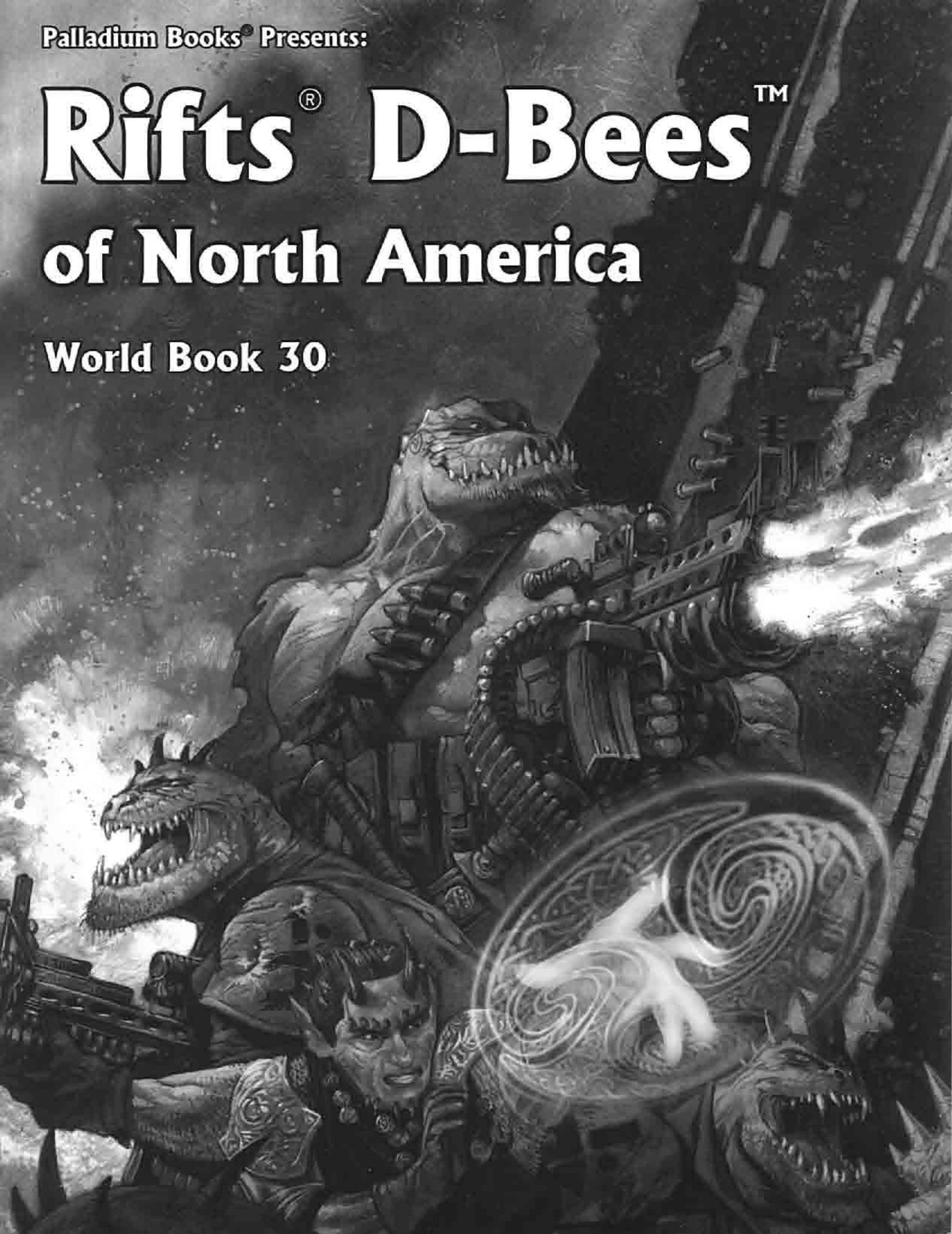


Palladium Books® Presents:

Rifts® D-Bees™ of North America

World Book 30



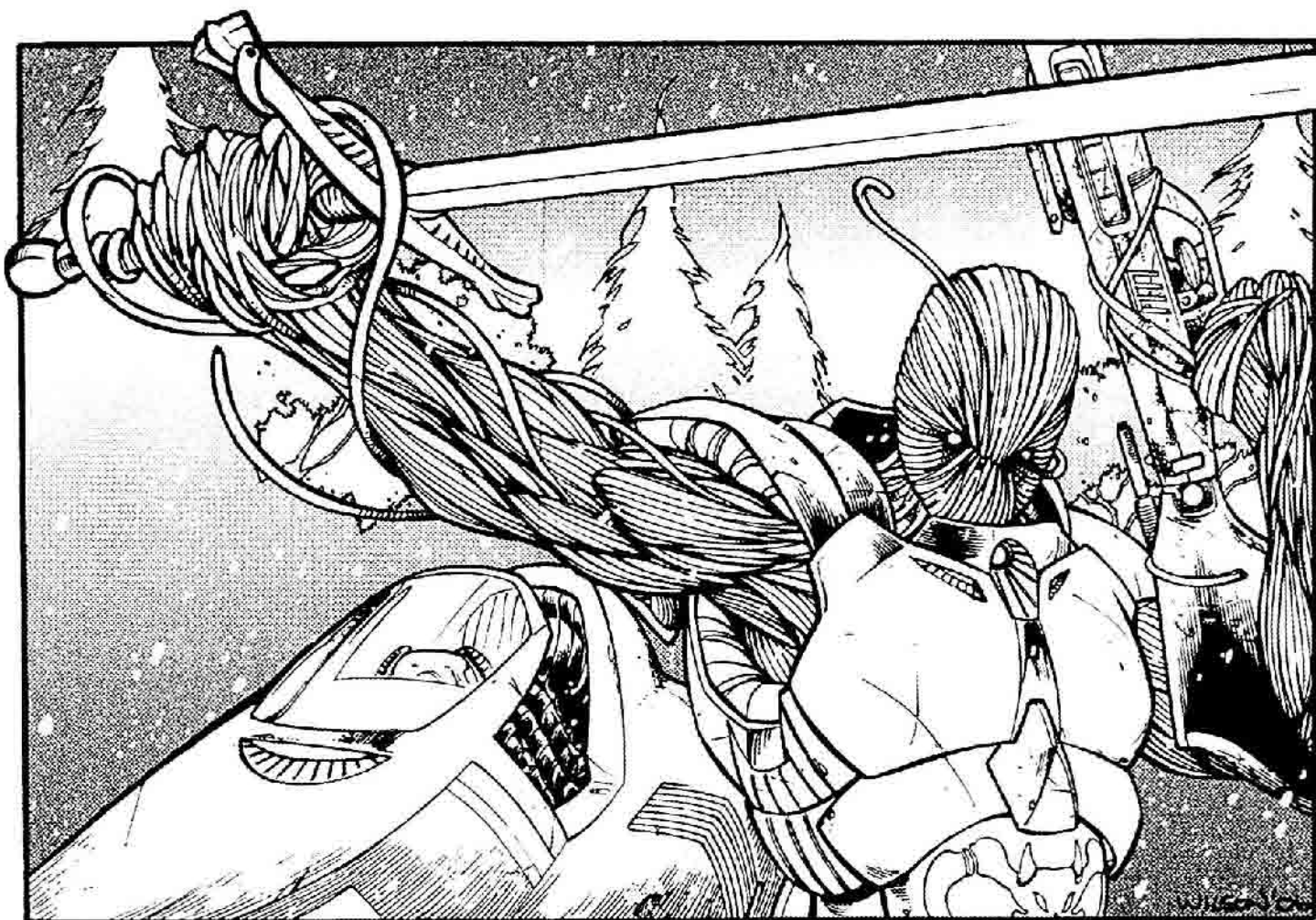
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With respect and appreciation to Palladium's wonderful freelance artists and writers who have stuck by me through thick and thin. Together, we hope to bring a new era of excitement and wonder to the Palladium Megaverse®.

— Kevin Siembieda, 2007

The cover, by Dave Dorman, depicts a *Grackle Tooth*, a pair of *Larmac* and a *D'Norr Devilman* locked in combat against an enemy off camera.

First Printing – April 2007

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Rifts® D-Bees™

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– *Kevin Siembieda, 2007*

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A few words from the Publisher

Rifts® D-Bees of North America was a group effort. It is the brainchild of fan and Game Master, *Levi Johnstone*. He suggested it at the *2006 Palladium Open House* to some freelance writers and the next thing you knew, we had *Jason Richards* coordinating the project and 10 freelancers contributing 35 or so new D-Bees. Jason sent the finished descriptions in to me, at Palladium, where I edited and tweaked them a bit, combined them with updates on D-Bees from other books set in North America, assigned the artwork to a host of talented artists, and, well, here it is for your enjoyment.

We hope you'll see this book as more than "the big book of D-Bees" and see it as a unique source for ideas. Ideas for Player Characters, villains, heroes and countless adventures.

For players, this sourcebook offers nearly 100 different characters to play. Alien beings lost in a world that is not their own. A world that is an alien and hostile place. A world where they are not wanted and don't belong. A world that is forced upon them as their *new home*. This alone should give players plenty of ammunition to make any D-Bee character they choose to play, unique, different and fun. On top of that, each D-Bee has his own unique range of physical and mental attributes, natural abilities or special powers and, often, a unique culture or view of themselves and the world around them.

Game Masters, each and every D-Bee should offer you a potential villain or Non-Player Character (NPC) to make the world of **Rifts®** that much more rich, unique and *alien*. Furthermore, we hope each and every entry offers more than one idea for potential conflicts, adventure scenarios and subplots. Use these characters and ideas to make **Rifts®** more exciting, dangerous, wonderful and unearthly.

Most of all, we hope everyone has fun with our creations.

— Kevin Siembieda, February 2007

What is a D-Bee?

The term "D-Bee" is Rifts Earth slang for *Dimensional Being*. A being from another dimension.

Actually, *D-Bee* is reserved for *humanoid* beings from another dimension or world. Beings with a general, *human shape*. They may have wings, tails, a pair of extra arms, clawed hands, an insect or animal-like appearance, but, with only a few exceptions, they stand upright on two legs, have a single head and a basic, human-like appearance. In fact, some look so human you wouldn't know the difference until they exhibited an inhuman ability, or noticed pointed ears, fangs, or odd eyes. Others look like a human who has been mutated to have tough, scaly skin, greater strength and bulk, fur, fangs or other unusual features. And some are just plain weird or monstrous.

Less than 25% have Mega-Damage bodies, the rest have Hit Points and S.D.C., and need M.D.C. armor or magic to protect them against Mega-Damage opponents and weapons. All are

mortal, like humans, though a few have life spans greater than a human being (120-500 years); only one, the Demon-Dragonmage, lives for thousands of years and may not, technically, be a true D-Bee. Most D-Bees also have human-like intelligence and usually, human-like emotions, needs and desires.

A D-Bee is **NEVER** a true *creature of magic* – beings like Faerie Folk and dragons – nor *supernatural beings* such as demons and Deevils. Supernatural creatures are immortal, usually born with magical and inhuman powers, they have Mega-Damage bodies, regenerate physical damage, and even lost limbs in a matter of hours or minutes, and sometimes seconds. Most *supernatural beings* are creatures of pure *instinct* rather than reason and learned skills or behavior. Demons are the natural enemy of human beings and other *mortals* such as *D-Bees*. They are predators who prey upon mortal men and delight in their torment and suffering. While many of these creatures also look human and humanoid, or can take a human or D-Bee appearance, they are *monsters* with little in common with people of flesh and blood.

D-Bees came to Earth via the Rifts. Some came as explorers and adventurers, some as would-be world conquerors, but most were torn from their natural birthplace. The Great Cataclysm created a disturbance on a cosmic scale. Dimensional Rifts appeared on planets and in dimensions across the Megaverse and its seething, out of control mystic energies caused disaster on thousands of worlds. In many cases, strange energy warped unsuspecting people to another place or time. In other cases, a rolling storm would literally tear people from where they stood and hurl them through a Rift in time and space. In less violent cases, a dimensional portal would simply open, like a giant doorway to another world, and lure curious people and unsuspecting animals to walk through to the other side, only to be trapped when the door closed.

Most D-Bees torn from their homes were deposited on *Rifts Earth*, the source of the cosmic disturbance. Most people had no idea what had happened to them, where they were, or how they got there. Many, whether a small handful of people or a looming army of them, were assailed by monsters, other aliens, and mystic forces the moment they arrived. Like humans, D-Bees have struggled to survive the best they can. With no idea how to get back home or even where home might be, Rifts Earth has become their *adopted home*. Some hate it here on Earth, some love it. Some search for a way home, others don't even remember what their birth planet or society was like.

The majority of D-Bees arrived on Earth during the **Great Cataclysm** or the early decades of the **200 Years Dark Age**. After 200-300 years, depending on when the D-Bee arrived on Earth, most have lived on the planet for 4-15 generations, meaning this is the only life the current generations have ever known. New life forms continue to appear via the Rifts, but random Rift activity and cosmic disturbances across the Megaverse have slowed down to a crawl since the eruption of the Great Cataclysm. Thus, the majority of D-Bees have existed on Earth for more than two centuries.

As time passed, random Rift activity slowed down. Today, most ley lines are quiet, though they may awaken and erupt, like a volcano, to tear open the fabric of space and time, momentarily linking Rifts Earth to an alien world or dimension. Other times, a Rift may be opened by a practitioner or creature of magic, and if mishandled or if the Rift-maker is careless, new

people or monsters may slip into our world, yet again. Hence *Rifts Earth* is a planet filled with dinosaurs, aliens, monsters, demons and gods. The environment is ever-changing. The Rifts ever volatile. Kingdoms rise and fall changing the political landscape just as dimensional portals and alien energies transform the physical environment. This is the nature of *Rifts Earth* and the origins of its many diverse people.

Numbers and Perspective

Inevitably, a book that lists and describes 80 or 90 alien humanoids is going to feel like an awful lot. You lose perspective and may start to think North America is pretty darn crowded. I can see some readers jumping and saying, "Yikes, this isn't a wilderness, there are people crawling all over North America."

Sort of, but not really.

Stop and think about it. If you live in the United States, a State like *Michigan* has a population of around *10 million people*. A place like *New York* has almost *20 million* with something like 9 million clustered in and around the city of Manhattan alone. A large State like *California* has *36 million* people, and there are still plenty of locations in *all* of these crowded States that are the middle of nowhere – wilderness. There are places in the country, mountains or backwoods where you don't want your car to break down, because there's no one around for miles, or there are wolves, coyotes, bears and cougars prowling those woods. And these are *major population areas*.

Fast forward to *Rifts Earth*, 101 to 109 P.A. There may be as many as *30-40 million people* living in the entire continent. That's 30-40 million people in *all* of Canada, the USA and Mexico combined!

Take the *2007 population of California* and scatter it across the entire United States, Canada and Mexico, and you have the population of *North America* on *Rifts Earth*, 109 P.A. That's a lot of land area and very, very, few people. Oh, and half of those people are clustered in and around big cities like those of the Coalition States. That leaves the rest of the country pretty darn remote.

City-states, kingdoms and nations like Chi-Town, Iron Heart, Free Quebec, Lazlo, Kingsdale, and other communities are an *oasis* in the middle of nothing surrounded by wilderness, monsters and danger. You could travel from the ruins of *Madhaven* to the *Rocky Mountains* and not encounter a soul. Or just run into a couple of trappers, a wandering Fingertooth salesman and a band of barbarians. Of course, in a game context, that's as boring as all get out, and you are, after all, playing *adventurers* looking for action. So far you, that same trip is likely to involve all kinds of encounters. A dragon perhaps, an insane Necromancer, a maniacal Demon-Dragonmage, a gang of bandits, a Coalition platoon, a Cyber-Knight on a mission, a town troubled by who knows what, and on, and on, and on.

As people in a modern world of highways, fast cars, jet aircraft, the internet and convenience, it's difficult to imagine a vast wilderness or isolated hunks of civilization with no civilization in between them. Oh, we think we're smart and we think we can imagine it, but we can't. Not really. Not unless we get a little taste of it out of the blue and make ourselves remember it.

A camping trip out in the wild. I mean the real wild. A place where you suddenly feel alone and removed from the civilized world. You know that your car is parked only a few miles away and the highway is just a little farther down the road, but in the woods, it feels like a hundred miles (160 km) away. At night, in true darkness broken by unfamiliar sounds, the car and the highway may seem more like a thousand miles (1600 km) away, and you feel like you're the last person on Earth.

Another taste of civilization lost may happen when you lose power. Not for a few hours, but for a few days. That happened here in Michigan a few years back when the power grid went off line for a whole 2-3 days. Funny, but suddenly the world got a whole lot smaller and quieter. The sound of cars vanished and simple things you took for granted were gone. The loss of power affected so much more than lights. No computers, no internet or telephones, and overloaded cellular communication systems meant no cell phones either. No radio unless you had one with good batteries. Certainly no television. Food in the refrigerator was spoiling. Food to be eaten had to be cooked over a fire on an open grill. That meant you needed charcoal and lighter fluid and where was that lighter? You couldn't even flush the toilet without having a bucket of water to add to the flow. The water supply was quickly contaminated, so you couldn't take a shower, and you couldn't drink it unless boiled first. Thank goodness for bottled water, *if* you had some on hand or got to the stores before they were all bought out. Suddenly, *daylight* became much more important, though even during the day, it was dark inside parts of the house.

Night was that much *darker* than usual. You can't read in the dark. Candlelight sucks. The summer heat was oppressive. Animal noises (mostly insects) filled the air. You felt alone, cut off from the rest of the world.

We don't think about it, but we have become communication junkies. We're wired to the *world*. And when that connection is gone, suddenly that world shrinks and you don't know what's around the next corner or making noise behind that bush over yonder. If there's trouble, you can't call the police. If you get hurt, you can't call for an ambulance, and if you don't have enough gasoline in your vehicle, you can't drive to a hospital. You have to rely on yourself, your immediate family, maybe a neighbor. I could go on and on, and that's not even the wilderness. That's right in the city. Folks didn't panic or misbehave when the grid collapsed, because we knew power would be on soon. In a day or two, or three, our world would return. But look how fast civilization crumbles in a crisis like Hurricane Katrina. Look how small my world became without power for three days.

Those moments are tiny glimpses of what life is like for most people on *Rifts Earth*. They are small and alone in a vast, uncertain world filled with the unknown.

The humans and D-Bees of *Rifts North America* may have special powers or a smattering of super-technology, but they need it. Their world is a whole lot weirder and more dangerous than ours. There may be a few oases of super-technology or magic, but even those places are hostile and dangerous environments. Beyond those oases is wilderness and an ever-changing world. Going from here to there, 20 miles (32 km) away, could be an adventure or a life and death struggle. There is no highway, turnpike or State policeman. Just a dirt road that ends a

mile or two down the way into a wilderness and the unknown between here and there.

The D-Bees who fill the pages that follow, live in that vast and uncertain world. They help shape that world and are presented to help *you* make that fictional world more exciting, exotic and fun. We hope they do just that.



Aardan Tek

By Kevin Siembieda

The Aardan Tek are aliens from another world where magic and technology co-exist. They have only recently discovered dimensional travel via the Rifts, and have come to Rifts Earth to observe, study and learn from its many diverse people. They

hope to learn about different types of magic and uncover more secrets about dimensional travel. Consequently, they are especially interested in learning about *Techno-Wizardry*, *Shifting*, *Temporal Magic*, and *Stone Magic*.

Visiting Rifts Earth is the Aardan Tek's first step in dimensional travel, so they see Rifts Earth as an exciting and rare opportunity. Early on, the aliens realized a rare "dimensional event" unlike anything they had imagined possible had taken place on Earth. They understood that the planet had become a nexus to countless other planets, but did not expect the level of violence. Thus, the Aardan Tek have found Rifts Earth to be both a thrilling opportunity and a terrifying and dangerous endeavor to discover and learn about new magic, other races and the Megaverse. For one, they did not expect to find a planet teeming with life, particularly intelligent life. For another, they did not expect to find scores of other dimensional travelers nor such a wide variety of different types of magic. They are especially amazed at the number of dangerous supernatural beings such as the Splugorth and many of the so-called demons, as well as *dragons*, *Faerie Folk*, and other *creatures of magic* of which they had no prior knowledge. The Aardan Tek knew only of a dozen or so demons that included the *Brodkil*, *Black Faerie*, *Imps* and *Gremlins*.

Aardan Tek's knowledge of magic and the Megaverse has taken a quantum leap since coming to Rifts Earth, but they are like children in a candy store all wide-eyed and full of excitement, and without any idea what this trip to Rifts Earth might cost them. Unaware of the cost in terms of loss of Aardan Tek life to exploring Rifts Earth or what the new knowledge and magic they discover might do to their culture and lifestyle back home. Dark magic and dark creatures have a way of following such innocent initiates into the ways of magic back home in ways they never imagined. And the Aardan Tek had better pray that's all they bring home with them, as the Splugorth and other dimensional beings and demons are always on the lookout for new worlds to conquer and new people to enslave.

Aardan Tek – Optional Player Character & NPC

Pronunciation: Air dan tek.

Also known as the Long Nose D-Bees.

Alignment: Any, but typically *Scrupulous* (20%), *Unprincipled* (25%) and *Anarchist* (20%), though venturing into the realm of dark magic and dealings with the supernatural may change that.

Attributes: I.Q. 2D6+8, M.E. 2D6+8, M.A. 2D6+4, P.S. 3D6, P.P. 2D6+8, P.E. 3D6, P.B. 1D6, Spd 4D6.

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 160-230 pounds (72 to 103.5 kg).

Hit Points: 5D6 +P.E. attribute number, plus 1D6 per level of experience, starting at level one.

S.D.C.: 6D6

M.D.C.: By magic or M.D.C. body armor only.

P.P.E.: 5D6 or per magic O.C.C.

Horror Factor: 10.

Disposition: Varies with each individual, but generally, most Aardan Tek are confident, inquisitive, studious and positive. They see life as an adventure and the discovery of Rifts Earth as the greatest adventure of the millennium.



Average Life Span: 4D6+78 years. Reach physical maturity by age 17. Females give birth to one or two live young after a 9 month pregnancy.

Natural Abilities: Sharp vision with 200 degrees of peripheral vision, good speed and dexterity, and can leap six feet (1.8 m) high and eight feet (2.4 m) across (increase by 50% with a running start), excellent balance due to the wide, finger-like feet (+5% to Acrobatics and Gymnastics skills, and +5% to Climb and Prowl).

Prehensile Nose & Keen Sense of Smell (special): All Aardian Tek have a prehensile, trunk-like proboscis that hangs down from the center of their face like the trunk of an elephant (the mouth is located under the trunk). Though much smaller than an elephant's trunk, this "nose" can be turned to face all directions, can detect odors on par with a canine and can pick up, hold and manipulate small, light objects similar to an elephant.

The D-Bee can identify and follow the "scent image" of specific individuals from their sweat (the sweat of every individual human and most D-Bees is unique to him, like a fingerprint). Their olfactory senses are so well developed that Aardian Tek can tell what direction an individual person may have gone from the evaporation of sweat and various other scents, and determining which are the freshest. Specific abilities are as follows:

Recognize Common and Strong Scents (special): Recognize and accurately identify general/common/known smells, including most airborne scents, food, animals, and the path used by a group of humans, mutant animals, D-Bees or monsters, as well as other strong and/or distinctive smells. **Base Skill:** 70% +3% per level of experience. **Range:** 100 feet (30.5 m) per level of experience.

Identify Specific Smell (special): Including the scent of specific individuals (specific characters), poisons or drugs mixed into food or drink, unique and unusual scents and so on. The character must be familiar with the subject/scent and/or have a piece of clothing, hair, blood, etc., that the D-Bee can use as a reference. **Base Skill:** 58% +2% per level of experience. **Range:** 25 feet (7.6 m) per level of experience.

Track by Smell Alone (special): Following a trail without using visual cues, but scent alone. The D-Bee can also sniff his way through total darkness if there is a scent or other smells he can follow, and the character suffers only *half* the normal penalties to strike, parry, and dodge when blinded or in total

darkness. **Base Skill:** 34% +4% per level of experience. **Note:** In most cases, the character should roll once for every 1000 feet (305 m) to see if he stays on the trail (half that distance if the scent is light or if the trail is covered in light rain or snow). A failed roll means the trail has been temporarily lost. Two successful rolls out of three tries means the trail has been rediscovered. Two failures means the trail is lost. A scent trail cannot be more than a day (24 hours) old.

Available O.C.C.s: Any, but the vast majority of Aardian Tek gravitate toward practitioners of magic (any) and Adventurer O.C.C.s, particularly the Body Fixer, Rogue Scientist, Rogue Scholar, and Vagabond (as in Vagabond explorer). Aardian Tek typically avoid invasive physical augmentation.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: Those gained from Hand to Hand Combat training (minimum of two without a combat skill).

Bonuses (in addition to those acquired by attributes and skills): +3 on initiative, +2 on Perception Rolls (+4 when involving scents), +2 to parry and dodge, +1 to roll with impact, and +2 to save vs Horror Factor.

Damage: As per P.S., magic or by weapon.

Vulnerabilities: 1. Much more susceptible to strong smells; double the penalties from noxious fumes and stench attacks. 2. Poor swimmers (-10% on all swimming skills). 3. Their alien and ugly appearance (by human standards) makes them stand out, and they are often the target of D-Bee haters and slavers. 4. The Aardian Tek's inexperience as trans-dimensional explorers and their insatiable sense of curiosity are prone to get them in trouble. Likewise, some are overconfident and take on more than they can handle.

Psionics: Same range of possibilities as a human.

Magic: As per O.C.C. Culturally, 55% practice some form of magic. Of those who come to Rifts Earth, 75% are magic practitioners or are seeking to learn a new type of magic.

Standard Equipment: As per O.C.C. Aardian Tek love magic items and magic weapons. Player characters start with none, but they will want to acquire as many as possible.

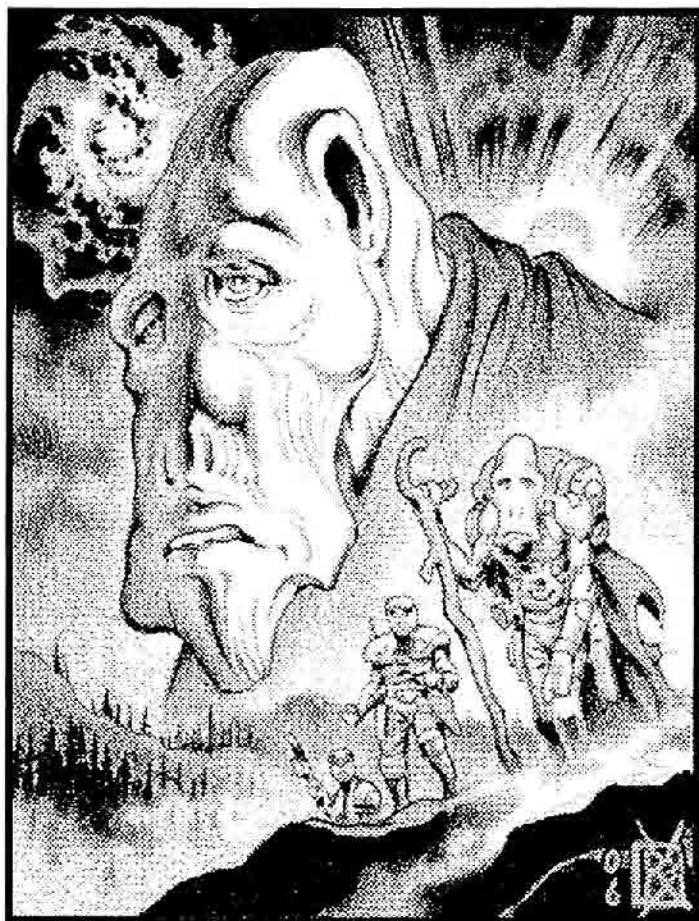
Allies: None per se, but tend to gravitate toward artists, musicians, philosophers, scholars, scientists and fellow practitioners of magic. They are also *fascinated* by creatures of magic, like dragons and Faerie Folk.

Enemies: The CS, human supremacists and those opposed to magic and D-Bees. They also recognize demons and other supernatural beings as being inherently dangerous and evil.

Habitat: Aardian Tek can be found anywhere in North America, but are most numerous in Ontario, Michigan and the Ohio Valley/Magic Zone. Individuals and small groups are actively exploring the North American continent (and to a lesser degree, the world) and investigate places of magic and centers of dimensional and supernatural activity which include the Calgary Rift and Wyoming Medicine Wheel among others. They have avoided the Splugorth's Atlantis for fear that the Splugorth might target them as a slave race. A number of Aardian Tek live and study at Lazlo, New Lazlo and the Federation of Magic, and many others visit. A few dozen

joined the defense of Tolkeen; most perished in the war and brought the Aardan Tek race to the Coalition's attention. They have since been added to the top of the Coalition's list of most dangerous inhumans because they are a magic practicing D-Bee.

Note: Originally appeared in *Rifts® World Book 20: Canada*.



