supernatural possession and other forms of possession, charm and mind control with those around him.

Bonuses to Others: Such fortunate people are each +5 to save vs possession, +3 to save vs mind control, and +1 to save vs Demonic Curse. **Note:** Bonuses apply only so long as the characters stay within a 100 foot radius around the Monk who is giving them their defensive bonuses. Each is connected to the Monk by energy tendrils/umbilical cords.

Penalties for the Chi-Gung Monk: The protection can be shared with one person for every level of experience. So a first level Chi-Gung Seng Ren can share the defense with one other character, at second level he can share it with two other charac-

ters, and so on. However, this selfless action comes at a cost. **1)** The Monk is no longer impervious to possession, but is +11 to save. This bonus number is further *reduced by one* for each person with whom he chooses to share his defenses. If that's two characters, his save vs possession is +9, if it is six characters, his save is down to +5, and if 11 or more, his save is a mere +1. **2)** His saves vs all other forms of mind control and Demonic Curses are reduced to *half* (round down), though the duration of mind control is still half the usual time.

Chi-Gung Tough Skin (S.D.C.)

Range: Touch.

Duration: Half an hour for the Seng Ren Monk, 15 minutes when placed on another person.

Saving Throw: None.

I.S.P. Cost: Ten I.S.P. for self, fifteen I.S.P. to place on another.

Note: Other Chi-Gung powers may be used the next melee round after Tough Skin has been put into place. When all the extra S.D.C. is used up/lost through combat and injury, the A.R. protection once provided is gone.

Adds a magical layer of Chi-Gung protection onto the character's skin, equal to 40 S.D.C. +2D6 per level of experience. Chi-Gung Tough Skin results in a toughening of the skin so that blades cannot cut it and arrows cannot pierce it. In terms of the game system, that means the character's A.R. (Armor Rating) goes up to 17 as well as enjoying additional toughness. Any S.D.C. based attack whose roll to strike is 17 or less does *no damage*, and any roll of 18 or higher first does damage to the extra S.D.C. provided by the Chi-Gung Tough Skin. This power must be turned on before the start of the melee round (before initiative is determined).

Another aspect of Chi-Gung is being able to do spectacular demonstrations. These involve resisting sharp blades, sword points and walking on burning shards of jagged glass without harm. **Chi-Gung Tough Skin does *not work* against psionics, magic, magical weapons, explosives, and M.D. attacks (be they M.D. fist, blade or energy blast).**

Chi-Gung Tough Skin (M.D.C.)

Range: Self or other by touch.

Duration: One hour for the Seng Ren Monk, 20 minutes when placed on another person.

Saving Throw: None.

I.S.P. Cost: Twenty I.S.P. for self, thirty I.S.P. to place on another.

Note: Other Chi-Gung powers may be used the next melee round after Tough Skin has been put into place. When all the extra M.D.C. is used up/lost through combat and injury, the protection is gone. May be used in conjunction with *Mystic Body* to make the character (not another) a super tough M.D.C. being.

This power adds a magical layer of Chi-Gung protection onto the character's skin, equal to 30 M.D.C. +1D10 per level of experience.

Chi-Gung Turn Away Animated Dead

Range: Up to 60 feet (18.3 m) away.

Duration: One melee round.

Saving Throw: Standard.

I.S.P. Cost: Ten I.S.P. per melee round.

The Seng Ren generates an aura of Chi-Gung that turns/repels up to 1D6 animated dead per level of experience. This means that those creatures affected will turn and immediately leave the area without harming the spell caster or anyone nearby. The dead turned will not come back for 24 hours. The magic affects *animated* dead, the dead and damned, and corpses that are magically manipulated, but will *NOT* turn away Ghouls, Undead/Vampires or Living-Dead Immortals (although it will be unpleasant and give them something to think about), or any corpse actually possessed by a disembodied Entity or Infernal.

While enveloped by this aura, the Monk can also strike animated dead and inflict 3D6 points of damage (M.D. or S.D.C. depending on the nature of the animated dead).

Chi-Gung Vibrating Palm (S.D.C. Version)

Range: Touch.

Duration: Special.

Saving Throw: None.

I.S.P. Cost: Eight I.S.P. to start, then two I.S.P. for every subsequent melee round.

Funnels vibrating Chi-Gung energy into any S.D.C. based material objects, eventually setting up sympathetic vibrations that will shatter virtually any object.

Anything made of normal, non-living material, from a steel dagger, to a boulder made of granite, to a concrete and steel building, will start vibrating in the first melee round of contact with the Chi-Gung Seng Ren's palm. The second melee round of a Vibrating Palm will set the object vibrating with one point of vibration, and each succeeding melee round doubles that amount. So the third melee round has 2 points of destructive vibration, the fourth round will be at 4, then 8, 16, 32, 64 . . . and the tenth round will have the object resonating with 256 points of destructive energy. Whenever an object has more vibrating energy than S.D.C. it will shatter. Glass, plastic and ceramics will shatter into dust. Stone and concrete shatter into gravel. Metal and wood objects shatter into finger-sized shards. If uninterrupted, the character can shake virtually any object to pieces. Chi-Gung Vibrating Palm requires the character's complete and undivided attention. No other attacks, actions, or defenses can be performed, and the character can't even talk without withdrawing from the vibrations.

If a Chi-Gung Vibrating Palm is stopped or interrupted, all vibrations stop and the object is completely unharmed. Starting up again means starting back at the beginning, with one S.D.C. on the first melee round. It can only be stopped by convincing/making the Seng Ren stop it or by rendering him unconscious or slaying him.

Chi-Gung Vibrating Palm (M.D.C.)

Range: Touch.

Duration: Special.

Saving Throw: None.

I.S.P. Cost: Twenty-four I.S.P. to start, then eight I.S.P. for every subsequent melee round.

Funneling vibrating Chi-Gung energy into any M.D.C. based material objects works like the S.D.C. version, except it requires four times as much I.S.P, and overcoming the resistance of the M.D.C. takes 2D6 melee rounds for the first point of vibration to kick in. Also, when an M.D.C. object shatters from a Chi-Gung Vibrating Palm, it is reduced to something that looks like salt.

Chi-Gung Ward Body

Range: Other or object by touch (never self).

Duration: Ten minutes per level of experience.

Saving Throw: None.

I.S.P. Cost: Twenty I.S.P.

Note: Additional Chi-Gung, Wards may be placed or other Chi-Gung powers used the next melee round after each Ward Body has been put into place.

Puts a layer of (Chi) protection around any person or object. This has two effects. 1) It serves as a warning that this person or object is under the protection of a Chi-Gung Seng Ren; and, 2) it prevents the entry/possession of disembodied spirits, Ghosts or other Chi-based energy from entering and afflicting the protected individual or object. This protection instantly vanishes if the Seng Ren who placed it is killed.

Fill Other With Chi-Gung Attack Damage (M.D.C.)

Range: Touch.

Duration: 4 melee rounds (one minute).

Saving Throw: None.

I.S.P. Cost: Twenty I.S.P.

Fills another character with a Chi-Gung energy that will come out during any of that character's physical attacks. Every punch and kick will do Mega-Damage (S.D.C. damage becomes M.D. equivalent) +1D4 M.D. extra. Applies only to hand to hand strikes, where the hand, foot or other body part hits the opponent. No Chi damage applies to weapons or thrown objects.



Chinese Diviners

By Kevin Siembieda & Erick Wujcik

Chinese Diviner Psychic Character Classes

Soothsayer P.C.C.

Spirit Host P.C.C.

Blind Mystic – Mang Wu P.C.C.

Divination and Game Masters. One of the great uses of divination in a role-playing game is to allow the Game Master to, in game, in character, and without being a dreaded railroad tactic, use NPC fortune tellers and psychics to provide the player characters with clues, hints and warnings of things to come. This can be a valuable tool in storytelling as well as a way to point the heroes in the right direction or provide motivation ("I see great reward [or success] in your next venture," or "There are people suffering. They wait for someone to liberate them. They wait . . . for you," or "The storm clouds are closing in, but there is still time to escape into the light," and so on). A portent of the future is also great for setting up drama, suspense and hints about what is coming. ("A dark man you will face, and though he may seem thin and weaponless, he cannot be slain by weapons of steel." Or, "Conflict awaits you. It will be a battle hard fought and some of you may fall, but the prize is worth fighting for." Or, "Though you celebrate a recent triumph, your journey is not yet over, a new challenge will soon appear. Be ready or fall." Or, "That which you seek is not where you expect it. Look below." And so on.)

Some Game Masters seem afraid or nervous about allowing players to have the power to see the future. Take a deep breath, let it out, and relax. Now take a page from Yoda (okay, George Lucas), "Ever in motion the future is." That means, the player character can NOT see anything in *absolutes* and often sees only a tiny glimpse of a *possible* future – one panel from a giant tapestry. So give the psychic something: a clue, a hint about a villain or trap waiting for him or the group in the future, but use that information to progress the story, to offer a clue or idea, or challenge or warning, so the character or the group can be prepared (and excited). Ironically, providing information about the future can make it seem all that more dangerous or frightening, at least if you do it right. Remember, the real encounter is always different and more frightening than a person can ever imagine.

Game Masters will also find that these psychics and spiritualists have powers of insight that *reveal* danger and truth, but do not eliminate it. And also remember, a foe who recognizes a psychic may choose to eliminate that individual first, or do things to mislead or trick the character. A good Game Master should try to see the big picture and draw upon the myriad possibilities available to him. Use divining as a tool and have fun with it.

Soothsayer P.C.C.

The Chinese Soothsayers are more than just fortune tellers, they are equal parts Diviner, sage, healer, Demon Queller, career councillor and cheerleader. They get glimpses of the future from the stars, straws, sticks, and the I Ching, but can also see demonic and ghostly possession and know how to chase away evil spirits and fight demons. Their ways, means and tools are unorthodox, but extremely effective. Soothsayers are very popular among the common people, who find them more approachable than learned magicians and Immortals. Thus, they are welcome in almost all communities, treated with the respect and courtesy of visiting dignitaries or celebrities, and given food, drink and a choice of numerous places to stay while in town, and all for free. ("Associates" and "assistants," say, the other members of the player group, *may* also be treated kindly and given a place to stay for free or at low cost, but it will be second-rate compared to what the Soothsayer gets to enjoy.)

The profession of the Soothsayer goes way back to the earliest days of ancient China. Armed with second sight, inner strength, courage and the tools of a long tradition, the Soothsayer is the every man's hero. A seemingly "regular guy" with the knowledge, power and conviction to stare into the future and face what might come. It is the Soothsayer's common origin, rising up from humble and ordinary beginnings, but born with the gift to see the future and the supernatural world, that makes such individuals so readily accepted by the masses. It is also what drives the Soothsayer to help others, for he knows what the ordinary person must endure to survive, and seeks to lighten that burden. The Soothsayers' other powers also give them a keen understanding of, and empathy for, the human condition, so they have great compassion for their fellow man. They see their special gifts as a great responsibility and try never to abuse or misuse those gifts. Most live modestly and believe the most important thing is to be honest and sincere.

Not all Soothsayers are heroes or humanitarians, however. Some are blackguards who use their powers to gather fame, fortune and power for themselves or to inflict trouble and suffering. Since Soothsayers are reputed to see the future and known to offer prophesies to others, they can influence, inspire and terrorize people with their claims of the future. For example, foretelling of flood, famine or murder could cause a panic, riot or rebellion. A ruling house could be shaken with alleged prophesies of wrongdoing, corruption, consorting with demons, and on and on, so you can see the words of a Soothsayer, when claiming prophecy, are as powerful as any monster or magic. Such villains use their gifts to prey upon the unfortunate and suffering, refusing to use their abilities unless an individual can pay the price, or using their powers to trick, deceive and mislead others. Thankfully, such brigands are in the minority (10%) and even they use their abilities to help people, at least from time to time, to keep their credibility if for no other reason.

Soothsayer O.C.C. Powers, Abilities & Bonuses

Typical Soothsayers wander the land, following their gut feelings as well as an inner voice, and the stars, and the dragon lines and dreams. Good or evil, all Soothsayers believe they have a destiny or purpose to fulfill. Their gifts enable them to see the world differently, in broader strokes of color and sensation. And it is their gift that lets them cross the line between the physical and the supernatural, the now and tomorrow. Seeing the invisible is one thing, to see tomorrow, today, is another, and it is a gift that even the superhuman fear and respect.

1. The Path to Destiny. The Yama Kings are a horrible scourge upon the world, but they will only be driven away when enough people come to hate evil itself, not just the manifestation of evil in demons and other monsters. The main goals of the Soothsayers are to:

- Help others find and fulfill their destinies (for that is the purpose and destiny of the Soothsayer).
- China is out of balance. The Yama Kings have brought the demonic and supernatural to merge with the corporeal realm. The Soothsayers, who themselves straddle the physical and supernatural worlds, have a responsibility to help others see and undermine supernatural evil to restore the natural balance to the world.
- Stand on the side of the innocent, the helpless, the children and the elderly, no matter who their oppressors might be – but especially the forces of supernatural evil, the demonic and the Yama Kings.

2. Hand to Hand Martial Arts Skill. Possesses only the most basic of fighting skills, Tai-Chi, and no Martial Art Power, but make up for it with intuition and psychic ability.

3. The Hand of Destiny: As an advisor, counselor of heroes, and an agent for positive change in the world, the Soothsayer receives impressions, insight and glimpses of things that can make a difference and maybe even change the world if put in the right hands or brought to the right person's attention. That person is never himself, but another. Consequently, the Soothsayer may dream of, learn of, or sense something about *someone else's* fate – a hero. That someone may need to meet someone, be someplace, find something, help or join someone, etc., to make a difference, save lives, crush evil, serve the Celestial Court, or

to become a true (or better) hero. Thus, part of the Soothsayer's life is spent helping to empower and guide other *heroes.* For example, many magic swords and enchanted weapons radiate magic or actually speak in whispers that only a Soothsayer can hear. As a result, the Soothsayer may hear a magic weapon that wants to find a hero to use it and help others. That hero is always someone other than the Soothsayer. In many cases the character cannot activate the magic within the weapon, and he knows that, but he can find a hero who can. This silent whisper might come from a used weapons shop, or pawnshop, or a mound of earth in the wilderness under which the weapon has remained lost (or hidden) for many years. The Soothsayer can also hear the call (sometime an actual beckoning, other times a sweet tune or comforting wind, or just a sensation) of magical places such as at the Yin Caves and the fabled Sword Graveyard, among many, many other havens, sanctuaries, places of magic and power. Dragon Lines also sing to the Soothsayer, as do places of danger and dread, alerting the character to the potential for trouble or doom. **Note:** Soothsayers often find themselves the temporary custodians of magical weapons, charms and books placed in their care by the gods of the Celestial Court (either directly or which they just happen to find) until the right hero can be found for them. If the right hero is a specific person, his identity may be revealed in an ordinary dream, Vision Dream or flash of Clairvoyance, particularly when the psychic is visiting a Dragon Line, place of magic, a temple, or a place of reflection.

4. Read Chi: Soothsayers can see and read the flow of Chi, though they cannot affect it like a Chi Mage. This ability enables the character to see, sense and follow Dragon Lines, find places of power, recognize supernatural beings or mages, and recognize magic items just by looking at them (to the Soothsayer, they all glow with energy). However, to learn more details about the place, item or person, the Soothsayer must spend I.S.P. on *See Aura* or a similar psychic ability. Reading Chi is as natural to the Soothsayer as breathing is for you and I, so there is no I.S.P. cost, it's just the way he sees things.

5. Recognize the Face of Evil. The Soothsayer's insight into the supernatural enables the character to see what others cannot. That includes being able to see the true face and nature of evil shape shifters and demonic beings who assume innocent or seductive disguises, including the Fox Faerie, Demonic Ghosts, Goblins and demons, as well as dragons, spirits and any supernatural being or creature of magic with an *evil* alignment. For this reason, Soothsayers practice staying calm and putting on a "poker face" lest their reaction to what they see alert the fiend that they have seen through its disguise. While the Soothsayer can NOT see through the guises of good and selfish beings, his world is filled with light, and he will see Chi (I.S.P.) and magic energy (P.P.E.) radiating from every living thing on Earth. Thus, someone radiating with great amounts of energy indicates, if nothing else, that he is more than he seems.

Recognizing the Face of Evil also means the Soothsayer can see Ghosts and demonic creatures that are normally invisible. The wise one can also tell when a Ghost, demon or evil spirit possesses a mortal, because the character sees the monster's ghastly image superimposed over the figure of the possessed mortal.



6. Vision Dream: The psychic can go to sleep focused on a particular person, place, item, event, or goal with the purpose of receiving a Vision Dream, about a possible future or bit of insight (a sudden realization, clue, direction). The dream may be long or short, pleasant or frightening, and may be very dream-like or involve a visitation from a dead ancestor, friend, or other spirit. Gods of the Celestial Court may also appear in a dream and create a vision with a message in it, making the Soothsayer something of a tool of the gods. (Ah, but could it be it is the Lords and Ladies of the Celestial Jade Court who provide the character with his abilities to glimpse the future? Could Soothsayers be the way the gods have spoken to mortal man throughout the eons in China, especially in times of great need? Most Soothsayers believe the answer is yes.) Chance of Success: 20% +5% per level of experience, +10% if the Vision Dream is being done on behalf of someone else or a noble cause. And an additional +20% if the Soothsayer spends 20 I.S.P. for increased psychic focus and likelihood of success. **Note:** Requires at least four hours of sleep to perform, but the Soothsayer cannot recover lost I.S.P. or Hit Points/S.D.C. during such a sleep because his mind is continuing to work!

7. Psychic Abilities: The Soothsayer is a Master Psychic whose abilities center around insight, seeing and sensing the world around him, as well as dealing with the supernatural and helping to protect people from evil.

Level One: Alter Aura (2), Clairvoyance (4), Death Trance (1), Empathy (4), Exorcism (10), Mask I.S.P. and Psionics (7), Meditation (0), Mind Block (4), Psychic Diagnosis (4), See Aura (6), and Sense Evil (2).

Level Two: Sense Magic (2), Sense Time (2) and Commune with Spirits (6).

Level Three: Deaden Senses (4), Sixth Sense (2) and Summon Inner Strength (4).

Level Four: Suppress Fear (8) and Detect Psionics (6).

Level Five: Intuitive Combat (10) and Resist Fatigue (4) or an additional 2D10+30 I.S.P.

Level Six: Empathic Transmission (6; Super-Psionics).

Level Seven: Psychic Purification (8) and one Healing ability of choice.

Level Eight: Bio-Regeneration (self; 6) and one Physical ability of choice.

Level Nine: Remote Viewing (10) and one Sensitive ability of choice.

Level Ten: Read Dimensional Portal (6) and Sense Dimensional Anomaly (4).

Level Eleven: Group Trance (15; Super-Psionics) or an additional 2D10+50 I.S.P.

Level Twelve: One Healing and one Physical psionic ability of choice.

Level Thirteen: Radiate Horror Factor (8; Super-Psionics).

Level Fourteen: Psychic Body Field (30; Super-Psionics).

Level Fifteen: Psychic Omni-Sight (15; Super-Psionics).

Permanent I.S.P. Base: M.E. attribute number x3, with an additional +10 I.S.P. at each level of advancement. Master Psychic, saves vs psionic attack on a roll of 10 or higher.

8. Special Soothsayer Weapons and Tools of the Trade: The fortune teller has a number of items that have been passed down to members of the profession for thousands of years. While other weapons (conventional and magical) may be used, the character tends to rely on these the most.

- Stalks of Fortune. Fifty stalks of milfoil, a particular plant with long, straight stalks that has been reputed to have magical properties since ancient times. These are used in an I Ching ritual to create a trigram and read a person's future in much the same way as a Western fortune teller might read tarot cards. The ritual takes 1D6+4 minutes and reveals to the Soothsayer the following. Chance of Success: 60% +2% per level of experience, +10% if the fortune reading is for a noble cause (helping others). And additional +10% if the Soothsayer spends five I.S.P. for increased psychic focus and awareness.

The person's greatest dream or aspiration and whether attaining it is close at hand, a long way to go or currently beyond his reach, and what he has to do to get closer to making it a reality.

The person's greatest fear and whether it is real or imagined, closing on him or a long way off, something he must face or avoid, and how to free himself of it.

The person's general health and whether there is anything to worry about in the near future.

An unknown danger that is following as a result of something done in the past, or new, coming in the near future.

An unknown benefit/good fortune that may be coming his way and whether it is the result of something he did in the past that he is being rewarded for, or new potential in the future. May include romance, meeting an old friend, making a new one, finding something of (personal or monetary) value, and similar.

If a comrade, friend or loved one is in trouble or danger and whether sickness or evil supernatural beings or dark magic may be involved.

Note: Milfoil can also be used to divine (point the way) to fresh water (+20% to Dowsing skill when used). Also use the basic premise and function of the Dowsing skill to divine the location of Dragon Lines when using a Milfoil to point the way.

- Stone Ax. Hatchet sized or slightly larger, the blade is made of sharpened stone lashed to a wooden handle made from a Willow tree. Does 2D4 S.D.C. damage to mortals and S.D.C. structures, but 2D6 M.D. to demons and Goblins, and double damage to supernatural beings vulnerable to stone. Evil supernatural beings cannot touch the axe without being wracked with dread and pain (lose half their melee attacks/actions and are lost in dread until they drop it).

- Peach-Wood Knife (1D6 damage) or peach-wood sword (2D6 damage); damage inflicted is S.D.C. or M.D. depending on the nature of the opponent.

- 1D6+4 Peach Pits. The Soothsayer can put a peach pit in his mouth and spit it out up to 20 feet (6.1 m) to hit a demon, Goblin or Ghost. If the pit strikes, it does 1D6+1 damage (S.D.C. or M.D. depending on the nature of his opponent) and the creature cannot pick the peach pit up. Placing a peach pit in his mouth, tucked in the back or between his cheek and gums like chewing tobacco makes the character +1 to save vs Demonic Curses, vapor/breath attacks and disease. The Soothsayer can also read a demon's fortune using peach pits, but the outcome is never rosy.

• Peach Tree Protection Charm. A human image (male or female) carved from peach-wood that, when placed beside a doorway or gate and 1D4 simple paintings of a tiger (all made by the Soothsayer), prevents Goblins, Ghosts and Lesser Demons from entering through that portal.

• 2D6+6 Branches of Peach Tree Wood. When planted/staked in the ground around a house, hut, tent, courtyard or some sort of enclosure, Lesser Demons, Goblins and Ghosts cannot enter. Also, water in which the branches have been soaked for at least 8 hours and invested with 8 I.S.P. will cure gas and stomach aches and reduce the effects of food poisoning (half damage and half the penalties).

Furthermore, the Soothsayer can throw the branches at Lesser Demons and Goblins inflicting one point of damage (S.D.C. or M.D. depending on the nature of his opponent) with each hit, but causing a large red welt to appear (lasts for 12 hours), which the Infernals don't like. The sticks can also be used to pelt Ghosts, inflicting one point of damage. There is no welt, but the peach branch damage to a Ghost cannot be regenerated/healed until the start of the next night. Maximum throwing range is 15 feet (4.6 m).

• 2D6+20 Petals from Peach Blossoms: The red peach blossom is the solar color (Yang) and finding one or more of the whole flowers on the ground is a sign of good fortune, and there will be no trouble from demons, Ghosts or Goblins within one mile (1.6 km) for the next 24 hours. Making a tea with two peach blossoms will reduce the effects, damage and penalties of demonic illness by half, and drinking six cups over a 12 hour period will reduce the duration of the illness by half. Does not work on Demonic Curses. **Note:** The Soothsayer can rejuvenate one dry peach blossom petal per level of experience by spending 3 I.S.P. Fresh petals smell like a blossom and repel Lesser Demons (and the Dead and Damned) who hate the pleasant scent, i.e., they'll avoid anyplace that smells like peaches. The demon must make a successful save vs magic of 12 or higher to venture into an area that smells of peach.

• Sweeping Broom. Oddly enough, the Soothsayer's greatest weapon is an ordinary looking broom. The broom handle is usually 5-6 feet (1.5 to 1.8 m) tall, and the bristles of the broom are made from sturdy, but ordinary straw. Mega-Damage: The broom does 4D6 M.D. when used to hit demons, Ghosts, Goblins and evil nature spirits with either end, wood or bristles (1D10 S.D.C. to mortals when struck with the wooden handle and one point of damage when struck hard by the broom end).

Broom Sweeping Attack: The Soothsayer can also sweep Ghosts, Entities and other spectral beings away, by briskly sweeping the ground/floor in their direction. The sweeping action creates a little cloud of dust pushed in the spirit's direction which, in turn, pushes the creature(s) back 10 feet (3 m) with every swish of the broom.

Broom Sunlight Attack: By spending 10 I.S.P., the Soothsayer can make the bristles of the broom radiate with sunlight to hold Vampires and other undead and evil beings who fear the light of day at the edge of the light. Such creatures exposed to sunlight lose one melee attack and will take their usual damage from sunlight unless they stay at the dim edge of the light (at least 20 feet/6.1 m from the light source). Striking such beings with the lit brush end causes a burst of increased light and does 6D6 M.D. to beings vulnerable to sunlight.

Broom Protection from Disease: As long as the Soothsayer is holding the broom he is *impervious to disease*, including demonic and magical disease. A Demonic Curse may still affect the character, but he is +4 to save vs any Demonic Curse that involves disease.

9. O.C.C. Bonuses: +1D4+1 to M.A., +3 to M.E., and +1 to P.E. attributes, +1 on initiative, +2 to pull punch; +2 to save vs magic, and +1 to save vs Horror Factor at levels 1, 3, 4, 5, 7, 8, 9, 11, 12, 14 and 15. Also +1 to save vs Demonic Curses at levels 1, 3, 5, 7, 9, 11, 13 and 15, and is impervious to demonic possession.

10. Base S.D.C.: 5D6+28.



Soothsayer P.C.C.

Also known as "Fortune Teller," "Diviner" and "Hero Builder."

Alignment: Any. The typical range is Principled (37%), Scrupulous (35%), Unprincipled (10%), Anarchist (8%), Aberrant (5%), Miscreant (3%), and Diabolic (2%).

Attribute Requirements: I.Q., M.A. and M.E. should be at least 11, higher is better.

Racial Requirements: Always human, and 50% are female.

Roll the Eight Attributes as normal for human characters.

Average Level of Experience (N.P.C.): 1D8+1 for Non-Player Characters, or as set by the Game Master. Player characters start at first level.

Soothsayer O.C.C. Skills: Some Soothsayers are scholarly and highly educated, but at least 60% cannot read or write, relying on instinct, tradition and experience rather than formal schooling and book knowledge.

Art (+15%, Drawing & Painting)

Brewing (+15%)

Carpentry (+5%)

Dowsing (+10%)

Land Navigation (+15%)

Language: Native Chinese Speaker (95%)

Lore: Chinese Mythology (+15%)

Lore: Demons & Monsters (+15%)

Lore: Feng Shui/Geomancy (+10%)

Play Chinese Musical Instrument: Flute/Pipes or String Instrument (+10%, pick one).

Roadwise (+10%)

Wilderness Survival (+15%)

Climbing (+5%)

Swimming (+10%).

Weapon Proficiencies: Choice of any two Ancient Weapons.

Whittling and Sculpting (+15%)

Wilderness Survival (+10%)

Yarrow Stick Counting (+10%)

Hand to Hand Combat: See #2 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select six starting skills at level one, and two additional skills at levels 3, 7, and 13. All new skills start at level one proficiency.

Communications: Any.

Domestic: Any (+5%).

Electrical: None.

Espionage: None.

Horsemanship: General and Exotic only. May use a mule or donkey as a pack animal too.

Mechanical: None.

Medical: Any (+10%).

Military: None.

Physical: Athletics (General), Body Building, Fasting, Prowl, and Running only.

Pilot: Sail and Row Boats, Bicycle, and other basic (and quiet) vehicles only, but many prefer to walk everywhere.

Pilot Related: None.

Rogue: None.

Science: Any (+10% to Astronomy and Math skills only).

Technical: Any (+5%; +10% to Lore and History skills only).

W.P.: Any, except Torpedo, Heavy Weapons, Heavy Energy Weapons and Sharpshooter.

Wilderness: Any (+5%).

Soothsayer Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 4, 8, 10 and 12. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Soothsayer Standard Equipment: Weapons are limited to special O.C.C. gear (see #8 above), plus a pistol or rifle of choice (S.D.C. or energy) and 1D4 ammo clips for it. Simple but sturdy traveling clothes, made of cotton, wool and leather, including a hooded cloak, boots, hat and gloves, with a set of heavy winter/mountain over-garments. Ceremonial Soothsaying costume consisting of a fierce mask, red pants, white shirt, red cloak, red slippers, a belt made of rope with fringes and the broom. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. A 100 page notebook, 1D6+4 pencils, 1D4+1 pieces of charcoal, solid ink & ink block (just add water), 1D6+4 bamboo brushes of various sizes, 1D6+2 different colors of paint kept in small re-sealable jars, plus the same number of dry pigments, whittling knife, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, 20 cups of uncooked rice, a medium-size satchel with shoulder strap, large duffle bag with shoulder strap, a belt with many pouches, a small neck pouch, small mirror, 1D4 cloves of garlic, 1D4 lotus petals, a whole turtle shell (minus the turtle inside) and two bamboo canteens of water.

Money: 6D6x100 in credits.

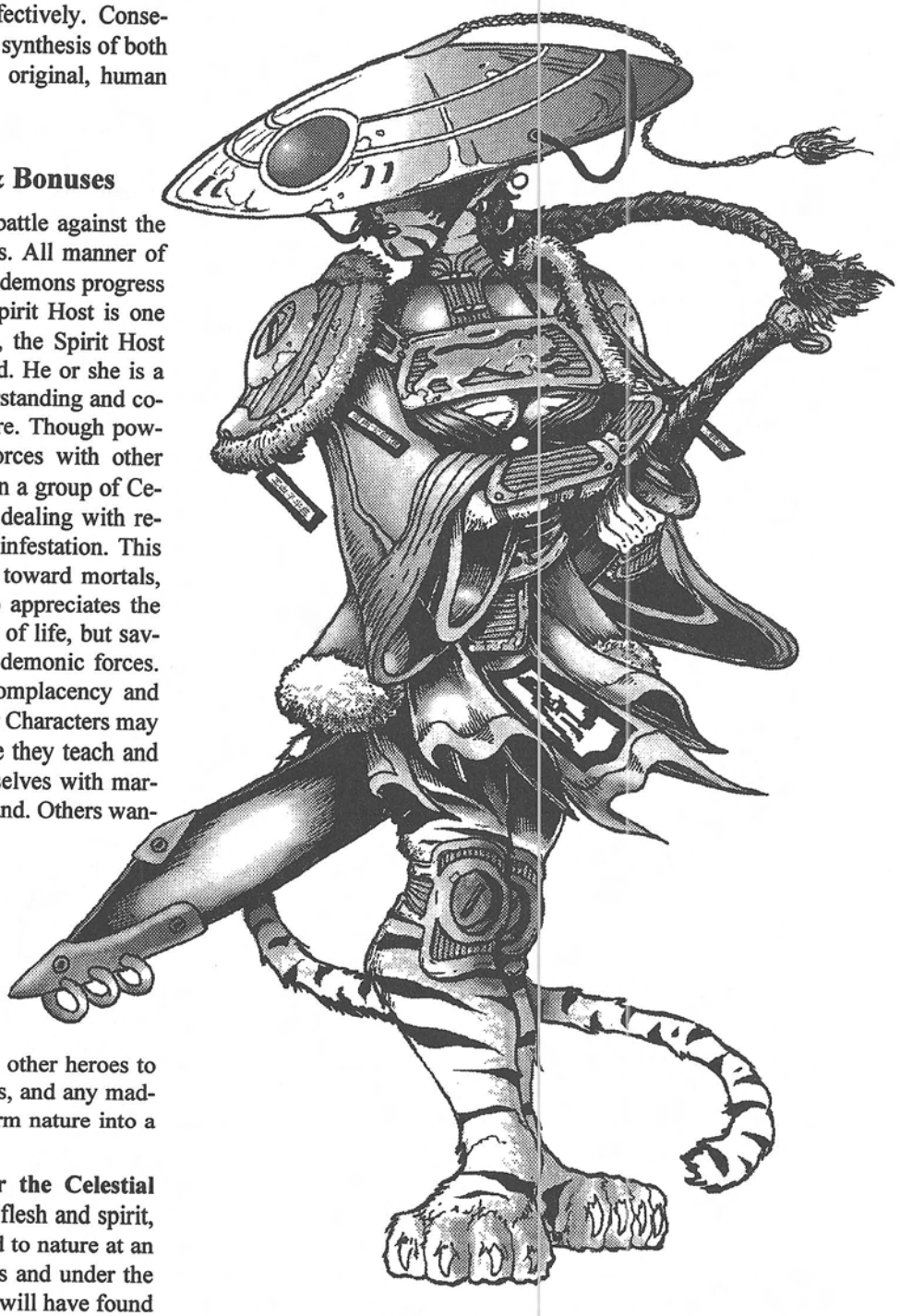
Cybernetics: None.

Spirit Host P.C.C.

This unusual character is a psychic with powers of divination, but also the ability to let his or her body become a vessel for good spirits. This allows the Diviner to commune not only with spirits of ancestors and the deceased, but all kinds of spirits, including Nature Spirits. Although any good or helpful spirit may enter his body for a short while, the Spirit Host becomes linked to one Nature Spirit in particular as a sort of animal "totem." So strong is his connection with this benevolent animal spirit that the human body is replaced with an Animus of the animal, in effect, making the Spirit Host appear as a humanoid animal, such as a man with the head and horns of a stag, or the physical appearance of a panda bear, or a humanoid tiger, and on and on. In the half-man, half-animal form, the Nature Spirit enters his mortal shell and empowers him with the Animus of the animal totem most commonly equated to the spirit. This turns the Spirit Host into a Mega-Damage being (Hit Points and S.D.C. combine for M.D.C.) and provides the character with *Supernatural Strength* and animal senses, but also with wisdom, insight and sensitivity to people and the supernatural world. The Spirit Host feels close to nature and man, and sees the supernatural, particularly demonic beings, as vicious *predators* and *fiends* who have invaded the natural world. While a certain number of spirits and demons *are* natural in the world, the hundreds of thousands unleashed by the Yama Kings are not, and the Spirit Host intends to do something about it.

The union between the mortal Spirit Host and a Nature Spirit is truly unique, for the mortal (human or D-Bee) retains his identity and base abilities, but is basically "rebuilt" as both mortal man and immortal spirit. This is not possession in the usual sense, but a true melding of two different life forms. Though "two are one," the mortal does not hear voices nor does he get "taken over," instead the two complement each other and become a greater whole. The human (or D-Bee) provides the heart and drive to stop supernatural evil and the spirit provides the

means, but only together can they do so effectively. Consequently, the Spirit Host is most powerful as the synthesis of both worlds, and has to concentrate to assume his original, human form.



Spirit Host P.C.C. Powers, Abilities & Bonuses

Throughout China there is a never-ending battle against the invading and unnatural forces of the Ten Hells. All manner of men, beasts and spirits are rising up to stop the demons progress and retake the lands stolen from them. The Spirit Host is one such combatant. Though born of mortal flesh, the Spirit Host has become more than man and less than a god. He or she is a living avatar that represents a new age of understanding and cooperation between the flesh and spirits of nature. Though powerful, the Spirit Host knows he must join forces with other heroes, so most player characters will likely join a group of Celestial Heroes intent on some goal larger than dealing with restoring nature, order and reversing the demon infestation. This character is bold and versatile, compassionate toward mortals, and ruthless against the demonic. A hero who appreciates the splendor of nature and the purpose of the cycle of life, but savage enough to do battle against inhuman and demonic forces. Bloodletting does not bother this character, complacency and surrender is what terrifies him most. Non-Player Characters may be found at monasteries and other places where they teach and inspire people to take ups arms, improve themselves with martial art skills and rise up to fight for their homeland. Others wander the land protecting the innocent and joining other heroes to battle the Dead and Damned, demons and ghosts, and any madman or Infernal who dares to claim and transform nature into a living Hell.

1. An Avatar of Nature and a Hero for the Celestial Court. Spirit Hosts walk among people as both flesh and spirit, both man and animal. Most will have felt a bond to nature at an early age, feeling more at home among the trees and under the stars than in their village and under a roof. Most will have found beauty in the face of a cricket and joy in the birth of all the gods' creatures. Somehow the forest called to them, and in time, the Spirit Host answered that call by opening his or her self up and saying, "take me, I'm yours." At that moment man and nature were joined in way that had happened occasionally for thousands of years, but now happens with increasing regularity. With the opening of one's mind and soul to a Nature Spirit comes a new understanding of the world, both on a physical and metaphysical level. The character's eyes are opened and his view expanded through enhanced senses and psionic ability. Main goals:

- Job #1: The natural order of things must be put right. Pervasive evil must be stopped, its chief architects culled from the herd just as wolves remove the sick and old, only they and their allies must use human cunning, strategy and tactics before striking like a panther, without warning, from the darkness, quickly, decisively and then fading, invisible, back into the forest before the enemy can strike back. And in the forest the panther waits until the time to strike comes again.
- Job #2: Help man find the way. Assist, train, motivate and lead any who oppose the Yama Kings and seek to restore the Earth.
- Job #3: Save and protect the weak and innocent so they may grow strong and wise to challenge the gathering darkness. Show them what triumph the future may hold if they have the courage to embrace it.

2. Hand to Hand Martial Arts Skill. Select one of the following: Hand to Hand: Dog Boxing Kung Fu, Monkey Style Kung Fu or Tai-Chi as the basis for the character's combat skills.

3. Mystic Martial Art Power. Select one of the following: Bok Pai Kung Fu (Crane Style), Gui Long Kung Fu (Dragon Blade), She Shen Kung Fu (Snake Style), Mien-Ch'uan Kung Fu (Cotton Fist) or Xian Pu Kung Fu (Drunken Style).

4. Born to Sense and Manipulate Chi. Since the melding of mortal flesh and Nature Spirit, the character intuitively knows how to gather and direct Chi (the life force that exists even in very weak P.P.E. environments) so that he can add Mega-Damage to otherwise ordinary weapons, and automatically gets the skill *W.P. Chiang Zhu Spear* or *W.P. Bamboo Staff* (pick one).

5. Psychic Abilities: The Spirit Host is a Master Psychic whose abilities center around nature, instinct, and seeing and understanding the world around him, including dealing with the supernatural.

Level One: Commune with Spirits (6), See the Invisible (4) and Meditation (0).

Level Two: See Aura (6), Sense Evil (2) and Sense Magic (2).

Level Three: Intuitive Combat (10) and Presence Sense (4).

Level Four: Mind Block (4) and Resist Fatigue (4).

Level Five: Resist Thirst (6) and +1D10 to Permanent I.S.P. Base.

Level Six: Resist Hunger (2) and one Physical ability of choice.

Level Seven: Impervious to Cold (2) and Death Trance (1).

Level Eight: Object Read (6) and Alter Aura (2), plus 2D10 to Permanent I.S.P. Base.

Level Nine: Remote Viewing (10) and one Physical ability of choice.

Level Ten: Impervious to Fire (4) and one Sensitive ability of choice.

Level Eleven: Bio-Manipulation (10; Super-Psionics).

Level Twelve: Empathic Transmission (6; Super-Psionics), plus 3D10 to Permanent I.S.P. Base.

Level Thirteen: Radiate Horror Factor (8; Super-Psionics).

Level Fourteen: Electrokinesis (varies) or Hydrokinesis (varies; Super-Psionics); pick one.

Level Fifteen: One Super-Psionic ability of choice, excluding Psi-Sword, Psi-Shield or any Telemechanics abilities.

Permanent I.S.P. Base: M.E. attribute number x3, with an additional +1D6+6 I.S.P. at each level of advancement. Master Psychic, saves vs psionic attack on a roll of 10 or higher.

6. Spirit Writing (special): The Spirit Host can allow a deceased ancestor or stranger, Ghost, Entity or Nature Spirit to enter his body for the purpose of conveying information (cannot be possessed by this third party since a Nature Spirit already inhabits the body). The character holds a "T" shaped pencil made of peach wood and falls into a trance within 1D4 melee rounds of meditation. At this point, one other character can ask a total of *three questions* which the spirit will answer in writing. The questions should be kept as simple as possible and the written answers will be kept equally simple. For example, a question like, " which way should we go?" might elicit a response like, "North," or "Back home," or "The Meing Fang temple," or "follow your heart." Asking if a particular villain or enemy awaits is likely to get a simple, "yes" or "no" answer. Asking, "will we win," is likely to get anything but yes, "don't know," "stand strong," "fight united," "listen to your head, not your heart," "let's hope so," "beware the black door," and so on. Actually, this type of question is where the spirit will often slip in a warning like the last one.

Once all three questions have been asked, or five minutes passes, whichever comes first, the Spirit Host awakens and the helpful spirit is gone.

Note: Doing Spirit Writing out of the blue just anywhere is likely to have no effect, though he I.S.P. will be spent. For a definite result/answer, this ability should be performed at a temple, a family shrine to the ancestors, a grave site, or when a spirit is known (or suspected) to be present. **I.S.P. Cost:** Four.

7. View Ghost Drama (special): Range: 50 feet (15.2 m). Duration: Five minutes per level of experience. Saving Throw: 12 or higher; however, most Ghosts and Entities will not resist. I.S.P. Cost: Eight P.P.E.

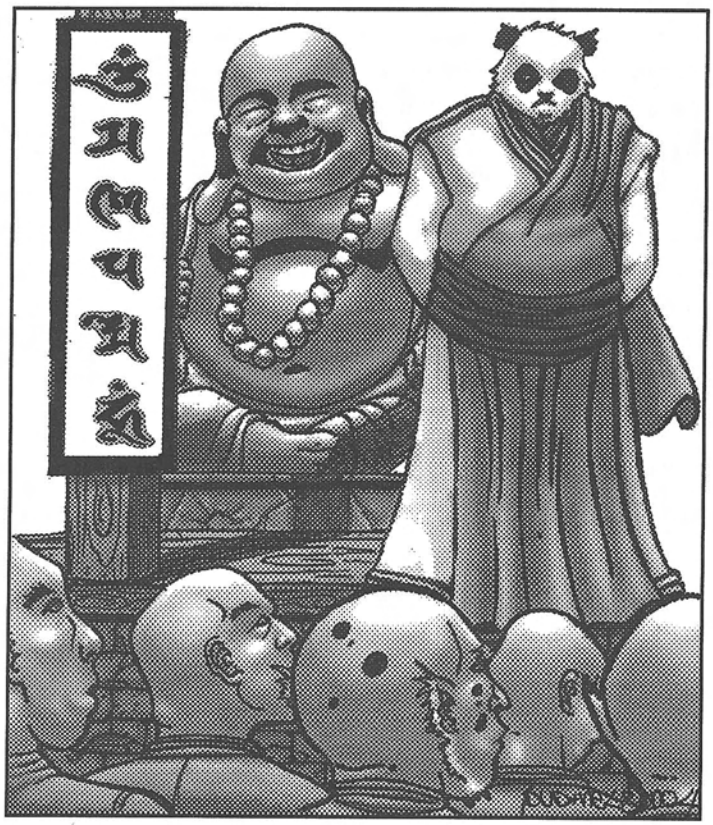
Characters with psychic sensitivity can often catch a glimpse of deceased spirits or malevolent Ghosts, or Haunting Entities near places where someone has died, usually as a result of murder or violent accidental death. However, what is seen is usually just a few wisps, or shifting shadows. This special psionic power of the Spirit Host pours Chi energy into the scene of death, allowing observers to clearly see and hear the actual haunting.

Ghosts are usually the *Hun* portion of the soul, the more primitive "body" piece that is left behind after the *Po* leaves for judging in the afterlife. Since the *Hun* is incapable of speech, and is traumatized by the death, it simply goes through the motions of the few minutes leading up to the point of death, and then repeating the same motions over and over again. When illuminated by this psychic ability, watchers will see the victim reenacting the scene of his death, along with all the other people who played a role on the scene at that moment in time, as well as all the physical elements that were there at the time (i.e. a house and furnishings that have since burnt down, the blossoms of a tree, etc.).

In a play-test, the group's Blind Mystic spotted a Ghost who seemed to be staggering down the side of a building. When View Ghost Drama was cast, it was revealed that the character, who seemed to be wounded, was actually stumbling down the fire escape (which had been removed after the death), and being manhandled by two other men. One of the people, who was known to the victim, had clear features, and could be easily identified. The other person, who the victim didn't know, and who had been seen only dimly in the dark alley, had features that were too obscured for easy identification. **Remember that what is viewed is the spirit's own recollection of events, which may or may not be truthful or accurate** (for example, a murder victim never saw the person responsible for stabbing him in the back, so the ghost drama points the finger only at the person the victim was facing).

8. Metamorphosis: Animal. The Spirit Host can turn into the animal that is represented by the Nature Spirit with whom he is merged. The Spd attribute is always doubled, M.D.C. increased by 50%, and all the animal's instincts and abilities (flight, swim, leap, etc.) are available to the character in animal form. However, attacks per melee are reduced by two and though the character still thinks like a human and has all of his own memories, he cannot speak as an animal.

9. Metamorphosis: Human. The Spirit Host's natural form is that of a half-man and half-animal very similar to a were-beast. To assume his original human form, the character must concentrate and spend Chi as psychic energy. **I.S.P. Cost:** Five. **Duration:** 30 minutes per level of the Spirit Host, but can return to the twin animal-man form at will (counts as two melee actions and takes about six seconds). **Note:** The Spirit Host *loses* his Supernatural P.S., M.D.C. and **all** bonuses and abilities from his union with the Nature Spirit, becoming a normal, flesh and blood mortal with Hit Points and S.D.C. whenever the mortal form is revisited.



10. Bonuses from the Union of Flesh & Spirit: P.S. becomes Supernatural. Hit Points and S.D.C. are combined and turned into M.D.C. when in half-man, half-animal form, which happens to be the most comfortable and natural for the Spirit Host. An Animal Totem must be selected from those below. The selection indicates the animal represented by the Nature Spirit, and is the Spirit Host's totem animal, and the animal from which he derives his appearance and powers.

The character's bonuses will depend on the animal represented by the Nature Spirit. While other animals may be available (G.M.'s discretion), the Stag, Panda and the 12 animals of the Chinese Zodiac are presented as the most common animal types. Most other animals will fall into one of these categories and offer a similar range of powers and bonuses. Remember, regardless of the animal, the character's P.S. becomes *Supernatural* when half-man, half animal, and remains so in animal form as well. **Note:** All animal-man forms bio-regenerate M.D.C. at a rate of 1D6 per melee round. Unless noted otherwise, all understand and speak all dialects of Chinese.

Dog/Wolf: Symbol of idealism (can be a symbol of both Yin and Yang). +6D6+45 to M.D.C., +1 to I.Q., +1D4+4 to P.S. and +2D6+12 to Spd attribute, +1 attack per melee, +3 to strike, +2 to parry, +3 to dodge, +3 to save vs poison and disease, +1 to save vs Demonic Curse, +1 to save vs possession, and +3 to save vs Horror Factor. Special: Fatigues at half the usual rate, nightvision 60 feet (18.3 m), Swim equal to a skill of 60%, and has a keen sense of smell. Skill bonuses of +10% to Tracking (make it +15% to follow a blood trail or scent), and +5% to Tailing skill (comes with Surveillance Systems).

Dragon: Symbol of health, strong-mindedness, and protection from evil spirits, +1D10x10+100 to M.D.C., +1D6 to I.Q. or M.E., +1D10+10 to P.S., +1 attack per melee, +2 to strike and parry, +1 to dodge, +4 to save vs magic, +2 to save vs poison and disease, +5 to save vs Demonic Curse, +6 to save vs possession, and +7 to save vs Horror Factor. Special: Fatigues at one tenth the usual rate, nightvision 1000 feet (305 m), understands and speaks all languages (98%), Swim equal to a skill of 70%, +5% to all Communication, History and Lore skills (as applicable).

Hare/Rabbit: Symbol of virtue, selflessness and magic. +4D6+20 to M.D.C., +1D20 to I.S.P. Base, +1D4 to P.P. and +2D6+12 to Spd attribute, +1 to strike, +1 to parry, +4 to automatic dodge (the act of dodging does not use up a melee attack/action, but the character must still roll to determine success or failure), +2 to save vs magic, +2 to save vs Demonic Curse, +3 to save vs possession, and +1 to save vs Horror Factor. Special: Can leap 10 feet (3 m) high and 20 feet (6.1 m) across.

Horse: Symbol of practicality and compassion. +6D6+50 to M.D.C., +1D6 to P.S., +2 to P.E. and +2D10+24 to Spd attribute, +1 to strike, +1 to parry, +2 to dodge, +2 to save vs magic illusions and psionic attacks, +1 to save vs Demonic Curse, +2 to save vs possession, and +2 to save vs Horror Factor. Special: Can leap 12 feet (3.6 m) high and 20 feet (6.1 m) across, increase by 50% with a running start, and can *pull* 50% more weight than is usual for its P.S.

Monkey: Symbol of intelligence and cleverness. +5D6+30 to M.D.C., +2D10 to I.S.P. Base, +2 to I.Q., +1D4 to M.A., +2 to P.P. and +1D6 to Spd attribute, +1 attack per melee, +2 on initiative, +1 to strike, +2 to parry, +3 to dodge, +1 to save vs Demonic Curse, +4 to save vs possession, and +3 to save vs Horror Factor. Special: Prehensile tail that serves as an extra limb, can use simple weapons and tools, and drive a vehicle. Prehensile feet function as a second pair of hands; they and the tail add a bonus of +15% to Climb skill and +5% to the skills Acrobatics, Gymnastics, Palming and Concealment (when applicable). Understands and speaks all Asian languages, including Mongolian and Russian (90%).

Ox/Bull: Symbol of balance and endurance. +6D6+70 to M.D.C., +1D6+8 to P.S., +1D4 to P.E. and +1D10+10 to Spd attribute, +2 to strike, +1 to parry and dodge, +1 to save vs magic, +2 to save vs Demonic Curse, +3 to save vs possession, and +4 to save vs Horror Factor. Special: Does an extra 2D6 damage (S.D.C. or M.D. depending on the nature of the opponent or target) with punches and head butts. Can *lift and pull* double the usual weight for his Supernatural P.S.

Panda: Symbol of patience, stability, and secret or forgotten knowledge. +5D6+40 to M.D.C., +3D10 to I.S.P. Base, +1D4 to P.S., +1 to P.E. and +1D6 to P.B. attribute, +1 to parry and disarm, +2 to pull punch, +2 to save vs mind control, +1 to save vs Demonic Curse, +2 to save vs possession, and +3 to save vs

Horror Factor. Special: Nightvision 500 feet (152 m), natural Climbing ability equal to a skill of 80%, and bio-regenerates double the usual M.D.C. (2D6) per melee round; +10% to Science, Magic, Myth and Lore skills (as applicable). Understands and speaks all languages (96%).

Pig/Boar: Symbol of honesty and strength. +5D6+50 to M.D.C., +1D6 to P.S., +2 to P.E. and +1D10+6 to Spd attribute, +3 to strike, +1 to parry and dodge, +5 to save vs poison and disease, +3 to save vs Demonic Curse, +4 to save vs possession, and +3 to save vs Horror Factor. Special: +20% to Imitate Voices & Impersonation, Recognize Plants and Fruit and Preserve Food, keen hearing and sense of smell. Understands and speaks all Asian languages, Gobblely, and Faerie Speak (88%).

Rat/Rodent: Symbol of charm and prosperity. +4D6+35 to M.D.C., +1D6 to M.A., +2 to P.P., and +2D6+4 to Spd attribute, +2 to strike, +1 to parry and dodge, +1 to save vs magic and psionic attacks, +2 to save vs Demonic Curse, +1 to save vs possession, and +5 to save vs Horror Factor. Special: Nightvision 1000 feet (305 m), natural Prowl ability of 70% +2% per level of experience, also +10% to Climb and Begging skills, +10% to Streetwise, and +5% to the skills Intelligence, Interrogation, and Seduction (when applicable). Understands and speaks all Asian languages and Gobblely (88%).

Rooster/Cock: Symbol of courage and brazenness as well as arrogance and war. +4D6+35 to M.D.C., +1D6 to P.S., +2 to P.P., +1D4 to P.B. and +1D8+6 to Spd attribute, +2 on initiative, +3 to strike, +2 to parry and dodge, +2 to disarm, +4 to save vs magic illusions, +1 to save vs Demonic Curse, +3 to save vs possession, and +6 to save vs Horror Factor. Special: Double damage from kick and leap attacks, +10% to all Literary, Language and Math skills (including Yarrow Stick Counting and Gambling).

Sheep/Goat: Symbol of creativity and harmony. +5D6+35 to M.D.C., +2D6 to I.S.P. Base, +1D4 to M.E., +1D4 to P.S., +1D4 to P.E. and +2D10 to Spd attributes, +2 to strike, +2 to parry, +2 to dodge, +4 to pull punch, +2 to save vs magic and psionic attacks, +2 to save vs Demonic Curse, +4 to save vs possession, and +4 to save vs Horror Factor. Special: +10% to any Domestic skills, Art, and Whittling/Sculpting.

Snake: Symbol of wisdom and cunning. +5D6+40 to M.D.C., +1D4 to I.Q., +1D6 to M.E., +1 to P.P., and +1 to P.E. attribute; +3 on initiative, +3 to strike, +1 to parry, +3 to entangle, +1 to pull punch, +3 to automatic dodge (the act of dodging does not use up a melee attack/action, but the character must still roll to determine success or failure), +5 to save vs poison and drugs, +1 to save vs magic, +4 to save vs Demonic Curse, +3 to save vs possession, and +5 to save vs Horror Factor. Special: Nightvision 100 feet (30.5 m), natural ability to Swim and Climb at an equivalent skill of 74% +2% per level of experience, and +5% on all Medical and Science skills (where applicable). Understands and speaks all Asian languages and the tongues of Faeries, dragons and demons (95%).

Stag/Deer: Symbol of vigor, power and contentedness. +6D6+60 to M.D.C., +1D6 to P.S., +2 to P.E. and +3D10+30 to Spd attribute, +2 to strike, +4 to parry, +2 to dodge, +3 to save vs magic, +2 to save vs Demonic Curse, +4 to save vs possession, and +4 to save vs Horror Factor. Special: Nightvision 500 feet (152 m), see the invisible, superb balance and can leap 25 feet (7.6 m) high and 50 feet (15.2 m) across, increase by 50% with a running start. +10% to all Wilderness skills (as applicable). Understands and speaks all Asian languages (88%).

Tiger: The king of beasts (to the Chinese), symbol of vital energy, power, ferocity and hunting (white tiger is symbol of Yin, the traditional tiger symbolizes Yang, war and valor). +6D6+70 to M.D.C., +1 to I.Q., +1D6+10 to P.S., +2 to P.P., and +2D6+10 to Spd attribute, +1 attack per melee, +2 on initiative, +3 to strike, +2 to parry and dodge, +3 to pull punch, +4 to save vs Demonic Curse, +2 to save vs possession, and +6 to save vs Horror Factor. Special: Fatigues at half the usual rate, Nightvision 1000 feet (305 m), can leap 20 feet (6.1 m) high and 40 feet (12.2 m) across from a standing position, Swim equal to a skill of 66%, natural Prowl ability of 80% +1% per level of experience, also +10% to Climb and Seduction skills, and +5% to all Rogue and Wilderness skills (as applicable). Understands and speaks all Asian languages (88%; including Indian).

Spirit Host P.C.C.

Also known as "Spirit Walker," and "Forest Sage."

Alignment: Any, though most are Principled (50%) and Scrupulous (30%).

Attribute Requirements: None, just a sense of a connection with nature and animals. A high I.Q., P.S. and P.E. are helpful but not necessary.

Racial Requirements: None. Predominately human, 30% are other races and 40% are female.

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 2D4+2 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Spirit Host P.C.C. Skills: Most Spirit Hosts are chosen at an early age (14-20) and typically have a background as a Farmer, Wilderness Scout/hunter/woodsman, Vagabond or helper.

Basic Math (+15%)

Begging (+12%)

Fasting (+10%)

Land Navigation (+20%)

Language: Native Chinese Speaker (90%)

Language: Demongogian (Special, the native language of demonkind; 80%)

Literacy: Chinese characters/ideograms (85%)

Lore: Cattle and Animals (+20%)

Lore or Language: Two of choice (+15%).

Meditation

Radio: Basic (+10%)

Tea Appreciation (+4%)

Track Animals (+15%)

Wilderness Survival (+20%)

Hand to Hand Combat: See #2 and #3 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select five starting skills at level one, and one additional skill at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Radio Basic and Surveillance Systems only.

Domestic: Any (+5%).

Electrical: None.

Espionage: Any.

Horsemanship: Any (+10%).

Mechanical: None.

Medical: Animal Husbandry (+10%), Brewing, First Aid, Holistic Medicine only (+5%).

Military: Camouflage and Trap/Mine Detection only (+5%).

Physical: Any fundamental abilities (no Juicer or Space abilities).

Pilot: Any, except Military Vehicles, Robots and Power Armor.

Pilot Related: None.

Rogue: Any, except Computer Hacking.

Science: Any (+5%).

Technical: Any (+5%).

W.P. Ancient: Any.

W.P. Modern: Limited to the basic pistols (bullet or energy) and W.P. Bolt Action/Hunting Rifle or Energy Rifle only.

Wilderness: Any (+5%).

Spirit Host Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Spirit Host Standard Equipment: The Spirit Host knows the secrets of the forest and has one magic weapon (often a sword) and one Bone or Stone weapon (see the *Green Scarf Sect* for magical and bone weapons) as well as a simple walking stick or staff, seldom anything else by way of a weapon. May have a pistol and one extra ammo clip or E-Clip, or a hunting rifle and two extra ammo clips. Rugged traveling clothes made of cotton, wool and/or leather, including boots, hat and gloves, plus a brown robe or cloak, and a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as silk scarf and hat. Light suit of armor (rarely with more than 30 M.D.C.). Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a good farmer, worker or woodsman. Blank book with 100 pages, 1D6+4 pencils (half made from peach wood), 5D6 sheets of blank paper, solid ink & ink block (just add water), bamboo brushes, fire starter kit (or cigarette lighter), 2D6+2 pieces of incense, a small incense burner, 1D4 scented candles, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a large wooden spoon (1D4 S.D.C. damage as a weapon), cooking knife, a small meat cleaver, butcher knife, knife for cleaning and skinning, small pot for brewing and boiling, frying pan (2D4 S.D.C. damage as a weapon), 30 cups of uncooked rice, 1D4 pounds of jerked or smoked meat, a large traveler's shoulder bag, backpack, two small sacks, one large sack, a belt pouch, a small neck pouch, a hairbrush, nail file, small pocket mirror, a bar of soap, and a bamboo canteen of water.

Money: 1D6x1000 in credits.

Cybernetics: None, and avoids them like the plague; considered unnatural.

Blind Mystic P.C.C. – Mang Wu

In *Rifts China* the blind have a special relationship with the spirit world. Those who develop psychic abilities and mastery of Martial Art Powers are deceptively powerful and able to perceive things hidden from sighted people. For example, where a Blind Mystic may not see ordinary people, the movement and approach of Ghosts, the Living Dead, Infernals, and other Entities of Pure Negative Chi will be perfectly obvious.

However, players who are thinking of taking a Blind Mystic character should strongly consider the disadvantages. **Remember! The character really is blind!** No matter how many special abilities a Blind Mystic might have, it really doesn't compensate for the fact that they can not see light, color, or the text on signs and computer screens, nor read an instrument panel or search for treasure. In fact, the character can't read at all, which can make life very difficult. There is no way that the character will ever be able to drive a car, or do a thousand little things that most characters take for granted every day.

As a Mystic the character possesses both psychic and magical powers, both of which are developed on an intuitive level. The character's own infirmities have made him more understanding and compassionate about other people's weaknesses, fears and the frailty of the human condition. As for outward appearances, the character may act the part of wizened scholar, insightful or cryptic Soothsayer, kindly mentor or appear weak and clumsy, a self-indulgent drunk or a gruff and impossibly demanding teacher (depending on the character's personality), but all are masks to confound and trick his enemies into underestimating him. Beneath their public facade, most Blind Mystics are strong as nails, as sober as a judge and the soul of compassion, understanding, patience and kindness.

Blind Mystic P.C.C. Powers, Abilities & Bonuses

1. While the body is flawed, the mind is strong, and though the eyes cannot see, the Blind Mystic knows many wonders. Opening the Third Eye lets the Blind Mystic literally see the supernatural world around him, a world most sighted people cannot see. As a result, they, better than most, understand the monsters who stalk and enslave mortals, both human and those from other worlds (D-Bees), and are prepared to do something about it. If their perceived vulnerability helps them get close to the enemy (demons love to pick on those they see as flawed, weak and helpless), all the better. The main goals are:

- To see with one's heart and mind, and lead by example, helping those blinded by ignorance, greed, hatred or revenge to see the wider world.
- To crush evil in all its manifestations, but especially the demon hordes, Goblins and Ghosts who swarm across the land tormenting the innocent. Mercy is shown only to those who deserve it, evil is dispatched with relentless resolve.

- To protect the weak and helpless from the evil supernatural forces that have invaded our world and ultimately do what one can to stop the Yama Kings and their mad scheme to spread the Ten Hells across China . . . and beyond.

2. Hand to Hand Martial Art Skill. In keeping with the "appearance" of helplessness, the Blind Mystic usually selects a simple or deceptive Martial Art skill such as Tai-Chi (Basic), Drunken Style Kung Fu or Jade Fan (Chi Hsuan Men).

3. Mystic Martial Art Power. Again, the character usually prefers to select a Power that is deceptive and surprising to one's opponent. Bok Pai Kung Fu (Crane Style), Mien-Ch'uan Kung Fu (Cotton Fist), Tien-Hsueh Kung Fu (Touch Mastery), or Xian Pu Kung Fu (Drunken Style), the latter two seeming to be favorites among Blind Mystics.

4. Blind Mystic's Combat Penalties. Whenever the character is "blind" in combat, either because an opponent is not "visible" to Chi, or if the character is unable to use either the Third Eye or some other mystic means of detection, then there are serious combat penalties. They are not as bad as they might be for a sighted person, since the Blind Mystic has some experience at fighting blind. Note that a common tactic for a Blind Mystic is to try to grab on to the attacker, and change the combat to Wrestling, where there are no penalties.

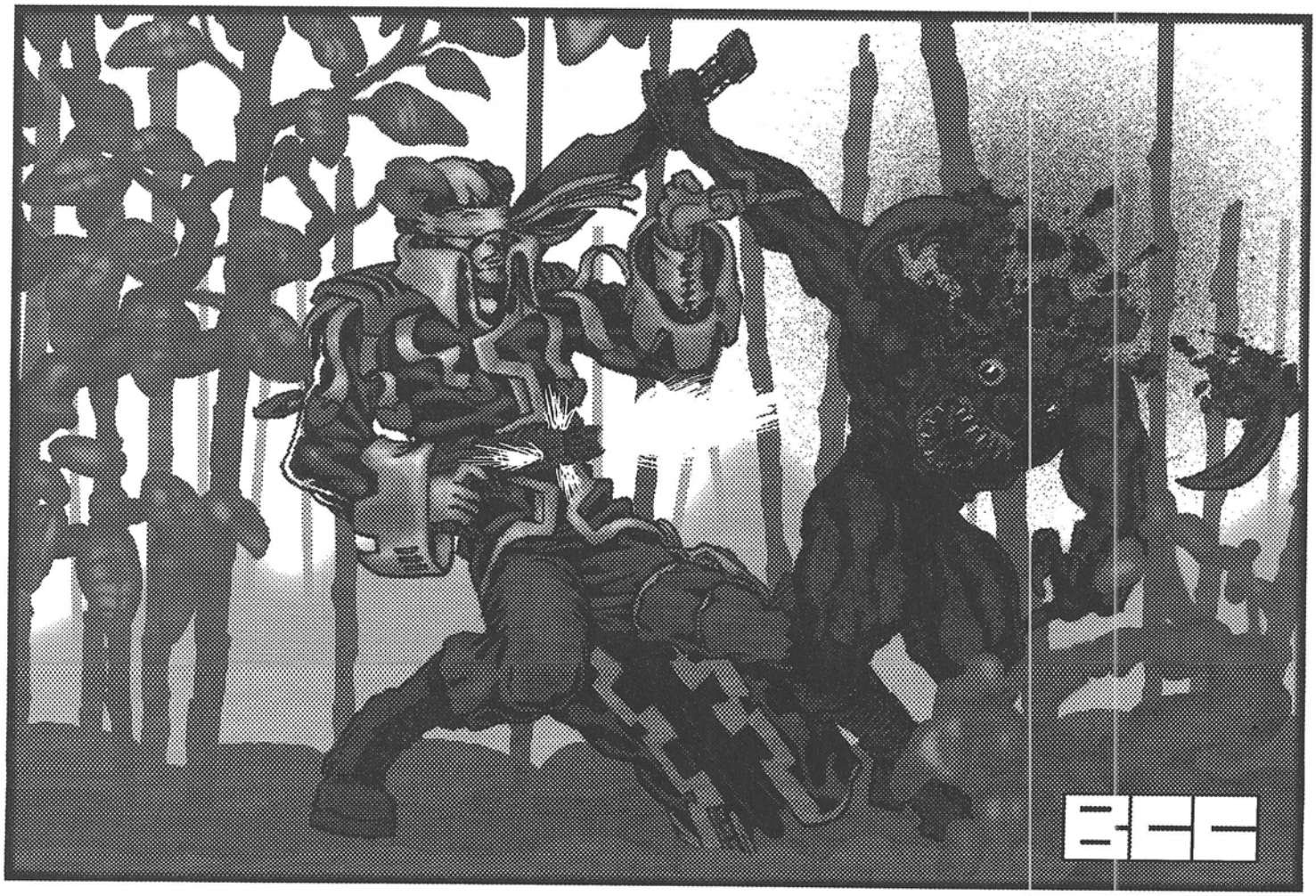
Combat penalties for a Blind Mystic fighting a sighted opponent that is mortal or mechanical are as follows. (These penalties do not apply to combat with supernatural beings or creatures of magic.)

- -4 on initiative.
- -4 to strike (-7 if attempting to throw or fire a weapon).
- -3 to parry, dodge and entangle.
- -4 to pull punch or disarm (only -2 to disarm when entangled or wrestling).
- -2 to roll with punch/fall/impact.

5. Chi Sight. This is the "default" condition that is in place at any given time. Any supernatural being, including Ghosts and Astral Travelers, within twenty feet (6.1 m; in any direction), will be *noticed* by the Blind Mystic, but only as a faint, hazy, diffused light in the distance, like a lantern in a fog. However, the hazy light is accompanied with a "bad feeling" that suggests the presence of the supernatural. In addition, the character can "feel" the Chi present in anyone, mortal or supernatural, within five feet (1.5 m) of him. If a mortal, he can't see him, but he knows he is there. Automatic, no I.S.P. cost.

To see these luminous supernatural beings *clearly*, the Blind Mystic must activate his *Third Eye* by expending positive Chi (I.S.P.). When he does this, the faded blurs of light come into focus with crystal clarity, filling the blind man's world of darkness with unmistakable images of light, born from a more sinister, supernatural darkness.

Of course anything/anyone visible to the Blind Mystic can be easily targeted, though he usually continues the charade of being blind and/or drunk and will *accidentally* trip, hit, or blast an opponent.



6. Blind Mystic's *Third Eye.* As a compensation for the lack of sight, the Blind Mystic has developed a hyper-sensitive Third Eye, capable of "seeing" the forces of Chi, thus *all* supernatural beings, including the Dead and Damned, the undead, demons, Goblins, Ghosts, Entities, and other spectral forms are luminous beings the Blind Mystic can see like neon signs in the night. Likewise, Immortals, creatures of magic, enchanted weapons, magic items, Dragon Lines and dimensional portals all glow with an unnatural radiance, though not as brightly as supernatural beings. The brighter the luminescence, the more powerful the creature, their bodies outlined and lit up as if they were made of solid light. However, mortal people, animals, insects, vegetation and buildings remain invisible to the Blind Mystic. Only occasionally is the normal outlined as a shadow or shape before the radiance of the supernatural. **Note:** Demonic beings radiate orange and red, magical beings like dragons, white and blue. Mortal men of magic glow faintly as a dim turquoise color, though magic items often shine like lanterns and weapons as rods of white or blue brilliance. Likewise, Martial Artists and others who draw upon Chi may appear as a pale flutter of dim light barely discernable in the darkness and only noticeable if they are within 30 feet (9.1 m). **Duration of limited sight with the Third Eye:** One minute per level of experience. **Range:** 100 foot (30.5 m) radius, +10 feet (3 m) per level of experience. **I.S.P. Cost:** Three to activate for one minute per level of experience.

7. Sense Chi Movement. The Blind Mystic is sensitive to the exact movement of Chi within a short range (about twelve feet/3.6 m). This means that the amount and type of Chi in any nearby person will be registered. Also, in feeling the movement of Chi, the character can sense the movement of bodies, including hands and feet, well enough to engage in close combat with *no penalties*, but only at that close range. The flow of Chi around a character who is performing *Xian Tai Chi Chuan* (Chi Manipulation) or *Ba Gua Kung Fu* (Eight Trigrams) is also lit up and visible to the Blind Mystic, though it is the energy being manipulated that is seen (and felt like a cool breeze), the manipulator of Chi is little more than a shadow that appears for a moment outlined by the energy swirling around him. The Blind Mystic can feel and see the growing energy of someone as they recite a spell invocation before it is actually cast, and can see the faint glow around someone who is protected or under the influence of magic (mystical armors, magical empowerment, cloaking or disguises, as well as lasting magic effects, including Charm, Domination, Trance, Sleep, etc.). As usual, anything/anyone made visible to the Blind Mystic can be easily targeted, though he usually continues the charade of being blind and/or drunk and will *accidentally* trip, hit, or blast an opponent. **I.S.P. Cost:** Two per minute of sensation.

8. Spirit Sight: By concentrating on any Chi image for one melee round (15 seconds), the character can identify the exact type of Infernal creature or specter it may be, as well as know if it is male, female, disguised in human form through metamorphosis or taken possession of a mortal's body. Furthermore, the Blind Mystic's psychic abilities will tell him the creature's alignment, approximate power level (low, medium or high), and sometimes even get a name. He can also tell if the being realizes he can see it or not. Note that most supernatural beings aren't too worried if a Blind Mystic can see them, unless he can blow their cover. **I.S.P. Cost:** Four per minute.



9. Prophetic Dreams: The sensitivity of a character's Third Eye is sometimes even more powerful when the character is sleeping. For this reason Blind Mystics will occasionally get prophetic dreams, or vivid dreams where they seem to "see" events transpiring at great distances away, warnings or visions

from the gods, and glimpses of the future. These events are random and beyond the control of the Blind Mystic, but when they happen, the character always has a good idea what they mean and how he should respond ("So and so is in need. We must go to the Kingdom of the fourth Yama King," or "I have seen the face of our enemy and she looks like . . ." and so forth). And yes, the Blind Mystic can "see" the faces, people, and details in his dreams that are denied him in his waking hours. **I.S.P. Cost:** None, they come unheeded.

10. Blind Mystic's Divination (Mo Ku). Called Mo Ku, which means "Touch Bones," the Blind Mystic foretells the future of a person by feeling the bones of their hands and fingers. As with all types of divination, Mo Ku results more in a series of warnings and impressions than any definite or absolute view of the future. Because the Blind Mystic has years of practice of reading hand bones, and manipulating the hands of those who seek divination, the character has become pretty expert at identifying certain things. For example, the Blind Mystic can tell from calluses (or lack of them) exactly what kind of work a character routinely performs (ditch-digging, writing, gardening, combat, etc.). He can also get a good sense of the character's age, physical condition, strength (P.S.), and by feeling the lines in the hand, general alignment (very good/Principled, good, selfish, evil or very evil), level of experience (low, middle, high, very high), and even race. If the character is a Spirit Host or possessed, the Chi Sight will indicate it even before he touches the character. Using Empathy and other psionic abilities will offer more information.

As Kevin Siembieda states in *Beyond the Supernatural*, "The Game Master should never predetermine the outcome of a game, or any event in a game." However, since the Game Master has insights in what may lie in store for a character's future, it's possible to see what the choices are in some of the more likely crossroads, and give hints as to dangers that lie ahead.

Typically the Blind Mystic senses the potential for interference by powerful supernatural entities (or by Enlightened Immortals) in the near future. The feeling will be particularly strong if the subject has been observed by the supernatural being (or Immortal) within the last 24 hours. **Note:** The Blind Mystic cannot use Mo Ku to do self-divination, it only works on others. **Duration:** 1D6 minutes. **Base Skill:** 50% +3% per level of experience. **I.S.P. Cost:** Five.

11. Intuitive Psychic Abilities. In addition to the Blind Mystic's special powers and insight, above, he or she also possesses a range of psionic abilities.

Level One: Commune with Spirits (6), Presence Sense (4), Empathy (4)ter Aura (2), Mask I.S.P. & Psionics (7), Mask P.P.E. (4) and Meditation (0).

Level Two: See Aura (6; of supernatural beings revealed by Chi), Object Read (6), and Mind Block (4).

Level Three: Sense Evil (2), Sense Magic (2), and one Healing ability of choice.

Level Four: Intuitive Combat (10) and Exorcism (10).

Level Five: Resist Fatigue (4) and Death Trance (1).

Level Six: Resist Thirst (6) Impervious to Cold (2)

Level Seven: Summon Inner Strength (4) and one Healing ability of choice.

Level Eight: Impervious to Fire (4) and one Healing ability of choice.

Level Nine: Levitation (varies) and one Sensitive ability of choice.

Level Ten: Ectoplasm (6+) and one Healing ability of choice.

Level Eleven: Ectoplasmic Disguise (12) and one Sensitive ability of choice.

Level Twelve: Group Mind Block (22; Super-Psionics).

Level Thirteen: Electrokinesis (varies, usually performed by touch; Super-Psionics).

Level Fourteen: Mind Bolt (10; Super-Psionics).

Level Fifteen: Mind Bond (10; Super-Psionics) or Mind Wipe (special).

Permanent I.S.P. Base: M.E. attribute number x3, with an additional +10 I.S.P. at each level of advancement. A Master Psychic, saves vs psionic attack on a roll of 10 or higher.

12. Intuitive Mystic Abilities. As is the case with all *Mystics*, the character intuitively knows how to cast certain types of magic. A gift, they say, from higher powers, and more evidence that they have a special job to perform here on Rifts Earth. Select four at level one and two from any of the following at levels 3, 5, 7, 9, 11, 13 and 15.

Armor of Ithan (10), Calling (8), Chameleon (6), Chromatic Protection (10), Cleanse (6), Cloak of Darkness (6), Crushing Fist (12), Deflect (10), Dessicate the Supernatural (50), Distant Voice (10), Energy Bolt (5), Escape (8), Extinguish Fire (4), Featherlight (10), Float in Air (5) Force Bonds (25), Globe of Daylight (2), Greater Healing (30), Heal Wounds (10), Ignite Fire (6), Influence the Beast (12), Instill Knowledge (15), Light Target (6; often placed around invisible beings for the sighted to see), Life Source (special), Memory Bank (12), Mental Shock (30), Mystic Alarm (5), Mystic Fulcrum (5), Mystic Portal (60), Plane Skip (65), Purge Self (70), Repel Animals (7), Second Sight (20), Seal (7), Sheltering Force (20), Sustain (12), Swim as a Fish (6), Tame Beast (60), Telekinesis (8), Thunderclap (4), Tongues (20), and Turn Dead (6).

P.P.E. Base: P.E. attribute number x3 +1D6+2 per each level of advancement.

13. Bonuses: +2 to M.E. and M.A. attributes, +1 to Spell Strength at levels 4, 8, 12 and 15. +1 to save vs possession, and Demonic Curses at levels 1, 2, 4, 6, 7, 8, 10, 12, 13 and 15. +2 to save vs magic. Impervious to magic illusions (vulnerable to psionic ones) and Horror Factor from things the character cannot see; +4 to save vs Horror Factor based on sounds, smells, and things he can see via the Third Eye or feel via psionic abilities.

14. S.D.C.: 5D6+24.

Blind Mystic P.C.C.

Also known as "Blind Sage" and "Master of the Third Eye."

Alignment: Any, but most are Principled (25%), Scrupulous (30%) or Unprincipled (25%).

Attribute Requirements: I.Q. 8 and P.P. 8 or higher, a high M.E. and P.E. are helpful but not required.

Racial Requirements: None, about 30% are D-Bees and 40% are females.

Roll the Eight Attributes as normal for human characters.

Average Level of Experience (N.P.C.): 1D10+2 for Non-Player Characters, or as set by the Game Master. Player characters start at first level.

Blind Mystic P.C.C. Skills:

Basic Math (+20%)

Begging (+16%)

Fasting (+10%)

Language: Native Chinese Speaker (90%); the character knows the spoken language only, and is completely ignorant of any written characters.

Paramedic (+5%).

Play Musical Instrument: Two of choice (+10%; professional quality).

Sculpture/Identify Features by Touch (Special!). Learning how to memorize facial, hand and body features by touch, and then how to render them in sculpture. **Note:** It takes a Blind Mystic about fifteen minutes to do a rough clay "sketch" of a person, and a roll on the Sculpture skill would determine if it is recognizable. **Base Skill:** 24% +4% per level of experience.

Swimming

Tea Appreciation (+4%)

Technical Skills: Select two of choice (+10%).

Wrestling

Hand to Hand Combat: See #2 and #3 of P.C.C. Powers & Abilities, above.

P.C.C. Related Skills: Select four starting skills at level one, and two additional skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Basic Radio only. The character can't see the read-out/instruments on most equipment. (An alternative is a rare high-tech voice recognition/activation system that also speaks the information aloud.)

Domestic: Any (+5%).

Electrical: None.

Espionage: Disguise, Escape Artist, Imitate Voice, Palming, Pick Locks, Pick Pockets, and Wilderness Survival only.

Horsemanship: None.

Mechanical: None.

Medical: None.

Military: None.

Physical: Athletics General and Body Building & Weight-lifting, only.

Pilot: None.

Pilot Related: None.

Rogue: Any, except Computer Hacking.

Science: Advanced Math only.

Technical: History, Language, Law, any Lore, Mythology and, strangely enough, Photography only (+5%). The latter is used to take photos of supernatural beings as documentation for the sighted.

W.P. Ancient: Any except Chain, Deadball and Whip.

Wilderness: Any.

Blind Mystic Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.



Blind Mystic Equipment: One weapon of choice, plus a flexible cane (for feeling obstructions while walking) and a wooden staff (for use as a weapon, 2D6 S.D.C. damage), and also a pair of fans *if* the character has the Jade Fan Martial Art Power. Rugged traveling clothes made of cotton, wool and/or leather, including boots, hat and gloves, and a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket, hat, pair of sunglasses or tinted goggles, six blindfolds, an ugly folding fan (it's as if a blind person picked it out) and 1D6 silk handkerchiefs. Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a teacher or teller of stories. Two empty bottles of booze (used as blunt weapons, 1D4 S.D.C. damage), 5D6 sheets of blank paper (mainly for others to use on his behalf), solid ink & ink block (just add water), 1D4 bamboo brushes, fire starter kit (or cigarette lighter), several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a large wooden spoon (1D4 S.D.C. damage as a weapon), cooking knife, 30 cups of uncooked rice, one pound of cheese, a large traveler's shoulder bag, backpack, bedroll, two small sacks, one medium sack, a belt pouch, a small neck pouch, a hair-brush or comb, small pocket mirror, a bar of soap, a wine skin, a bamboo canteen of water, and a high-quality micro-cassette recorder.

Money: 4D6x100 in credits. *Income:* In most Chinese societies a blind person can take advantage of state support systems, or charities, which will provide a place to live (usually in a dormitory-style building), regular meals, and an allowance of about 25 credits per week. *The Blind Mystic*, on the other hand, can always make a living as a fortune-teller, healer and teacher on par with the Soothsayer (gets nearly the same level of respect, though accommodations and general treatment is a few notches below).

Cybernetics: None, and avoids them like the plague.

Demon Quellers

By Erick Wujcik and Kevin Siembieda

Rifts China Demon Queller O.C.C.s

Great Demon Catching Hero – "Fu Yao Da Chia"
Demon & Dead Slaver
Goblin Wrangler

Fu Yao Da Chia O.C.C.
Great Demon Catching Hero

Like the other heroes of Rifts China, this character is also a Champion of the Celestial Court of the Jade Emperor, in a tradition that's been handed down for thousands of years. Never numerous, each impoverished teacher (demon hunting not being the most lucrative profession in, say, 21st Century Hong Kong) would find one or two wide-eyed acolytes, those with the appropriate physical, mental and spiritual requirements, and pass along their cherished tools of the trade. Each generation of demon hunters hating the idea of the tradition coming to an end, but seeing that inevitably, the time would come when no one could be found who would even believe that demons existed, let alone that a lifetime should be spent learning how to hunt them.

Finding students became so much easier after the Coming of the Rifts, especially in Rifts China, where it is impossible to ignore the vast armies of the Yama Kings' demons.

Still, there were problems. Demon Catchers aren't soldiers. Fu Yao Da Chia is about hunting demons, and then overcoming demons, not even necessarily killing them. No, the best outcome for a Demon Catcher is a demon somehow bound, forced to submit, or utterly humiliated. Ideally, a Demon Catcher wants to *rehabilitate* demons, a rather more difficult task than simply killing them.

Rehabilitate? A demon?

Remember, this is Rifts *China*, a land totally unlike the West. A place where the myth and literature are filled with tales of demons becoming *enlightened*, or finally tiring of their pointless existence, sometimes on their own, sometimes because of a supernatural event, and sometimes because of a Demon Queller. Most often when this character, this Great Demon Catching Hero, binds a demon, removes it from its habitat and its environment (not unlike removing a junkie from the streets for a few months of rehabilitation, counseling and care), and allows it to see a better life, he can influence it in a positive way, and get it to turn over a new leaf. As told and retold in the ancient myths, a demon can, over time, go from being humankind's worst enemy, to a good friend and, eventually, to a champion of light and goodness. Of course, when a Demon Catcher is surrounded by demons, he doesn't have time to consider rehabilitating anyone, and will fight like a madman, killing every demon in his path. Likewise, the Demon Catcher has no illusions about how dangerous and evil demons are, and he is ruthless when locked in life and death battles with them.

Turning a demon from the darkness and into the light is the Great Demon Catching Hero's greatest challenge and most fulfilling reward. This doesn't mean the Demon Catcher doesn't ever fight or kill demons, quite the contrary, demons are a surly and stubborn lot who respect and fear power, consequently, they often require being beaten into submission, humiliated, chased away, or slain. Indeed, it is an uncommon and exceptional demon who is a candidate for enlightenment, but the Demon Catcher is gifted in recognizing such potential and skilled in bringing it out.

Some of the methods and techniques used by the Great Demon Catching Heroes might be considered "tough love" by 21st Century standards, and downright brutal to others. However, one must understand that all most demons have ever known is brutality, cruelty and treachery, and that's where the Demon Catcher is different. For though he may be demanding, intolerant of misdeeds and hard, even brutal, in his treatment of the demon (which includes beatings, harsh punishment, labor, and long moral and philosophical lectures and discussions), he is always fair and never cruel or treacherous. One of the first and hardest things a demon on the road to enlightenment must learn is that not everyone is out for himself, and that there really are friends who can be trusted not to betray the demon for their own benefit or survival. That first friend is the Great Demon Catching Hero. With a little luck and new awareness of the world, other heroes and characters with whom the Demon Catcher associates will join the ranks of those the demon can learn to trust and call friends.

Other lessons a demon on the road to enlightenment must learn include:

- Compassion is not weakness, but a strength.
- Kindness is its own reward (it feels good).
- Trust in a true friend is never foolish or misplaced.
- Friendship and love are bonds stronger than any magic.
- Life is choices, and sometimes one must make hard, even painful choices to live life well.
- The battle between good and evil is eternal, and that battle begins inside each and every sentient living being.

There are many other smaller lessons to be taught, but it all **starts** with two things, **1)** creating a bond of trust (and eventually friendship) and, **2)** teaching the demon to find his *sense of wonder*. This may sound like such a little thing, but it's not. Without a sense of wonder, a person, demon and mortal alike, is blind to the beauty and joy of life. They lack inspiration and feel empty, angry and mean. Their purpose in life is to be nothing



more than one of a faceless, meaningless multitude. A follower and a denizen of darkness. It is only with a sense of wonder that one can see the beauty of a sunset, the miracle of a rainbow, the art in a painting, or the warmth of a smile. Wonder frees the imagination, gives the soul flight, and makes life worth living – and if life is worth living, then, suddenly, for the demon, life also has meaning and value. This is a bold, new concept that changes the demon's entire outlook, and puts him on the path to enlightenment! And once the sense of wonder has had a chance to grow, once his eyes have been opened, it is difficult for the demon to close them again. For soon, the demon can't help but to see the beauty and value in so many things, making it nearly impossible for him to return to his wicked ways. As unbelievable as all of this may be for some people to accept, the Demon Catcher knows it can be done, and knows that an Enlightened Demon can become a great asset and a hero to the forces of goodness and order. Which is why the character is always looking for new demonic students to be enlightened, whether the creatures want to be or not. **Note:** This is a slow, incremental process (think baby steps) that usually takes months just to get the demon to accept trying to walk down the path to enlightenment. Likewise, the demon is influenced by the Great Demon Catcher Hero's own conduct, choices, sacrifices and bravery, particularly risks and sacrifices that help, rescue, or save the demon he is trying to rehabilitate. Risking one's own life to save a demon's has a profound impact on the creature, even though it may *pretend* to disregard such deeds as stupid.

For the Great Demon Catching Heroes of Rifts China, life is as good as it gets. There are literally legions of demons to be rehabilitated, and many times more to be stopped, chased back to Hell or destroyed. The character also finds it nice to no longer have to work alone, as scores of other heroes, monks and adventurers join him in the battle against the demon hordes of the Yama Kings. Such comrades may not be as big, tough or brutal as the Demon Catcher, or really understand the psychology of demons, but it's great to have fellow humans around to share the task. Plus, there are now Taoists who have devoted themselves to producing so many useful additions to the Fu Yao Da Chia's arsenal of anti-demon weapons and tools. Lastly, it's rewarding, after all those thousands of years of being regarded as a dying breed of fanatics no longer needed in the world, to finally be recognized as a *hero* and greeted with cheers and smiles by people everywhere.

Fu Yao Da Chia O.C.C. Powers, Abilities & Bonuses

In the Free Lands there is a never-ending demand for freelance Demon Catchers, but most player characters will likely end up being an essential part of a combined group of Celestial Heroes intent on some goal larger than dealing with demon infestation. This character is beautifully suited for any operation involving the demonic. They know the enemy better than anyone. They know the demons' strengths and weaknesses, they know how they think, what motivates them, what frightens and bribes them, how to bluff them, how to reason with them, how best to fight them, and when necessary, how to destroy them.

1. Pest Exterminator for the Celestial Court. It's a little humbling, but the Fu Yao Da Chia has come to realize that, from the point of view of the Celestials, Demon Hunters are the equivalent to the "Royal Rat Catcher." An important role, no doubt, but not quite the same as a Knight in Shining Armor, or the Mysterious Mage. Oh, well, a job's a job, and the Demon Catcher is the best there is when it comes to demon hunting. As for the Yama Kings, from this character's perspective, they are the lunatics who have loosed the demon hordes on a helpless land, and an essential part of the job is shutting these madmen down. Main goals:

- Job #1: Demons, of course, exist to be hunted, captured, reformed or permanently bound, and when there is no other recourse, to be exterminated.
- Job #2: As time and opportunity allow, assist those who would depose the Yama Kings and evict them from Rifts Earth.
- Job #3: Prioritize demons based on the needs of the helpless, innocent and heroic who are being victimized by the monsters.

2. Demon Queller Body Hardening. Having carried the tradition for Body Hardening through all the centuries, the character puts much more emphasis on it, considering it to be the foundation of Demon Quelling, more so than others in the hero and monster fighting professions. Select *four* Demon Queller Body Hardening Exercises (described at the end of the Demon Quellers section) to start, and then select one additional at levels 3, 6, 9, 12 and 15.

3. Hand to Hand Martial Arts Skill. Select one of the following: Hand to Hand: Dog Boxing Kung Fu, Hand to Hand: Eighteen Weapons Kung Fu, or Hand to Hand: Shao-Lin Kung Fu, as the basis for the character's combat skills.

4. Mystic Martial Art Power. Select either Mien-Ch'uan Kung Fu (Cotton Fist), Tien-Hsueh Kung Fu (Touch Mastery), Tong Lun Kung Fu (Praying Mantis Style), or Xian Pu Kung Fu (Drunken Style) for the character's Martial Art Powers.

5. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct Chi (the life force that exists even in very weak P.P.E. environments) so that it can add Mega-Damage to otherwise ordinary weapons, and automatically gets the skill *W.P. Gien Bian* (Steel Whip), one of the best weapons for entrapping demons and other supernatural entities.

6. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character will never have additional psionic powers other than abilities that apply to the powers of his chosen Mystic Martial Art. However, the character is skilled in Meditation and resistant to Demonic Curses. **Permanent I.S.P. Base:** M.E. attribute number +2D6, with an additional +2 I.S.P. at each level of advancement.

7. O.C.C. Bonuses: +2 to P.S., P.E. and P.P. attributes, +1 on initiative at levels 4, 8, and 12; +2 to pull punch, +2 to entangle, +1 to save vs magic, and +3 to save vs Horror Factor. The warrior hero is also +1 to save vs possession at levels 1, 3, 5, 7, 9, 13 and 15, and +1 to save vs Demonic Curses at levels 1, 4, 8, and 12, plus curses with a time limit usually last half as long for this character (which can still be weeks or months and encourages that he find a faster remedy).

8. Base S.D.C.: 1D6x10 + P.E. attribute number. Additional S.D.C. may be acquired from certain Physical skills and Martial Art Powers.

9. Affliction: Demonic Curses: In addition to the character's fierce dedication to hunt, stop and rehabilitate demons, which some people consider to be an affliction (or insane obsession), many Demon Catchers suffer from 1-4 *Demonic Curses* at any given time, handed out to him by one of his vile adversaries. It's an occupational hazard. Thankfully, most curses are temporary or can be removed by one means or another (such means are all known to the Demon Catcher). The character doesn't start with any curses, but getting one or more in the future is inevitable. See **Rifts® China One**, pages 54-60, for information on, and descriptions of, Demonic Curses. This book also contains descriptions of nearly three dozen Chinese Demons, Ghosts, Goblins and Spirits.

10. Great Demon Catching Hero Starting Artifacts. Every Demon Catcher has his personal arsenal of weapons and tools for the specialized purpose of hunting, handling, capturing and slaying demons.

- **Book. Wan Gui Yao**, otherwise known as the "Essentials of the 10,000 Infernals." This books lists the names and descriptions of, as it says, 10,000 different demons, especially those of exalted rank. If the character can obtain the name of any demon, it's possible to look it up in the book. For lesser or ordinary demons, such as "Minions" (see **Rifts® China One**, pages 149-150, for Demonic Rank), there is only a 01-02% chance that the name will be found. However, most Greater Demons and those with a rank between Attendant and Envoy will have a 01-65% chance of being listed. Demon Lords, Intermediaries, Bureaucrats and Adjuncts will almost certainly be listed (01-90%), while, of course, all Yama Kings and their Sycophants are listed in the book, unless their entry has been removed (3% chance of a name and description having been ripped out). Reading a listing for a named character is pretty much the equivalent of looking over the Game Master's shoulder at the character's stats. Knowing the type of demon and looking up those of similar rank and power should provide the character with an overview of the demon's powers, abilities and weaknesses, and all kinds of information on various demons. Replacement Cost: Priceless! Only a powerful Tao Shih, Celestial Calligrapher (10th level or better) can make a duplicate, and then only if another original can be found.

- **Demon Hunter Sword.** A magical blade that helps the Demon Catcher find and deal with demons (includes evil Chinese Animal/Nature Spirits, Deevils, Vampires/Undead and other supernatural beings that are demonic in nature, but does not include Ghosts, Goblins, Entities, Elementals or creatures of magic unless the description says otherwise). The handle is always made of animal bone, inlayed with jade and trimmed in silver. Butting a demon with the hilt does 1D6 M.D., but the enchanted blade provides its user other bonuses and abilities.

There are four specific types, one of which usually reflecting the Demon Catcher's own nature or base instincts. Thus, the character can only ever possess *one* of these blades, not a variety of them, and the blade selected always feels right, the Demon Catcher never feels like he's missing out or could do better. Replacement Cost: 650,000 to 2 million credits, but all are considered priceless, some are ancient artifacts (add 1D6 to damage and double the cost), many others are new, but prices vary by as much as 200% depending on the seller.

Pick one. **Note:** The full description for each is found in the *Green Scarf Magic Item* section.

1. The Hunter Blade: This sword is not so much designed to destroy demons as it is intended to help find and identify Infernals.

2. The Hunter Slayer Blade: A large, wide sword that resembles an Executioner's blade. It can be used one-handed by those with a P.S. of 18 or greater. I inflicts heavy damage to demons 5D6 M.D. to Lesser and Greater demons and their demonic ilk, and 1D10x10 M.D. to Demon Lords, Yama Kings, and Alien Intelligences.

3. The Demon Hunter Defender: This is always a sickle shaped blade that does good damage to infernals (3D6 M.D.) but offers the extra protection of considerable bonuses and a special ability blade that makes the wielder impossible to be bound, tied, entangled, pinned or held against his will by demons or their magic or demonic abilities as long as the blade is drawn and held by its owner.

4. The Demon Hunter's Vengeance: A wicked blade that is too often used for torture and revenge as it is for legitimate demon slaying.

- **Demon Catching Mirror.** These eight-sided mirrors, decorated with the eight trigrams of the I Ching, are capable of entrapping any demon who looks fully into its surface. Replacement Cost: One million credits. These mirrors are rare, often passed down from one generation of Demon Catchers to the next. M.D.C.: 100, plus the Mirror is impervious to magic and the wrath of demons (a demon can punch or pound on it all day and it will not break), but it can be cracked and smashed with some efforts. **Note:** The full description for each is found in the *Green Scarf Magic Item* section.

- **Other Demon Queller Equipment.** The character can also purchase as many other useful magic items as 5,000 credits can buy from the **Green Scarf Taoist Sect** (described elsewhere in this section). This is a handy way to fill out the character with some choices. The items will not be the product of the Green Scarf Taoists, a group that the character views with extreme revulsion and disgust, but items acquired either from elder Fu Yao Da Chia, or from other Taoist Artisans. From the character's point of view, it will be a dark day when it becomes necessary to traffic with the "Slaver Empire" of Free Yunan.

11. Demonic Entourage. Even at first level, the character is likely to have one demon in tow who is undergoing rehabilitation. This Infernal is typically a *Lesser Demon*, but may include Goblins or Nature Spirits such as a Fox or Monkey Spirit (though they are much more difficult to retrain or point toward enlightenment). Greater Demons and other powerful supernatural beings are not *usually* captured for rehabilitation until the Demon Catcher has at least three or four levels of experience (and power) under his belt. However, this varies greatly from individual to individual, as does the total number of demons kept for rehabilitation; seldom more than 4-6, often as few as one or two.

The demon(s) in rehab is typically kept close at hand and in chains (at least until he actually begins to embark on the road to enlightenment). The demon is treated like a servant or slave, and expected to do all or most of the manual labor as well as the most unpleasant chores and pretty much anything its captor tells it to do. The demon is slapped, beaten, humiliated, lectured,

and/or otherwise punished for doing a bad job, not finishing the job, being sloppy or careless, creating new problems as a result of the demon's work (or sloth), taking too long, having a foul mouth, threatening others, frightening others (especially women and children), complaining/grumbling about its chores or predicament, or performing the task rudely (has a snide tone in his voice, and/or a condescending attitude, and/or smarts off, and/or performs it in a belligerent way, slamming and stomping, and muttering under his breath, etc.) and similar things. Hard labor (carrying all the gear, moving a fallen tree, digging ditches, building fences, etc.), as well as washing and folding clothes, making tea, setting a table, etc., is intended to keep the creature's mind off wicked things, working out the belligerence in its spirit, and to teach it humility and a work ethic. Tasks like making the demon wait behind and guard the horses or belongings while the Demon Catcher (and allies) go off to do battle or something fun, are to teach the demon patience and self-control. (Letting a demon fight whenever there is trouble, or using threats, intimidation and torture only reinforces its negative nature and does nothing toward gaining enlightenment.) These chores and duties also help the demon to understand the human condition.

There are five main types or *emotional states* of demons forced into service by a Great Demon Catching Hero, any, or all, of which may be part of the hero's entourage. They can be of any demonic species, Lesser or Greater in stature, but they share one of the attitudes, below. (**Note:** There is no all-out, completely evil demon listed, because the Demon Catcher wouldn't waste his time with such a miscreant. There can be other displays of emotion and attitude and we invite the player or G.M. to work up the personalities of the demon captives as they see appropriate, but the following are common archetypes that fit the bill.) For a random determination, roll a six-sided die. A roll of 1-2 is #1 Belligerent Captive, a roll of three is #2 Plays the Game, a four is #3 Frightened Hater, a five is #4 Searching for the Path to Enlightenment, and a six is #5 An Enlightened Demon.

1. Belligerent Captive: This demon is embarrassed about having been bested and captured by a mortal, hates his "mentor" and longs to feast on his bones. The Belligerent Demon is snide, rude and openly defiant, causes mischief and trouble whenever he can, mocks his captor and laughs at his mistakes. If the demon gets the chance to lash out at his captor or his allies, he most certainly will. This is the reaction half the demons have when they are first captured. It will take time, patience, punishment and selfless examples to turn this brute around.

2. Plays the Game: A lying, cheating, double-dealing snake in the grass who thinks he's smarter than his captor by pretending to be obedient and desirous of finding enlightenment. This cretin licks the boots of the Demon Catcher while plotting and working against him, stealing, cheating, causing trouble, inciting the other demons to cause problems, and looking out for Number One (himself). To his "mentor's" face, the demon is sympathetic and obedient, but behind his master's back the demon mocks and belittles him to the other demons and laughs at his mistakes and foibles. If the demon gets the chance to lash out at his captor (or his master's allies), he probably holds back, too frightened or unsure of himself to actually attack, but he may steal valuables or engage in vandalism and run away if he thinks he can get away with it. This is the reaction of most demons who start out Belligerent but move on to the next phase, as well as those who start off thinking they are more cunning, smarter and trickier than the stupid human who has captured them. However, this obedient pretender may find himself thinking new ideas and seeing things differently despite his own silly game of defiance and treachery. In time, the Game Player may find he has outsmarted himself to the path to enlightenment.

3. Frightened Hater. This demon is frightened and submissive. That's nothing new, he has probably been this way for his entire life, hundreds or thousands of years. He is a minion, a disgruntled follower who has always suffered in silence, forced to obey someone more powerful. He hates his life, hates being a captive, hates being taught to do things differently, to think differently, but ultimately is too beaten down and afraid to lash out, even if he gets the chance. This demon is puzzled and frightened when shown any kindness or when treated with worth, let alone as an equal. He suspects such displays are all a lie and a trick that will be used against him, or to raise his expectations only to have them dashed and be belittled. He's afraid to trust or to care, because kindness and respect cannot last . . . can they? Ironically, this demon would love to be something more than an evil monster and would consider trying to follow the path to enlightenment. He just needs to be shown how, and not by words, but by actions. Over time, patience, some ego-building and truth by example, is likely to win the heart of this monster, provided the demon can dare let himself trust and hope and dream of something better for himself.

4. Searching for the Path to Enlightenment. This demon is a willing member of the Demon Catcher's entourage and can be represented by one of the other players. He regards the Demon



Catcher as a wise and generous man, if not a true "mentor," and has decided to try to follow the path to enlightenment. However, at this point in the demon's life, this is little more than a lofty goal, a dream yet to be realized. The old, dark ways are still the creature's first inclinations. Evil ideas and violent solutions are the first to pop into his mind ("Slice his throat. Dead men don't tell tales. End of the problem. Oh, um, did I say that aloud?"), and the demon must stop, think and force himself to find a gentler, more "enlightened" solution to his problems.

5. Enlightened Demon. This demon has found he likes himself better on the path to enlightenment. He sees himself as a hero and champion of justice, and defender of the weak, but he also recognizes his past (he had to come to terms with the past to find enlightenment) and understands why people may not trust or like him. Still he perseveres to become a better, wiser being. **Note:** The Enlightened Demon is described elsewhere as an optional player character. Such a character could easily be played as one of the Demon Catcher's success stories. The two are now friends and equals, not captive and mentor, and choose to travel together to right wrongs, protect the innocent and help convert other demons. (Actually, the Enlightened Demon often avoids that part, leaving rehab in the capable hands of his former mentor). On the other hand, the Enlightened Demon (especially if a player character) may not know this Demon Catcher at all, having been shown the light by a different, more experienced hero, but he respects and trusts most Demon Catchers and finds it an honor to work alongside a man or woman of this noble profession.

G.M. Note: The Game Master should indicate how many demons are currently under the Demon Catcher's sway, and should make him acquire any demons as part of the regular progression of the game. That means the Demon Catcher probably starts off with no demons in rehab. The G.M. should play *all* the demons as Non-Player Characters (which is a blast) to bedevil and cause mischief for the Demon Catcher. Remember, until the demon begins to sincerely try to better himself and embarks down the road to enlightenment, the creature regards the Demon Catcher as nothing more than some ideological weirdo who has enslaved him, and as such, the creature(s) does everything it can to escape, hurt and cause trouble for his captor. After a demon *chooses* enlightenment, he will stay with the Demon Catcher on his own accord, seeking guidance and to learn more from his Demon Catcher "friend" and "teacher." This Enlightened Demon will work with humans, battle other demons and fight together with the player group and humans in general. Until then, watch out! **The only exception to the demon being an NPC** is if one of the players wants to play an *Enlightened Demon*, described later in this section, or a Demon on the Path of Enlightenment, described above. There is nothing wrong with letting a player be an Enlightened Demon even if the Demon Catcher in the group is the one who helped him find enlightenment. At this stage, the two are old friends and equals; the demon with no obligation to obey or serve the Demon Catcher. Two characters with a shared history.

Fu Yao Da Chia O.C.C.

Also known as "Great Demon Catching Hero," "Demon Hunter," "Demon Queller," and "Champion Demon Catcher."

Alignment: While most are Principled (25%) and Scrupulous (30%), Demon Catchers can be from any alignment, even the most evil.

Attribute Requirements: M.E. should be above 11, with a P.E. of 12 or better.

Racial Requirements: None. Although predominately human, other races are more than welcome. Females are surprisingly common (over 33%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 2D4+1 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Fu Yao Da Chia O.C.C. Skills:

Basic Math (+20%)

Calligraphy (+5%)

Demon Wrestling

Fasting (+5%)

Games: Tiao Qi (The Game of Chinese Checkers; +15%). Since most demons (88%) are obsessed with this game, Demon Catchers make a point of being expert players. The character also knows how to cheat (arranging for oneself, or another player to win), or to throw (deliberately lose) a game. Attempting either cheating or throwing imposes a -10% skill penalty on the cheater.

Imperial Bureaucracy & Administration (+5%)

Land Navigation (+20%)

Language: Native Chinese Speaker (95%)

Language: Demongogian (Special, the native language of demonkind; 80%)

Literacy: Chinese characters/ideograms (85%)

Lore: Choose any *one* from Literacy: Ancient & Classical Chinese, Lore: Taoist Chinese Mythology or Lore: Demons & Monsters (+20%).

Meditation

Military Skills: Choose any *two* from the following: Armorer/Field Armorer: Traditional Chinese Weapons, Armorer/Field Armorer: Modern Weapons, Camouflage, Demolitions, Military Etiquette, Military Fortification, Recognize Weapon Quality, Trap Construction, or Trap/Mine Detection (+15% to whichever are chosen).

Radio: Basic (+10%)

Tracking (humanoids and all forms of demons; +15%)

Wilderness Survival (+15%)

Physical Skills: Choose any *three* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running or Swimming.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *two* from: Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword, or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *one* from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *one* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, or W.P. Energy Rifle.

W.P. Demon Snare (Special!). Used exclusively as a weapon of entrapment, to catch an opponent's neck, wrist, or ankle. A snare can *not* be used to parry, and does *no* damage on impact. However, the snare is designed to pinch and gouge as it tightens, creating pain in susceptible demons. The skill also includes training in braiding demon snares out of ordinary string or rope or out of strips of cloth or leather.

Hand to Hand Combat: See #3 and #4 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select five starting skills at level one, and one additional skill at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: Any (+10%).

Horsemanship: Any.

Mechanical: Automotive and Basic Mechanics only.

Medical: Any, except Juicer Technology, M.D. in Cybernetics, or Pathology.

Military: Any.

Physical: Any.

Pilot: Any, except Military Vehicles, Robots and Power Armor.

Pilot Related: None.

Rogue: Begging, Calligraphic Forgery, Card Shark, Concealment, Dickering, Find Contraband, Weapons & Cybernetics, Gambling, Palming, Pick Locks, Prowl and Streetwise only.

Science: Any.

Technical: Any (+15% to Art, Rope Works, Mythology, and Lore skills only).

W.P.: Any, except Sharpshooting.

Wilderness: Any (+5%).

Fu Yao Da Chia Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, one, none) as previously indicated in the list.

Fu Yao Da Chia Standard Equipment: In addition to the character's Demon Hunting sword and special equipment, he also gets two demon snares, can choose four other traditional Chinese weapons (with 3D6 units/rounds of ammunition for each projectile weapon), one S.D.C. weapon made of *bone* and one made of *silver* – in both cases that weapon is typically a knife (1D6 S.D.C. damage), or a short sword or club (both doing 2D4 S.D.C. damage), plus one S.D.C. gun (with 100 rounds of ammunition, half may be silver coated) and one energy weapon (any) with two E-Clips. Rugged traveling clothes made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a good worker. Blank book with 3D6x10 pages, 1D4 pencils, 4D6 sheets of blank paper, solid ink & ink block (just add water), bamboo brushes, fire starter kit (or cigarette lighter), 2D6+2 pieces of incense, a small incense burner, 1D4 scented candles, a small pocket mirror, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, a small meat cleaver, 30 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, a small neck pouch, 30 feet (9.1 m) of rope, two sets of "leg irons" (four feet/1.2 m of chain and manacles to bind demons), and two bamboo canteens of water.

Money: 6D6x100 in credits.

Cybernetics: None.

Demon & Dead Slaver O.C.C.

Nu Li Zhang Wo

Sorry, did you say immortal? Or immoral?

Ah, yes. I see.

You're one of those people who think slavery is wrong. That it's so *baaad.* Uh, huh.

Selling children! That's just disgusting. That's crazy! You're confusing what I do with something horrible, with buying and selling living people. I'm not one of those maniacs!

I sell demons. The dead and damned. Not real people.

What's the difference? Well, c'mon. These aren't people, they're just *things*.

'Course they can talk, what difference does that make?

Okay, okay, let's look at this logically.

First off, what should I do with . . . Hey, you with the three horns, get over here . . . Yeah . . . What should I do with this guy?

Kill him? Oh, his Yama King would just love that. Cave in his skull, watch him die, and the next thing you know, he pops right back in with his old unit, right back there in the Yama Hell, out there torturing and tormenting and eating innocent *people* and doing what demons do.

Killing him is just a bad idea.

Oh, sink him in the bottom of a lake with a rock around his neck? And you call me bad? You think I'm cruel? How do you think old three-horn here would like it?

Naw, what I do is much smarter.

See, I catch 'em, and then I stamp 'em. Yeah, like this mark on that guy's forehead, right between the lower horns. See, that stamp keeps him from being *recalled* by his demon master, and it keeps him nice and quiet. Right Three-Horn?

Then what?

Well, I sell 'em, of course! A Demon Queller's got ta' eat, don't he?

Besides, out in the Free Lands we need these fellas. Those Yama Kings, what do they have? Thousands and thousands and thousands of demons. And the Dead and Damned, too. Whoeee', they've got millions of 'em. How are we gonna' compete with that? How are we gonna' make enough food, make enough weapons? How are we gonna' keep our children in school instead of working out in the fields? With guys like Three Horn here, that's how. Catch 'em, stamp 'em and make 'em work for us.

So don't talk to me about bad. Look around, you'll see lots of bad guys here in China. I'm just a guy doing his job, and trying to make the world a little better place. Oh, and a little profit, just to keep food on the table and pay the hired help.

Demon & Dead Slaver O.C.C. Powers, Abilities & Bonuses

The Nu Li Zhang Wo is an operator out to make a profit out of Rifts China. As the character sees it, capturing and enslaving demons and other unnatural creatures removes them as a threat to the good folk. Selling the "product" to the Green Scarf Taoists, or other big business Slavers, puts money in their pocket, and even more importantly, makes it possible to buy more and better demon-catching gear.

1. Undead Entrepreneur. Sure, the Demon & Dead Slaver doesn't care for the current state of Rifts China, but that doesn't mean opportunities should be ignored. Hate the Yama Kings? Why? They are probably no better, and no worse, than the demons being captured and enslaved, bought and sold. The main goals are to:

- Reduce the numbers of those who serve the Yama Kings, preferably personally, and in large numbers.
- Destroy the ability of the Yama Kings to make war, send out scouts, or otherwise interfere with the Free Lands.
- Try to give the poor and oppressed an even break, especially when such good deeds can be combined with gathering up a little of the main product.

2. Personalized Demon Binding Stamp. The Demon Slaver's most prized possession, the *Demon Binding Stamp,* is what makes the character's profession possible. It is a weird magic item that marks the demon and binds it to the mortal plane of reality and to the Slaver. It also makes the stamped demon docile and manageable (a sort of magical lobotomy, though not quite that severe), making the infernal something rather like a domesticated workhorse or family pet. **Note:** The complete description is found in the *Green Scarf Magic Item* section. **Yearly Dues:** If the character doesn't come to pay his "renewal dues," the *Demon Binding Stamp* loses its power and become nothing but a paperweight. Most Demon Slavers are careful to keep a running account built up with the Green Scarf Taoists, just so they'll never have to worry about the deadline. **Cost:** Varies from 40,000 to 80,000 credits annually, according to the number and type of Slaves collected.

3. Green Scarf Demon Hunting Gear. Select *any* two Green Scarf magic items (regardless of cost/value) from those described at the end of this section, plus the characters starts two sets of *Binding Chains*, one *Demon Snare*, and one *Choker Snare.* Additional items may be purchased as the character acquires money or demonic slaves (the Green Scarf Sect are always in the market for demon slaves and the Dead and Damned). The Demon Slaver has an ongoing business relationship with the Green Scarf Taoist Sect, who regularly buy demon slaves for 60% less than retail (and they also get first choice) for their own use and resale. Furthermore, the Demon Slaver starts with 20,000 credits in a "running account" with the Green Scarf Sect's main bank in *Kunming, Free Yunnan,* but it is reserved for annual payments on the Binding Stamp (and other items with an annual fee) and not available as liquid cash/credits. No "running account," no business with the Green Scarves, not even on a cash and carry basis. In their own way, the Demon Slavers are bound to the Green Scarves.

4. Demon Hunter Body Hardening Exercises. Select two Demon Queller Body Hardening Exercises to start, and then select one additional at levels 4, 8 and 12.

5. Psionics. All Demon Slavers have some range of psychic ability. Roll on the following table for random determination or pick one.

01-10% Minor psychic with only two powers selected from Healing, Physical or Sensitive, but has a bonus of +1D4 to M.E. attribute and 2D6+3 I.S.P.

11-20% Major psychic. Select a total of eight powers from the Healing category and +2D6 I.S.P.

21-40% Major psychic. Select a total of eight powers from the Physical category and +2D4 I.S.P.

41-60% Major psychic. Select a total of eight powers from the Sensitive category and +1D6+1 I.S.P.

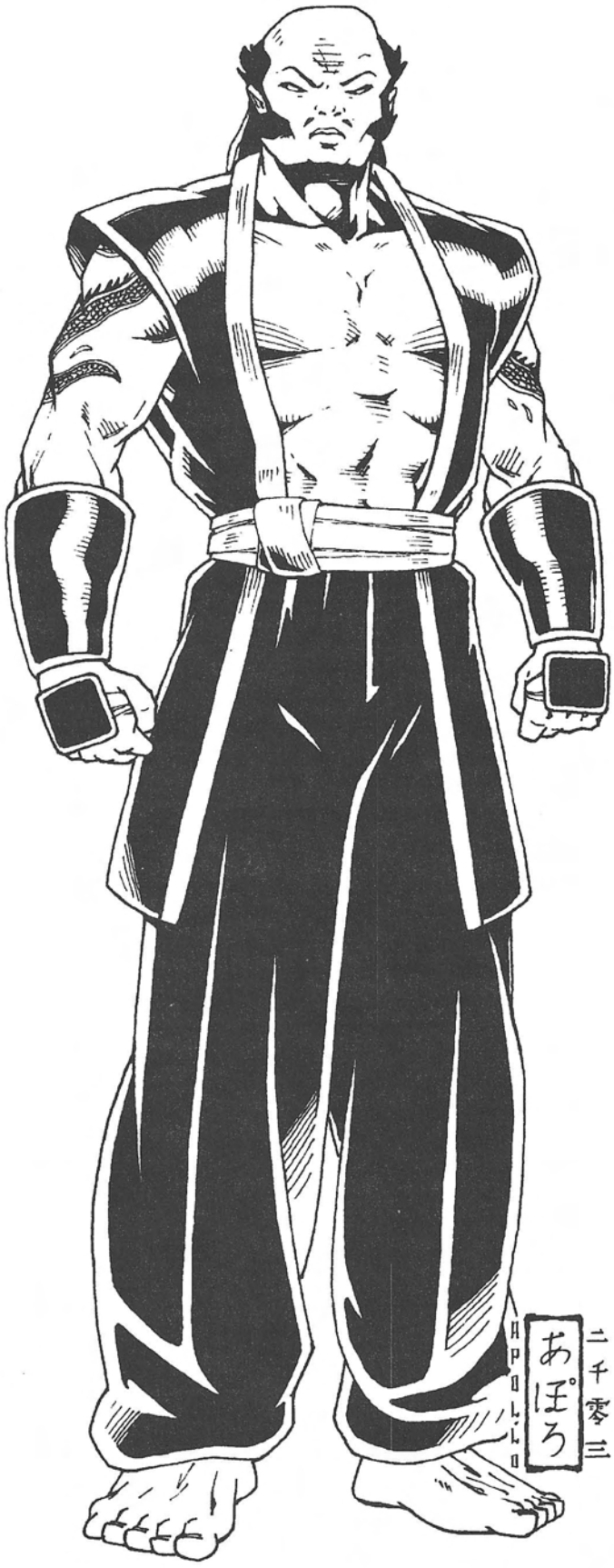
61-80% Master psychic, but *NOT* a Mind Melter. Instead, select *four* powers from the Physical category, *four* from the Sensitive category and 1D4+1 from the Super Psionic category. The rest of the Demon Slaver's psychic energies are ultimately spent on Body Hardening and special resistance to demons, the Dead and Damned (see bonuses). Select one additional Physical or Sensitive ability at levels 2, 4, 8, 10, 12, and 14; and one extra Super Psionic Power at levels 4, 7, 10 and 13.

81-90% Master psychic, but *NOT* a Mind Melter. Instead, select *two* powers from the Physical category, *two* from the Sensitive category and 1D4+3 from the Super Psionic category. Most of the remaining Demon Slaver's psychic energies are ultimately spent on Body Hardening and special resistance to demons and the Dead and Damned (see bonuses). Select one additional Super Psionic Power at levels 2, 4, 8, 10, 12, and 14; and one Healing Psionic Power at levels 4, 7, and 11.

91-00% Mind Bleeder Human Mutant or just happens to have 1D4+2 Mind Bleeder powers at level one. One additional Mind Bleeder power at levels 3, 6, 9, 12, and 15; plus one Super Psionic Power at levels 4, 7, 10 and 13.

Permanent I.S.P. Base: M.E. attribute number +3D6, with an additional +7 I.S.P. at each level of advancement regardless of whether the character is a Minor, Major or Master psychic.

6. Docile Demonic Slave: The Demon Slaver usually has a stamped and docile Lesser Demon slave at his side. This slave serves as a porter to carry the character's equipment. The creature's mind is so empty that it cannot do much more than fetch and carry, perform simple chores, and stand guard and howl or growl when danger or trouble approaches.