Adna Nomads

By Josh Sinsapaugh

I am very happy to report that our first encounter with an Adna nomad was a pleasant one. He was nice, quiet, but friendly and willing to share some of his travel rations with the expedition. He spoke in American and pointed out the best path to take out of the southern Horror Forest to the population center of Char. He warned me of the dangers of that squalid shanty town and I thanked him, although I knew the dangers full well, especially after having visited the town with the great Decarn Neenok. It was then that I learned the true nature of the Adna Nomads.

I mentioned that I had been in the area before and expressed my amazement that I had not seen an Adna on my first trip to the region. Our new friend hung his head and recounted the sadness that he believed afflicted every member of his race: "We are rapidly heading toward extinction. I know not how many of my kind remain." He spoke solemnly and with great intent. "We have come to this planet for one more adventure before the doors of fate slam shut on us." His solemn words soon returned to cheer, however, before he bade us farewell and disappeared into the woods.

I am burdened with a great sadness to write that I have not met another Adna Nomad since that encounter in the woods. I pray he wasn't an illusion or apparition; he was such a nice fellow.

- Excerpt from *A Short Study* by Joachim Curli, *Legacy Scout*

The Adna, a species of nomadic humanoids, are one of the rarest D-Bees on the North American continent. They are occasionally encountered anywhere in the world, but are mainly found in and around the Appalachian Mountains. Joachim Curli estimates the presence of the Adna Nomads in North America to be fewer than 100. Leading scholars in Lazlo and New Lazlo estimate their numbers to be closer to 500, but nobody knows. The Adna themselves claim to have no idea how many of them exist, and imply there may be less than a thousand throughout the entire Megaverse.

The reason for the low population and looming extinction of the race is simple and tragic, genetic disease. Ninety-eight percent of all Adna are afflicted with a genetic disease that the race calls *the Long Death*, a sickness that first renders them sterile and eventually kills them. They have tried all manner of gene therapy and other cures, conventional and magical, all without success. Furthermore, even the 2% not affected by the Long Death may carry it and run a large risk of passing the sickness on to their offspring (50% chance). Thus, the race is dying. Most Adna have become surprisingly philosophical about their fate, and even healthy ones don't expect to find a mate to help propagate their race. That having been said, many Adna have come to Rifts Earth hoping to find other healthy Adna adventurers using the planet as a doorway to explore other worlds. Others come seeking adventure and new wonders to forget the Long Death. And some seek the elusive and cold-hearted Gene-Splicers in the hopes that they might somehow be convinced to help them.

These D-Bees have been, and always will be, a race of explorers who can never seem to shake away a persistent feeling of wanderlust, no matter how many lands, worlds or dimensions they visit. The Adna on Rifts Earth seem to prefer wilderness settings. In North America their focal point seems to be the Eastern Seaboard from Northern Canada to Florida. However, the mountains and foothills of the Eastern Wilds have become home to a handful of family clans, 17 Adna in all. These are (mostly) *healthy Adna* who dream of raising families and extending their race for a little while longer. They find the quiet splendor of the wilderness to be calming, despite the wild and deadly nature of both the locals and the environment. Overall, their focus on the eastern forests stems from their love of peace and tranquility. Traits the Adna are hard pressed to find in the population centers of Rifts Earth. The pacifist nature of these gentle Megaversal wanderers is so well known that even the most militant human and D-Bee barbarians don't, as a rule, harass, attack or raid them.

The gentle Adna are tall and thin, measuring 8-9 feet (2.4 to 2.7 meters) in height. They have salmon-pink skin and long, spindly, flexible arms that extend down past their knees, giving them a reach of 6-7 feet (1.8 to 2.1 m). Yet somehow they remain graceful and regal looking, moving like flowing water. Their elongated heads are two feet (0.6 m) long, they have slits

for a nose, and large, warm, dark gray eyes like those of a deer or anime character, but don't seem frightening at all. Rather, they have a Bambi-like sweetness to them and exude trust, sincerity and humility. Part of the Adna's disarming charm is their warm smile and gentle nature. Whenever an Adna is encountered, he is likely to have a bedroll and large backpack filled with his belongings strapped to his back. A host of other, smaller sacks, canteens and gear probably dangle from it. They are also fond of using staves and walking sticks, their clothing typically matching the environment so they may blend in with their surroundings.

Adna - Optional Player Character or NPC

Also known as "The Quiet Wanderers" and "End Men."

Alignment: Any, but tend to be Principled (25%), Scrupulous (30%), Unprincipled (20%) and Anarchist (10%).

Attributes: I.Q. 3D6+5, M.E. 3D6+5, M.A. 3D6+7, P.S. 3D6, P.P. 2D6+3, P.E. 2D6+3, P.B. 2D6+1, Spd 3D6.

Size: 8-9 feet (2.4 to 2.7 m) tall.

Weight: 300 to 500 pounds (135 to 225 kg).

Mega-Damage Capacity: P.E. attribute number plus 6D6, plus an additional 2D4 M.D.C. per level of experience.

Horror Factor: Not applicable.

P.P.E. 2D6

Disposition: Having accepted death and the end of their race as being inevitable, most Adna are even tempered, share a high regard for life, beauty and tranquility, and are outwardly happy and compassionate, even though an inner sadness secretly dogs them. They love people, culture, art, music, books, film, creative expression and knowledge.

Average Life Span: 4D6+90 years. Ancestors used to live to 220.

Natural Abilities: Smart, resourceful and highly adaptive. A healthy Adna does not reach physical maturity until age 21 and a healthy female can give birth to one child as often as every four years. Gestation period is a long 18 months. Most Adna mate for life, and when a spouse dies, the survivor spends the rest of his or her days wandering.

Available O.C.C.s: Any Adventurer O.C.C., but Rogue Scholar, Rogue Scientist, Wilderness Scout and educated Vagabond are especially attractive. No Men of Arms or Magic occupations.

Special Skill: As people who wander the Megaverse, all Adna raised in the traditional manner are familiar with other key dimension traveling races, including *Temporal Raiders*, *True Atlanteans*, the *Naruni*, the *Minions of Splugorth* and the races of *Phase World* and the *Three Galaxies*. They also know about conventional and mass market forms of dimensional travel such as those utilized on *Phase World* and *Atlantis*, including stone pyramids and ley line nexus points, Temporal Raiders, Line Walkers and Ley Line Rifiers. However, they lack the ability to open a Rift themselves and will need to hire such services or take advantage of a situation allowing for dimensional travel. This may be considered a special *Lore: Traversing the Megaverse* skill. **Base skill:** 50% +3% per level of experience.

Experience Level: 1D8+5 for NPCs. Player Characters should start at first or second level.

Attacks per Melee: As per Hand to Hand Combat skill of the chosen O.C.C., few have fighting skills better than Basic.

Damage: As per combat skill and P.S. attribute. Despite their M.D.C. nature, the Adna have normal strength and inflict S.D.C. damage with physical attacks.

Bonuses (In addition to possible attribute and skill bonuses): +3 to Perception Rolls, +2 to save vs disease, +2 to save vs possession, +3 to save vs heat and cold.

Vulnerabilities: -2 to save vs magic, and any P.E. or O.C.C. bonuses to save vs magic do *not* apply. 98% of all Adna are inflicted with the Long Death, a genetic disease destroying their race.

Psionics Powers: All Adna are considered Minor Psychics and possess the following psionic abilities: Resist Thirst (6), Resist Fatigue (4), Summon Inner Strength (4), and Presence Sense (4). **I.S.P.:** M.E. attribute number plus 2D6, +1D6 per level of experience.

Magic Knowledge: None. The Adna vehemently avoid magic.

Standard Equipment: Use the following, instead of the standard equipment as per O.C.C.: L-20 Pulse Rifle (or similar rifle) and one energy sidearm of choice, 1D4+2 additional E-Clips per each weapon, Vibro-Knife (1D6 M.D.), or Neural-Mace, survival knife or hand axe (1D6 S.D.C.), walking stick (1D8 S.D.C.), large travel backpack, bedroll or sleeping bag, set of cookware and eating utensils, 1D4 medium sacks, 1D4 small sacks, tinder box, flint, collapsible shovel, 60 feet (18.3 m) of rope, canteen, Geiger counter, gas mask or air purifier, electronic distancing binoculars, pair of goggles, small hand-held short-range radio, language translator, handheld computer, note pad and 1D4 pens or mechanical pencils, four sets of travel clothes, comfortable coat or hooded cloak, sturdy and comfortable pair of hiking boots, small silver cross, mallet, four wooden stakes, and a suit of light Mega-Damage body armor (35 M.D.C.), plus 1D6+1 items central to the selected O.C.C. and a few personal items.

If the character has chosen a Horsemanship skill, he or she may start with a living or robot horse, mule, or light M.D.C. riding animal (if they chose Horsemanship: Exotic), plus all the necessary equipment such as saddlebags, feed bag, and extra horseshoes. Otherwise, the character must rely on good old-fashioned foot power and shoe leather.

Money: In addition to the usual amount for a chosen O.C.C., the character has an additional 1D6x1,000 in Universal Credits and 4D6x1,000 credits worth of exotic tradable goods, probably from another place on Rifts Earth or elsewhere in the Megaverse.

Cybernetics and Bionics: None to start; although an Adna is a candidate for bionic and cybernetic augmentation, they seldom receive such augmentation except for medical and life saving reasons. Most Adna detest cybernetics and bionics as they believe they "alter who you are."

Habitat: Adna can survive any place that a human can, but are fond of tranquil wildernesses above all other places. In recent years, a small community has settled in the Appalachian Mountains and at least a dozen search for Gene-Splicers in eastern Europe.

Slave Market Value: Same as psychic human slaves.

Alliances and Allies: The typical Adna gets along quite well with humans and most other D-Bees. They particularly enjoy the company of Kraks, Larmac, Fennodi, Bubblemakers, and Grackle Tooth as they find their carefree attitudes to be quite enjoyable. People who lead happy, simple lives, including most Idie Swamp Men and some Bayou Ursines, are also favored acquaintances.

Rivals and Enemies: All Adna view the Splugorth and their minions as evil enslavers and power mongers, with the Naruni and Kreeghor right behind them. Likewise, they have little regard for any beings who are warmongers, destroyers, or enslave others. Some people, including Horune Pirates, believe them to be supremely wise. Unfortunately, the Horune also believe that drinking the blood of an Adna will make the drinker wise and dream visions of his future later that night.

Akysse Tribal Hunters

By Josh Sinsapaugh

They spoke in Gobblely and referred to themselves as the Akysse (pronounced AH-KEY-SAY), a strange race of tribal hunters found in the Old American Empire Carolinas, and in the Piedmont of the Old American Empire State of Georgia. I was told of their existence by a band of Swamp Stompers who intended to warn us about the Akysse's presence in the area. Much to the surprise of the Swamp Stompers, we asked them to show us these wild men, a proposal they finally accepted with a little monetary persuasion. About an hour later we watched in-

tently from a cliff in the Appalachian Mountains as a relentless tribe descended on a wounded Hypacrosaurus, or 'Duckbilled Honker' as the beast is more commonly known.

The Akysse moved with such tenacious intent as they closed in on their prey that Lunarix commented that the poor beast was "doomed." I couldn't help but agree as I watched from on high. Additional study of the Akysse (which I will detail), along with my conversations with the Swamp Stompers, would eventually reveal many interesting aspects about this race of alien barbarians.

- Excerpt from Dimensional Beings of the Eastern Wilds: A Short Study by Joachim Curli, Legacy Scout

The Akysse are a race of tribal hunters who roam the swamps and forests of the Eastern Seaboard south of what was once West Virginia. Nomadic hunters and gatherers, the Akysse males are the hunters and protectors, the females are the gatherers and caregivers. A majority of the hunting is done within the shadows of the *Appalachian Mountains*, where game is plentiful and hiding from Splugorth Slavers (who prowl the East Coast) is easy. Splugorth and Horune slavers are a constant threat to the Akysse, as the humanoids are greatly desired as warriors in the gladiatorial arenas and for other blood sport.

These wild men excel at hunting animals, making easy work of Fury Beetles, Rhino-Buffalo, and full grown dinosaurs with little more than Vibro-weapons and other M.D.C. weaponry stolen from adventurers and travelers, as well as the Horune and Splugorth Slavers who hunt them. However, the Akysse are not warriors by trade, but hunters. They do not war among them-



selves or raid other Akysse tribes. Thus, they use only rudimentary combat strategies and tactics, relying primarily on the element of surprise, ferocity and weight of numbers. Hunting tactics are similar to those used by other barbarians in the East and are simple, but effective.

The relationship between the Akysse and human barbarians is a tenuous one, as both see each other in a paranoid and hostile light. Most wilderness barbarians give the Akysse wild men a wide berth, while the Akysse return the favor by generally avoiding direct contact with human barbarians and other tribal people. When a confrontation does occur, such a war seldom lasts more than a few weeks (1D4+2). The short time span of these wars and rivalries is due to the harsh environment, where senseless war and brutality means death to everyone involved. Besides, Akysse don't hold grudges and move on when a conflict is too costly, drags on too long (i.e., more than six weeks), or has been resolved one way or another. Should they meet the same barbarians next hunting season, the Akysse do not see them as an enemy until they are threatened by them. No threat, no continuing violence and the two are on their way. The wild men would rather follow game and hunt than fight other people, and battle only when they feel threatened, cornered, or desperate for food or supplies, or when they catch someone trying to steal their livestock, riding animals or women. The Akysse abhor slavery and fight to the death to rescue a fellow tribesman from captivity. They hate enslavement so much, they may attack slavers to free other humanoids and even animals from the chains and cages of slavery.

The Akysse's dedication to a life of hunting and wandering drives them to reject the use of advanced technology except Vibro-Blades and M.D. melee weapons (i.e., sword, spear, club, mace, bow and arrow, and similar). Thus, an Akysse *never* uses a gun, computer, tech body armor or vehicle.

All speak fluent *Gobbely* and use this language as a means to identify themselves. Although the vast majority can also speak *American* on a basic level, the language they consider their own is the Goblin tongue. People who speak anything else are regarded as outsiders and viewed with suspicion. Tech-People west of the Appalachians are considered invaders and a danger to the wilderness and the Akysse way of life, so the barbarians try to drive away any who appear to be settling in their area. In fact, the only time an Akysse will join forces with other tribal people is to fend off tech-invaders, including settlers, homesteaders, Coalition Troops, Free Quebec soldiers, cyborgs, Glitter Boys, robots and power armor of every sort if they appear to be making any kind of base camp. It's okay to be passing through or spend a night, but anything more permanent elicits an attack. Though the Akysse are satisfied with driving *invaders* away from what they consider their territory, they will slay people who refuse to leave. If an opponent proved too hard to take in open warfare, the Akysse launch into a hit and run campaign of attacks, targeted killing, theft, and sabotage until they whittle the enemy down and destroy them, or finally drive them away. Only the Minions of Splugorth are viewed with more disdain.

Akysse are easy to identify. They are orange-skinned humanoids who stand five to six feet (1.5 to 1.8 m) tall. They have two arms and legs, but their reverse-jointed legs end in soft, four-toed feet, and their hands have only three fingers and an

opposable thumb. Their heads have a short, tapir-like snout for a mouth, the eyes are long, narrow and set apart, and the ears resemble those of a pig. The snout is used to breathe and to talk, but a larger opening beneath the chin, hidden from sight by the folds of skin on the neck, is the mouth used for eating and drinking. The head is also crowned with a bony protrusion or plated fins with red stripes, that the Akysse call a "klawen." The *klawen* serves the same purpose as the osteoderms (fins along its back) do for the *Stegosaurus*: regulating body temperature like a radiator (the Akysse are warm blooded, but do not have sweat glands). The eyes, surrounded by a patch of red skin, appear white from a distance, as the pupils and irises are a pale shade of blue.

The Akysse live in tribal clans, and dress in loincloths and patchwork armor made from M.D.C. animal bone and hide. They sleep under the open sky or in dinosaur skin tents as they follow herds of large animals, including dinosaurs, Rhino-Buffalo, and Fury Beetles up and down the Eastern Seaboard. They rarely settle down or build settlements with greater complexity than a lean-to, preferring instead to wander and live off the land. It's a lifestyle they've followed on Rifts Earth for more than two hundred and eighty years.

Akysse - Optional Player Character or NPC

Pronunciation: AH - KEY - SAY.

Also known as "Red Capped Wild Men," and "Pig Barbarians."

Alignment: Any, but typically Unprincipled, Anarchist, or Aberrant.

Attributes: I.Q. 2D6+4, M.E. 2D6+2, M.A. 2D6+2, P.S. 3D6+6, P.P. 2D6+8, P.E. 2D6+8, P.B. 2D6, Spd 3D6+4.

Size: 5 to 6 feet (1.5 to 1.8 m) tall.

Weight: 100-200 pounds (45 to 90 kg).

Hit Points: P.E. attribute number plus 1D8 per level of experience.

Base S.D.C.: 1D4x10+8

Horror Factor: Not applicable.

P.P.E. 4D6, but never study or use magic.

Disposition: Varies, most Akysse are quiet, calm, curious and reactive, but can be stubborn and headstrong, especially when it comes to their way of life. They become violent only when the individual or another Akysse is threatened. All are natural born hunters and wilderness people who enjoy living off the land. They have little desire for wealth or power. All Akysse are also paranoid about outsiders and particularly technology, thus they destroy, bury or toss in the swamp, lake or ocean any guns, electronics and tech devices they find or take from outsiders. They also shy away from magic and never learn spell casting. The only exceptions are M.D.C. melee weapons like Vibro-Blades, as well as Eco-Wizard weapons and basic rune weapons captured from outsiders.

Life Span: 2D6+50 years, an eternity in the hostile wilderness.

Natural Abilities: Nightvision 90 feet (27.4 m), good sense of sight and smell (roughly equivalent to a human), and excellent hearing (can hear a heartbeat from 12 feet/3.6 m away). A typical Akysse reaches physical maturity by age 15. Females typically give birth to one or two children after carrying the baby to term for eight months. Most mate for life.

Available O.C.C.s: Any Barbarian O.C.C.s (especially the Wild Knives Warrior), Wilderness Scout, Swamp Stomper, Dinosaur Hunter and Vagabond. Do NOT take any tech-related skills, including Engineering, Electrical, Mechanical and Science skills that might normally be available, and replace them with Domestic, Horsemanship, Physical, Rogue, Ancient W.P.s, Wilderness and appropriate Technical skills like Lore.

An Akysse taken out of the tribal society at a young age may learn any O.C.C.s as long as he or she meets the requirements. Such an Akysse is hated by his brethren, seen as a traitor to his people, and may be attacked on sight (or at least mocked and pushed around). Juicer and M.O.M. (Crazy) technology do not work on the alien physiology of these beings. Akysse can become cyborgs or even Cyber-Knights, however, none are known to have ever done so.

Experience Level (NPC): 1D4+3 for NPCs, or as set by the Game Master. Player Characters should start at first level.

Attacks Per Melee: As per Hand to Hand Combat skill of the chosen O.C.C.

Damage: As per combat skill; all kicks inflict double normal damage.

Bonuses (in addition to likely attribute and skill bonuses): +3 on initiative, +1 to Perception Rolls, +1 to strike and parry, +2 to dodge, and +3 to save vs disease, heat, and cold.

Vulnerabilities: Traditionally the Akysse are *Tribal Hunters* and thus do not fare well when they do not have the element of surprise on their side. Likewise, they do poorly in urban settings and in captivity. In such latter instances, the Akysse suffer the following penalties: -3 to save vs Horror Factor, -1 on initiative, -2 to strike, parry and dodge, and -2 to roll with punch.

Psionics: Same probability of psionic abilities as a human.

Magic: None, never practice magic, don't understand it and fear it a bit.

Standard Equipment: Use the following, instead of the standard equipment as per O.C.C.: Vibro-Spear (1D6, 2D4, or 2D6 M.D.; one or two Vibro-Knives or a single Vibro-Saber fastened to a rod or stick), a Vibro-Knife (1D6 M.D.), a survival knife (1D6 S.D.C.), a large travel sack, a medicine pouch, 100 feet (30.5 m) of rope, a water skin, three loin-cloths, a personal tent (made from dinosaur skin), a crude wooden cross, a mallet, 4+1D4 wooden stakes, 1D4 dinosaur and animal calls (each specific to one type of animal or dinosaur, usually made out of wood or bone), and a suit of patchwork Fury Beetle or dinosaur hide armor with 4D6+28 M.D.C., plus a few personal items.

If a Horsemanship skill was selected the character may start with a good quality riding horse. If Horsemanship: Exotic was selected, he starts with a small predatory dinosaur such as a Silonar or Ostrosaurus. However, the allocation of a riding animal is left solely up to the G.M.'s discretion.

Money: 1D6x1,000 credits worth of tradable goods such as precious metals, semi-precious and precious stones, furs, M.D.C. bones and dinosaur teeth, and similar.

Cybernetics and Bionics: None. Avoid them at all costs, probably even Bio-Systems.

Habitat: The temperate forests, lowland mountains and swamps of the East Coast, particularly the Southeast, including the territories that were once known as Virginia, the Carolinas, Georgia, and Florida, traveling farther north only in the summer months. It is unknown whether Akysse exist elsewhere on Rifts Earth.

They travel in scattered familial clans numbering as few as five members to as many as 500, though most seldom exceed 100. A clan of 3,000+ is rumored to exist somewhere within the *Georgia Piedmont* or the *Florida Panhandle*. Total numbers are estimated to be fewer than 15,000.

Slave Market Value: Worth twice as much as the average human due to their alien appearance and ferocity when cornered or protecting a female or child. This makes the D-Bee excellent sport in the gladiatorial arenas of the Splugorth.

Alliances and Allies: Most Akysse trust only other Akysse within their familial clan. Rogue and exiled Akysse get along quite well with humans and other D-Bees, although they will never fully trust them. Psi-Goblins, Goblins, and Orcs are generally accepted by this race, though the latter two are uncommon on Rifts Earth, especially in the Americas.

Rivals and Enemies: Tech-Invaders, which is anybody who uses modern technology, or Techno-Wizard machines, are among the most disliked. Rivals include other tribal people, while the Splugorth and their minions are hated above all others. Shemarrians are an enigma and distrusted because they use advanced technology. The Shemarrians' only saving grace is their fight against the Minions of Splugorth. For this reason, the warrior women are generally avoided and ignored by the Akysse. The Akysse don't suspect Shemarrians are really androids, but they know there is something "not right" about them.

Altara, Blind Warrior Women

By Kevin Siembieda

The Blind Warrior Women of Altara are one of the most well known *Minions of Splugorth*, because they always accompany the Splugorth Slavers who hunt humans and D-Bees in the Eastern Wilderness, and because they are always beautiful women with astounding fighting capabilities. Four to six Blind Warrior Women accompany every Splugorth Slave Barge. It is they who help capture and herd captured slaves and monsters back to the slave pens or slave ships (or ley line nexus for teleportation) and transport to Atlantis. Each is an exceptional fighter, with heightened senses and martial art skills.

The Altara race is, or was, *human* or *human-like*, until their conquering Splugorth masters subjected them to mind control, Bio-Wizard experimentation, and brutality to shape them into the fighting machines they are today. The women have been brainwashed and conditioned to accept their place as *slaves* for generations, but a small percentage (2%) resent and resist slavery. These Altara Warrior Women are the ones who may ignore a mother clutching to her children hidden in a cellar, and tell

their inhuman master that there are no other subjects to capture for the slave market. They are also the ones who sometimes choose to break camp with the Splugorth and flee into the depths of North America, Europe or Africa.

Runaway Blind Warrior Women are regarded as traitorous escaped slaves to be found and destroyed. However, most efforts to find and capture the runaway slave are usually half-hearted. The number of defectors is tiny, and most run as fast and as far away as they can, making tracking them difficult. If the slave woman cannot be found after 48 hours, the search is abandoned. However, any "free" Altara who is encountered later, or who actively attacks Splugorth holdings and operations (freeing slaves, killing minions, raiding strongholds, etc.), is attacked and slain on the spot. No Splugorth will brook open defiance, but disappear and stay invisible, and the evil Alien Intelligences could care less.

It is this tiny percentage who successfully escape the manacles of slavery, who *may* become *Player Characters*, provided the Game Master allows them in the campaign. (Note: The G.M. *always* has the discretion to allow or disallow *any* D-Bee in his or her game. Players, please accept the G.M.'s decision without much fuss, especially if he or she explains that the character is not allowed for fear it will disrupt or imbalance the game. Or even if the G.M. just feels uncomfortable with a particular R.C.C. or O.C.C.)

As a Player Character, an Altara Blind Warrior Woman is likely to wear a helmet or headdress, armor and clothing that disguise her Atlantean roots and blindness. This way she avoids fear and prejudice among humans and D-Bees (everyone knows the Altara to be the underlings of Splugorth Slavers), as well as avoiding detection by any Minions of Splugorth or their agents operating in the area. As noted previously, if an Minion of Splugorth doesn't know the character is a runaway slave, he won't actively hunt her down or try to kill her. If Minions encounter an Altara runaway, she will be attacked and captured for punishment (Bio-Wizard experimentation is likely, a fate worse than torture or death) or she may be slain on the spot and her head removed and taken back to Atlantis as evidence of her destruction. Such an Altara rogue is not welcomed in Atlantis and if discovered, she will be captured and imprisoned, or killed. Capture can only lead to a dismal life of hard labor as a slave, a combatant in the gladiatorial arena, or being made the subject of gruesome Bio-Wizard experimentation.

Altara Warrior Women R.C.C.

NPC Villain or Optional Player Character

Pronunciation: all-tare-ah

Alignment: NPC Villains will be Anarchist or one of the evil alignments. Player Characters can be any alignment, but tend to be Unprincipled (30%) or Anarchist (30%).

Attributes: I.Q. 1D6+10, M.E. 1D6+15, M.A. 1D6+16, P.S. 1D6+22, P.P. 1D6+21, P.E. 1D6+22, P.B. 2D6+14, Spd 2D6+22. **Note:** As genetically improved humans who are cloned, there is very little difference between the attributes of one warrior and another.

Hit Points: 1D4x10 plus 1D6 per each level of experience.

S.D.C.: 2D6x10



M.D.C.: By magic or armor. The thin, rubbery looking suits and padded helmets they wear as Minions of Splugorth provide 30 M.D.C., but rogues can wear any type of armor (though they prefer light and medium types as well as force fields for maximum mobility and speed). In addition, the *magic amulet*

they all wear around their neck is used to cloak them in an *Armor of Ithan* style force field (100 M.D.C.), but can only be used three times per 24 hours.

Size: 5.8 to 6.2 feet tall (1.7 to 1.9 m), approximately 160 lbs (72 kg), all muscle.

Horror Factor: 12, not because of their appearance, which is always very attractive, but as the result of their reputation as deadly, merciless fighters.

P.P.E.: 2D6, **I.S.P.:** 3D6x10.

Disposition: All are instinctive fighters and with tremendous focus, nearly indomitable wills and a hunger for challenge, adventure and combat. A Warrior Woman can speak, but tends to be the strong, silent type who is quick to let her actions do the talking for her. They are not soft, sex-kittens who will take garbage from men. Mercy in battle is unlikely. Altara never ask for mercy themselves, and seldom give it to others. They are tough, no-nonsense warriors. Think Spartan warriors in a skirt. Since they are created via cloning and genetically "designed" for combat, Altara don't have much of a nurturing or mothering nature. Most are supremely confident, calculating and ruthless in combat.

Average Life Span: 4D6+60 years. Altara women are sterile. They are reproduced by the Splugorth through an unusual means of cloning. (See *Rifts® World Book Two: Atlantis* for specific details on this process.) All warrior women are *born blind*, but enjoy heightened senses and are otherwise strong and healthy. The vast majority are assigned to Slavers and function as scouts, trackers, hunters (of people, monsters and exotic animals), slave herders, enforcers and soldiers. Each possesses incredible human prowess, strength and speed as well as psionic powers that put them on par with Crazies or Juicers.

Natural Abilities: Superb physical condition, fast reflexes and keen awareness. Recovers lost Hit Points and S.D.C. three times faster than a human.

Heightened Sense of Hearing (special): Equal to cybernetic Amplified Hearing (page 49 of *Rifts® Ultimate Edition*).

Heightened Sense of Smell (special): Recognize specific odors: 90%. Recognize a specific person, animal or plant by scent alone: 70% +1% per level of experience. Recognize poisons and toxins: 80% +1% per level of experience. Track by scent: 80% (-20% in cities or 'Burbs).

Heightened Sense of Touch (special): Can recognize items by feel, 66% +2% per level of experience.

Radar Sense (special): The warrior knows/senses the location of people, objects, movement and the general shapes of people, animals and objects in the environment around her. Interpret shapes: 85%, estimate distances: 95%, estimate direction: 75%, estimate speed: 75%, estimate exact location: 75%, +1% per level of experience for each of the latter three abilities. Bonuses from Radar Sense are already factored into bonuses and R.C.C. Skills. **Radar Range:** 1200 feet (366 m).

Extraordinary Physical Endurance (special): Unnatural physical endurance reflected in P.E. attribute and high S.D.C.

Average Experience Level: 2D6+1 or as set by the G.M. for NPCs. Player Characters should start at level one or two.

Note: Use the same experience table as the Juicer.

Attacks per Melee: Eight attacks per melee regardless of level or combat training; does not improve.

Bonuses (in addition to those acquired by attributes and skills): +2 on initiative, +3 to Perception Rolls, +1 to strike, +2 to parry and dodge, +3 to disarm, +2 to pull punch, +4 to roll with impact, +2 to damage (S.D.C. plus any P.S. damage bonus), +2 to save vs psionic attacks, +1 to save vs magic, +4 to save vs Horror Factor, and +10% save vs coma/death. *No penalties* for being blind or in total darkness!

Combat Moves: Body Flip 2D4 S.D.C., Karate kick 2D6 S.D.C. damage, Karate leap kick 3D8 S.D.C., Power Kick does double damage (but counts as two attacks), Karate punch 2D4 S.D.C. (apply P.S. damage bonuses to each type of attack), paired weapons, and critical strike on natural 18, 19, and 20 (double damage). Also see magic and psionics.

R.C.C. Skills: Blind Warrior.

Boxing
Climbing (+10%)
Cook (+5%)
Demon and Monster Lore (+10%)
General Athletics
Gymnastics (+5% where applicable)
Hunting
Identify Plants (+5%)
Intelligence (+5%)
Land Navigation (+5%)
Language: Native Tongue (Demongogian)
Math: Basic (+20%)
Paramedic (+10%)
Preserve Food (+5%)
Prowl
Running
Skin and Prepare Animal Hides (+10%)
Swimming (+10%)
Wilderness Survival (+10%)
W.P. Archery
W.P. Blunt
W.P. Knife
W.P. Sword
W.P. Energy Pistol
W.P. Energy Rifle

R.C.C. Related Skills: Two of Language: Other (+15%), and two choices from Espionage (+10%) or Military (+10%). That's it.

Secondary Skills: Three Secondary Skills at level one from the *Secondary Skill List* in *Rifts® Ultimate Edition*, page 300, +1 additional Secondary Skill at levels 3, 5, 7, 9, 12 and 15. All Secondary Skills start at the base skill level.

Vulnerabilities: Senses are fouled by storms of all kinds, rain, snow, sand, dust, and Ley Line Storms. Reduce all radar, hearing, abilities and combat bonuses by half. Cannot ever learn to read the written word (blind). Reputation as a Minion of Splugorth means many people will fear the character and never trust her. Some will believe the worst no matter what, and seek her destruction.

Magic: Does not know magic, but may use magic weapons and devices, as well as Splugorth parasites and symbiotes. Each

Blind Warrior has a magic talisman that creates an Armor of Ithan spell; see Number 5 below.

Psionic Powers: I.S.P.: 3D6x10 plus 1D6 per level of experience. Sixth Sense (2), Presence Sense (4), Empathy (4), Sense Magic (3), Sense Evil (2), Object Read (6), Clairvoyance (4) and Mind Block (4).

Standard Weapons: A conventional dagger (1D6 S.D.C.), Vibro-Knife (1D6 M.D.), net gun, laser wrist blaster, and Mental Incapacitator are standard issue. However, the Altarain can use just about any type of weapon she chooses (see W.P.s under skills).

Bio-Wizard Devices: Varies with the assignment. They are frequently given 1D4+1 of each of the following: Aerobes, Aquarobes, Clotrobes, Purirobes, Stasirobes and Watrobes. Those who have shown great loyalty and bravery in the field are occasionally awarded an Absurr Life Node symbiote or Chest Amalgamate, either one of which turns the character into an M.D.C. being.

Bio-Wizard Weapons & Equipment available upon assignment: See Rifts® Atlantis for details.

One Eylor Floating Eye or Eylor Seeker-Hunter

Forearm Plasma Blaster

Helmet Laser

Jolt Gun

Microbes

Kittani Plasma Rifle

Psi-Interrogator

Telepathic Holographic Imager (special operatives and officers)

Symbiotic Organisms (limited availability, usually for special operatives. Dangerous parasites are never used on loyal minions.)

Magic & Weapons: Even a runaway is likely to have all or at least half of the following items as they are standard issue to the warriors.

1. **Optional Net Gun:** Just as the name suggests, this weapon of Splugorthian Techno-Wizardry launches a *Magic Net* to ensnare its opponent; same stats as the magic spell. The gun is the large, bulky weapon held in the hand of the warrior on the right side of the illustration on page 248 of Rifts® Ult. Ed.

Range: 180 feet (55 m).

Rate of Fire: Each net blast counts as two melee attacks.

Payload: 20 nets.

Duration: Once a Magic Net is fired, it lasts for 20 minutes or until destroyed.

2. **Optional Laser Wrist Blasters:** A pair of wristbands that are mini-lasers with a magic power pack worn on the back or hips.

Mega-Damage: 2D6 M.D. per blast.

Range: 1200 feet (366 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: 60 blasts; backpack recharges completely in four hours.

3. **Optional Mental Incapacitator:** Fires *Wisps of Confusion*, identical to the spell. Affects 1D8 people in a close area (within a 20 foot/6.1 m diameter).

Range: 180 feet (55 m).

Rate of Fire: Each blast counts as two melee attacks.

Payload: 10 blasts.

Duration: 50 minutes; no effect if saving throw vs magic is successful.

4. **Optional: Any Conventional Energy or Handheld Weapon.** The Altarains often carry a sword, knife, or mace as well as an energy weapon or two.

5. **Magic Talisman:** Each warrior wears a magic talisman (runic) that enables her to create an Armor of Ithan spell around herself three times a day. Her only other protection is the light, padded M.D.C. armor and helmet she wears; 30 M.D.C.

Duration: Ten minutes (40 melee rounds).

M.D.C.: 100

Note: Unlike the usual Talisman of the Rifts world, this Splugorthian talisman automatically recharges every 24 hours. At a stone pyramid the talisman recharges in one hour.

Amana

By Taylor White and Kevin Siembieda

The Amana are a race of mystical healers devoted to the protection and proliferation of life. They respect and care for all living beings that fit into the *natural order*. It is unknown where the Amana originate, and any history or civilization they might have once had has been ground into obscurity by the inhuman monsters who destroyed the Amana civilization and enslaved them.

The healing powers of the Amana are impressive and coveted throughout the Megaverse. Not only are they masters of medicine, but they possess healing supernatural abilities that even allow for the resurrection of the recently deceased! Their incredible powers also enable them to cure many diseases and physical ailments, even many of those thought incurable such as AIDS, cancer, Parkinson disease, etc. (cannot cure the Adna). Those who are not under the yoke of slavery use their powers among the sick, the dying, the poor, and the oppressed, wherever they may be. They are, by nature, empathic healers and make for lousy fighters. They have no mind for military strategy and tactics and find hurting others and inflicting pain and death to be physically nauseating.

Such a great gift comes with a hefty price: other, more powerful beings want the Amana to serve them, making the Amana race invaluable as slaves, especially among warmongers and conquerors. They are seen as weak-willed pacifists who won't raise a finger to defend themselves or their families, which makes them easy pickings. They are often used to keep tyrant kings and leaders well and alive beyond their years, and, ironically, to heal combat troops in the field as well as keep the other slaves from succumbing to disease, malnutrition, exposure, and physical punishment. The Amana are seen as a great resource able to heal their masters and keep soldiers and other slaves functioning at peak performance long past their prime.

A thousand years ago, the Amana's planet was conquered and their people enslaved by the *Splugorth*, who keep them for their own uses as well as sell them as slaves for astronomical



prices. A couple hundred years ago, a Splugorth enemy tried to raid the Splugorth's Amana slave pens. The attack went wrong and several thousand Amana escaped through a Rift. A Rift that brought them to the North American continent of Rifts Earth. (A few thousand additional Amana *slaves* can also be found on Atlantis as well.) For a long time, the free Amana tried to keep their presence and phenomenal healing powers a secret, but rumors about "Resurrection D-Bees" have existed for the better part of a century. Recently, during the Coalition's war on Free Quebec, the Amana were discovered. Although the war was officially against Free Quebec, Coalition forces took an active roll in purging hundreds of small D-Bee communities wherever they found them. They ran particularly roughshod over those in the northeastern US as there was no power strong enough to stop them. The Amana took pity on the D-Bees being slaughtered and stepped forward to help and heal as many as they could. Being witness to such ethnic cleansing turned their stomachs and motivated a hundred of the usually neutral Amana to join the people of Tolkeen in their futile resistance to the CS invasion. Since then, stories of the *Resurrection D-Bees* have flourished, drawing out slavers, pirates, mercs and Minions of Splugorth to hunt and enslave them.

The Amana are tall and very thin, and their skin is pure white and glistening, looking more like marble than flesh. Fingers are long and their facial features are delicate and peaceful, and they have no body hair whatsoever. Many have likened them to living porcelain dolls. Most Amana prefer to wear robes and flowing gowns, which afford plenty of freedom of movement. Males are slightly taller and females have a slender feminine appearance. Amana mate for life, and have as many offspring as possible but their numbers are constantly dwindled by enslavement.

Amana – Optional Player Character or NPC

Pronunciation: ah - MAH - nah.

Alignment: Typically good, Principled (55%) or Scrupulous (35%), 10% other (typically Unprincipled).

Attributes: I.Q. 3D4+4, M.E. 3D4+4, M.A. 3D4+2, P.S. 3D4+2, P.P. 3D4+6, P.E. 3D4+6, P.B. 3D4+8, Spd 3D4+4.

Size: 6-7 feet (1.8 to 2.1 m).

Weight: 140-190 pounds (63 to 85.5 kg).

Mega-Damage: P.E. attribute number +3D4, plus 1D4 per level of experience.

Horror Factor: Not applicable.

P.P.E.: P.E. attribute number +2D4x10, plus 4D4 per level of experience. Additional P.P.E. can be gained from ley lines and nexus points same as a Ley Line Walker, but *not* from living creatures.

Disposition: Quiet, gentle, unassuming race. They prefer peace over war, and are dedicated to preserving and protecting life. This includes all life forms, from the lowliest insects to the vilest of creatures. They sometimes make exceptions for demons, Alien Intelligences, and dark gods, especially those who are in the business of mass slaughter, war and cruelty.

Average Life Span: 4D4+180 years. Most end up giving up their lives for others, so they rarely die of natural causes. The Amana feel that those who live without taking risks to help others have wasted their lives.

Natural Abilities: Amana reach physical maturity at 17. Females give birth to one child after carrying it for a term of 12 months.

Natural Empathy (special). Amana can read the emotions of those around them equal to the Psionic Sensitive power of Empathy, but at no I.S.P. cost and is always active.

Super-Healing (special). Amana are some of the greatest healers in the Megaverse, able to channel Potential Psychic Energy (P.P.E.) into a living being to induce astounding feats of restoration and healing. Doing so requires total concentration, and the recipient must be in a relatively relaxed and calm state (cannot be engaged in combat or other activity). The Amana lays his hands on the wounds, the pain is instantly lifted, and the wound heals in a matter of 1D4 seconds without scarring or lingering physical pain. Direct, flesh-to-flesh contact is required for the healing. For every 6 P.P.E. points spent, 4D4+6 Hit Points or S.D.C. are restored (starts with Hit Points). (1D4 M.D.C., if an M.D.C. being.) Cuts, bruises, and burns all seal up, leaving no trace of injury. Bullets, arrows, shrapnel and other foreign material rise, painlessly and without further trauma into the hands of the healer and a few moments later, the wound heals shut. Mending broken or shattered bone works in a similar way but costs 10 P.P.E. to weave the bone back together as if it was never damaged and restore 4D4+6 Hit Points.

In the alternative, the Amana can channel 32 P.P.E. to cure a creature of most disease or physical affliction (but not curses, insanities, birth defects, or magically-induced ailments). There is only a 01-33% chance of being able to cure genetic diseases and once an attempt fails, that particular Amana can never cure that particular genetic disease.

Note: Each Super-Healing counts as two melee actions. The healer can simultaneously touch and heal two different wounds, one with each hand, but each requires the same expenditure of P.P.E.

Regrow Lost Limbs (special). Of unparalleled benefit to those who find cybernetics and bionics unacceptable, this is a dream come true. The healing touch of the Amana can, over time, regrow lost limbs. It does not matter how the limb was lost or how long ago the injury occurred. The process for regrowing a single limb requires the Amana to touch the person and concentrate for 2D4 minutes without speaking. During this time the Amana channels 1D6x10+40 P.P.E. into his patient's body along with a bit of his own willpower. The patient feels a tingling sensation in that area of his body and is told to rest for four weeks. Over the next 4D4 days the limb grows from the stump, like a tree giving bud to a new branch. At first it is misshapened, then thin and spindly, and finally, in the last week, it takes full form. Moving around too much, such as engaging in combat or heavy physical labor, has a 01-80% chance of causing the healing process to fail, leaving the individual with a lifeless stump. It taxes the Amana quite dearly to regrow a limb, so it is not a gift they give out lightly. The P.P.E. used to spark the regeneration comes from the Amana's personal P.P.E. base and the amount is temporarily unavailable to the D-Bee until the 4-16 day healing process is complete. Furthermore, the character is weak that entire period until the healing is complete; reduce all attributes and bonuses by 25% until four weeks have passed.

Note: The P.E. cost is only 1D4x10+8 if the patient's injury is recent (within the last 96 hours) and the limb is still partially attached, even by a shred of skin. In such a case, the reattachment is instant, as if magically glued in place, and the Amana suffers no lingering penalties or loss of P.P.E. The patient must not use his arm for 24 hours and bed rest is recommended. Otherwise, there is a 01-40% chance the healing will be incomplete and the limb, though attached, is without movement or feeling.

Resurrection (special). The most dramatic and rarely-used power of the Amana is to actually bring the dead back to life. They can do so as long as the body in question has not been deceased longer than six weeks and 70% of the body remains. Lost limbs will not regrow, but all other wounds will be healed and the deceased comes back to life with full S.D.C., but only 2D4 Hit Points (or M.D.C.). The rejuvenated individual feels tired and withdrawn for the next 3D4 days before recovering completely (normal Hit Points and S.D.C., or half M.D.C. for Mega-Damage beings). The cost to the Amana, however, is debilitating. First off, it costs the healer 80% of his total P.P.E. and he temporarily loses 4D4+4 of his own M.D.C. points which cannot be restored until his patient's recovery is complete 3D4 days later. Furthermore, the Amana must save vs Coma/Death or immediately fall into a coma. An Amana who fails his save must roll again 12 hours later. If he successfully saves vs Coma/Death, he awakens and will live. If the roll fails, he remains in a coma; roll again every 12 hours for the next two days until the Amana comes out of his coma or slips away and dies. Odds should be in the character's favor to live, but sometimes the healer never wakes up.

Note: None of the above powers have any effect whatsoever on the undead and non-living, including (but not limited to) vampires, zombies, and robots. The D-Bee can use any of the healing powers on himself at half the usual P.P.E. cost.

Aura of Life (special). By expending 10 P.P.E. per melee round (every 15 seconds), the Amana can produce a white aura that surrounds him with the following results: Keeps demons and the undead at bay the same as a holy symbol (Horror Factor of 15, but does no damage to the monsters). It also holds evil Entities and ghosts at bay, but attracts good Entities and helpful ghosts. In addition, the allies of an Amana who remain close to him and his aura, receive the following bonuses: +4 to save vs Horror Factor and +2 to save vs disease, possession, and mind control. They also automatically heal 1D4 S.D.C. per melee round. **Note:** The radius of the aura is 4 feet (1.2 m), plus an additional 4 feet (1.2 m) at levels 2, 4, 8, 12, and 16.

Touch of Life (special). The Amana and their life energy is the antithesis of the undead, and as such, their touch does 1D4 Hit Point damage to them, a punch or laying of hands does 3D4 Hit Point damage. Meanwhile, a touch does 1D4 M.D. and a punch 3D4 M.D. to animated dead and other dead or undead beings with M.D.C.

Experience Level: 1D4+4 for NPCs or as set by the Game Master. Player Characters should start at first level. Use the *Body Fixer* experience table.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill and attributes.

Bonuses: +2 on Perception Rolls, +4 to save vs Horror Factor, +2 to save vs Necromancy or Spoiling Magic, +2 to save vs mind control and possession, and +4 to save vs Bio-Wizardry, symbiotes and parasites. Impervious to the bite of a vampire (no effect other than physical damage) and cannot be turned into the undead.

Vulnerabilities: None per se.

Psionics: Induce Sleep (4), Mind Block (4), Presence Sense (4), Sense Evil (2), plus four powers of choice from the Healer category. Considered a Major Psychic.

I.S.P.: M.E. attribute number plus 2D4 per level of experience.

Magic Knowledge: None, they are born healers.

Available O.C.C.s: None, because they are natural born healers; see R.C.C. Skills.

R.C.C. Skills:

Language: Native Tongue (Typically American or Spanish; +15%).

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

Literacy: Native Tongue (American or Spanish; +20%).

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

Biology (+20%)

Chemistry (+15%)

Medical Doctor (+25%)

Pathology (+20%)

Domestic: Two of choice (+10%).

Hand to Hand: None, but may take *Basic* at the cost of one R.C.C. Related Skill, or Expert at the cost of four. No other type is available.

R.C.C. Related Skills: Choose six other skills at first level. Choose one additional skill at levels 3, 6, 9, 12, and 15. New skills start at level one proficiency.

Communication: Any.

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: None.

Horsemanship: General only.

Mechanical: Basic Mechanics only.

Medical: Any (+15%).

Military: None.

Physical: None.

Pilot: Any except Robots & Power Armor and military vehicles.

Pilot Related: Any.

Rogue: None.

Science: Any (+10%).

Technical: Any (+5%).

Weapon Proficiencies (Ancient): Any.

Weapon Proficiencies (Modern): Energy Rifle and Energy Pistol only.

Wilderness: Any.

Secondary Skills: Select four skills from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, plus one additional at levels 4, 8, and 12. These are additional areas of

knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Traveling clothes (typically loose clothing, light armor, robes and cloaks), first-aid kit, box of 100 surgical gloves, 50 surgical masks, 10 S.D.C. scalpels, small bottle of disinfectant, surgical apron, dress clothes, backpack or large sack, language translator, and 1D4+1 weeks of fresh water and rations.

Money: 3D4x1,000 in Universal Credits. 1D4x10,000 credits worth of tradable items, but usually spend their money on medicine, medical supplies and medical gear.

Cybernetics and Bionics: None to start. Tend to avoid them, and don't really need them because of their super-healing abilities. May only consider tool implants to help in surgery.

Habitat: Any. A few dozen Amana are known to live at *Lazlo* and *New Lazlo*, a couple hundred live in the Magic Zone, and two or three thousand are said to live scattered throughout the eastern portion of the Old Canadian and American Empires. Most are said to live quiet, secluded lives east of the Mississippi River, but Amana have been reported in the north, south, southwest and even into the Vampire Kingdoms!

Slave Market Value: Extremely valuable; the Splugorth pay 2D6 million credits for one healthy specimen and sell them for three times as much. They would pay that amount just to learn the location of a large group of them, provided that information proved to be accurate. Then, of course, the Splugorth would send in Slavers and other minions to capture them.

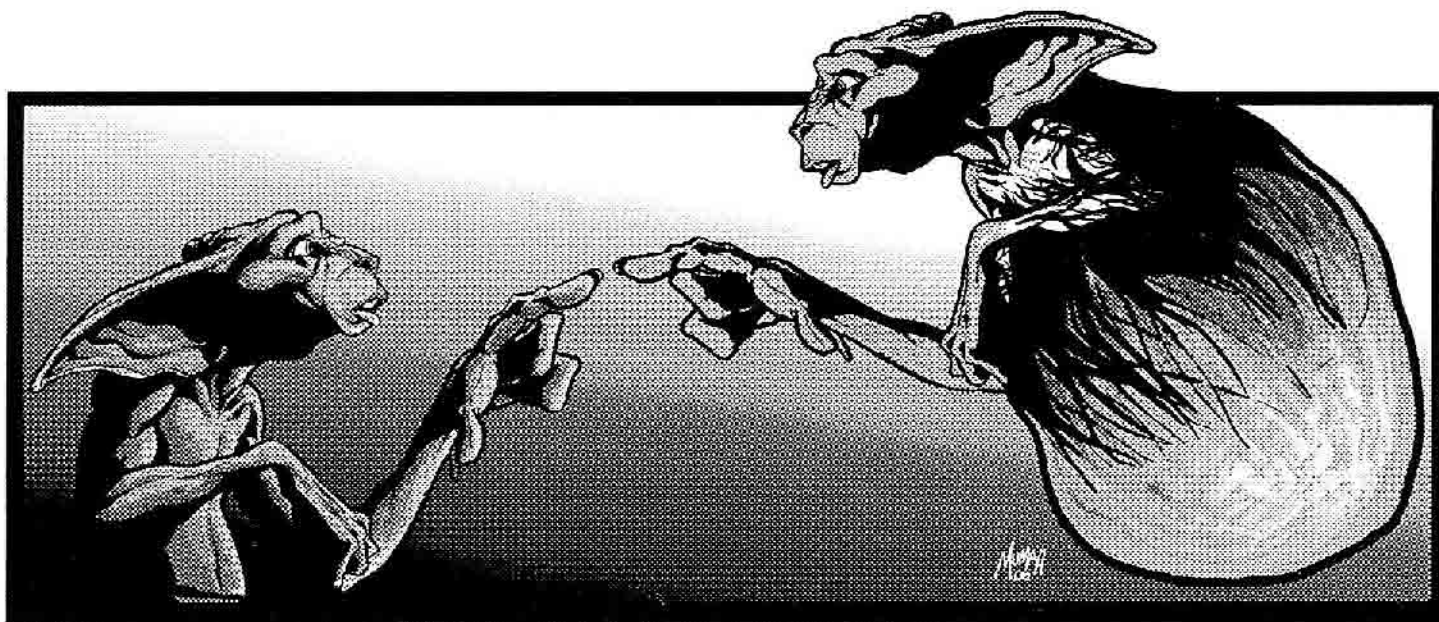
Alliances and Allies: Pretty much anyone who is not overtly violent, war-like, aggressive or evil. They try to avoid associating with evil people and demonic beings. They are among the few who suspect the Shemarrians are not living beings but robots. However, it is a secret they keep because the Shemarrians fight the monstrous and evil Minions of Splugorth, Slavers, Horune and other vile forces along the Eastern Seaboard. The Shemarrians (Archie and Hagan) don't know the Amana are on to them as the D-Bees play along with their ruse of being alive.

Rivals and Enemies: The Minions of Splugorth, demons, slavers, Shifters, Necromancers, Witches, Cyber-Snatchers, and unscrupulous doctors. They know about and fear both the Coalition Army and the Federation of Magic.

Amorph

By Patrick Nowak & Kevin Siembieda

Amorphs are sentient beings made of living ectoplasm! They are indigenous to the Outer Layer region of the *Astral Plane* where they appear in their natural state: a shimmering whitish blob of ectoplasm that floats in midair. Amorphs are astonishing shape-changers who can mimic the appearance and texture of most living creatures and inanimate objects. This ability allows them to duplicate anything from an angry adult Great Horned Dragon to a lamppost. There is no way to tell the difference between the Amorph and the real thing just by sight or touch alone.



Amorphs use their metamorphosis ability to interact with other creatures on the Astral Plane. They are very inquisitive and love to meet new people. Whenever a new being is encountered, an Amorph changes its shape into a similar form to make contact. Seeing someone who looks like your own people seldom raises fear or concern and makes the Amorph instantly accepted. If things go well, the Amorph is likely to stay with the visitor, trading its knowledge of the Astral Plane to learn more about the visitor and his own homeland. In the Astral Plane it is common to see a visitor from the material world walking down a Dragon Road in the company of one or more happy Amorphs.

It seems that the only thing that an Amorph needs to survive is something interesting to do. As creatures of ectoplasm, rather than flesh and blood, these beings don't need to eat food, drink water or even breathe to survive. Denying them something, anything, of interest, however, is like preventing a human from eating, and they can die of boredom! Boredom to an Amorph is akin to torture, they cannot stand just floating around in the swirling ectoplasm of the Astral Plane, they constantly need to be doing something, whether it's exploring, helping build an Astral Domain, visiting other Astral Beings, or engaging evil forces in combat.

For this reason, the "discovery" of Psyscape's *City of the Mind's Eye* and *Rifts Earth* has been a godsend for the Amorph race. The city, with its diverse peoples, stores, monuments and other attractions, offers the Amorph stimulation twenty-four hours a day. Likewise, *Rifts Earth* is a constant source of stimuli, conflict and interest, plus its many ley line nexus and Rifts provide the Amorphs the gateways to countless worlds across the Megaverse. Hundreds of Amorph tourists descend on the city every week looking for things to do. Most hang around for several hours, then return to the Outer Layers to possibly return at a later date. There are some who decide to stay, settling down at a job and using the credits they earn to buy things like portable language translators and digital cameras and PDD recorders which they use to gather pictures and information to "show the folks back home."

If Amorphs were more intelligent and less child-like and instinctual, they'd make great spies and assassins. As it is, they

are too gentle, easily frightened, distracted and pacifistic to be much more than happy go lucky explorers, wanderers and sight-seers. Only Amorphs with an I.Q. of 8 or better make decent scouts and spies.

Amorph Optional Player Character or NPC.

Player Note: This can be a difficult character to play and is not advised; G.M. discretion. Player Characters are likely to come to Earth via *Psyscape*. These D-Bees are not as naive as the "country bumpkins" fresh from the outer regions of the Astral Plane, but close. All Amorphs are more naive than the average, inexperienced human 15 or 16 year old. If allowed by the G.M., play these characters like cheerful, nosy, eternally curious, but well-meaning children who find everything new and fascinating and snap photos of everything from rocks with fungus on them to a full scale CS Military operation. The most foolish or innocent Amorph may actually go up to ask the senior CS officer questions about what's going on as most Amorphs have difficulty recognizing danger. The smart ones (I.Q. of 7 or higher) typically follow the lead of their companions.

Pronunciation: Aye more fuh

Alignments: Any, but usually Unprincipled (36%) or Anarchist (30%).

Attributes: I.Q. 2D4+4, M.E. 2D6+6, M.A. 2D6+12, P.S. 1D6+4, P.P. 1D6+6, P.E. 2D6+6, P.B. shape changing range of 2 to 24 (to humans, their natural form is P.B. 1D4), Spd 2D4+4 walking and flying.

Size: Varies, see metamorphosis ability that follows.

Weight: 45-60 pounds (20.2 to 27 kg).

Hit Points: 2D6x10 +P.E. attribute number, +1D6 Hit Points per level of experience.

S.D.C.: 1D6x10+8; see limited invulnerability and psionic powers of Psychic Body Field and Telekinetic Force Field for M.D.C. defenses. Never wears body armor.

Horror Factor: None in its natural form; Horror Factor may apply to the appearance the Amorph assumes and is equal to that of the creature being mimicked.

Disposition: Inquisitive and friendly by nature, most Amorphs find everything about people, new places and life outside the Astral Plane to be fascinating. They are interested in the culture, languages, history and behavior of other intelligent beings. Amorphs are not fighters and engage in combat only long enough to escape or help a friend escape. Even then they'd rather run and hide and come back to help a friend escape.

Average Life Span: Unknown. Many believe they are immortal unless slain in the physical world. Others believe they live for 2D4x100 years. Nobody knows how they reproduce, but it is presumed one divides, like an amoeba, into a copy of itself at various times in its life cycle.

Natural Abilities: Their natural form is a big glob of featureless ectoplasm.

1. An Astral Being in the physical realm: As an Amorphic Ectoplasmic Intelligence, an Amorph's natural appearance is that of a grey, ectoplasmic ball or undulating glob that floats and moves in the air (slow speed and never higher than 50 feet/15.2 m above the ground). As such, an Amorph can flatten its body to the thickness of a sheet of paper, or narrow its body to the thickness of a pencil and can slip under doors, through cracks and small holes, as well as to hide.

- **Flight:** Hovering and slow flying is natural for an Amorph and does not cost any I.S.P. Has the Prowl skill at 80% when hovering as an ectoplasmic blob.
- Amorphs use psionics to "sense" much about the world and see through a sort of psychic vision rather than eyeballs. They also understand all languages via Telepathy and communicate via Telepathy at no I.S.P. cost. This also means they are incapable of making any type of vocalization; can't speak aloud, only via Telepathy. See Psionics listed separately.
- Amorphs don't need to breathe or eat solid materials, and feed on P.P.E. energy. They need roughly 1D6+20 points a week; ideally, three points a day. P.P.E. can be absorbed from ley lines or from living creatures at the moment of death, or from the living if they willingly offer to share some of their psychic energy (the character giving up P.P.E. can designate the amount made available).

In the Astral Plane, Amorphs retain their shape-changing abilities, communicate via Telepathy, and flying speed is tripled. Astral Navigation is 80% +1% per level of experience and they can sense the presence of Dragon Roads/ley lines up to 10 miles (16 km) away. Bio-regenerate at 2D6 Hit Points/S.D.C. per melee round and are only vulnerable to psionics and magic.