7. O.C.C. Bonuses: +1D6 to P.S., +1 to M.E. and +2 to M.A. attributes, +1 on initiative at levels 2, 4, 8, 10, 12 and 14; +2 to strike, +3 to pull punch, +2 to entangle, +2 to save vs disease, and +1 to save vs magic. +1 to save vs Horror Factor at levels 1, 3, 4, 8, and 12. +1 to save vs possession at levels 1, 3, 5, 7, 9, 11, 13 and 15. +1 to save vs Demonic Curses at levels 2, 4, 6, 8, 10, 12, and 14. **Note:** Demon Slavers don't usually suffer from more than one, if any, Demonic Curses, because they usually own and control the demon who has cursed them and get it immediately removed (or else).

8. Base S.D.C.: 6D6+32.

Demon & Dead Slaver O.C.C.

Also known as "Nu Li Zhang Wo," "Slaver" and "Green Scarf Lap Dog."

Alignment: Any, but Principled and Scrupulous are rare. Unprincipled, Anarchist and Aberrant are quite common and many are pretty shady characters.

Attribute Requirements: M.E. should be above 11, with high P.S., P.P. and P.E. helpful, but not required.

Racial Requirements: None, and this is a common occupation for out-of-work D-Bees with gambling, addiction or other money problems. Mostly male (over 90%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 1D6+1 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Special: Knowledge of Imprisonment & Escape. The Demon and Dead Slaver's profession demands the character knows a thing or two about imprisonment and hence, methods of escape. While demons bound via the "Binding Stamp" are like docile sheep, those not bound by magic represent a challenge (there's a market for demons and living dead who are not sheep with the Horune Pirates and others, not to mention dealing in other types of slave monsters). Furthermore, Slavers are not a well liked lot, and have found that being masters of escape comes in very handy. Thus, they get the following skills:

Camouflage (+10%)

Climbing (+10%)

Escape Artist (+20%)

Pick Locks (+15%)

Rope Works (+20%)

Trap/Mine Detection (+10%)

Demon & Dead Slaver O.C.C. Skills:

Basic Math (+30%)

Games: Tiao Qi (The Game of Chinese Checkers; +20%). Since most demons (88%) are obsessed with this game, Demon Quellers make a point of being expert players. The character also knows how to cheat (arranging for oneself, or another player to win), or to throw (deliberately lose) a game. Attempting either cheating or throwing is a penalty of -15% on the character's base skill.

Land Navigation (+10%)

Language: Native Chinese (95%)

Literacy: Chinese characters/ideograms (70%)

Radio: Basic (+10%)

Rogue: Choose any three (+5%).

Tracking (+10% people, +15% demons)

Physical Skills: *Demon Wrestling (+5%)* plus choose any

three from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running or Swimming.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *two* from: W.P. Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword, or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any two from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *two* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, or W.P. Energy Rifle.

W.P. Demon Snare (Special). Used exclusively as a weapon of entrapment, to catch an opponent's neck, wrist, or ankle. A snare can *not* be used to parry, and does *no* damage on impact. However, the snare is designed to pinch and gouge as it tightens, creating pain in susceptible demons. The skill also includes training in braiding demon snares out of ordinary string or rope, or out of strips of cloth or leather.

Hand to Hand: Expert to start. *Option #1:* Can be exchanged for Hand to Hand: Martial Arts, Hand to Hand: Assassin, or Hand to Hand: Tai Chi, at a cost of one O.C.C. Related Skill. *Option #2:* Can be exchanged for either Hand to Hand: Dog Boxing Kung Fu, Hand to Hand: Drunken Style Kung Fu or Hand to Hand: Shao-Lin Kung Fu, at a cost of three O.C.C. Related Skills.

O.C.C. Related Skills: Select five starting skills at level one, and one additional skill at levels 3, 5, 8, 11 and 14. All new skills start at level one proficiency.

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Horsemanship: Any (+5%).

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid and Brewing only (+5%).

Military: Any.

Physical: Any, except conventional Wrestling.

Pilot: Any, except Military Vehicles, Robots and Power Armor.

Pilot Related: None.

Rogue: Any (+5%; with a special +10% bonus to Find Contraband and Streetwise only).

Science: None, except Anthropology, Biology and Math: Advanced (+5%).

Technical: Any.

W.P.: Any, except Sharpshooting.

Wilderness: Any (+5%).

Demon & Dead Slaver Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 5, 7, 9, 11 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Demon & Dead Slaver Standard Equipment: In addition to the character's demon hunting equipment (bought from the Green Scarf Sect), he also has a silver dagger (1D6 S.D.C.), a club made of bone (2D6 S.D.C.; not human), and can choose two other traditional Chinese weapons (with 3D6 units/rounds of ammunition for each projectile weapon; half may be silver coated), and one energy weapon of choice, with two E-Clips. Sturdy traveling clothes, made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a good worker. A 200 page blank book, 1D4+2 pencils, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, a small meat cleaver, 30 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, a small neck pouch, 40 feet (12.2 m) of rope, two five foot (1.5 m) lengths of chain and manacles, and two bamboo canteens of water.

Money: 1D6x1000 in credits/ready cash.

Cybernetics: None.

Goblin Wrangler O.C.C.

Mo Di Mu Yang

Here's the difference. Where the Great Demon Catching Hero heads out, more or less alone, to tackle demons one on one, and the Demon Slaver may use whatever means available to him, the Goblin Wrangler is more of a professional advisor. So here's what happens when the character is called in for a standard consultation:

First, meet with the local folk, get a good rundown of the problem, and try to talk to everyone. At this stage, listening is more important than action.

Second, send out the word that a posse is forming, and try to recruit as many of the community leaders as possible.

Third, start scouting, hopefully with the help of some talented locals. If the character has an experienced Goblin assistant, now is the time to arrange to get some inside information on the problem.

Fourth, and this is where the Goblin Wrangler is different from the other Demon Quellers, try to figure out the real problem. After all, there might be a thousand Goblins, Spirits, Lesser Demons and other supernatural beasties in the area, and there's no point in trying to take 'em all out. No, the Demon Wrangler needs to figure out 1) who is the problem, 2) why, and is there a way to work out a compromise (seldom the case, but sometimes you get lucky), 3) what resources are available, 4) where is the


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best location for a trap or an ambush, especially making sure that none of the offending Goblins get away, and 5) when can all this be coordinated?

When the Demon Wrangler heads out into the field, there's just as much "wrangling" of the local volunteer force as there will be of the Goblins themselves. This guy tends to be a thinker and coordinator, who will use words, threats, intimidation, volunteers, trickery and deception to solve a problem in favor of raw force. Furthermore, the Wrangler is just as pleased to chase, herd and otherwise remove troublemakers as he is to slay them – killing is often a last resort for this character.

Most Goblin Wranglers are sociable folks. Not necessarily talkative, since they like to *listen* to what others, especially Goblins, might have to say. Plus, Goblins and Nature Spirits are so easy to trick or satisfy, killing is often unnecessary. Leave a gallon of wine out at the edge of town every Thursday night and the Goblin(s) is content. Leave some seeds for the birds, or stop hunting in one particular meadow to appease an angry nature spirit and the problem is resolved, provided someone takes the time to find out what the conflict is all about. Not much trouble to keep the peace and avoid killing, is it? Not to the Goblin Wrangler. Similarly, the Wrangler will often use the illusion of force and solidarity to trick or intimidate Goblins and Lesser Demons. Take the following discourse between a notorious Goblin Wrangler and a rambunctious One-Horned Mountain Goblin who has wreaked mayhem at a farming village for the last several weeks. In fact, this miscreant's boldness has incited other Goblins in the area to become more troublesome for the community.

"See that group of people back there?" asks the Goblin Wrangler, pointing to a frightened assemblage of villagers. "The ones carrying all those nasty weapons? That's how far you've pushed these people. They want you dead, and right now. I'm all that's keeping them at bay."

"Phah," snorts the One-Horned Mountain Goblin. "Then why are so many trembling?"

"Oh my dear sir," whispers the Goblin Wrangler. "They tremble with rage."

"Oh?" grunts the Goblin, no longer quite as bold as he was.

"Oh, yes," says the Goblin Wrangler. "Do you see these bruises on my arm?"

"Yes," says the Goblin.

"That's how hard they shook and hit me when I pleaded with them to let me try to talk to you before . . . before they killed you. I said it was only fair that you understood why they sought your death." (Of course, the villagers really are trembling with fright, and the bruises are from when our hero was thrown from his horse a day before, but the Goblin doesn't know that.)

"I don't believe you," snorts the Goblin nervously. "They are all cowards. They run from me in tears and screaming like children."

"They aren't running from you now, are they?"

"Um, no, but watch, I'll . . ."

"Don't!" Implores the Goblin Wrangler. "You can only push humans so far before, well, before they take a stand. And when they take a stand it is because they crave blood. In this case, your blood. Surely, a Goblin of your stature has seen this before."

All Goblins being braggarts and tough guys, the foul fellow snorts again and says, "Well, um, yes, of course. Of course I have. But these humans . . ."

"Have been pushed to their limit, my friend. They crave your blood."

"Maybe, but I doubt they can catch me." he trumpets confidently with a grin.

"Alas, your courage blinds you to the truth, friend. They are prepared for you. You've shown them all your tricks these past few weeks. They've set traps everywhere, and though you might be able to escape or battle any 20 of them, there are a hundred scattered all around you, and . . . I . . . um . . ."

"What? What is it?" implores the Goblin in a worried tone.

"They've brought in hunters waiting for your to turn into a stag and flee right into their arrows or pits."

"They've brought hunters? And have dug pits?"

"Please, don't play games with me," groans the Goblin Wrangler. "I know you must have smelled or heard them the moment they arrived, but you are too brave to admit it."

"Well, yes, but . . ."

"And one last thing." says the Goblin Wrangler. "I know you can tell I'm a hunter of demons by my wardrobe and weapons, and the fact I have no fear of you, myself. It is because I'm a reasonable man who respects your kind, that I come to offer you a quick death at my sword. If you will allow it, I will slay you with dignity, where you stand."

"What! You threaten me!?"

"I have not lifted a single finger against you, sir! And you insult me?"

"No, but you said . . ."

"I said, if you wish, I will slay you quickly and mercifully, or I will help these people hunt you down and kill you like an animal on the run. They've hired me to put an end to the trouble you've caused by putting an end to you. That is my job. My profession. I take no joy it in, but it is what I do. You will only be one of a thousand brave Goblins who have fallen to my sword or the arrows of those whom I have led against you."

"Then you shall be the first to die," snarls the Goblin, but in a trembling voice.

"I might, or it might be you who dies. Did you hear that?"

"No! What?"

"I fear they grow tired of waiting, and the archers draw closer."

"I . . . I didn't hear. . ."

"If there was only some way to make things right, I'm sure they would let you live."

"What do you mean, oh wise Demon Slayer?"

"Hmm, well, some of them said they'd let you live if you'd clear their fields and repair the damage you did."

"They did?" asks the Goblin softly, the wheels in his mind turning as he ponders his options.

"Yes, they did. The fools."

"Fools? What do you mean?"

"Oh, don't worry, friend Goblin. I set them straight. I laughed and told them, 'This is a fierce and independent One-Horned Goblin of the Mountains. He's no farmer. He's no

man's lackey! Why he'd spit in my face if I asked such a thing of him. Spit in my face and laugh so hard he'd frighten the ravens from their roost. No sir,' I said, 'this brave and powerful Horned Goblin would rather die from a thousand arrows, or be torn apart by your 20 hounds than till your fields or rebuild your barns. He'd rather be hunted like a wounded dog, snarling and snapping defiantly with his last dying breath before he'd pick up a rake or a hammer. You must be mad to even suggest such a thing.' That's what I told them."

"You did?" whimpers the Goblin. "And what did they say?"

"Then you must die, of course. That they are prepared to set the dogs on you and hunt you down like an animal, and finally put an end to you once their lust for revenge has been satisfied."

"Oh. And there is nothing else I could do to make amends?"

"I'm afraid not. Oh, and after you've, cleared their fields and repaired the two barns you wrecked, and the fences you broke, and retrieved the horses you frightened away . . . oh, you'd never believe it."

"What? What?!"

"They want you to leave and never come back. And to take your Goblin friends with you when you go. Preposterous!"

"Yes." mutters the Goblin as he thinks. "It . . . it is most preposterous."

"So I guess we should get this over with. I just wanted you give you a fair choice and . . ."

"Then again," interrupts the Goblin sternly, "I guess I can understand why they might be a tad angry. Humans are, after all, a rather . . . um . . . uh . . ."

"Unfriendly and unreasonable people?" offers the Goblin Wrangler.

"Am I really surrounded by archers and dogs?" asks the Goblin.

"And a hundred villagers? Yes, I'm afraid you are. Pity, you seem likeable enough."

"Wait! Tell them that . . . that I will do as they ask because, only because . . ."

"You like their mulberry wine and for a five gallon keg of it, you'll show them how much better a Goblin can do the work of twenty men?"

"Why yes! That's exactly right! Uh, if you think they'd accept such an offer."

"Such a reasonable offer, I'm sure I can convince them of it. And then I'll tell them because of their rudeness and inhospitality, you shall leave this place and never darken their doorsteps again. Not ever."

"Yes, please tell them that," grins the Goblin as if he had won a prize. "Um, but not too harshly. You know how prickly these farmers have become, and we don't want a fight now when everything can be made right."

"Ah, how right you are, Goblin. How right you are."

By the way, the Goblin Wrangler would have been just as happy if the Goblin ran for his life, never to return. All he has told the townspeople is that he would go to try to reason with the little brigand and get him to leave them alone. Failing that, he would slay the Goblin for them. As it turned out, this time, everyone is a winner. The Goblin saves face, the farmers get their damaged property repaired and they get rid of the trouble-maker and some of his pals for the low, low price of a keg of wine. Furthermore, the Goblin will warn others of his kind to steer clear of this "prickly village." Best of all, from the Goblin Wrangler's point of view, without a drop of blood being spilled. Another great job by a hero who uses his wits and cunning to win the day whenever he can. That having been said, the Goblin Wrangler is not afraid to mix it up and fight or slay Goblins, Lesser Demons and monsters. However, his specialty is dealing with *lesser beings*, and he tries to avoid conflicts with Greater Demons, vampires, ghosts, dragons and other powerful beings. This isn't cowardice, it's just that the Goblin Wrangler "specializes" in dealing with Goblins and Lesser Demons. And there are plenty of both species of creatures, many times more than Greater Demons.

Goblin Wrangler O.C.C.
Powers, Abilities & Bonuses

1. Rapport and Influence with Goblins and Lesser Demons. A Gift For Gab With Goblins: Most Goblin Wranglers know and understand Goblins, and to a somewhat lesser degree, Lesser Demons, better than ordinary people. He knows how they think, what they want, why they do the things they do, how to approach them in a non-hostile manner, how to appeal to their base and selfish nature (using it against them), and thus, how to manipulate them. One can think of a Goblin Wrangler as a combination exterminator, confidence artist and behavioral psychiatrist all rolled into one.

Increased Trust and Charm (with Goblins and Lesser Demons only): +10 to M.A. and P.B. attributes whenever dealing with Goblins and Lesser Demons, who tend to like and trust the character and are impressed by the character's easy manner and confidence when dealing with them. Only Goblins and Lesser Demons (including most simple, primordial Nature Spirits) see this increased M.A. and P.B., and respond accordingly. This enables the Goblin Wrangler to approach and calmly talk to individuals and groups of Infernals without raising alarm or inciting violence. **Note:** Part of the Goblin Wranglers' *charm* is they always manage to treat these despicable and childish beings with the utmost respect and flattery (something they seldom get from humans or more powerful beings) without sounding condescending. The smartest Wranglers never make bold-faced lies and never, ever try to cheat, rob or capture Goblins for their own profit. After all, they are getting paid by mortal clients to help control or eliminate problems with these "vermin," and an exterminator doesn't steal from a rat's nest.

2. Goblin Songs. The character understands and can sing a wide range of songs common to Goblins and Lesser Demons. Aside from being able to calm any Goblins, and certain demons, as they are approached, the character can also interpret any songs that come across in response, and will be able to gauge, 1) the type and number of Goblins/Demons, 2) the mood of the character or the group he is approaching, and 3) their current level of health and irritability, including whether there are injuries or wounds, whether they serve a higher power (Demon Lord, king, etc.) and whether they are happy about it or not.

3. Deals with Lesser Evil. Goblin Wranglers know full well that they aren't cut out for handling the major demons, at least not on their own, but they also understand the Lesser Demons'

problems, know how to communicate with and manipulate the local Infernals, and how to make the world of Rifts China a better place, one village at a time. While others might see them as irrelevant or underpowered, the Goblin Wranglers themselves have a deep understanding of how a motivated group of people, even if individually weak, can defeat a powerful demon. The main goals are to:

- Deal with the "bad eggs" among the Goblins and other wild races, as well as helping human communities to cope in the long term.
- Prevent the Yama Kings from expanding their Hellish Realms further across Rifts Earth or beyond in other dimensions.
- Help those who seem appointed by the Celestial Court to deal with the Yama Kings, on their quests, adventures, and through trials and tribulations.

4. Demon Hunter Body Hardening Exercises. Start with Vital Breath, select another two Demon Queller Body Hardening Exercises to start, and then select one additional at levels 3, 6, 9, 12 and 15.

5. Demon Hunter Sword. A magical blade like that of the Demon Catcher used to find and deal with demons (includes evil Chinese Animal/Nature Spirits, Deevils, Vampires/Undead and other supernatural beings that are demonic in nature, but does *not* include Ghosts, Goblins, Entities, Elementals or creatures of magic unless the description says otherwise). **Note:** See the *Demon Catcher's* description for details. Replacement Cost: 500,000 to 2 million credits, but considered priceless.

Pick one of the following:

1. The Hunter Blade: A sword designed to help locate and identify Infernals is common among Goblin Wranglers.

2. The Hunter Slayer Blade: This large, wide sword resembles an Executioner's Sword and is a demon slayer. A Goblin Wrangler may want this sword as a means of intimidation and a nice, hefty weapon to deal out serious damage when necessary.

3. The Demon Hunter Defender: This is always a sickle shaped blade no larger than a short sword and another favorite of Goblin Wranglers because the sword's owner cannot be bound, tied, entangled, pinned or held against his will by demons or their magic or demonic abilities as long as the blade is drawn.

4. The Demon Hunter's Vengeance: This deadly and torturous weapon is only found among 10% of the Goblin Wranglers.

6. Goblin Wrangler Green Scarf Magic Items. The character starts with one item worth under 10,000 credits and one worth 10,000 to 50,000 credits (player's choice). He also knows about the Green Scarf Taoist Sect and the many different magic items they make for dealing with Goblins and demons. Over time, the Goblin Wrangler is sure to purchase or otherwise acquire (perhaps in payment for his services or as a reward) one or more Green Scarf items. Neither the character nor the items are necessarily directly affiliated with the Green Scarf Taoist Sect. It's up to the player character to decide whether an affiliation with the Green Scarf is worth establishing, to be taken up in the future, or best to avoid. Note that Wranglers don't generally care to associate with Slavers or fanatics, they like balance and order, which is what they try to bring to the world.

7. Hand to Hand Martial Arts Skill. Select *one* of the following: Hand to Hand: Dog Boxing Kung Fu, Hand to Hand: Drunken Style Kung Fu, Hand to Hand: Eighteen Weapons Kung Fu, Hand to Hand: Monkey Style Kung Fu or Hand to Hand: Shao-Lin Kung Fu, as the basis for the character's combat skills.

8. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct Chi (the life force that exists even in very weak P.P.E. environments) so that it can add Mega-Damage to otherwise ordinary weapons, and automatically gets the skill *W.P. Gien Bian* (Steel Whip), one of the best weapons for entrapping demons and other supernatural entities.

9. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character will never have additional psionic powers other than the ability to use the Steel Whip as a Mega-Damage weapon. However, the character is skilled in Meditation. **Permanent I.S.P. Base:** M.E. attribute number +3D6, with an additional +5 I.S.P. at each level of advancement.

10. O.C.C. Bonuses: +2 to P.S., +1 to P.E., P.P. and P.B. attributes, +1 on initiative at levels 4, 8 and 12; +1 to strike, +2 to pull punch, and +2 to disarm. +1 to save vs magic, +2 to save vs Demonic Curses, and +2 to save vs Horror Factor. +1 to save vs possession at levels 1, 3, 4, 5, 7, 9, 11, 13 and 15. **Note:** Goblin Wranglers don't usually get hit with Demonic Curses.

11. Base S.D.C.: 5D6+24.

Goblin Wrangler O.C.C.

Also known as "Mo Di Mu Yang" and "Demon Talker."

Alignment: Any, without restriction, since Goblin Wranglers in times past have been of every alignment. However, the best are those who are honorable and trustworthy, so Principled (50%), Scrupulous (20%), and Aberrant (10%) are the most common. (Those who are Aberrant are just entirely self-delusional about being the good guys.)

Attribute Requirements: I.Q. and M.A. should be above 11. A high M.E., P.P. and P.E. are helpful, but not required.

Racial Requirements: None, although predominately human, and 25% of the Goblin Wranglers are female.

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 2D4 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Goblin Wrangler O.C.C. Skills:

Anthropology (+10%)

Basic Math (+20%)

Calligraphy (+15%)

Imperial Bureaucracy & Administration (+5%)

Intelligence (+14%)

Interrogation (+20% on Goblins & Lesser Demons, +5% for all others)

Land Navigation (+10%)

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (85%)

Lore: Choose any *two* from Literacy: Ancient & Classical Chinese, Lore: Chinese Classical Studies, Lore: Chinese Mythology: Taoist, Lore: Demons & Monsters, Lore: Faerie, or Lore: Feng Shui/Geomancy (+15% for each selected).

Meditation

Performance (+20%)

Radio: Basic (+10%)

Seduction (+16% on Goblins & Lesser Demons, +5% for all others)

Sing (+10%)

Surveillance Systems (+20% to Tailing only).

Physical Skills: Demon Wrestling, plus choose any *two* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, Swimming, or Wrestling.

Traditional Chinese Battlefield Weapon Proficiencies: Choose any *two* from: Battle Axe, W.P. Paired Weapons, W.P. Pole Arm, W.P. Siege Weapons, W.P. Spear, W.P. Large Sword, W.P. Small Sword, or W.P. Trident.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Chain, W.P. Grappling Hook, W.P. Knife, W.P. Staff, or W.P. Whip.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *two* from: W.P. Bow, W.P. Crossbow, W.P. Slingshot, W.P. Small Thrown Weapons, or W.P. Spear (Throwing).

Modern Weapon Proficiencies: Choose any *two* from: W.P. Automatic Pistol, W.P. Bolt-Action Rifle, W.P. Automatic and Semiautomatic Rifles, W.P. Energy Pistol, or W.P. Energy Rifle.

Hand to Hand Combat: See #7 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select five starting skills at level one, and two additional skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Horsemanship: Any.

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid only (+10%).

Military: Camouflage, Military Etiquette, Recognize Weapon Quality and Trap/Mine Detection only (+5%).

Physical: Any, except Wrestling.

Pilot: Any, except Military Vehicles, Robots and Power Armor.

Pilot Related: None.

Rogue: Any (but used for a good end against villains).

Science: Any (+5%).

Technical: Any (+5%).

W.P.: Any, except Harpoon, Torpedo and Sharpshooting.

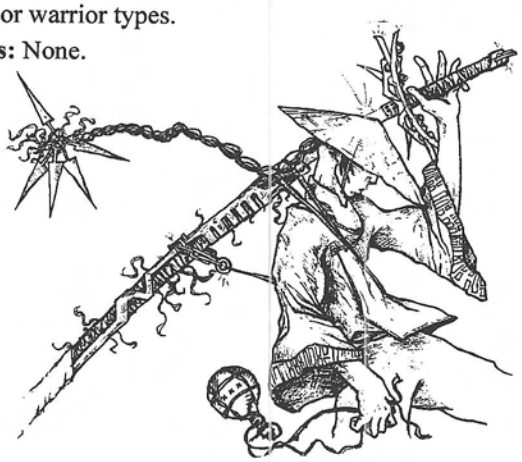
Wilderness: Any (+5%).

Goblin Wrangler Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Goblin Wrangler Standard Equipment: In addition to the character's Demon Hunting sword and special equipment, he also gets four other traditional Chinese weapons of choice (with 3D6 units/rounds of ammunition for each projectile weapon; half can be silver coated), one S.D.C. weapon made of *bone* and one made of *silver* – in both cases that weapon is typically a knife (1D6 S.D.C. damage), or a short sword or club (both doing 2D4 S.D.C. damage), plus one S.D.C. gun (with 100 rounds of ammunition, half silver coated) and one energy weapon of choice with two E-Clips. Rugged traveling clothes made of cotton, wool and leather, including boots, hat and gloves, with a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket and robe, as well as scarf and hat. Identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a good worker. Blank book with 3D6x10 pages, 1D4+1 pencils, 4D6 sheets of blank paper, solid ink & ink block (just add water), bamboo brushes, fire starter kit (or cigarette lighter), 2D6+2 pieces of incense, a small incense burner, 1D4 scented candles, a small pocket mirror, several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one rough, the other delicate), a cooking knife, a small meat cleaver, 30 cups of uncooked rice, a large traveler's shoulder bag, a belt pouch, a small neck pouch, 30 feet (9.1 m) of rope, and two bamboo canteens of water.

Money: 5D6x100 in credits. The Demon Wrangler usually commands 300-1000 credits for each Goblin or Lesser Demon he "removes," plus he gets room and board (reasonable accommodations, three hot meals, and a bottle of milk, juice or wine per day) for as long as it takes. Perks may include luxurious accommodations (a rarity), special desserts and treats, or unlimited food and/or alcohol. Bonuses or gifts (clothes, food, books, livestock, magic items etc.) may also be given out for outstanding work or heroics, though most communities can't afford much. The character may take strictly cash/credits (which may include gold and gems), or accept other items and services in trade such as food, furs, clothing, weapons, equipment, horsesand livestock, artwork, healing, prayers and so forth. The Goblin Wrangler is more likely to work for trade and on the cheap than any of the other Demon Quellers or warrior types.

Cybernetics: None.





Demon Queller Mystic Body Hardening Exercises

List of Exercises

Control Revulsion
Demon Digestion
Dislocation Training
Feign Death
Hardened Internal Organs
Heal Internal Organs & Injury
Laugh at Pain
Life Stone
Resist Psychic Drain
Vital Breath
Yung Chin (Eternal Clarity)

Special Thanks to *Kevin Lowry*, who play-tested the first Demon Hunter character, for providing the inspiration for this section. All these years later, my memories of Kevin's character still inspire me! – Erick Wujcik.

Mystic Body Hardening Notes:

1. Universally Useful. While other martial artists are fanatical about conditioning, Demon Quellers are downright nuts! As with other Body Hardening Exercises, the character's attribute and skill bonuses can be used with any martial art form, or in any kind of combat.

2. Ongoing Training. The characters who act as trainers for Demon Queller Body Hardening are downright sadistic. It's not enough for them to inflict pain and suffering, they'll add torture and torment, as well as the occasional maiming or evisceration ("for your own good, and you'll thank me later!"). In addition, senior educators among the Demon Quellers pride themselves on their ambush and surprise tactics, springing any and all of the horrific techniques when the students least expect it, and sometimes in moments that show a complete lack of human decency. Game Masters are advised to bear this in mind when Demon Queller characters add new Body Hardening Exercises.

Control Revulsion

The character's training consists of being exposed to the most horrible, graphic, and disgusting sights, sounds, smells, tastes, and textures that the trainer can imagine. For example, not only would the character have to visit a mortuary (preferably, immediately after it's been filled with victims from a battle, mostly hacked up and in pieces), but the character would be expected to sleep in a pile of bodies. As a result, the character develops a certain *resistance* to Horror Factor, but also to terrible, putrid smells, tastes and bodily functions. **Bonuses:** +3 to save vs Horror Factor, +3 to save vs vomit/gag response, terrible smells, the sight of slime, blood, gore and any number of disgusting things demons engage in for fun or to frighten onlookers.

Demon Digestion

Taking control over the body's digestive system, the character gets to the point where he can eat just about anything and have it pass harmlessly through the body, no matter how disgusting or inedible. More importantly, the character develops the demon's ability to voluntarily belch, fart, vomit or rumble their stomach, at will, and with control over volume and content (smelly or not smelly). Included is an awareness of poison in the system, from the quick acting to the long lasting, gradual killing types, and he can speed up the body's *disposal* so that such things are expelled in anywhere from two hours to ten minutes. Vomiting and such, at will, may be used to feign illness, to cause a commotion, start a fight or clear a room. The worst, most repulsive *displays* and smells have a gross out/Horror Factor of 13. **Bonuses:** +1 to P.E. attribute, damage and penalties from poison and drugs is half, and the duration for being sick/the negative effects is also half (including the effects of drugs).

Dislocation Training

The idea is to inflict a lot of the potential damage on the character deliberately, dislocating joints all over the body, so the character will be 1) a lot tougher, and 2) able to handle it when it happens in combat. For example, the character's shoulders are deliberately dislocated in training so the character can learn to "pop" them back in without assistance, and quickly. Likewise, the bones of the hand and arm are "popped" and broken, and broken again, so that they grow back stronger. **Bonuses:** +2 to save vs pain, +1 to P.E., +2D6+12 to S.D.C., +1 to roll with impact, and +5% to Escape Artist skill (if applicable).

Feign Death

Sometimes it's a good idea, with demons, to just play dead. However, since demons tend to test their theories to extremes, playing dead or unconscious for a demon is pretty grueling. Typically the demon will poke, prod, twist, squeeze, toss, throw, scratch, bite off a finger or a toe, and otherwise bedevil a body into sitting up and saying "alright, already!" While in training the character must spend hours playing dead, while being badgered by teams of senior Demon Quellers and/or their demon students on the road to Enlightenment. As a final examination the character is tossed over a wall into a pack of hunting dogs, or into some other area filled with vicious guard dogs. **Bonuses:** +2 to save vs pain, +10 to S.D.C., +5% to save vs Coma/Death, +1 to save vs Horror Factor, and can hold breath for five minutes +1 minute at levels 3, 6, 9, and 12. **Base Skill at Feigning Death or Coma:** 40% plus 4% per level of advancement (+10% bonus if undergoing a simple examination without additional cutting, prodding or pain).

Hardened Internal Organs

By exercising the *internal* muscles of the body, the character learns how to move things around inside the body cavity, so vital organs can actually be moved out of harm's way. For example, a character can shift the heart out of the way of a blade or arrow point. If successful, the character can avoid all but one point of Hit Point damage from a piercing wound (S.D.C. damage is inflicted normally). This can also be used as a kind of side show carnival trick. The idea is to pierce himself, or have an assistant stab him, with thin knives or needles, in places that ought to be fatal. Instead of dying, the character takes just a point or two of damage. **Note:** While Shift Internal Organs is pretty fast, fast enough for hand to hand combat, it is not fast enough to dodge an unexpected gunshot or back stab. In other words, it can be used to avoid the damage from a bullet, but only if the character can anticipate the shot before the trigger is pulled. **Bonuses:** +1 to P.E. attribute, +1 to save vs pain, and recovers Hit Points and S.D.C. twice as fast as usual. **Skill at Moving Organs:** 40% plus 4% per level of advancement.

Heal Internal Organs and Injury

Sometimes avoiding damage is impossible, and quick recovery is always ideal for guaranteed survival, especially if a pack of Goblins or demons are after you. Long hours of training in healing concentration, focus and a form of bio-feedback meditation enable the character to stop bleeding in 2D4 melee rounds without an external bandage and to heal internal injury, tissue damage and hurt organs. **Bonuses:** Restores 1D6 Hit Points per hour, with a maximum recovery of one third the character's total Hit Points (or 25% of the total M.D.C., as the case may be), and +10% to save vs Coma/Death.

Laugh at Pain (The 'Lau Re' Maneuver)

Characters are conditioned to equate pain with humor. Gradually, larger and larger needles are inserted in more and more painful parts of the character's body. When properly trained the character will be able pull pieces of broken glass out of their own flesh, even their own eyeball, while chuckling and cracking jokes. Not that it doesn't hurt anymore, because it certainly does, it's just that the character has learned to laugh and joke about it. Very useful when attempting to intimidate or impress demons (and scare the daylights out of *normal people*; equal to an H.F. of 13). **Bonuses:** +2 to save vs pain, +1 to M.E., M.A., and P.E. attributes, +5% to save vs Coma/Death, and +8% with an additional +2% per level to intimidate (special circumstances: only when demonstrating resistance to pain & suffering). **Skill Level:** 50% plus 4% per level of advancement.

Life Stone

A special stone of M.D.C. strength (one M.D.C.) is first placed under the character's skin, which is then allowed to heal. Then, over the next few weeks, the Demon Queller is subject to regular beatings, with fists and clubs, designed to get the stone deeper and deeper inside the body and to regularly take the character down to a near death state, destroying all S.D.C. and almost all Hit Points. Gradually, the M.D.C. stone is pushed into position, near the heart. Also, gradually, the stone's M.D.C. becomes part of the character's physical integrity, to the point where the character is a fusion of S.D.C., Hit Points, and 1D6+6 points of M.D.C.! **Bonuses:** The character is a minor Mega-Damage being with 1D6+6 M.D.C. always available without needing to spend I.S.P. or P.P.E.(the M.D.C. must be depleted before the character takes any S.D.C. damage, though attacks direct to Hit Points will bypass the M.D.C.), +1 to roll with impact, +4D6 S.D.C., and +5% to save vs Coma/Death.

Resist Psychic Drain

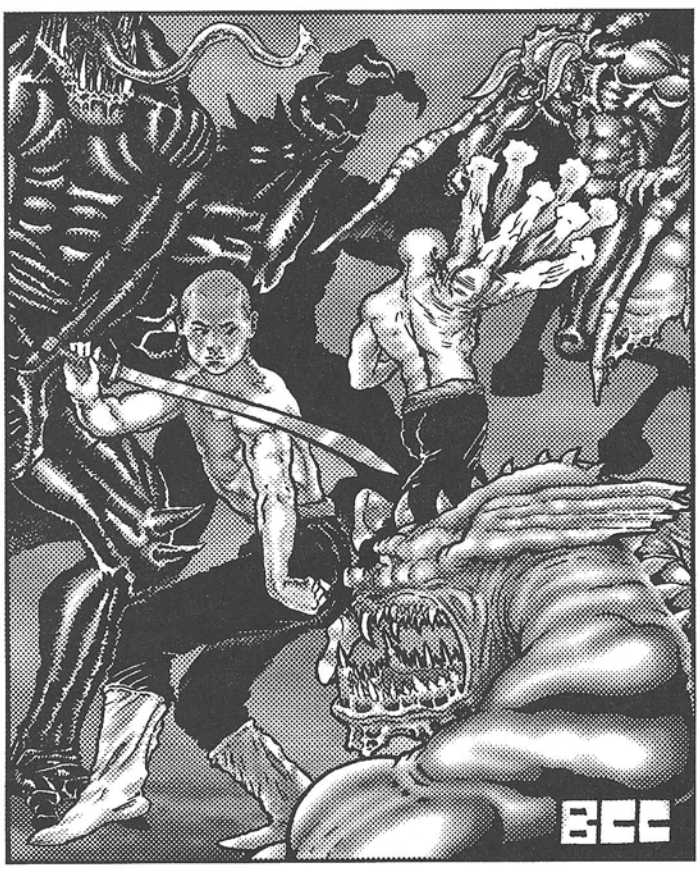
By practicing under waterfalls, at the edge of a cliff, deep underground, and in the middle of a freezing underground stream, the character conditions the body to ignore the forces that fill or drain it of P.P.E., I.S.P. or Chi. **Bonuses:** Fatigues at half the normal rate; +2 to save vs possession or psychic drain, and +1 to save vs Demonic Curses, magic vapors/breath attacks and magic illness.

Vital Breath

Exposure to noxious gases, teaches the Demon Queller how to breathe out, instead of in, when suddenly confronted with any kind of "strange air." Not just based on smell, but on slight changes in air pressure, currents or even humidity (even gases that have no odor tend to make the air seem slightly more or less dry). The character still needs to breathe, and is still vulnerable to the poisons, but will be able to hold his breath in an instant – a great defense against the many demons and Goblins who have breath or vapor attacks (roll initiative on a D20 to see if the hero held his breath in time; high roll wins, but the Vital Breath gives the character a +2 bonus on initiative against breath/vapor/gas attacks). **Bonuses:** +2 to save vs breath attacks, noxious gases, and poisoned atmosphere, as well as sudden lack of pressure, and can hold breath for an extra three minutes (also see *Feign Death*). **Note:** The average, untrained person can only hold his breath for about two minutes. This character can also control his breathing so that he can share his pure air supply with another by breathing some of his air into their mouth CPR style as if it were a bit of fresh oxygen.

Yung Chin (Eternal Clarity)

A fancy name for learning how to drink a lot of booze without getting too drunk. Since demons, and many other vile creatures, are completely unable to resist temptation, especially when it comes to booze or drugs, it's often easy to tempt them into either drunken binges, drinking contests, or foolhardy experiments with substances ("Hey, the Alchemist isn't around, how about we try some of these blue pills? You're kind of big, so I'll take one and you can have these six."). Not only can this lure creatures into making foolish wagers, but it also dims their ability to use their powers, slows their reaction time (-4 on initiative) and often slows their natural rate of recovery or regeneration (half the usual). Yung Chin teaches the character to recognize their own limits of drunkenness and intoxication, to quickly "burn off" the effects, and to gain a clear head much more quickly than others. After the training, the character usually becomes a "professional" drinker – he won't drink unless there is something specific to be gained by it. **Bonuses:** Resist the effects of alcohol at +20%, with an additional +4% per level of experience, and penalties of drunkenness are *halved*, so the character is only -2 on initiative, -1 to strike, parry, dodge, Spd is reduced one quarter, and skills go down just 6%.



Demon Queller Secrets

Demon Weaknesses & Foibles

Note: The following is especially true of Lesser Demons, Goblins and demonic Spirits, and is less true of Greater Demons and Demon Lords.

1. Demon Ego. Demons are very egotistical, imagining themselves to be tremendously superior, in every way, to any mere mortal. From a demon's point of view, humans are less than bugs, less than germs, less than dust. Thus, they tend to underestimate their mortal opponents, believe outrageous compliments, succumb to flattery, and overestimate their own abilities.

2. Demon Greed. Demons are, by their very nature, greedy, power-hungry and selfish. If they want something, they usually want it now, or want the lion's share (at least 75%) or best available. Furthermore, demons, especially Lesser Demons and Goblins, can usually be persuaded to want just about anything (a demon obsessed with the shopping channel is not out of the question), especially if a hero or important human/king, or mage, or a great being wants it. Their greed can be used against them, getting a demon to do something foolish or dangerous, betray an ally, steal, kill, bargain, reveal secrets, etc., as well as used to create division among their ranks, and create paranoia or stir up insurrection.

3. Demon Groveling. When defeated, or in the presence of their Infernal masters, demons turn into pathetic, fawning, servile bootlickers. In other words, when the tables are turned, so do demons. Accustomed to taking arbitrary orders from their masters, all demons have had a few thousand years to get to used to being an underling. While most demons are savage and demanding bullies when they have the upper hand or are on their own, they understand power and regard their demonic lords, leaders and superiors with a combination of awe and dread.

4. Demon Laziness. While most demons are far from dumb, many are lazy. Sloth is a vice from which most demons suffer. Most try to get away with doing as little as expected of them, and given half a chance, they'll do no work at all, even putting off urgent assignments, or "take a break" to acquire something personally rewarding or desirable if an enticing (mouth watering) prize is discovered along the way.

5. Demon in Charge. Most demons love to be feared, respected and the creature in charge. They love to boss around, bully, torment and torture those weaker than they, including their fellow Infernals and ex-superiors (also see *Betrayal*). This means they can often be bribed with positions of power (or even just the promise of power over others), revenge upon those who once held power over them and the acquisition of magic or knowledge that will make them powerful. However, that also means they may turn on you if they think they can get the upper hand, or you threaten their position/rank.

6. Demon Cowardice. Demons are Supernaturally strong, tough, resilient and possess special or magical powers. However, many are also ridiculously sensitive to pain. The hard part is figuring out *how* to inflict pain. Demons are pretty insensitive to most of the things that would hurt a human. For example, they don't even register pain from cuts, puncture wounds, bullets, heat or cold, poison, dismemberment, etc. Frankly, you could gouge out an eyeball with a dull spoon, and the demon would barely notice and probably chuckle. However, there are things that can really *hurt* a demon, at least for as long as it is in physical form. Remember, not all demons have the same weaknesses.

- *Twisting & Pinching.* Surprisingly, demons can suffer hideous pain when their own body parts are constricted. Fingers, toes, ears, noses, lips, tongues, eyelids, and any other loose body parts are good possible targets. Don't try to grab the whole part,

the idea is to just pinch a tiny amount, just enough to fit between the fingernails.

- *Hangovers.* After bouts of heavy drinking, usually within fifteen minutes of the last drink, demons are subject to horrible, horrible hangovers. While in the grip of the terrible pain, the demon will be sensitive to noises, smells, vibration, and bright lights (reduce all skills, bonuses and Spd by half, and attacks per melee round by -1).

- *Tickling.* Some demons are tremendously ticklish. This is also something that they are deeply ashamed of. Not only can such demons be rendered helpless by tickling, but threatening to reveal the demon's terrible secret may be a great way to bully them into submission.

- *Music.* Demons hate it! Any kind of beautiful music or musical sound that is worth listening to (Goblin songs are not), whether it comes from a bell, flute, lute or the human voice is like fingernails on a chalkboard to demons great and small. They can't stand to hear it and will usually try to flee from it. Penalties for Less Demons: Affects all who hear it; -40% on skill performance, -1 attack per melee round, they lose initiative and can barely focus long enough to cast more than one spell or use one psionic power or special ability per melee round. If the infernal ringing can't be stopped, then there is a chance Lesser Demons and Goblins will leave the immediate area. Many will submit to anything or agree to any deal to get the bells to stop ringing. Penalties for Greater Demons: -20% on skill performance, -2 on initiative, -2 on all combat bonuses, but the Greater Demon can still cast magic and use psionics and special abilities as normal. However, they hate the noise and get so angry and annoyed by it that they may start grabbing and killing (or threaten to kill) any person or livestock that crosses their path. **Note:** Only the greatest musicians, singers and certain magical instruments can touch a demon's soul, and when it does, it makes them calm and peaceful.

- *Vulnerabilities.* Most demons have an Achilles Heel, something common and usually S.D.C. that can inflict grievous bodily harm. Common demonic weaknesses include fire, water, the wood of a tree (sometimes a specific tree), bone (human or animal), sunlight, magic and silver, among others. This is where firsthand knowledge and the skill *Lore: Demons and Monsters* comes in handy. Each specific Chinese demon will have a specific, sometime rare or unique, vulnerability that inflicts great amounts of pain and injury. Even S.D.C. objects may do Mega-Damage to the Infernal vulnerable to them.

7. Betrayal, Thy Name is Demon. Once conquered, defeated, or wracked with pain, many (not all) demons will turn on their brethren. They'll squeal out every secret they know, betray all the plans of their former masters, and kowtow to whomever holds their life in their hands at the moment. Of course, Demon Quellers who have demon servants should bear in mind that the reverse is also true, and that a demon stolen away from them is likely to offer up their secrets, plans, weakness and valuables, especially if it saves the demon's own life, gets it revenge, or earns it a reward or position of power.

8. Demon Superstition. Demons tend to be very superstitious, gullible, and easily led into believing in legends, myths, rumors, curses, etc. For example, while true *Demon Mirrors* are exceedingly rare, all demons fear all mirrors. And their greed or hunger for power kicks in when it comes to stories about legendary weapons, magic and secrets that can make them feared and powerful.

9. Demon Cruelty. It is in the nature of demons to humiliate, abuse and torture their victims. However, as any demon knows, "living things suffer more than dead things," and "an arm dismembered is an arm that feels no pain." Also, "a victim's anticipation of torture is just as important as hunger before a meal." More than one Demon Queller and hero has survived by knowing these important demon maxims.

Demon Hunter Tricks & Tactics

Or, Trickery and the Art of Binding Demons

1. Talking! The first step in conquering a demon is to get it to talk! Simply fighting demons is pretty useless since either you'll start winning so that the Infernal will flee or be slain, or you lose and suffer at the hand of the demonic victor. None of those outcomes are useful for binding or controlling a demon, and the latter alternative is too horrible to contemplate. So the trick is, talk first, fight later.

Getting the demon to talk is simply a matter of playing to its weaknesses or playing to the demon's ego, greed or lust for power. Once you get the creature talking, sharing, expressing its desires, hatred, etc., the Demon Queller has room to maneuver verbally, and manipulate, trick, bluff or confuse his evil adversary. Another possibility is to simply say something that confuses or distracts the demon. Consider the following bit of name-dropping as an example:

Demon: "Stupid human. I will now tear the limbs from your body."

Demon Queller: "So, how about that King Pien Cheng Wang? Is he a kidder, or what?"

Demon: "What?"

Demon Queller: "You know, Cheng Wang, Yama King of the 6th Hell! A being who really appreciates a good joke . . ."

Demon (suddenly cautious): "You know Cheng . . . I mean . . . you know the Great King Pien?"

Demon Queller: "Well, you know how it goes, you go to a couple of royal Yama functions, and one thing leads to another . . ."

2. Entertaining Demons. Demons just aren't used to being treated well. In their native land (one of the Hells of the Yama Kings) they are usually kicked around, beaten, and forced to work a job they hate for centuries at a time without so much as a coffee break. So, from a demon's point of view, an invitation to share a drink or a bite to eat is pretty tempting. Make it a regular party, or a sit-down meal, and the demon is hooked. Likewise, being treated with respect is also a rare pleasure and something most demons appreciate. This may create openings for massaging the monster's ego and more talk and opportunities for weaseling out secrets, causing dissension and other acts of further manipulation.

3. Gambling with Demons. Demons will gamble on anything. In their native land (one of the Hells of the Yama Kings), they are desperate enough to bet on the stupidest things imaginable just to break the tedium. Winning a bet against a demon may not be enough to conquer it, but losing definitely shakes a demon's confidence, while if the demon goes on a winning streak it soothes its ego and again creates openings for ferreting out secrets and manipulation.

4. Music. Demons hate the sweet sounds of music. To them the sound is akin to fingernails on a chalkboard and as long as the a bell is rung or music is in the air, Lesser Demons cannot concentrate and are driven away or at least kept just outside of earshot. The ringing of bells and music that come from flutes are the most painful and annoying. Music has the same effect on Fox Faeries and many evil nature spirits and may keep them at bay. Should a demon or evil spirit endure the painful sounds, they are -5% the performance of skills, -1 on initiative, and -1 to strike; some may have more severe penalties if music is one of their vulnerabilities (such a weakness would be listed in the specific creature's description). Truly heavenly and magical music, on the other hand, may have a calming effect on demons and evil spirits, at least for as long as the enchanting music plays.

5. Challenging Demons. Ultimately, to truly subdue a demon, the Demon Queller has to challenge it to some kind of contest, duel or game. A crude example, found in many fairy tales, is where the hero says something like, "Well, yes, you seem awfully mighty and powerful, but how could you possibly fit in this teeny-weeny little bottle?" Here's a typical exchange:

Demon Queller: "Yes, I believe that you are the most powerful of demons. However, I wonder . . ."

Demon: "Wonder what? Do you doubt my power?"

Demon Queller: "I was just wondering . . ."

Demon: "What!?! Speak, you meaningless thing!"

Demon Queller: "Can you wrestle?"

Demon: "Wrestle? I can out-wrestle all of you! I can defeat the greatest human wrestler that ever lived! I could wrestle your entire nation into abject submission."

Demon Queller: "Yes, but do you think you could out-wrestle me?"

Demon: "Of course, I could out-wrestle you any day of the year! I could out-wrestle you in any of the fourteen planes of Hell! I could out-wrestle you in front of the celestial throne itself! There is no way that you could ever defeat me!"

Demon Queller: "Ever?"

Demon: "Ever!"

Demon Queller: "Mighty one, while you are awesome indeed, I think that you are exaggerating. Surely there must be some way, in the wide and infinite wonder of the world, that would allow me to wrestle you with some tiny chance of success."

In the example above, the Demon Queller is appealing to the monster's ego and classic overconfidence, while at the same time offering respect that works to further stroke the demon's ego and encourage it to do something foolish.

Enlightened Demon R.C.C. – Optional

Shan Muo

By Erick Wujcik

The return of magic and the coming of the Yama Kings permanently changed the lives of countless millions of humans. What is sometimes surprising to consider is that it also changed the lives of the minions of the Yama Kings, particularly the demons.

For thousands, or even tens of thousands of years, the demons have been part of a rigid hierarchy with only two ways to change. Either betray those above you, so they can be dragged down, their dead bodies stepping stones to the next level in the pecking order, or give up, grow weak, and become a footstool for the ambitious below you and those above you – constantly driven down towards the bottom of the heap, to be spit upon and abused by those demons moving upward. They had never been to the human plane of existence and never had any desire to visit it.

Suddenly, there were big changes.

Demons who had never been outside of a torture chamber, or a latrine pit, or a furnace, were suddenly on the march, set to battle strange creatures, sometimes human, sometimes fighting alongside demons of another Yama King, other times fighting against them. Seeing strange skies, strange buildings, and strange life forms was startling and unwelcome. The humans should have looked familiar, and some of them did, but others though . . . Why did they look so strange? Puzzling, even after being told they were still alive.

Alive? How could they be alive?

Because, idiot, we're not in Hell right now!

Not in Hell, but the human plane of existence? Mind boggling.

From time to time, demons were actually able to talk to one another. Sometimes when lost out in an unfamiliar landscape. More frequently, after being hideously maimed by the bizarre weapons that flamed and cooked and detonated, laying in a heap with other demon casualties, slowly regenerating. During these conversations it seemed there were no answers, no reason why the old ways had changed. Simple questions led to more complex questions. Complex questions led to confusion.

Confused and disillusioned in the old order, demons in Rifts China are more and more hearing the words of the Great Demon Catching Heroes. Hearing that there is an escape from the endless backbreaking grind and mind-numbing boredom of their demonic immortality, hearing of "enlightenment" and "transformation" and the possibility of a different kind of life.

Those demons who make the leap, who turn their backs on the old demonic traditions, who heed the words of Demon Catchers, have a shot at becoming *Enlightened Demons*.

They become characters who are in the midst of changing from demon to human. The first step, the first level of advancement, is to shuck off enough of the demon in order to fully take on an alternate form, the form of a *human being*.

In the various stages of the change, the Enlightened Demon is caught between two worlds. Still able to take the form of a demon, and still hunted and tempted by the minions of their former master (usually a Yama King), yet moving more and more into the world of humans. In human form, the character be-



comes more and more powerful . . . but only at the cost of weakening the demon form, which becomes less and less powerful, and less and less appealing.

The transformation ends when, and only when, the Enlightened Demon wipes out the last traces of the old demon form. When the character becomes fully human.

Enlightened Demon Ineligibility

Ghosts & Undead Spirits. Un-living beings, such as ghosts, spirits and vampires, can certainly have experiences of enlightenment. However, once enlightened, they do not transform. Instead, they discard whatever flesh or energy ties them to the mortal world, and continue along a soul path to another plane, either towards reincarnation or transcendence.

Goblins. Enlightenment for a Goblin is, first of all, a rarity, and no different than it would be for an evil or misguided human. There would be no physical transformation, just a continuation of their lives in a Goblin body, albeit with more wisdom and insight.

Animal Spirits, Faerie Folk & Were-Beasts. Many so-called "demons" or "monsters" are actually beings from other realms associated with Rifts China. So, for example, the Fox Spirit and Fox Faerie are both supernatural creatures from another dimension, but not actually demons. Monkey Spirits and Yaksha, as well as Were-Beasts, are also supernatural creatures, and likewise not demons. While enlightenment is a possibility (although unlikely) for any of these creatures, it will not lead them into the transformation of an Enlightened Demon.

Ineligible Demons. Demons of greater power than those described below can become enlightened, but are unlikely to take the pathway that leads toward human form.

Enlightened Demon R.C.C. Powers, Abilities & Bonuses

Leaving behind an eternity of mindless cruelty and rage isn't easy, especially when those left behind want, *so very much,* for things to be as they were. Yet things have changed, and the Enlightened Demon can see that even more change is possible, if those of good spirit work together. It isn't easy, changing the petty cruelties and bad habits of all those years, but the character intends to make changes, and perhaps even help others.

1. Demon Deserter from the Yama Kings. If change is possible, it will only be if the Enlightened Demon manages to escape the clutches of the Yama Kings, and of the demonic hierarchy that rules the Hells. Those who are recaptured may face hundreds or thousands of years of horrific punishment, during which time it will be impossible to progress toward a human form. Progressively becoming more human will mean identifying with humanity's objectives, but the Enlightened Demon will also want to help out other demons yearning for change. The main goals are to:

- Live as a human, experiencing a full range of human emotion, wonder and experiences, learning from the human world, and performing good deeds whenever possible.
- Assist those Demon Quellers who are attempting to enlighten other demons, especially by helping to capture or persuade demons.

• Throw a few monkey wrenches into the plans of the Yama Kings.

2. Demon Origin. Each Enlightened Demon starts with the original characteristics of one of the following Lesser Demons (see **Rifts® China One** for details, pages 84-105):

• *Ch'uan Ti, the Earth Hound.* Reduced to 1st level during initial enlightenment. Prehensile Tongue and Alter Scent will be retained in Demon Form, all the way through 15th level.

• *Falcon Demon.* Winged Flight will be retained in Demon Form, all the way through 15th level. However, Metamorphosis: Firefly, is lost at 6th level.

• *Ma T-ou (Horse-Head Demon).* Weapon Master: Small Blades will be retained in *both* Demon Form and Human Form, all the way through 15th level. However, Metamorphosis: White Steed, is lost at 5th level.

• *Monkey-Wolf.* The Human Form of the Enlightened Monkey-Wolf will be identical to the creature's Metamorphosis: Human form, with blonde or golden hair, and sparkling green eyes. Prehensile Tail and Run with the Wind will be retained in Demon Form, all the way through 15th level. However, Metamorphosis: Wolf, is lost at 8th level.

• *Ox-Head Demon.* The horns of the Ox-Head Enlightened Demon will be present, even in Human Form, starting as a full rack at 1st level, but gradually getting smaller and smaller, until only tiny nubs appear on the 15th level Human Form. Heightened Sense of Hearing and Fantastic Endurance will be retained in Demon Form, all the way through 15th level. However, Metamorphosis: Black Bull, is lost at 7th level.

• *Pig Demon.* Weapon Master: Peasant Tools, as well as the character's skill with Contacts & Connections will be retained in *both* Demon Form and Human Form, all the way through 15th level. Heightened Sense of Smell will be retained in Demon Form, all the way through 15th level. However, Metamorphosis: Pig is lost at 7th level.

• *Yang Ching (Goat-Head Demon).* Weapon Master will be retained in *both* Demon Form and Human Form, all the way through 15th level. Turns Invisible in Fog or Mist will be retained in Demon Form, all the way through 15th level.

• *Unique Demonic Powers.* Roll percentile for one of the powers listed in **Rifts® China One**, on pages 145-149.

3. Enlightened Demon Rules of Hell. The Enlightened Demon starts out being hated and hunted by just about the entire population of his original Yama King Hell, all the way from his former Yama King master, down to the most humble servants. All of them, from the highest to the low, would love to be able to bring back the Enlightened Demon character, for the most severe punishment, but also as an example to any other demons who might be considering escape or pursuing enlightenment. However, so long as the Enlightened Demon keeps away, and stays "straight," obeying the law, the Yama King and his minions can do little. Still, the Enlightened Demon has to remember that the *law of the Yama Kings* is more a matter of letter than spirit. **If the Enlightened Demon is caught breaking any rule**, no matter how minor, then the Yama Kings will be authorized to recapture the character. In role-playing terms this means the player character has to be "good" (or, at very least, avoid being caught). If a Reformed Demon is ever recaptured and found guilty of crimes against the Yama King, **then that character will be permanently out of the game!** Here are the rules that a Enlightened Demon must obey:

• An Enlightened Demon *must* keep any word of honor.

• An Enlightened Demon must not be *caught* in a lie.

• An Enlightened Demon must *obey* any Mandate of Heaven. Fortunately, each Mandate of Heaven specifically states that those demons who become "enlightened" are free to pursue their own destiny.

• An Enlightened Demon must *never* harm, torture or kill for pleasure.

• An Enlightened Demon *must* respect any local laws and authorities.

4. Enlightened Demon's Human Form Advancement. Upon becoming an Enlightened Demon, the character acquires a *Permanent Human Form*. With level advancement the character gradually takes on more human abilities and powers, eventually leading to the Human Form becoming more powerful than the Demon Form. **Note:** The Reformed Demon will have to select *one* human appearance and stick with it.

1st Level: Gain Human Form. In Human Form the character is relatively weak and vulnerable, having the Demon Form's skills, but Hit Points and S.D.C. in place of demonic M.D.C. and power. **Demonic Hungers & Instincts:** Still feels the full force of the Demon Form's wants and desires. **Human Transformation:** It is an effort to transform from demon to Human Form, taking two full melee rounds. If knocked unconscious the character will immediately resume his Demon Form.

2nd Level: Human Sense and Manipulate Chi. The character learns to manipulate Chi (the life force that exists even in very weak P.P.E. environments) in Human Form, so that it can add Mega-Damage to one, otherwise ordinary, weapon. Choose one from the following skills: *W.P. Bamboo Staff, W.P. Chiang Zhu Spear, W.P. Gien Bian* (Steel Whip), or *W.P. Wen Jen* (Scholar's Sword).

3rd Level: Human Powers of Meditation. The Enlightened Demon learns to meditate properly in human form, focusing all internal energies of the mind (Inner Strength Points), into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. From this point on, the Enlightened Demon can *not* use any psionic or mind powers while in human form! The character becomes skilled in Meditation. **Human Form I.S.P. Base:** M.E. attribute number +4D6, with an additional +4 I.S.P. at each level of advancement. **Human Transformation:** It is an effort to transform from Demon to Human Form, taking one full melee round. If knocked unconscious the character immediately resumes Demon Form.

4th Level: Human Hungers & Instincts. While in Human Form the character has normal human tastes and desires, and is now sensitive to the feelings and emotions of other humans, so he can more easily interact with other human beings.