Note: Amorphs can only come to Earth through dimensional portals, not via Astral Projection. That means they can stay on Earth indefinitely (there is plenty to hold their interest), but cannot return home until they can find another opening back to the Astral Plane! Psyscape is one such place that has "portals" to and from the Astral Plane.

2. Ectoplasmic Metamorphosis (special): As nebulous blobs of living ectoplasm, Amorphs are the ultimate shape-changers able to take virtually any form they desire. Not only can they assume the appearance of any living creature, humanoid,

animal, or plant, they can also assume the shape of inanimate objects. Size can range from as small as a cat to the size of an adult dragon. The Amorph is able to expand and reduce size at will, because ectoplasm, unlike most substances, has no set volume or mass. Weight however does not change to match the character's size and mass, it is always the same whether the character is small or as large as a dragon.

Besides just copying the looks of an object or person, the Amorph can mimic the texture identically, so that its own skin *looks* and *feels* like scales, slime, fur, or metal, but not its M.D.C. or other capabilities. When the Amorph takes on the appearance of a humanoid the D-Bee is able to reproduce the appearance and texture (but not damage capacity) of clothes, armor, hats, jewelry, watches, eyewear and other assorted features and "decorations." Hence an Amorph can *copy* Bob the CS soldier down to the last detail, including his Dead Boy armor, weapons and all, but the armor, weapons and equipment are effectively powerless props. Furthermore, the Amorph *cannot* imitate the voice, abilities, or powers of any character, object or vehicle he copies, only the physical appearance. No matter what the strange alien looks like, it possesses only its own natural abilities and attributes. The Amorph is asexual and therefore can change into either male or female gender, whichever is more appropriate.

In all cases, Amorphs must have visual, 3-dimensional contact with whatever it is that the D-Bees want to copy, they cannot do so from memory. Although any shape can be assumed, animals and humanoids are preferred and the easiest for an Amorph to maintain convincingly.

3. Automatic Dodge (special): Amorphs have a distinctive defensive maneuver that works like an automatic dodge (can dodge without using a melee action/attack), except instead of throwing their whole body out of harm's way they move just the specific part that is endangered by "globbing" out of the way. When an attack comes, the D-Bee's body responds by bending, stretching or curving out of the way, or creating an opening through which the attack can pass, or by sucking an appendage back into the central body and then popping it back out after the attack misses. This is an instinctive reflex that requires no thought on the part of the Amorph.

+2 to automatic dodge at level one plus an additional bonus of +1 to auto-dodge at levels 3, 6, 9, and 12.

The ability to automatically dodge may sound great, and it is, but it will ruin the illusion of what the Amorph is pretending to be. Those familiar with the strange Astral Being will instantly know what they are dealing with. An Amorph can choose *not* to use its automatic dodge ability by concentrating on maintaining its disguise. This is difficult however, requiring the character to forfeit one melee attack/action and suffer a penalty of -1 on all combat rolls for the rest of that melee round.

4. Limited Invulnerability (special): As a being composed of ectoplasm, an Amorph is impervious to disease, poison, drugs, gases, pollution and radiation. They are also resistant to heat and cold; only extreme temperatures (below zero and more than 110 degrees Fahrenheit) affect the D-Bee. Likewise, physical attacks from punches to swords, bullets and rail gun rounds pass harmlessly through it. A powerful explosion (80 M.D. or greater) knocks the D-Bee into 1D4x100

tiny ectoplasmic globules that requires 3D6 minutes for it to gather and reform. *Bio-regenerates* at 2D6 Hit Points or S.D.C. per melee round. **Note:** Energy weapons, magic weapons, psionics, and M.D. fire/plasma all inflict full damage; normal fire does half damage.

5. See the Invisible & Other Senses (special): Amorphs can see the invisible as a normal and automatic ability at no I.S.P. cost. This includes Astral Beings, spirits, Entities and those made magically or technologically invisible. Has the equivalent of perfect human vision and hearing, and can sense the presence of Dragon Roads/ley lines up to one mile (1.6 km) away.

Also see Psionics.

Vulnerabilities: 1. There are traits that always give the Amorph away despite the precision of its metamorphosis. One is its weight. A small object or animal might weigh too much, while a large one weighs much too little (average weight of an Amorph is 50 lbs (22.5 kg) and does not change with its size or appearance). Likewise, the heat signature and aspects such as the sound of an engine, speed, and capability of the imitated creature, object or machine are likely to be noticeably lacking or wrong. With vehicles, doors and hatches cannot usually open, and if it can (swinging open like the motion of an arm) the inside is ectoplasmic fuzz. After all, the Amorph has no idea what the thing looks like on the inside or how any of it works. Psionic senses such as See Aura, Presence Sense, Detect Psionics, Telepathy, Empathy, and Object Read (it doesn't work because the Amorph is not an object, but alive) can all be used to identify a disguised Amorph. Consequently, its disguises work best from a distance, when nobody is paying close attention and when surrounded by a lot of other people or objects.

Furthermore, because the creature doesn't wear armor it can be hurt by energy blasts, fire, extreme cold, psionic and magical attacks and is likely to scream, flee and shape change when threatened or injured. Similarly, most are squeamish and likely to react to frightening and gruesome events.

2. Remember the Amorph's insatiable curiosity and need to be doing something. Sitting around as an inanimate object is too boring to maintain for more than a few minutes.

3. Remember, an Amorph cannot take the form of a living being or object from memory. To look like a human or a cat, etc., the Amorph must see an actual one or a 3-D image, and copy it exactly or in general. However, the D-Bee can turn into its natural blob form, flatten, fly and so on, without restriction. Cannot fly, flatten, etc., in an alien form (human, animal, object, etc.); must turn into its natural spherical form. That having been said, an Amorph can easily slip handcuffs, rope, etc., as well as squeeze through jail bars and narrow openings, fit inside a small trunk or suitcase, etc., without having to change its shape. Ectoplasm squishes and balls up to one quarter its overall appearance in size.

4. Cannot return home unless they can find a dimensional portal to the Astral Plane. If slain in the physical world, it is dead, it does not reappear in the Astral Plane.

Experience Level: 1D6, or as set by the Game Master for NPCs. Player Characters should start at first or second level. Experience table is at the end of this description.

Attacks per Melee: Four melee actions/attacks +1 at levels 5, 9 and 13.

Damage: As per ordinary P.S., weapon or psionics. Must assume an appropriate body form to use weapons designed for humanoids.

Bonuses: +1 to +6 to save vs Horror Factor (mainly they're too naive to recognize trouble and danger), +6 to save vs possession, and +10% to charm/impress on top of any attribute bonuses. Needs a 12 or higher to save vs psionic attacks.

Psionic Powers: Natural psychic creature with M.E. attribute number +1D4x10 I.S.P. to start and +10 I.S.P. per level of experience. Starts with Alter Aura (2), Commune with Spirits (6), Ectoplasm (6/12), Empathy (4), Presence Sense (4), Sense Evil (2), Sense Magic (3), Telepathy (4), and the Super-Psionic abilities of Psychic Body Field (30), Psychic Omni-Sight (15) and Telekinetic Force Field (30). Select two additional psi-abilities from the Sensitive or Physical categories at levels 2, 4, 8, 12 and 15.

Magic: None.

R.C.C. Skills:

Languages: All via Telepathy at 85% proficiency.

Dance (+20%)

Climb (+10%)

Impersonation (+20% to "look" like another person, but *no bonus* to act like that person because an Amorph cannot speak or imitate his/her voice and is poor at copying the subject's mannerisms. Most effective from a distance and when no words are necessary.)

Land Navigation (+25%)

Lore: Astral Plane (+15%)

Lore: Psychics & Psionics (+15%)

Lore: One of choice (+10%).

Prowl (+15% in any form, +25% in natural form)

Tailing

Hand to Hand: None.

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

Communications: Any.

Domestic: Any, except Singing.

Electrical: None.

Espionage: Any.

Mechanical: None.

Medical: First Aid and Holistic Medicine only.

Military: None.

Physical: None.

Pilot: Any (+5%).

Pilot Related: None.

Rogue: Any (+10%), except Computer Hacking.

Science: Any.

Technical: Any (+5%), except Computer Programming.

Weapon Proficiencies: Blunt, Knife, and Energy Pistol only.

Wilderness: None.

Secondary Skills: Select one skill from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, at levels 1,

3, 6, 9, 12, and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: The Amorph are not reliant on technology and carry very little equipment. Basic gear consists of a backpack and satchel or utility belt, folding Swiss Army-type knife, lighter, compass, 50 feet (15.2 m) of rope for tying things, portable language translator, PDD player/recorder, digital camera, and a weapon for each W.P. (if any). May also keep small odds and ends as souvenirs and like magic items.

Money: 1D6x100 credits to start. Has no need for credits in the Astral Plane, but can learn their value in the physical world. Even so, wealth is of low priority and money is primarily used to purchase information, photography equipment, passage for travel, and for getting a mage or someone to open a portal back home. May also spend some credits on buying things like food and basic gear for a friend or traveling companion, or for buying P.P.E. from a person.

Cybernetics: Not applicable.

Habitat: The Astral Plane is their native home, but an Amorph can be found anywhere in the Megaverse. On Rifts Earth more are found in North America than other places because Psyscape serves as a port of entry and there is a lot going on to interest the Amorph. Despite their attraction to Rifts Earth and Psyscape, Amorphs are uncommon on Rifts Earth, with fewer than a few thousand worldwide (half of them in North America). They generally travel as lone individuals or as a member of a group of mortal, flesh and blood beings.

Alliances and Allies: Typically travel alone, and as friendly and curious beings, Amorphs deal fairly with everyone they meet. They are quick to befriend kindred spirits and go to extreme lengths to help those they consider to be friends. Amorphs flock to the City of the Mind's Eye in Psyscape, which offers them a host of new experiences and opportunities, but can be found in 'Burbs and where there is excitement and action.

Rivals & Enemies: Don't like to associate with their own kind, as they see them as rivals; similar to the reaction one might have to an elder sibling. Hate and fear demons and other supernatural beings, leery of creatures of magic and flee and hide from them; evil Astral Beings/Predators too.

Note: Originally appeared in *Rifts® World Book 12: Psyscape*.

Amorph

Experience Table

1 0,000-2,200	
2 2,201-4,400	
3 4,401-8,800	
4 8,801-17,600	
5 17,601-27,800	
6 27,801-37,900	11 145,501-190,600
7 37,901-55,100	12 190,601-245,700
8 55,101-75,200	13 245,701-295,800
9 75,201-100,300	14 295,801-345,900
10 100,301-145,500	15 345,901-415,100

A'rac

By Todd Yoho

The A'rac are intelligent, curious and studious D-Bees who evolved from arachnid life forms. They are found throughout the Megaverse, including Phase World, and visit the Three Galaxies, though they originate from someplace altogether different. The A'rac are known to most dimensional travelers, including True Atlanteans, the Splugorth, Prometheans, and many dragons, but their numbers are not as large as many would think, they just like to travel a lot.

The location of their home world is lost, but rather than spend time searching for it, most A'rac spend their time exploring as many *different* worlds as possible. This draws tens of thousands of them to Rifts Earth every year, but most use the Rifts as portals to travel to other places and never even stop to explore the planet itself. To them and dimensional travelers like them, the Earth is a portal – a doorway – to elsewhere, making the planet little more than a stop on a longer journey. Though A'rac have been visiting Rifts Earth since shortly after the Great Cataclysm, those who choose to stay on Rifts Earth to study it and its many people are the minority, so only a small number are on the planet.

A'rac are tall, thin human-sized bipeds with two arms and two legs that often seem too thin and puny for them. However, the A'rac are very strong (equal to Augmented/bionic strength) and their hands have six digits, four fingers and two opposable thumbs. Each finger is covered with thousands of microscopic hairs that enable them to climb with amazing ease and grace. Their legs end in feet with short heels and arches, but also have six digits, and are much more like normal human toes suitable for walking long distances as well as climbing. The A'rac's head has the features of a spider, complete with four insect eyes; two large, shiny black orbs and two small eyes below them. A similar pair of small orbs located where humans would consider to be the eyebrows are false eyes to fool predators and enemies who don't know better. There are no apparent nose or external ears, and a set of four, toothed-mandibles are the mouth. A'rac are carnivores, preferring to eat liquefied meat and blood. Their skin is an armored carapace – an insect-like exoskeleton made up of extremely small, segmented plates. These plates are so small that they are only noticeable under an extremely close inspection. This gives them a certain shiny, attractive luster to their skin that somewhat offsets their insect face. A high M.A. attribute and surprising calm and gentle nature goes a long way to making humans and other humanoids learn to accept these spider people.

Their bodies do not have musculature like that of most other species, because they are covered by an armored carapace. Consequently, they *do not* benefit from S.D.C. gained through physical skills, although their segmented skin plates are constantly growing, increasing in their strength and durability. They do, however, benefit from training that stresses reaction time and coordination. Thus, A'rac characters cannot gain bonuses to S.D.C., P.S. and P.E. attributes, but can gain bonuses to P.P. and Spd attributes from Physical skills. However, they are more likely to devote their lives to study and scholarly pursuits than waste time developing their bodies.



The vast majority of A'rac are educated in several fields of study. They have an insatiable sense of curiosity that compels them to seek knowledge and adventure. After an adventure, the character is likely to settle down for a time, reflect on what he has learned and experienced, and write a book or go back and annotate or add photographic references to his journal; most A'rac keep comprehensive written journals or audio disks.

A'rac are always eager to learn about new things and enjoy new experiences, but are sickened by willful ignorance, and find a nation of propaganda and state sponsored illiteracy like the Coalition States to be criminal. Many A'rac on Rifts Earth are beginning to gather in Lazlo and New Lazlo, and are among the first to speak against ignorance and cruelty in public. This has made the Coalition States and the Federation of Magic two of their favorite subjects (hate them both). Some A'rac dare to travel to the CS 'Burbs, where they spend their time trying to educate people in the basics of reading, writing and arithmetic. A few have become very active in the Black Market, particularly in the trade of buying, preserving, selling, and smuggling books, videos, and other information outlawed by the CS.

A'rac – Optional Player Character or NPC

Pronunciation: eh rack

Alignment: Any, but tend to be Principled (20%), Scrupulous (30%), Unprincipled (20%) and Anarchist (20%).

Attributes: I.Q. 3D6+8, M.E. 3D6, M.A. 3D6+6, P.S. 3D6+2, P.P. 3D6+4, P.E. 4D6+2, P.B. 2D4+1 by human standards (2D6+10 by A'rac standards), Spd 4D6. P.S. is equal to Bionic Strength.

Size: 6–7 feet (1.8 to 2.1 m); tall and lean.

Weight: 130 to 210 lbs (58.5 to 94.5 kg).

Hit Points: 3D6 +P.E. attribute, plus 1D8 per level of experience, starting at level one.

S.D.C.: 1D4x10, +5 S.D.C. per level of experience starting at level two, but do not gain the benefit of additional S.D.C. gained through Physical skills.

Natural A.R.: 13; a natural, tough, hard skin/carapace.

M.D.C.: By armor, force field or magic.

P.P.E.: 2D6 or per magic O.C.C.

Disposition: Inquisitive, intelligent, analytical and studious.

A'rac love to learn and see the world for themselves. Thus, they enjoy travel and exploration and are usually on the move to see what's over the next hill, learning new things, and being in the thick of a new experience. They often start up adventuring groups for the experience their journeys may offer, and make very organized and determined leaders, lieutenants, guides, scouts, explorers, scientists, and assistants to scientists.

Average Life Span: 6D6+260 years. A'rac reach physical maturity by age 18. Females give birth to 1D4 eggs after an 8 month gestation period and can bear young up to age 200. Both parents care for the eggs and protect them, carrying them everywhere until they hatch 3 months later.

Natural Abilities: Superior vision, can read a small sign or recognize a face from 1200 feet (366 m) away, can see the infrared and ultraviolet spectrums of light, possess natural Climb ability (81% +1% per level of experience and applies equally to climbing and rappelling), excellent balance (base skill of

50% or +15% to Acrobatics and Gymnastics skills), natural exoskeleton, hard armored skin, naturally resistant to poisons, disease and toxins, (+1 to save per level of experience), and has a venomous bite.

Experience Level: 2D4, or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks Per Melee: As per Hand to Hand Combat skill.

Bite Damage: Their venomous mandibles secrete a digestive juice that is also highly toxic to mammals, birds and reptiles. Bite damage is 1D4 S.D.C., however a successful strike will deliver the toxin into the victim. After the toxin has been injected, the victim must make a saving throw vs poison at 14 or higher. A successful saving throw results in an additional 1D6 S.D.C. damage, while a failure results in an additional 4D6 S.D.C. damage, and the victim feels dizzy and weak, as though they want to go to sleep. They are -3 to strike, parry and dodge, skill performance is at -15%, plus reduce speed by half for 2D4 hours.

Bonuses (in addition to those acquired by attributes and skills): +1D4 to Perception Rolls, +2 to save vs Horror Factor, and +1 per level of experience to save vs poison, toxins and disease.

R.C.C. Skills Bonuses: Regardless of the A'rac's chosen O.C.C., all have an aptitude for the following skills: Starts with one additional Language: Other at +20%, and one extra Science skill at +10%, regardless of whether the chosen O.C.C. gets any Science skills, and +5% to all Science and Technical skills in addition to any O.C.C. or I.Q. bonuses.

Available O.C.C.s: The A'rac are driven to intellectual pursuits, consequently they are most often drawn to the *Scholar and Adventurer* class of characters, particularly explorer types (e.g., Wilderness Scout, Saddle Tramp, Vagabond, Pathfinder and most O.C.C.s in *Dinosaur Swamp*). They usually avoid O.C.C.s dedicated to combat, although they can appreciate the arts of war, and will more often than not possess a few Weapon Proficiencies.

Psionics: Standard, same as humans.

Magic: Only by O.C.C., same as humans. The practice of magic is a learned skill, however, many A'rac tend to shy away from the mystic arts. Those who should elect to study magic tend to become Shifters and Temporal Wizards, but can become any magic O.C.C.

Standard Equipment: As per the chosen O.C.C., however they love sensory equipment, computers, electronics, and data storage devices. The character is likely to have quite a diverse collection of books, data on computer disks, cameras, and film, as well as be up on current events and the latest innovations in technology.

Money: As per chosen O.C.C.

Cybernetics and Bionics: Tend to avoid them.

Habitat: A'rac tend to prefer cool, dry climates, but can be found just about anywhere. Since A'rac love to wander and explore, they seldom settle in one place for more than a year or two. When they do, that place usually becomes their permanent home, but even then, the A'rac will take frequent journeys to other places, sometimes disappearing for years at a time.

Fewer than two thousand are believed to inhabit the US and Canada combined, with the majority of them believed to live in the East and the Magic Zone. There is a population of approximately thirty living in *New Lazlo* and four times that number living in *Lazlo*. There are tales of families and small communities (4D6x10 A'rac) living in isolation in the eastern United States and Canada. They are shunned and chased away by the vampires of Mexico because the blood of an A'rac cannot be consumed. That also means the vampires have little control over these beings, making them potentially dangerous to the vampires' power base.

Salve Market Value: 1D6x10,000 for those in need of an intelligent slave, half that for use in the arena or manual labor.

Alliances and Allies: A'rac find kindred spirits in anyone who has a love of knowledge, science and exploration. In North America they find good company in the *Aardan Tek*, *Adana Nomads*, *Dewtani*, and *N'reta*, and are often on good terms with dragons, Mystics, Rogue Scholars, Rogue Scientists, free thinkers, and anyone with a good head on their shoulders and a generous spirit.

Rivals and Enemies: Varies with the geographic region and world. They absolutely abhor the Coalition States and pity the citizenry forced to live under their stifling rule and prevailing ignorance. A'rac see the Federation of Magic as narrow minded, manipulative and dangerous oppressors, and the Splugorth and their minions as world conquering power-mongers and enslavers. Surprisingly, A'rac are leery of Spinne, who they regard as rivals, and there is something about the Chasseur Vert that makes them instantly on edge (will never trust either). Many humans are frightened and repulsed by the grim visage of a spider and frequently assume A'rac people are monsters or demons, and either run for their lives or try to kill them. The Horune and Splugorth of Rifts Earth find them to be a very desirable slave product.

Note: Originally appeared in *Rifts® World Book 27: Adventures in Dinosaur Swamp*.

Auto-G

By Kevin Siembieda

Auto-Gs are a rare and feared D-Bee who is believed to have come to Earth from an unknown world. Many are the tales of the Auto-G, but all are probably pure fiction or half-truths. They call themselves Earthlings and claim their natural appearance is "human," however, an Auto-G is a shape-changer who can take the appearance and abilities of most mortal humanoids, which suggests they have nothing in common with humans. Some believe they are refugees and criminals from a far-flung galaxy not even known to the Splugorth, and call themselves "human" to hide among them and create confusion about their true nature. The Coalition States, Free Quebec, and even the Splugorth and other groups consider these strange beings to be the *ultimate shape-changers* without actually being a supernatural being or true creature of magic.

Unlike the metamorphosis of a dragon or the shape-changing abilities of other beings, the Auto-G's transformation is so complete that even its DNA and apparent natural abilities are the same as the race whose appearance it has assumed. This means



if an Auto-G is copying a D-Bee race that has wings and flies, or can teleport, or turn invisible, etc., so can the Auto-G when he assumes that form. If killed while in its unnatural form, that's the way the body remains. It does not revert to its true, allegedly human appearance.

The ultimate shape-changer, an Auto-G can study and duplicate a specific individual right down to his or her fingerprints, retina, scent and unique genetic structure! Thus, an Auto-G disguised as someone else has identical fingerprints, voice and physical abilities, and can fool a retinal scanner, blood tests, voice pattern identification, and DNA tests! Even a spouse or the character's own mother can not tell the original from the genetic duplicate unless he acts differently and even then . . .

The Auto-Gs' amazing powers of transformation place them among the very best and most dangerous spies, assassins, infiltrators and undercover agents in the Megaverse, and the absolute masters at framing innocent people. For this reason they are also among the most feared, hated and hunted. Even the Splugorth have instructed their minions to kill an Auto-G on sight. If someone is suspected of being an Auto-G, but can't be proven as such, they are still destroyed by Minions who are instructed that it is better to be safe than sorry.

Of course, an Auto-G does not possess the power to copy a person's skills, memories, habits, or personality, but these things can be studied and mimicked as part of a careful impersonation. Nor can they generate bionic implants or artificial appendages, only the actual, physical form of the subject they hope to imitate. These are the flaws in the Auto-G's disguise, but its odd behavior is hardly conclusive and might be explained away by drunkenness, drug use, illness, injury, magic, psionic influence, panic, confusion, or a lapse in memory. The physical disguise is so convincing, most people will find an answer to odd behavior rather than jump to the conclusion he has been replaced by a shape-changer.

Psionic powers can also help uncover an Auto-G, however, these beings pass casual inspection by Dog Boys, Psi-Stalkers and other psychics with ease. Since they *are* whatever race they are impersonating they do NOT register as anything else. Furthermore, an Auto-G can also disguise its P.P.E. and alter its aura. A Telepathic scan *may* pluck out an incriminating or disturbing surface thought, but only an interrogation and pointed questions are likely to produce thoughts that might betray the impostor, a casual scan of surface thoughts rarely reveals anything suspicious or incriminating.

A psychic *Mind Bond* always reveals the truth, but most psychics avoid using this invasive and distasteful power. Meanwhile, using a *See Aura* is likely to display a very normal looking aura for that race. Unless the psychic has studied the aura of a specific person before he was impersonated by an Auto-G, the psychic will not see anything unusual or different. However, if the psychic is very familiar with the *real McCoy's* aura (typically a friend, loved one or somebody important), he is likely to notice subtle and disturbing differences or aberrations – one of which is a high amount of P.P.E. However, whether these differences from what he remembers are enough to make him suspicious is another matter entirely.

Auto-Gs are so incredibly rare and many of the stories about them are so outlandish and frightening, that most people do not believe they are real. In fact, there is only a 01-05% chance that an average person has ever heard of an Auto-G, and even among learned scholars, scientists, adventurers, warriors and practitioners of magic who have heard of the D-Bee, only 01-15% believe they are real. The rest believe Auto-Gs are mythical boogeymen who never really existed except in stories from the Dark Age. The Coalition States, Splugorth and Naruni are the exception.

In the Coalition States, NTSET, Intel Specters, Psi-Net and top military and political leaders know Auto-Gs are real. The CS was among the first to discover that Auto-Gs exist, dating back to the early days of the *Chi-Town City-State* when these boogeymen were found living among them. This prompted the, even then, technological society to study and understand these strange, secretive beings. Having had more dealings with Auto-Gs than anyone else in the world, Chi-Town is the leading expert on the subject. They have established protocols for detecting and countering Auto-Gs that have stood the test of time for over one hundred years. When the Coalition States were formed they shared this information with their allied States, insisting that all other member States put their protocols in place (including Free Quebec). This information has always been kept "Top Secret." Thus, the CS can identify Auto-Gs by testing for a particular rare combination of enzymes only the D-Bee possesses. They also use observational techniques and psionics to pinpoint individuals who might be Auto-Gs. The simple test can be performed on the living or dead and takes only a few minutes. The CS also has psionic procedures that can be used to help uncover "suspected" Auto-G infiltrators. Unfortunately, such detection in the 'Burbs and on the battlefield is much more difficult and rarely performed (it's just not practical).

In 2 P.A., Chi-Town launched a campaign to unearth and obliterate all shape-changers within their territories, with Auto-Gs at the top of the extermination list. This campaign is believed to have been so successful over the decades that it was

believed Auto-Gs may have been wiped out. Whatever tiny numbers may have survived had certainly fled the regions dominated by the Coalition States. Ever vigilant, CS forces continued to investigate every rumor or suspicion of shape-changers operating within their domain. That belief was dispelled when a branch of the Chi-Town ISS foiled a hit team sent to kill Emperor Prosek in 106 P.A. All five conspirators were slain trying to escape, leading to an autopsy. The standard AG Test revealed one of the seemingly human assassins was really an Auto-G. Military code-breakers confirmed the authorities' worst suspicions 36 hours later when they pierced the defense codes on a computer disk found on the body of the Auto-G. The disk contained a comprehensive profile, complete with old and new video footage, on each member of the Prosek family. It also revealed a plan to secretly kill either the Emperor or Joseph II and have the shape changer take his place to undermine the CS from within. It also references "Team Two." So far, Team Two has never manifested or its members may have been scared away or slain by CS security without realizing it. Who may have ordered the "hit" is unknown, but the Federation of Magic and Tolkeen are at the top of the list. How many other Auto-Gs may exist in North America is unknown. Most authorities believe there may be as few as 40 or 50, and certainly no more than 200-600 throughout North America.

Auto-G – Optional Player Character or NPC

Note: "Auto-G" is slang for "auto-genetic," a term coined to describe their ability to duplicate the genetic structure and physical appearance of other races.

Alignment: Any, but professional assassins and spies lean toward Anarchist (35%), Aberrant (30%), Miscreant (10%) and Diabolic (15%).

Attributes: I.Q. 2D6+8, M.E. 2D6+8 (roll another 1D6 if the initial generated number is 17 or higher), M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 2D6+8, P.B. 3D6+6, Spd 3D6.

Size & Weight: In their normal form, Auto-Gs look completely human; but size varies depending on the being they are copying.

Hit Points: P.E. attribute number is the base, plus 1D6 per level of experience.

S.D.C.: 24 +P.E. attribute number and any additional S.D.C. points acquired through skills or O.C.C.; tend to be a bit tougher than normal humans.

Mega-Damage: Auto-Gs can become M.D.C. beings whenever they alter their genetic structure to replicate a mortal Mega-Damage creature like a Grackle Tooth, Loak, etc. However, more likely than not, they must wear M.D.C. armor or use a force field or magic to protect themselves.

Horror Factor: 10

P.P.E.: 2D4x10 +P.E. attribute number.

I.S.P.: M.E. attribute +2D6. Add another 1D6+1 per level of experience.

Disposition: A legacy of fear and persecution has made most Auto-Genetics cold and detached, or angry and resentful, of humans and D-Bees. They resent not being able to use their god given abilities without evoking fear and suspicion or outright hatred and panic. Auto-Gs genuinely believe they are *human* and resent being outcasts among their fellow humans.

At the same time, many Auto-Gs are rather cocky, bold, resourceful and self-assured, all of which are important for thieves, spies, killers and man-hunters.

Life Span: 6D6+134 years. Reaches physical maturity at age 16, but their shape-shifting abilities usually manifest by age 7. Females give birth to one child after a nine month pregnancy and can bear children until 72 years of age.

Natural Abilities: Other than the ability to alter their physical structure on a genetic level and change their physical bodies, all other senses and capabilities are the same as humans. Heals three times faster than a human and is resistant to most diseases. When replicating an inhuman race, the character has all the natural abilities of that race, other than spell casting and specific learned skills and memories.

Transformation and related abilities and bonuses that come with shape-changing on a molecular, genetic level (special):

1. True form. The Auto-G can only assume one of two forms, the current person or race he is *copying* and the creature's (supposedly) natural *human form*. The human form is usually quite attractive, with a P.B. of 12 or higher. Most Auto-Gs have a healthy, youthful appearance and those between 90-110 look to be in their forties or early fifties.