5th Level: Learn Human Combat. Select one from *any* of the Advanced Hand to Hand Chinese Martial Arts, including Hand to Hand: Dog Boxing Kung Fu, Hand to Hand: Drunken Style Kung Fu, Hand to Hand: Eighteen Weapons Kung Fu, Hand to Hand: Jade Fan, Hand to Hand: Monkey Style Kung Fu or Hand to Hand: Shao-Lin Kung Fu. The Enlightened Demon, now 5th level, will start the Hand to Hand Martial Art at the 5th level of advancement, and then level up in the usual way. **Op-**



tional Alternative: The player character can choose Basic Hand to Hand: Tai Chi, instead of an Advanced Hand to Hand Chinese Martial Art, and also pick up an additional two O.C.C. skills. **Human Transformation:** It gets much easier to transform into Human Form, now taking just one full melee attack/action.

6th Level: Human Wants & Needs. The balance shifts, and the Enlightened Demon is now, internally, *more human* than demon. While the character will feel normal human desires, such as hunger, thirst, greed, loneliness, lust, and so forth, the old demonic blood urges are gone forever and will no longer trouble the character.

7th Level: Human Form Default. When and if the Enlightened Demon is forced into "True Form," it will be into the Human form, not the Demonic. If in Demon Form and rendered unconscious, reduced down to zero M.D.C., or otherwise knocked out, the character will instantly turn into Human Form. **Human Transformation:** Instantaneous and automatic from this level of advancement onward.

8th Level: Human Form Aesthetics. The character now appreciates human art and culture, and is comfortable with the kind of colors, furniture, decorations and other artifacts found in dwellings and other places. He enjoys artwork, theater and things that inspire and appeal to the human imagination.

9th Level: Human Vulnerability. The character is now vulnerable, just like any other human being, to disease, illness, curses and other afflictions. Any old bonuses to save vs such things are gone – zero.

10th Level: Human Martial Art Powers. Choose one of the following: Mien-Ch'uan Kung Fu (Cotton Fist), Pao Chih (Animus Development), She Shen Kung Fu (Snake Style), Tong Lun Kung Fu (Praying Mantis Style), or Xian Tai Chi Chuan (Chi Manipulation). The Enlightened Demon, now 10th level, will start the Martial Art Power at the 10th level of advancement, and then level up in the usual way.

11th Level: Human Sympathy & Empathy. The character can't help but feel for others who are in need or suffering. At first this will be a strange and frightening sensation for the Enlightened Demon, but it leads to true understanding of others, including non-humans.

12th Level: Human Music Appreciation. The character finally comes to *fully feel* the emotional content of music, including singing, musical instruments, etc. He may even take up humming or whistling or playing a musical instrument.

13th Level: Human Sense of Humor. While demons laugh, make jokes and are generally funny, their humor is based largely on cruelty and the suffering of others (the old "trip on a banana peel" is always good for demonic laughs). At this level the Enlightened Demon comes to appreciate a much wider range of humor, including the self-deprecating kind, and finds cuteness and sweetness to be appealing.

14th Level: Human Capacity for Love. The most frightening change that the Enlightened Demon must endure, when his capacity for love means that he can no longer put himself before others. Love doesn't just mean romantic love (although that is a part of it), but also the love for children, the elderly, friends, country, etc. The demon has learned the true value of people and gained the ability of self-sacrifice on the behalf of others or a cause.

15th Level: Fully Human. The character no longer has anything demonic remaining in body, mind or spirit, having finally become *really human.*

5. Demon Form Dissolution. For the Enlightened Demon, the Demon Form is something that must be shed, that must be discarded and put away. Progress, for an Enlightened Demon, is the gradual weakening and detachment of his physical Demon Form, until the day comes when the character is fully human, and no longer has even the tiniest remnant of the old demonic body.

1st Level: Full Demonic Form. Full powers and abilities of the Demon Form. **Demonic Hungers & Instincts:** Still feels the full force of the Demon Form's wants and desires. **Demonic Transformation:** Going back to Demon Form is instantaneous and effortless. If knocked unconscious he will immediately resume Demon Form.

2nd Level: Lose Demonic Initiative. While in Demon Form the character has no bonuses on initiative.

3rd Level: Lose Demonic Curses. The Enlightened Demon loses the ability to inflict curses of any kind.

4th Level: Mind Walk Power. The character's spirit can leave the body and move about the world. While in this form the character becomes pure Chi (pure I.S.P.), not unlike many of the supernatural creatures of Rifts China. While in spirit form the character can see and hear normally, and can use any I.S.P. driven powers, but is invisible and insubstantial, except to Taoists, Diviners and others who are aware of the spirit world or able to see the invisible. That means the spirit cannot use weapons, carry possessions or touch or influence the physical world.

5th Level: Lose Demonic Linguistic Ability. No longer can the character understand and speak every language. From this point on, the character can only understand Chinese (and all its various dialects). To learn other languages he must take a skill.

6th Level: Lose Unique Demonic Power. Whatever the power was, it is now gone.

7th Level: Lose Demonic Magic. No longer can the Enlightened Demon cast any kind of spells that were known to him as a demon. **Demonic Transformation:** Going to Demon Form is no longer automatic, and requires a melee attack/action to accomplish. No longer does the character automatically turn to Demon Form if rendered unconscious.

8th Level: Lose Demonic Supernatural Strength. The character, while strong, is no longer able to inflict damage according to Supernatural P.S. – it is now the equivalent of *Augmented/ Bionic Strength*, stronger than the average human but able to inflict M.D. only with power punches which count as two melee attacks and inflict comparatively minor damage. This is a big change.

9th Level: Lose Demonic Psionics. No longer can the Enlightened Demon use any psionic powers ha had as a Demon. Absorb Curses. Effectively the character addresses everything cursed within 1,000 feet (305 m), and says, "take me instead." Everyone and everything cursed within range is suddenly free of any and all curses. Unfortunately, this means *all* the curses have now landed squarely on the character, and all will take full effect immediately. On the other hand, every day the character gets to roll to try to shed each of the still active curses. Rolling a 16 or less on twenty-sided die means that particular curse is gone. **I.S.P. Cost:** 40 I.S.P. **Demonic Transformation:** Takes one full melee round to transfer to Demon Form.

10th Level: Lose Demonic Attacks. Regardless of what it was before, reduce the character's number of attacks per melee round in Demon Form by two (i.e., if it was 7 it is now 5).

11th Level: Lose Demonic Vision. The character is no longer able to See the Invisible, or to use Nightvision. Eyesight becomes that of an ordinary human.

12th Level: Lose Demonic Invulnerability. From now on the character will be vulnerable to ordinary S.D.C. weapons. M.D.C. armor will be necessary to survive in the hostile world of Rifts Earth. **Demonic Transformation:** Takes two full melee rounds to transfer to Demon Form.

13th Level: Loses Demonic Bio-Regeneration. The character can no longer regenerate in Demon Form, and can only heal while in Human Form but at an accelerated speed of 1D6 Hit Points/S.D.C. per hour.

14th Level: Lose Demonic Presence. Other demons and supernatural creatures will sense that the character's Demon Form is some kind of fake or fraud and he does not radiate any magic or supernatural essence. To them he just doesn't feel right anymore.

15th Level: Lose Demon Form Altogether. The character no longer has a Demon Form, and is now fully human.

6. Enlightened Demon Abilities. Even after the full transformation to human, Enlightened Demons will retain those of their former abilities that relate to dealing with the Dead and Damned.

- *Sense Sinner.* Concentrating, the character can sense the presence of anyone who has committed serious sins. Murderers, rapists and torturers can be sensed up to 600 feet (183 m) away, while those who have done harm to others through greed can be detected up to 3000 feet (914 m) away. Sinners with lesser crimes will have a shorter range, to the point where those who insulted a parent or sibling would have to be as close as 25 feet (7.6 m).

- *Identify Sin.* With a touch, the Enlightened Demon can instantly detect and identify the top sins committed by any person. Big ones, like a murder or armed robbery, will tend to be so loud as to make it hard to detect others. Even the most pure and wholesome person will have some small sin to detect, such as treating someone badly, or forgetting to leave a tip.

- *Rouse the Dead and Damned.* The Enlightened Demon, even as a human, will have the ability to gain the attention of any of the Dead and Damned, even those who have become comatose. Communication is automatic, since the Dead and Damned will understand whatever the Enlightened Demon says, and will respond in the same language. As long as the Enlightened Demon is in the immediate area, the Dead and Damned will obey any order or request, but will fall back into stillness if left behind.

7. P.P.E. The Enlightened Demon is a battery of mystic energy that can be drawn upon at will. Permanent Base P.P.E.: 6D6 +P.E. attribute number. Add 1D4 P.P.E. per level of experience. Additional P.P.E. can NOT be drawn from dragon lines (ley lines) and other naturally occurring sources of magic power. **Note:** Unlike those indoctrinated in Chinese magic, the Enlightened Demon understands all about sucking the P.P.E. from living beings and blood sacrifices...

8. O.C.C. Bonuses: +3 to I.Q. and +2 to M.A. attributes, +1D6 to P.S., +3 to save vs magic, and +6 to save vs Horror Factor, as well as +2 to save vs possession at levels 2, 6, 12 and 14.

9. Base S.D.C.: 4D6+20. (Once converted from M.D.C.)

Enlightened Demon R.C.C.

Also known as "Shan Muo," "Initiate to Mortality," or "Renegade Demon."

Alignment: Principled (3%), Scrupulous (28%), Unprincipled (35%), Anarchist (25%), or Aberrant (9%). Considering the character's former life, even Aberrant is a big step up.

Attribute Requirements: None.

Racial Requirements: Lesser Demon.

Roll the Eight Attributes (Human Form) as normal for human characters.

Average Level of Experience (N.P.C.): 1D10+1 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Enlightened Demon O.C.C. Skills:

Language: Native Chinese Speaker (95%)

Games: Tiao Qi (The game of Chinese Checkers; +15%). The favorite game of demons throughout Rifts China.

Lore: Demons & Monsters (+40%)

Lore: Choose any two.

Torment (Special!). The character is a master of the demonic art of torture. Virtually any piece of information, or a confession to any crime (whether or not the victim is guilty), is possible with just 2D4 melee rounds (30-120 seconds) of inflicted pain. **Note:** Should one of the Enlightened Demon's ex-colleagues discover that the character has used this skill, it

will likely result in a one-way trip to eternal Torment! A character of good or Unprincipled alignment will *not* use this skill. **Base Skill:** 88%.

Physical Skills (Human): Choose *two* from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Running, or Swimming.

Traditional Chinese Makeshift or Peasant Weapon Proficiencies: Choose any *two* from: W.P. Blunt, W.P. Grappling Hook, W.P. Knife or W.P. Staff.

Traditional Chinese Projectile Weapon Proficiencies: Choose any *one* from: W.P. Bow, W.P. Slingshot, or W.P. Small Thrown Weapons.

Hand to Hand: Demon Wrestling (+25%)

O.C.C. Related Skills: Select two starting skills at level one, and one additional skill at levels 2, 3, 4, 5, 6, 7, 8, 10, 12 and 14. All new skills start at the character's first level of proficiency. **Note:** The character will not be able to read unless a Literacy skill is selected.

Communications: None at first level, but any thereafter.

Domestic: Any (+5%).

Electrical: None at first level, but any thereafter.

Espionage: None at first level, but any thereafter.

Horsemanship: Any.

Mechanical: None at first level, but any thereafter.

Medical: Any.

Military: None.

Physical: Any.

Pilot: None at first level, but any thereafter.

Pilot Related: None at first level, but any thereafter.

Rogue: None.

Science: None at first level, but any thereafter.

Technical: Any (+5%).

W.P.: Any, except Heavy Weapons, Heavy Energy Weapons or Sharpshooting.

Wilderness: Any.

Enlightened Demon Secondary Skills: The character also gets to select three Secondary Skills from the previous list at level one, and one additional skill at levels 2, 4, 8, 10, 12 and 14. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Enlightened Demon Standard Equipment: As a supernatural creature, the Enlightened Demon hasn't quite grown accustomed to the idea of possessions of any kind, much less weapons, or equipment, or even clothing, so they start with relatively little. One Ancient Chinese weapon of choice (may be magical if circumstances are right). Rugged traveling clothes made of cotton, wool and/or leather, including boots, hat and gloves, and a set of heavy winter/mountain over-garments. A complete suit of lightweight, embroidered silk indoor clothing, including slippers, pants, shirt, long jacket, and a wide hat. A large traveler's shoulder bag, a bed roll, a small sack, a small neck pouch, hairbrush, a bamboo canteen of water and a handful of personal items. Additional weapons, equipment and possessions can be acquired over time.

Money: 2D6x10 in credits or tradeable goods.

Cybernetics: None, and will probably always avoid them.

Enlightened Demon Starting Age (Optional): Start with a base of 500 years, then add 1D12 times 1,000, then add 1D10 times 100, then add a roll of a percentile. Short form:

Age = (1D12 x 1,000) + (1D10 x 100) + (1D100) + (500)

Magic Items of the *Green Scarf Taoist Sect*

By Kevin Siembieda with some ideas from Erick Wujcik

The following are a handful of some of the most, comparatively, common items made available by this odd and secretive sect. No one knows for certain what the Taoists' objective might be or exactly how they make or power their weapons. Furthermore, the average person and even many adventurers know little to nothing about them. Demon Quellers are the exception, because the Green Scarf Taoists seem to cater to their profession and traffic in demonic slaves.

The Green Scarf Taoist Sect had a shady history of misdeeds long before the Coming of the Rifts. These days they seem to have fallen even lower, profiting from commerce in Infernals. Unknown to most clients and casual observers, the green scarves worn around their necks are a symbol that they practice the Snake style Mystic Martial Art Power – and it represents a green poisonous viper.

A Note About Green Scarf Magic Items: Unlike most magic items found around the world, the majority of the items from the Green Scarf Sect have a *limited* time in which the magic is potent, requiring the purchaser to return and get their item re-enchanted or replaced with a new one at the current going price. Nobody knows if this is because the Green Scarves' magic is fleeting or whether it is a way to keep customers returning, forced to renew their purchases and keep money flowing through the Sect's coffers. Also, that time period is usually reduced by half when the item is removed from Rifts China, giving credence, perhaps, to the suspicion of some, that the Green Scarf Taoists are somehow tapping into the very demonic energies of the Yama Kings and/or the demons themselves. **Note:** Unless stated otherwise, assume the magic lasts only one year. Time limit not applicable to Demon Hunting or Slaying Swords.

Trade Welcome: Like so many other people and places in Rifts China, the Green Scarf Taoists accept credits or trade items. They are surprisingly fair in trade, giving customers 60% of the real value in "store credits," meaning the "money" is only good for the purchase of products offered by the Sect, not cash/credits.

Desirable trade items: The Green Scarves are always interested in acquiring any kind of magic weapons, armor and items of every imaginable type, even cursed and demonic weapons (magical or not), items needed for magical components (includ-

ing pearls and peacock feathers), and *slaves* – supernatural beings and creatures of magic only, please.

Prices the Green Scarf Taoists will pay for inhuman slaves: Dead and Damned: 100 credits each (200-400 credits if it is someone important or special), Goblins: 1,000-2,000 credits each, Lesser Demons: 3,000-4,000 credits each, Greater Demons: 6,000-12,000 credits each, Demon Lords and Demigods: 25,000 to 60,000 credits each (sometimes more), Dragon Hatchlings/Young 2,000-6,000 credits each, Adult Dragons: 30,000-120,000 each, Faeries and most other Faerie Folk: 2,000-4,000 credits each, and for other rare and exotic creatures with high P.P.E. or I.S.P./Chi: 1,000-10,000 credits depending on the current market. **Note:** Others might pay more, the Sect does not. Nor does the Green Scarf Sect often *sell* Demon Slaves ("Stamped" or free-willed) outright. Instead they *lease them* to others, usually on a yearly basis at 10 times what they paid for the demon in the first place, living up to the old business practice of buy low, sell – or in this case, *lease* – high. You don't think that's fair, then don't do business with the Green Scarf Sect, there are plenty of people who will. See the **Binding Demon Stamp** for details on creating docile, domesticated and obedient *Demon Slaves.*

Prices for ordinary M.D. tech weapons: High-tech weapons, E-Clips, ammunition, spare parts, bionics, and equipment (vehicles, computers, language translators, sensor systems, etc.) only get the trader 30% of the items' usual market value, less (20% to 10%) if the items look scratched and damaged, dirty, old or heavily used. Take it or leave it. **Note:** These items are usually sold or traded away to agents of the Geofront, other modern warriors/armies, bandits and pirates, particularly the Horune, as well as merchants. The Horune and merchants get the items wholesale at only double what the Green Scarf Taoists paid, because the pirates are purchasing for resale.

Demon Fighting Magic Items & Weapons: Presented in the pages that follow are a few dozen items designed for battling, binding and controlling demons. The *Demon Queller O.C.C.s* start with one or more of these items, know about every item described (and others), and know about the Green Scarf Taoist Sect. Warrior, Heroic, Magic and other O.C.C.s may learn about and acquire such items over time, but probably don't start with any nor know how to acquire them.

Binding Magic

Binding magic items are things that trap either and hold demons, or impair their fighting and magic and/or natural abilities. Some also reveal demons in disguise for what they are.

Binding Blinders

A pair of blinders is placed on the demon. These are often reserved for demons whom the owner does NOT want completely tamed (i.e., a docile Stamped Demon Slave; see the *Binding Demon Stamp*). The blinders give the slave owner control and power over the demon without flat-lining the creature's personality. This is how it works: When the demon is obedient it can see as usual, but, when it disobeys, the demon's owner can, with a simple command, *blind* the demon so it cannot see until it is brought back under control. The binding part of the magic prevents the creature from performing metamorphosis, turning invisible, or otherwise transforming, as well as preventing it from using its magic, psionics or its own special, natural abilities on its master. In fact, magic and psionics cannot be cast at all, *unless* the demon's owner issues a command that allows it to cast magic or psionics on others. ("Black Claw, use your magic to teach that lout a lesson.") The penalty for being blind is -10 to strike, parry, dodge and all combat moves.

Note: Clever demons can often develop a rapport with their so-called "master" and manipulate and corrupt them over time, and/or eventually win their confidence, escape the Binding Blinders and kill or torment their ex-master. The magic is good for two years from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 20,000 credits.

Binding Chains

Chain and manacles that can hold a demon or monster (or human) regardless of its Supernatural P.S.

Penalties from Imprisonment: The enchantment makes picking and escaping the locked manacles difficult: -30% to perform Pick Locks, Escape Artist and similar skills. Note, however, the Binding Chains do not prevent the creature from using any of its magic, psionic or natural abilities, nor the power to fly, and beings who can shrink, use metamorphosis or shape change can easily escape these chains by transforming into something else. The *Binding Head and Hand Stock* is necessary to completely contain powerful or versatile prisoners.

Note: The magic is good for two years from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 2,000 credits.

Binding Demon Snare

This is a special rope, designed for capturing Goblins and Lesser Demons (and Deevils). Once snared, a demon is helpless within it, unable to move or cast spells until released. Can only be used against one demon at a time, but the intended victim, unless caught asleep or unawares, may try to dodge or parry the snare attack (attacker rolls to strike as usual, and the victim can try to parry or dodge; usually bonuses apply).

Saving Throw: Ensnared victims can try to save vs magic, but even a successful save of 14 or higher, only means the demon is not completely helpless – retains only two attacks/actions per melee round (physical or psionic), but loses all combat bonuses and cannot cast magic or use its special natural abilities.

Note: The Demon Snare has no magical effect on mortals, Greater Demons or creatures of magic. The magic is good for two years from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 9,000 credits.

Binding Demon Choker Snare

Typically, a stick and a pull cord with lasso at one end. It is used to catch an opponent's neck and put a strangle hold on him. The more the demon struggles the tighter the snare gets, cutting

off its air and unleashing a magical vapor of sleep that will knock the demon out in 1D4+2 melee actions (10-40 seconds), unless it can escape before then. The snare is made of magic fibers woven together in such a way that they are nearly unbreakable: needs a Supernatural P.S. of 55 or greater to snap the cord with one's bare hands or to be able to pull it open. The snare has 110 M.D.C. and only takes damage if it is specifically attacked/chewed/cut. A Choker Snare can *not* be used by the attacker to parry or inflict damage, only ensnare, and requires the use of both hands. Unless a spell is cast or a psionic power is unleashed as one of the victim's first melee actions/attacks, the choker prevents the victim from speaking or spell casting or being able to concentrate enough to use magic and psionics after the first six seconds (two melee actions) of being choked.

Saving Throw: None for Goblins, Lesser Demons and humans (yes, this item can be used on humans and is especially effective on sorcerers). Greater Demons need a 12 or higher to save vs knockout every melee round until they can break free. Dragons and creatures of magic are impervious to the magic vapors and unhappy to be ensnared.

Penalties for the Captive: Getting caught in a Choker Snare makes the victim lose initiative and two melee attacks per round, and combat bonuses are reduced by half.

Note: The Demon Choker Snare works on Lesser Demons, Goblins and most lesser and non-supernatural beings, including humans and D-Bees. The magic is good for two years from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 15,000 credits.

Binding Demon Stamp

This is a strange magic item that is made available only to the *Demon Slaver O.C.C.* (and select members of the Green Scarf Taoist Sect, of course). Whether there is a special arrangement with the Green Scarf Sect or something else at work is unknown. What is known is that the user must invest 2D6+6 I.S.P. from his *Permanent I.S.P. Base* into the Demon Stamp, forever linking it to him. That means no one else can take and use the Stamp in his or her place.

To use a Binding Demon Stamp one I.S.P. must be spent, activating the debilitating branding capabilities of the magic device. Most Demon Slavers brandish the Stamp as a weapon, and most demons, even the stupidest of them, have heard about this terrible magic item. Simply "Stamping" a demon on the forehead or on the chest, over its heart, binds the Infernal to the mortal plane of existence and to the character Stamping him. The properly placed stamp magically burns a mark into the demon's skin, and instantly makes the *Stamped Demon* docile and obedient – a sort of magical lobotomy, though not quite that debilitating. To make command over the demon complete, the creature must also be Stamped on the back of the neck or over the left shoulder blade. The front and back Stamping makes the demon manageable to fetch and carry, perform manual labor, do basic tasks (cleaning, washing, sewing, feeding animals, tending crops, etc.) and attack on command (though with half the usual Spd, attacks per melee round and combat bonuses), in effect, turned into a domesticated animal not unlike a dog, workhorse or the family pet pig.

Stamped Lesser Demons will never attempt to run away (unless stolen from their rightful owner), don't think for themselves (they only do what they are told), and never do anything to deliberately hurt their master or anyone else, unless commanded to attack by their rightful owner. Goblins and Lesser Nature Spirits (in physical form) can be "Stamped" and controlled to the same degree.

Stamped Greater Demons are a bit less docile and obedient. They retain their memories and personality, resent being enslaved, and grumble, grunt, groan and even mouth off or make disparaging remarks about their predicament, their master and the work they are forced to do. Greater Demons can also try to escape, which is where *Binding Chains* and other similar measures come in handy. When ordered to attack or kill, a Stamped Greater Demon has full command over their fighting abilities and powers, and does so at full speed, strength and capability. However, they cannot raise a hand against their master for any reason (though they might secretly try to convince someone else to do their dirty work for them), which means they can't fight back when their master punishes them, they must take it. Fox and Monkey Spirits also fall into this category of weakened control, only they are even more outspoken and tricky about getting others to do bad things to those who try to subjugate them.

Buying Stamped Demons as slave labor. Demon Slavers (and Green Scarf Taoists) sell demons to all kinds of people to work the farm, work in factories and perform hard labor. Demons can work two and three times longer than humans doing the same job, and are much stronger, making them ideal "slave laborers" for unscrupulous business owners, lords and kings. Stamped Demons can be bought and sold over and over again, changing hands to many owners. The only provision is there must be a written "Bill of Sale," a simple, but critical necessity in order for absolute control over the Stamped Demon to be transferred to the new owner. Otherwise the Stamped Demon will automatically try to escape and return to its true master/last owner.

Erasing the Stamp and being free of slavery. There is only one way to do this, kill the Demon Slaver (or Green Scarf Taoist) who originally 'Stamped" and enslaved the demon and then find and destroy the Binding Demon Stamp. Oh, and the destruction of the Stamp must be done by a demon, not a mortal, though the killing may be done by anyone. This, by the way, frees all other demons placed under the Stamp's control within 2D6+6 months after the Stamp is destroyed. If the Demon Slaver is killed, and the Stamp left untouched, all those he "Stamped" remain enslaved.

Yearly Dues: Demon Slavers must purchase the Binding Demon Stamp from the *Green Scarf Taoist Sect* for the low initial cost of 80,000 credits. However, the Slaver must return every year to "renew" the magic in the Stamp, or the *Demon Binding Stamp* will lose its powers and become nothing but a paperweight. Failure to do so means any demons currently under his direct control/possession become the property of the Sect and automatically start making their way to the Green Scarves. The exact amount for "renewal" varies according to the number and type of Slaves collected by the Demon Slaver, but ranges from 40,000 to 120,000 credits annually. Most Slavers are careful to keep a running account built up with the Green Scarf Taoists, just so they'll never have to worry about the deadline.

Many Demon Slavers also give the Green Taoist Sect a "first look" at buying "new Demonic Slave stock," and the Sect, for many, represents 50% to 80% of their annual sales. The Green Scarves seem to have an inexhaustible desire (need?) for Demon Slaves.

Note: Although Demon Slavers and members of the Green Scarf Sect are supposedly the only ones with access to this magic item, from time to time, others have appeared brandishing a Binding Demon Stamp. The Green Scarves claim to know nothing about it and no one else is known to possess the magic, surely there must be Immortals, sorcerers and dragons who know the secrets. Some speculate that Stamps that fall into the hands of heroes (often via the intersection of a Soothsayer) are secretly awarded to worthy heroes by the Celestial Court.

Binding Hand Stock

A small version of a wooden stock that clamps down around the hands like primitive handcuffs, and usually attached to a chain and collar around the neck, or chain and manacles attached to the prisoner's waist or ankles to further impede movement.

Penalties for the Imprisoned: The Hand Stock not only holds a demon or monster (or human) regardless of its Supernatural P.S., but also reduces Spd and balance by half, attacks per melee by half, combat bonuses by half, and prevents the fiend from turning invisible or using special natural abilities like breath attacks. Furthermore, the confinement and enchantment combine to make the use of hands difficult: -55% to perform Pick Locks, Escape Artist and similar skills, and -30% on all skills requiring the use of the hands (Palming, Climbing, Mechanics, etc.). Note, however, that the Hand Stock does nothing to prevent the captive from casting magic, using psionics, or escaping these bonds by physical transformation, and unless flyers are chained to the ground, they can fly away. Powerful and versatile prisoners require the *Binding Head and Hand Stock.*

Note: The magic is good of two years from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 6000 credits.

Binding Head & Hand Stock

A wooden stock that goes around the head like a strange collar, as well as a stock or manacles that goes around the creature's (or human's) hands, and is usually chained to manacles attached to the waist or ankles. Regardless of the being's Supernatural P.S. it cannot break free.

Penalties for the Imprisoned: This enchantment is all inclusive, makes picking locks and escape impossible, and also renders the demon helpless, unable to cast spells, use psionics, or use any special natural abilities. This includes any ability to fly, turn invisible, shrink, metamorph or shapechange in any way. The prisoner also sees his total number of attacks/actions per melee reduced to only *two,* Spd to 20% of normal, and all bonuses are zapped to *zero* while the demon is in the magical stockade.



Note: The magic is good for two years from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 10,000 credits.

Binding Leash & Collar

Whoever holds the leash commands the demon to which it is attached. Often reserved for demonic house servants and lap dogs/pets (it makes an impression to have one or a pair of demons, like large hounds, to sit at the feet or side of a Lord or Lady, their heads stroked like obedient guard dogs, while the demons glare at all visitors/outsiders like protective Rottweilers).

The leash is typically 7-12 feet (2.1 to 3.6 m) long. Whoever is holding the leash commands the demon. If the leash is let go, the demon will obey the last order given from its master. If a new person gets control of the leash (grabbing it while the Master still holds any part of the leash does no good, the Master remains in control), it requires the character to "rein" the leashed demon in and show it who's boss, before the demon will obey a new master. This exchange requires both the demon and the new controller to roll 1D20 in a *battle of wills*. Roll three times, high rolls win. The demon, who is already under an enchantment of control and not itself, is -5 to save. Best two out of three wins the day. If the character who has tried to seize control of the leashed demon fails, the demon still obeys its original master whether he or she is holding the leash or not. Oh, and it's one angry watchdog . . .

Note: The magic is good for one year from the time of purchase, after which the magic disappears, unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 20,000 credits, but only works on Lesser and Greater Demons that have been "Stamped" and made docile by the Binding Demon Stamp. This lets the real owner lend their demon to friends and family without signing over ownership.

Binding – Bell of Bliss

A handheld bell with a short handle. It has such a beautiful, resonant sound that just ringing it is like music. Music that demons find painful and annoying. As long as the bell is rung, Lesser Demons cannot concentrate (to them the sound is akin to fingernails on a chalkboard).

Range: 2000 foot (610 m) radius.

Saving Throw: None!

Penalties for Lesser Demons: Affects all who hear it; -40% on skill performance, -1 attack per melee round, they lose initiative and can barely focus long enough to cast more than one spell or use one psionic power or special ability per melee round. If the infernal ringing can't be stopped, then there is a chance Lesser Demons and Goblins will leave the immediate area. Many will submit to anything or agree to any deal to get the bell to stop ringing.

Penalties for Greater Demons: -20% on skill performance, -2 on initiative, -2 on all combat bonuses, but the Greater Demon can still cast magic and use psionics and special abilities as normal. However, they hate the noise and get so angry and annoyed by it that they may start grabbing and killing (or threaten to kill) any person or livestock that crosses their path.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 100,000 credits.

Binding – Black Cloud Pearl

This is a small, black pearl that, when activated, releases a thick, black cloud that can envelop one or two demons standing close together. The cloud is designed to ensnare, confuse and stall demons (does not work on Ghosts and spirits, but will work on Deevils and similar demonic beings). It is typically dropped, tossed or rolled at the feet of a demon. A thick, inky black cloud, shaped more like a pillar of smoke, immediately rises up from the pearl to envelop the demon. Any demon who may try to rescue a comrade or otherwise touches the Black Cloud is pulled into it as well. On the other hand, humans and other creatures can walk right through the cloud in two seconds without being adversely affected other than their vision being completely obscured (blind) while passing through the blackness. For demons it is a different story, they suddenly are consumed by a darkness that seems to have no up, down, sides or end. The blackness seems infinite and the trapped demon(s) feel lost. All sense of time is also gone and there is no apparent way out. Fortunately for the demons, though they may seem to have been trapped for 4D6 minutes, the time is really less than one or two minutes. However, the effect leaves the creature(s) disoriented and for the first melee round after the Black Cloud vanishes, the victims released from the cloud are -1 melee attack, -2 on all combat bonuses and have no initiative. **Note:** Black Cloud Pearls are often used to escape Lesser Demons or to confuse and capture them. Also note that the pearl is so small that if dropped or tossed in place sneakily, the demon will have no idea what hit him and will leave the pearl untouched for easy recovery (a quick attack or diversion will also make the beast forget about where the cloud came from).

Range: Close proximity; three foot (0.9 m) radius of effect.

Duration: 1D4+1 melee rounds (30 to 75 seconds).

Saving Throw: None for Lesser Demons. Greater Demons need to roll a 12 or higher, but get their usual saving throw bonuses to save vs magic, and Demon Lords, dark gods and Alien Intelligences are impervious to the magic.

Cost: 3,000 credits for a Black Pearl that has only one enchantment (one use) in it, though it can be recharged by a Green Scarf Cultist for the cost of another 3,000 credits. One million credits for a Black Cloud Pearl that can be used six times a day for 1D4+5 years in China (the exact viability of the magic item is unpredictable), three years when taken outside of China.

Binding – Demon Catching Mirror

These eight-sided mirrors, decorated with the eight Trigrams of the I Ching, are capable of entrapping any demon who looks fully into the image. Demons are gossipy critters, and they've all heard a few hundred years of rumors about how dangerous magical mirrors can be. Better safe than sorry, is how most demons think. So an I Ching Mirror can be pretty handy when it comes to threatening demons (especially if the Demon Queller has a good name for the mirror, along with a convincing story). Getting a demon to actually look into the Demon Catching Mirror is tricky (and should involve role-playing and cunning). The mirror can contain up to four demons at a time (add a fifth and they'll all come tumbling out), and the wielder can summon the image of any prisoner at any time, and engage in conversation with it, or release any demon without risk of the others getting free. While in the mirror the demon is perfectly safe, will be able to recover, heal and regenerate at the normal rates, and cannot be harmed in any way. If alone, the demon will complain constantly about boredom, hunger and thirst. If in the company of other demons, the likelihood is that they will all bicker and fight constantly (an improvement over the whining, according to experienced Demon Quellers). The wielder can, at will, insert anything into the mirror, including books, cards, food, etc.

M.D.C. of Mirror: 500, plus the Mirror is impervious to magic and the wrath of demons (a demon can punch or pound on it all day and do no damage to it), but it can be cracked and smashed with some effort by mortals or dragons.

Cost: One million credits. These mirrors are rare, often passed down from one generation of Demon Quellers to the next, and do not have a time limit for their magic; good throughout the ages.

Special Note: Fake Demon Catching Mirror. Cheap, and handy when it comes to threatening demons (especially if the character has a good name for the mirror, along with a convincing story). **S.D.C.:** 34. **Cost:** 200-400 credits. The Green Scarf Taoists do not sell "fakes" and are insulted by the inquiry, but a character can have a good craftsman from almost anywhere make one for him, provided he has a good, clear drawing, photograph or the genuine article to work from.

Binding – Demonic Mirror of Truth

Outwardly, it seems like a tarnished eight-sided hunk of brass, with a small mirror set in the middle. However, at some point it's been inscribed with Celestial Calligraphy, and the character, "reveal." Looking in the mirror, the Demon Queller

will be able to see auras, anything invisible, and detect hidden demons and creatures of Pure Chi (dragons, Faeries, etc.) that are reflected within. Furthermore, the mirror will show the true *face of any Goblin or demon (not any other beings) using* magic, metamorphosis or shape changing to conceal its true nature or identity. Of course, the creature to be revealed must be reflected in the mirror's surface and the onlooker must stand at an angle to see the reflection without blocking the mirror. Must be used as a mirror, or in other words, you look into the mirror and the hidden things show up in the reflected image.

M.D.C.: 100, but takes damage only when someone is trying to deliberately break it.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted. However, ancient Mirrors of Truth and those created by other mystics may last until they are broken (zero M.D.C.).

Cost: 30,000 credits.

Binding – Ivory Faerie Blossom

An artistic arrangement of 13 flowers (can be any flower native to China) carved from ivory. The carving is beautiful, detailed and realistic in its rendering. The overall piece is no larger than a small or medium-sized lantern. Magic symbols are carved in the base and the item is enchanted to attract Faerie Folk and Lesser Nature Spirits. Once attracted, the Ivory Faerie Blossom will keep the creature amused and curious for 2D6x10 minutes. While distracted, the creature is not likely to notice people approaching it/them, making it easy to capture. In the alternative, the creature feels relaxed and happy, making it easy to approach without frightening it away, and talking to it without offending the Faerie or it playing any Faerie pranks.

Penalties: While under the calming effect of the blossom, the creature(s) has no initiative and -1 melee attack, otherwise it strikes with everything it has if it is attacked.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 35,000 credits.

Binding – Lotus Petal Circle

Forty-two enchanted Lotus Petals that when sprinkled to form a complete circle around a Lesser Demon, Goblin or Lesser Nature Spirit, bind the creature to the earth within the circle and it cannot step beyond the flower petals. The malevolent being cannot step over, touch or move the petals, nor work any of its magic on the petals to destroy, burn or blow them away. Nor can the demon(s) inside the circle use its magic or powers on those outside the circle. Magic Lotus petals are ideal for getting the upper hand on drunk, sleeping and distracted demons to trap them and force them into discussions, negotiations and deal making. The petals may also be used to capture a demon, but the moment a second person (mortal or Infernal) steps into the circle the spell is broken and the demon is free. The enchantment also ends if the circle is broken by a natural wind or rain, or by another being from outside the circle. Binding Lotus Petals may also be used to draw a line in a doorway or placed on the inside of a window sill to prevent a Lesser Demon from entering through that opening. **Note:** Does not work on Ghosts, Vampires, Greater Demons or creatures of *magic.*

Range: Close proximity.

Circle Size: Enough to form a circle about 4-6 feet (1.2 to 1.8 m) in diameter depending on the time and care taken to make the circle.

Duration: Theoretically it could be days, but typically it is only a matter of a few (1D4) hours before some unwitting character steps into the flower petal circle, or a *natural* wind or rain blows or washes them away to break the magic and free the captive. Users of magic Lotus Petals should try to make a deal with the demon and collect the petals for future use before the duration or such an event has time to occur.

Saving Throw: Lesser Demons get no save. Greater Demons need to roll a 10 or higher, but get their usual saving throw bonuses to save vs magic, and Demon Lords, dark gods and Alien Intelligences are impervious to the magic.

Note: The magic lasts for 1D4+2 years in China, or 1D4 years when taken outside of China (adding credence, perhaps, to the rumor that the Green Scarves are somehow tapping into the very demonic energies of the Yama Kings or the demons themselves). While the magic remains, the petals look as fresh as if they were just plucked minutes ago. When the magic ends, they dry up and turn to powder.

Cost: 420,000 credits.

Binding – Pipe of Ling Lun

Anyone with a musical skill in wind instruments can play this pipe/flute with the skill of an artist. The music is so sweet, so lovely, that everyone hearing it is touched by it.

Range: 1000 foot (305 m) radius.

Saving Throw: None!

The Effect on Humans: A calming effect that drives away feelings of hatred, revenge and violence, and gives each person a moment to reflect on what they are doing and reconsider their current course of action. All fighting stops for at least as long as the music plays. When the music stops there is a new sense of peace and reason that may dispel petty differences, turn fights into friendly discussions or negotiations, and generally encourage fair and peaceful resolve.

The Effect on Demons (Lesser & Greater): Equally profound on Infernals, all fighting stops for at least as long as the music plays. When the music stops there is a new sense of peace and reason. For demons this means petty differences are forgotten, and more serious disputes and brawls may turn into a fair and peaceful resolve, or initiate new negotiations/talk for a deal, agreement or pact. **Note:** Fighting may also resume, especially with hot tempered or bloodthirsty demons, but the calm has a lasting effect on demons (and Goblins) that makes them -2 on initiative and -1 attack per melee round, and -20% on skill performance for 1D6+1 melee rounds if a fight breaks out anew within an hour after hearing the beautiful music. The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 500,000 credits for a Green Scarf flute; 10 million for an ancient Binding Flute that has no time limit to its magic.

Binding – Seal of the Green Scarf Celestial Master

The seal itself, a solid block of iron, is a magical weapon that can be thrown or tossed, and which will brand the victim with the Yang Character for the Celestial Master. Any Chinese Demon so branded will be obliged to obey *one command* issued on behalf of the Celestial Master in order to dispel the character imprinted upon it. Victims are branded with a bright red character that will take 4D6 days to fade away.

Note: The magic lasts for 1D4+2 years in China, or two years when taken outside of China.

Cost: 200,000 credits.

Fan – The Phoenix Eye or Peacock Tail

The Phoenix Eye is a fan that is shaped, colored and made to look like a giant Peacock's feather, others are made from peacock feathers. The fan is oval shaped with the tapered end at the top and mounted on a thin, lacquered stick that more resembles a wand. It is usually created and sold as a single item, though it may be used as a paired weapon with another fan, sword or weapon.

Damage: Swatting the dead, undead, Ghosts, Goblins and demons does 1D10 damage (S.D.C. or M.D. depending on the nature of the creature). No damage to mortals or creatures of magic.

Magic Abilities: 1) Raising the Phoenix Eye to the same level as the wielder's face or high above his head, and fluttering it rapidly, turns away animated dead (up to 1D10x10 of them), makes the Dead and Damned cringe and turn away from its beauty and power (holds them at bay; they cannot attack the fan wielder or those huddled around him), and holds vampires at bay as if it were a potent holy symbol.

2) Making a slow broad, forward stroke with the Phoenix Eye creates a cool breeze that will bring comfort to those suffering from the heat or exhaustion, soothing muscle aches and pain, and cooling one's brow.

3) Waving the fan from right to left creates a wind that only Ghosts, Entities and ethereal beings can feel, and blows them away (one mile/1.6 km). Affects any such beings within 200 feet (61 m) of the fan wielder.

4) If the wielder is willing to forever lose 1D10 I.S.P. from his Permanent I.S.P. Base and temporarily spend 60 I.S.P., he can dispel one Demonic Curse from anyone but himself.

Bonuses: The fan wielder takes *half damage* from any form of attack from Ghosts and Entities, can see the invisible, and is +2 to save vs possession and Demonic Curses while holding the Phoenix Eye.

Note: The magic of the Phoenix Eye cannot be corrupted by the Green Scarf Sect and its magic remains in effect for as long as the item has M.D.C. (888 points, but only suffers damage when an attacker is deliberately trying to hurt or destroy the magic fan).

Cost: 700,000 credits; rare.



Fan – White Fans' Winds of Submission

This item may be odd to Westerners, for they are a pair of large, round, simple, white Chinese fans with stick handles at least one foot (0.3 m) long. They must be used together and in unison to unleash their magic. Most are enchanted to only affect demons, Goblins and Spirits like the Fox and Monkey (no effect on Ghosts, Entities, or creatures of magic like Faeries or dragons). Each swish of the fans creates a powerful gust of wind that can be used to strike, parry and impede movement.

To Strike: The pair of fans must be fluttered and then swung as if throwing a pitch or swinging a tennis racket. This unleashes a gust of wind that hits with the impact of a jackhammer and can strike an opponent up to 15 feet (4.6 m) away.

Damage: 1D6 +1 point of damage (S.D.C. or M.D. depending on the nature of the opponent) per level of the wielder's experience.

To Parry: Rather than parry with the fans themselves, it is the gust of wind that strikes and stops/blocks an attacker's strike before it can hit the fan wielder; roll to parry with all the character's usual combat bonuses.

To Impede Movement: The pair of fans are swung back and forward with fully extended arms. This creates a heavy, constant force of wind at the opponents in front of the fan wielder (typically not more than six huddled together or approaching in a single or double file line). The end result is trying to walk against a hurricane force wind (100-150 mph/160 to 240 km), at least if you're a demon. Mortals and other beings (as well as the environment) feel only a strong wind (10-15 mph/16 to 24 km), while demons and their ilk struggle as if trapped inside a powerful wind tunnel. Penalties for Demons: Reduce Spd by 75%, reduce leaping distance by two-thirds (66%), reduce the number of melee attacks by half, reduce normal damage from punches and kicks by half, reduce bonuses to only +1, and the demonic creature burns up so much energy that he tires/fatigues 10x faster than normal (within 2D6 minutes). The Winds of Submission also prevent the demon from using any attacks involving breath, fumes, vapors, clouds, stench or spitting; nor can arrows or spears be fired into the wind at the fan wielder (they fly at 20% their normal speed and distance, do half damage and are -9 to strike). Likewise, guns cannot be accurately aimed in the bat-

tering wind; equal to shooting wild (no bonus to strike). After several minutes of battling the wind, many Goblins and Lesser Demons give up and leave, or surrender (if nothing else, to pretend to surrender so the wind stops and they can get close enough to renew their attack before the fans can be used again).

Note: The magic instilled in each fan is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 50,000 credits per pair.

Magic Pearls

Black Cloud Pearl

See description under Binding Magic Items, earlier in this section.

Fire Pearl

A small pearl with a pink sheen to it. When 6 I.S.P. is pumped into it, the pearl turns into a grapefruit-sized ball of fire that can be thrown up to 200 feet (61 m). The character's usual bonuses to strike apply; has four melee rounds to throw it before the fire goes out. One time use.

Damage: 4D6 S.D.C. or M.D. depending on the nature of the target. Supernatural beings vulnerable to fire or magic may suffer additional damage as per the vulnerabilities of that race.

Cost: 2,500 credits.

Pearl of Recuperation

A small pearl, that when swallowed restores 3D6+6 Hit Points (or 1D6+6 M.D.) instantly. May also be used to instantly eliminate drunkenness (instantly sober) or the symptoms of a hangover. One time use. Magic lasts 100 years or until the pearl is used, whichever comes first.

Cost: 5000 credits.

Pearls of Knowledge

This magic requires the character to place pearls inside his mouth to draw upon the innate abilities associated with them. One pearl enables the sorcerer to understand all languages, two enables him to understand and speak them, and three to read them as well. The effects last as long as the pearls are kept in the mouth. Cannot eat with the pearls in mouth, and there is a 01-13% chance of swallowing one or more when drinking, and 01-40% chance of spitting them out from a heavy punch to the stomach or a fall unless a save vs impact is made.

Note: The magic instilled in each pearl is good of one year from the time of purchase, after which the magic disappears unless take back to the Green Scarves and re-enchanted.

Cost: 15,000 credits per each pearl of knowledge.

Pearl of Demon Strength

This is a large pearl the size of a grape held tight in a clenched fist to give the user's punches Supernatural Strength.

Damage: Each punch does 4D6 S.D.C. or 2D6 M.D. depending on the nature of the opponent. If the character already has Supernatural P.S. *add* 2D6 M.D. to his normal damage. Punches only, does not apply to kicks or any other type of attack.

Spit Attack: The Pearl of Demon Strength may also be placed in the mouth and *spit* out with the power of a cannonball.

Damage: 1D6x10 S.D.C. or 4D6 M.D. depending on the nature of the opponent/target (S.D.C. or M.D.C.).

Range: 200 feet (61 m) maximum. Recovering the magic pearl after a spit attack may be difficult, but the owner has an uncanny knack for doing so (01-70% likelihood; all others have only a 01-36% chance of finding it).

Note: In both uses, the Demon Strength Pearl is effective against any foe except Ghosts, Entities, energy beings and the intangible/ethereal. May be used by anyone. The magic instilled in each pearl is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 30,000 credits per each.

Pink Cloud Pearl

A medium- to large-sized glistening pearl with a pink hue. When held in the open palm and 6 I.S.P. is pumped into it, the pearl creates a reddish, pink cloud that forms underneath the user's feet. As many as three human-sized characters (more if smaller) can jump on the cloud, which serves as a flying platform.

Duration: Five minutes per 6 I.S.P. placed into it.

Limitations: Maximum Height: 1000 feet (305 m). Maximum Speed: A slow 20 mph (32 km).

Cost: 6,000 credits for a pearl with four flight enchantments in it, or 180,000 for a Pink Cloud Pearl with unlimited use good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarves and re-enchanted. Remember, requires I.S.P. to activate and keep flying.

Magic Scarves

Black Scarf

A black silk scarf with green trim. When worn around the neck the wearer is impervious to poison and +1 to save vs magical vapors and disease.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 25,000 credits.

Climbing Scarf

A long, yellow green and pale blue silk scarf, four times the length of the average human (roughly 20-25 feet/6.1 to 7.6 m long). When one end is tied into a knot and tossed into the air it rises up and suspends itself, its full length, in the air for anyone to climb. To retrieve the scarf at the top, the person who made the knot and activated the magic can untie the knot and roll up the scarf. On the ground, the knot maker needs only give the scarf three sharp tugs for it to drop to the ground, otherwise the Scarf will descend in a heap one hour after it was tossed in the air.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 20,000 credits.

Green & Yellow Scarf

A green and yellow silk scarf twice as long as the average human is tall. When one end is wrapped around the wearer's neck and the other around his wrist, the character gains the speed and reflexes of a snake.

Bonuses: +1 attack per melee round, +1D6 damage (S.D.C. or M.D. depending on the nature of the attack), and +5 on automatic dodge (the scarf makes the act of dodging a natural reflex action that does not use up a melee attack/action, but does require the character to roll to dodge, using only the bonus listed above).

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 40,000 credits.

Scarf of Demon Binding

A long silk scarf, three times the length of the average human. It is green with a white pattern running throughout its length. It does no damage, but it can be used like a whip to entangle and bind Goblins and Lesser Demons.

Bonuses: +2 to strike with scarf, +4 to entangle, and once a demonic opponent is entangled (by the wrist, arm, ankle, leg, or throat), the creature loses half its melee attacks, half its combat bonuses and cannot break free of the scarf unless he stops fighting and tries to unravel the scarf from his body. Undoing the entangled scarf takes 1D4+1 melee actions/attacks to succeed (6 to 18 seconds), giving the user of the Binding Scarf or his allies the opportunity to jump and subdue or attack the impaired monster.

Note: Only works on Goblins, Lesser Demons and nature spirits like the Fox and Monkey. The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 60,000 credits.

Scarf of Entrancement

A semi-sheer, white silk scarf with three, thin, wavy green lines running its length down the middle. It is twice as long as the average human is tall and is used in dancing. All watching the dance are fascinated by the way the scarf seems to sparkle in the light and undulate with a life of its own. The *opposite sex* is aroused and can't take their eyes off the scarf or the dancer. They are oblivious to anything else happening around them, even gunfire, explosions, cries for help or fire across the street or next door. Others find the dance strangely enticing and while they are aware of what's going on around them, they are slow to take initial action (no initiative). Effects mortals and demons alike, but not Ghosts and Entities, or dragons, Faerie Folk or other creatures of magic.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 40,000 credits.

Scarf of the Python

A yellow silk scarf with a green colored pattern. The Scarf is twice as long as the average human is tall. When one end is wrapped around the wearer's neck and the other around on of his wrists, the character gains the speed and reflex action of the cobra.

Bonuses: +1 attack per melee round, +1D6 damage (S.D.C. or M.D. depending on the nature of the opponent and can be applied to crush/squeeze attacks), +3 to entangle, and +5 *on automatic dodge* bobbing and weaving like a snake (the magic makes the act of dodging a natural reflect that does not use up a melee attack/action, but does require the character to roll to dodge, using only the bonus listed above).

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted. **Cost:** 35,000 credits.

Viper Scarf or Silk Vipers

A dark green silk scarf, with a single line of yellow running down the middle. It is twice as long as the average human is tall, but when the magic is activated the scarf doubles in size and both ends move and strike as if they were a pair of living snakes, effectively giving the wearer a set of extra limbs for combat.

To Activate: The wearer must spend 12 I.S.P. to "awaken" the Silk Vipers.

Duration: Five minutes per 12 I.S.P. spent.

Attacks per Melee: Each Silk Viper has two attacks/actions per melee round and may strike and jab at an opponent in front, to the side or behind the wearer of the scarf, or parry attacks coming in at the wearer (but each can only parry twice per round; in this case, a parry to protect the wearer counts as one of the Silk Viper's melee actions). Act and move like a pair of giant snakes. Effectively give the wearer four extra attacks per round.

Damage: +1D6 damage (S.D.C. or M.D. depending on the nature of the opponent). **Bonuses of the Silk Vipers:** +2 to strike, +3 to parry, +2 to automatic dodge (a dodge action that does not use up a melee attack).

M.D.C.: Each Silk Viper (each end of the animated scarf) has 32 M.D.C. When an opponent inflicts that amount (or more) in damage, that Viper turns back into an ordinary (undamaged) silk scarf. The remaining viper (the other end of the scarf) will keep fighting until it too takes a total of 30 M.D. Slay the wearer of the scarf and the silk returns to normal. Cover it in his blood and the scarf is ruined, the enchantment gone.

Note: The magic is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted.

Cost: 80,000 credits.



Magic Swords

Bone Swords and Weapons

Some Goblins, demons and monsters are vulnerable to weapons made from bone; typically animal bone, but may be human or other. These items are normal S.D.C./Hit Point damage weapons when used against humans and other mortal beings, with the usual amount of damage for such weapons. However, against a demon or monster vulnerable to bone, the weapon inflicts its S.D.C. damage as Mega-Damage. For example, if a bone sword does 2D6 S.D.C. damage, it does 2D6 M.D. to demons vulnerable to bone (sometime more, but that will be noted in the creature's description under *Vulnerabilities*).

The following are typical ranges of damage for common weapons:

Axe, Small/Hatchet: 1D6 damage.

Axe, Large/Battle: 1D10 or 2D6 damage (metal ones may do as much as 3D6).

Club/Cudgel, Small: 1D6 damage.

Club/Cudgel, Medium: 2D4 or 1D8 damage.

Club/Cudgel, Large: 2D6 or 1D10 damage.

Knife, Small: 1D4 damage.

Knife, Typical: 1D6 damage.

Knife, Large: 1D6+1 or 2D4 damage.

Spear, Typical: 1D10 or 2D6 damage.

Staff, Small/Walking Stick/Cane: 1D6 damage.

Staff, Medium or Slender: 2D4 or 1D10 damage.

Staff, Large or Heavy: 2D6 to 3D6 damage.

Sword, Short: 1D6 damage.

Sword, Medium: 1D10 to 2D6 damage.

Sword, Large: 3D6 to 2D10 damage.

Giant-Size Weapon of any kind, add one additional die of damage.

Note: The same principles apply to weapons made of wood, silver, jade or stone when it comes to the supernatural beings vulnerable to them. Also note that is uncommon to make weapons out of bone, stones and silver, and in the case of blade weapons, wood, so such items are not commonly available. The Green Scarf Sect is one of the few organizations known to make weapons from these materials.

Cost: Ranges from 50-300 credits depending on the size and quality of craftsmanship. (Double the prices for stone weapons and triple the price for jade, silver or silver coated items). Double or triple the price for ornately decorated items.

Cobra's Tooth Dagger

A hooked knife made from the bone of an animal but enchanted to damage and poison.

Damage: 2D6 S.D.C./Hit Point damage to mortal (Hit Point/S.D.C.) beings, and 2D6 M.D. to creatures of magic, Goblins, demons and other Mega-Damage beings (but not Ghosts,

Entities or the ethereal), plus the victim, whether mortal or M.D.C. beings feels sick and feverish for 3D6 minutes. During this time, the victim can *NOT* recover spent I.S.P. or draw on ambient I.S.P./Chi energy. Each additional stab from the Cobra's Tooth adds to the duration time the I.S.P. is blocked. **Note:** The damage never changes, but the magic that blocks I.S.P./Chi flow is good for one year from the time of purchase, after which the magic disappears unless taken back to the Green Scarf Sect and re-enchanted for 50,000 credits.

Cost: 90,000 credits to buy new; rare.

Tiger's Claw Club

A club that ends in a real Tiger's claw, complete with bone and fur lashed to the rod. Tigers and tiger claws are believed to be good luck and chase away demonic spirits and demons.

Damage: 2D6 S.D.C./Hit Point damage to mortal (Hit Point/S.D.C.) beings, and 2D6 M.D. to Goblins, demons and other Mega-Damage creatures (but not Ghosts, Entities or the ethereal), and 3D6 M.D. to Nature Spirits and creatures of magic; double damage to beings vulnerable to bone or claws.

Bonuses: The wielder is +1 to save vs magic, Demonic Curses, mind control and possession directed at them by Nature Spirits, demons and creatures of magic. **Note:** The magic is good indefinitely, until the weapon is destroyed; has 300 M.D.C., but damage occurs only when someone is deliberately trying to destroy the club.

Cost: 40,000 credits.

Sword of Demon *Hunting*

So-called Demon "Hunter" swords are different than Demon "Slaying" swords. The latter tend to have an emphasis on destroying Infernals and may also be blessed or enchanted to have an effect on other types of supernatural monsters as well as creatures of magic, such as dragons. A magical blade that helps a Demon Queller find and deal with "demons" (includes evil Chinese Animal/Nature Spirits, Deevils, Vampires/Undead and other supernatural beings that are demonic in nature, but does *not* include Ghosts, Goblins, Entities, Elementals or creatures of magic unless the description says otherwise) is a "hunting" sword.

The handle is always made of animal bone, inlayed with jade and trimmed in silver. Butting a demon with the hilt does 1D6 M.D., but the enchanted blade provides its user with other bonuses and abilities.

There are four specific types, each usually reflecting some aspect of the Demon Queller's own nature or base instincts. Consequently, the character can only ever possess *one* of these hunter blades, not a variety of them. The blade selected always feels right, never like the character has missed out or could have done better. The magic, bonuses and abilities of these weapons remain in place indefinitely, until the weapon is destroyed. Most Demon Hunter weapons have 500 M.D.C., but damage occurs only when someone is deliberately trying to destroy the blade. **Cost:** 650,000 to 2 million credits, but all are considered priceless, some are ancient artifacts (add 1D6 to damage and double the cost), most are new, but prices vary by as much as 200% depending on the seller.

1. The Hunter Blade: This sword is not so much designed to destroy demons as it is intended to help find and identify Infernals. The blade is a dull blue-grey color and smells faintly of ozone when drawn to battle the supernatural. **Damage:** 2D6 S.D.C. to mortal beings, 3D6 M.D. against demons and other evil, supernatural creatures. **Bonuses:** +1 to strike. **Special Abilities: 1)** The sword wielder will know when a demon is near (within a 200 foot/61 m radius), even if it is invisible, metamophosized to look like something benign, or cleverly disguised or hiding. **2)** The blade enables the Demon Queller to *see* through any disguise or deception the demon may wear to hide its true nature (metamorphosis, illusion, psionics, physical disguise, etc.). Only the sword wielder can see through the deception, catching glimpses of the true monster as its disguise melts away for just a few seconds. Experience and trust of the blade makes the Demon Queller know never to doubt what the blade shows him. **3)** Stabbing the blade into the demon with the intent of revealing its true nature does only one M.D. but dispels/pulls away the disguise to reveal its true demonic nature for all to see. **4)** See the invisible when the creature is a demon, including evil Entities. **5)** +20% to Tracking skill when on the trail of a demon and can even see the vapor trail of Entities. **Cost:** 650,000 credits.

2. The Hunter-Slayer Blade: This large, wide sword resembles an Executioner's Sword and is a demon slayer. It can be used one-handed by those with a P.S. of 18 or greater, or two-handed if so desired or if the wielder has a P.S. less than 18. The iridescent blade changes from silver to crimson and back as it moves, depending on how the light hits it. **Damage:** 3D6 S.D.C./Hit Point damage to mortal (Hit Point/S.D.C.) beings, 3D6 M.D. to creatures of magic and other M.D.C. beings, 5D6 M.D. (double damage from behind and on a roll of a Natural 18, 19, or 20) to Lesser and Greater Demons and their demonic ilk (Chinese Goblins, evil Nature Spirits, and similar, but not Ghosts or Entities), and 1D10x10 M.D. to Demon Lords, Yama Kings, and Alien Intelligences. **Bonuses:** +2 to strike. **Special Abilities:** Magically returns to owner if thrown or dropped and its master desires its return or calls upon it. The latter happens only after the blade and its owner have bonded (been together for more than a year or is a family heirloom passed on from one generation to the next). The blade never dulls and is indestructible to magic and fire (has 300 M.D.C.). **Cost:** 1.5 to 2 million credits.