An Auto-G has a definite male or female gender, but they can assume the "appearance" of the opposite sex when they transform into a different race. Assuming the opposite sex and acting the part can prove difficult as the shape-changer may be a male in a female body and vice versa, with all his normal male attitudes and instincts. Acting the part of a female (and vice versa) *may* be harder than one thinks.

When abandoning their false identity, the Auto-G can only revert back to his or her human-looking natural form. To change into another race, he must consume some DNA from that life form.

2. DNA sample required to change. To assume the identity of another race, be it Dog Boy, Psi-Stalker or D-Bee, the Auto-G must have something with that being's genetic signature. This requires the shape shifter to chew and/or swallow something with the subject's DNA; spit, sweat, blood, a piece of skin, nail or hair follicle, and so on. The DNA source material can be as little as a single hair follicle or a tiny drop of blood. One minute (four melee rounds) after consumption, the Auto-G is able to replicate the exact genetic structure of that race and transform itself into a convincing, physical copy down to the genetic level. **Note:** This only enables the Auto-G to turn into an identical member of that race, not an exact copy of a specific individual. **Limitations:** An Auto-G can copy any intelligent, humanoid creature provided it is mortal, whether it is an S.D.C. or M.D.C. being, including its size, appearance, additional limbs (tail, wings, extra eyes or limbs, natural body armor, etc.). An Auto-G can *NOT* replicate a supernatural being, creature of magic, animal or a being who is *extremely alien*, such as an intelligent blob like the Amorph, and energy being like the Ecto-Man, or D-Bee made of stone or plant matter. In all cases, the Auto-G retains his own memories and skills, but he also has the natural abilities and instincts that come with the body he has assumed.

3. To replicate a specific individual, the Auto-G must be able to thoroughly examine the subject (dead or alive) for at least 15 minutes (20-30 is better), consume a large DNA sample (one ounce minimum) and be within 12 feet (3.6 m) of said individual when the change takes place. After the appropriate amount of time, concentration and meditation, the Auto-G turns into an identical-looking twin down to the smallest detail and genetic composition. Fingerprints, voice, eye and skin color, hair, and natural moles, as well as scars and blemishes caused by injury or birth defect, are all replicated 99.7 percent. Bionic implants, tattoos and body piercings *cannot* be replicated and if the Auto-G is to complete the charade, he must be physically altered (i.e., get an identical tattoo, implant, etc.). Strangely, while the Auto-G *cannot* make a tattoo appear when it changes its form, the tattoo will *disappear* when he reverts back to his natural, human form. Likewise, any cybernetic implants or bionic limbs will be harmlessly expelled and the Auto-G will regenerate any missing limbs or organs. In fact, if a bionic arm or leg is required for the disguise (typically only necessary when replicating a specific individual), the Auto-G appears without that limb when he transforms into that individual awaiting the bionic supplement to be attached to complete the transformation. Upon returning to his normal form, all limbs are intact and bionic free. **Note:** Full bionic conversion is not possible for Auto-Gs and will kill them if attempted. In fact, the beings will die if more than 40% of their body is replaced with machine parts. Consequently, most try to avoid cybernetics at all costs, even if it is only temporary.

When assuming the exact identity of a specific individual, it is not necessary to kill the genuine article. Auto-Gs who respect life or are engaged in a plot to frame an individual, usually work to get the subject sent off on a wild goose chase, or capture and imprison the person until there is no need for the charade. On the other hand, evil and ruthless Auto-Gs, many of whom are professional assassins and spics, kill those they impersonate and destroy the body (or at least dispose of it) to prevent accidental escape or discovery.

4. Unusually high level of P.P.E. Auto-Gs have 2D4x10 +P.E. attribute number in P.P.E., roughly 10-30 times more than the average human adult. Yet despite this, Auto-Gs cannot perform magic of any kind nor can their P.P.E. be syphoned away by sorcerers, Psi-Stalkers or other P.P.E. vampires. Additionally, the Auto-G's P.P.E. drops by 70% for 24 hours after a transformation into a nonhuman life form. Presumably, the expenditure of P.P.E. at the moment of transformation is necessary for the Auto-G to change his genetic structure and appearance. This may mean the transformation is magical in nature, though different than spell casting.

5. Instant adaptation to new body. The Auto-G is instantly comfortable with his new body and understands how it works on an intuitive level even if it is completely different than a human being; has additional appendages and inhuman powers (psionics, instincts, heightened senses, wings and flight, aquatic capabilities, M.D.C. body, superhuman P.S., special powers, and so forth). For example, if an Auto-G turns into a *Simvan*, he has the power to control and command animals. If he turns into a *Lyn-Srial*, the Auto-G has wings and can fly.

Available O.C.C.s: In theory, any, but Auto-Gs tend toward the following: Bounty Hunter (and any type of man-hunter), Master Assassin, Freelance Spy, Super-Spy, Professional Thief, Bandit, Highway Man, Smuggler, Con Artist, Gun-fighter, Gunslinger, Sheriff, or Merc Soldier. The rare few who choose a less violent occupation may select any of the Scholar & Adventurer O.C.C.s. **Note:** Can not select any O.C.C. that artificially augments the body, including Cyber-Knight and Headhunter, nor any Practitioner of Magic O.C.C. or Psychic O.C.C.

Experience Level: 1D8, or as set by the Game Master for NPCs. Player Characters should start at level one. Experience as per O.C.C.

Vulnerabilities/Limitations: Cannot replicate the genetic structure or appearance of nonliving materials, lower life forms, animals, creatures of magic, supernatural beings, or truly alien creatures, only other mortal humanoids. Cannot cast spells, draw upon magic nor learn magic. The Auto-G is hated, feared and distrusted by most people.

Attacks per Melee: As per Hand to Hand Combat skill, O.C.C. and current race/body.

Damage: Varies with race or weapons.

Bonuses: +1 on initiative, +2 to pull punch, +2 to save vs magic including magic illusions, +3 to save vs disease, +3 to save vs Horror Factor, and +2 to save vs possession at levels 2, 4, 6, 8, 11 and 15. Needs a 12 or higher to save vs psionic attacks. **Note:** Other bonuses and natural abilities may apply depending on the type of D-Bee the Auto-G has chosen for his body.

Psionics: Alter Aura (2), Death Trance (1), Mask P.P.E. (4), Mask I.S.P. & Psionics (7), Mind Block (4), Nightvision (4), and Summon Inner Strength (4). Considered a Major Psychic and needs a 12 or higher to save vs psionic attack. I.S.P.: M.E. attribute number plus a roll of 4D6, and an additional 1D6+1 per level of experience.

Magic: None; cannot practice magic of any kind.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: Avoid it whenever possible. Never make more than 40% of their body cybernetic (any more will kill them).

Habitat: Basically the same as any human or whatever race they are impersonating. Auto-Gs are believed to originate from North America, possibly the Devil's Gate (St. Louis) or from a Rift that appeared in the ruins of Old Chicago. Long ago they were found mainly in the Mid-West, but since they are so feared and hunted, they hide their true natures. It is believed there are fewer than 600 Auto-Gs in all of North America, possibly as few as 200. Of course, no one knows how many really exist, and since they could be almost anybody, there could be thousands living undetected among the many human and D-Bee communities, though that is doubtful.

Slave Market Value: 1D6x100,000 credits.

Alliances and Allies: Nobody in particular and truly trust only their own kind. Those who pursue criminal professions tend to associate with like-minded evildoers and power-brokers. A number of Auto-Gs are rumored to be members of and/or

work with the *Federation of Magic*. Rumors abound that *Tolkeen* had also hired a number of freelance Auto-G assassins and spies.

Rivals and Enemies: Universally feared, most people slay Auto-Gs whenever they are discovered. The CS is enemy number one, and Splugorth Slayers love to buy and sell the D-Bee in their slave markets. Otherwise, enemies are anybody who gets in their way or threatens their existence.

Note: The original description appeared in *Rifts® Coalition Wars® Three: Sorcerers' Revenge* (the Siege on Tolkeen series).



Aviane

By Carl Gleba & Kevin Siembieda

The Aviane (pronounced Aye-vee-ann) come from a world of high mountain peaks, deep valleys and expansive ravines and canyons. There is very little in the way of "flat" land. Much of their food either flew, or grew on treacherous cliffs in high places, making climbing and being trapped on the ground in their world a death sentence. So evolution provided the Aviane with the tools to survive, they have wings and can fly.

If left to develop on their own, the Aviane seemed destined to have become a great society. However, their world felt the ripples left by a dying star. Their planet received a massive shock wave causing numerous catastrophes. Volcanoes spewed deadly ash and the very land shook and trembled in its final death

throes. Their planet was dying, but as fate would have it, this was around the same time as the Coming of the Rifts on Earth and as their world was crumbling around them, tears in space and time opened in the sky, and the Aviane took a chance and flew through them. While the desperate maneuver saved the race from oblivion, large flocks were scattered across the Megaverse. Thousands ended up on Rifts Earth where many managed to ride out the initial shock waves of the apocalypse. In the early post-apocalyptic years, many found homes in the shattered skyscrapers of cities. Over time, they migrated west, where they came upon the canyons of Arizona and Utah, and the Rocky Mountains. Here, they realized, they had found a new home! Since then, Aviane have scattered across the entire length of the mountains in the west, including those in western Canada

and Alaska, as well as the Rockies and mountains in Mexico. Some share the canyons of Arizona with the Lynn-Srial, but many others moved elsewhere when the Sky-Knights moved in.

The Aviane are one of the few D-Bee races that can fly under their own power. Built slightly smaller than the average man, these humanoids have a pair of powerful, feathered wings sprouting from their back. These feathers also cover their head, neck, upper arms and back. Like all birds, males have an assortment of colorful plumage that ranges from majestic blues with black and white highlights, like a giant bluebird or blue jay, to stunning red, like a cardinal. Female Aviane have dull-colored plumage that is varying shades of tan and grey with white and black highlights.

The Aviane are most common in the New West and throughout the Rocky Mountain chain, as well as other mountains in the West, but there is an especially large flock in the region around *Arzno*. These Bird Men crave the company of other humanoids more than others, and enjoy sharing their cliff-dwellings with the people of *Arzno*. Those who live in the city tend to live in high-rise buildings, or at least those that have some kind of balcony. Being flyers, they have little fear of heights and prefer to have homes in high locations. Caves along cliff faces are preferred and in *Arzno*, engineers have managed to build several aeries along the cliffs for their Aviane allies. The Bird Men navigate the streets of *Arzno* and the Great Canyon with equal ease.

Aviane are never found in any of the Coalition 'Burbs, as the CS troops tend to shoot them on sight. In the early days of Chi-Town a hundred or so moved into the region. Seeing the Mega-city of Chi-Town they naturally sought out some of the high, out of the way locations to live. This did not go over well at all with the Coalition, and most were exterminated. Those who managed to get away quickly spread the word and for a while, Aviane avoided all humans. Experience has taught Aviane to take humans and other D-Bees on a case-by-case basis, understanding that some people of the same race are good, others evil, some are willing to accept them, others are quick to hate and attack just because they are different.

Aviane are curious and social by nature, however, and enjoy the company of other intelligent beings, even those stuck on the ground. Consequently, one or more adventurous Aviane frequently join bands of humans or D-Bees for conversation, gossip and companionship. The more brazen and heroic have been known to join groups of adventurers and mercenary companies, and there are even a few Aviane counted among Reid's Rangers, the Justice Rangers and the Cyber-Knights. *Arzno*, however, is the first place where its inhabitants are accepted by Aviane as equals and where an entire flock of 839 openly live in and around the city itself.

Aviane - Optional Player Character or NPC

Pronunciation: Aye Vee Ann

Also known as "Avian Men," and "Bird Men."

Alignment: Any, but lean toward good.

Attributes: I.Q. 3D6, M.E. 2D6+6, M.A. 2D6, P.S. 3D6+6 (Augmented), P.P. 4D6+6, P.E. 2D6+10, P.B. 4D6 male - 3D6 female, Spd 2D6 running - 2D6x10+60 flying (80 to 180 = 56-124 mph/89.6 to 198 km).

Size: 4-5 feet (1.2 to 1.5 m) tall.

Weight: 120-160 pounds (54 to 72 kg).

Hit Points: P.E. attribute number plus 2D6 per level of experience.

S.D.C.: Main Body: 5D6+18. Wings: 4D6+60 each +2D6 per level of experience.

M.D.C.: Requires M.D.C. armor or protective magic, psionic or force field.

Awe/Horror Factor: 11.

P.P.E.: P.E. attribute number plus 2D6. If a magic O.C.C. is selected, this number is *added* to the base P.P.E. of the class.

Disposition: Social, outgoing, inquisitive, positive, and generally trusting. Often too trusting. Aviane tend to trust someone until they prove themselves to be untrustworthy, unreliable, dangerous or evil. This trusting and inquisitive nature has gotten many an Aviane killed and many more in trouble. As a result, many flocks have decided humans and many ground based D-Bees are too complicated and unpredictable, and best to be avoided. They love to fly, hunt, and play, performing aerial acrobatics, games of tag and wild chases through canyons and around mountain tops and skyscrapers that are amazing and fun to watch.

Average Life Span: 2D6+76 years.

Natural Abilities: Powerful arms and upper body with a P.S. equal to *Augmented/Bionic strength* (Power Punch may inflict M.D., but counts as two melee attacks). Keen vision, like an eagle's, enabling the D-Bee to see a rabbit or read a signpost two miles (3.2 km) away. Large lung capacity; can hold breath for 1D6+6 minutes, excellent sense of balance, internal gyroscope so the Aviane always has a good idea where he is, if he is flying up, down or sideways, which way is magnetic north, and how close he is to the ground or standing objects/people even when flying at maximum speed or in a Speed Burst. Can stop on a dime, change direction and dodge with surprising precision, speed and accuracy.

Polarized Vision (special): Bright lights and glare do not affect them, and Blinding Flash has half the penalties and half the duration on a Bird Man.

Winged Flight (special): Aviane can fly and glide for hours on end at speeds under two-thirds their maximum speed. Take the P.E. attribute number, divide it in half, and that's the number of hours they can fly at *cruising speed*. Flying at maximum normal speed or at any speed faster than cruising, is half the previous number. So an Aviane with a P.E. of 15 can fly seven and a half hours without rest at cruising speeds, and half that time (three hours and 45 minutes) at maximum speed. Also see Speed-Burst Flying. The maximum height they can fly is 11,000 feet (3,353 m).

Speed-Burst Flying (special): *Double* normal maximum speed for a period of time that is the P.E. attribute number in minutes, or *triple* the max speed for so many seconds, equal to their P.E. attribute number. After these bursts of speed the Aviane needs 1D6 minutes to rest wings before being able to fly faster than half his normal speed.

Wing Regeneration (special): Aviane have the unique property of being able to regenerate damage done to their wings. Damage regenerates at a rate of 2D6 S.D.C. per 24 hours, while severe damage like having half a wing vaporized by an M.D. plasma blast or mangled in an explosion takes 4D6+12

days to regenerate, and losing a wing entirely takes 6D6+45 days to regenerate. **Note:** The nature of wings being what they are, most M.D. energy blasts only shoot holes through the wing, rather than destroy it completely. Thus, every 1D6 M.D. points that hits a wing actually does only 1D6 S.D.C.! S.D.C. bullets and blasts leveled at the wings do only 10% their normal damage. Fire balls and fiery blasts do half damage.

Experience Level: 1D4+2 or as set by the Game Master for NPCs. Player Characters should start at first level.

Available O.C.C.s: Merc Soldier, Rogue Scholar, Vagabond, and Wilderness Scout are most common. They shy away from O.C.C.s that are heavy on vehicles, and can't pilot robots and power armor. Though fascinated by magic, only 5% become practitioners of magic and when they do, they lean toward Ley Line Walker, Mystic and Air or Fire Warlock. In Arzno there are a lot of Aviane Wilderness Scouts, Merc Soldiers and Vagabonds.

Psionics: Same probability of psionics as humans.

Magic: None, unless a magic O.C.C. is taken.

Attacks per Melee: As per Hand to Hand Combat skill.

Bonuses (in addition to likely attribute and skill bonuses):

+1 attack or action per melee round, +2 on Perception Rolls, +2 on initiative in flight, +2 to automatic dodge in flight (can dodge without using up a melee attack/action), +2 to roll with impact, and +2 to pull punch. Has Augmented P.S. equivalent to a Juicer or cyborg.

Vulnerabilities: Poor night vision, roughly half that of humans, and many will not fly at night. Falls do more damage (increase by 50%) as their bones are hollow like birds and they have a greater chance of breaking a bone unless they manage to roll with impact and beat a 14.

Standard Equipment: As per O.C.C.s, though Aviane must choose carefully how they equip themselves, as they are limited by what they can wear while flying. Most can only wear light or medium M.D.C. armor and many wear homespun, patchwork armor made from M.D. animal bones, hides and scraps from modern armor (typical patchwork armor has 3D6+30 M.D.C.). The Techno-Wizards of Arzno have, however, come to their friends' aid by creating several lightweight armors designed with Aviane and wings in mind (typically has 60 M.D.C. or they have the Armor of Ithan spell built into the armor or various TW gadgets).

Money: As per O.C.C.s; most don't have a great need for money and wealth. Most Aviane are happy, carefree people who value freedom, good health, friends and family above all else.

Cybernetics and Bionics: None to start. While Aviane are candidates for cybernetic or bionic reconstruction, very few ever pursue this course. In Arzno, there are a few Aviane who have undergone some minor reconstruction to become *Momano Headhunters*, empowered by TW bionics. M.O.M. or Juicer augmentation do not work on them.

Habitat: Primarily the mountains and canyons of the West, but may live anywhere they can stretch their wings and fly. On Rifts Earth they are not known to exist outside of North America, but some could have migrated to Central and South America.

Slave Market Value: Not particularly useful as slave labor, as they will eventually fly away unless a loved one is held hostage and used as leverage. Highly valued as scouts and couriers, as well as exotic combatants in the gladiatorial arena. Typically fetch two or three times what human slaves command.

Alliances and Allies: They get along very well with the Lyn-Srial and most of the residents of Arzno.

Rivals and Enemies: Mostly the Coalition and other human supremacists, and are suspicious of humans in general until mutual trust has been earned.



Bayou Ursines

By Josh Sinsapaugh

*It was in the bayou of the Old American Empire State of Louisiana, a little too close for comfort to the CS Naval Base at Baton Rouge, when we first met the curious bear-like Dimensional Beings known as Bayou Ursines. They have accepted the name from some forgotten scientist who had passed through the area long ago, though others call them **Bandit Bears** and other such uncouth names. I have met with other bear races, such as escaped Coalition mutants, and others, and each and every one of them looked more or less like a humanoid version of a bear. As for the Bayou Ursines, their appearance is odder than that, unique amongst the different bear races: shaggy fur, four ears, six eyes and two bushy tails. My esteemed colleague Rayven suggested, as a joke, that perhaps we better cut back on the ra-*

tions of alcohol that our expedition had been given. I disregarded his quip with a laugh and attempted to make contact.

The jittery little thing stopped for a moment from his path through the muck several steps from our position and startled us by speaking in American: "Y'all best be getting along," it said. "There is a Fin-Back Razor (apparently slang for a *Spinosaurus*) in the area and them Dead Boys are gonna be patrolling these parts in about a half hour. They usually do so on Thursdays." I thanked him for the tip and tried to ask him if we could accompany him back to his residence, but he wouldn't have it. "Sorry folks, I'm all for Southern Hospitality and all, but I'm afraid that my lil' girl would be mighty scared of you weird looking, big fellars!" With that, he went about his way through the trees and soon disappeared from sight. Thankfully, he wasn't the last that we would meet.

- Excerpt from *A Short Study* by Joachim Curli, *Legacy Scout*

Without a doubt, the Bayou Ursines are one of the strangest D-Bees in the southeastern wilderness of the Old American Empire. They are 4-6 foot (1.2 to 1.8 meter) tall, bear-like humanoids with shaggy, multi-colored: white, black and brown fur and two bushy, fox-like tails. The Ursines can be found living in small villages and homesteads throughout the Eastern Wilds, but are most common in the Deep South of the *Dark Woods*, *Dinosaur Swamp* and most notably, the bayous and swamps of what was once *Louisiana* and *Mississippi*, as well as some of the islands of the *Caribbean*. Their heads are adorned with four ears, with a pair for hearing within the human range of sounds and a pair for hearing within the ultrasonic range. They have six eyes that see a much wider spectrum of light than humans, including the infrared, heat radiation, and ultraviolet spectrums.

In general, Bayou Ursines are energetic, but lazy creatures when it comes to work. They prefer to eke out a living of subsistence through small game hunting, fishing and scavenging rather than a civilized occupation or formal work. Most Ursines expect and prefer an easy life with little actual labor, thus many find living the life of pirates and bandits to be very rewarding. As a result, bear people are a common sight among regional pirate and outlaw bands of the Southeast. Further prompting the bear-like D-Bees to live as pirates or swamp bandits is their semi-aquatic nature. Bayou Ursines are expert swimmers and can breathe under water, making them ideal pirates and bushwhackers in the bayou and all types of waterways (the Southeast is riddled with rivers and swamps, more so after the Coming of the Rifts than before). Of course, their aquatic talents could allow them to be career anglers, rescue personnel, sailors, or expert cargo haulers along the waterways of the world, but such occupations are too strenuous and no fun for the Bayou Ursine, especially when easier money can be found through banditry, theft, and scavenging. Joachim Curli had this to say about the D-Bees: *Despite the fact that nearly every Bayou Ursine our expedition stumbled across was kind and cheerful, I must sadly report that some eight out of ten were career criminals of one kind or another. During my time traveling along the Gulf Coast, my expedition encountered a dozen pirate bands passing by on the open sea. Each had at least a pair of Ursines amongst its crew.*

The tendency toward careers of piracy and banditry has placed an unforgettable stigma on the Ursines, who are usually

viewed with contempt and suspicion by a majority of residents within the Deep South, and (to a lesser extent) the Caribbean. Although the stigma is well earned, about 20% of all Ursines live an honest life and are thus undeserving of such racial prejudice. Even the honest Bayou Ursines will find themselves discriminated against through sneers, slurs, unwarranted aggression and overcharging by almost all merchants, except the Naruni. These honest Bayou Ursines cannot account for the other 80% of their race, but neither can they stem the tide of prejudice and bigotry that has been set against them. In response, many of the honest members of this race live a solitary life, hidden away in small homesteads with others of their kind in the deepest parts of the bayou and the darkest parts of the woods.

Bayou Ursines speak American and other common languages of North America and are without a unique language to call their own. Much like the Grackle Tooth, Bayou Ursines remember neither where they came from nor what they had originally called themselves. A majority do not care though, and live a very relaxed and carefree lifestyle throughout the Southeast. Like the Kraks and (again) the Grackle Tooth, they have no culture to call their own and have readily adopted the culture of Man as their own (though they are by no means as mimetic as the Kraks). Fairly common for a D-Bee in the wilderness, 250,000 (probably less) are believed to exist, scattered across the Deep South and on the high seas with perhaps another 15,000 scattered elsewhere across the continent. Unknown to most outside of the Deep South and Caribbean Islands, they are common crew members of Horune Pirate ships.

Bayou Ursines - Optional Player Character or NPC

Also known as "Bayou Bears," "Bandit Bears," "Pirate Bears" and "Six-Eyed Bear Men."

Alignment: Any, but most are Unprincipled (15%), Anarchist (45%), or Miscreant (30%).

Attributes: I.Q. 3D6, M.E. 2D6+4, M.A. 2D6+4, P.S. 3D6+10 (Augmented), P.P. 3D6, P.E. 2D6+6, P.B. 2D6+3, Spd 3D6 (double as swimmers in or under water).

Size: 4 to 6 feet (1.2 to 1.8 m) tall.

Weight: 120 to 300 pounds (54 to 135 kg).

Hit Points: P.E. attribute number plus 1D10 per level of experience.

S.D.C.: 1D6x100+100 (extremely light Mega-Damage creature with equivalent M.D.C. of 2-7).

Horror Factor: Not applicable.

P.P.E. 3D6

Disposition: Varies from individual to individual. Most Bayou Ursines are lazy, preferring hunting, fishing, playing, drinking, banditry and adventure to hard work. They all dream of an easy life and only do what they must to make ends meet and get by. Many Bayou Bears are addicted to gambling, booze and other vices, nasty habits that the D-Bee often supports through thievery, piracy or gambling.

Average Life Span: 2D6+60 years.

Natural Abilities: Can see in both the infrared and ultraviolet spectrums of light, Nightvision 120 feet (36.6 m), can hear within the human range of hearing as well as ultrasonic sound, breathes air and water like an amphibian and is a natural swimmer (92% skill equivalent). Their oily fur acts as

both a great source of insulation when in the water and as a cooling method when out of water. Augmented P.S. is equivalent to a Juicer or cyborg, and a power punch inflicts Mega-Damage but counts as two melee attacks.

Experience Level: 1D4 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill.

Bonuses (in addition to those acquired from attributes and skills): +1 to pull punch and +1 to dodge.

Vulnerabilities: None per se, other than the racial prejudice that is often leveled against them.

Psionics: Chance of having psionic abilities is the same as a human being.

Magic Knowledge: None.

Available O.C.C.s: Selections are limited to: Men of Arms: Bandit, Bandit: Highway Man, Bounty Hunter, Combat Cyborg (rare), Coalition Grunt (equivalent), Head Hunter (any, except Momano), Mercenary Soldier, Merchant Marine, Pecos Raider, Pirate, Pirate Slaver, Privateer, Psi-Slinger (rare), River Pirate, and Maxi-Juicer (super rare). Adventurers: City Rat (any, except Hack Rat), Cyber-Snatcher, Operator, Professional Gambler, Saddle Tramp, Saloon Bum, Salvage Expert, Storyteller, Trapper-Woodsman, Vagabond, and Wilderness Scout (any except Naturalist and Legacy Scout). Psychics: Burster, Mind Melter and Psi-Slinger. **Note:** Bayou Ursines are not candidates for Juicer or Crazy conversion, except for the Maxi-Juicer conversion.

Standard Equipment: Standard equipment as per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: As per the chosen O.C.C.; Bayou Ursines are not against cybernetic implants or bionic augmentation, provided they don't have to work hard to get them.

Habitat: Bayou Bear Men prefer to live in and around forests, swamps, bayous, and river deltas or on small islands off the mainland. They can often be found as far north as the Ohio River Valley or as far south as the northern bank of the Rio Grande. They can also be found living on the islands of the Caribbean. They are almost never found in desert or arctic regions unless brought there against their will or by accident.

Slave Market Value: 3D4x1,000 credits.

Alliances and Allies: Bayou Bears enjoy the company of their own kind and any other race that can treat them fairly or as equals, and don't demand much from them. Prefer the company of Grackle Tooth, Kraks, and Larmac, and are commonly found among pirates, bandits, bushwhackers, scavengers, and outlaw bands in the Southeast. If obligated to take a side in the conflict that is brewing in Louisiana, most take the side of the Crulls. Unknown to most outside of the *Deep South* and the *Caribbean*, Bayou Ursines are commonly found as willing crewmen on Horune Pirate Ships.

Rivals and Enemies: Anyone who gets in their way or is out to get them for whatever reason. Bayou Bears tend to judge other people on a case-by-case basis. They recognize the Coalition as D-Bee haters and thus tend to avoid them because of it.

Blucies

By Carl Gleba

The true name of the Blucies has been lost long ago. All that is known is that they came through a Rift during the early days of the Dark Age. Originally known as the *Blue Cannibals*, the Blucies got their name from their blue skin and the fact that they were often found feasting on the remains of blue and bloated, dead bodies. Food was scarce, and the Blucies have a voracious appetite. Preferring their food a bit rancid, corpses pose no problem for these blue-skinned reptilian people, especially since it's their tradition to eat their own dead. Many times they were understandably mistaken as perpetrators feasting on their latest killing of people, rather than scavengers feasting on the remains of the dead.

In the early days during the chaos of the Dark Age, Blucies were seen as just another monster from the Rifts. In time however, these blue-skinned giants would become valuable allies as they too fought against the demon plagues emerging from the Rifts, and would even help to defend human communities. It was learned that the Blucies had similar values as humans, and their greatest commonality was family and community. Small clans of Blucies would fight alongside their neighbors in time of need – be they human or D-Bee – without even being asked. Many villages and towns owe their existence to their Blucie neighbors.

As the years passed, however, the heroic reptilian people dwindled in number, losing more than half in the zombie wars alone. Most Blucies are found in the colder regions of North America, with the majority being in Canada and the northeastern American States. They once inhabited the Great Lakes area in large numbers, but were slaughtered or forced out by human supremacists who would later become the Coalition States of Chi-Town and Iron Heart. Today, small clans and lone wanderers are still found wandering the woodlands and ruins of *Wisconsin*, *Minnesota*, *Illinois*, *Michigan* and *Ontario*, but they are more common to Pennsylvania, Upstate New York, Maine and other northeastern States, as well as much of northern Canada and as far north as Greenland. That includes major cities like *Lazlo*, *New Lazlo*, *Old Bones* and the various 'Burbs and communities in the North. Many even fight alongside the *Tundra Rangers*, while others lived and fought alongside those in *Tolkeen* before it fell.