3. The Demon Hunter Defender: This is always a sickle shaped blade no larger than a short sword. **Damage:** 1D6 S.D.C. to mortal beings, 3D6 M.D. against demons and other evil, supernatural creatures. **Bonuses:** +1 to disarm and +2 to parry, +2 to save vs Horror Factor, +3 to save vs Demonic Curses, +4 to save vs Demonic Disease/Illness, +5 to save vs poison, breath and vapor attacks, and +6 to save vs possession. **Special Abilities:** The blade wielder cannot be bound, tied, entangled, pinned or held against his will by demons or their magic or demonic abilities as long as the blade is drawn and held by its owner. **Cost:** 800,000 credits.

4. The Demon Hunter's Vengeance: A long, thin blade that shimmers in silver as if it were made of moonbeams rather than steel. It can be used one- or two-handed, and is exceptionally light and well balanced. The weapon is designed for quick cuts, precision attacks, slow killing and evoking terror. **Damage:** 2D6

S.D.C. to mortal beings, 4D6 M.D. against demons and other creatures of supernatural evil, *plus* wounds inflicted by the Demon Hunter's Vengeance cannot be healed via the Infernal's natural bio-regeneration for three hours per level of the user (taps into the Demon Queller's Chi to mess with the demon's negative energy). Damage can be healed through magical and psionic means, but not by the monster's natural healing. **Note:** The weapon also inflicts 4D6 M.D. on creatures of magic but does NOT impair the creatures' ability to bio-regenerate. **Bonuses:** +1 attack per melee round, +3 to strike, +1 to disarm, triple damage on the roll of a Natural 19 or 20. **Cost:** 950,000 credits.

Sword – Demon Fighter

The equivalent to a "Lion's Head Sword." Has with a long, straight blade, a short crossbar, and a Yin-Yang symbol. Sharp edges and a sharp point. Feels lightweight and well balanced.

Damage: 2D6+2 S.D.C./Hit Points to mortal foes, 3D6 M.D. to demonic foes and other Mega-Damage opponents (including robots, power armor and body armor).

Bonuses: +1 to parry and +1 to disarm.

Special Abilities: The blade never dulls and is indestructible by fire and has 300 M.D.C. (damage occurs only when someone is deliberately trying to destroy the blade). **Note:** May also come in the form of a small axe, battle axe, or spear. Enchantment and abilities last until the weapon is destroyed.

Cost: 25,000 credits.

Sword – Classic Demon Slayer

Usually a medium to long silver blade mounted in an etched ivory handle. Its sole purpose is to destroy demons and supernatural evil.

Damage: 2D6 S.D.C./Hit Point damage to mortal (Hit Point/S.D.C.) beings, 2D6 M.D. to creatures of magic and other M.D.C. beings, 5D6 M.D. to Lesser and Greater Demons and their demonic ilk (Chinese Goblins, evil Nature Spirits, and similar, but not Ghosts or Entities), and 1D6x10 M.D. to Demon Lords, Yama Kings, and Alien Intelligences.

Bonuses: +1 to strike.

Special Abilities: The blade is eternally sharp and has 900 M.D.C. (damage occurs only when someone is deliberately trying to destroy the blade).

Note: May also come in the form of a small axe, battle axe, or spear with a long blade. **Cost:** 80,000 credits.

Sword – Monster Slayer of the Three Virtuous Ways

This is a pair of swords that, in order to be activated, must be wielded, side by side, by two different warriors. The female/Yin blade, which is of a dark green color, must be held by the female warrior, and the male/Yang blade, a brighter golden metal, must be held by the male warrior.

Damage: When used properly, the blades each inflict 3D6 S.D.C./Hit Point damage to mortal (Hit Point/S.D.C.) beings, 3D6+12 M.D. to demons, the undead, Dead and Damned, evil supernatural beings such as flesh and blood spirits and gods, creatures of magic and other Mega-Damage creatures and opponents (including robots and power armor).

Bonuses & Special Abilities: When used in unison, the two warriors can guard each other's back and are +2 on initiative, and +2 to parry when blocking an attack leveled at their partner.

Note: The twin blades never dull, are indestructible by fire and each has 400 M.D.C. (damage occurs only when someone is deliberately trying to destroy the blade).

Cost: 50,000 credits for the pair.



Sword – Demon Possessed Slayer

Also Known as an "Immortal Blade" or "Demon Sword"

Though this classification of weapon may include traditional Rune swords, the classic Chinese Possessed Sword is not a rune weapon, but something similar and yet different. Most are ancient weapons, and although 80% are true swords, other blade weapons may be counted among the Possessed Slayers, including large and wicked looking knives, sickles, scythes and spears with long blades, and even the occasional axe and trident. In this case, the weapon has been possessed by a demonic force that may range from a Greater Demon to a Demon Lord to an evil and forgotten spirit. The possessing spirit is (as a rule) forever trapped within the blade, but only 20% have been forced or

tricked to become so, most have chosen to join their wicked essence with that of an Immortal Blade. This union makes the blade indestructible and forever sharp, though the weapon itself may have a humble, even scratched and battered, appearance. Whether it looks fierce and menacing or flimsy and humble, the weapon is a tool for destruction. The blade may be large or small, ornate or simplistic, its color: silver, red, yellow, green or black.

Damage: 4D6 S.D.C. to mortal beings, 4D6 M.D. against demons and other evil supernatural creatures, 6D6 M.D. to Demon Quellers and Heroes of the Celestial Court, 2D6x10 M.D. to dragons, the greatest of heroes, Celestial Avatars, Demigods, and other gods and supernatural beings of goodness and light.

Bonuses: +1 attack per melee round, +1 to strike and parry, +2 to save vs Horror Factor, and +2 to save vs possession.

Special Abilities: The Immortal Blade can communicate with its wielder/owner up to two miles (3.2 km) away, and speaks in a soft, warm, seductive voice. It talks of desire, lust, power, hatred and destruction. It encourages cruelty, betrayal, murder, massacre, and selfishness. It whispers about debauchery and revenge, and makes it all sound delightful, justified or necessary. The blade is indestructible and eternally sharp.

Alignment of Demon Sword: The Demon Sword has its own identity. Aberrant (15%), Miscreant (35%), Diabolic (30%) or Anarchist (20%).

Mental Attributes of the Demon Sword: I.Q. 1D6+18, M.E. 1D6+16, M.A. 1D6+16. **The Reason Why:** The demonic force within has chosen to become immortalized in steel to become a lasting evil that cannot be destroyed – an implement of wickedness and destruction (or chaos) from centuries past and for eons to come. Its goal is to perpetuate evil for the sake of evil. As such it not only offers destructive power and special abilities to its wielder, but advice and comfort. Advice that always encourages revenge, murder and wickedness, and comfort in destroying all who dare question, challenge or stand against the two of them.

Secret Abilities Used to Corrupt, Bribe and Manipulate: Demon Swords are corruptors, and always hold back power, bonuses and knowledge as a bribe to get their owner/partner/pawn to perform increasingly heinous acts of evil. Only the Immortal Blade knows it has these abilities and offers them only if the sword wielder agrees to do something terrible, like murder, torture, or worse. The soft voice might say, "Would you kill him if you could? If so, I can make it happen" (or, "help you escape afterward," or "conceal your identity," and so on). The secret abilities are only available when the *Demon Sword* is willing to make them available, and the cursed blade never reveals all it has to offer in a short time, but over years. These secret powers include:

1) The ability to turn the wielder's Hit Points and S.D.C. into M.D.C.

2) Can instantly restore 6D6+20 Hit Points or 1D6x10+15 M.D.C. to the sword wielder once per day or night.

3) The ability to turn the sword wielder's P.S. into Supernatural Strength for seven hours of the day or night.

4) The ability to turn the sword wielder and the possessions he carries into a black mist to slip under a door, or through keyholes or an open window up to 30 feet (9.1 m) high. This can be done as often as twice every 24 hours and maintained for as long as 15 minutes.

5) Make the sword wielder impervious to Demonic Curses, disease and illness for one hour.

6) Remove Demonic Curse as often as once every six months.

7) Make the sword wielder impervious to magic for 1D4+1 melee rounds, once per 24 hours.

8) Reshape/disguise the sword wielder's appearance, voice and aura to look like a stranger for up to seven hours.

9) To make the sword wielder more silent than the wind (automatic Prowl at 90% and his footsteps do not even crunch on salt, leaves, snow or rice paper) for up to one hour as often as once per day or night.

10) To make the sword wielder able to fight like a great warrior: +2 attacks per melee round, +3 on initiative, +3 to strike, +3 to parry, and +6 to pull punch, all in addition to his usual bonuses and abilities.

11) The sword wielder can escape any bond or imprisonment, even magic ones, and then Teleport up to one mile (1.6 km) away, as often as once every 48 hours.

12) The Demon Sword can turn itself invisible at will and is undetectable even from Sense Magic, See the Invisible or See Aura. However, it must make itself visible to smite their enemies.

13) The Demon Sword can find his owner/partner/pawn anywhere, anytime, even in other dimensions, magically appearing before him even if the sword had seemed to be lost, stolen or deliberately sold or thrown away. It is the Demon Sword who decides when its partnership is finished, not any mere mortal.

Cost: 4-8 million credits depending on the sword and the knowledge – or fear – of the seller, for the soft, warm voice is always whispering to the one who owns it.

Note: Immortals, great heroes, dragons and avatars of light may also possess and empower blades in a very similar way, though they have only 12 secret powers to offer, given freely as the sword wielder proves he is, indeed, a hero. However, the Green Scarf Sect rarely offers these "Celestial Blades" or "Hero Swords" for sale, and when they do, the price is either double what the most expensive Demon Sword sells for, or there is an ulterior motive behind their generosity.

Sword of Heavenly Light

A rapier-like weapon without a crossbar and which looks more like a long knitting needle made of quicksilver (mercury). The weapon is typically sold as a matched pair. It is effective against demons and creatures of pure Chi or energy, including the Ch'iang Shih Vampire, Ghosts and Air Elementals.

Damage: Does 3D6 S.D.C. or M.D. against flesh and blood foes, depending on the nature of the opponent, and 3D10 damage (S.D.C. or M.D.) against Ghosts, Entities and energy beings.

Special Attack and Damage: Against the Dead and Damned, animated dead and Western Vampires, a Sword of Heavenly Light plunged into the chest or heart does no damage, but stops the creature and freezes it in its tracks, unable to move, speak or think. Removing the sword releases the Dead and Damned, but leaves them feeling cold down to their bones and

frightened of the man who wields the Heavenly Light. If given the opportunity (usually offered by the sword wielder), the Dead and Damned will flee from the sword wielder rather than fight, and may flee the battle scene entirely (01-50% chance).

Bonuses: Reveals the invisible to the sword wielder and W.P. Sword allows the weapon to be used with all martial art bonuses.

Note: *Although this magic sword does not communicate in* any way, it can only be used by heroes of good or Unprincipled alignment and Demon Quellers of any alignment, even evil ones, as long as they believe they fight for good or diligently work to destroy demons (all others are -6 to strike and only inflict 1D6 damage with the sword). The twin blades bond to their owner, and when that character dies, the light of the sword fades with them and the blades becomes brittle and unusable, shattering upon impact. A favorite weapon among heroes, warrior monks and demon hunters.

Cost: 500,000 to 600,000 credits for a pair. A single Heavenly Light can be sold, but it will do one die less damage when parted from its mate.

Body Armor

Basic Armor. A variety of basic types of armor are available from the Green Scarf Sect and others.

Light Armor: Has a helmet with 25 M.D.C. and a Main Body of 30-40 M.D.C. No maneuverability penalties. **Cost:** 12,000 to 15,000 for non-environmental armor, double for environmental suits.

Medium Armor: Has a helmet with 40 M.D.C. and a Main Body of 45-65 M.D.C. -10% maneuverability penalty on skills like Acrobatics, Climb, Prowl and Swim. **Cost:** 20,000 to 30,000 for non-environmental armor, double for environmental suits.

Heavy Armor: Has a helmet with 60 M.D.C., arms with 30, legs with 40 and a Main Body of 80-100 M.D.C. -20% maneuverability penalty on skills like Acrobatics, Climb, Prowl and Swim. **Cost:** 40,000 to 50,000 for non-environmental armor, double for environmental suits.

Demon Armor

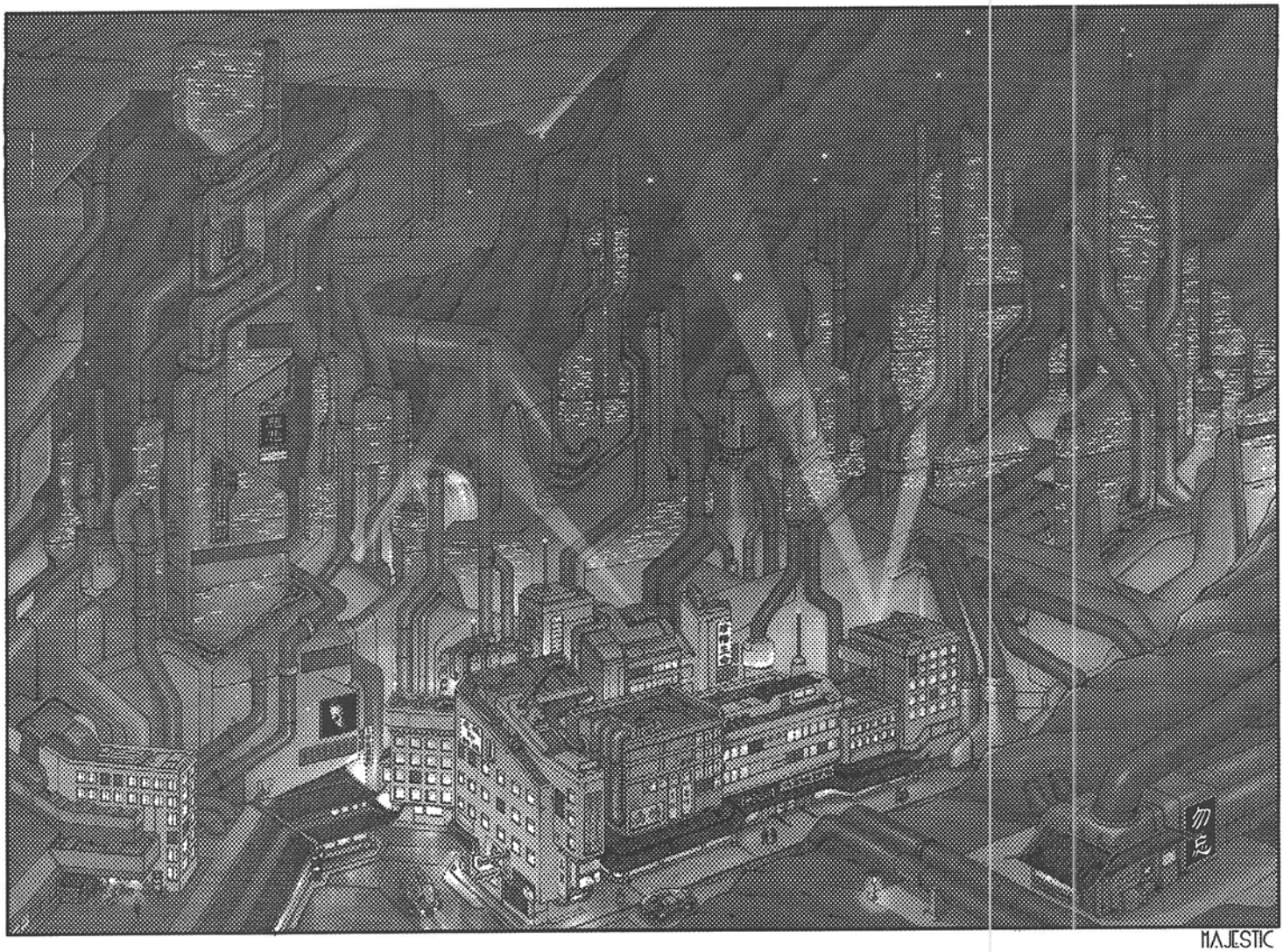
Rumor has it that the magical armor the Green Scarf Taoists call "Demon Armor" is actually made from the body parts of real demons! While many pooh-pooh such a notion, many others aren't so sure.

The helmet can be of a traditional Chinese design with a demonic face-plate covering, or more like a padded, leather skull cap or a boxer's headgear with a leather face covering, but either way it always has horns. In darkness, the helmet gives the character a hellish glow from the eyes, nostrils and mouth. The armor itself has spiked shoulder, elbow, knee and ankle plates, as well as clawed gloves. The material used to make Demon Armor has an animal hide texture as if it *were* gray or black Mega-Damage leather. This is the armor that Demon Wrestlers wear in the arena. The spiked shoulders are used for ramming (+1D8 M.D. to body block attacks), the other spiked appendages for goring and raking ones' opponent (+1D6 M.D. to punch, elbow, head butt and kneeing attacks). All in all the armor is bristling with horns and spikes, all of which wiggle, squirm and rotate at will, giving all Demon Armor a Horror Factor.

Partial Armor: Just the upper body is mostly protected (chest and shoulders, plus horned helmet, spiked forearm plates and leggings), giving the partial suit an Armor Rating (A.R.) of 14 and 60 M.D.C. (main body). Horror Factor: 10. **Cost:** 23,000 credits. There is also an S.D.C. version with an A.R. 14, and 140 S.D.C. for a cost of 4,000 credits.

Full Suit of Demon Armor: Pretty much as described above, a full suit of black or gray leather armor, covered in spikes, horns and bone. M.D.C. by Location: Hands – 18, Arms – 30, Legs – 36, Helmet – 60, and Main Body – 113. Horror Factor: 13. **Cost:** 45,000 credits for the basic, non-environmental suit (but offer full protection). Add 11,000 credits for an environmental system (standard features), and 250,000 credits for a suit of armor that is self-healing; bio-regenerates 2D6 M.D.C. once every minute (four melee rounds). The self-healing feature is only good for one year from the date of purchase and must be brought back to the Green Scarf Sect to be re-enchanted (at a cost of 250,000 credits) to keep that ability, otherwise any damage sustained by the armor is permanent. Note: If the self-healing Demon Armor's main body is reduced to zero, it is destroyed and will not regenerate.





The Geofront

By Kevin Siembieda

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Inspired by concepts from Mark Dudley & Brandon C. Clark

As predicted in the latter half of the 20th Century, China experienced an economic boom early in the 21st Century. Thanks to an educated and abundant work force, plentiful natural resources and a national and cultural drive to succeed, the Chinese economy exploded to rival that of the Western nations and their ally, the Japanese. This unprecedented influx of wealth enabled the Chinese government to invest untold trillions of dollars into new technologies, including bionics, robotics and bio-engineering.

Not wanting to be caught behind the American or Japanese Empires, they also invested heavily in upgrading their military, including a wide range of high-tech experimental areas such as MOM technology (Crazies) and powerful longevity increasing Juicer Opiate derivatives. These were public projects intended to boost national pride, develop new technologies, and showcase to the rest of the world China's potential as a technological powerhouse.

Ironically, China's success at these high profile advancements helped to play a role in bringing about the New Cold War. Every success brought more attention to them, raising the stakes for the other world governments to keep pace. However, despite all of their public successes, their greatest achievement was carried out in secret. It was a massive joint project between the PLA (People's Liberation Army) and a number of high-tech mega-corporations, the China Aerospace Company (CAC) among them, to create an underground military complex known as **The Geofront Project**. This was more than just a military base built into the side of a mountain, but a self-sustaining, modern underground metropolis that was more like a super-city. This "super-city" got its name from the fact that it was the very first to use a highly effective, natural and safe geothermal power network that gave the city (and a third of China) an unlimited source of energy tapped from the core of the Earth itself. Geothermal power is clean, reliable, totally renewable, and the

power plant itself doesn't require a lot of space. The concepts behind Geofront were not new by any standard, but they were applied in ways never before attempted.

As the 21st century progressed, and modern medicine was extending human life expectancy into the unheard of age of 200 or more, China's problem with overpopulation was getting worse. Population was both a blessing and a curse. They had a vast labor force and the largest conscript army in the world, but they still had to feed, clothe and house everyone. The answer was the Geofront Project. The best minds in geology, hydrology, botany, civil engineering, structural physics, underground mining, electrical power production, psychology, and sociology were assembled, and within a miraculous 20 years, a civilian mega-city, *Geofront City*, was established next-door to the massive and still growing military compound. Geofront City supported a population of 5 million people, and it was only a "trial" city. Not just a city, but a fully modern, self-sufficient, functioning eco-system. Its apparent success gave the Chinese almost unlimited living space *beneath* the surface of the earth, but not only that, the techniques and technology could also be taken *off planet to colonize other worlds*. The government would wait, study and assess Geofront City over a 25 year period, before declaring it a true success, but it was a landmark accomplishment in an age of great accomplishments. China's new era of prosperity, technological superiority and international respect had finally arrived.

Then came the Great Cataclysm.

We already know what happened when magic returned to the Earth and the ley lines erupted. Long story short: China, along with most of the planet, was decimated. Her great coastal cities obliterated, 70-80% percent of the country's population wiped out in the first 24 hours. The government gone. And Geofront . . . untouched. Not even a scratch or a broken teacup. This was not because they were underground, but because, as it turns out, they are located in the fabled Yin Caverns.

Yin Caverns

Finding a suitable location for such a large, initially secret project like Geofront was no mean feat. The scientists and builders knew that they would need a vast, existing cavern complex to experiment with in the early days of the project, but with enough room for expansion once those stages were completed. They had to weigh factors such as rock type, surface conditions, access to natural resources, and a site with a powerful aesthetic appeal. After an intensive search, the China Aerospace Company and the PLA settled on the *Longgong caverns* near *Anshun*, in the *Guizhou Province*. Longgong means "Dragon's Palace," and it was a popular tourist attraction during the 20th and 21st Centuries. It was known for its spectacular rushing waterfall at the mouth of the cave named Longmen, the "Dragon Gate," and the massive underground river that ran through it. The Longgong Caverns were gigantic, stretching miles beneath the earth. It was estimated that only 5% of them had been explored even at the turn of the 21st Century. This incredible amount of space, the structure of the limestone rock, and the underground river for use with the geothermal power plant, made it perfect for the Geofront Project. Little did the architects of Geofront know that the caverns also held real mystical significance that would protect Geofront from the end of the world.

As the Great Cataclysm raged across the surface of the planet, the Geofront's first hint of trouble came when they lost contact with the outside world. Next came the discovery that the upper caverns, including the Dragon's Palace, had collapsed, destroying upper military checkpoints and sealing the Geofront under millions of tons of rock. They didn't know what was happening, and had no way of finding out, so they did the only thing they could do: They began the arduous process of digging out and stepped up their explorations deeper into the caverns for another way out.

Other than a prevailing sense of dread concerning what disaster must have occurred on the surface and worry for loved ones, life at Geofront continued without much change. Soon all resources were devoted to trying to clear the collapsed tunnels leading to Longmen and the surface. Unfortunately, the damage to the upper levels was so extensive that it made the excavation process extraordinarily difficult. In some places, it appeared that the rocks had been melted and reformed, leading many to believe that the surface had been hit by a direct nuclear blast. (Whether this was the case, or some magical event wrought by the Coming of the Rifts, would never be determined.) At the time, it convinced the leaders of the Geofront to halt their excavations and concentrate on their efforts to find another way out through the deeper caverns. The exploration teams would eventually find other, smaller tunnels and caverns that led to the surface, but it would take them nearly two and a half years.

In the Aftermath of the Cataclysm

When contact was lost with the outside world and no apparent help came from the surface, the leaders of Geofront feared the worst, but nothing could prepare them for what they found waiting for them on the surface. Try as they might, the Geofront military could not make contact with any of their satellites nor any nation on Earth. The country they once knew was gone. What wasn't a pile of ruins or purged and empty earth, was infested with demons and monsters of myth and legend. It took another six months to learn that beings with god-like power, calling themselves the Yama Kings, and legions of what were clearly demons, bolstered by the Dead and Damned, had appeared to lay claim to more than half of China's provinces. Dragons and other mythic creatures had also returned, and there were alien people, monsters and vegetation not of this Earth.

Survivors of the Apocalypse, upon seeing military authority figures, flocked to the Geofront squads, pleading for help, protection and answers. Though the Geofront survivors could offer no answers, they could offer help and took thousands back into the Yin Caverns. However, the more the troops saw, the more worried and "freaked out" they became. The world they once knew was gone, replaced by a nightmare they could barely understand. Their first encounters with "demons" went very badly, sending the Geofront the clear message that they were in over their heads, if not outright overmatched. Confused and scared, they retreated back into the caves, terrified that the monsters would follow, but they did not come.

The leaders of the Geofront decided to slow down military operations on the surface. For the time being, the Geofront had to remain a secret. They would beef up defenses in and around the subterranean Geofront Military base and city, and dispatch

exploration teams to explore the surface and get some answers. They also decided not to bring any more civilians into their haven at least until they could get a better picture of the world at large. As a ploy to hide Geofront, all military teams adopted the appearance of surface people, so that the demons and other (presently unknown) enemies would not realize that any part of the government or army had survived, and so they would have no reason to follow them back to their underground realm.

Scouts and patrols sent to the surface confirmed the existence of demons, spirits, ghosts and monsters by the millions. Dragons and other mythic creatures and beings also roamed the land, as did vampires and deceased ancestors the demons called the Dead and Damned. It was as if the end time had come. Without a central government and without a military, chaos reigned. The demons dominated the country and humans were made into their slaves and playthings. Worse, magic was real and the demonic invaders wielded it to hold sway over the masses and to crush their enemies. Armed with this knowledge, the military leaders of Geofront wisely decided to abandon the surface world for the time being, and consolidate their power and continue to gather more information – much more information. If they were to survive in the long run, let alone challenge the demonic forces sweeping the countryside, they needed vast amounts of data. They needed to understand their demonic enemies. To know what drives and motivates them. To understand how they think, how they fight, who leads them, and what they fear, and to learn their strengths and weaknesses so they might be exploited and overcome by Geofront. Just as important, they needed to know who opposes the demon hordes, what lands remain free, who might become potential allies, and what has become of the rest of the world. After all, they were a community of scientists, soldiers, builders and innovators, if they couldn't find answers and solve problems, who could? The Geofront was not built overnight, it was the product of decades of patient research, development, planning, sacrifice, hard work and innovation. So it would be with the Geofront's *Operation Discovery*. Meanwhile, they would build and stockpile weapons, armor, war machines and resources for the war they knew, sooner or later, they were destined to fight. Little did they know this process of discovery and preparation would last nearly 300 years.

The Geofront Sanctuary

The Longgong caverns connect to the *Yin Caverns* of Chinese mythology, and it was the magic of the Yin Caverns that had kept the Geofront untouched by the Great Cataclysm. It is also the magic of the Caverns that keeps Geofront hidden from the demons, the Yama Kings and other supernatural forces. This is ironic, because the Yin Caverns are not usually safe for humans. Yin represents the night, the feminine and negative energy, and attracts dark Immortals, dragons and demons. Its lower caverns are inhabited by monsters and practitioners of magic seeking a fast track to power. However, the situation with Geofront is unique. Though it did not seem like it at the time, the collapse of the upper caves was lucky, for it changed the flow of the Chi in that portion of the Caverns, turning negative Chi into positive. Thus, like the magical Mist that hides China from the rest of the world, the positive energy of the Yin Caverns conceals Geofront from the demons. Furthermore, since the caves around Geofront are filled with positive Chi, evil supernatural beings avoid the area. The question to ask is, was it really "luck" or *fate* that saved Geofront? Or could it have been the intervention of some greater power? One or more of the great dragons, perhaps? Or the Celestial Court before the Mist was erected? Or someone or something else inside the Yin Caves? And if it was deliberate intervention, does Geofront act on its own accord or are it and its people pawns in someone else's game?

(**Note:** *Ghosts, Goblins and Lesser Demons* must roll a 14 or higher to save vs Horror Factor to even enter the Yin Caverns within a hundred mile/160 km radius of Geofront. They must roll to save vs H.F. again every hour of exploration and yet again when they encounter or are challenged by anyone inside the caves; i.e., citizens or soldiers of Geofront. Furthermore, these foul beings suffer penalties that reduce their combat bonuses, bio-regenerative powers and available Chi – in this case, both I.S.P. and P.P.E. – by half the entire time they are inside the area of positive Chi, making them feel very vulnerable. *Greater Demons* and other *evil supernatural beings* must roll a 10 or higher to save vs Horror Factor to enter and don't suffer from fear afterward, though they are uneasy and suffer the same penalties. Demon Lords, gods, Immortals, dragons and creatures of magic do not suffer any penalties whatsoever. On the other hand, heroes, mystics, psychics and practitioners of magic living on the surface are attracted to the area above the Geofront [in the *Guizhou Province,* aka the Dragonlands] and find it a place of reflection and inspiration; little do they know that an army of people exists under their feet. Most heroes have no reason to seek out the caves, but if they do, or should they happen upon them by accident, they are likely to become allies of Geofront, ready and willing to fight to liberate humans from the yoke of demonic tyranny.)

In addition to keeping the people of Geofront safe, the Yin Caverns have also yielded wonders like the Chi-Weapons, the rediscovery of various Mystic Martial Art Powers and the development of *Tao Jen Qiang* – The Way of the Patient Gun (see *Gun Master O.C.C.*), as well as an understanding and acceptance of the mystical and spiritual.

Purported to go on *forever* beneath China, the Yin Caverns are massive in scope, with huge caverns and chambers large enough to house a 21st Century metropolis the likes of Hong Kong or New York City. Though it seems unlikely, it is entirely possible that these gigantic caverns existed prior to the Great Cataclysm, but it is more likely that they appeared with the Coming of the Rifts. Indeed, the return of magic opened dimensional portals that had been dormant for at least 3000 years, connecting the caves of pre-Rifts China with a much larger subterranean dimension with a mystical otherworldly realm of existence. This theory is reinforced by the fact that in the 300 years that the Geofront has been exploring the caverns, they have not reached the surface (of any world) and there appears to be no end to the honeycomb of tunnels and chambers.

For a long time, the people of Geofront and the approximately 50,000 rescued in the earliest days of the Great Cataclysm, were content to live out their lives, isolated from the death and destruction on the surface. They saw themselves as blessed, and began to expand their community into neighboring caves and caverns. Seeing as how they had seemingly unlimited

space around them in which to build, that's exactly what they did. After about fifty years of seclusion, Geofront scouts on the surface began to bring back selected people that they had met and had learned to trust. These were people who could contribute to the good of the whole and would be valued additions to the community. They even began to include D-Bees, for the people of Geofront were less concerned with race or species than with attitude, moral fiber and aptitude. The Geofront was soon a veritable Noah's Ark on a massive scale, exceeding Hong Kong not just in size, but also diversity. Over time, the Geofront built sprawling communities and sister cities as large as pre-Rifts Hong Kong. Generations passed, with descendants taking up where their ancestors left off. With liberalized Communism as their system of government, a modern utopia began to flourish deep within the bowels of the earth, hidden from the hellish realms of the Yama Kings.

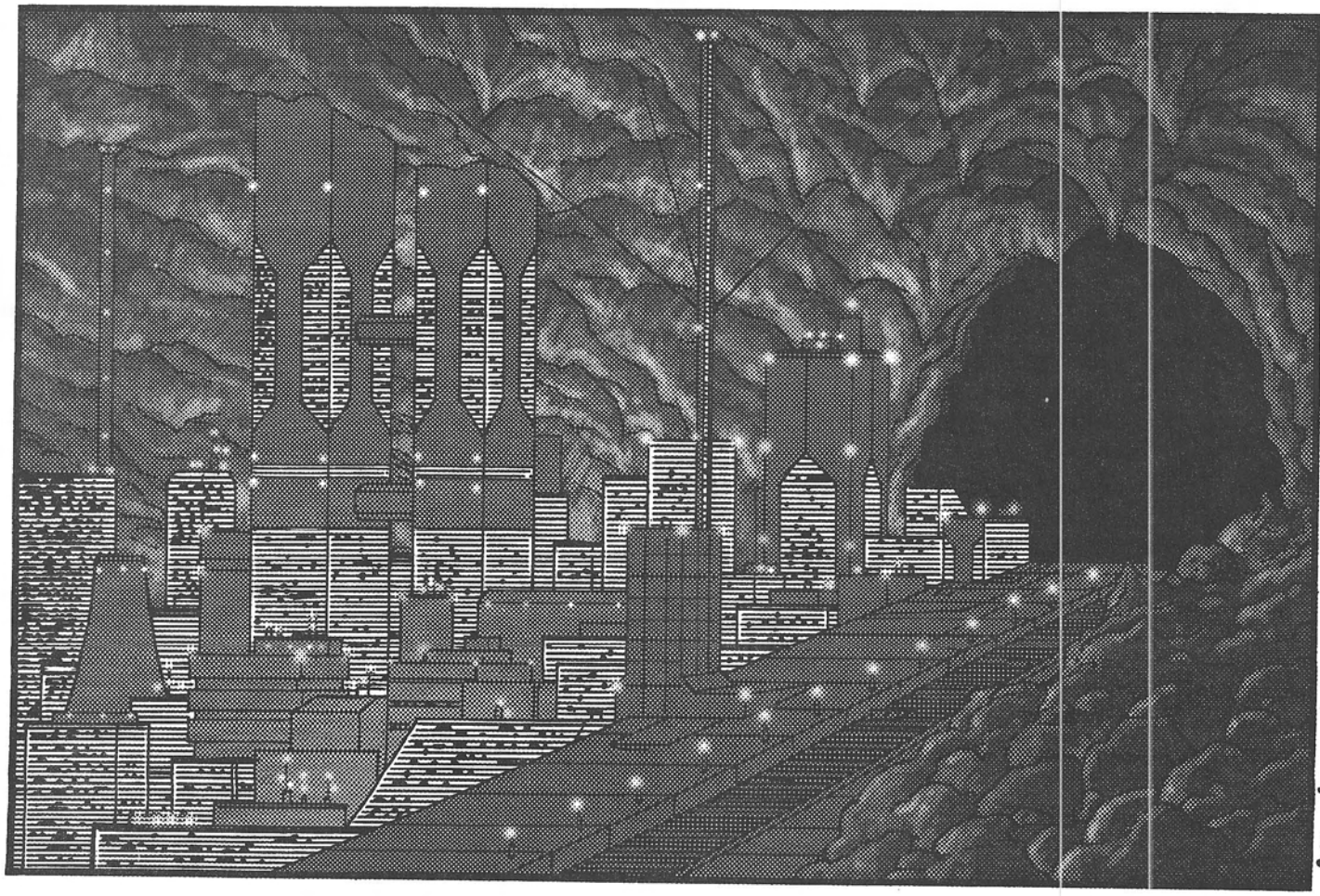
The Geofront – 109 P.A.

Over the last 250 hundred years, Geofront has expanded into several different cities and communities clustered around the central hub city that is *Geofront City* – also known as *The Core*. All communities are interconnected by a series of tunnels and highways. Hover-trains are used for speedy mass transit, but walking and bicycling remain hugely popular, with millions of bikes filling the streets, bridges and tunnels of every community. Combustion engines were banned at the outset of Geofront's creation, though there are a number of military vehicles that run on nuclear, electrical and other systems. This (and the positive Chi energy of the Yin Caverns) has kept the air surprisingly clean and fresh. Geothermal power supplies all of the Geofront's needs for energy, with enough in reserve to power half of China for the next 10,000 years.

The actual buildings are all made of Mega-Damage materials, and anchored into the surrounding rock itself. Statues and artwork are carved into the very rock itself, and the visible buildings are only the tip of the iceberg as one quarter of the buildings go into the surrounding earth.

The isolation means Geofront is always on the lookout for new natural resources. While they have the advantage of the best technology and Mega-Damage processing facilities for recycling and salvage, the secret nation of millions still needs raw materials. This means that they are constantly exploring the Yin Caverns for minerals, plants, and possibly animals, as well as quietly getting goods and raw materials from the surface world. Additionally, strange and alien people, plants, technology and raw materials are sometimes found inside the caves, which can lead to all kinds of downright weird and unique developments. You just never know.

The people of the Geofront realize that their ancestors were fortunate to have survived, and they to live in such comfort, hidden and safe from the demon hordes and insane Kings of the Ten Hells. Life in the underground habitat is paradise compared to life on the surface. They have food, water, manufacturing capabilities, entertainment, and all the amenities and services one would expect to find in a big city. Aside from little contact with the outside world, very little in their lives has changed for hundreds of years.



The citizens share a real spirit of community not only because it's in their best interest, but also because that's the kind of people it would have taken to populate the city during the Golden Age. Because they are a living, breathing relic of the Golden Age, they are much more advanced than most human civilizations of Rifts Earth. Their technology is on par with the high-tech cities of Japan returned from the past, and education has always been of great importance. Schools and universities are in place to ensure every citizen is literate, skilled and highly educated, giving the Geofront some of the best scientists and thinkers to be found on Rifts Earth.

They may have been living in insolation for the past 300 years, but they are unprecedented bearers of knowledge, descended from the best that China circa 2098 had to offer.

Individual identity is important, but not so important as belonging to the greater whole. Children are taught from when they can walk to keep their ID with them at ALL times. This would be extremely important in a world filled with magic, psionics and creatures that can shape change. They are, in effect, living in a polite and clean police state, but it's still a police state nonetheless. Paranoia isn't necessarily a bad thing, and it would be considered unthinkable for a citizen to NOT report some strange goings-on to the police. It's a weird kind of contributory dictatorship in a way, but it works for the greater good.

The mandate to free Rifts China. Every man and woman above the age of 21 has served in the army at one time or another, so all citizens are battle hardened to some degree. A battle toughness that makes them feel strong, brave and bold, not weary or frightened. Since everyone has had military training, and most have had some combat experience on the surface, virtually *all* the people of Geofront have firsthand exposure to the world above and a clear understanding of what war entails. That knowledge and empathy, combined with a strong sense of history, has created a national fervor that is off the chart. One nation of people united, willing to do anything for the proletariat and demanding a mandate to bring China back to normal (or at least liberate parts of it).

The people of Geofront have been living in secret for centuries, its military operating a secret, defensive holding action. They have been so fanatical about maintaining the secrecy of their location, that Monks have been brought in to teach soldiers and police techniques to root out supernatural elements even before they make it into the Geofront stronghold. False checkpoints are set up as well where Monks or Soothsayers, with the military, screen anyone brought in by an expedition.

The core of Geofront is located in one big cave that branches out to smaller (though still large) caverns and chambers. Within the core is the Geofront Military and the original Geofront City. Both are huge, ultra-odern and packed with people. Though the main troops, training facilities, military factories, and military command are located in the core, soldiers, military defensive fortifications, smaller bases, armories, and police stations are deployed throughout the populated areas of the cave and tunnel network. Since everyone, males and females, have had military training and experience, there are weapon depots and training grounds even in civilian city areas.

There are many martial arts schools, all contributing to the training and defense of their subterranean home. There is also a thriving high-tech community. Though there are no practitioners of magic in the army or in the civilian population, the people of Geofront are not opposed to magic (modern Chinese to this day believe in demons, spirits, and magic, so this would only be reinforced with the Geofront). Whatever magic they may want or need, they can find among their many allies from the surface.

The liberation of China. After having lived in secrecy for centuries, however, *such habits are hard to break. They began* by inserting lone agents and small teams into the local village populations to continue to gather intelligence and lay the groundwork for spy rings, informants, communication routes, safe houses and future bases of operation. From the very beginning these Geofront agents enacted a plan to act as though they were part of many different groups and organizations so as to help conceal the sole identity of the Geofront. In this way, it directs the attention of the Yama Kings against several *bogus* human and inhuman factions rather than a single, unified human front.

Over time they have moved from laying such groundwork to taking active measures against the Yama Kings and their power base. Now, however, the military has decided to take a more active and direct role by attacking and freeing entire villages, even if only temporarily, from the demonic overlords. Still, though the Geofront regularly engages in raiding the demon holdings of the Yama Kings (disguised as bandits and locals), and often intercedes to protect, defend and liberate (even if temporary) surface communities, and rescue individuals and small groups, they have yet to launch a major offensive (i.e., send out more than a few hundred troops against the enemy in any sort of military operation). They have established friends and allies by the thousands, especially in *Free Yunnan*, the Province *Guizhou* (the Dragonlands, where the Geofront is located) and *Henan* (liberated from the Hell of the First Yama King). Some surface villages have secretly been under the protection of the Geofront for decades, a few for more than a century, and such locales harbor numerous agents, spies, commando teams and support systems. In some cases, the entire community is really Geofront soldiers, or composed half with soldiers and half surface dwelling loyalists willing to die for the cause. Consequently, even as the Geofront continues to spread its wings and make bolder and bigger moves, the army does so while keeping their identity a secret, disguising larger numbers of troops as mercenaries, bands of heroes, bandits, slavers, locals and even as *demons* (via *Demon Skin Armor* described in the Weapon section).

Military Hardliners want to put an end to the demons now! They insist the army is more than ready for a war with demons. They want the army to start making serious moves on the surface. Nothing crazy. Nothing overreaching or reckless. They advocate calculated and well planned offensives and securing territory around Free Yunnan and their Geofront power base. Though they don't think it necessary, they are willing to continue the charade of disguises and creating the illusion that several diverse and "unrelated factions" are making moves against the demon lands rather than the united Army of the Nation of China. They admit it is probably good to keep the demons and the Yama Kings confused, off-guard and away from their underground base of operations in the Yin Caverns. But they demand immediate and decisive action.

The Moderates want to keep the gene pool pure from outsiders and want more time to study the Yama Kings and dou-

ble-check their research and conclusions over, say, the next 50 years. They claim they too are ready for action, but want to move much, much more slowly against the demons. Perhaps launch a few incursions farther away from their underground haven, and test the enemy with some strikes into their heartland, but no major military action or dramatic show of force. This would give the Geofront more time to increase their stockpiles of weapons, armor and gear.

Most citizens of Geofront fall somewhere between the Hardliners and the Moderates, with 58% of the population ready to make some kind of "significant" move at reclaiming the surface and establishing a few surface cities where humans can live without fear of demons. Approximately 20% side with the Hardliners, or worse, cry for all-out war at any cost, and 16% side with the Moderates. The rest are undecided or just plain scared.

Geofront Statistical Data

Government Leaders: Tan Yankai, Geofront Prime Minister and Jing Jiaxin, Defense Minister.

Geography: The Yin Caverns located in the *Guizhou Province* (aka the Dragonlands), neighbor to Free Yunnan.

Population: 17.6 million, mostly skilled professionals, 60% with military training, 10% D-Bees or other nonhumans, 35% children and the elderly.

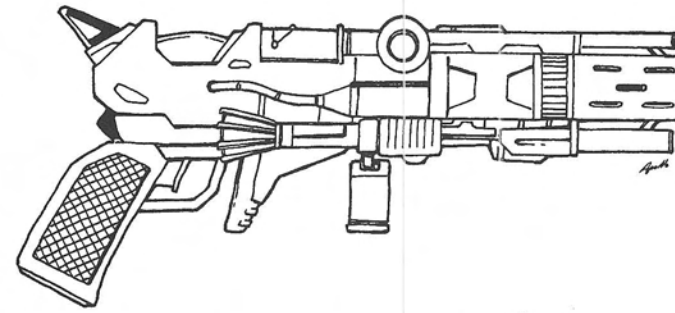
Army: 1.4 million active troops, plus 4.5 million active reservists (citizens of Geofront who are willing to go into combat to liberate Rifts China).

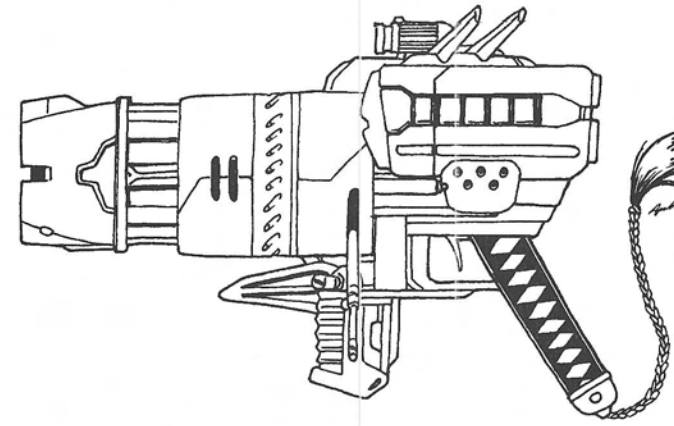
Living Conditions & Technology: High living conditions, high education, and advanced technology on par with (or superior to) the Coalition States, New German Republic and the most modern cities of Japan.

Geofront Military

The Geofront has grown into a fearsome military that rivals Triax or the Coalition States in its readiness, innovations and size. Libraries of information have been gathered about the conditions on the surface and the demons who dominate it. The Geofront Army has been developing strategies and defenses for the last 300 years.

Now that the Geofront leadership is confident in their power base, they have finally decided it is time to use that power to help take back their ancestral lands. The question, how best to proceed? They don't want the civilian population to suffer, consequently, for now, offensive tactics are largely based around small units (squads, companies, and brigades), coordinating with each other to make a more orchestrated and significant impact on the enemy, but any large-scale operations are yet to be unveiled. They are "stepping up" their secret war against the Yama Kings and demon hordes, but making a great effort to look like different human factions, rather than a united front to avoid arousing too much of the Yama Kings' attention, concern or wrath. (Smart, at least for now.)





Geofront Military O.C.C.s

Except for a few special O.C.C.s, different outlooks, different goals and different equipment, an army is the same anywhere in the world. So rather than reprint a bunch of Military O.C.C.s slightly tweaked and modified for China, use the **Military O.C.C.s of the Coalition States** as your basic "template" for Geofront personnel. That having been said, there are some important differences as delineated below. Not to mention some pretty wild weapons, armor and equipment that most definitely set the soldiers of Geofront apart from any in the world.

Note: For template O.C.C.s, skills and fundamental types of equipment, see the **Rifts® RPG** and/or **Rifts® World Book 11: Coalition War Campaign™**. Any type of basic ordnance such as explosives, as well as Vibro-Blades, electronics, military gear, and military resources available to the CS has a similar counterpart available to the Geofront Army.

Regular Army

Chi Warrior O.C.C. (Soldier/Grunt)
Chi Commando O.C.C.
Military Specialist O.C.C.
Scout (Ranger) O.C.C.
Scientist/Whack Job O.C.C. (RCSG Scientist)
Technical/Communications Officer O.C.C.
Mystic Consultant (not an official member of the Army)

Elite Divisions of the Geofront Army

Geo-Borg O.C.C.
Gun Master O.C.C.
Lightning Warrior O.C.C. (Crazies)
Metal Warrior O.C.C. (Elite Robot Pilot)
Shadow Warrior O.C.C. (Special Forces)


E-WALTON

Chi Warrior O.C.C.

The *Soldiers/Grunts* of the Geofront

All soldiers of the Geofront are fanatical, first and foremost, about the defense of the underground cities and its people, and second, about taking China back from the Yama Kings and their demon hordes.

Even Grunts subject themselves to extensive martial arts training and military regimentation to become the best of the *best*. The training along with the melding of magic and technology make for a formidable soldier, especially in terms of demon fighting. One wonders if these good natured and optimistic soldiers are not the roots of the famed Demon Quellers of the past.

Each soldier selects and trains in a fundamental martial art skill before learning a *Mystic Martial Art Power*. A power that gives even Grunts formidable fighting skills usually reserved for Special Forces in Western nations. Furthermore, the Mystic Martial Art Power develops the soldier's Chi into an impressive amount of inner strength that can turn ordinary combat moves into Mega-Damage punches and kicks, and turn S.D.C. weapons into M.D. items. For this reason, soldiers are known as **Chi Warriors.**

Permanent I.S.P. Base (Chi): The M.E. attribute number x2, +1D6 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, though the majority have the hearts of heroes (predominantly good).

Attribute Requirements: A minimum of I.Q. 7, P.S. 7, P.P. 7, P.E. 7, the rest will be developed through military training and exercises.

S.D.C.: 4D6+24

Bonuses: +1 on initiative, +1 to save vs magic, +2 to save vs possession, +1 to save vs Horror Factor; all born from their fierce dedication to free China from the demons.

O.C.C. Skills: Same as a CS Grunt with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+10%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Bicycle (+20%)

Substitute Pilot Tank & APC with Pilot Motorcycle (Cave Bike; +5%)

(Plus the usual skills for Grunts)

Hand to Hand Combat: Substitute Basic Hand to Hand with Tai-Chi (basic, and the standard for characters with a P.P. of 10 or less) or Shao-lin Kung Fu (Advanced).

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then moves on to learn a Mystic Martial Art Power; select one of the following: *Bok Pai Kung Fu* (Crane Style) or *Mien-Ch'uan Kung Fu* (Cotton Fist).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.).

O.C.C. Related Skills: Same as the CS Grunt.

Secondary Skills: Same as the CS Grunt.

Equipment: Same as the CS Grunt with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard Brigandine Armor (90 M.D.C. main body) for combat operations and missions on the surface.

Weapons: GHF-AK47 Hound's Fang Assault Rifle and a GHT-85 Hound's Tooth Auto-Mag pistol, and five ammo clips. Officers get a GHT-88 Brilliant Light Heavy Laser Pistol or a Geo-Blaster/Phased Emitter as a second sidearm. Military Police also get a Phased Emitter as a second sidearm.

Equipment: Basically the same as the CS Grunt.

Money: Half that of the CS Grunt, but all basic needs, medical, housing, food, etc. are taken care of by the government.

Cybernetics: Gyro-Compass, Clock Calender and Security Clearance Access Chip.

Chi-Commando O.C.C.

A member of an elite strike force. Specializes in performing infiltration, surgical strikes, sabotage, seek and destroy, and rescue missions; deep insertion (deep within enemy territory). The Commando is one of the few Military O.C.C.s allowed to go out as a lone operative or in pairs.

Permanent I.S.P. Base (Chi): The M.E. attribute number x4, +1D8 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, though the majority have the hearts of heroes (predominantly good, selfish and Aberrant alignments).

Attribute Requirements: A minimum of I.Q. 10, M.E. 10, P.S. 12, P.P. 14.

S.D.C.: 6D6+40

Bonuses: +2 to M.E., +1D4 to P.S., +1 attack per melee round, +2 to pull punch, +1 to save vs possession and +4 to save vs Horror Factor.

O.C.C. Skills: Same as the CS Commando with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+10%)

Language: Chinese at 95%

Literacy: Chinese (+15%)

Pilot: Bicycle (+10%)

Substitute Pilot Robots & Power Armor with Pilot Hover Vehicle (i.e., Police Cruiser; +10%) and Motorcycle (including Cave Bike; +10%).

(Plus the usual for Commando)

Hand to Hand Combat: Substitute Commando Hand to Hand with Eighteen Weapons Kung Fu (50% select this one), Drunken Style Kung Fu, Dog Boxing Kung Fu, or Shao-lin Kung Fu (all Advanced; pick only one).

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then

moves on to learn a Mystic Martial Art Power; select one of the following: *She Shen Kung Fu* (Snake Style; 50% of all Commandos take this one), *Gui Long Kung Fu* (Dragon Blade; 25% take this one), *Xian Pu Kung Fu* (Drunken Style; 20% take this one), *Tien-Hsueh Kung Fu* (Touch Mastery), or *Mien-Ch'uan Kung Fu* (Cotton Fist).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.). May also use the Mo Fuqian Kai: "Demon Skin Armor" as a disguise on the surface.

O.C.C. Related Skills: Same as the CS Commando.

Secondary Skills: Same as the CS Commando.

Equipment: Same as the CS Commando with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard or Heavy Brigandine Armor (90 M.D.C. main body) or Demon Skin Armor for combat operations and missions on the surface.

Weapons: GHF-AK47 "Hound's Fang" Assault Rifle and the "Demon's Eye" Chi Sniper Rifle, plus a Chi Auto-Mag (aka the "Demon Claw") or handgun of choice, and six ammo clips for each weapon. Additional weapons, gear and vehicles may be available upon assignment, plus this character may also acquire, use and keep any weapons, armor or items from the world outside Geofront, including demon slaying and magic items as part of his arsenal for missions away from Geofront.

Equipment: Basically the same as the CS Commando.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government and the character is highly respected.

Cybernetics: Gyro-Compass, Clock Calender and Security Clearance Access Chip.

Geofront Military Specialist O.C.C.

Military Intelligence and always an officer (Lieutenant starting rank even at first level). Specializes in information gathering, espionage, and reconnaissance. The Military Specialist is one of the few Military O.C.C.s allowed to go out as a lone operative or in pairs.

Permanent I.S.P. Base (Chi): The M.E. attribute number x4, +1D8 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, though the majority have the hearts of heroes (predominantly good, selfish and Aberrant).

Attribute Requirements: A minimum of I.Q. 12, M.E. 12, P.E. 10.

S.D.C.: 5D6+25

Bonuses: +2 to pull punch and +2 to save vs possession.

O.C.C. Skills: Same as CS Military Specialist with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+10%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Bicycle (+10%)

Robot Combat Elite: Black Tiger & Red Falcon Power Armors.

Dickering (+10%)

Disguise (+20%)

Intelligence (+20%)

Interrogation Techniques (+15%)

Pilot Hover Craft/Vehicle includes the Police Cruiser (+10%).

(Plus the usual skills for a Military Specialist)

Hand to Hand Combat: Substitute Expert Hand to Hand with Drunken Style Kung Fu, Monkey Style Kung Fu or Shao-lin Kung Fu (all Advanced; only pick one).

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then moves on to learn a Mystic Martial Art Power; select one of the following: *Xian Pu Kung Fu* (Drunken Style; 40% take this one), *Bok Pai Kung Fu* (Crane Style), or *Tien-Hsueh Kung Fu* (Touch Mastery).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.). May also use the Mo Fuqian Kai: "Demon Skin Armor" as a disguise on the surface.

O.C.C. Related Skills: Same as the CS Military Specialist, but select "9," not 12, additional skills.

Secondary Skills: Same as the CS Military Specialist.

Equipment: Same as the CS Military Specialist with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard Brigandine Armor (90 M.D.C. main body) for combat operations and missions on the surface, but may also be assigned the use of Heavy Armor, Demon Skin Armor, and power armor.

Weapons: The Demon's Eye Chi Sniper Rifle and a rifle of choice, plus a handgun of choice (may include Chi Weapons), and six ammo clips for each weapon. Additional weapons, gear and vehicles may be available upon assignment.

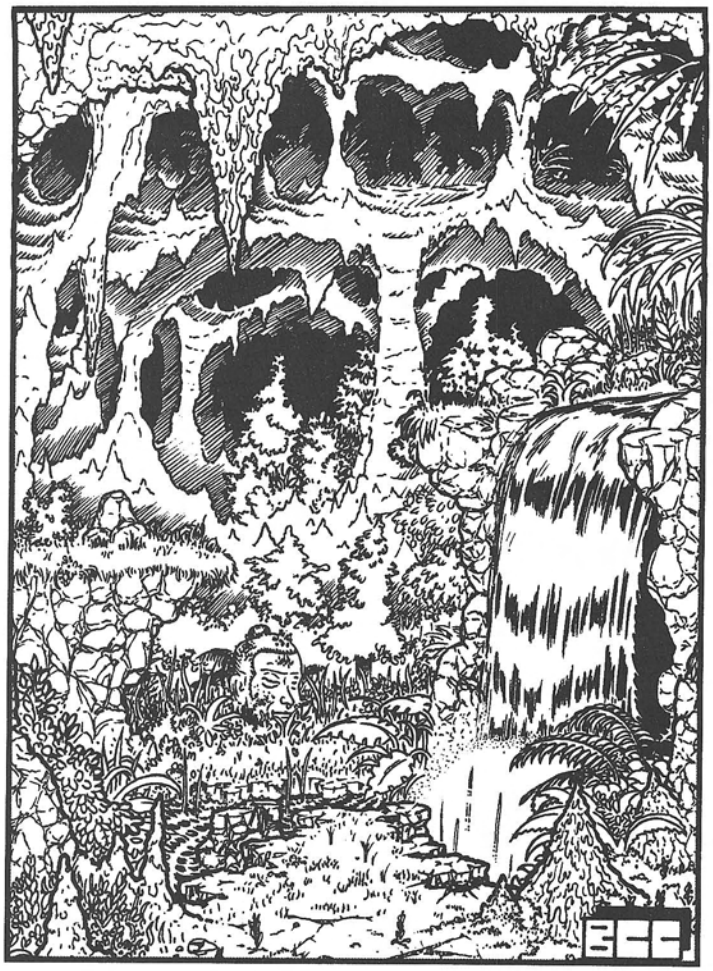
Equipment: Basically the same as the CS Military Specialist.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government and the character is highly respected.

Cybernetics: Gyro-Compass, Clock Calender and Security Clearance Access Chip.

Geofront Scout/Ranger O.C.C.

The Geofront Scout is a combination Wilderness Scout and Intelligence Agent, sent into the world to perform reconnaissance, intelligence gathering, pathfinding (find and mark a trail for other troops to follow) and search and rescue. They are highly respected for their centuries of service from exploring the Yin Caves to exploration, observation and study of the outside world. This soldier has a better understanding of the surface world outside of Geofront than any other division of the army. The Scout is one of the few Military O.C.C.s allowed to go out in pairs or as a lone operative.



Permanent I.S.P. Base (Chi): The M.E. attribute number x3, +1D8 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, though the majority have the hearts of heroes (predominantly good).

Attribute Requirements: A minimum of I.Q. 10, P.S. 10, P.E. 12.

S.D.C.: 5D6+30

Bonuses: +1 to M.E., +2 P.E., +1D10 to Spd, +2 to save vs Horror Factor and +1 to save vs poison.

O.C.C. Skills: Same as the CS Ranger with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 97%

Literacy: Chinese (+15%)

Pilot: Bicycle (+20%)

Intelligence (+20%)

Lore: Demons & Monsters (+20%)

Navigation (+15%)

Pilot: Motorcycle (+10%) and a vehicle of choice (+10%).

Surveillance Systems (& Tailing; +15%)

(Plus the usual skills for a Ranger.)