Blucies stand a head or two taller than most humans and, like their name suggests, they have a blue complexion to their scaly skin. They appear reptilian, but are not cold blooded, nor do they lay eggs, instead they bear live young. Blucies have a bony ridge that runs over their eyes and ends in a point above where the ears should be. Instead of ears they have a flesh-covered membrane that is a shade lighter than the rest of their skin. They have a crocodile-like head with an elongated snout with hundreds of pointed teeth, and their smile has been known to frighten the faint of heart. Finally, Blucies have a long tail that tapers toward the end. It is used for balance and as a whip in combat.

From what little is known about the Blucies they come from a primitive world. Despite their abilities they were not at the top of the food chain, and most lived a simple life similar to the Native America tribal people. Coming to Rifts Earth, many didn't



understand or comprehend technology, and the early Blucies thought technology was a form of alien magic. As a result, Blucies have remained close to nature, tending to rely more on the natural world than what technology has to offer. The Blucies don't shun technology or magic, they just tend to prefer riding animals over machine vehicles, melee weapons and the bow and arrow over guns, and living in small, family clans or tiny tribes rather than in a modern city.

Blucies - Optional Player Character or NPC

Also known as "Blue Cannibals," "Blue Crocs" and "Snow Lizard Men."

Alignment: Any, but lean toward Principled (20%), Scrupulous (30%), Unprincipled (20%) and Aberrant (15%).

Attributes: I.Q. 2D6+5, M.E. 2D6+5, M.A. 3D6+4, P.S. 4D6+12 (Augmented), P.P. 3D6, P.E. 4D6+4, P.B. 3D6, Spd 3D6 (double underwater).

Size: 6-8 feet (1.8 to 2.4 m) tall.

Weight: 200 to 400 pounds (90 to 180 kg).

Hit Points: P.E. attribute number x10, plus 2D6 per level of experience.

S.D.C.: 2D4x10+40

M.D.C.: By armor or magic.

Horror Factor: 13

P.P.E.: P.E. attribute number plus 6D6. If a magic O.C.C. is selected, this number is *added* to the base P.P.E. of the class.

Disposition: Blucies are natural born heroes who have a high regard for intelligent life regardless of race. They are noble, honorable creatures with a strong sense of justice. They know what's right and wrong, and live by a code of honor similar to the Cyber-Knights. The word of a Blucie is its bond, and all but the most villainous or selfish can be trusted completely when they give their word of honor.

Average Life Span: 3D6+80 years. A Blucie reaches physical maturity by age 15. The females give birth to a pair of young after a gestation period of 11 months, but become infertile by age 42.

Natural Abilities: Can hold their breath underwater for a number of minutes equal to the P.E. attribute number, and all are natural swimmers with webbed hands and feet and a rudder-like tail to aid them. Blucies can see perfectly underwater and have a special transparent eyelid that slides over the eyes to protect them while in underwater environments. They can also hear and communicate in an ultra-low frequency that is not audible to most humans. This was one of the reasons why they were initially misunderstood.

Blucie Language (special): Their language consists of clicks, and ultra-low growls that most humans could not hear, and most interpreted their early attempts at communication as signs of aggression. Today, they speak American and their native tongue. Their low frequency language allows two or more Blue Cannibals to communicate up to a half mile (0.8 km) away, double underwater.

Powerful Digestive System (special): Blue Cannibals are able to eat *anything* organic without ill effect, including rotting meat, fouled water, and even items poisonous to humans. They are resistant to most poisons (reflected in saving throw bonuses).

Resistant to Cold (special): Takes half damage from any cold attacks, as they contain within them a natural antifreeze that prevents ice crystals from forming in their cells. The D-Bees are able to tolerate freezing temperatures as low as -50 degrees Fahrenheit (-46 C) without any ill effect or penalties, and survive temperatures twice as cold, at half the usual penalties.

R.C.C. Skills: The following are natural aptitudes for this race and bonuses are in addition to any that might come with an O.C.C. Natural Swimming skill at 88%, Land Navigation at 80%, and speak American and their Native Language at 88% +1% per level of experience.

Available O.C.C.s: Theoretically any, other than those that rely on some form of mechanical or chemical augmentation or working with technology. This character favors those close to nature. Thus, the most common O.C.C.s are Wilderness Scout (any), Trapper-Woodsman, Swamp Stomper (see Dinosaur Swamp), Merc Soldier, Tundra Ranger, Justice Ranger, Rogue Scholar, Vagabond, Inuit Shaman (equivalent), Water Warlock, Earth Warlock, Elemental Fusionist (Water and Fire the most likely combo), Psi-Druid and Cyber-Knight. There are several Blueie *Cyber-Knights*.

Experience Level: 1D6+3 for NPC, or as set by the Game Master. Player Characters should start at level one.

Attacks per Melee: As per Hand to Hand Combat skill of the selected O.C.C.

Damage: As per combat skill. Claws add 3D4 S.D.C. damage to the usual punch damage, or 1D6 M.D. to a power punch. A bite does 4D6+3 S.D.C. damage; a power bite does 1D4 M.D. A whipping tail slash does punch damage; cannot do a power whip.

Bonuses (in addition to likely bonuses from attributes and skills): All Blueies are +1 to strike, parry and dodge, +3 to pull punch, +2 to disarm (may use tail), +5 to save vs poison, +3 to save vs Horror Factor, and +1 to Perception Rolls.

Vulnerabilities: Do not do well in extreme heat such as deserts and jungles. As long as there is water nearby where they can go in and cool off, they are fine, but in temperatures above 80 degrees Fahrenheit (26.7 C) Blueies become sluggish and start to overheat (reduce Spd and combat bonuses by half. In temperatures above 100 degrees Fahrenheit (37.8 C) the D-Bee loses ALL bonuses and is -4 to all combat rolls, and reduce the number of attacks per melee by half. While they can tolerate cold with no problems, their bodies have difficulty holding water in warmer temperatures and not only can't Blueies cool themselves efficiently, they also dehydrate at twice the rate of humans.

Psionic Powers: Standard; the same probability of psionic abilities as humans.

Magic Knowledge: Only if a magic O.C.C. is selected. Most Blueies have an affinity for nature and as a result, 10% are Water or Earth Warlocks and Elemental Fusionists, as well as some Inuit type Shamans.

Standard Equipment: As per O.C.C., however the Blue Cannibals tend to favor heavy energy weapons and blunt weapons like hammers, maces and mauls, especially magical and Techno-Wizard weapons.

Money: As per O.C.C.

Cybernetics and Bionics: None; incompatible with Blueie physiology.

Habitat: Can survive anywhere cold and wintry, but are only known to exist in North America, most notably the Great Lakes region, Eastern and Northern Canada, Greenland, Alaska, and the American Northeast.

Slave Market Value: High, but not as high as one might think. Blueies are large, powerful creatures capable of physical labor and combat, but do not possess Supernatural Strength and are not Mega-Damage beings. Further, their inability to cope with warm climates hurts their value in many markets. Worth 4D6x1,000 credits in colder, but only 1D6x1,000 in warm climates such as Atlantis. Worthless in hot climes like South America.

Alliances and Allies: They tend to get along reasonably well with others who are close to nature and who live with honor and integrity, including Native Americans, Sasquatch, Shemarrians, Amana, and Cyber-Knights. Tend to be heroes and protectors of the weak. They've never met Lynn-Srial, but they'd get along famously.

Rivals and Enemies: Dislikes Minions of Splugorth, Coalition and Free Quebec soldiers, and any being without honor. Heroic by nature, Blueies tend to clash with demons, monsters, and evildoers wherever they go.

Bruutasaur

By Kevin Siembieda

Bruutasaur are massive, cold-blooded, reptilian humanoids who tower 11 feet tall (3.3 m) and are a wall of muscle. They are humanoids with scaly tan skin with green accents, and a creamy light green underbelly. The arms and legs are massive and thickly muscled. The hands are large, and the three fingers and thumb end in long, sharp and pointed nails the size of a machete and capable of slicing a man to shreds. The long, prehensile tail is used to strike, grab and knock opponents down, as well as help to climb the cliffs of bluffs, canyons and mountains. The Bruutasaur's head rests atop a thick neck. The mouth is large and filled with, comparatively, small, pointed teeth, but the nostrils are large and flare, like a bull, when angry. The eyes are a pale yellow with a green iris and black pupil. A line of small, hooked fins start above the eyebrows, in the center of the forehead, and run down the back of the neck, ending at its base. Small spines and bumps rim the eyebrow area (the D-Bee has no hair) and forehead, while larger ones cover the shoulders and upper arms. The overall effect is reminiscent of a desert Horned Toad, though the Bruutasaur more resembles a Velociraptor or Allosaurus evolved into a humanoid form.

Bruutasaur are primitive, Stone Age, tribal hunters and gatherers from an alien world. They were named by the Dark Age Shifter who discovered their alien world and brought them to Rifts Earth. Ironically, the name of the Shifter is long forgotten, even though according to legend, he summoned forth an army of 100,000 Bruutasaur to conquer lands and build him an empire. The first Bruutasaur brought to Rifts Earth knew nothing about magic, so they were impressed by the power and magic of the Shifter. They accepted him as a god and served him for at least a decade until he was slain by an enemy. Without a leader, the



Bruutasaur splintered into smaller groups and dispersed across North America. Tens of thousands perished in futile wars and tests of combat, but at least a third survived and prospered on Earth. New Bruutasaur are sometimes summoned by Shifters who have somehow learned (or inherited?) the knowledge of their home world's whereabouts, but most Bruutasaur are fifth and sixth generation "Earthlings" who have no desire to return to the planet of their forefathers. A simple, primitive people, one world is pretty much like the next, and Bruutasaur born on Rifts Earth consider it their home.

The *Great Lizards*, as they are sometimes called, have learned to use basic weapons, armor and technology, but still tend to rely on their brute strength, size and intimidation rather than the trappings of technology or magic. They like to roughhouse, compete in sports, and fight. Even females are aggressive and war-like, thus most Bruutasaur take up occupations as raiders, bandits, highway men, hunters and mercenary soldiers. Despite their alligator-ish appearance and long serpentine tail, they dislike water and seldom become pirates or seafarers of any sort.

Bruutasaur have a reputation for being more animalistic than human in intelligence, but that is untrue, it's just that their hunter instincts and raw physicality makes them best suited as hunters, raiders and fighters. The fact that they have Mega-Damage hides and don't wear body armor, or even much in the way of clothing, perpetuates the myth that they are "wild dinosaur men" and "savages."

Bruutasaur are nomads who like to travel in small, tribal hunting packs of 20-120 members. This makes them well suited

as mobile bands of hunters, warriors, and bandits. As hunters, they stalk dinosaurs and mammals of all sizes. However, *mammals* are their favorite food, and in their early days, Bruutasaur were known to hunt and eat humans and human-like D-Bees! That practice ended at least 60 years ago, but stories of man-eating Bruutasaur persist to this day, especially in the Coalition States of *Lone Star*, *El Dorado* (Arkansas), *Missouri* and *Chi-Town*.

Unlike many "civilized people," Bruutasaur accept anybody who carries his own weight and proves himself loyal to their "tribe" or band. Thus, a Bruutasaur tribe may include humans, D-Bees, and sub-demons like Brodkil, Gargoyles and Gurgoyles, as well as the occasional Lesser Demon and other monster races. Over the last 10 years, Bruutasaur have become a major force within the Pecos Raiders, representing some of the most powerful and dangerous gangs operating in Texas and the Southwest, and into Northern Mexico. In just the last five years, a Bruutasaur calling himself **Charmo Rex** has proven to be a charismatic leader of 3000 men: *Bruutasaur* (31%), *Larmac* (25%), *Brodkil* (15%), *Great Hunters* (10%), *Grackle Tooth* (5%), *humans* (7%), *Lyvorrk* (2%) and others (5%). This force has grown by 20% every year, though it is typically divided into 10-15 subgroups operating north and south along the Rio Grande. Charmo's Raiders gather in full at least three times a year at a little town 70 miles southeast of Ciudad Juarez. Surprisingly, Charmo's Raiders have not challenged Sabre Lasar. In fact, the two leaders seem to respect and like each other. It doesn't hurt that Charmo Rex has his raiders spend a lot of time in Mexico raiding vampire dominated communities, Coalition forces in Texas and Arkansas, and Simvan forces everywhere. The latter does not please the Simvan of Sabre Lasar's Pecos Raiders, but so far they have not made it an issue.

The nomadic Bruutasaur enjoy walking and are surprisingly fast on their feet for beings their size and bulk. However, many have taken to riding oversized versions of hovercycles and robot horses created and sold by both *Northern Gun* and *Bandito Arms* (the Black Market outfit in the New West). Others ride dinosaurs and other large animals capable of carrying their bulk.

Bruutasaur – Optional Player Character or NPC

Pronunciation: brute a sore

Also known as "Dinosaur Men" and "the Great Lizards."

Alignment: Any, but most are Anarchist (30%), Miscreant (30%) or Aberrant (20%).

Attributes: I.Q. 1D6+5, M.E. 4D6, M.A. 2D6, P.S. 4D6+6 (Robotic), P.P. 4D6, P.E. 3D6+10, P.B. 2D4+4, Spd 3D6+18, but can run twice as fast in short bursts lasting 1D4 minutes; used to catch prey. Cold-blooded.

Size: 10-12 feet (3 to 3.6 m) tall.

Weight: 850-1200 pounds (382.5 to 540 kg).

M.D.C.: 2D6x10 M.D.C. +P.E. attribute number to start, plus 10 M.D.C. per level of experience.

Horror Factor: 13

P.P.E.: 3D6

Disposition: Aggressive, forceful and wolfish, but respects fighting skills, raw power, cunning, magic and friendship. Knee-jerk reaction to problem solving is to use force or intimidation. Many Bruutasaur are extremely domineering,

aggressive and mean, particularly the dominant males in a pack/band/gang. Natural born hunter/warrior.

Average Life Span: 2D6+40 years. Reach full maturity by age 14. A female gives birth to 1D4 live young after an 11 month pregnancy and can give birth as often as every 20 months.

Natural Abilities: Natural hunters, very alert, quick reflexes. Sense of smell is three times sharper than a human's and adds to alertness. Nightvision 500 feet (152 m). Strong runner, the D-Bee can run for six hours before beginning to tire and can leap 10 feet (3 m) plus one foot (0.3 m) for every P.S. point. Heals twice as quickly as normal and regenerates a lost finger, hand or tail in 2D4+8 weeks. Can also eat raw meat, carrion, blood, bones, and spoiled meat without ill effect. An eye filter automatically drops over the eye as a polarizing film (natural sunglasses), and a clear eye covering drops in place to protect the eyes from sand, grit and airborne particles.

Pinning Leap Attack (special): Impact inflicts 2D6 M.D., counts as three attacks and has a 01-68% chance of knocking an opponent smaller than 20 feet (6.1 m) tall off his feet. The victim loses initiative and two melee attacks. If knocked down, there is a 01-35% chance that the victim may be pinned and unable to attack or move. The Bruutasaur may then bite his helpless prey until he is forcibly removed or decides to let go. Or the Great Lizard may simply hold the victim down, pinned and unable to use his arms and legs. Roll to see if the victim/prey is still pinned at the beginning of every melee round. When the Bruutasaur releases the victim of a pin, he automatically has initiative and the first strike.

Prehensile Tail (special): The long tail (1D6+9 feet/3 to 4.6 m) of a Bruutasaur is used for balance, climbing and combat to swat, trip and knock down opponents. The tail is strong (same Robot P.S.) and prehensile enough to curl around, grab and hold, or grab and throw, a man-sized opponent, as well as used to scale cliffs and climb mountains, buttes, ruins and rocky outcroppings. However, it is not articulate enough to hold, use or fire weapons. Damage from a tail strike is same as Robot equivalent P.S., and the tail gets half the character's usual bonuses to strike even if the target is behind or to the side of the Bruutasaur.

R.C.C. Skills: Language: Adopted Native Tongue: Spanish at 92%, Language: Other: American (+10%), Appraise Goods (+15%), Barter (+12%), Climbing (+30%), Hunting, Land Navigation (+20%), Recognize Weapon Quality (+20%), Spelunking (+20%), Swimming (+10%), Track (people; +10%), Track & Trap Animals (+20%), Wilderness Survival (+20%), W.P. Ancient (3 of choice), and W.P. Modern (4 of choice). Hand to Hand Combat: Basic, but can be changed to Expert at the cost of one *R.C.C. Related Skill* or changed to Martial Arts or Commando for the cost of two skills.

R.C.C. Related Skills: At first level, the character can select a total of five skills plus one additional skill at levels 2, 4, 8, 10, 12 and 14 from the following skill categories only: *Communications* (Language and Radio: Basic only at +5%, Literacy at -10%), *Cowboy* (any, +5%), *Domestic* (any), *Physical* (any, except Acrobatics; +5% where applicable), *Pilot* (basic vehicles only, including Hovercycle; +5%), *Rogue* (any, except Computer Hacking, Prowl, and Safe-Cracking; +5%), *Science* (Math: Basic only, +5%), *W.P.* (any) and *Wilderness* (any, +5%). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifles: Ultimate Edition*, at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Experience Level: 1D10 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the same Experience Table as *Psi-Stalkers*.

Attacks per Melee: As per Hand to Hand Combat skill plus bonus attacks and any from Physical skills.

Damage: Punches, kicks and tail strike as per Robot equivalent P.S., restrained claw strike does 6D6 S.D.C., full strength claw strike does 4D6 M.D., power claw strike does 6D6+10 M.D., but counts as two melee attacks. A nipping bite attack does 2D6 S.D.C., a full strength bite does 2D4 M.D.

Bonuses (in addition to those acquired from attributes and skills): +2 attacks per melee round, +1 on initiative, +2 to strike, +1 to parry and dodge, +1 to disarm, +3 to pull punch, +2 to roll with impact, +3 to save vs Horror Factor, +6 to save vs the charm and control of vampires, and is impervious to the vampire's bite.

Vulnerabilities: 1. Cold: Bruutasaur's lose one attack and their initiative bonus in cold weather (45 degrees Fahrenheit or lower). In extreme cold or when exposed to cold temperatures for more than 36 hours, reduce attacks per melee round, all bonuses, Spd and skill proficiencies by *half*. Furthermore, the D-Bee suffers 2D6 M.D. every 12 hours in temperatures below freezing even if bundled up in warm furs. Cold attacks, magical or otherwise, do their normal damage.

2. Lacks a Civilized Mind: The Bruutasaur's reptilian brain is geared for hunting and fighting. Thus, the D-Bee lacks the patience and skills to behave civilized or learn complex skills.

3. Evil Reputation: Their large size, appearance and reputation as savage man-eaters (a myth perpetuated by the CS), means most people are terrified of them, making Bruutasaur's the target of unfair prejudice and destruction.

Psionics: None, but high M.E. makes them resistant to psionic attack.

Magic: None. Never study magic, but appreciate magic weapons and TW devices.

Standard Equipment: Tend to travel light: little or no clothing, backpack and/or large satchel, 1D4 large sacks, ammo belt, two canteens or water skins, air filter, food rations for a week, 1D4+4 wooden stakes, a wooden mallet, a hand-held wooden cross (two feet/0.6 m for them), 1D4+4 E-Clips/ ammo cartridges (including 72 silver bullets if an S.D.C. gun is one of the W.P.s, and it usually is), and a few personal items. Techno-Wizard devices and magic weapons are desirable, but starts with none.

Although Bruutasaur's are Mega-Damage beings, they may also chose to wear body armor, especially when going into battle. Partial armor seems preferred, but any can be worn. Armor has to be custom-made to their large size, but Bandito Arms is only too happy to accommodate them. (So did Northern Gun until their pact with the CS made them stop selling to hostile D-Bees and the Pecos Empire.) Giant

patchwork armor usually has 5D6+55 M.D.C., medium full-body armor 1D4x10+80, heavy M.D.C. armor has 1D6x10+140 M.D.C.

Money: Starts with 1D6x1,000 credits and an additional 2D4x1,000 credits worth of tradeable goods. Bruutasaur tend to live large, ride hard and die young regardless of their so-called occupation.

Habitat: Bruutasaur are cold-blood humanoids evolved from theropods. Consequently, they need warm climates to thrive and suffer in temperatures colder than 45 degrees Fahrenheit that last for more than 36 hours. This means the D-Bees have adapted well to the southwestern United States and have adopted *Arizona, New Mexico, Utah, Texas, and Northern Mexico* as their home. However, in the summer, wanderlust grabs hold and a Bruutasaur may travel 1500 miles (2400 km) or more, raiding and robbing along the way, hunting big game or searching for adventure. A few hundred are known to live in the Deep South and Dinosaur Swamp, and it is believed some have migrated to Central America as well.

Slave Market Value: 2D4x10,000 credits as warriors, raiders and gladiators.

Alliances and Allies: They respect strength, combat skill, cunning and power, and gravitate toward other fighters and reptilian people. Bruutasaur get along famously with Brodkil, Gargoyles, Gurgoyles, Groot Hunters, Lamac, Lyvorrk, Grackle Tooth and humans. They greatly respect Cyber-Knights, Juicers, Crazies and Lyn-Srial. However, they accept anybody who proves themselves to be loyal and worthy members of the tribe.

Rivals and Enemies: The Coalition States' size and power level make them an instant rival to, and a favorite target of, the warrior minded Bruutasaur. However, they do not hate the CS, they respect them as warriors. On the other hand, they despise Simvan and have been locked in a bloody feud that often flares into outright war that has lasted more than a century. They also loathe vampires and all forms of undead. Of all the people in North America, the Bruutasaur are the most involved in actively hunting and killing vampires in Northern Mexico and the American Southwest, as well as raiding vampire holdings and generally engaging in a campaign of violence against the undead.

Note: Originally appeared in *Rifts® World Book One: Vampire Kingdoms*.

Butter Trolls

By Taylor White

Butter Trolls are a race of Dimensional Beings whose true name and birthplace are unknown, since they have kept no records that might give a clue to their origin. Butter Trolls show up in urban areas every now and then, squatting in some dank basement, lining the floor and walls with computer screens and terminals, and spending most of their time playing with technological toys.

Butter Trolls are short, pudgy beings whose natural technical skills are underutilized due to their lazy natures. They are called "Butter" Trolls because of the disgusting sweat that covers their bodies nearly all the time, and ten times as much during any

physical activity. This sweat is thick and has the appearance and viscosity of melted, yellow butter. Butter Trolls also have a buttery smell. The slick residue makes them slippery to hold, pin or wrestle with, allowing the strange, roly-poly D-Bees to escape capture, wiggle out of restraints, slip handcuffs, and escape predators. Most animal predators find the buttery smell somehow repugnant and the oily sweat to taste bad.

Butter Trolls earn their name because they resemble pudgy Trolls of legend. They are typically short and fat, with large, oversized, pointed ears with hair growing from them, balding heads with long, greasy black hair growing from the back of the skull, and bad teeth. The nose is pushed in like a pig's, and they have small, sharp nails for claws. The Butter Troll's skin is pallid, fleshy, and pockmarked. Many Butter Trolls also have bad acne and other skin complexion problems.

The portly D-Bees have a natural aptitude with machines and computers, and love to spend most of their time tinkering with them or reading technical journals and obscure texts for entertainment. They are entirely self-indulgent, and tend to be indifferent to the needs of those around them. Although there are exceptional Butter Trolls who might want to make the world a better place, most only want to build and modify machines, run computer programs, play videogames and enjoy their toys. Of course, this makes the Butter Trolls natural Operators and engineers, although most lack formal training and discipline, and rather do things their way than the right way.

Butter Trolls - Optional Player Character or NPC

Alignment: Any, but usually Unprincipled (20%), Anarchist (60%) or Miscreant (10%).



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

Size: 5 feet to 5 feet, 6 inches (1.5 to 1.7 m). Males are a couple of inches taller than the average female.

Weight: 230 to 480 pounds (104 to 216 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 30

M.D.C.: By armor only.

Horror Factor: Not applicable.

P.P.E. 2D6 or by O.C.C.

Disposition: Two words best describe the temperament of a Butter Troll: lazy and obnoxious. They are slovenly layabouts who, when they are not eating or playing with technological toys, constantly complain about their lot in life, but do little to make it better. They also tend to be cowards, though not always, who hide behind computer screens and use others to attack their foes and do their dirty work. They like to think they are smarter than other people and may try to manipulate others to prove themselves superior. In reality, however, this is rooted in deep insecurity.

Average Life Span: 3D6+52 years. They reach full maturity by age 18 and females bear a single young after a 10 month gestation period.

Natural Abilities: A natural aptitude and knack for technology, and computers in particular. See R.C.C. Skills and bonuses, below.

R.C.C. Skills: Regardless of the O.C.C. selected, all Butter Trolls have the following skills: Basic Electronics, Basic Mechanics, Computer Hacking, Computer Operation, Computer Programming, Computer Repair, Jury-Rig, Literacy: Techno-Can or American, Locksmith, Safe-Cracking, and Salvage, *and all get a +20% bonus.* When a specific O.C.C. is selected, do NOT select any O.C.C. Related Skills at level one, only O.C.C. Skills and Secondary Skills. Additional skills at future levels of experience do apply.

Available O.C.C.s: Butter Trolls only excel at technology based O.C.C.s and can only select from the following: City Rat, Forger, Headhunter (rare), Operator, Robot Pilot, Rogue Scholar, Rogue Scientist (rare), Safecracker, Saloon Bum, Smuggler, Techno-Wizard, and Vagabond. Less than 10% percent become Techno-Wizards or Rogue Scientists due to the amount of effort involved in learning those occupations, and Headhunter is a little too aggressive for most.

Experience Level: 1D4+1 for NPC, or as set by the Game Master. Player Characters should start at level one.

Attacks per Melee: As per the Hand to Hand Combat skill.

Damage: As per combat skill.

Bonuses: +5% to the following skills, if chosen: Interrogation Techniques, and Cook. Also gets one Lore skill at +10% for free (whatever skill is chosen, they consider themselves experts on).

Vulnerabilities: None.

Psionics: Same as a human, but *never* a Master Psionic.

Magic Knowledge: By O.C.C. only.

Standard Equipment: By O.C.C., but will usually own quite a few technological gadgets such as high-end computers, and large pieces of furniture.

Money: By O.C.C., but will also have 2D6x1,000 credits worth of Black Market items (usually computers, video discs, electronics and books).

Cybernetics and Bionics: None to start, but Butter Trolls are candidates for any kind of cybernetic and bionic augmentation.

Habitat: Usually urban areas like the 'Burbs and cities like Kingsdale, MercTown, Lazlo, New Lazlo, and Upper Michigan. A good number work for the tech manufacturers of Upper Michigan, Naruni Enterprises, the Black Market and various criminal and mercenary operations, where they perform tech, engineering and communications jobs. They are most common in North America, but may be found anywhere in the world, including Atlantis, New German Republic and among the Warlords of Russia.

Slave Market Value: 2D4x2,000 as Operators, mechanics and fix-it-men.

Allies and Alliances: None per se, though they usually get along well with their own kind, City Rats and other technocrats.

Rivals and Enemies: Butter Trolls are NOT actually Trolls, which means they are looked down upon and resented by real monster races, who all consider them to be inferior posers. Butter Trolls are jealous of attractive humanoids, especially handsome and beautiful people who are also rich and successful. They belittle and undermine those more attractive and successful than themselves at every opportunity, especially if the target of their ire has his back turned. Gremlins, and similar creatures who cause technological devices to malfunction, are the worst enemies of the Butter Troll.

Cactus People

By Kevin Siembieda

Cactus People (their real name is impossible for most humans to pronounce; Clszymllxbrrxyfwrr), get their name from the fact that they are cactus-green and have a number of lumps and thorny protrusions that resemble Earth Cactus. Some of the lumpy protrusions on the head are eyes (typically 3-4 in the front) while those with thorns are decorative features similar to human hair. Females are the most ... well ... lumpy, while the males have long, leafy stands on the side and back of their head, creating the illusion of hair. Full grown adult males also develop a sort of ribbing that resembles a large smiling mouth with large teeth. Cactus people have two arms, hands, legs and feet, although they have only three long fingers and a thumb, each with suction cups on the end.

Cactus People need lots of sunshine to live, and feed on edible greens such as leafy green vegetables like a variety of lettuce, kale, cabbage, spinach, tobacco and rhubarb (they eat the leaves of both), green beans, peas and a variety of plants humans would consider weeds, as well as cactus. The Southwest has proven to be an ideal environment for these strange beings where most live off the land or establish small farms of cactus and green vegetables. They derive water from the fresh plants they eat (cooked greens have only 25% the nutrients and water the D-Bees need, frozen greens 50%, and dried only 5%; they



cannot eat grass or the leaves of trees). They *never* eat the flesh of animals and rarely keep them around even as pets.