Hand to Hand Combat: Substitute Basic Hand to Hand with Tai-Chi (basic, and the standard for characters with a P.P. of 10 or less), Drunken Style or Shao-lin Kung Fu.

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then moves on to learn a Mystic Martial Art Power; select one of the following: *Ba Gua Kung Fu* (Eight Trigrams; 50% study this power), *Bok Pai Kung Fu* (Crane Style), *Xian Pu Kung Fu* (Drunken Stye) or *Mien-Ch'uan Kung Fu* (Cotton Fist).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.).

O.C.C. Related Skills: Select five other skills instead of seven.

Secondary Skills: Select four Secondary Skills instead of six.

Equipment: Same as the CS Ranger with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard Brigandine Armor (90 M.D.C. main body) for combat operations and missions on the surface, or may wear clothing and armor of the local surface people to best disguise his identity.

Weapons: Energy pistol and rifle of choice (may include Chi Weapons), and five ammo clips for each. Officers get an extra weapon of choice. This character may also acquire, use and keep any weapons, armor or items from the world outside, including demon slaying and magic items as part of his arsenal for missions away from Geofront.

Equipment: Basically the same as the CS Ranger.

Money: Half that of the CS Ranger, but all basic needs, medical, housing, food, etc. are taken care of by the government.

Cybernetics: Gyro-Compass, Clock Calender and Security Clearance Access Chip.

Technical/Communications Officer

This soldier specializes in communications, information gathering and the use and operation of the equipment involved. Rank typically starts at Corporal.

Permanent I.S.P. Base (Chi): M.E. attribute number x2, +1D6 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, though the majority have the hearts of heroes (predominantly good and selfish alignments).

Attribute Requirements: A minimum of I.Q. 9, P.S. 8, P.P. 8, P.E. 8, the rest will be developed through military training and exercises.

S.D.C.: 4D6+20

O.C.C. Skills: Same as the CS Technical Officer with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Bicycle (+20%)

Read & Operate Sensory Equipment (+20%)

Navigation (+15%)

Pilot: Motorcycle (+5%) or Hover Vehicles (includes the Police Cruiser, +5%).

(Plus the usual MOS and other skills for a Technical Officer.)

Hand to Hand Combat: Substitute Basic Hand to Hand with Tai-Chi (basic, and the standard for characters with a P.P. of 10 or less) or Shao-lin Kung Fu (Advanced).

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then moves on to learn a Mystic Martial Art Power; select one of the following: *Bok Pai Kung Fu* (Crane Style) or *Mien-Ch'uan Kung Fu* (Cotton Fist).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.).

O.C.C. Related Skills: Same as the CS Technical Officer.

Secondary Skills: Same as the CS Technical Officer.

Equipment: Same as the CS Technical Officer with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard Brigandine Armor (90 M.D.C. main body) for combat operations and missions on the surface.

Weapons: GHF-AK47 Hound's Fang Assault Rifle and a GHT-85 Hound's Tooth Auto-Mag pistol, and four ammo clips for each. Officers get a Geo-Blaster/Phased Emitter or pistol of choice as a second sidearm.

Equipment: Basically the same as the CS Technical Officer.

Money: Half that of the CS soldier, but all basic needs, medical, housing, food, etc. are taken care of by the government.

Cybernetics: Gyro-Compass, Clock Calender, Security Clearance Access Chip and Radio & Scrambler Ear Implant (1000 channels, 100 mile/160 km range) or Headjack.

Whack Job Scientist O.C.C.

The equivalent of the RCSG Field Scientist

This is an interesting class of Scientists because it represents fanatics who place more value on knowledge, advancement and success (on whatever is their current goal or project) than human life. For them, success and the acquisition of new knowledge is more important than almost anything. Only their loyalty to the Geofront supercedes their lust for knowledge. They are also quite fanatical about liberating China from the demons, though they are fascinated with demonic physiology and magic. In fact, those who leave the comfort of their high-tech labs in Geofront do so, 1) to see the wonders of the outside world, 2) to acquire new knowledge, 3) to see their creations (Demon Skin Armor, Chi Weapons, other weapons and gear) in action, and 4) to get a better understanding of the inhuman enemy to develop new and better ways to exterminate them! In an earlier age, these men and women would have been Chinese Alchemists, magicians and Immortals of their day.

Permanent I.S.P. Base (Chi): The M.E. attribute number x2, +1D6 per level of experience.

Alignment: Any. However, although most have only the best *intentions*, "Whack Job" Scientists tend to be overzealous and sometimes put science and knowledge or the goal at hand, above people and morals. Unprincipled, Anarchist, Aberrant and even Miscreant alignments are common among this group.

Attribute Requirements: A minimum of I.Q. 12 and M.E. 10. A high P.P. is helpful but not necessary.

S.D.C.: 4D6+15

Bonuses: +2 to I.Q. and +2 to save vs Horror Factor.

O.C.C. Skills: Same as the CS RCSG Scientist with the following additions and substitutions.

A nation of highly educated people, all scientists can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Bicycle (+20%)

Read & Operate Sensory Equipment (+20%)

Chinese Alchemy (+15%)

Criminal Science & Forensics (+10%)

Medical Doctor (+15%)

M.D. in Cybernetics (+15%)

Pathology (+20%)

(Plus the usual skills for an RCSG Scientist.)

Hand to Hand Combat: Substitute Basic Hand to Hand with Tai-Chi (that's it).

Mystic Martial Art Power: None.

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.).

O.C.C. Related Skills: Same as the CS RCSG Scientist.

Secondary Skills: Same as the CS RCSG Scientist.

Equipment: Same as the CS RCSG Scientist with the following substitutions.



Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard Brigandine Armor (90 M.D.C. main body) for combat operations and missions on the surface, though most (75%) don't like using confining armor.

Weapons: One handgun and one rifle of choice (may include Chi Weapons and experimental items) plus four ammo clips for each.

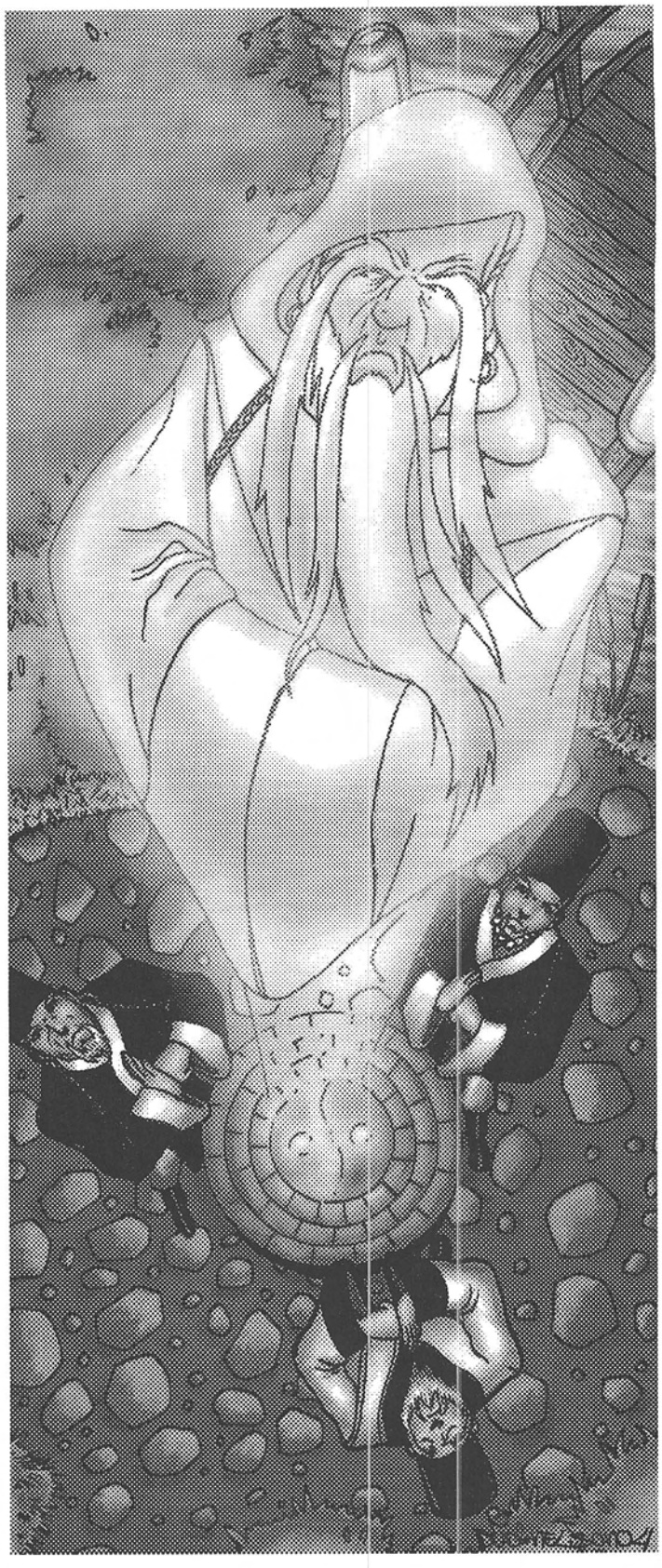
Equipment: Basically the same as the CS RCSG Scientist.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government.

Cybernetics: Galore! This is way above and beyond the CS RCSG Scientist (ignore those). All Whack Job Scientists embrace technology and love bionics and have the following:

- Two mechanical, bionic arms: P.S. 18 (bionic strength), P.P. 18, 50 M.D.C. each and gives the character one extra attack per melee. One will have a Laser Scalpel built into it, the other a light laser for soldering and such (5D6 S.D.C., 1D6x10 S.D.C., 1D4 M.D. and 1D6 M.D. are the four settings of the laser, maximum range 20 feet/6.1 m). Reach of the arms, which more resemble tentacles, is six feet (1.8 m).
- Two bionic weapons of choice for the mechanical arms or two additional bionic arms (same as above).
- Gyro-Compass, Clock Calender, and Security Clearance Access Chip (highest clearance).
- Language Translator and Headjack.
- Amplified Hearing and Sound Filtration System.
- Sensor Hand and Finger Camera.
- Multi-Optic Eye (telescopic, macro lens, thermo-imaging, light filters, and targeting display) and Cyber-Camera System, *only* rather than replacing an eye, both are mounted on a mechanical eye-stalk attached to either side of the head!
- Lung Implants: Molecular Analyzer and Oxygen Cell.
- 1D4 implants or minor bionics or cybernetics of choice.

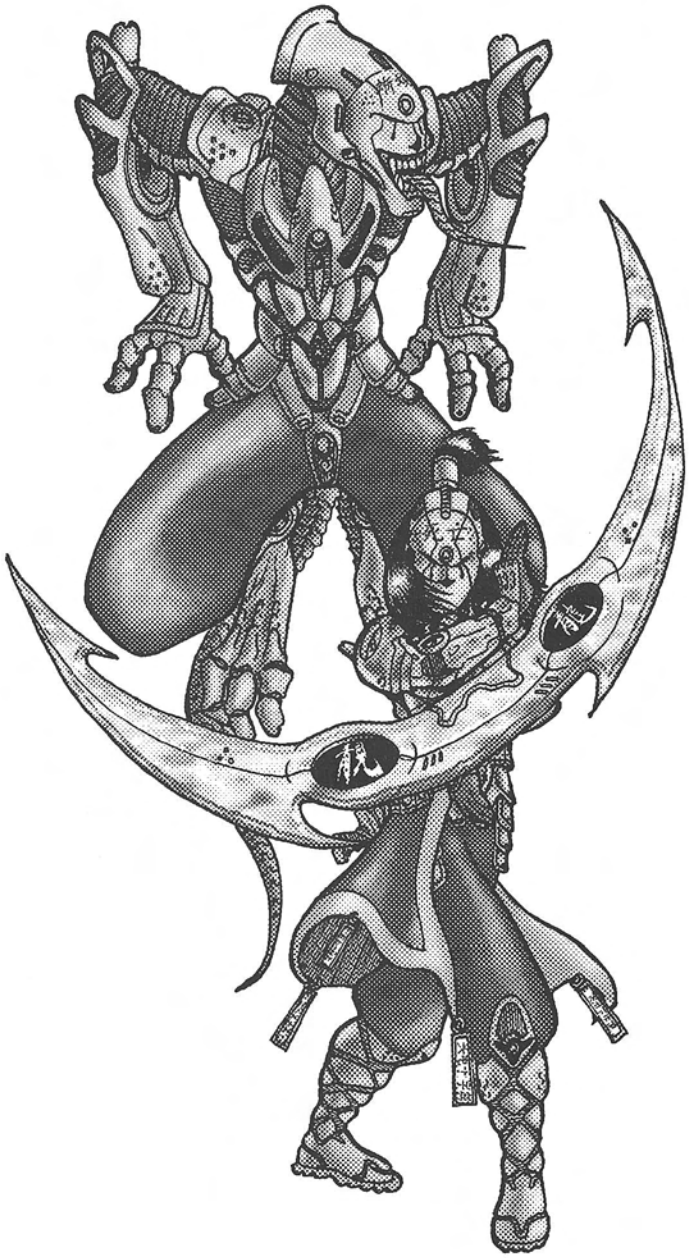
At 6th Level the character may select three additional implants or replace two limbs (arms and hands or feet and legs) with bionic ones.



Mystic Consultant

A Mystic Consultant can be anyone with a knowledge and/or ability in magic and the supernatural. This may include Monks, Soothsayers/Diviners, Immortals, even Enlightened Demons, or any breed of practitioners of magic. However, these individuals are either allies or hired consultants and mercenaries from outside the Geofront community. Though the people, soldiers and leaders of Geofront accept magic and the mystical in their lives, and appreciate its power, *no citizen* of the underground nation practices magic. Not because it's against the law (it is not), but because they universally see magic as belonging to the world of the supernatural, creatures of magic, Immortals and celestial beings, not mortals. Thus, magic, as the people of Geofront see it, is best left alone by mortals. **Note:** They see the use of Chi, Martial Art Powers and psychic or spiritual abilities as separate from magic and part of the natural world. Again, this is reflected in the history and traditions of China, where magic has always been an art practiced by a separate and tiny group of elite individuals, usually in pursuit of immortality or power over mystical beings.

Weapons, Equipment, and Other Stats: As per the corresponding O.C.C. or P.C.C.



Elite Geofront Forces

Elite Military O.C.C. s of the Geofront Army

Geo-Borg O.C.C. (Demon Eater Full Conversion Cyborg & Light Cyborg)

Gun Master O.C.C.

Lightning Warrior O.C.C. (Crazies)

Metal Warrior O.C.C. (Elite Robot Pilot)

Shadow Warrior O.C.C. (Special Forces)

Geo-Borgs

The CS Cyborg Strike Trooper of the Geofront

Generally speaking, most Geofront Borgs fit into the same basic categories and skill ranges as the CS Cyborg Strike Trooper (see **Rifts® World Book 11: Coalition War Campaign**) or the general 'Borg O.C.C. category in the **Rifts® RPG**. It is important to note that most ordinary people living in Geofront appreciate but avoid bionics and cybernetics, or if they get any, they are minor, helpful implants, or Bio-Systems for medicinal purposes. Partial or full conversion cyborgs are created only for the military, and usually only for career soldiers, "life timers" who plan to stay in the army for their entire lives.

Demon-Eater Cyborg

Roughly equivalent to the CS Heavy Cyborg

Demon-Eater Cyborgs are have taken on the monstrous appearance of a demon or monster to confuse and strike fear in their demonic enemies. In some respects they may be regarded as demon and monster slayers, for they have been designed specifically for stalking, ambushing and fighting demons tooth and claw. Though the body armor and face mask can be modified per the individual's personal taste, most Demon-Eaters look basically the same. Some demons and Demon Lords have taken notice of the Demon-Eaters, know they are some sort of high-tech robot or cyborg, but mistakenly believe they are creatures from an alien realm come to China from a Rift to hunt demons and monsters for sport or vendetta.

Permanent I.S.P. Base (Chi): Minimal due to interference from bionics; full conversion cyborgs are more machine than flesh and blood. M.E. attribute number, +1D6 per level of experience.

Alignment: Any, but *Demon-Eaters* tend to be fanatical hardliners who crave combat with the demons and wiping them from the face of the Earth. Many have become cunning, merciless killing machines when it comes to the supernatural, and some don't particularly care for D-Bees or any nonhuman, which is unusual for Geofront soldiers. Unprincipled, Anarchist, and Aberrant are the most common alignments.

Attribute Requirements: A minimum of I.Q. 9, M.E. 12.

O.C.C. Skills: Same as the CS Heavy Cyborg with the following additions and substitutions. A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+10%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Motorcycle (+10%)

Land Navigation (+10%)

Tracking (Humanoids/Demons; +10%)

(Plus the usual for the CS Heavy Cyborg Strike Trooper.)

Hand to Hand Combat: Shao-lin Kung Fu only.

Mystic Martial Art Power: None, but do follow a special combat regimen that is combined with the Shao-lin practice that gives the Demon-Eater the following bonuses: +1 extra

attack per melee at levels 2, 5, 9, and 12 (in addition to those from Shao-lin Kung Fu and prehensile tails), +2 on initiative, +3 to strike, +2 to parry, +1 to disarm, +3 to pull punch, +2 to roll with punch/fall/impact, +5 to save vs magic and Demonic Curses, +2 to save vs possession and +5 to save vs Horror Factor.

O.C.C. Related Skills: Same as the CS Heavy Cyborg.

Secondary Skills: Same as the CS Heavy Cyborg.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government. Respected and a little feared by the citizens of Geofront.

Equipment: Same as the CS Heavy Cyborg; armor, weapons and bionic features are listed below.

Class: Model DB-800, Heavy Full Conversion Cyborg.

M.D.C. by Location:

Hands (2) – 35 each

Arms (2) – 100 each

Legs (2) – 170 each

Feet (2) – 100 each

Tails (2) – 80 each

* Head – 140 (reinforced)

**Main Body – 220 plus an additional 340 M.D.C. for its heavy armor that hooks right onto the body.

* Destroying the head of the cyborg will kill the character. However the head is a small and difficult target to hit. The attacker must make a called shot and even then is -3 to strike.

**Depleting the M.D.C. of the main body will effectively destroy the artificial body, but emergency systems will keep the brain and vital organs alive for 18 plus 2D6 hours. If they are able to recover the remains the organs can be put on immediate life support. Failure to recover the cyborg in the allotted time means the character dies. Also, if the body takes more than 100 M.D.C. below zero the unit is completely destroyed with no hope of recovery.

Speed:

Running: 60 (96 km) in heavy armor. In light or no armor speed is 100 mph (160 km).

Leaping: Powerful legs and feet made for jumping enable the cyborg to leap up to 50 feet (15.2 m) up or across, double the distance with a running start at full speed.

Flying: Via jet pack only.

Statistical Data: Height: 12 feet (3.7 m). Width at Shoulders: 4 feet (1.2 m). Weight: One ton.

Bionic Strength & Damage: Bionic P.S. of 35 – does 2D6+13 S.D.C. damage or 2D4 M.D. with a power punch or kick, but counts as two melee attacks.

Other Physical Attributes: P.P. 24 and Speed 98 (100 mph/160 km without armor).

Power Systems: Nuclear.

Market Cost: 12 million credits.

Penalties: The heavy armor provides massive amounts of protection, but reduces the 'Borg's speed, (see above) and Prowl is -50% when on the ground (but in effect when wall-crawling, see #6 below).

Weapon Systems & Special Features:

1. **Concealed Forearm Particle Beam Weapons (2):** Located above the wrists of both forearms; point and shoot. Designed to be a heavy, close combat weapon.

Mega-Damage: 5D6 M.D. per single blast, 1D6x10 M.D. if both arms are pointed at the same target, but a dual blast counts as two, rapid succession melee attacks (however, an opponent dodges as if one attack).

Rate of Fire: Each individual blast counts as one melee attack.

Maximum Effective Range: 300 feet (91.5 m).

Payload: Effectively unlimited, tied to the 'Borg's power supply.

2. **Concealed Laser Eyes (2):** Located under the eyes.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. if both eyes fire simultaneously at the same target (counts as one melee attack).

Rate of Fire: Each individual or simultaneous dual blast counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m).

Payload: Effectively unlimited, tied to the 'Borg's power supply.

3. **Dual Prehensile Tails (2):** Designed for climbing, scaling walls, swinging (like a monkey) and close combat. Both tails end in a curved blade that can be used to stab, cut and slash as well as imbedding into rock and concrete for climbing.

Range/Reach: 12 feet (3.6 m).

Mega-Damage: Blunt Tail Strike: 1D8 M.D. Blade Strike: 2D6+2. Each tail strike counts as one melee attack/action.

Bonuses: Adds two attacks per melee round, +1 to strike, +2 to parry, +2 to disarm, +5 to entangle.

4. **Prehensile Tongue (1):** Added for dramatic effect as much as anything else, it can also extend up to two and a half feet (0.76 m) to strike or stab opponents in close combat.

Damage: 5D6 S.D.C. or 1D6x10 S.D.C. on a power punch/strike.

5. **Bionic Jaws & Teeth:** Ideal for close combat with demons and other supernatural predators who bite and claw. Mega-Damage: 1D4 M.D. from a nip, 2D6 M.D. from a bite.

6. **Enhanced Climbing:** A combination of electro-magnets, retractable finger and feet climbing fibers and flexible body joints enables the Demon-Eater to climb up the sides of mountains, walls and most textured surfaces, and cling to and along walls and ceilings at half its maximum running speed. Can Prowl (70%) on ceilings or along walls and other high places provided speed is less than a factor of 22 (15 mph/24 km). +2 on initiative and +2 to strike when the attack comes from above with the element of surprise.

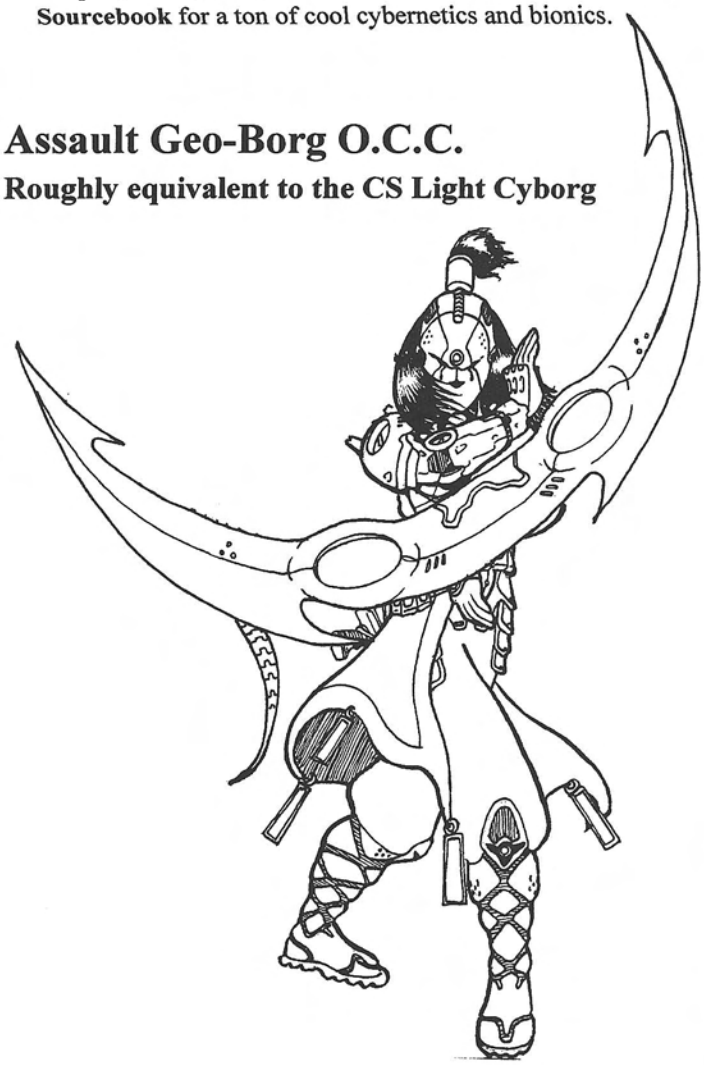
7. **Handheld Weapons:** May use any Geofront weapon that has been modified to fit the cyborg's oversized hand. This character may also acquire, use and keep any weapons, armor or items from the surface world outside, including demon slaying and magic items, as part of his arsenal for missions away from Geofront.

8. **Additional Standard Bionic Features (Non-Weapon Types): A)** Bionic lung with gas filter and oxygen storage cell. **B)** Built-in language translator and loudspeaker; 80 decibels. **C)** Built-in radio receiver and transmitter, range 5

miles (8 km). **D)** Climb Cords - Concealed in left hand. Length 200 feet (61 m). Has a retractable winch to haul the cyborg up if needed. **E)** Clock calendar and gyro-compass. **F)** Concealed garrote wrist wire. **G)** Multi-Optic eyes. **H)** Player may select three additional non-weapon enhancements. **I)** The player may select four additional bionic weapon, limbs, or special features. See the **Rifts® Bionics Sourcebook** for a ton of cool cybernetics and bionics.

Assault Geo-Borg O.C.C.

Roughly equivalent to the CS Light Cyborg



Assault Geo-Borgs are full conversion cyborgs, but they are designed to retain their human proportions and features – no weird tentacles or extra arms, or obvious machine parts. In fact, underneath the protective face plate of their combat helmet is a really human looking face (their own or one made to look more heroic and attractive, the latter having a P.B. of 20-24). Unlike the Demon-Eater, the Assault Geo-Borg likes to associate with ordinary people and pretends he too is just an "Average Joe." However, the character is far from "average" and is a trained warrior with a body like a tank. All are skilled fighters, with some specializing in stealth, espionage and assassination. Assault Geo-Borgs often team up or work in concert with other teams of Lightning Warriors, Gun Masters, Commandos, Special Forces, and Demon-Eaters, as well as serving as members of highly diverse, mixed teams and even working as a lone operative.

Permanent I.S.P. Base (Chi): Minimal due to interference from bionics; full conversion cyborgs are more machine than flesh and blood. M.E. attribute number, +1D6 per level of experience.

Alignment: Any, though Scrupulous, Unprincipled, Anarchist and Aberrant are the most common. Geo-Borgs tend to be fanatical hardliners who crave combat with the demons and wiping them from the face of the Earth. The *Assault Geo-Borgs* retain a stronger sense of their humanity and compassion than the Demon-Eaters and they don't have a problem trusting or working with D-Bees and other non-humans.

Attribute Requirements: A minimum of I.Q. 10, M.E. 14.

O.C.C. Skills: The same as the CS Light Cyborg with the following additions and substitutions. A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Motorcycle (+10%)

Land Navigation (+10%)

W.P. Throwing & Targeting

W.P. Knives

(Plus the usual for the CS Light Cyborg Strike Trooper.)

Hand to Hand Combat: Drunken Style Kung Fu, Dog Boxing Kung Fu, Monkey Style Kung Fu or Shao-lin Kung Fu.

Mystic Martial Art Power: None, but do follow a special combat regimen that is combined with the Shao-lin practice that gives the Assault Geo-Borg the following bonuses: +1 extra attack per melee at levels 2, 6, and 12 (in addition to those from Hand to Hand Kung Fu), +2 on initiative, +2 to strike, +1 to parry, +3 to disarm, +3 to pull punch, +1 to roll with punch/fall/impact, +4 to save vs magic and Demonic Curses, +2 to save vs possession and +3 to save vs Horror Factor.

O.C.C. Related Skills: Completely different from the CS Light Cyborg, select either four Espionage (+10%) and two Rogue skills (+5%) of choice, or three Rogue (+10%) and three Technical (+5%) skills of choice.

Secondary Skills: Same as the CS Light Cyborg.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government. Respected and accepted by the citizens of Geofront.

Equipment: Same as the CS Light Cyborg; armor, weapons and bionic features are listed below.

Class: AB-830 Full Conversion Cyborg – Stealth/Infiltration Specialist.

M.D.C. by Location:

Hands (2) – 10 each

Arms (2) – 40 each

Legs (2) – 80 each

* Head – 90 (reinforced)

**Main Body – 180 plus an additional 140 M.D.C. for light espionage armor that hooks right onto the body.

* Destroying the head of the cyborg will kill the character. However the head is a small and difficult target to hit. The attacker must make a called shot and even then is -3 to strike.

**Depleting the M.D.C. of the main body will effectively destroy the artificial body, but emergency systems will keep the brain and vital organs alive for 18 plus 2D6 hours. If they are

able to recover the remains the organs can be put on immediate life support. Failure to recover the cyborg in the allotted time means the character dies. Also if the body takes more than 100 M.D.C. below zero the unit is completely destroyed with no hope of recovery.

Speed:

Running: 120 (192 km) in light armor. Without armor it can run at 140 mph (224 km).

Leaping: The Assault Geo-Borg has enhanced jumping capability, plus tiny micro-boosters in the back and on the rear of the legs. This allows the warrior to leap up to 60 feet (18.3 m) high and 100 feet (30.5 m) across (half that distance without the boosters).

Flying: Via jet pack only.

Statistical Data: Height: 7 feet (2.1 m). Width: 2.5 feet (.7 m). Weight: 600 lbs (270 kg).

Bionic Strength & Damage: Bionic P.S. of 30 – does 2D6+8 S.D.C. damage or 1D4 M.D. with a power punch or kick, but counts as two melee attacks.

Other Physical Attributes: P.P. 24 and Speed 144 (140 mph/224 km without armor).

Power Systems: Nuclear.

Market Cost: 8 million credits.

Penalties: The heavy armor provides massive amounts (240 M.D.C.) of protection, but reduces the 'Borg's speed by half (70 mph/112 km) and Prowl is -50%, which is why the Assault Borg seldom wears it.

Weapon Systems & Special Features:

1. **Concealed Forearm Laser Beam Weapons (2):** Located above the wrists of both forearms; point and shoot. Designed to be a multipurpose weapon suitable for long-range attacks and close combat.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. if both arms are pointed at the same target, but a dual blast counts as two, rapid succession melee attacks (however, an opponent dodges as if one attack).

Rate of Fire: Each individual blast counts as one melee attack.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited, tied to the 'Borg's power supply.

2. **Concealed Compartments (2):** Located in the hips. Each holds three exploding, crescent shaped throwing irons (see illustration), which can be set to explode on contact, with a three second delay, or require a detonation signal. The transmitter for detonation is located on the left wrist, press and . . . boom.

Mega-Damage: 1D4 M.D. as a Vibro-Blade weapon only, +4D6 M.D. explosive damage. The character is skilled enough to simultaneously throw two at a time (counts as one melee attack).

Rate of Fire: Each throw of one or two blades counts as one melee attack.

Maximum Effective Range: 300 feet (91.5 m).

Payload: Three in each leg, plus an additional 6-12 are usually carried in the long vest the character wears (hooked inside). Additional throwing irons, grenades, and weapons may be carried on a belt or in a backpack or satchel.

3. **Handheld Weapons:** May use any Geofront weapons and typically carries a pair of Vibro-Knives (1D6 M.D. each), a pair of pistols (player's choice) with six ammo clips, and the Demon's Eye Chi Rifle. This character may also acquire, use and keep any weapons, armor or items from the surface world outside, including demon slaying and magic items, as part of his arsenal for missions away from Geofront.
4. **Additional Standard Bionic Features (Non-Weapon Types):** **A)** Bionic lung with gas filter and oxygen storage cell. **B)** Built-in language translator and loud speaker; 80 decibels. **C)** Surveillance/Listening Package: Built-in radio receiver, scrambler and transmitter, range 100 miles (160 km), Amplified Hearing, Sound Filtration System, Sound Identifier, and Universal Headjack. **D)** Climb cords - concealed in left hand. Length 200 feet (61 m). Has a retractable winch to haul the cyborg up if needed. **E)** Clock calendar, gyro-compass and depth gauge. **F)** Concealed garrote wrist wire. **G)** Multi-optic eyes. **H)** Player may select four additional non-weapon enhancements. **I)** The player may select five additional bionic weapons or special features. See the **Rifts® Bionics Sourcebook** for a ton of cool cybernetics and bionics.

Lion Geo-Borg

The Lion Geo-Borg is something new, a full conversion cyborg with the brain of a human placed inside that of an animal – a giant lion. This is the latest idea to come from the Whack Job Scientists and is intended for deep reconnaissance in forested and jungle regions where the cyborg may be mistaken for a Nature Spirit. Since lions are not indigenous to China, the original plan called for the animal to be a tiger, however, a survey of cyborg candidates revealed 79% preferred the *lion*. The reason being that the stone lion statues guarding temples are meant to guard against demons! The animal body enabled the designers to give the cyborg more raw physical power, but prevents the use of handheld weapons. Only about 200 prototypes are in the field, but the design has proven to be effective in reconnaissance and combat, as well as popular among the men. Another thousand are currently in production.

Permanent I.S.P. Base (Chi): Minimal due to interference from bionics; full conversion cyborgs are more machine than flesh and blood. M.E. attribute number, +1D4 per level of experience.

Alignment: Any, though Principled, Scrupulous, Unprincipled, and Aberrant are the most common. For some reason, the lion and what it symbolizes brings out the best in people.

Attribute Requirements: A minimum of I.Q. 10, M.E. 14.

Bonuses: +1 to save vs magic and +3 to save vs Demonic Curses.

O.C.C. Skills:

Mathematics: Basic (+20%)
Language: Chinese at 95%
Literacy: Chinese (+20%)
Camouflage (+10%)
Climbing (+5%)
Intelligence (+16%)

Land Navigation (+20%)

Lore: Demons & Monsters (+15%)

Prowl (+10%)

Swimming (+10%)

Tracking (people and demons; +25%)

Track Animals (+10%)

Wilderness Survival (+15%)

Hand to Hand Combat: Shao-lin Kung Fu but not particularly applicable.

Mystic Martial Art Power: None, but has the following bonuses: +1 extra attack per melee at levels 3, 5, 8, and 12 (in addition to those from Shao-lin Kung Fu), +2 on initiative, +3 to strike, +1 to parry, +2 to dodge, +4 to disarm, +3 to pull punch, +1 to roll with punch/fall/impact, +3 to save vs magic and Demonic Curses, +3 to save vs possession and +3 to save vs Horror Factor.

O.C.C. Related Skills: Select three Espionage (+5%), three Technical (+5%) and three Wilderness (+10%) skills of choice.

Secondary Skills: Three selected from Domestic skills only.

Money: The military pays him 1200 credits a month, plus provides for all of his needs (food, medical, supplies, private apartment, etc.).

Equipment: Typically, none in the field, though a saddle has been designed for the beast so it may be ridden, mainly for ceremonies and military marches.

Class: AB-955 Full Conversion Cyborg – Reconnaissance and Stealth.

M.D.C. by Location:

Claws (2) – 25 each

Arms/Front Legs (2) – 70 each

Legs, Hind (2) – 120 each

* Head – 150 (reinforced)

**Main Body – 280 (reinforced)

* Destroying the head of the cyborg will kill the character. However the head is a small and difficult target to hit. The attacker must make a called shot and even then is -3 to strike.

**Depleting the M.D.C. of the main body will effectively destroy the artificial body, but emergency systems will keep the brain and vital organs alive for 18 plus 2D6 hours. If they are able to recover the remains the organs can be put on immediate life support. Failure to recover the cyborg in the allotted time means the character dies. Also if the body takes more than 100 M.D.C. below zero the unit is completely destroyed with no hope of recovery.

Speed:

Running: 140 mph (224 km).

Leaping: Can leap up to 20 feet (6.1 m) high and 30 feet (9.1 m) across, increase by 50% with a running start. Cannot fly, but can swim at 40 mph (64 km) and survive depths of up to 800 feet (244 m).

Statistical Data: Height: 4 feet (1.2 m). Width: 3 feet (0.9 m) at the hips. Weight: 2 tons.

Bionic Strength & Damage: Bionic P.S. of 44 – does 2D6+22 S.D.C. damage from a blunt pawing strike, 3D4 M.D. with a blunt power punch (counts as two attacks), 3D6+3 M.D. for Vibro-Claw strike kick, 3D6 M.D. from bite attack.

Other Physical Attributes: P.P. 24 and Speed 144 (140 mph/224 km).

Power Systems: Nuclear.

Market Cost: Mass production should get the cost down to around 8-10 million credits.

Penalties: -60% to perform skills using the paws, when hands are required.

Weapon Systems & Special Features:

1. **Concealed Forehead Lasers (2):** The pair of small gem-like items in the forehead between the eyes are lasers.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. if both are fired simultaneously at the same target.

Rate of Fire: Each individual or dual blast counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m).

Payload: Effectively unlimited, tied to the 'Borg's power supply.

2. **Concealed Pair of Extendible Arms (2):** A pair of light, mechanical arms can extend from the chest to manipulate machines, use weapons and even drive a car (though the latter is done with a -25% skill penalty). Arm Stats: P.S. 10, P.P. 10, reach: 3.5 feet (0.1 m).
3. **Handheld Weapons:** May use any light Geofront weapons and tools with the Concealed arms, above, but limited by weight and size.
4. **Additional Standard Bionic Features (Non-Weapon Types):** All the same features as the Assault Geo-Borg A-H, plus a full optical array (same as the Scientist, only concealed) and a Cyber-Camera concealed in one of the coils of its mane, and a skin and flesh hide that feels like real (warm to the touch, fur, etc.). See the **Rifts® Bionics Sourcebook** for a ton of cool cybernetics and bionics.

Lightning Warriors

Lightning Warriors are Geofront Crazies. They possess all the usual abilities and mental instabilities that come with M.O.M. augmentation, but they are not the wild, even silly, crazy warriors of the West. Their martial arts training before and after augmentation has given them greater focus and self-control than Crazies in the West. Consequently, Lightning Warriors exhibit frightening control when not in action, using meditation techniques or going through martial art practice moves when things are slow. This tends to give the Lightning Warriors a rather cool and detached demeanor when among normal people. Some seem aloof or distracted, as if lost in thought, others are brisk, rude and always fidgeting and looking around, as if they are on their way to (or being delayed from) someplace more important, and many have a "caged cat" quality, as if they are bored and simply waiting for a chance to fight or do something. All are fiercely determined and ready for action at a moment's notice. The only thing they crave more than combat is freeing China from the grip of the Yama Kings. Like the Demon-Eater Cyborgs, Lightning Warriors are dedicated to hunting and destroying demons and other monsters almost to the point of obsession. They fall into the category of hardliners who want to



see China put back in the hands of humans as soon as possible, and are glad to lead the movement to do so. That having been said, they are completely loyal to the Geofront and its preservation. They are not insane (well, not completely) and do not encourage hopeless battles or reckless abandon, though it may seem like it when Lightning Warriors go to work on the field of battle. Truth is, they engage in controlled mayhem and measured risks sized-up in a micro-second and responded to a second later, making Geofront Crazies look more reckless than they truly are.

Of course, being Crazies they can only govern their passions for so long before they can no longer be contained. On the battlefield, Lightning Warriors are always in the thick of things and constantly in motion – running, shooting, kicking, leaping, somersaulting, diving, dodging, pulling a fellow soldier to safety, grappling a demon, rushing through a wall of fire, or doing something. They seem fearless and on the cusps of a full berserker rage, but never (or at least rarely) succumb to complete mania. They are happy to work with anyone not afraid to take a chance and willing to engage in ruthless, no-holds-barred combat.

Roll up a Lightning Warrior the same as you would any Crazy, using the **Rifts® RPG** (see pages 56-62), but with the following considerations and modifications.

Permanent I.S.P. Base (Chi): M.E. attribute number x2, +1D10 per level of experience. **Alignment:** Any, though the majority have the hearts of heroes, typically 10% Principled, 30% Scrupulous, 20% Unprincipled, 30% are Anarchist and 10% Aberrant or other.

Attribute Requirements: A minimum of I.Q. 9 and a willingness to subject oneself to "the process."

S.D.C.: 6D6+50

Bonuses: These (and the Demon Slaying Frenzy Bonuses) are *in addition* to the ones described under the Crazies O.C.C. in Rifts® due to their greater self-control: +1 on initiative, +2 to disarm, +2 to pull punch, and +2 to save vs possession.

Demon Slaying Frenzy (apply only when fighting demons or monsters who represent a threat to humanity): +1 attack per melee round, +1 to strike, +2 to automatic dodge, +5 to save vs possession, +3 to save vs Demonic Curses and +4 to save vs Horror Factor!

O.C.C. Skills: Same as CS Special Forces with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 98%

Literacy: Chinese (+15%)

Pilot: Bicycle (+10%)

Prowl (+20%)

Disguise (+15%)

Substitute Pilot: Robots & Power Armor with Pilot Hover Vehicle (i.e., Police Cruiser; +10%).

Throw out Pilot: Robot Combat Elite.

(Plus the usual for Special Forces.)

Hand to Hand Combat: Substitute Western Martial Arts with Dog Boxing Kung Fu (a favorite among 35%), Monkey Style Kung Fu (a favorite among 40%) or Drunken Style Kung Fu; pick only one.

Mystic Martial Art Power: None, but see bonuses from Crazy augmentation and bonuses above.

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.). Rarely uses the *Mo Fuqian Kai*: "Demon Skin Armor" as a disguise on the surface; it seems inappropriate and repulsive to these Geofront Demon Slayers.

O.C.C. Related Skills: Same as the Crazy in the Rifts® RPG.

Secondary Skills: Same as the Crazy in the Rifts® RPG.

Equipment: Same as the Crazy in the Rifts® RPG with the following substitutions.

Lightning Warrior Armor (Special): An M.D.C. Shadow Armor for superior movement and flexibility combined with a heavy helmet (full face plate) and additional heavy plating on the chest, back, shoulders, and legs. Styles vary slightly with personal embellishment and division markings and accessories (such as color of garments and armor, capes, skirts, scarves, sashes, and similar). Exclusive to the Geofront Crazies, seldom uses substitutes. *M.D.C. by Location:* Main Body – 78 with plating, Arms – 35 each, Legs – 35 each, Hard-Face Helmet – 80; and no movement penalties fo the Lightning Warrior.

Weapons: Vibro-Blade: Vibro-Knife or Vibro-Sword. Pistols: one each of the GHT-88 Brilliant Light, GHT-89 Double Tap, GHT-95 Vaporizer, and GHT-93 Demon Knocker pistol, plus six ammo-clips for each, but typically only carries two or three of the pistols into combat. Plus one conventional M.D. rifle and one Chi Rifle or heavy weapon. Additional weapons, gear and vehicles may be available upon assignment. This character may also acquire, use and keep any weapons, armor or items from the outside world, including demon slaying and magic items, as part of his arsenal for missions away from Geofront.

Equipment: Basically the same as the Crazy in the Rifts® RPG.

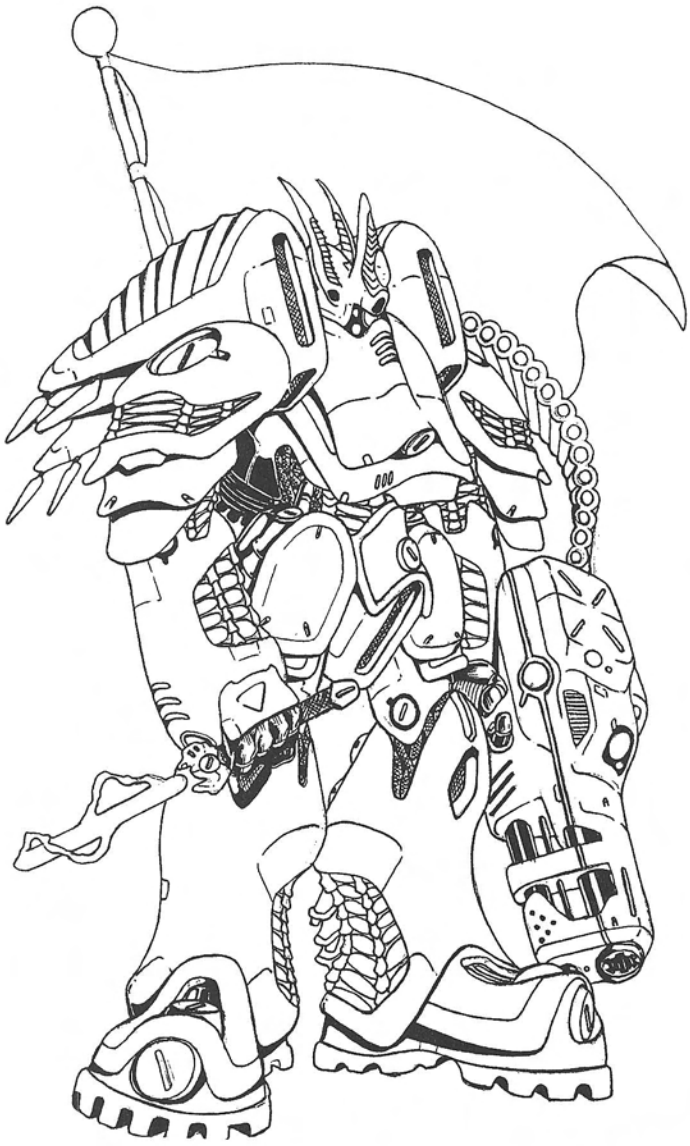
Money: Starts with 2D6x100 credits and gets a monthly salary of 900 credits, but all basic needs, medical, housing, food, etc. are taken care of by the government and the character is highly respected.

Cybernetics: Absolutely none.

Metal Warrior O.C.C.

Geofront Power Armor & Robot Pilot

This soldier is called the Metal Warrior because he specializes in piloting all Geofront power armor (includes the Black Tiger and Red Falcon) and robot vehicles (includes the Gun Dragon). Highly respected and skilled, so far most Metal Warriors have not seen much in the way of combat because the Geofront Military Leaders have kept their vast legion of armored units hidden. Less than 10% (a few thousand) have ever seen the outside world, at least inside a robot or power armor, but 20% have had robot combat inside the Yin Caverns and 60%



have been on the surface, just not in an armored unit. Rank typically starts at Corporal.

Equivalent to the CS Elite RPA SAMAS Pilot, see the Rifts® RPG for details.

Permanent I.S.P. Base (Chi): M.E. attribute number x2, +1D8 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, though the majority have the hearts of heroes (predominantly good and selfish alignments).

Attribute Requirements: A minimum of I.Q. 10, P.P. 10 or higher.

S.D.C.: 4D6+20

O.C.C. Skills: Same as the CS RPA Pilot with the following additions and substitutions. A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 95%

Literacy: Chinese (+20%)

Pilot: Bicycle (+10%)

Read & Operate Sensory Equipment (+20%)

Pilot: Robots & Power Armor (+20%)

Pilot: Robot Combat Basic (all other types).

Pilot: Robot Combat: Elite: Black Tiger & Red Falcon.

Navigation (+20%)

Pilot: Motorcycle (+5%) or Hover Vehicles (includes the Police Cruiser, +5%).

(Plus the usual MOS and other skills for an Elite RPA Pilot.)

Hand to Hand Combat: Substitute Expert Hand to Hand for Monkey Style Kung Fu or Shao-lin Kung Fu (both are advanced).

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then moves on to learn a Mystic Martial Art Power; select one of the following: *Bok Pai Kung Fu* (Crane Style) or *Mien-Ch'uan Kung Fu* (Cotton Fist).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.).

O.C.C. Related Skills: Same as the CS Elite RPA Pilot, except make seven selections instead of ten.

Secondary Skills: Same as the CS Elite RPA Pilot, except make five selections instead of eight.

Equipment: Same as the CS Elite RPA Pilot with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard Brigandine Armor (90 M.D.C. main body) for combat operations and missions on the surface.

Weapons: Black Tiger and Red Falcon power armor (of course only one can be used at a time), plus GHF-AK47 Hound's Fang Assault Rifle and a GHT-85 Hound's Tooth Auto-Mag pistol, and four ammo clips for each.

Equipment: Basically the same as the CS Elite RPA Pilot.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government.

Cybernetics: Gyro-Compass, Clock Calender, and Security Clearance Access Chip.

Shadow Warrior

Geofront Special Forces

The enforcers, assassins and super-Commandos of the Geofront specializing in espionage, sabotage, seek and destroy, assassination and high risk rescue missions such as prison breaks and deep insertion (deep within enemy territory). Only Special Forces can learn a Martial Art Power that wields an Animus (M.D.C. Chi spirit extension of oneself; deadly in combat).

Permanent I.S.P. Base (Chi): M.E. attribute number x4, +1D10 per level of experience. Additional Chi is acquired via the Mystic Martial Art Power.

Alignment: Any, while the majority have the hearts of heroes, but 30% are Anarchist and 30% are Aberrant.

Attribute Requirements: A minimum of I.Q. 10, M.E. 10, P.S. 12, P.P. 14.

S.D.C.: 6D6+50

Bonuses: +2 to M.E., +1D6 to P.S., +1D6 to Spd, +2 to pull punch, +2 to save vs possession and +4 to save vs Horror Factor.

O.C.C. Skills: Same as CS Special Forces with the following additions and substitutions.

A nation of highly educated people, all soldiers can read and write, and know math. Add the following to the character's range of skills.

Mathematics: Basic (+20%)

Language: Chinese at 98%

Literacy: Chinese (+15%)

Pilot: Bicycle (+10%)

Prowl (+20%)

Disguise (+15%)

Substitute Pilot: Robots & Power Armor with Pilot Hover Vehicle (i.e., Police Cruiser; +10%).

Throw out Pilot: Robot Combat Elite.

(Plus the usual for Special Forces.)

Hand to Hand Combat: Substitute Commando Hand to Hand for Eighteen Weapons Kung Fu (50% select this one), Drunken Style Kung Fu, Dog Boxing Kung Fu, Monkey Style Kung Fu or Shao-lin Kung Fu (all advanced; pick only one).

Mystic Martial Art Power: The Hand to Hand skill just gives the soldier his foundation for fighting, the character then moves on to learn a Mystic Martial Art Power; select one of the following: *Pao Chih* (Animus Development; exclusive to Shadow Warriors, 30% take this one), *Tong Lun King Fu* (Praying Mantis Animus; exclusive to Shadow Warriors, 30% take this one), *She Shen Kung Fu* (Snake Style; 30% take this one), *Gui Long Kung Fu* (Dragon Blade), *Xian Pu Kung Fu* (Drunken Style), or *Mien-Ch'uan Kung Fu* (Cotton Fist).

Special Feature: Mo Fuqian: Demon Skin (4D6+18 M.D.C.). May also use the Mo Fuqian Kai: "Demon Skin Armor" as a disguise on the surface.

O.C.C. Related Skills: Same as the CS Commando.

Secondary Skills: Same as the CS Commando.

Equipment: Same as the CS Commando with the following substitutions.

Armor: M.D.C. Shadow Armor as a basic uniform plus an M.D.C. dress uniform and a suit of Standard or Heavy Brigandine Armor or Demon Skin Armor for combat operations and missions on the surface.

Weapons: Two pistols of choice, one conventional M.D. rifle and one Chi Rifle or heavy weapon, and six ammo clips for each. Additional weapons, gear and vehicles may be available upon assignment. This character may also acquire, use and keep any weapons, armor or items from the outside world, including demon slaying and magic items, as part of his arsenal for missions away from Geofront.

Equipment: Basically the same as the CS Special Forces or Commando.

Money: Half that of the CS character, but all basic needs, medical, housing, food, etc. are taken care of by the government and the character is highly respected.

Cybernetics: Optional, except for the Security Access Chip (top security) the Shadow Warrior is given the option to get cybernetics or not. Approximately 80% do not. Select four implants if the choice is yes.

Gun Master O.C.C.

Written by Kevin Siembieda

Inspired by Mark Dudley and Brandon C. Clark (DSS)

The Geofront is all that's left of China's old, pre-Rifts Communist nation. Though they rely on science and modern technology, they have always accepted the existence of supernatural spirits, dragons, demons and, yes, magic. Elite factions within the Geofront Military possess ancient Mystic Martial Arts and, hence, limited demon fighting and Mega-Damage capabilities.

However, there is one elite Division who have learned to channel their Chi into modern weapons, Gun Masters empowered by the *Tao Jen Qiang – The Way of the Patient Gun.*

The Gun Master is exactly what it sounds like, and more: A trained soldier who has turned a skill for gunplay into a new Mystic Martial Art known only to the Elite Strike Force Phoenix Division of the Geofront.

The entire orientation of the Geofront Gun Master is modern weapons. Thus, the character only trains with guns and never uses any other type of weapon, not a knife, not a magic sword, or even an ordinary baseball bat. In a pinch, without a gun, the character can use anything at hand, but gets no bonuses other than basic attributes and physical skill bonuses (if any) to strike or parry. Likewise, the character may use heavy weapons like a bazooka or rail gun, but is not trained in them and has *no* special bonuses to strike (unmodified dice rolls only). At a quick glance this may sound like a weakness, but it's not. The Gun Master is seldom without at least one gun (usually has 4 handguns and two rifles on his person at any given time), and will have a bag or trunk full of additional weapons and ammo at his disposal.

Humans have taken a back seat to supernatural horrors for long enough, it's time to fight back and the Gun Masters are leading the charge. These soldiers of the Geofront have been one of the most aggressive and gung-ho soldiers, allowed to go on missions on the surface ("in the world," they call it), giving them the most experience hunting and fighting demons and other monstrous threats to mortals living in Rifts China. Gun Masters are regularly released into the world as squad size (6-10 troops) and platoon size groups (40-60 troops) to "clear areas of hostile forces," seek and destroy the enemy, make surgical strikes and assassinations, engage in rescuing humans (which has also pitted them against the Horune Pirates), and generally protect humans any way they can. For the Gun Masters, the latter mission often comes in the form of all-out assaults in which as many of the enemy as possible are liquidated. Gun Masters and their frequent comrades in arms, *Geo-Borgs* and *Lightning Warriors* (Crazies), love nothing more than being "let loose" to clear out a "nest" of demons, no mercy shown. The three also frequently work together, as well as get put together in mixed squads with regular army and/or Geo-Borgs and Robot Pilots. Unleashed in the outside world of Rifts China, these hunter-killer squads and platoons routinely strike at enemy supply lines, hunt and kill small bands and lone individual demons and monsters, intercede to protect villages and cities under siege, and wipe out pockets of enemy forces (bands of demons, gangs of the Dead and Damned, isolated strongholds, demonic bandits and slavers, demon predators, etc.). Of course, they also participate in other, coordinated military operations.

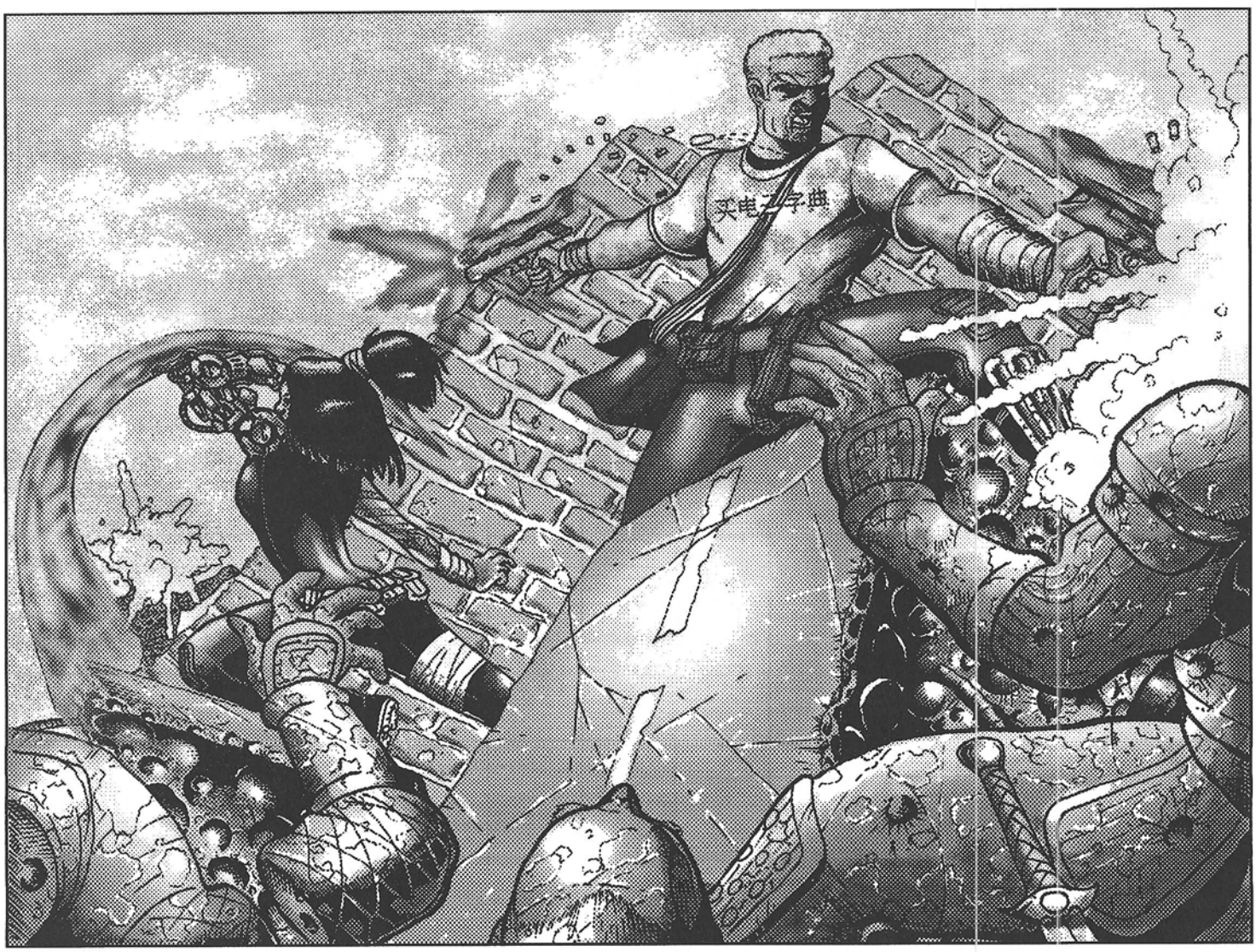
Remember, the Geofront doesn't want their demonic enemies to realize that they are a true army with considerable resources and an underground city, so the different divisions and squads have distinct uniforms and body armor. As for the Gun Masters, they often go into the world disguised as something other than a soldier and with nothing to link them to the Geofront. These "plain clothes" operatives may pretend to be anything from a gang of mercenaries, adventurers or lawmen to bandits, pirates or slavers, to heroes of the Celestial Court and simple peasant folk.

Geofront Gun Master O.C.C. Powers, Abilities & Bonuses

In addition to training in military tactics and strategy, weapons and armaments, as well as cultivating a body that has the right mix of speed, endurance and precision, driven by cunning, the Gun Master is driven to destroy his demonic enemies. Not as an exterminator, but as a patriot who dreams of liberating his country from hellish invaders.

1. Champion of the Geofront. In Rifts China, a warrior must be strong of mind, of body, and of spirit, but a "soldier" serves an even greater cause. He serves a nation and protects the people. His loyalty is to that nation and its ideals, and a good soldier is ready to lay down his life for cause and country. That cause, in the Gun Master's mind, is as follows.

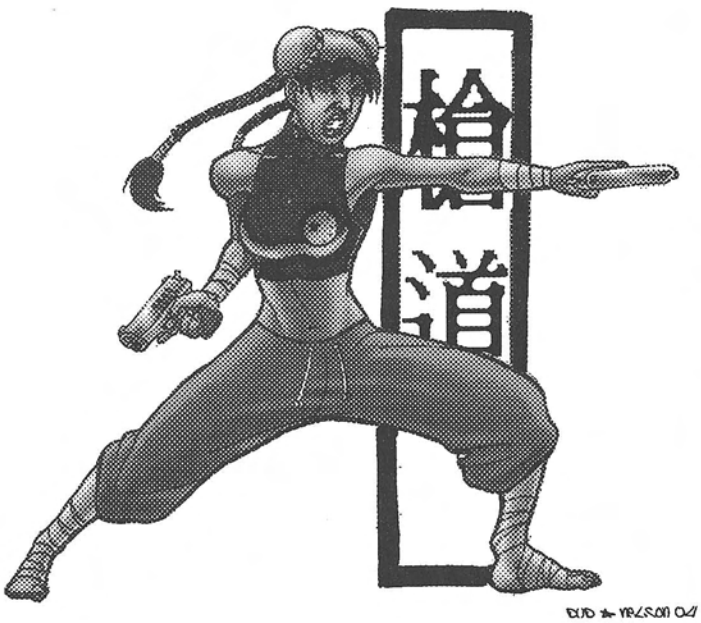
- First and foremost, to defend and protect the true nation of China, the Geofront, its leaders, its government and its people. However, the Gun Masters are obsessed with liberating humans and all of China from the tyranny of the Yama Kings. It is only their training in patience, self-control and precision that keeps them in check.
- Quietly at first, but with growing strength, numbers and tenacity, rise up to retake China for humankind and destroy all monsters who stand in their way.
- As much as possible, save innocent people from the terror and debauchery of demons, monsters and evil spirits that have invaded China and seek to enslave humankind. **Note:** The sentiment to protect the innocent extends to D-Bees, especially the most human-looking ones, and even magical and supernatural beings who also fight the Yama Kings and/or protect people from evil. This means they welcome anyone willing to champion their cause as a friend and ally, even monstrous allies. Steeped in history and myth, many soldiers feel more confident and bolder when fighting at the side of a dragon, nature spirit or Celestial Hero.



2. Hand to Hand Martial Arts Skill. Select one of the following: Shao-Lin Kung Fu (60%), Dog Boxing Kung Fu (20%) or Drunken Style Kung Fu (20%), as the basis for the character's combat skills.

3. Mystic Martial Art Power (special). The character has been initiated into the practice of **Tao Jen Qiang**, considered *the ultimate mastery of fighting with guns. From the perspective* of the Gun Masters, this is the only fighting skill a "modern" warrior needs.

Weapons: May use any of the Geofront handguns and rifles, but can pick up and use any type of gun, from any period of time, from any land or world in the Megaverse, and use it as if he was born with one in each hand.



Tao Jen Qiang – "The Way of the Patient Gun"

1st Level: Start with: 1. W.P. Paired Weapons: Gun. Practiced, coordinated use of two guns fired/used simultaneously at the same or two different targets; see Sharpshooting for details.

2. One With the Gun. Use any kind of gun (projectile or energy) as if the character has trained with it for years, with the exception of heavy weapons. The following bonuses apply when using a gun in combat, either shooting or as a blunt weapon: +2 on initiative, +2 to strike (in hand to hand combat or with gunfire; +1 to disarm using firearms (shoots weapon out of an opponent's hand) at levels 1, 4, 8, 12 and 15. Additional bonuses are made available from other skills, Sharpshooting and as the character advances in The Way of the Patient Gun (levels of experience).

3. S.D.C. Bullets into M.D. Rounds. Channeling Chi to make the bullet/round of any gun, revolver, pistol, rifle, etc. become a Mega-Damage projectile. Good against M.D.C. armored opponents, vehicles, dragons, demons, Goblins and Mega-Damage beings with a physical body. Does *not* work on the Undead, Ghosts, Entities, the intangible or energy beings. Mega-Damage is the same amount as the S.D.C. ammunition, so if a bullet does 4D6 S.D.C. it can be made to inflict 4D6 M.D. **I.S.P. Cost:** Two points per melee round of shooting total per gun (4 I.S.P. if two guns are being fired that melee round).

4. W.P. Sharpshooting Gun Kata (Special): Sharpshooting is a combination of special expertise and trick shooting with a particular type of weapon, typically revolvers, pistols and energy pistols, but sometimes includes rifles. It was first developed by *the Gunfighters of North America. The Gun Master's skill*, however, goes beyond the normal skill of Gunfighters, Gunslingers and their ilk, and enters into the realm of the mystical or supernatural. This is due, in large part, to the character's channeling of Chi (represented by I.S.P.) into his mastery of guns and years of training with all varieties of guns. In short, gunplay becomes this character's *special power* and Mystic Martial Arts ability.

In the special case of the Gun Master, W.P. Sharpshooting includes *all* types of ancient and modern *firearms,* including revolvers, pistols, rifles, shotguns, submachine-guns, and rifle style grenade launchers.

Weapon Restrictions: Machine-guns, rail guns, flame throwers, bazookas, rocket and mini-missile launchers, and similar heavy weapons are *NOT* included, mainly because precision shooting and one-handed shooting is not possible with these weapons. Sharpshooting does *NOT* apply to melee weapons such as clubs, maces, knives, swords, axes, whips, or even spears, and other weapons that can be thrown. Nor does it include bows and arrows (only firearms), so it cannot be combined with the W.P. Archery & Targeting skill.

W.P. Sharpshooting Bonuses: All bonuses are in addition to those from other skills, attributes and level advancement.

- The Sharpshooter's "Aimed" Shot (applicable to both the single shot and the aimed burst shots): +1 to strike, plus an extra +1 for every five P.P. points above 20. Applies to *aimed, burst,* and *Called Shots* only. No bonuses for wild shooting.
- The Sharpshooter's "Called" Shot: The Sharpshooter's "aimed" shot bonuses are NOT applicable when using this special "Called Shot." Instead the Gun Master uses the following superior bonuses: +1 to strike, plus an extra +1 for every additional three P.P. points above 18, but the bonuses are only applicable when using a gun for this special "Called Shot"; counts as two melee attacks/actions.
- Quick Draw with Gun: +2 to initiative, plus an extra +1 on initiative for every four P.P. points above 18.
- +1 melee attack/action when using one or two guns for the entire melee round. (**Note:** They have no other W.P.s.)

Sharpshooting Trick Shots: Most Men at Arms can pick *one* of the following tricks (or roll 1D6 for random determination), but the *Gun Master* (and a few others) gets ALL six!

1. Can fire a traditional two-handed weapon, like a rifle, one handed without penalty (normally the shooter loses all strike bonuses).

2. Can shoot over his shoulder by holding up a mirror and using the reflection to aim. The Gun Master keeps full bonuses to strike.

3. Accurately shoot while riding a horse or a moving vehicle (normally a wild shot), but strike bonuses are half and a "called" shot is impossible (-8 to strike and strike bonuses do not apply).

4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable at full.

5. Dodge, roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties to strike; straight roll of the dice.

6. Ricochet shot! The shooter can bounce bullets and other fired projectiles off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target! Inflicts only one point of damage to the first surface and full damage to the second. Reduce bonuses to strike by half.

This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot. Particle beams, ion blasters, rail guns, mini-missiles and other types of weapons cannot be used.

2nd Level: Sense if Gun is in Working Condition and Loaded. Knows instantly if a weapon is in working (though it may be imperfect) condition and loaded. Can also take apart, clean, unjam, reload and repair any gun in one tenth the time it takes most other people; i.e., a few seconds (two melee actions) to reload, unjam or take apart handguns (double that time for rifles), to 1D6+1 minutes to make basic repairs or do a thorough cleaning.

Extended Range. The Gun Master can accurately aim and shoot farther than is normally expected for any given weapon. Increase range 10% per level of experience. In the alternative, by expending Chi (I.S.P.), the character can instantly double the range of one weapon. **I.S.P. Cost:** Fifteen per melee round. Cannot be used to extend the range of weapons used by other people.

Bonuses: +1 attack per melee when using a gun for the entire melee round, and +2D6 to Permanent I.S.P. Base.

3rd Level: Hand Strike with Gun. An attack that uses the gun (handgun or rifle) as a blunt weapon for extra hand to hand damage. Damage: An extra +2D6 S.D.C./Hit Point damage to punch attacks against mortal foes, or 2D4 M.D. (total) against demons, other supernatural beings, creatures of magic, and any Mega-Damage opponent, but to inflict M.D. the character must expend I.S.P. **I.S.P. Cost:** 4 I.S.P. per melee round to inflict M.D.

Parry with Gun. Parry hand to hand and melee weapons (knife, sword, club, etc.) using the gun in such a way that it can block attacks without damaging it. The character's usual parrying bonuses apply.

4th Level: Sense Exact Ammunition Count. Being one with his weapons, the character always knows exactly how much ammunition they contain, second by second, like a digital counter is in his head. Can never be caught by surprise by ammo running out unexpectedly. He also knows when the weapon has been fired by someone else, approximately how long ago that was, and whether it has been tampered with, booby-trapped or damaged in any way.

Conceal Weapon. The character can *palm* handguns (revolvers, pistols, and energy blasters) to hide and move them around to avoid their being detected when frisked. Base Skill: 66% +2% per level of experience (-20% when being frisked/patted down by another Gun Master, Professional Thief or a Master Psychic). Can also make the weapon (two maximum) invisible to metal and gunpowder detectors, X-ray machines and similar devices, but to do so requires the expenditure of I.S.P. **I.S.P. Cost:** Six per melee round. **Note:** Cannot conceal any other items even if smaller than a pistol.

5th Level: Use Flawed Guns: As long as the weapon can fire, the character can adjust to any flaws, imbalances, and defects or imperfection the weapon may have (i.e., does *not* suffer from any penalties from an old, flawed, or damaged weapon).

Fire Broken Guns: Can make a broken weapon fire as if it were 100% operational. **I.S.P. Cost:** Six per melee round.

Bonuses: +1 attack per melee when using a gun and +2D6 to Permanent I.S.P. Base.

6th Level: Pull Gun Shot. The ability to shoot to nick or wing, doing minimal damage; as little as one point of damage, never more than 40% of the usual damage. Typically performed to intimidate or warn an opponent, or to show off or have a little fun.

Bullet Punch. The Gun Master can hit an opponent with the impact of a bullet. This is a two-finger, stabbing strike that does 5D6 S.D.C./Hit Point damage or 4D6 M.D. depending on the nature of the target (S.D.C. to mortals, M.D. to Mega-Damage beings and structures). If there a disadvantage to this attack, it's that the hand must be *empty* (can NOT use a gun to jab a foe). **I.S.P. Cost:** Four per strike.

7th Level: Telekinesis Guns: The character can make any loose gun (not held in someone's hand, secured, tied down, or locked up) that he can see, fly into his hand with lightning speed. Counts as one melee attack/action, requires line of sight and has a maximum distance of 100 feet (30.5 m). **I.S.P. Cost:** Six.

Bonuses: +2 attacks per melee when using a gun for the entire melee round, and +2D6+6 to Permanent I.S.P. Base.

8th Level: Shooting Blind: The usual penalty for shooting blind (-10 to strike) is half (-5 to strike). Penalties for striking invisible targets are also half.

Create Bullets in Weapon: At this level of advancement, the Gun Master can make his weapon fire bolts of energy that inflict 3D6 S.D.C. or M.D., depending on the nature of his target, +2 points of damage for each additional level of experience. **I.S.P. Cost:** Ten per gun, per melee round (15 seconds).

9th Level: Dodge Bullets! The character is so familiar with weapons, trajectory, the use of guns and the psychology of gunmen, that he can anticipate and react to people shooting at him. Thus, he can attempt to dodge *or* parry any attack he *can see* aimed at him. His usual dodge and parry bonuses are reduced by half, but no other penalties (including the notorious -10 to dodge rule) apply.

10th Level: +1 to strike with guns, +2 to disarm with guns, +3 to perform a pulled gunshot, +3D6+6 to Permanent I.S.P. Base.

11th Level: Explosive Kick: A powerful, snapping kick that does 4D10 (or 1D4x10) damage plus any P.S. attribute damage as S.D.C. or M.D., depending on the nature of the target. Doesn't work on Ghosts, Entities, or energy beings and counts as one attack.

12th Level: S.D.C. or M.D. Bullets/Rounds to Strike Spirits. The character turns any projectile or Chi created bullet fired from a gun into ammunition that can hit and hurt Undead, Ghosts, Entities, Astral Beings, the intangible and energy be-

ings. Damage as per the ammunition used and damage is S.D.C. or M.D. depending on the nature of the target. **I.S.P. Cost:** Twenty per melee round, per gun.

13th Level: Bonuses: +1 attack per melee when using a gun, and +4D6+10 to Permanent I.S.P. Base.

14th Level: Teleport Guns. Can make two guns appear in his hands at will, loaded and ready for action (or just two full ammo clips); counts as two melee attacks/actions. The guns must belong to the Gun Master and be stored or concealed within a 10 mile (16 km) radius of the character to be summoned. Can also Teleport his guns to one secret location (home or supply depot) in the same fashion. Can *not* teleport other objects or anything tied to his weapons, guns only, and the guns must always belong to the character. **I.S.P. Cost:** Thirty.

15th Level: The Patient Shot. The Gun Master can spend all of his focus for one full melee round (15 seconds) on aiming at one target to get the perfect shot. This nets him an additional +6 to strike or disarm (with bullet), in addition to all other bonuses, for one precision shot. If the shot hits, it is always a Critical Strike (double damage). **Note:** If the roll is a *Natural 19 or 20* (roll of 1D20 without bonus modifiers), the shot is either, 1) Bull's Eye! Hits the exact target/location the shooter was aiming at (hand, head, gun, antenna, strap, button on a shirt, etc.), and will succeed in shooting a weapon out of someone's hand if that's what he was trying to do, but at normal damage for that weapon, or 2) is a Critical Strike and does *triple damage* to whatever the character was shooting at (hand, head, weapon, antenna, sensor cluster, etc.), otherwise damage is to the main body when no specific target was announced for a "Called Shot." If a mortal target, and the strike roll is higher than the Armor Rating (A.R., if any), damage is direct to Hit Points. **I.S.P. Cost:** Ten.

4. Trained to Sense and Manipulate Chi. The character has been taught how to gather and direct "Chi" (the life force that exists even in very weak P.P.E. environments) so that it can add Mega-Damage to otherwise ordinary weapons, see *Tao Jen Qiang* (The Way of the Patient Gun), above.

5. Powers of Meditation. At an early age the character learned to focus all internal energies of the mind (Inner Strength Points) into meditation, contemplation, and increasing internal sensitivity to the stirring of subtle Chi. This life decision means the character will never have additional psionic powers other than abilities that apply to Tao Jen Qiang. However, the character is skilled in Meditation. **Permanent I.S.P. Base:** M.E. attribute number +4D6, with an additional +5 I.S.P. at each level of advancement.

6. O.C.C. Bonuses: +1D4 to P.S., +1 to P.E., +3 to P.P. and +1D6 to Spd, +1 attack per melee round, +1 to parry and dodge, +2 to disarm, +2 to roll with punch/fall/impact, +2 to save vs Horror Factor and +1 to save vs possession.

7. Base S.D.C.: 5D6+32.

Gun Master O.C.C.

Also known as "The Shootist" and "Wild Gunman."

Alignment: Any, but the majority are Principled (20%), Scrupulous (40%), Unprincipled (20%), and Aberrant evil (10%; those who are Aberrant are just entirely self-delusional about being the good guys).

Attribute Requirements: I.Q. 9 minimum and P.P. should be above 13, with a high M.E. and P.E. helpful, but not required.

Racial Requirements: None, although predominately human. Female Gun Masters are welcome but aren't common (under 20%).

Roll the Eight Attributes as normal for the character's race.

Average Level of Experience (N.P.C.): 1D6+3 for Non-Player Characters, or as set by the Game Master. Player Characters start at first level.

Gun Master O.C.C. Skills:

Basic Math (+15%)

Camouflage (+10%)

Computer Operation (+10%)

Detect Ambush (+10%)

Disguise (+10%)

Find Contraband (+12%)

Land Navigation (+12%)

Language: Native Chinese Speaker (95%)

Literacy: Chinese characters/ideograms (85%)

Lore: Demons & Monsters (+15%)

Meditation

Military Etiquette (+15%)

Radio: Basic (+10%)

Radio: Scramblers (+10%)

Recognize Weapon Quality (+20%)

Physical Skills: Choose any two from: Acrobatics, Aerobic Athletics or General Athletics, Body Building & Weight Lifting, Boxing, Climbing, Gymnastics, Prowl, Running, Swimming and SCUBA (+5% where applicable).

Hand to Hand Combat: See #2 of O.C.C. Powers & Abilities, above.

O.C.C. Related Skills: Select six starting skills at level one, and one additional skill at levels 3, 6, 9, 12 and 15. All new skills start at level one proficiency.

Communications: Any (+5%, but +10% to Surveillance Systems).

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Detect Concealment, Intelligence, and Interrogation Techniques only (+2%).

Horsemanship: General and Exotic Animals only.

Mechanical: Automotive and Basic Mechanics only.

Medical: First Aid only.

Military: None.

Physical: Any, except Boxing and Wrestling.

Pilot: Any, except military vehicles, robots and power armor (tends to favor motorcycles, hovercycles, jeeps and hover cars).

Pilot Related: None.

Rogue: Gambling, Seduction and Streetwise only.

Science: Mathematics: Advanced and Astronomy only (+5%).

Technical: Any (+10%).

W.P.: None! Never studies other types of weapons, uses only

guns. See Tao Jen Qiang, above.

Wilderness: Any (+5%).

Secondary Skills: The character also gets to select four Secondary Skills from the previous list at level one, and one additional skill at levels 3, 7, 9 and 13. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Gun Master Standard Equipment: Pair of S.D.C. pistols or revolvers or submachine-guns, two energy pistols, one S.D.C. rifle, one energy rifle, plus eight clips for each weapon (one third of the bullets are coated in silver).

Sturdy traveling clothes made of cotton, wool and leather, a pair of boots, hat, and gloves, plus a set of heavy winter/mountain over-garments – all are part of his current (or usual) *disguise* for operations in the world. Two everyday uniforms, one dress uniform and one set of Lightning Strike armor back at base.

Light (25-40 M.D.C.) or medium (50-70 M.D.C.) body armor with helmet; may be environmental armor or homespun armor, or even magic body armor complete with helmet and visor that protects the face and head (and has a built-in radio). This too will be part of his disguise for operations outside the Geofront.

Forged identification documents, including a passport from one of the Yama Kingdoms and letters of recommendation praising the character's skills as a "good worker" or "good freelance fighter/gun for hire," six flares, utility belt with many pouches, web vest or bandoleer with more pouches and loops for ammo clips, satchel with shoulder strap, a small neck pouch, backpack, sleeping bag, duffle bag, gas mask or air filter, laser distancer, passive nightvision scope, binoculars, small 100 page blank book & pencil or pen for taking notes, 1D4 calligraphy brushes and a block of ink (but doesn't know how to use them, just part of the disguise), several packages of tea, a collection of herbs (for tea, for flavoring food, and for emergency medicine), a traveler's tea bottle, kettle, two sets of chopsticks (one plain and sturdy, the other delicate), a cooking knife, mini-tool kit, gun cleaning kit, pocket flashlight, walkie-talkie, cigarette lighter, 30 cups of uncooked rice, one modern canteen and one bamboo canteen of water, as well as a small pocket mirror, comb and some personal items.

Money: 5D6x100 in credits. The military pays him 1200 credits a month, plus provides for all of his needs (food, medical, supplies, private apartment, etc.).

Cybernetics: None to start. Tends to avoid bionics and even simple implants. Takes great pride in the fact that he is not mechanically enhanced and all his skills are *natural*.

Modifying Characters

Using Rifts China Characters in Other Parts of the World

Losing the Power of Chi

All Chi-based powers are diminished outside China, even in places where there are numerous ley lines and powerful magic. The channeling of Chi is unique to China, and though Chi can be found everywhere to varying degrees, it is weak and much more difficult to tap, channel and use outside of China itself.

The following *modifiers* apply to all China characters who use Chi-based powers and abilities, including Mystic Martial Art Powers, anywhere else on Rifts Earth (and most of the Megaverse for that matter).

Permanent I.S.P. Base/Chi: Reduce by half.

Available amount of I.S.P./Chi one can draw from the area: Reduce by half.

Range of Chi (I.S.P.)-based attacks, abilities, powers and weapons: Reduce by half.

Duration of Chi (I.S.P.)-based abilities, powers, attacks and weapons: Reduce by half.

Chi (I.S.P.) damage (or damage bonuses from Chi/I.S.P.-based attacks, magic, powers and weapons): Reduce by half. Not applicable to magic weapons and items that use P.P.E., such as many Demon Slaying weapons and other magically enchanted items.

M.D.C. acquired from Mystic Martial Art Powers: Reduce by 30%.

Combat Bonuses: Reduce by one point each; includes those from Mystic Martial Art Powers (not skills).

Number of Attacks per Melee Round: -1 attack/action for characters higher than sixth level.

P.P.E.: Reduce by half (when applicable, leave alone if balanced with other characters in the world.)

Weapons of China

Geofront Chi Weapons: Reduce damage by half and range by 30%.

Geofront Nuclear Power Cell: Once it runs out it is powerless. Western technology is not set up (and unable) to recharge it or only the most modern cities can recharge the cell, if they are willing to do so at all, and don't forget some communities will not work with "alien" technology (which is what this item would be considered), or confiscate and lock up or destroy alien tech. Likewise, the nuclear cell could get lost, stolen, or damaged beyond repair/use at any time along the way. There are plenty of NPC characters who would love to steal something

(the cell only or the entire weapon) that looks exotic, alien, high-tech, valuable or just plain cool.

Other weapons: If you feel a weapon is too powerful, reduce damage by one die and reduce range by 20%. Payload may also be reduced 20-50%. G.M. discretion.

Culture Shock Considerations

Characters from Rifts China will find the rest of the world very different, even downright alien. There will be D-Bees, creatures, monsters, magic, settings and cultures they are not familiar with. And the language barrier could be a big problem without a translator (a person, via magic or the portable device). Culture shock may have them feeling out of place and out of sync, which may cause penalties: -1 on initiative and -1 to save vs Horror (or weirdness) Factor. -15% on piloting vehicles and operating machines with which the character is not familiar, and perhaps a general -5% penalty on all skills due to feeling out of place, out of sync and homesick.

Weapons, Vehicles & Equipment

By Carl Gleba and Kevin Siembieda



G-91 "Geo-Blaster" – Phased Emitter

The Phased Emitter is a popular police pistol that has changed little over the course of the dark ages. It is a light compact pistol that has four settings perfect for police use. The military has also adopted the weapon and have found that its heavy stun setting can incapacitate some minor supernatural creatures. This can provide the edge in combat needed to bring these creatures down, or in some cases, capture them for interrogation.

Weight: 2 lbs (0.9 kg).

Mega-Damage: Varies, as the Emitter has four settings. *Light Stun* does 1D6 S.D.C. damage. *Normal Stun* inflicts 3D6 S.D.C. damage. *Heavy Stun* does 1D6 M.D., and the *Lethal setting* does 2D6 M.D.; also see the effects and duration of the "stun" blast.

Stun Duration: The Light and Normal Stun settings are intended for mortal beings of S.D.C. and Hit Points, but whether mortal or Mega-Damage, the stun effect is roughly the same, it just requires a heavier blast.

Victims first roll a saving throw vs non-lethal poison and need a 16 or higher to save. A successful save means the loss of one melee attack in addition to the damage. A failed roll to save means the victim's nervous system is temporarily short-circuited for 2D4 melee rounds with the following results: Melee attacks/actions and Spd are reduced by half, -8 on initiative, -8 to strike, parry, and dodge, and all skills are performed at half their proficiency as well as taking damage from the blast. A saving throw must be made for each time a character is hit with a stun blast, and each additional blast adds 2D4 melee rounds to the duration of the effects. **Note:** The stun setting cannot bypass full environmental body armor, power armor, or most vehicles, and has no effect on the people inside.

Heavy Stun is intended for supernatural creatures. However, due to their "hardened" nature, these beings only need to roll a 13 or higher to save vs non-lethal poison. Furthermore, the stun only works on supernatural creatures who have 100 M.D.C. or less; no effect on those with great amounts of M.D.C., not even minor damage. **Note:** Accidentally blasting a human with the Heavy or Lethal setting could kill him, inflicting 1D6x10+12 damage, reducing the number of attacks to only one, duration of penalties is 2D4 minutes, and the blast has a 01-35% chance of stopping the heart. CPR anyone? Save vs coma and death; immediate medical treatment is strongly suggested.

Rate of Fire: Each shot counts as one melee attack.

Range: 400 feet (122 m).

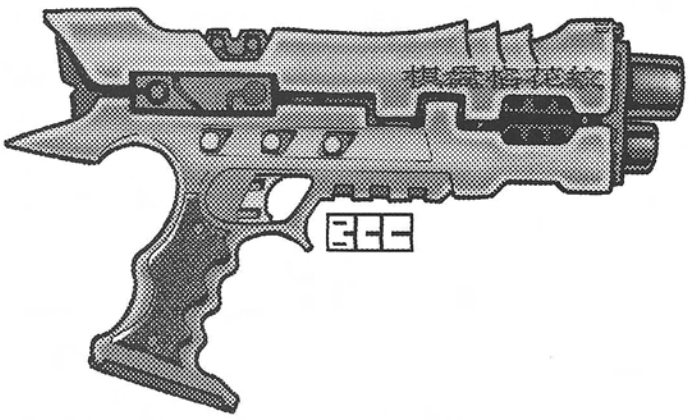
Payload: 30 shots for Light or Normal stun, and 15 shots for Heavy Stun or Lethal shots.

Bonus: Due to the Emitter's light weight and superior balance, the weapon is +1 to strike on an aimed shot.

Cost: The Geofront does not sell their technology and its use is restricted to the military and police. However, if the Phased Emitter ever found its way to the Black Market it could sell for 15,000-20,000 credits minimum, and double that in many markets.

GHT-85 "Hound's Tooth Auto-Mag"

The Hound's Tooth is the workhorse of the Geofront army. Manufactured initially as a handgun, over the years it has evolved more into a submachine-gun. The auto-mag was built to accept a variety of munitions and has proven reliable throughout the last few centuries, making it a favorite of Gun Masters, and liked by the police and military. The weapon has a double-barreled configuration with a clip fed through the grip, and a clip



inserted on the right side of the auto-mag just above the three selector buttons. With the press of a button the pistol can fire different ammo at the choice of the user. The first button selects the standard ammo which fires from the lower barrel. The specialized ammo, which can be accessed by pressing the second button, is a slightly bigger caliber and is loaded through the side clip and fired out of the top barrel. For situations that require over kill, the third button engages both barrels so they can fire their ammunition simultaneously. **Note:** The Hound's Tooth auto-mag has quite a kick when fired, so anyone with a P.S. of 13 or less needs to fire the gun with two hands or is -2 to strike. The only exception is the Gun Master O.C.C.

Weight: 5 lbs (2.25 kg).

Mega-Damage: *Standard round* does 1D6 M.D. for a single shot and 3D6 for a three round burst.

Specialized Ammo: *1. Silver Nitrate Round:* Silver bullets are too soft and fragment when fired out of the Hound's Tooth. With silver being a weakness of many a supernatural creature, something had to be done. The result was to fill hollow tip M.D. rounds with a concentrated silver nitrate formula (which is highly top secret). The result: the ability to damage creatures vulnerable to silver. Mega-Damage: 2D6 M.D. for a single round and 5D6 for a three round burst, but supernatural beings vulnerable to silver suffer *double damage.*

2. Claws: Made of a malleable Mega-Damage metal, upon impact, claws flatten out with jagged edges and spin through flesh, inflicting additional damage. Mega-Damage: 3D6 M.D. for a single shot and 6D6+6 M.D. for a three round burst.

3. Mercury-Filled Rounds: Toxic to most supernatural creatures, liquid mercury is in the round's tip and upon impact gets absorbed into the blood system. Mega-Damage: 3D6 M.D. for a single shot and 6D6+6 M.D. for a three round burst. In addition, supernatural creatures need to save vs lethal poison (14 or higher). A failed save does an extra 2D6 M.D. and makes the monster ill: -2 to strike, parry, and dodge for 1D4 melee rounds, and their normal bio-regeneration takes triple the time to heal these wounds. Multiple shots only increase the duration, not the penalties.

4. DU rounds: Rare and only issued to special teams. Mega-Damage: A single round inflicts 4D6 M.D. and a three round burst does 1D4x10+4 M.D.

5. U-Rounds: Far more rare than DU rounds, and only issued to experienced teams. See **Rifts® World Book 5: Triax & the NGR** for details on U-rounds and DU rounds. Mega-Damage: 5D6 M.D. for a single shot and 1D6x10 for a three round burst.

Rate of Fire: Single shot or three round bursts only, each counts as one melee attack.

Range: 500 feet (152.4 m).

Payload: Each clip holds 18 rounds.

Cost: The Geofront does not sell their technology. However, if this weapon ever found its way on the Black Market it would sell for 35,000 minimum.

GHF-AK47 "Hound's Fang" – Assault Rifle

The GHF-AK47 is the standard issue assault rifle for the Geofront. It is incredibly durable, rarely jams and is easily maintained. Impact resistant materials and internal shock absorbers mean it can get run over by a tank or thrown into a swamp and still be picked up and empty the clip into an oncoming monster with no problem. The rifle utilizes a carryover technology from rail gun development. While not a true rail gun (it still uses powder fed ammo), the length of the barrel does have a charged cylinder that helps to further accelerate the round's muzzle velocity. This does not greatly increase damage, but does increase the range.

The Hound's Fang can also use the multipurpose ammo listed under the *GHT-85 Hound's Tooth Auto-Mag Pistol* described previously. With resources being scarce and recycling a necessity for survival, this makes perfect sense. Furthermore, the rail gun feature of the Hound's Fang gives each of these heavy "pistol" rounds more damage and true rifle range.

The last innovation that the Hound's Fang has is its ammo control selector. This is essential especially to those who have limited resources. While the Geofront's soldiers are superbly trained, the ammo selector allows for controlled bursts which allows for better ammunition conservation. Just above the trigger are three buttons, one is for single fire, the middle for three round bursts, and the third for six round bursts.

Weight: 10 lbs (4.5 kg)

Mega-Damage: *Standard round* does 1D6+3 M.D. for a single shot, and 4D6 for a three round burst, and 7D6 from a six round burst when fired from this weapon at an accelerated speed. **Note:** Single shots and three round bursts count as one melee attack, but a six round burst takes two melee attacks.

Specialized Ammo: *1. Silver Nitrate Round:* Same as above. Increased Mega-Damage: 3D6 M.D. for a single round, 1D4x10 for a three round burst and 1D6x10+6 for a six round burst; *+1D6 M.D. per round* to creatures vulnerable to silver.

2. Claws: Same as above. Increased Mega-Damage: 4D6 M.D. for a single shot, 1D4x10+6 M.D. for a three round burst and 2D4x10 for a six round burst.

3. Mercury-Filled Rounds: Same as above. Increased Mega-Damage: 4D6 M.D. for a single shot, 1D4x10+6 M.D. for a three round burst and 2D4x10 for a six round burst. In addition supernatural creatures who fail to save vs lethal poison (14 or higher) suffer an extra 2D6 M.D., are -2 to strike, parry, and dodge for 1D4 melee rounds, and their normal bio-regeneration takes triple the time to heal these wounds. Multiple shots only increase the duration of penalties.



4. DU rounds: Same as above. Increased Mega-Damage: A single round inflicts 5D6 M.D., a three round burst does 1D6x10+6 M.D. and a six round burst does 2D4x10+12 M.D.

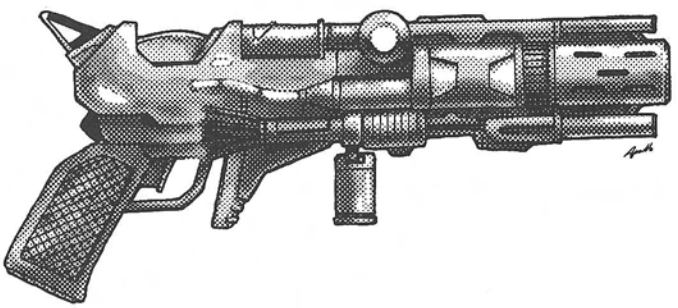
5. U-Rounds: Rare, same as above. Increased Mega-Damage: 6D6 M.D. for a single shot, 1D6x10+3 for a three round burst and 2D4x10+18 for a six round burst.

Rate of Fire: Single shot, three round burst, or six round burst.

Range: 1600 feet (488 m).

Payload: There are two styles of clips to choose from. The first is the banana style clip that holds a total of 50 rounds. The second is a mini-drum that holds 150 rounds but adds five pounds (2.25 kg) to the weight of the rifle. It takes three melee actions to change a drum in combat, but only one for the banana clip.

Cost: Exclusive to the Geofront, but if it was found on the Black Market it could easily sell for 50,000-70,000 credits.



GHT-88 "Brilliant Light" – Heavy Laser Pistol

The Brilliant Light laser pistol is a favorite of Geo-Borgs, Lightning Warriors and Gun Masters. It is a dependable, sturdy weapon that packs a wallop and has exceptional range and firepower. The small canister-looking appendage is a new, revolutionary nuclear energy cell (experimental) that provides 220 blasts from just one charge. Can also take the standard E-Clip.

Note: The Brilliant Light is heavy for a handgun, so anyone with a P.S. of 13 or less needs to fire the gun with two hands or is -2 to strike. The only exception is the Gun Master O.C.C.

Weight: 6 lbs (2.7 kg).

Mega-Damage: 3D6 M.D. per shot.

Rate of Fire: Single shot, each counts as one melee attack.

Range: 1000 feet (305 m).

Payload: 15 shots per standard E-Clip, 220 from one mini-nuke cell.

Cost: The Geofront does not sell their technology. However, if this weapon ever found its way to the Black Market it would sell for 15,000 credits, and the mini-nuke cell for 200,000+.



GHT-89 "Double Tap" – Dual Laser Pistol

The Double Tap is another favorite of Geo-Borgs, Lightning Warriors and Gun Masters that offers a dual laser system (one light laser for S.D.C. gunplay; lower barrel; and one medium laser; top barrel), plus the added feature of a micro-mini-missile mounted on the top. The weapon is a versatile workhorse but its bulk and weight require training in its use and good strength. **Note:** Anyone not trained in this particular gun design and/or with a P.S. of 13 or less needs to fire the gun with two hands or

is -2 to strike. The only exception is the Gun Master O.C.C.

Weight: 7 lbs (3 kg) without the M-mini-missile, 8.5 lbs (3.8 kg) with the missile.

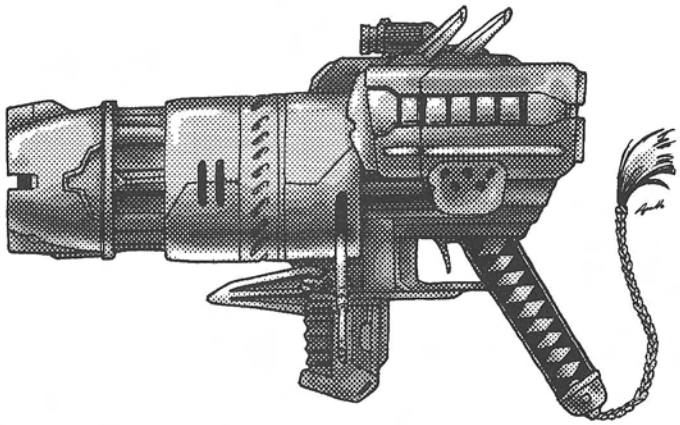
Mega-Damage: 3D6 S.D.C. from the S.D.C. setting, 2D6 M.D. per shot from the Mega-Damage setting and 4D6 M.D. for the M-mini-missile.

Rate of Fire: Lasers: Single shot, each counts as one melee attack.

Range: Lasers: 600 feet (183 m), M-mini-missile: One mile (1.6 km).

Payload: One M-mini-missile (6 additional can be carried in a small case and hand loaded; counts as two melee actions to reload). S.D.C. Laser: 200 S.D.C. blasts per standard E-Clip. M.D. Laser: 20 shots per standard E-Clip (220 per mini-nuke cell).

Cost: The Geofront does not sell their technology. However, if this weapon ever found its way to the Black Market it would sell for 22,000 credits, and the mini-nuke cell for 200,000+.



GHT-95 "Vaporizer" – Particle Beam Pistol

The Vaporizer has been part of the Geofront's arsenal for 300 years. It is a heavy, close combat weapon favored by Special Forces, Geo-Borgs, and Lightning Warriors. It is a surprisingly dependable and sturdy weapon. Old versions worked on the standard E-Clip, but new versions take a mini-nuke cell slipped into a housing in the back of the gun (a second housing right below it holds a replacement cell). Can also take the standard E-Clip. **Note:** Anyone not trained in this particular gun design and/or with a P.S. of 13 or less needs to fire the gun with two hands or is -2 to strike. The only exception is the Gun Master O.C.C.

Weight: 9 lbs (4 kg).

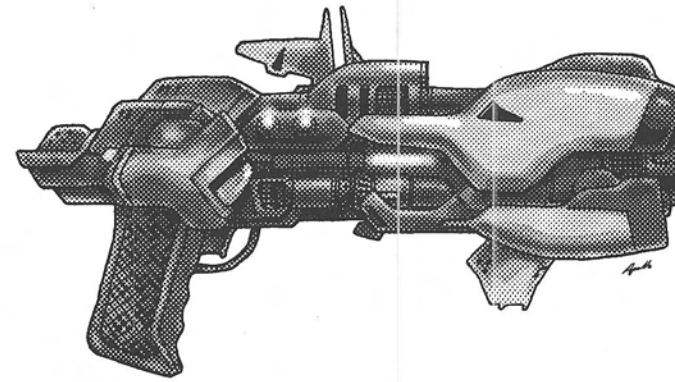
Mega-Damage: 5D6 M.D. per single blast.

Rate of Fire: Single shot.

Range: 500 feet (152 m).

Payload: 10 shots per standard E-Clip, 120 from one mini-nuke cell.

Cost: The Geofront does not sell their technology. However, if this weapon ever found its way to the Black Market it would sell for 35,000 credits, and the mini-nuke cell for 200,000+.



GHT-93 "Demon Knocker" – Ion Pulse Pistol

The Demon Knocker is another heavy, close combat weapon favored by Special Forces, Commandos, Geo-Borgs, Lightning Warriors and, to a lesser degree, Gun Masters. It is a surprisingly dependable and sturdy weapon. Old versions worked on the standard E-Clip, but new versions take a mini-nuke cell hooked into a housing under the front of the barrel; can also still take the standard E-Clip in the handle. **Note:** Anyone not trained in this particular gun design and/or with a P.S. of 13 or less needs to fire the gun with two hands or is -2 to strike. The only exception is the Gun Master O.C.C.

Weight: 5 lbs (2.25 kg).

Mega-Damage: 1D8 M.D. per single shot or 3D8 M.D. per triple burst/pulse.

Rate of Fire: Single shot or three shot pulse, either counts as one melee attack.

Range: 500 feet (152 m).

Payload: 21 single shots or 7 pulse shots per standard E-Clip, 220 single shots or 73 triple pulse bursts from one mini-nuke cell.

Cost: The Geofront does not sell their technology. However, if this weapon ever found its way to the Black Market it would sell for 12,000 credits, and the mini-nuke cell for 200,000+.

Chi Demon Weapons

Chi Demon Weapons are another weird bio-technological creation of the Whack-Jobs in the Halls of Science. These weapons, like the demon armor, somehow meld flesh with machine to create guns that draw upon demonic Chi. Many presume this is possible only because the Geofront is located in the Yin Caverns. After the weapon is built and spliced with the demon organic matter, they must be buried in one of the ancestor caves. These caves are places reserved for the honored dead of past relatives. These particular locations possess an immense amount of positive chi that fills people with joy and happiness. This positive energy changes the black demonic essence and instills the weapon with magical capabilities. After one year the Chi Weapon can be harvested and put into service. When the demon matter and weapon are first buried, the weapon looks like a gun with goop covering it, but when it is unearthed a year later, it bears the demonic visage of a monster. These weapons are becoming more and more popular, however only those who can

harness Chi energy (via a Mystic Martial Art Power or other ability) can benefit the most from these weapons.

A Note About Melee Weapons: Similarly, burying (some say "planting") an S.D.C. knife, sword, axe, spear or pole arm (*it seems the weapon must always have a blade*) in the ground for one year at one of these grave sites has a similar magical effect, in which the weapon's handle seems to be turned to bone or has a demonic image grown on it, and possesses magical M.D. inflicting capabilities. In the case of melee weapons, the blade does its usual S.D.C./Hit Point damage to humans and other S.D.C. creatures, but to Mega-Damage beings it does that same damage as M.D. plus one extra die of damage (so if a sword normally did 2D6 S.D.C. it now does 3D6 M.D. to supernatural beings). **I.S.P. Cost:** To activate the M.D. capabilities of the weapon, the character must spend five I.S.P. per minute (every four melee rounds). **Note:** The creation process has led some to believe the Yin Caves are the source for legends about the mystical *Sword Graveyard*, but they are mistaken. The Sword Graveyard is something else entirely, and its weapons much more powerful.

Chi Projectile Weapons: Just as with Chi Melee Weapons, the Chi Warrior can charge certain modern weapons. Those listed below can be charged by the Chi Warrior. The whole clip is charged, but only last for one minute per ten I.S.P. Once the clip is emptied, the gun must be recharged. It should be noted that while most soldiers of the Geofront (they call themselves "Chi Warriors") can charge their weapons at any time, it is not honorable to do so unless facing a Mega-Damage opponent. **I.S.P. Cost:** Ten to activate the M.D. capabilities of the weapon for one minute (4 melee rounds). Each blast counts as one melee attack/action. **Note:** P.P.E. can also be used to activate the M.D. capabilities but costs double the usual I.S.P. cost (20 P.P.E. per minute). Ordinary soldiers of the Geofront can use the weapons because they are all trained in a Mystic Martial Art and possess some amount of Chi (represented as I.S.P.). Gun Masters may also use them, but don't often do so, preferring to use their own powers to turn ordinary guns into M.D. weapons. **Weight Consideration:** Chi-Demon Weapons all tend to be bulky and heavy, so anyone with a P.S. of 17 or less is -3 to strike, and heavier, larger guns may need to be propped on something (a shoulder, a window ledge, etc.) to shoot with any accuracy. The only exception is the Gun Master O.C.C.

Chi Auto-Mag – "Demon Claw"

The Chi Auto-Mag is the weapon of choice for the Chi-Commandos. It is a comparatively small and lightweight weapon that seems to be growing out of a demon's claw. When the pistol is charged for M.D. use, it takes on an eerie blue glow. This also causes the projectiles to glow as they are fired.

Weight: 7 lbs (3 kg).

Mega-Damage: 3D6 S.D.C. against mortal foes, 5D6 M.D. per blast against Mega-Damage opponents.

Rate of Fire: Each shot counts as one melee attack/action.

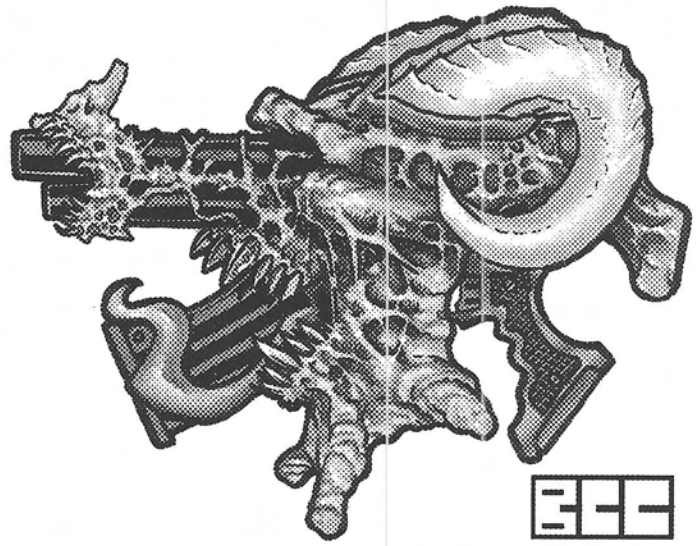
Range: Normal: 800 feet (244 m), 1200 feet (366 m) when charged with Chi.

Payload: 15 shots per clip.

Bonus: None normally, however the shooter gains a +1 to Aimed shots when the weapon is charged.

Cost: Most Chi Weapons are either family heirlooms or belong to the military. If they ever got out into the Black Market they'd sell like TW weapons for at least 35,000-40,000 credits.

Note: Not depicted.



Chi-Energy Pistol – "Demon's Fury"

The Demon's Fury is a wild looking weapon that appears to be growing out of the face of a horned demon! This weapon does not use specialized ammo, as the damage is the same regardless of what ammo is used. When the Chi Warrior charges the weapon it takes on a reddish glow and the projectiles fired appear as mini-fire balls that explode on impact.

Weight: 9 lbs (4 kg).

Mega-Damage: 5D6 S.D.C. against mortal/S.D.C. targets, 6D6 M.D. against Mega-Damage targets that are not supernatural, and a whopping 1D6x10 M.D. against the supernatural.

Rate of Fire: Each shot counts as one melee attack/action.

Range: 800 feet (244 m), 1200 feet (366 m) when charged with Chi.

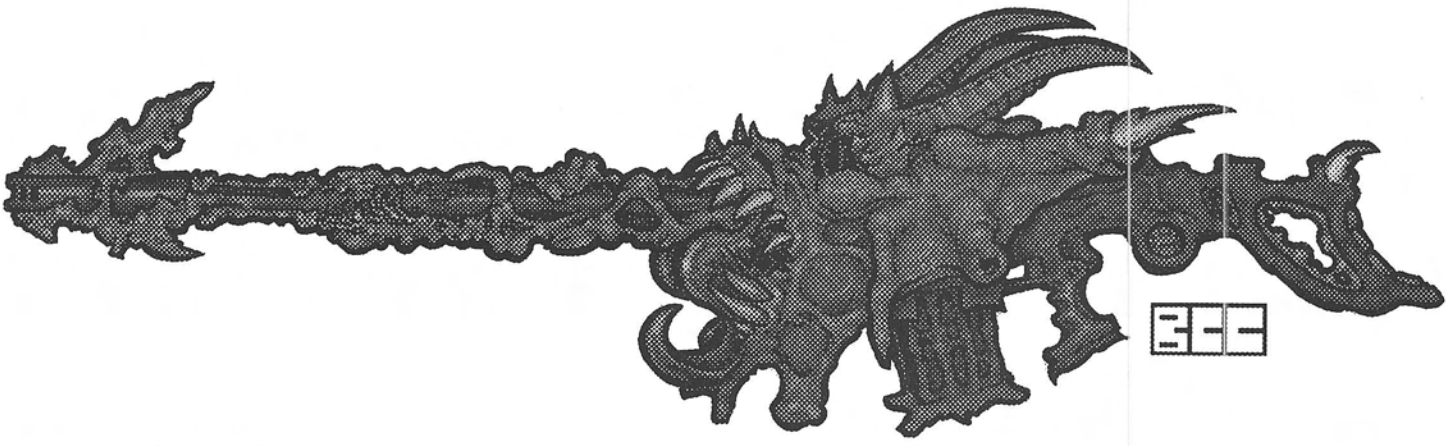
Payload: 30 shots per banana clip.

Bonus: The soldier gains a +1 to strike on Aimed or Called Shots..

Cost: Most Chi Weapons are either family heirlooms or belong to the military. If they ever got out into the Black Market they'd sell like TW weapons for at least 70,000-90,000 credits.

Chi Sniper Rifle – "Demon's Eye"

Another weird weapon that appears to be growing out of a horned demon's face, the monster's tongue curled below, and soft tentacles curling along the barrel. Few sniper rifles can challenge the Demon's Eye with its superior range and stopping power. Demonic opponents claim the mouth of the demon's face actually curls into a smile and yellow light momentarily shows in the hollow eye sockets when the weapon is fired. The weapon unleashes a concentrated yellow beam that inflicts an incredible level of damage to Infernals. Many lesser supernatural beings are killed outright with on blast. Any round fired does the same damage.



Weight: 12 lbs (5.4 kg).

Mega-Damage: 5D6 S.D.C. against mortal/S.D.C. targets, 1D6x10 M.D. against Mega-Damage targets that are not supernatural (including dragons), and a whopping 2D6x10 M.D. against the supernatural.

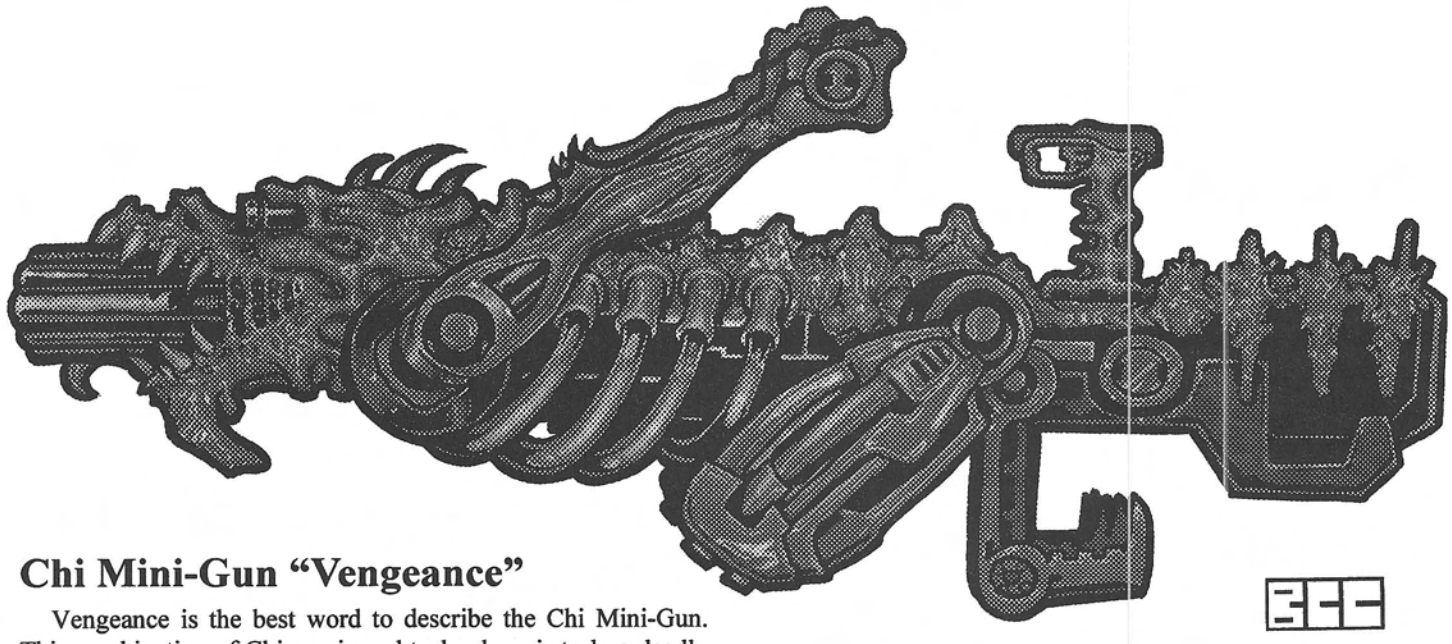
Rate of Fire: Each shot counts as one melee attack.

Range: 3000 feet (914 m).

Payload: 30 shots per standard ammo clip, 50 rounds per banana clip.

Bonus: +1 to strike on an Aimed or Called Shot. When looking through the rifle's "eyes" the shooter has a telescopic scope and passive nightvision that provides an additional +1 to strike on an Aimed shot.

Cost: Most Demon's Eyes are in the hands of the Geofront military. They are comparatively rare (fewer than 5,000) and typically reserved for Commandos, Military Specialists and Special Forces. If the weapon ever got out into the Black Market they'd sell like TW weapons for at least 150,000-200,000 credits, at least in places overrun by demons like Russia and the New German Republic.



Chi Mini-Gun "Vengeance"

Vengeance is the best word to describe the Chi Mini-Gun. This combination of Chi magic and technology is truly a deadly combination when it comes to mowing down legions of the Yama Kings' minions. Only Chi Warriors with a sufficient strength can even wield this weapon, and then they must be able to pour their strength and spirit (Chi) into the weapon for maximum results.

Weight: 40 lbs (18 kg).

Mega-Damage: 1D4x10 M.D. against mortal and Mega-Damage targets that are not supernatural, but the weapon inflicts 3D4x10 per 10 round burst against supernatural foes.

Rate of Fire: Bursts only.

Range: 1600 feet (488 m).

Payload: The mini-gun is able to use a 50 round banana clip (five bursts), a 200 round drum (20 bursts) or a backpack belt feed that carries 450 rounds (45 bursts). Adds 8 lbs (3.6 kg), 32 lbs (14.4 kg), or 80 lbs (36 kg) respectively.

Bonus: None, even when charged with Chi, the Vengeance is a beast to handle.

Cost: Reserved exclusively for the military. If the weapon ever got out into the Black Market they'd sell like TW weapons for at least 120,000-180,000 credits, at least in places overrun by demons like Russia and the New German Republic.

Geofront Body Armor

The EBA armor is the ideal protection for front-line infantry troops and Special-Ops. So as not to reveal that there is a hidden army in waiting, the commanders of the Geofront allow the troops to customize their own suits of armor. Consequently, some suits have an almost piecemeal look to them, other suits are very ornate and fancy. Regardless of the outward appearance, each "type" of combat suit offers the same level of protection and functionality.

As with the weapons, some suits of armor have been passed down from one generation to the next. Each owner adds a little bit of flare to the armor to distinguish it as his own, but most belong to the military and are turned in when the character's tour of duty is over. Only select, high-ranking officers and decorated heroes are allowed to keep their armor and a weapon or two.

Standard EBA Systems and Features:

- Complete environmental battle armor (EBA) suitable for use in numerous hostile environments, including underwater, toxic clouds of gas and outer space.
- Computer controlled life support. Some systems are ancient, but continued maintenance keeps them in good working order. This monitor's the users life support and can be displayed in the helmet's HUD.
- Independent oxygen supply that will engage automatically; five hours of breathable air.
- Artificial air circulation, gas filtration, and humidifier.
- Built-in loud speaker; 80 decibels.
- Directional short-range radio built into the helmet. Range is 5 miles (8 km).
- Internal cooling and temperature control.
- Radiation shielded.
- Insulated, high-temperature resistant shielding for up to 300 degrees centigrade. Normal fire does no damage. All Mega-Damage fires and heat do full damage.
- Polarized and light-sensitive visor with a tint that automatically adjusts for available lighting conditions.
- The armor is sectional and allows for individual pieces to be removed as needed. This includes the helmet which is in three pieces. The lower mouth/jaw, eye visor, and helmet.
- Depth Tolerance of up to 1000 feet (305 m).
- Magnetic Clamps. They are in a variety of locations on the armor and can be activated with a spoken word to the combat computer. They are used to hold items such as clips, ammo belts, or backpacks.
- The helmet also has magnetic clamps that facilitate special head gear that can be clamped on. Integrated micro-circuits automatically link to the internal Heads Up Display.
- Colors: Vary. The armors used to come in colors that represented certain units, but over time that has been lost with the customization. New armor can be just about any color.

Standard Brigandine Armor

This medium armor was originally designed during the days of the People's Liberation Army in China. Fearing a possible conflict with NEMA, the military did an overhaul several years prior to the Great Cataclysm. Tensions were building all over the world so it was a prudent move to update the PLA's arsenal.

Class: PLA-MA1; environmental armor with a unisex design making it difficult to tell male from female.

Size: Human equivalent.

Weight: 20 pounds (9 kg).

M.D.C. by Location: Head/Helmet – 65, Arms – 50, Legs – 70, Main Body – 90, +2D6 from ornamentation that consists of Mega-Damage materials, adding to the armor's overall protection.

Mobility: Good; -5% to Climb and -10% other Physical skills.

Cost & Availability: The Geofront has the ability to make a limited number of new suits annually, but has been making and stockpiling them for decades (500,000 are available to the military). If a suit of armor were to show up on the Black Market it could sell for upwards of 50,000 credits.

Heavy Brigandine Armor

This is a larger, bulkier version of the standard infantry armor often made use of by heavy weapon and armored divisions as well as Special Forces. The built-in exoskeleton augments the wearer's strength and speed, and has magnetic clamps at key locations to help anchor heavy weapons, making them easier to haul around, or allows for extra E-Clips to be stored in numerous places.

Class: PLA-MA2 The armor is completely environmental and has a unisex design making it difficult to tell male from female.

Size: Human equivalent that adds a foot (0.3 m) of height.

Weight: 80 pounds (36 kg).

M.D.C. by Location: Head/Helmet – 100, Arms – 80, Legs – 90, Main Body – 140, +3D6 from ornamentation that consists of Mega-Damage materials, adding to the armor's overall protection.

Mobility: Good as it is augmented by the internal exoskeleton; -5% to Climb and -15% to other Physical skills.

Cost & Availability: The Geofront has the ability to make a limited number of new suits annually, but has been making and stockpiling them for years (100,000 are available to the military). If a suit of armor were to show up on the Black Market it could sell for upwards of 90,000 credits.

Exoskeleton Bonuses: +10 to P.S. (equal to Robotic), +15 to Spd, and increases jumps and leaps by 10 feet (3 m). The user fatigue is also reduced by 50%. The armor has a depth tolerance of 1500 feet (457 m).