Cactus People are peaceful, timid and shy. They try to avoid trouble and tend to be quiet, reserved and unassuming. They have little regard for money or other valuables, although they will inevitably have a handful of favorite possessions, including a favorite gun, toys, clothes and other odds and ends. As one might suspect, Cactus People don't have much need for buildings or shelter, except to take refuge from wild animals, monsters and bad storms (they enjoy a nice rain but fear thunderstorms and twisters, and dislike dust storms). Consequently, they often live near the ruins of a pre-Rifts city, an abandoned vehicle, cave, or canyon where they can find shelter when necessary. Some build a shack or little prairie home, some build a tent or teepee, while others live in a mobile home such as a covered wagon, camper, truck or similar large, cheap vehicle.

Most animal predators find the Cactus People distasteful and undesirable as food (they are plants, not flesh and blood), so *humanoids* represent the greatest danger to Cactus People. Bandits, slavers, meanspirited drifters looking for trouble, humans who enjoy shooting D-Bees for target practice, and other villains (including Worm Wraiths) harass, trouble and kill these gentle beings. To make matters worse, the *life fluid* of Cactus People is effectively a highly nutritious and sweet tasting liquid that is an excellent substitute for water. Many a foul person lost in the desert has slain a Cactus Person to drink their blood. The life fluid also has properties ideal for magic healing potions and elixirs, and never spoils (stays fresh for 4D6+48 months). This has made Cactus People targets for villains who don't consider the aliens to be people or don't care about taking a life. Splugorth Slavers, Brodakil, Worm Wraiths, demons, diabolic raiders and practitioners of magic, and evil dragons all view Cactus People as "crops" to be harvested. Those in the market for such commodities will pay 1000 credits per half gallon of liquid (the typical Cactus person has one gallon of life fluid, the largest/tallest have two or three).

Cactus People are vegetarians who keep to themselves and have no technology of their own. However, they are happy to use (in limited ways) practical tools, vehicles, weapons, and armor. Although pacifists, the feisty little D-Bees bravely fight to defend their life, family, home and crops. Cactus People can only wear body armor for short periods because they need the life-giving sun (clothing doesn't block the UV rays like M.D.C. body armor).

Native American Traditionalists have come to regard Cactus People as the "Sacred Children of the Desert." As a result, they try to watch out for the D-Bees and come to their defense whenever possible. Earth Warlocks, Druids and Elemental Fusionists hold them in similar esteem.

Cactus People – Optional Player Character & NPC

Also known as Greenies and Cactus Heads.

Alignment: Any, but generally Principled (50%), Scrupulous (20%), Unprincipled (10%), and Anarchist (10%).

Attributes: I.Q. 2D6+4, M.E. 2D6+8, M.A. 2D6+2, P.S. 2D6+6, P.P. 2D6+6, P.E. 2D6+6, P.B. 2D6, Spd 2D6+2.

Size: 4-6 feet (1.2 to 1.8 m).

Weight: 70-150 pounds (31.5 to 67.5 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience. **S.D.C.:** 4D6+6 plus those from skills; half for young.

M.D.C.: By armor only.

Horror Factor: 9+1D4; their appearance can be disturbing.

P.P.E.: 4D6

Disposition: Peaceful, timid, shy, gentle and polite. When Cactus People feel comfortable with people, however, they can be quite frisky and playful. Kind and caring, a Cactus Person will usually provide a strange food (greens) and water. Most are happy establishing a little farm and raising a family.

Average Life Span: 2D6+50 years; give birth to one or two young as often as once every 18 months. The young grow as a large flowering bulb that appears on the belly or back of a female. After 7 months, the bulb, having grown to the size of a basketball, simply drops off onto the ground. The female or male picks it up and makes a cooing sound like a dove. This causes the round bulb to uncurl to reveal a Cactus Child with a tiny pair of arms, stubby little legs and a bulbous head. Cactus young reach physical maturity by age 18.

Natural Abilities: Keen vision, see ultraviolet spectrum of light, not bothered by glare or bright light, quick healing 2D6 Hit Points or S.D.C. per day of sunlight (1D4 if cloudy or in darkness), can function without food or water for up to a week without ill effect, and they are minor psionics.

Like a real plant, if a Cactus Person loses a hand, foot, arm, leg or even part of its body or head, it will grow back in 1D4+3 weeks. This also means that the D-Bee does not feel pain like humans, but they do feel some pain and fear death.

R.C.C. Skills:

Botany (+15%)

Brewing (+15%)

Brewing: Medicinal (+10%)

Communicates via telepathy and empathy.

Lore: Two of choice (+15%).

Holistic Medicine (+15%, but for Cactus People only).

Identify Fruit and Plants (+20%)

Land Navigation (+15%)

Math: Basic (+20%)

Preserve Food (+15%)

Physical Skills: Two of choice, except Acrobatics and SCUBA.

Wilderness Survival (+15%)

W.P.: Two of choice (any).

Hand to Hand: Basic, but can be changed to Expert for the cost of two R.C.C. Related Skills. No other combat choices are available.

R.C.C. Related Skills: At first level the character can select six skills. Rarely study new skills later, other than Secondary.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic only(+5%).

Espionage: None.

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

Medical: Any (+5%).

Military: None.

Physical: Any, except Acrobatics.

Pilot: Any.

Pilot Related: Any (+5%).

Rogue: None.

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any (+5%).

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts®: Ultimate Edition*, at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, see R.C.C. above.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at level one. The experience table for these D-Bees is at the end of this description.

Attacks per Melee: As per Hand to Hand Combat skill.

Bonuses (in addition to those acquired from attributes and skills): +1 to roll with impact, +3 to save vs disease, +2 to save vs possession, impervious to the bite and charms of the vampire, and is resistant to heat and cold, functioning just fine in temperatures as hot as 120 degrees Fahrenheit or as cold as zero.

Vulnerabilities: Value of life fluid, shyness, and lack of aggression all tend to work against Cactus People.

Magic: None.

Psionics: All Cactus People are born with minor psionics. Base I.S.P.: M.E. attribute number plus 1D6 per level of experience. Empathy (4), See Aura (6), See Invisible (4) and special Telepathy (no I.S.P. cost; basically the same as Telepathy except they can communicate with other species at up to 200 feet/61 m away, and members of their own race up to 600 feet/183 m away +50 feet/15.2 m per level of experience).

Standard Equipment: Set or two of clothing, light body armor for combat situations, portable tool kit, survival knife, cigarette lighter, pocket mirror, 50 feet (15.2 m) of lightweight rope, utility belt, knapsack, backpack or saddlebags, shoulder bag for carrying fresh food/plants, two medium-sized Tupperware containers (to keep food fresh), box of 100 zip-lock sandwich bags (for that locked in freshness) and a canteen or water skin. Weapons: A Vibro-Blade and two weapons of choice.

Money: Has little need for money, but has learned the value of credits and will buy, sell and trade to get basic tools, weapons, and gear.

Bionics: Not applicable to these plant people.

Habitat: The plains of the New West including southwestern Canada and Mexico.

Alliance and Allies: Cactus People recognize the Fennodi, N'reta, Lyn-Srial, Cyber-Knights, and most Native Americans and Elemental Fusionists, as friends and allies. All others are viewed with suspicion until they prove otherwise.

Rivals and Enemies: Worm Wraiths, Brodkil, demons, slavers and evil humanoids. View other plant and insect people with suspicion, and dislike Simvan, who regard them as disgusting weaklings and harass them for fun.

Note: Originally appeared in *Rifts® World Book 14: New West*.

Cactus People

Experience Table

1	0,000-1,935
2	1,936-3,870
3	3,871-7,750
4	7,751-15,400
5	15,401-20,000
6	20,001-30,000
7	30,001-40,000
8	40,001-60,000
9	60,001-80,000
10	80,001-110,500
11	110,501-140,000
12	140,001-180,000
13	180,001-230,000
14	230,001-280,000
15	280,001-350,000

Centaur R.C.C.

By Kevin Siembieda

Based on the fact that Centaurs – beings with the upper torso of a human and the lower body/legs of a horse – have appeared in pre-Rifts myths and legends, it seems obvious that Centaurs visited the Earth in the past. Indeed, Centaurs, Ogres, and other people once considered the stuff of myth, were visitors to the island continent of Atlantis, some of whom made their way to Europe.

Since the Coming of the Rifts, a small number of Centaurs have returned to Earth. This time to the North American Continent, mainly the plains of Alberta, Saskatchewan, British Columbia, Washington, Oregon, Montana and Idaho. As many as 260,000 Centaurs are believed to roam this part of the country.

Centaurs are fearsome plains warriors who live as Native American-like nomadic Hunters, Trapper-Woodsmen, Wilderness Scouts, and the equivalent of Indian Tribal Warriors and Spirit Warriors, with the rare Shaman as a tribal leader and/or advisor. There are never more than two Shamans per clan, and a typical clan ranges from as few as 20-60 members to as many as 100-400. The overall "tribe" can number into the thousands, but the clans rarely gather in such large groups. To survive on Rifts Earth, they have taken to using M.D.C. weapons and favor the Vibro-Blade, the modern bow and arrow, and energy rifles, as well as Techno-Wizard items.

Centaurs love grasslands and prairies above all other terrain, but are also fond of forests and tundra. In fact, they were falling prey to demons, animal predators and humanoids so frequently in the plains that many have migrated to the forests of the Northwest. In B.C. they have become allies with *Cyber-Horse-*

men, and in northern American States they are friends of the *Simvan*, with whom they trade and consider to be a loose knit ally. Centaurs have learned from experience to consider most "two-legged" people as potential enemies, and many clans try to entirely avoid contact with other humanoids. As natural born wanderers and explorers, however, an adventurous Centaur may be found anywhere on the continent. Bold, young Centaurs with something to prove, often set out to explore the world and join forces with other people. Most prefer small groups, so bands of adventurers, mercenaries, highwaymen, and raiders are appealing. However, Centaurs prefer a fast paced life of adventure and action, so they won't settle down in a town or any one location unless there is plenty of excitement.

Centaur – Optional Player Character or NPC

Also known as the "Pony Men" and "Horse People."

Alignment: Any, but Principled (25%), Scrupulous (30%), Unprincipled (15%) and Anarchist (15%) are most typical.

Attributes: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6+6, P.P. 3D6+6, P.E. 3D6+12, P.B. 3D6, Spd 6D6x2 (25-30 mph/40 to 48 km is the average speed of Centaurs, with 50 mph/80 km being the fastest), double for brief spurts lasting 2D4 minutes used for thundering charging attacks, rescues and quick retreats.

Size: 6 to 7 feet (1.8 to 2.1 m) at the horse shoulders, about 10 feet (3 m) from the top of the head to the bottom of the hoof.

Weight: 800 to 1100 pounds (360 to 495 kg).



Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 50 plus those from Physical skills.

M.D.C.: Only via the use of M.D.C. body armor/barding, typically captured from humanoids or made from the skins, bones and plating of M.D.C. creatures like Fury Beetles and dinosaurs.

Horror Factor: 10, mainly because of their unusual and mythic appearance and wild behavior when in an attack group.

P.P.E.: 4D6

Disposition: Inquisitive, adventurous, compassionate and caring. Aware of the world around them and how their actions may impact the environment and other people. All Centaurs have a wanderlust and need to wander and explore.

Average Life Span: 4D6+66 years. A Centaur reaches physical maturity by the age of 12. Females can give birth to a single foal, once every two or three years up to the age of 42; 12 month pregnancy.

Natural Abilities: Great Speed and Endurance: a Centaur can travel at half its maximum Spd or engage in heavy labor for four hours before needing to rest for 3D6+20 minutes. Natural Prowl 60% +1% per level of experience, track by sight 77% +1% per level of experience, swim 50%, and can leap 10 feet (3 m) high and 15 feet (4.6 m) across; double the length and increase height by 50% with a running start.

R.C.C. Skills: Regardless of a chosen O.C.C., all Centaurs have the following skills based on instinct and racial memory: Hunting, Land Navigation (+20%), Wilderness Survival (+15%), W.P. Bow and Arrow, and Dragonese/Elven 98% (50% are literate in this language too), Faerie Speak (+10%) and one language of choice (typically American at +15%); all increase with experience.

Available O.C.C.s: The most typical are *Wilderness Scouts*, *Trapper-Woodsmen*, *Highwayman*, *Bounty Hunter*, *Cowboy*, *Justice Ranger*, *Tundra Ranger*, and *Saddle Tramp*, or the equivalent of *Indian Tribal Warrior*, *Spirit Warrior*, *Mystic Warrior* (see *Rifts® Spirit West*) and *Shaman* (see *Rifts® Canada*). However, a Centaur may select any *Men at Arms* (except Glitter Boy, Robot Pilot and similar) or *Adventurer* O.C.C. The Centaurs' wanderlust and need for adventure means they tend to avoid the study of magic or any other O.C.C. that requires long hours of study and staying in one place. Thus, rare is a Centaur mage, and when there is one, he or she is typically a Mystic, Druid, or Elemental Fusionist. **Note:** In all cases, reduce the number of O.C.C. *Related Skills* and *Secondary Skill* selections by half. Don't forget to include the R.C.C. Skills.

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses.

Damage: As per P.S. or weapon. **Special Kick Attacks:** Kick with front legs: 2D6 S.D.C. +P.S. damage bonus (if any),

kick from rear legs: 4D6 S.D.C. +P.S. damage bonus. Power Kick with the rear legs: 1D4x10 S.D.C. +P.S. damage bonus, but counts as two melee attacks. Use Horsemanship: Knight skill for damage bonuses with a weapon from a charge attack.

Bonuses (in addition to those acquired from attributes and skills): +2 on initiative, +1 to Perception Rolls, +1 to strike, +2 to dodge when running, +4 to damage, +2 to pull punch, +2 to roll with impact, +2 to save vs disease and +2 to save vs Horror Factor. No penalties for shooting guns or bow and arrow while running and any Centaur who is a Man-at-Arms O.C.C. gets +1 attack per melee.

Vulnerabilities: The nature of Centaurs is such that these free spirits cannot live in captivity. Even a few weeks in chains or a cage may kill the D-Bee or drive the Centaur to make desperate attempts to escape. Nevertheless, many cruel and greedy individuals have attempted to enslave them for labor and entertainment in the gladiatorial arena. Sadly, their part-animal appearance has led many to think of the Centaur as an animal rather than a person.

Magic: By O.C.C. only; rare.

Psionics: Same chance of as humans.

Standard Equipment: As per O.C.C. plus one bow and arrows, Vibro-Blade (often built into a spear), hunting knife, two water skins or canteens, saddlebag, backpack, bandoleer, utility belt, headband, one large sack, two small and/or as per O.C.C. Centaurs like all kinds of weapons, but love bow weapons, knives and spears, and especially those that are enchanted/magical. Few wear full barding, most wear partial M.D.C. armor.

Money: As per O.C.C.

Cybernetics and Bionics: Most try to avoid them.

Habitat: The plains and light forests of Southwestern Canada and the American Northwest. They avoid the North during the cold and snowy months, but love the tundra in the Summer. Nomadic and curious, a Centaur may travel anywhere on the continent and sometimes beyond. **Slave Market Value:** 2D4x10,000 credits. Valued as warriors, scouts, cargo transporters, and, for some monstrous beings, as pets or riding animals. **Note:** See Vulnerabilities, above.

Alliances and Allies: Faerie Folk are very fond of Centaurs and seldom pester or harm them. Both Centaurs and Faerie Folk treat each other as friends, playmates, and allies. When both inhabit a region they may live in the same community or visit often. However, Faerie Folk are believed to be few in number in Western Canada, except in British Columbia.

Centaurs also get along well with Simvan, Cyber-Horsemen, Traditional Native Americans, Sasquatch, Cyber-Knights (some Centaurs are Cyber-Knights), Justice Rangers (New West) and Tundra Rangers (Canada).

Rivals & Enemies: Dislike Psi-Stalkers and Bruutasaur, and generally fear and distrust humans and all two-legged people. They also hate Worm Wraiths, demons and monsters.

Note: The Centaur also appears in *Rifts® World Book 20: Canada* and *Rifts® Conversion Book One*.



Chasseur Vert

By Jason Marker

Justice! Liberty! Camaraderie! These are the fundamental ideals of the plant people known as the *Chasseur Vert*. They are passionate thinkers and hedonists, constantly wandering the Megaverse in search of new causes to get behind, new philosophies to argue and new pleasures to take part in. The Chasseur Vert, or Green Hunters as they are also known, hail from the same planet as the stiff-necked *Spinne Spider People* and the two are ancient rivals, often waging bloody wars against one another. These "hot wars" have cooled over the generations and now there is a strong rivalry and a healthy dose of disdain on both sides. The Chasseur Vert see the Spinne as uptight and stuffy, prisoners of their own traditions. They actually pity the Spinne, a fact which infuriates the Spider People.

The Chasseur Vert are an intelligent type of humanoid, *carnivorous* plant. Indeed, for thousands of years they hunted their neighbors, the Spinne, for both sport and sustenance, but this practice has been dead for generations. They average just under six feet (1.8 m) tall and possess broad shoulders and strong limbs. Their skin is thick and fibrous with a cool and smooth texture, not unlike that of an aloe plant or a spineless cactus. It is light green and always seems to be glistening with a sheen of moisture. Their matted, tendril-like hair is various shades of green and brown. Their eyes are like small, glittering stones, and true to their carnivorous nature, they have large mouths filled with sharp teeth. When they smile, which is often, they resemble a grinning jack-o-lantern.

These people have a strong link to nature. Indeed, their connection to nature is so strong they despise living in cities and congregate, instead, in large forest communities and other natural settings. Their homes and buildings are made of natural materials and are very open and sunny. If they are forced by circumstance to live in an urban setting, the plant beings become depressed and tend to gather in parks, botanical gardens, and even greenhouses to be closer to their beloved nature and commiserate with fellow Chasseur Vert over the terrible circumstance of city living.

Physiologically, they are as different from man as possible. They have a skeleton of sorts, but it is more like a root system than a bone structure. They have no blood, instead their body uses water and a sticky sap to circulate nutrients and oxygen. Being plants, they get most of their sustenance from photosynthesis, soaking up the sun and turning it into food. There are a number of nutrients they can't get from the sun, however, so they prey on animals to make up for this deficiency. To this end, they can change the color of their skin to blend in with their surroundings and secrete a cloying pheromone that attracts prey to them. They are deadly stalkers and hunters, and Chasseur Vert make some of the finest trappers-woodsmen, scouts and rangers available; their services are always in high demand.

The Green Hunters mate for life and bear live young. When they are ready to mate, both males and females exude a mating pheromone that is irresistible to the opposite sex. Once the female is impregnated, she will bud a new offspring within one month. The immature Chasseur Vert grows for a month and then drops from the mother's body, whereupon the mother places it

in a nursery where it is given plenty of water, sunlight and raw meat to grow up into a big, strong carnivorous plant man. Chasseur Vert grow to full maturity within five years and produce young up to ten times in their lives. Males and females take an equal role in the raising and education of their young, and they have very large and tight knit family units. It is not unheard of for many generations of multiple families to live under one large and sprawling roof.

Chasseur Vert are a hardy people with large appetites and a fiery demeanor. They enjoy rich food and strong drink, pleasures of the flesh and the sort of impassioned intellectual discourse that most races would call *arguing*. They also place a high value on personal liberty, and are tireless campaigners for what they believe are the intrinsic rights of *all* sentient beings. They have a deeply held belief that all *intelligent races* have the right to be free from tyranny and slavery. Like-minded races embrace them as fellows, while evil races and slavers see them as tiresome meddlers to be destroyed at any opportunity. They also produce more than their fair share of artists, writers and philosophers. Their poetry and satirical prose are renowned throughout the Megaverse. Their visual art tends toward the whimsical and abstract as well as scenes of nature and landscapes. Musically, they are known for their compositions that favor wind instruments, including many ancient traditional horns and reed instruments. Strangely, there are many Chasseur Vert artistic types who voluntarily live in crowded, dirty cities. They claim that the crushing *ennui* of city life actually improves their artistic endeavors. There is a common sentiment among them that there is no art that cannot be perfected through suffering.

Chasseur Vert - Optional Player Character or NPC

Also known as "Green Hunters," "Plant Men," and "Liber-tines."

Alignment: Any, but good and selfish alignments are predominant in this hedonistic and passionate people.

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

Size: 5 feet to 6 feet, 6 inches (1.6 to 2.5 m) tall.

Weight: 150 to 190 pounds (68 to 88.5 kg).

Hit Points: P.E. attribute number plus 2D6 per level of experience.

S.D.C.: 2D6x10

M.D.C.: By armor only.

A.R.: 12

Horror Factor: Not applicable.

P.P.E.: 1D6

Disposition: Passionate, intelligent and hedonistic, the Chasseur Vert love the pleasures of the mind as well as the body. They are also tireless defenders of liberty, both personal liberty and that of others.

Average Life Span: 2D6+50 years.

Natural Abilities:

Chameau/Water Absorption (special): As a race of intelligent plant life, the Chasseur Vert need plenty of water to live. To this end they can absorb water from drinking, pools or tanks, or even from the air around them in a sufficiently humid en-

vironment. They can soak up enough water in 1D4 hours to survive for two days per level of experience.

Camouflage (special): The Chasseur Vert can change the color of their skin to blend in with natural environments. When hiding in vegetation from scrubby desert to verdant rainforest, the plant man can completely disappear into the background. The character is 90% undetectable if completely still, 70% undetectable if moving two feet (0.6 m) per melee round or slower, or 20% undetectable if moving 6 feet (1.8 m) per melee round. The ability is totally ineffective if moving any faster. This power is almost totally useless in an urban environment, reducing its effectiveness by -60% in a purely artificial environment. Of course, city parks, gardens and wilderness preserves impose no penalties.

Croissance/Regeneration (special): Chasseur Vert heal quickly and can re-grow lost limbs and extremities. They heal twice as fast as a human, and limbs can be re-grown in 1D4+1 months. These limbs start off their rebirth as small sprouts and slowly and painfully grow into a new and perfectly healthy limb.

Discrétion/Stealth (special): The Green Hunters are adept at moving silently through natural environs; Prowl 76% +3% per level when moving through vegetation and natural landscapes; reduce the prowling skill by half in an urban or artificial environment.

Parfum/Chemical Lure (special): Being carnivorous plants, the Chasseur Vert can exude an intoxicating pheromone to lure animal prey to them. This deadly pheromone requires a save vs non-lethal poison. A failed save causes the prey to blindly seek out the source of the pheromone. It also causes a euphoria not unlike being very intoxicated, and the animal prey loses half its melee attacks and is -5 on initiative and -3 to strike, parry and dodge. The range of the pheromone is about 2,500 feet (762 m) depending on the wind. Penalties are half when used against intelligent life forms (round down).

Sève/Sap (special): The Green Hunters can secrete a powerful sap from their hands. This sap is a sticky resin that used to repair broken items as well as entrap foes. A good layer of sap can stick a grown human or an item upwards of 300 pounds (135 kg) in weight. A combined P.S. of 25 is needed to pull free of the sap. The sap can be neutralized by any of a variety of solvents (gasoline, mineral spirits, kerosene, and similar). It takes one melee round (15 seconds) to secrete enough sap to glue a person to a tree.

Tête/Root to Ground (special): Through their connection to the land, the Chasseur Vert can root themselves to the ground and cannot be budged while anchored. It takes a Chasseur Vert one melee to root himself and takes a Supernatural P.S. that is greater than the Green Hunter's P.E. +1 point per level to uproot the D-Bee. This ability only works on natural surfaces, i.e. stone, soil, sand, etc. Chasseur Vert *cannot* root themselves to concrete, asphalt, metal or any man-made surface.

Venin/Poison (special): Chasseur Vert have two retractable thorns in their forearms that can inject a powerful toxin. Upon being injected, a victim falls ill within 1D4 melee rounds and suffers -2 on all combat bonuses and -10% on all skills and speed. Then the victim must make a save vs lethal

poison every ten minutes for two hours or take 2D6 damage directly to Hit Points. For the duration of the poisoning the victim is nauseated, suffers from cramps and his body temperature fluctuates wildly, causing sweats and chills.

Experience Level: 1D4 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per the Hand to Hand Combat skill of the chosen O.C.C.

Damage: Forearm thorns deal 2D6 S.D.C. plus toxin and attribute bonus damage. All other damage dealt is determined by hand to hand skills.

Bonuses (in addition to those acquired from attributes and skills): +2 to Perception Rolls in a natural setting, +2 to strike, +1 to roll with impact, and impervious to human diseases.

Vulnerabilities:

Ennui. The Chasseur Vert are a people closely connected to the land. They prefer the open and free air of the countryside to the closed spaces and artificial surfaces of an urban environment. They can work in a city, even live there for short periods of time, but they can't stand it for very long. When forced to live in a city for an extended period of time (over two weeks) the Chasseur Vert gets agitated and surly, and starts to slip further and further into a funk. While in this urban induced depression they are -2 to Perception Rolls, -4 on initiative, -2 to all combat rolls and -25% on all skills. Many artists among them will force themselves to endure the crushing *ennui* of the urban experience just to further enhance and inform their art through suffering.

Solaire Actionné (Solar Powered). Green Hunters get the majority of their nutrients from the sun and need four hours a day of natural sunlight (double that if using a growing lamp) or they will fall ill and begin to wither away. After 48 hours without sunlight (natural or artificial) they lose 25% of their Hit Points and will continue to lose 10% of their Hit Points every 48 hours until they die.

Défeuillez (Poison Vulnerability). These plant men are very susceptible to toxic chemicals and pollutants, especially defoliants, and they are -2 to save against them. Being sprayed or gassed with a defoliant deals 3D6 S.D.C. damage per blast, and being dipped or immersed in these chemicals deals 1D6x10 damage per minute of immersion.

Faim (Dietary Needs). Although the Chasseur Vert get most of their nutrients from photosynthesis, they still need to eat five pounds of meat per week or they will begin to suffer the effects of starvation as outlined in *Rifts® World Book 27: Adventures in Dinosaur Swamp*, pages 13-14.

Faiblesse. (Fear of Blades) Chasseur Vert take double damage from edged and slashing weapons, and when confronted by a foe wielding such a weapon (sword, axe, etc.) they must make a save vs Horror Factor of 10 (14 when facing Vibro-Blades) or become panic stricken. A panic-stricken Chasseur Vert loses initiative and is -2 to all combat rolls.

Psionic Powers: Standard; the same probability of psionic abilities as a human.

Magic Knowledge: None, unless a magic O.C.C. is selected.

Available O.C.C.s: Military-minded Green Hunters usually lean toward Wilderness Scout, Special Forces, Military Spe-

cialist, Merc Soldier, Bandit and similar O.C.C.s. There are an inordinate number of artists, philosophers, and scholars among the species, and such occupations would fall under Rogue Scholar or Vagabond. Mystics and Ley Line Walkers are predominant among the more magically inclined.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: None; incompatible with the Chasseur Vert physiology.

Habitat: The Chasseur Vert tend to favor humid, deeply forested areas but can be found anywhere there is wild and unspoiled nature. They have only recently appeared on Rifts Earth. The first recorded sighting of the plant men was in 105 P.A. in central Europe and North America. Most North American Chasseur Vert live in the forests of southern and eastern Canada, and east of the Mississippi in the Old American Empire, including Dinosaur Swamp. They, of course, soon discovered that their old rivals, the Spinne, were there as well, a fact that delights them to no end and drives the uptight Spinne up the wall. The current Chasseur Vert population is small, fewer than 2,000 in North America and not many more in central Europe.

Slave Market Value: Chasseur Vert are nearly useless as slaves, due to their passionate hatred of slavery and tireless fight for freedom and liberty for all races. They are known troublemakers and are usually killed outright instead of being taken captive. Still, there is a demand for them as both artisans, tortured poets and gladiatorial combatants (at least in Atlantis), so they command 3D6x1,000 credits.

Alliances and Allies: All free and free-thinking races are allies of the Chasseur Vert.

Rivals and Enemies: Their ancient enemies, the Spinne, top the list of rivals. Although they don't prey on the stiff-necked Spinne like in the old days, there is still a bitter rivalry between the races and a Chasseur Vert will always go out of his way to "get up a Spinne's nose," so to speak. Other than the Spinne, they consider all tyrants and slavers their bitter enemies.

Crab Warriors

By Patrick Nowak & Kevin Siembieda

Crab Warriors are a species of semi-intelligent alien predators who inhabit sandy beaches and river banks in North America. These creatures are not related in any way to Earth crustaceans but are crab-like in appearance. The D-Bee has a vaguely humanoid shape with a pair of oversized arms and pincers, and a pair of short horns over its eyes, which are set in recessed hollows on its head. Crab Warriors stand erect on six short, crab-like legs clustered where you'd expect to see a pair of humanoid legs. The upper body is hunched forward and the back and head are covered in a heavy armor. The entire body is protected by a sandy colored exoskeleton that is very similar to ceramic tank armor and just as durable!

In spite of their appearance, Crab Warriors do not live underwater, but on shore clustered around seas, lakes and rivers. Their favorite environments are sandy beaches and sand dunes where



they can dig and hide. Caves, rocky outcroppings and even forests are also acceptable. However, they are excellent, natural swimmers who spend 50-60% of their lives underwater.