Shadow Armor

This is called Shadow Armor because it is not obvious. Just prior to the cataclysm this was cutting edge, experimental technology in which a miracle Mega-Damage fabric was created. At the moment of impact the fabric becomes super-rigid to deflect damage. Additional padding and strategically placed M.D.C. ceramic plates, sewn into the fabric, provide additional, concealed protection. *All* formal uniforms of the Geofront Military are made of this "Shadow Armor. The military uniform consists of a



one-piece jumpsuit (18 M.D.C.) that zips from groin to high collar neck. A jacket is worn over the jumpsuit, providing the bulk of the main body protection (30 M.D.C.). The boots (12 M.D.C.) zip tight and snug, and when gloves are attached to the jumpsuit and a full-face helmet hooked to the high collar, the entire ensemble becomes a light environmental armored suit. (Depicted in the illustration of the three soldiers and bionic lion, without the full-face helmet.) The uniform is the classic green of the Chinese Army with red highlights.

Class: SA-23 Mega-Damage Uniform (body suit).

Size: Human equivalent.

Weight: 6 lbs (2.7 kg).

Mobility: Excellent, no penalties.

M.D.C. by Location: Main body – 48 with jacket, 58 for officers who get additional plating (18 without jacket), Arms & Legs – 20 each (with jacket), – Visor Style Helmet – 38 – or Hard-Face Helmet – 50.

Armor Rating: Without a helmet the armor has an A.R. of 18. Any rolls above will strike the head or other unprotected part of the body. S.D.C. attacks that fall below the A.R. 18 do no damage to the suit. Explosion and M.D. impact attacks that do more than 15 points of damage may also do 1D6 S.D.C./Hit Point damage to the body underneath the soft armor.

Cost: Exclusive to the Geofront. If a suit ever made it to the Black Market it could easily sell for 30,000 credits.

Note: All soldiers who have served in the Geofront Army get such an M.D.C. suit and are allowed to keep it when they leave the army because everyone is considered to be in the Army Reserve.

Mo Fuqian – Demon Skin

Before the Great Cataclysm, China had become an industry leader and global distributor in the areas of genetically engineered body replacement "parts and organs" for medical transplantation. Though they trailed behind in cybernetics and bionic applications, the government medical research arm of the military was rumored to have successfully created what they call *Mo Fuqian* or "Demon Skin."

Demon Skin is super-tough, fast-healing, artificial skin that could be grafted to the human body on a molecular level. Mo Fuqian was self-healing and self-replicating, like real skin, only wounds healed in a fraction of the time and it could withstand low amounts of Mega-Damage. This brilliant new brand of human augmentation born in the genetic labs of China would have revolutionized the industry. Then the Great Cataclysm struck, wiping out much of mainland China and any hard data on the process – or so the world believes.

Unknown to anyone, the *Geofront* has refined the process and all of its soldiers undergo Demon Skin augmentation upon entering military service, usually at age 16 or 17. The typical Geofront soldier has a physical M.D.C. equal to light body armor.

M.D.C.: 4D6+18 M.D.C. and heals at a rate of 2D6 M.D.C. per 12 hours.

Mo Fuqian Kai – Demon Skin Armor

The super-scientists who the soldiers and the public secretly refer to as "Whack Jobs" (because their ideas and inventions are so cutting edge they seem *insane*) have taken Mo Fuqian a step farther to create living armor made to look like a real demon, but which is worn like an armored jumpsuit. This is the ultimate disguise for Commandos, elite strike teams, Gun Master assassination and extermination squads, and other Special Ops. Even more bizarre, the Demon Skin Armor adheres to the skin in such a way that it actually feels like a second skin, so comfortable one can forget he's wearing it.

Class: DSA-003 Mega-Damage Skin.

Size: Human equivalent.

Weight: 60 lbs (27 kg), however the weight is so well dispersed that the wearer barely notices it. Soldiers with a P.S. and P.E.



of 13 or more can wear the Demon Skin Armor without difficulty or any feeling of undue stress.

Mobility: Excellent, no penalties. Reduce Spd by 20% if P.S. is less than 13.

M.D.C. by Location: Main body – 60, Arms & Legs – 30 each, – Hands/Claws – 18 each, Head/Face/Helmet – 45.

Problems & Conditions: 1. The living suit absorbs and spends *half* of the wearer's Chi (I.S.P.). 2. A problem the bio-genetic engineers cannot overcome is that, in the very short time of 96 hours (4 full days), the suit begins to permanently graft itself to the wearer's body. If the suit has been worn for 96 to 144 hours, it must be literally peeled off of him by others in a process that takes 4D6+20 minutes, inflicts 2D6 M.D. to the character's Mo Fuqian underneath, and may leave scarring (01-33% reduce P.B. attribute by one point, 34-66% reduce P.B. by 2 points, 67-00% lucked out, no scarring). Further cosmetic surgery can eliminate any scarring but it is still unpleasant and painful. If the Mo Fuqian Kai has been worn for more than 288 hours (12 days) the armor becomes a permanent fixture and cannot be removed without life threatening injury to the character. However, M.D.C. from the Demon Skin Armor merges with the prior Demon Skin an additional 2D6+6 is added to the character's permanent M.D.C. Of course, he or she forever looks like a hell-spawned monster (reduce P.B. by half and M.A. by -1D4).

Geofront Power Armor

Prior to the Apocalypse, the People's Liberation Army feared that someday they could be facing NEMA Silver Eagles or Chromium Guardsmen, or worse, some other angry nation's mechanized army. In an effort to counter what was considered, at the time, to be the most powerful manned power armor on Earth, the PLA deployed their own brand of technology to create a manned juggernaut. Little did they know that 300 years later their descendants would be utilizing this armor to liberate their country, not from a rival world power, but from demons. With resources at a minimum, what power armor can be created, salvaged, and repaired annually has been put into storage; less than 10% of the stockpile is on active duty. Periodically they would be used for training, or if necessary, defense of the caves. Overall, 90% of the power armor units that were recovered during the early days of the Apocalypse are still in service. That's about 6,123 *Black Tigers* with an additional 28,420 created and stockpiled over the last 300 years (half that number in *Red Falcons*). **Note:** All Geofront power armors have the usual features for these types of war machines.

Black Tiger
– "Shan Tung Pei" Power Armor

The Black Tiger Cannon was China's answer to NEMA's Chromium Guardsman (see the **Rifts® Chaos Earth series,** set in the days of the Great Cataclysm, for more details). Of course that confrontation never happened, still it was responsible for the evolution that ultimately led to the design behind this power armor. Bulky, powerful, and sporting a handheld cannon ("Wang Pei," or *King Cannon*) that was meant to rival the American's Boom Gun, the Black Tiger is a force to be reckoned with. This armor was intended to be the workhorse for the PLA, and now it will once again serve its people, only this time, in their liberation of China from the hands of the Yama Kings and their legions of demons, Dead and Damned and other hell-spawn.

The armor does sport one piece of stolen technology. It would seem during the Golden Age that Chinese spies were able to steal the prototype plans for what would one day turn out to be the force field for the X-1000 Ulti-Max. At the time the technology was nowhere near perfected, and years after the Great Cataclysm, the Geofront had time to develop it. The last of the units have been installed with the protective field in just the last year.

Model Type: PRC-STP100

Class: Heavy Infantry Tactical Assault Suit.

Crew: One pilot.

M.D.C. by Location:

King Cannon – 225
Ammo Belt – 30
*Head – 120
*Hands (2) – 80 each
Arms (2) – 220 each
Energy Light Sword – 50
Shoulder Mini-Missile Launchers (2) – 210 each
Legs (2) – 275 each
Reinforced Pilot's Compartment – 100
Rear Augmentation Boosters (2) – 170 each
Force Field – 100
**Main Body – 475

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "called shot," but even then they are -4 to strike.

** Depleting the M.D.C. of the main body will shut the power armor down completely, rendering it useless. M.D.C. comes off the force field first.

Speed:

Running: 55 mph (88 km) maximum. Note that the act of running does tire its operator, but only at 20% of the usual fatigue rate.

Leaping: Up to 10 feet (3 m) high or across, add 10 feet (3 m) with a running start. The rear augmentation boosters can hurl the power armor 70 feet (21.3 m) up or across. These thrusters, however, are not powerful enough to suspend the armor in the air.

Underwater Capabilities: Minimal. The armor can float if necessary, but moves at a ponderously slow speed of 8 mph (12.8 km). It is better off walking on the sea or lake bed, but does so only at 25% of its walking/running speed. Maximum Ocean Depth: One mile (1.6 km).

Statistical Data:

Height: 16 feet (4.9 m).

Width: 6 feet, 6 inches (2 m).

Length: 8 feet, 5 inches (2.6 m).

Weight: 2.5 tons fully loaded.

Physical Strength: Equal to a Robot P.S. of 40.

Cargo: Minimal storage space; a foot compartment and storage for a rifle, handgun, survival knife, and first-aid kit.

Power Systems: Nuclear; average energy life is 20 years.

Market Cost: 25 million credits. Exclusive to the Geofront. If one is stolen, it is tracked down and recovered, or, if necessary, destroyed.

Weapon Systems:

1. **Wang Pei "King Cannon" Multipurpose Rifle (1):** The King Cannon was an innovation for its time, one of the first electromagnetic rail guns designed for power armor. While not as powerful as the Boom Gun, what it lacks in power it makes up for in sheer versatility. The gun is not one weapon, but three combined in one housing. The main weapon is a rail gun that hurls a single cartridge filled with flechettes, the second weapon is a mini-gun for close-range combat, and the final weapon is a powerful laser in the top housing.

Primary Purpose: Assault, Anti-Demon and Monster.

Secondary Purpose: Defense.

Weight: 1300 lbs (585 kg).

Mega-Damage: Rail gun (main cannon) does 2D4x10 M.D. per shot. The mini-gun does 2D4x10 M.D., and the laser does 4D6 M.D.

Rate of Fire: Each shot with the main cannon counts as one attack. The mini-gun only fires 10 round bursts, and the laser can only fire single blasts.

Maximum Effective Range: Main Cannon: 6000 feet (1829 m), Mini-Gun: 2000 feet (610 m), and Laser: 4000 feet (1219 m).

Payload: 500 round belt for the rail gun (main cannon), 1000 mini-gun rounds (100 bursts), and the laser is effectively unlimited as it is tied to the nuclear power supply.

2. **Shoulder Mini-Missile Launchers (2):** Each shoulder is loaded with a slew of mini-missiles. When engaged, they pop up like a pair of spines to fire.

Primary Purpose: Assault, Anti-Monster/Demon.

Secondary Purpose: Defense.

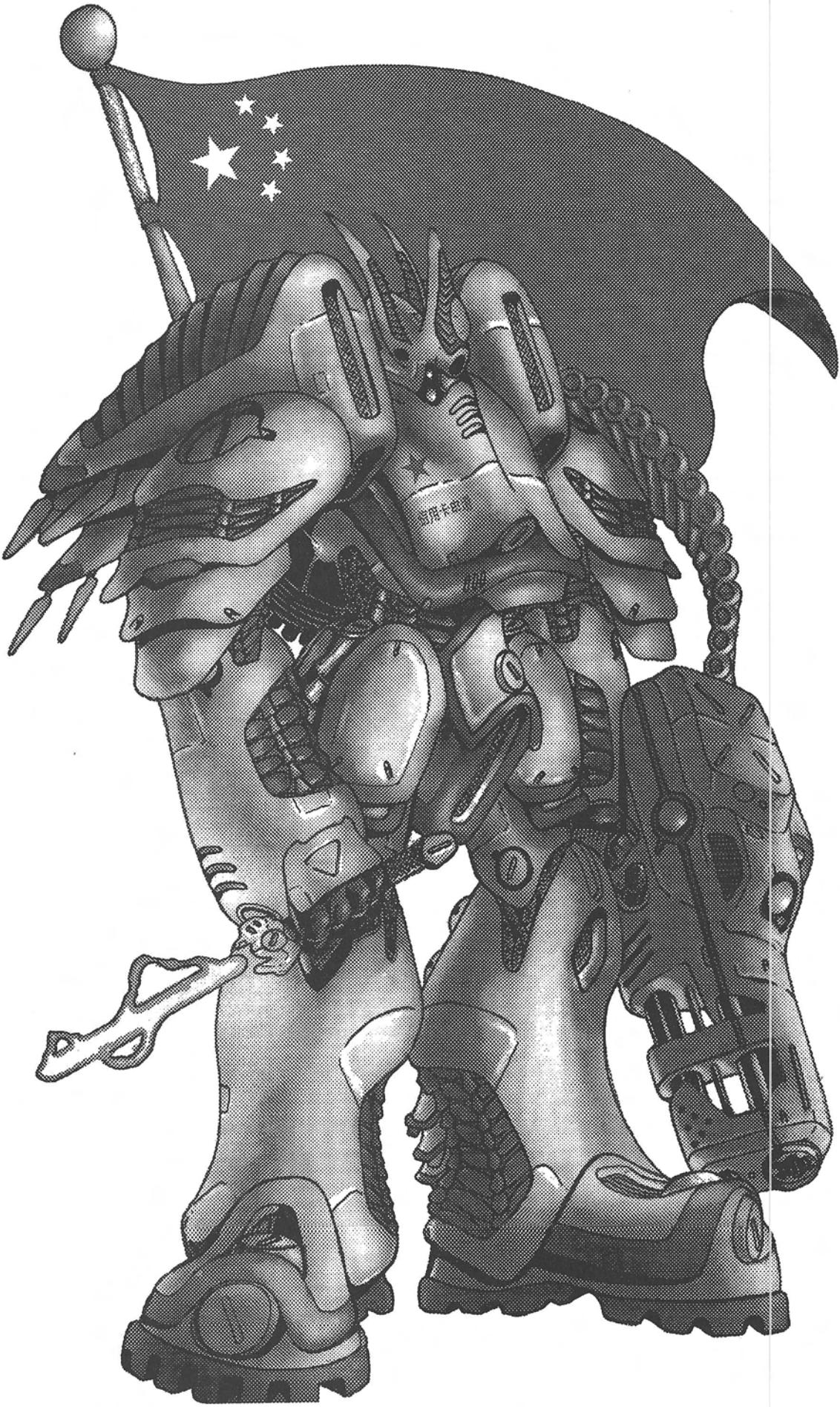
Mega-Damage: Varies per missile. Typically loaded with fragmentation and armor piercing.

Rate of Fire: One at a time, or in volleys of 2, 6, 8, or 10.

Effective Range: One mile (1.6 km).

Payload: Each launcher holds 20 missiles, 40 total for both launchers.

3. **Chi Yang Jen "Energy Light Sword":** The Geofront has raided the Horune Pirates for decades. Finally, one raid paid off with some alien tech that was successfully reverse engi-



neered. The end result is a powerful handheld weapon that can slice through Mega-Damage material like a hot knife through butter.

Primary Purpose: Close Assault and Defense.

Mega-Damage: 4D6 M.D.

Payload: Remains charged indefinitely when hooked to the nuclear power supply.

4. **Hand to Hand Combat:** Available only to those who take Power Armor Combat Elite: Black Tiger Cannon "Shan Tung Pei." Those not skilled in "Elite" use the Power Armor Basic stats. **Note:** All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do not apply to the pilot's physical abilities outside the armor.

Bonuses: +2 extra attacks/actions per melee round, plus those of the pilot at level one, and +1 attack at levels 3, 7, and 11. +2 on initiative, +2 to strike in hand to hand combat, +2 to parry, +1 to dodge, +1 to disarm, +2 to pull punch, +3 to roll with impact, punch or fall. Critical Strike is the same as the pilot's.

Mega-Damage: 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, power punch: 4D6 M.D. (but counts as two melee attacks), kick attack: 2D4 M.D., running leap kick: 4D6 M.D., tear or pry with hands: 1D6+2 M.D., body block/ram: 2D6 M.D., full speed running ram: 5D6 M.D. (but counts as three melee attacks) and stomp: 2D4 M.D.

5. **Sensor Systems Note:** A language translator and depth gauge as well as the following:

1. Optical Systems: Full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermal-imaging, infrared, ultraviolet and polarization.

2. Advanced Laser Targeting: Provides a +2 to strike for all long-range attacks, but not hand to hand.

3. Distress Homing Beacon: Most units were equipped with GPS (global positioning systems) beacons, but they are now useless. The backup system is a scrambled radio signal, but there is a 01-20% chance of being picked up by other tech sources.

4. Self-Destruct Mechanism: In order to prevent the unit from falling into enemy hands, or to inflict maximum damage on the enemy in a suicide move, each unit is equipped with a self-destruct mechanism. It can be manually activated by the pilot with up to a five minute delay, or can automatically detonate when the main body is reduced to -25 M.D.C. Damage is 2D4x10 M.D. to a 15 foot (4.6 m) radius.

Red Falcon – "Hong Ying"

The Red Falcon was the PLA's answer to the flying power armor. Today it is a fast power armor used in reconnaissance and aerial assaults. The suit is reminiscent of the Brigandine armor with a pair of wings near the shoulders, as well as the stabilizer wings near the shins, and sports a monstrous mask. (Not pictured.)

Model Type: PRC-HY75

Class: Light aerial assault and combat suit.

Crew: One pilot.

M.D.C. by Location:

Laser Rifle – 120
Gun Cable – 30
Energy Light Sword – 40
Shoulder Mini-Missile Launchers (2) – 50 each
Shoulder Wings (2) – 60 each
Main Rear Jets (2) – 70 each
Lower Maneuvering Jets (3) – 25 each
*Head – 85
**Main Body – 275
Arms (2) – 95 each
Legs (2) – 110 each

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "called shot," but even then they are -4 to strike. Also, destroying the head will eliminate all forms of optical enhancements and sensory systems. The pilot needs to rely on his own senses and loses all power armor bonuses.

** Depleting the M.D.C. of the main body will shut the power armor down completely, rendering it useless. **Note:** Destroying a wing will make flight impossible.

Speed:

Running: 60 mph (96 km) maximum; pilot tires at 10% of the usual fatigue rate.

Leaping: 15 feet (4.6 m) high or 20 feet (6.1 m) across +10 feet (3 m) with a running start. The rear jet boosters can hurl the power armor 100 feet (30.5 m) up or 200 feet (61 m) across, without actually attaining flight.

Flying Speed: The rocket propulsion system allows the armor to hover up to 6000 feet (1829 m). Maximum flying speed is 300 mph (480 km), but cruising speed is 150 mph (240 km).

Flying Range: The engines are super efficient and can be used for 12 hours before needing a four hour cooling period. Range is effectively unlimited with the nuclear power supply.

Underwater Capabilities: 4 mph (6.4 km/3.4 knots) using arms and legs to paddle. 50 mph (80 km/43.2 knots using its jet thrusters to skim across the surface. Maximum Ocean Depth: 1000 feet (305 m).

Statistical Data:

Height: 9 feet (2.7 m).

Width: Wings down 4.5 feet (1.4 m), Wings Extended 11 feet (3.4 m).

Length: 5.5 feet (1.7 m).

Weight: 360 lbs (162 kg).

Physical Strength: Equal to a Robot P.S. of 30.

Cargo: None, but does have several magnetic clamps in key locations to carry four small sacks for grenades (up to 6) or three E-Clips per sack.

Power System: Nuclear; average energy life is 20 years.

Market Cost: 2.5 million credits each. Exclusive to the Geofront.

Weapon Systems:

1. **Heavy Laser Rifle:** A rifle style assault weapon that is 30% larger than a normal energy rifle. It was designed for accuracy and distance, but also has good damage capabilities.

Primary Purpose: Assault and Anti-Monster/Demon.

Secondary Purpose: Defense and Sniping.

Weight: 20 lbs (9 kg).

Mega-Damage: The laser rifle can fire a single shot for precision shooting that inflicts 4D6 M.D. or a triple pulse burst that does 1D6x10 M.D.; both can be fired the maximum range.

Rate of Fire: Each blast counts as one melee attack.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited when tied to the armor's power supply, but it can also take E-Clips; 12 single shots or four bursts per clip.

2. **Shoulder Mini-Missile Launchers (2):** Located on either side of the head, just above the wings, are a pair of mini-missile launchers. The launchers are concealed until a plate that looks like part of the armor flips up and fires.

Primary Purpose: Assault and Anti-Monster/Demon.

Secondary Purpose: Defense and Anti-Aircraft.

Mega-Damage: Varies per missile. Typically they carry a mix of armor piercing, or plasma mini-missiles.

Rate of Fire: 1, 2, or 3 per launcher.

Effective Range: One mile (1.6 km).

Payload: Six total, three per launcher.

3. **Chi Yang Jen "Energy Light Sword":** This is a lighter version of the sword that the Black Tiger Cannon carries.

Primary Purpose: Close Assault and Defense.

Mega-Damage: 3D6 M.D.

Payload: Indefinitely as long as it's hooked to the armor's power supply.

4. **Hand to Hand Combat:** Available only to those who take Power Armor Combat Elite: Red Falcon. Those not skilled in "Elite" use the Power Armor Basic stats. **Note:** All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do not apply to the pilot's physical abilities outside the armor.

Bonuses: +1 extra attack/action per melee round, plus those of the pilot at level one. +1 additional attack at levels 3, 6, 9, and 12. Critical Strike is the same as the pilot's. +1 on initiative when on the ground, +3 in the air, +2 to strike in hand to hand combat, +2 to parry, +2 to dodge on the ground, +4 in the air, +2 to disarm, +2 to pull punch, and +3 to roll with impact, punch or fall.

Mega-Damage: 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch, power punch: 2D4 M.D. (but counts as two melee attacks), kick attack: 1D6 M.D., power kick attack: 2D6 M.D. (but counts as two attacks), running leap kick: 3D6 M.D., tear or pry with hands: 1D4+2 M.D., body block/ram: 2D4 M.D., full speed running ram: 3D6 M.D., 5D6 flying ram (but both count as three melee attacks).

5. **Sensor Systems Note:** All those standard for power armor plus the following:

1. Optical Systems: Full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermal-imaging, infrared, ultraviolet and polarization.

2. Advanced Laser Targeting: Provides a +2 to strike for all long-range attacks.

3. Distress Homing Beacon: Most units were equipped with GPS (global positioning systems) beacons, but they are now useless. The backup system is a scrambled radio signal, but there is a 30% chance of being picked up by an enemy.

4. Self-Destruct Mechanism: In order to inflict maximum damage to the enemy each unit is equipped with a self-destruct mechanism. It can be manually activated by the pilot with up to a five minute delay, or can automatically detonate when the main body is reduced to -25 M.D.C. Damage is 2D4x10 M.D. to a 10 foot (3 m) area.

Gun Dragon – "Chiang Long"

Over the last several centuries the Geofront has had much time to observe their enemies, studying the demons' strengths and weaknesses. They know it is only be a matter of time before "the Hidden Giant" (Geofront) decides to launch a deadly offensive on the demons to reclaim China for humankind. In order to lay siege and provide artillery support, the Gun Dragon was conceived. Built entirely using alien technologies found by a Geofront reconnaissance team, the Gun Dragon not only provides significant artillery support for ground troops, but can also engage in one on one combat with evil dragons, Greater Demons and even Demon Lords. Its long-range and hand to hand combat capabilities make it deadly, especially to beings unfamiliar with advanced technology (which is true of many demons). Only sheer weight of numbers and heavy firepower is likely to put a stop to the Chiang Long. Just like the true Chinese dragons, the Gun Dragon comes in a variety of colors (to designate special units and divisions), and may be slightly customized by the individual pilots, though most look quite uniform. Approximately 2,140 have been created over the last 100 years. Only a dozen have seen action over the years, mainly to test the unit, but the time grows near for the Gun Dragon to make its mark. However, even after the Geofront makes its move, the Gun Dragon will be used sparingly, the majority (90%) held in reserve as a secret weapon.

Model Type: GD-1000.

Class: Heavy Mechanized Assault Robot.

Crew: Five, one pilot, one copilot, one communications/sensor officer, and two gunners, plus a seat for one passenger or a third pilot.

M.D.C. by Location:

*Face Laser Turrets (10; 6 in place of eyes, 4 in cheeks) – 20 each

Front Arms (2) – 200 each

*Wrist Ion Guns (4; two per arm) – 30 each

Shoulder Ion Turrets (2) – 120 each

Back Laser Turrets (2) – 120 each

Mini-Missile Launcher – 140

Rear Legs (2) – 250 each

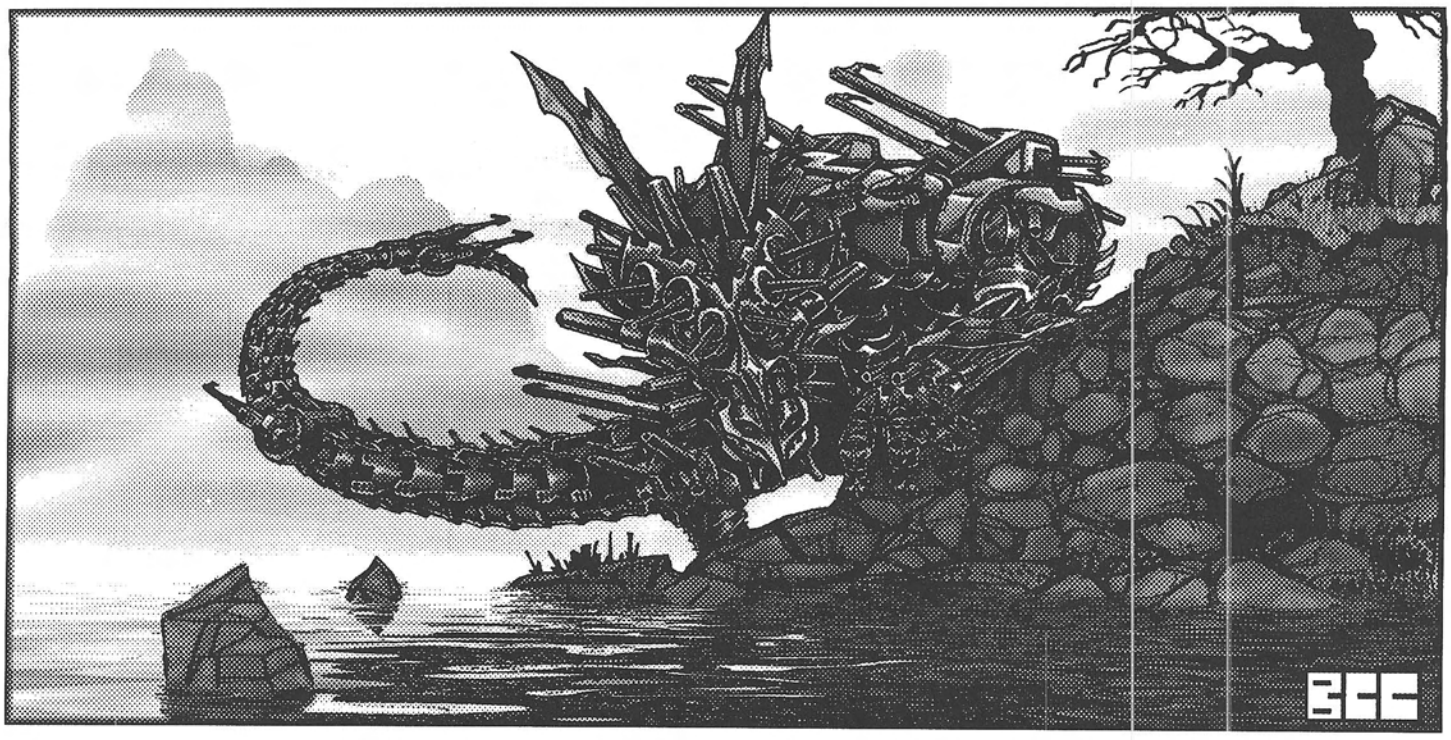
Tail – 250

*Tail Guns (4) – 75

Head – 300

**Main Body – 1050

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "called shot," but even then they are -4 to strike.



** Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless.

Running: 30 mph (48 km).

Leaping: Not possible.

Underwater Capabilities: None, sinks like a rock. It would need to walk on the lake or ocean floor and can do so at one third its maximum speed.

Maximum Ocean Depth: Untested, suspected to be one mile (1.6 km), but may be able to go twice that.

Statistical Data:

Height: On all four feet it's 24 feet (7.3 m), when up on its hind legs 44 feet (13.4 m).

Width: 32.5 feet (9.9 m).

Length: 77 feet (23.5 m) from tip of the muzzle to the tip of the tail.

Weight: 20 tons.

Physical Strength: Equal to a Robot P.S. of 61.

Cargo: There are two lockers that are 4 feet (1.2 m) deep, by 3 feet (.91 m) wide, by 6 feet (1.8 m) tall.

Power Systems: Nuclear, with an average life of 30 years.

Market Cost: 50 million credits to produce. Exclusive to the Geofront.

Weapon Systems:

1. **Heavy Ion Shoulder Turrets (2):** A pair of double-barreled, heavy ion beam cannons are mounted in turrets located on the shoulders of this formidable robot vehicle. They are arguably the main cannons of the Gun Dragon because of the firepower they can unleash. Each of the two shoulder turrets can be aimed at the same target or separate ones. Each turret can rotate 180 degrees with a 45 degree arc of fire up and down. If necessary, the Gun Dragon can adjust the angle more by moving its legs and shoulders to different positions. The back laser turrets may also train on the same target but cannot fire simultaneously as one simultaneous attack (counts one attack for the two Shoulder Turrets and one for each of the Back Turrets for a total of three attacks/actions). Meanwhile, the tail guns and head weapons are used to mow down infantry troops or take down missiles and flyers who may be zeroing in for an attack. Operated by one of the gunners.

   Primary Purpose: Infantry Support.

   Secondary Purpose: Anti-Fortification and Anti-Monster.

   Mega-Damage: A single blast from one of the barrels does 5D6 M.D., a simultaneous double barrel blast does 1D6x10 M.D. and if both turrets lock in on the same target and fire simultaneously (counts as two attacks), 2D6x10 M.D. is inflicted.

   Rate of Fire: Each turret can fire *four times* per melee round. Each single or double barrel blast counts as one melee attack. A common tactic is to alternate the turrets to keep them firing constantly in a lethal barrage.

   Effective Range: 2000 feet (610 m).

   Payload: Effectively unlimited; tied to the robot's power supply.

2. **Back High-Powered Laser Turrets (2):** One could also argue that these turrets are the main cannons of the Gun Dragon for while they don't do as much damage, they have superior range. One turret is located on its back, just behind the shoulders and the other on the spine near the hips. Each turret can rotate 360 degrees with a 60 degree arc of fire up and down. If necessary, the Gun Dragon can adjust the angle more by shifting its body. Operated by one of the gunners.

   Primary Purpose: Attack and Anti-Personnel.

   Secondary Purpose: Defense and Anticraft/Flyers.

   Mega-Damage: 4D6 M.D. from a single laser beam, 1D4x10 for a simultaneous double-barrel blast, or 2D4x10 M.D. when both back turrets lock in on the same target and fire simultaneously (counts as two melee attacks).

   Rate of Fire: Each turret can fire *four times* per melee round. Each single or double-barrel blast counts as one melee attack. A common tactic is to alternate the turrets to keep them firing constantly in a lethal barrage.

Effective Range: 4000 feet (1219 m).

Payload: Effectively unlimited; tied to the robot's power supply.

3. **Tail Guns (4):** One pair of light laser located at the end of the tail, and one pair in the middle. Each can rotate 360 degrees, but the tail must be pointed at the desired target. Typically operated by one of the gunners.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 3D6 M.D. per single blast or 6D6 per simultaneous double blast; both pairs of guns cannot train on the same target simultaneously.

Rate of Fire: *Five attacks* per melee round, per each pair of guns. A single or double blast counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: Unlimited as they are tied into the robot's nuclear power supply.

4. **Wrist Ion Guns (4):** Two guns protude from each wrist. They serve as backup weapons ideal for warning shots and close combat. The Pilot typically controls these weapons.

Primary Purpose: Anti-Monster/Demon and Defense.

Mega-Damage: 3D6 M.D. per gun, so a double blast would inflict 6D6 M.D.

Rate of Fire: *Three attacks* per melee round, per arm. A single or simultaneous double blast counts as one melee attack.

Effective Range: 1200 feet (366 m).

Payload: Unlimited as they are tied into the robot's nuclear power supply.

5. **Face/Head Lasers (10):** Like menacing eye stalks, six laser guns mounted in mini-turrets protrude from what resembles six eye sockets in the forehead that form a wide "V" shape. Four other lasers protrude from the cheeks. Each laser can rotate 360 degrees and has a 45 degree, up and down arc of fire. Typically operated by the copilot.

Primary Purpose: Anti-Monster/Demon and Defense.

Mega-Damage: 1D6 M.D. single blast, but any one or a cluster of guns can fire at as many as three different targets (usually firing in clusters, two clusters of three guns 3D6 M.D. each and one doing 4D6 M.D.), or all 10 can train on one target and fire simultaneously, inflicting 1D6x10 M.D. (or 6D10 M.D., whichever is preferred).

Rate of Fire: *Five attacks* per melee round. Each single, or simultaneous double, triple, quadruple, or ten barrel blast counts as one melee attack. Typically controlled by the copilot.

Effective Range: 1200 feet (366 m).

Payload: Unlimited as they are tied into the robot's nuclear power supply.

6. **Fire Breath:** The mouth of the Gun Dragon has two nozzles inside which shoots bursts of Mega-Damage flame like a flamethrower. May be controlled by the pilot or copilot.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 4D6 M.D. per double-barrel short burst. Has a 01-70% likelihood of setting combustibles on fire.

Rate of Fire: *Twice* per melee round. Each fiery blast counts as one melee attack.

Effective Range: 500 feet (152 m).

Payload: 50 blasts before the liquid fuel runs out.

7. **Mini-Missile Launcher:** Located just in front of the back cannons, between the shoulder blades is a box mini-missile launcher. It is normally tucked securely in the back so as to not interfere with the back cannons. However, it can rise up to fire as necessary and then retract.

Primary Purpose: Assault, Anti-Monster/Demon, Anti-Aircraft and Defense.

Mega-Damage: Varies per missile (5D6 or 1D4x10 M.D.). Typically loaded with fragmentation and armor piercing.

Rate of Fire: One at a time, or in volleys of 2, 4, 6, or 8. A volley counts as one attack and each launch of a mini-missile or volley takes away one of the attacks per round from the other weapons.

Effective Range: One mile (1.6 km).

Payload: The launcher holds 40 missiles.

8. **Smoke Dispensers (12):** Placed strategically all over the Gun Dragon are numerous smoke dispensers. Four are located on the face and are often used during battle to intimidate and scare the enemy. When all are used in conjunction they release a thick grey smoke that covers a 120 foot (37 m) diameter and completely obscures the gun dragon. Tear gas can also be substituted or mixed. Payload: 10 uses total per tube.

9. **Hand to Hand Combat:** Available only to those who take Robot Combat Elite: Gun Dragon. Those not skilled in "Elite" use the Robot Basic stats. **Note:** All bonuses are in addition to the pilot's (or copilot's or gunner's) own hand to hand combat training and attribute bonuses. They do not apply to the pilot's physical abilities outside the armor.

Total Number of Attacks per Melee Round with Weapons: 26, divided between five people. Each physical attack (punch, bite, stomp, tail slash, etc.) uses up one of these attacks.

Bonuses: +3 to strike in hand to hand combat, +3 to parry, and +2 to pull punch.

Penalty: -2 to dodge (yes, it's large and bulky).

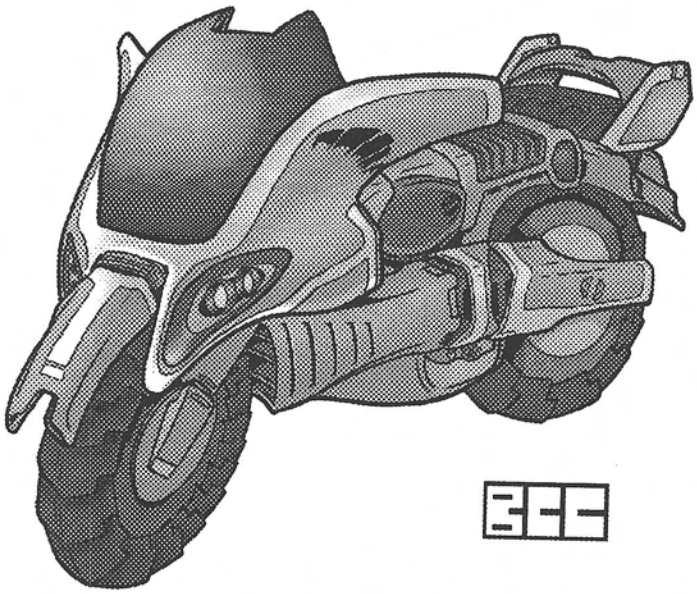
Mega-Damage: Punch damage 2D6 M.D. on a restrained punch, 1D4x10 M.D. on a full strength punch, power punch does 2D4x10+5 M.D. (but counts as two melee attacks), kick with rear legs: 3D6 M.D., tear or pry with hands: 4D6 M.D., tail strike: 5D6 M.D., body block/ram: 5D6 M.D., full speed running ram: 1D6x10 M.D. (but counts as three melee attacks), and stomp: 4D6 M.D., but only effective on targets smaller than 13 feet (4 m).

10. **Sensor Systems Note:** Those standard in all robots plus the same #1-4 as the Black Tiger (Optical Systems package, Distress Homing Beacon and Self-Destruct Mechanism).

Vehicles of Note

Cave Bike

In the early days when the Yin Caverns were first being explored, most of it was done on foot as most vehicles could not be spared. When things finally settled down, a new lightweight motorcycle was designed with the express purpose of exploring and navigating the caves. The bike became so popular that as the military retired the old bikes the citizens would ask for them



instead of recycling them. So there are tens of thousands of these bike on the streets of the Geofront. Only the military version has a built-in weapon system.

Vehicle Model Type: Motorcycle.

Class: Military Scout Vehicle.

Crew: One pilot, but a second person could ride in a pinch.

M.D.C. by Location:

*Forward Lasers (2) – 10

*Forward Headlights (4) – 2 each

*Tires (2) – 8 each

Windshield – 12

Optional Side Storage Compartments (2) – 15 each

Optional Side Mini-Missile Launchers (2) – 20 each

**Main Body – 85

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "called shot," but even then they are -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, rendering it useless.

Speed: 180 mph (288 km) maximum. Also, the specially designed tires allow the driver to go 90 mph (144 km) over very rough terrain, although it is not advised as there is a -25% to piloting under such conditions; only -15% piloting penalty when going 45 mph (72 km) or slower. The bikes have a special turbo boost that can momentarily increase the speed up to 250 mph (400 km), but for only 1D6 minutes. It then needs to be recharged for one hour, but only if the booster is engaged for the maximum time. If used in short spurts, say to jump ravines, it can be used four times before needing the recharge time.

Range: Varies, electric is 100 miles (160 km), electric-solar is 200 miles (320 km), nuclear's range is unlimited but adds an extra 2 million credits to the cost of the bike. Gasoline is not used because the exhaust pollutes the caves.

Statistical Data:

Height: 4.2 feet (1.3 m).

Width: 3 feet (.9 m).

Length: 5.1 feet (1.6 m).

Weight: 213 pounds (96 kg) as it is composed of lightweight Mega-Damage materials.

Cargo: The optional side compartments can hold the equivalent of a large backpack.

Power Systems: Electric, electric-solar combination and nuclear. The majority are electric.

Market Cost: 60,000 for the electric (and gas converted) models, and 2.1 million credits for the nuclear (typically only military models have nuclear power supplies and even 60% of the military's are electric-solar).

Weapon Systems:

1. **Forward Laser (2):** Only used for military bikes, a pair of light lasers in a fixed forward position, they turn with the front wheel.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 1D6 M.D. per single blast or 2D6 M.D. per simultaneous dual blast.

Rate of Fire: Each single or double blast counts as one of the pilot's attacks.

Effective Range: 1200 feet (366 m).

Payload: Nuclear, unlimited. Electric and Gas have E-Clip ports on either side of the bike. Two E-Clips can be inserted. Each E-Clip provides 30 single blasts, or 15 dual blasts.

2. **Optional Side Mini-Missile Launchers (2):** If combat is expected, the military personnel can opt to take two mini-missile launchers that attach to the back where the storage compartments would go.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: Varies per missile (typically 5D6 or 1D4x10 M.D.). Any combination can be loaded, including smoke.

Rate of Fire: One at a time or a volley of two or three.

Effective Range: Roughly one mile (1.6 km).

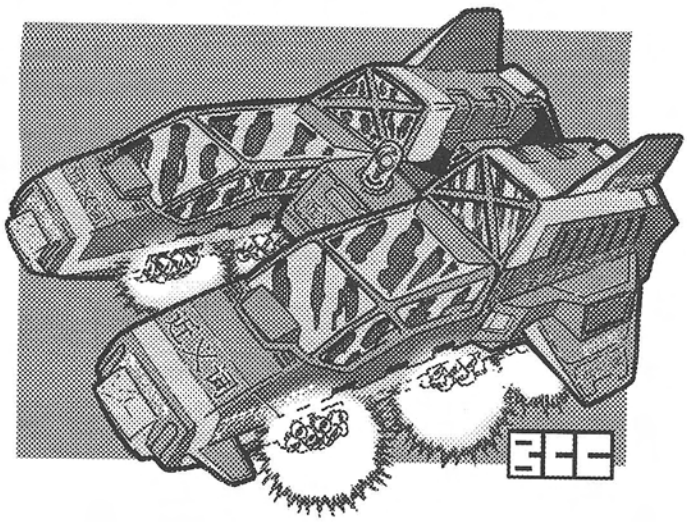
Payload: Three mini-missiles per side launcher; maximum of two launchers.

Police Cruiser

Back in the days prior to the Great Cataclysm, cities like Beijing and Hong Kong grew upwards, with the cities having towering skyscrapers and multiple levels. With the cities expanding up and out, responding to crimes and accidents quickly became critical. Hover vehicles were fast, but did not have the capability of reaching the 90th floor or higher. The solution was a police cruiser that utilized a new hover flight technology with the level of control and stability necessary to navigate along the rooftops and concrete canyons of modern mega-cities. The hover car could attain altitudes of 8000 feet (2438 m), weave around corners smoothly, and accelerate and stop on a dime. More importantly, the vehicle was as silent as a hawk, so it could cruise along the glass walls of skyscrapers and not be heard unless the siren was blaring. As the Geofront underground city grows and spawns newer, smaller communities sprawling through the cave network, these vehicles have become an integral tool for policing the streets and keeping the hidden sanctum safe. A similar vehicle is used for emergency and rescue, as well as military transportation and scouting.

Vehicle Model Type: PC-86

Class: Police Patrol Vehicle.



Crew: 3, pilot, co-pilot, and a third officer to monitor any prisoners or provide support.

M.D.C. by Location:

*Hover Jet Clusters (6, with two dozen separate directional jets) – 35 per cluster.

*Front Lights (2) – 10 each

*Police Light Top – 5

*Police Lights Side (4) – 3

Stun Emitters (2) – 35 each

Net Cannons (2) – 15 each

Exit Hatch (in rear) – 75

*Front Ailerons (2) – 15 each

Side Ailerons (2) – 35 each

Top Ailerons (2) – 25 each

Mini-Missile Launcher – 50

Reinforced Pilot's Compartment – 75

**Main Body – 225

Front Windshield (2) – 50 each

Top Windshields (2) – 20 each

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "called shot," but even then they are -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, rendering it useless.

Speed: Flying: The Police Cruiser is built for speed. It can obtain a maximum speed of 400 mph (640 km), with cruising speed being around 150 mph (240 km). Among the many airships, Police Cruisers are a common site in the cavern cities. VTOL capable and can hover stationary or up to 8,000 feet (2438 m).

Range: Effectively unlimited due to the nuclear power supply. However, after 24 hours the hover system overheats and requires a four hour cooling down period.

Statistical Data:

Height: 12 feet (3.7 m).

Width: 11 feet (3.4 m).

Length: 16 feet (4.9 m).

Weight: 3 tons.

Cargo: The back of the vehicle actually has two cages that can hold up to four people, and six really cramped. Some cruisers don't have the cages and are used as police transports. In addition to the standard crew, 8 police officers can be carried.

Power Systems: Nuclear with a 20 year life.

Market Cost: 3 to 4 million to produce. Exclusive to the Geofront.

Note: 50% of all Police Cruisers are only equipped with the capture net and the stunners. Some were modified with mini-missile launchers in case the cave cities needed to be defended.

Weapon Systems:

1. **Phased Array Stunner:** A larger version of the police standard side arm is mounted under each cockpit and can be utilized by either pilot or the copilot. The beam has a much shorter range, but was designed to be able to stun multiple persons, or limit a perpetrator's options by have a larger firing field.

Primary Purpose: Anti-crime, riot control and pacification of large crowds.

Mega-Damage: Varies, as the emitter has four settings. Light Stun does 1D6 S.D.C. damage, Normal Stun inflicts 3D6 S.D.C. damage, Heavy Stun does 1D6 M.D. The Lethal setting is deliberately omitted to avoid accidents.

Stun Duration: Standard, see the Phased Emitter Pistol on page 142 for details.

Rate of Fire: Each shot counts as one melee attack.

Range: 300 feet (91.5 m), but fires in a 30 degree arc and can affect up to 12 people/targets. This only works for the Light or Normal Stun. The Heavy Stun can only affect a single target at a time.

None of the settings are effective against people in M.D. body armor.

Payload: Effectively unlimited as it is tapped into the vehicle's power supply.

2. **Net Cannons:** In some situations where stunning or shooting is not an alternative, the net cannons are used. They can be deployed on either side of the cruiser. A little panel flips up and the cannon pops out and extends. The nets can grapple up to six human size targets.

Primary Purpose: Capture.

Mega-Damage: None. 1D6 S.D.C. damage and that's mostly from being knocked to the ground by the net.

M.D.C. of the Nets: 10; intended for use against S.D.C. opponents.

Rate of Fire: Each shot equals one melee attack.

Effective Range: 300 feet (91.5 m).

Payload: 6 nets per cannon.

3. **Optional Mini-Missile Launcher:** Located in the center of the craft is a recessed mini-missile launcher. When activated, the hatch flips open and the launcher is extended. Authorization from a superior officer is needed in order to open fire in the cave cities with explosives even when positive identification of a demon or armored intruder has been established.

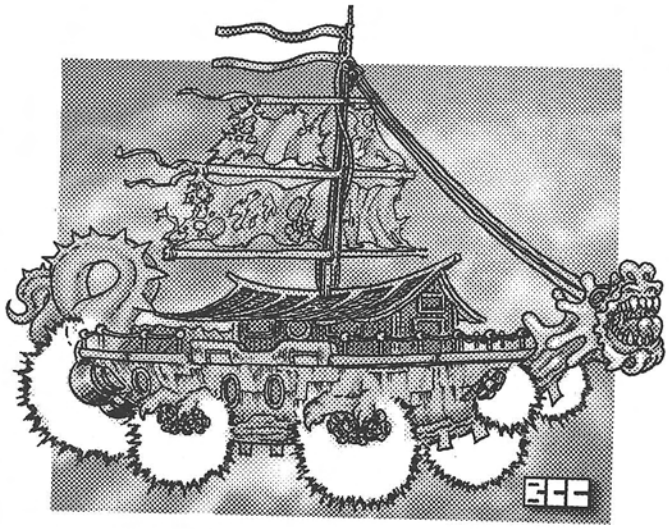
Primary Purpose: Assault & City Defense.

Mega-Damage: Varies per missile type.

Rate of Fire: One at a time or in volleys of 3, 5, or 10.

Effective Range: One Mile (1.6 km).

Payload: 24 with a peacetime mix of 12 smoke missiles, 8 tear gas missiles, and four armor piercing (1D4x10 M.D.); no plasma missiles allowed in the city.



Air Barge

Shanghai and Hong Kong were two of the more popular coastal cities in pre-Rifts China. Like Beijing, they too rose to new heights as mega-cities during the Golden Age. Few things would change along the coast and the harbor as hundreds of family barges still clogged the waterways. Over time a new sight would dominate the waters and move into the cities as well. Air Barges were relatively cheap at the time and mass produced. Whole families would live in a single barge and move from street to street, either selling wares or moving from job to job. During the days of the apocalypse thousands would flee, picking up thousands of other survivors along the way. Today they are just as common floating around the cave cities of the Geofront. Some barges have been in the same family for over ten generations and most are starting to look their age.

Vehicle Model Type: AB-101

Class: Civilian vehicle.

Crew: Pilot, copilot and communications person are required. A family of 24 can live on the vessel in comfort, 50-60 in cramped conditions. Typically have two lower floors in addition to the deck.

M.D.C. by Location:

Mast – 40

Ornamental Head – 30

Ornamental Tail – 20

House – 100

Hover Systems (6) – 35 each

Main Body – 200

Speed: Flying: The Air Barge is not built for speed, 70 mph (112 km) maximum and a cruising speed of 35 mph (56 km). VTOL capable and can hover stationary or up to 3000 feet (914 m).

Range: Effectively unlimited due to the nuclear power supply. Most families have found that on minimal power they can keep the VTOL engaged and parked indefinitely, though maximum speed is half. Solar powered versions once existed too, but are a rarity today.

Statistical Data:

Height: 65 feet (19.8 m) of which 30 (9.1 m) is the mast.

Width: 38 feet (11.6 m).

Length: 72 feet (21.9 m).

Weight: 12 tons.

Cargo: Varies per barge. Each can hold up to three additional tons. Some have a built-in business while others are just family dwellings.

Power Systems: Nuclear. These are truly generational ships. People have been born, lived and died on the same ship without ever stepping on the ground. Most ships have managed to stretch their nuclear power supplies to double their 30 year life expectancy. However, today more and more ships are having to find a permanent berth as their nuclear fuel is expended. The average barge has used 95% of its fuel. Some families will barter and trade and have managed to keep their own barge aloft for a least a century.

Market Cost: 5 million credits purchase on a mortgage like a house, only with 4-8 family heads pooling their resources to make payments (or pay rent; slumlords love these barges).

Weapon Systems: None. By city ordnance the barges cannot be armed and it is a felony to do otherwise.

Geofront Chi Warrior

Level 1: 0,000 - 1,925
Level 2: 1,926 - 3,850
Level 3: 3,851 - 7,450
Level 4: 7,451 - 14,900
Level 5: 14,901 - 21,000
Level 6: 21,001 - 31,000
Level 7: 31,001 - 41,600
Level 8: 41,601 - 53,000
Level 9: 53,001 - 73,000
Level 10: 73,001 - 103,500
Level 11: 103,501 - 139,000
Level 12: 139,001 - 189,000
Level 13: 189,001 - 239,000
Level 14: 239,001 - 289,000
Level 15: 289,001 - 339,000

Geofront Scout/Ranger

Level 1: 0,000 - 2,000
Level 2: 2,001 - 4,000
Level 3: 4,001 - 8,200
Level 4: 8,201 - 16,400
Level 5: 16,401 - 24,500
Level 6: 24,501 - 34,600
Level 7: 34,601 - 49,700
Level 8: 49,701 - 69,800
Level 9: 69,801 - 94,900
Level 10: 94,901 - 129,000
Level 11: 129,001 - 179,100
Level 12: 179,101 - 229,200
Level 13: 229,201 - 279,300
Level 14: 279,301 - 329,400
Level 15: 329,401 - 389,500

Demon & Dead Slaver

Level 1: 0,000 - 2,050
Level 2: 2,051 - 4,100
Level 3: 4,101 - 8,250
Level 4: 8,251 - 16,500
Level 5: 16,501 - 24,600
Level 6: 24,601 - 34,700
Level 7: 34,701 - 49,800
Level 8: 49,801 - 69,900
Level 9: 69,901 - 95,000
Level 10: 95,001 - 130,100
Level 11: 130,101 - 180,200
Level 12: 180,201 - 230,300
Level 13: 230,301 - 280,400
Level 14: 280,401 - 340,500
Level 15: 340,501 - 400,600

Goblin Wrangler
Geofront Metal Warrior
Geofront Whack Job Scientist

Level 1: 0,000 - 2,100
Level 2: 2,101 - 4,200
Level 3: 4,201 - 8,400
Level 4: 8,401 - 17,200
Level 5: 17,201 - 25,400
Level 6: 25,401 - 35,800
Level 7: 35,801 - 51,000
Level 8: 51,001 - 71,200
Level 9: 71,201 - 94,400
Level 10: 94,401 - 129,600
Level 11: 129,601 - 179,800
Level 12: 179,801 - 230,000
Level 13: 230,001 - 280,200
Level 14: 280,201 - 332,400
Level 15: 332,401 - 400,600

Geofront Technical Officer
Geofront Military Specialist
Geofront Geo-Borgs (all)

Level 1: 0,000 - 2,120
Level 2: 2,121 - 4,240
Level 3: 4,241 - 8,480
Level 4: 8,481 - 17,000
Level 5: 17,001 - 24,900
Level 6: 24,901 - 36,300
Level 7: 36,301 - 52,600
Level 8: 52,601 - 72,900
Level 9: 72,901 - 96,000
Level 10: 96,001 - 132,300
Level 11: 132,301 - 181,600
Level 12: 181,601 - 232,900
Level 13: 232,901 - 282,300
Level 14: 282,301 - 334,600
Level 15: 334,601 - 400,900

Demon Catching Hero
Soothsayer
Geofront Shadow Warrior

Level 1: 0,000 - 2,160
Level 2: 2,161 - 4,320
Level 3: 4,321 - 8,640
Level 4: 8,641 - 17,200
Level 5: 17,201 - 27,300
Level 6: 27,301 - 37,400
Level 7: 37,401 - 55,500
Level 8: 55,501 - 76,000
Level 9: 76,001 - 102,000
Level 10: 102,001 - 146,000
Level 11: 146,001 - 192,000
Level 12: 192,001 - 248,000
Level 13: 248,001 - 298,800
Level 14: 298,801 - 356,900
Level 15: 356,901 - 448,000

Blind Mystic
Geofront Chi Commando
Geofront Lightning Warriors

Level 1: 0,000 - 2,140
Level 2: 2,141 - 4,280
Level 3: 4,281 - 8,560
Level 4: 8,561 - 17,520
Level 5: 17,521 - 25,540
Level 6: 25,541 - 35,580
Level 7: 35,581 - 52,600
Level 8: 52,601 - 72,800
Level 9: 72,801 - 98,200
Level 10: 98,201 - 136,400
Level 11: 136,401 - 188,800
Level 12: 188,801 - 236,200
Level 13: 236,201 - 288,400
Level 14: 288,401 - 342,800
Level 15: 342,801 - 404,200

Warrior: Jian Shih
Gun Master
Spirit Host

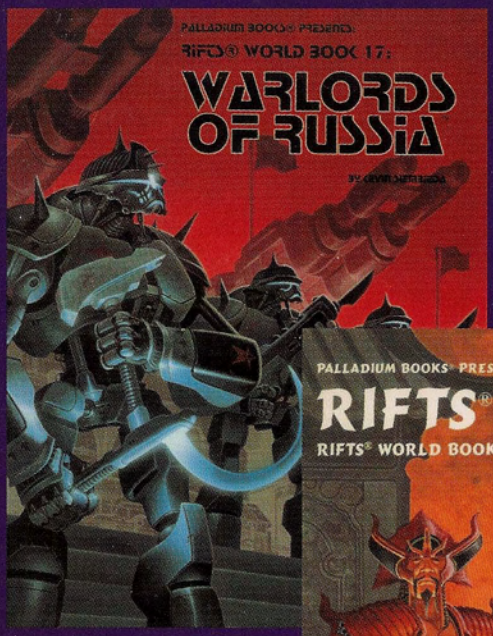
Level 1: 0,000 - 2,200
Level 2: 2,201 - 4,400
Level 3: 4,401 - 9,000
Level 4: 9,001 - 18,000
Level 5: 18,001 - 28,000
Level 6: 28,001 - 40,000
Level 7: 40,001 - 60,000
Level 8: 60,001 - 80,000
Level 9: 80,001 - 100,000
Level 10: 100,001 - 150,000
Level 11: 150,001 - 200,000
Level 12: 200,001 - 275,000
Level 13: 275,001 - 350,000
Level 14: 350,001 - 425,000
Level 15: 425,001 - 525,000

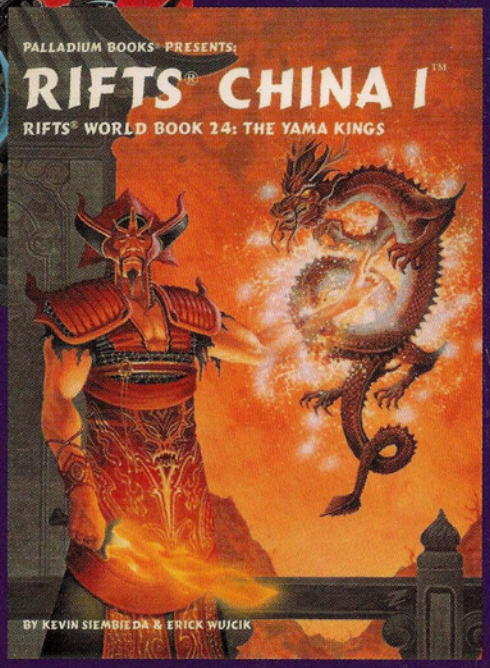
Monk: Wai Chia Wu Shih
Warrior: Chun Tzu

Level 1: 0,000 - 2,240
Level 2: 2,241 - 4,480
Level 3: 4,481 - 9,100
Level 4: 9,101 - 18,300
Level 5: 18,301 - 30,600
Level 6: 30,601 - 42,900
Level 7: 42,901 - 62,300
Level 8: 62,301 - 85,600
Level 9: 85,601 - 105,900
Level 10: 105,901 - 155,000
Level 11: 155,001 - 210,000
Level 12: 210,001 - 285,000
Level 13: 285,001 - 370,000
Level 14: 370,001 - 440,000
Level 15: 440,001 - 530,000

Enlightened Demon
Monk: Chi-Gung Sen Ren
Warrior: Nei Chia Wu Shih

Level 1: 0,000 - 2,400
Level 2: 2,401 - 4,800
Level 3: 4,801 - 9,600
Level 4: 9,601 - 19,200
Level 5: 19,201 - 32,800
Level 6: 32,801 - 43,200
Level 7: 43,201 - 62,800
Level 8: 62,801 - 85,400
Level 9: 85,401 - 108,600
Level 10: 108,601 - 165,200
Level 11: 165,201 - 220,400
Level 12: 220,401 - 290,600
Level 13: 290,601 - 380,200
Level 14: 380,201 - 470,400
Level 15: 470,401 - 540,000





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