They are found along the entire coastline of the *Gulf of Mexico*, *Gulf of Honduras*, *Caribbean Islands*, *Land of a Thousand Rivers (Brazil)*, *Texas*, *Mississippi*, *Louisiana*, *Georgia*, and what's left of *Florida*. They often migrate north in the summer months and are found along the *Mississippi* and *Ohio Rivers* and other large tributaries that run into the sea, as well as the *Great Lakes*. These "River" Crab Warriors are nomads or members of pirate bands. Pirates, including those on the *Great Lakes*, often try to recruit Crab Warriors as part of their crew because they offer fighting power and underwater capabilities (attacks, sabotage, spying, reconnaissance, etc.) without incurring the cost of expensive power armor or mini-sub.

Crab Warriors are natural hunters who feed on the meat and bones of their catch – *preferably humanoids* – but also raid cargo ships and storehouses of meats, poultry, fish, livestock, cattle, fruit and vegetables on shore. They are known to travel 500 miles (800 km) in search of prey and are famous for setting ambushes along rivers, dunes (where they burrow and hide) and underwater. Ambushes, followed by hit and run raiding tactics, are the most common among Crab Warriors whose motives for attacking are to feed. Unfortunately, humans and most D-Bees are included among their favorite prey along with large animals, cattle and other livestock. It's just that humanoids are easy prey. Crab Warriors are smart enough to gather at heavily trafficked waterways and wait in ambush underwater or on dry land (or both). Ships and boats that cruise through an ambush point or set anchor near a clan of these D-Bees are likely to be boarded and attacked. So are people traveling along a waterway on foot, horseback or vehicle, especially if they are slow moving or carrying or herding livestock. Like an alligator, the Crab Warriors' favorite tactic is to grab and pull land-creatures into the water, where the Crab Warriors have the advantage and surface dwelling beings are likely to struggle and drown.

In order to catch prey unawares, Crab Warriors lurk in shallow waters or hide in sand dome shelters using their keen hearing to detect the approach of prey. When a Crab Warrior is concealed by a dome shelter, the character gets a +2 bonus to initiative on the first melee round of combat. A sand dome shelter can be built out of wet sand or gravel and has 1D4x100 S.D.C. (equal to 1-4 M.D.C.). To build such a shelter, a Crab

Warrior must first dig a shallow pit, then run around the pit backwards which pushes the sand up to form a curved wall. The dome is both water and airtight and holds 2D4 hours' worth of oxygen. Such domes are also used for shelter.

Small attack groups have 1D6+4 members, medium bands 3D4+8 members, large groups 4D4+12, and clans or tribes, 2D4x10+20. It is a rarity to find more at any one location. Crab Warriors have no use for human technology or magic, and rely on their natural abilities (note that their huge claws are too big and clumsy to use most human weapons and devices, or even simple tools). While the Coalition Navy considers them the equivalent of the water-based "Xiticix," Crab Warriors can relate to and work with humanoids, and do occasionally communicate and associate with humans and D-Bees. This is especially true of those who join mixed groups of pirates. They communicate in a sort of squealing-growling voice, like a dog or dolphin caught in a trap, as well as with clicks and whistles.

Crab Warrior – Optional Player Character or NPC

Also known as "Crab-Man" and "Devil Crab."

Player Note: Crab Warriors are not particularly well suited for extended land-based adventures and are demanding to use as Player Characters. Crab Warriors have the intelligence of a 10 year old child and the emotional maturity of a six year old. They rely heavily on instinct and have only basic needs like eating, adventuring, wrestling, having fun, competitions and fighting (they enjoy it and like to prove how tough they are). They don't understand or know much about technology or magic, tend to be superstitious, get angry when people call them stupid or tease them, and tend to respond with violence even when they mean well. In short, they are simple, child-like characters who don't fully realize their own strength and tend to be aggressive, violent and hungry. Hungry is important because they get testy and short-tempered when their bellies ache and they eat a lot. Remember that "food" is likely to be the character's latest fallen opponent, the Gorilla Man who just called him a name, the drunk asleep in the gutter, the neighbor's cat, the sheriff's favorite horse or the side of beef that was hanging in the butcher shop's window just a moment ago. Crab Warriors also only understand human laws and customs to a point, and have no comprehension of social etiquette. A challenging character recommended only for experienced role-players.

Alignment: Any, but most are Anarchist (50%) and Miscreant (40%).

Attributes: I.Q. 1D4+3, M.E. 2D6+4, M.A. 1D6+2, P.S. 2D6+18 (Supernatural), P.P. 1D6+14, P.E. 3D6+8 (Supernatural), P.B. 1D6, Spd 1D4x10+10 on land and underwater.
Note: Females are +2 to I.Q., M.E. and M.A.

Size: 5-6 feet (1.5 to 1.8 m) tall and 10-15 feet (3 to 4.6 m) in diameter.

Weight: 700 to 1,200 pounds (315 to 540 kg).

M.D.C. by Location:

* Feelers/Antennae (2) – 1D4+6 each

* Horns (2, head) – 20+2D6 each

* Legs (6) – 3D6+24 each

Upper Arms & Shoulders (2, plated) – 1D4x10+80 each

Huge Pincer Claws (2, hands) – 1D6x10+100 each

Back Plate (covers head & back) – 2D6x10+100

Main Body (front/underbelly) – 2D4x10+32 plus P.E. attribute number, and 3D6 per level of experience starting at level one.

* Items marked with an asterisk are difficult to strike, so the attacker must make a “Called Shot” and even then is -4 to strike.

Horror Factor: 14

P.P.E.: 6D6

Disposition: Sees the world with child-like intelligence and wonder, but is big, strong, aggressive and resolves conflict with violence. Enjoys being big and strong, and likes to show off, wrestle and play fight. Also enjoys real fighting and is quick to engage in combat. Ruthless and courageous in battle, but not stupid or so hot headed as to fight to the death. Most Crab Warriors know when to retreat to lick their wounds and fight another day. Females are 10% larger than males and 33% less aggressive.

Average Life Span: Males 3D6+40 years. Females 3D6+70 years. Full physical maturity is reached by age 12. Females give birth once a year, every spring, laying 1D6 eggs the size of soccer balls. They nest on the eggs, like a bird, until they hatch three months later. Both parents care for the young until six years of age, when they are left to fend for themselves. By then the young Crab Warrior has attained half the adult's size and has half the adult's physical attributes.

Natural Abilities: Natural swimmers 75% +1% per level of experience, maximum depth tolerance is 4000 feet (1219 m), resistant to heat and fire (does half damage), fair vision (about half the range of humans), but can see infrared light and in dim and murky water, and bio-regeneration of 1D6x10 M.D.C. every 24 hours. Feelers can be regrown in 6D6 days and claws or legs within 1D4+2 months. Can function in salt or fresh water but prefers salt.

Incredibly Keen Sense of Hearing (special): Can detect a human footfall at 300 feet (91.5 m), or through 20 feet (6.1 m) of sand, earth or stone/concrete, double underwater. Can also hear in a slightly greater range than Dog Boys. Reduce penalties for being blind or in total darkness by 75%!

Prehensile Feelers (special): Between the horns is a pair of long, antenna-like feelers. These sensitive organs enable the Crab Warrior to feel his way around in total darkness as well as to detect subtle movement and temperature in air and water. Can detect a change in wind or water current and temperature at 60% +3% per level of experience, and detect movement (even from behind) within a 50 foot (15.2 m) radius. They can also pick up chemical scents in the air or water to detect changes in the salinity and chemical components of both. The feelers actually taste the air or water and can identify chemicals by taste: 55%, track by taste alone: 40% (+20% to follow blood trail), range: one mile (1.6 km). Each feeler can move independent of the other and can dodge attacks directed at them.

R.C.C. Skills: Barter (+5%), Camouflage (+20%), Climb (+10%), Dance (+10%), Detect Ambush (+15%), Detect Concealment (+10%), Land Navigation (+15%; applies to undersea landmarks and travel too), Language: Native Tongue of growls, chirps and whistles at 96%, Language:

Other (typically Spanish or American), Sing (whistle, actually, +15% and professional quality), Tailing (+10% only when in or under water), and Wilderness Survival (+20%, includes underwater). Plus Sea Holistic Medicine (+15%), Marine Biology (+10%), Undersea Salvage (+10%) and Underwater Navigation (+10%); these skills are found in the pages of **Rifts® Sourcebook 4: Coalition Navy**, but other, more common equivalents can be substituted and applied to the underwater environment.

R.C.C. Related Skills: Select one at levels 1, 4, 8, 12 and 15 from the following skill categories only: *Domestic* (any), *Physical* (Forced March, Physical Labor, Prowl, Running, and Wrestling only), *Rogue* (Cardsharp, Gambling, Gambling Dirty Tricks only), and *Wilderness* (any, +5%). All new skills start at first level experience.

Secondary Skills: The character also gets to select one Secondary Skill from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, see R.C.C. above.

Experience Level: 1D4+3 or as set by the Game Master for NPCs. Player Characters should start at level one. Use the same Experience Table as the *Juicer*.

Attacks per Melee: Males: Six attacks per round +1 at levels 3, 6, 9, 12 and 15. Females: Four attacks per round +1 at levels 3, 7, 10, and 13.

Damage: As per Supernatural P.S. for all blunt attacks (punch, swat, head butt, body block, etc.). Clapping Claw Strike does Supernatural P.S. damage +1D6+6 M.D. Gore with horns does 1D6 M.D. extra damage, stomp with legs does only 1D6 M.D. A charging ram with horns or body inflicts 6D6 M.D. (counts as two attacks) and has a 01-70% chance of knocking humanoid opponents smaller than 15 feet (4.6 m) off their feet and 20 feet (6.1 m) backwards. Victims lose initiative and two melee attacks.

Bonuses (in addition to those acquired from attributes and skills): +5 on initiative, +3 to strike and parry, +4 to dodge, +4 to pull punch, +3 to disarm, +4 to roll with impact, claws count as Paired Weapons.

Vulnerabilities: 1. Cold attacks inflict double damage. 2. Dehydrates after being out of water for more than three weeks. Reduce P.S., P.P., P.E. and Spd attributes one point and reduce all bonuses by one point for every three days (72 hours) without being able to soak in water for at least one hour. All penalties are cumulative. If P.E. reaches zero, the Crab Warrior lapses into a coma and will die within 1D6 days unless completely immersed in water for a week (roll to save vs coma and death).

Magic: None.

Psionics: Considered a Major Psychic with the following powers: Hydrokinesis (varies), Empathy (4), Telepathy (4), Presence Sense (4), Levitation (varies), Resist Hunger (2), Resist Thirst (6) and Mind Block (4). I.S.P.: M.E. x4 plus 1D6 per level of experience.

Standard Equipment: Two giant-sized satchels with shoulder straps to carry a few basic items and food (large enough to

carry a dead body), 1D4 large sacks, a large water skin capable of holding 3-5 gallons (11-19 liters), plus belts/straps may be wrapped around the arms by a humanoid ally to hold other items or cargo of allies carried on the back and/or dragged across the ground.

Money: Crab Warriors understand the concept of money and want it to buy plenty of food and to treat friends to fun times.

Bionics: Not applicable to the D-Bee's physiology.

Habitat: Crab Warriors prefer to live on sandy or gravel-covered beaches and river banks. They prefer to live in warm, tropical and sub-tropical climates, but are known to migrate to temperate regions in the summer, returning south in the winter months. Found all along the Gulf Coast and Caribbean islands. Populations of Crab Warriors also exist along the coast of Atlantis and in the sea and rivers of Africa and the Indian subcontinent.

Slave Market Value: 2D4x10,000 as fighters/pirate raiders, gladiators, guardians of underwater lairs, and heavy labor.

Alliances and Allies: Crab Warriors tend stay with their own kind, but may associate with humans and D-Bees, particularly other aquatic life forms. One or more are often part of a pirate crew operating along the North American coastline, as well as river and lake pirates deep within the continent. They do not recognize the territories of any kingdom above or below the waves, and "hunt" wherever and whomever they choose. It is important to note that most Crab Warriors are hunters and raiders who only hunt or take what they need and seldom kill for possessions, wealth, or power unless they are crewmen of pirates. Revenge, on the other hand, may be extracted for murder and torture of their loved ones and friends.

Rivals and Enemies: Consider most humanoids to be prey. They have learned Dead Boys of the Coalition States and Glitter Boys of Free Quebec are the enemy, and have a strong dislike for Bayou Ursines, Psi-Stalkers, and most mammalian people. They absolutely hate Deer Horn, Butter Trolls, and Dramins. Horune Pirates are hated rivals because they look down upon and enslave Crab Warriors.

Note: Originally appeared in *Rifts® Sourcebook Four: Coalition Navy*.

Cyber-Horsemen

By Kevin Siembieda

The Cyber-Horsemen of Ixion are an enigma. Rumor has it that the Cyber-Horsemen have built a city called Ixion (eye-zon) somewhere in the wilderness of British Columbia. In fact, most humanoids refer to these mechanized Centaurs by the name of the fabled city, Ixion (eye-zon) as often as "Cyber-Horsemen" or "Cyber-Centaurs."

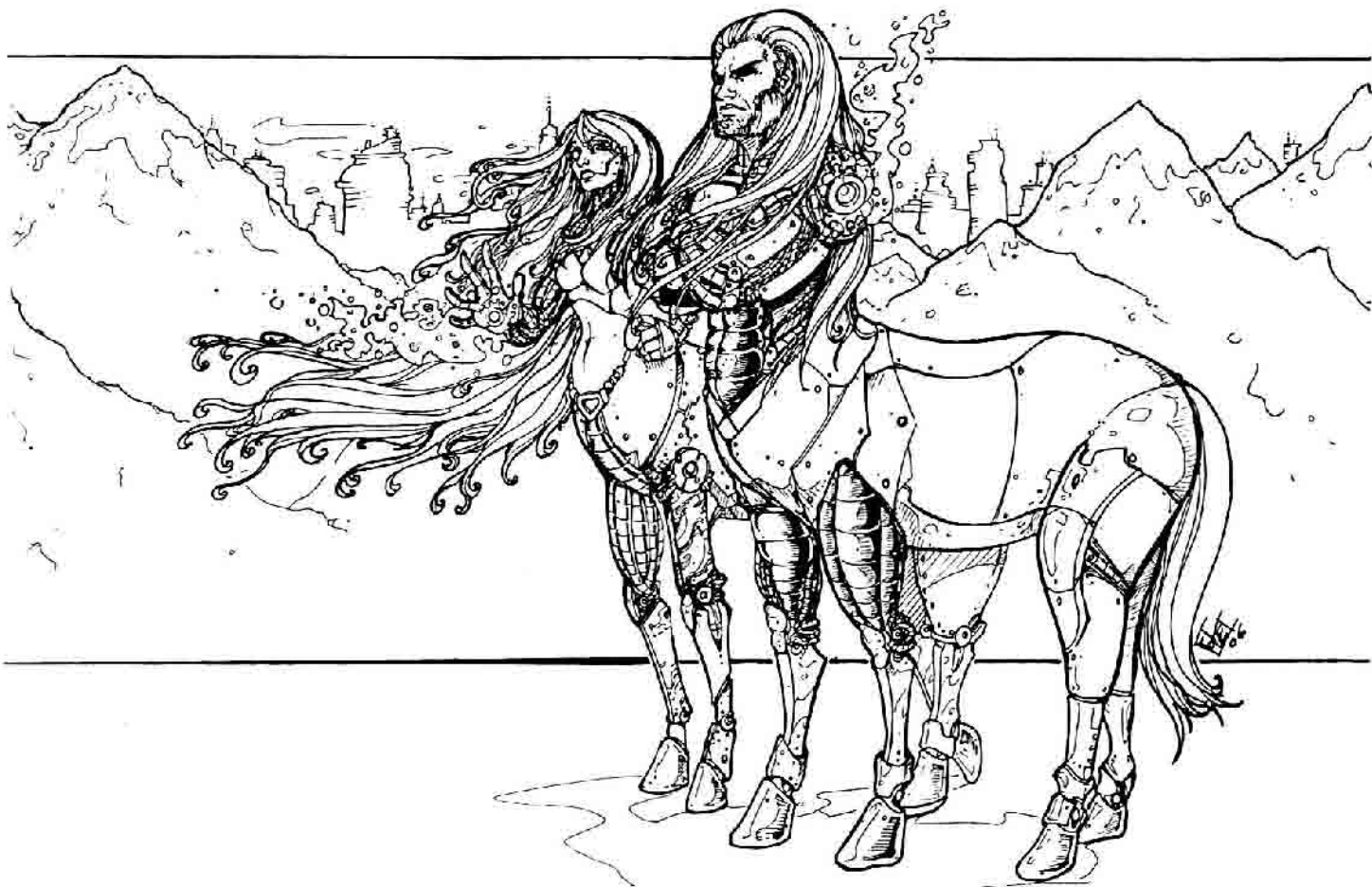
To this day, the location of the legendary city is unknown. It is said to exist in the northern plains of Canada, probably hidden somewhere in British Columbia, but while many have searched for it, no one has ever found it. This has led some to believe it either exists in a pocket dimension that straddles our own dimension, or the city is pure fiction. The latter seems unlikely, considering the Ixion are very real.

According to the few Ixion Cyber-Horsemen who speak of such things, the entire city of Ixion fell into a dimensional vortex during a violent ley line storm. Unchecked magical forces tore the city from its home world and transplanted it, people and all, to Rifts Earth. This occurred near the end of the Dark Age about 120-140 years ago. The first Cyber-Horsemen were verified to exist in 73 P.A., first in the Canadian Southwest and later in the New West. However, rumors of such "monsters" had been told by hunters, trappers, Indians and adventurers for generations. It was not until a CS expeditionary force from *Iron Heart* caught a group of Cyber-Centaurs on videotape, however, that the existence of Ixion Centaurs was proven to be true. This confirmed sighting by reliable witnesses occurred in the plains of Alberta near the Rocky Mountains (the team was actually doing reconnaissance on the *Calgary Rift* and the surrounding area). Since that time, there have been hundreds of confirmed sightings and reported encounters with Ixion Centaurs, including those who claim to have shared adventures with them. All accounts confirm the Ixion tech-level is several notches lower than the Coalition's, although they have roughly equivalent mastery of cybernetics and the use of Mega-Damage alloys.

Little is known about the City of Ixion or the culture and customs of the Ixion people. What is known is that the Horsemen strive to attain nobility, honor, order, and a higher level of understanding and awareness. They believe that they and the City of Ixion (reputed to be a center of enlightenment) were brought to Rifts Earth by fate for a purpose. The majority of Ixion have decided that purpose is to find enlightenment and unravel the secrets of the cosmos for their people. Many also believe that there is a secondary purpose of bringing justice and enlightenment to the people of Rifts Earth. Thus, most Ixion are good or Anarchist in alignment, tolerant of other races, and open to new ideas and experiences. They find the concept of magic fascinating, for it is something completely new to them. No Ixion has tried to learn magic (bionics interfere with and block magic), but they recognize the power it represents and understand the dangers and wonders it offers. As a result, many Ixion seek to acquire magic weapons, armor and devices as well as search for the secrets of magic that involve dimensional travel.

Although they are not scientists or scholars per se, they place great value in knowledge and science. Bionics is a pervasive part of all Cyber-Horsemen's lives, and even those who don't convert 70-90% of their bodies into bionic systems have one or more bionic limbs and a dozen or more cybernetic implants. Ninety percent of the male Cyber-Horsemen of Ixion undergo partial bionic conversion of their upper extremities (bionic arms and hands, reinforced shoulder and spine, plus various cybernetic implants) upon reaching adolescence (age 14-18). Most males have their lower horse-body replaced with a powerful bionic one before the age of 35. Only 10-15% submit to full bionic conversion of their entire body, the rest usually retain their actual head, torso and internal organs (bionic body armor protects the flesh and blood parts of the body in combat). Full conversion cyborgs (the equivalent of the heavy Combat Cyborg) are usually older males who have lost their spouse or have dedicated their lives to the defense of their people.

Ixion females wait till much later in life to undergo extensive bionic modification. Most don't even consider lower body augmentation until 40-60 years of age. Ixion Cyber-Horsemen have



extremely long lives (150 years), and females can bear young well into their sixties. Bionic conversion of their horse-body prevents childbearing, so instead, females opt for bionic conversion of their arms and just get cybernetic implants until they are older.

Other than their half-horse bodies and extreme use of bionics, Ixion physiology is shockingly similar to humans. Their level of intelligence, personalities, behavior and socialization are also similar to humans. Being located in the wilderness of British Columbia (which they consider to be "their" adopted homeland), the Ixion had little contact with humans and D-Bees. They did encounter and befriend the non-bionic Centaurs (Cousins? Or an example of parallel development worlds apart?), True Sasquatch, Spirit Sasquatch (although both keep contact with the Cyber-Horsemen to a minimum), Simvan, some Native Americans and a variety of demons. Lots of demons. As a result, they have come to view demonkind as their mortal enemies.

It has only been in the last 50 years that the Cyber-Horsemen of Ixion have begun to explore the world beyond the mountains and to the north, into the Yukon and Alaska, as well as into the south, starting with the New West. As fate would have it, the first humans the Ixion would forge a bond with were the Inuit and Cyber-Knights, who accepted them and treated them with kindness and equality. This has given the Cyber-Centaurs a positive view of humans, an outlook that has been strengthened by their more recent alliance with the Tundra Rangers and trade with the Colorado Baronies (just started in 108 P.A.). However, the Ixion are not foolish or naive. They have seen their fair share of evil at the hands of humans and understand humankind very well, for the two races are more similar than different.

The Cyber-Horsemen's experiences with D-Bee races have been much less positive, making them suspicious of all races other than humans and their fellow equestrian cousins. However, once they make a friend, Ixion remain loyal for life or until that individual proves himself disloyal and unworthy.

Cyber-Horsemen –

Optional Player Character or NPC

Also known as "Cyber-Centaurs," "Ixion" or "Horsemen of Ixion."

Pronunciation: "eye-zon"

Alignment: Any, but lean toward Principled (10%), Scrupulous (40%), Unprincipled (10%) and Anarchist (25%).

Attributes: I.Q. 2D6+8, M.E. 1D6+8, M.A. 1D6+12, P.S. 3D6+8 (no bionics), P.S. of Bionic Upper Body is 2D6+20, P.S. of Bionic Lower Horse Body is 2D6+28, P.P. 3D6+8, P.E. 2D6+12, P.B. 1D6+8, Natural Spd 7D6x2, double for brief 2D4 minute spurts. Bionic Spd: Males have a speed of 220 (150 mph/240 km) and females a speed of 88 (60 mph/96 km), but females may have the same speed as males if they are warriors or scouts.

Size: 7 to 8 feet (2.1 to 2.4 m) at the horse shoulders, 11-12 feet (3.3 to 3.6 m) from the top of the head to the bottom of the hoof.

Weight: 1800 to 2400 pounds (810 to 1080 kg).

Hit Points: P.E. attribute number x2, +1D6 per level of experience.

S.D.C.: 40 plus those from Physical skills.

M.D.C. by Location:

- * Bionic Hands (2) – 18 each
 - * Bionic Arms (2) – 45 each
 - * Bionic Front Legs (2) – 110 each
 - Bionic Rear Legs (2) – 160 each
 - Main Body (bionic horse) – 250
 - Barding (armor for horse section) – 125 additional M.D.C. to the main body.
 - Upper Bionic Body (when applicable) – 100
 - Upper Body Bionic Armor – 90 additional M.D.C.
 - *Head/Helmet – 70 (double that amount for bionic head)
 - * A single asterisk indicates a small, difficult target to hit and inflicts a penalty of -4 to strike on the attacker.
- Note:** Bionic Barding increases overall weight by 50% and reduces running speed by 25% due to increased weight and impairment of movement; prowl is impossible.

Horror/Awe Factor: 12

P.P.E.: 3D6

Disposition: Most Ixion have the heart of a Cyber-Knight and the soul of a dreamer. They tend to be both, pragmatic and idealistic, and dream of building a better world for all people. Most are self-assured, stable and compassionate. Like their Centaur cousins, Ixion are curious about other people, cultures and the rest of the world, but they are less impulsive about going off on adventures.

Average Life Span: 6D6+140 years. Their long life span means that some of the Ixion remember life back on the world that was their birthplace. The rest are only second and third generation with a fourth generation just starting to be born.

An Ixion Cyber-Horseman reaches physical maturity by the age of 14. Females can give birth to a single foal as often as once every two or three years up to the age of 70; 11 month long pregnancy. That means most females avoid getting horse-body bionic conversion until they have borne at least 1D4+2 young, many wait until 45-60 years of age before "going bionic" and getting their horse body converted. Males tend to "go bionic" at a much earlier age of 25-35, but can have their sperm cryogenically frozen and implanted in a spouse or willing surrogate child-bearer. A female is necessary to bear the young and that is not possible after bionic conversion.

Natural Abilities: Great speed and endurance, natural Prowl 50% +2% per level of experience (-30% if bionic). Without bionics the D-Bee can leap 10 feet (3 m) high and 15 feet (4.6 m) across, double the length and increase height by 50% with a running start. Bionic leap 30 feet (9 m) high and 50 feet (15.2 m) across, double the length and increase height by 50% with a running start. Otherwise, on par with humans.

R.C.C. Skills: The following skills are known to the Ixion in addition to those of a chosen O.C.C.: Dowsing (+20%), Land Navigation (+15%), Language: Native Tongue: Ixion 98% (95% Literacy in this language too), Wilderness Survival (+10%), and W.P. Pole Arm.

Available O.C.C.s: Most (75%) are *Combat Cyborg* or *Headhunters* (any), but can be any Men at Arms, except Glitter Boy or Robot Pilot. Theoretically, a Ixion could even become a Juicer, but none have every done so. A few have become

Cyber-Knights and Wilderness Scouts. An Ixion may also choose any Adventurer & Scholar O.C.C.

Experience Level: 1D10 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses.

Damage: As per bionic P.S. or weapons.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee, +3 on initiative, +1 to strike with spear and pole arm (in addition to W.P. bonuses), +1 to parry, +1 to disarm, +3 to dodge when running, +3 to pull punch, +1 to roll with impact, and +3 to save vs Horror Factor.

Vulnerabilities: Stealth and disguise are pretty much impossible.

Psionics: None.

Magic: None, other than the acquisition of magic items and Lore skills.

Standard Equipment: As per O.C.C. plus one energy rod, spear or pole arm. They also like Vibro-Blades, Neural Maces, and magic items. Although the Ixion do not manufacture human style "guns" themselves, they are not opposed to acquiring and using them.

Notable High-Tech Weapons Unique to Ixion:

Ixion Energy Weapon Rod: An energy weapon that appears as a sleek, modern version of a spear, pole arm or iron staff (no blade). The weapon rod has 15 M.D.C.

Mega-Damage: The rod has two modes of attack. The blade end is energized to inflict 1D6 M.D. as a spear or staff or 2D6 M.D. for pole arms (larger blade and stronger energy). It can also fire an energy blast from one end of the long rod.

The second combat mode is as an energy blaster. The rod can fire as many as ten single shots inflicting 3D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee action attack.

Range: 1600 feet (488 m).

Payload: 10 blasts, but the rod recharges at a rate of one blast every 10 minutes.

Value: 300,000+ credits; very rarely in the hands of anybody but the Cyber-Horsemen, and they do not sell or trade this weapon. Weapon makers would pay over a million credits to get one to study and try to copy.

Mini-Energy Weapon Rod: Effectively a pistol version of the previous weapon. It is basically a long rod with a curved handle and a trigger.

Mega-Damage: The rod has only one mode of attack, that of an energy blaster. Inflicts 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Range: 600 feet (183 m).

Payload: 10 blasts, but the rod recharges at a rate of one blast every 10 minutes.

Value: 300,000+ credits; very rarely in the hands of anybody but the Cyber-Horsemen, and they do not sell or trade this weapon. Nobody beyond Saskatchewan and Montana has

ever seen one. Weapon makers would pay over a million credits to get one to study and try to copy.

Sensory Deprivation Web (SDW): This is a crackling energy net with bola-like weights attached (typically tucked along the Ixion's back as seen protruding under the hip belt). The net is thrown over its intended victim and instantly short circuits the senses. The victim of the web suffers from blurred vision, deafness, and a feeling of vertigo. **Penalties:** -5 to strike, parry, dodge, and on initiative, -50% on skill performance, and speed is reduced by half. The penalties are in place as long as the person is inside the web/net and for 1D4+1 melees after freeing oneself from the web. The SDW has three M.D.C., but a person can easily pull himself free of the net without having to cut or blast the SDW; takes two melee actions to get free.

Money: As per O.C.C.

Cybernetics & Bionics: Among young females, the lower body of the horse is reinforced with bionic legs and joint supports, including the hip and thigh areas. They may also get bionic arms and any number of implants and enhancements. Only one third get full lower body conversion before the age of 60 and none do so before the age of 40.

Most males have the upper body augmented by age 17 and the entire or majority of their horse body replaced with a bionic one between the ages of 25-35. Although a machine with internal organs housed inside, the bionic body and legs respond with the slightest thought and as naturally as the genuine, flesh and blood article. It gives the Cyber-Horseman tremendous speed, strength, and M.D. power.

Bionic Weapons: At least one weapon for each bionic arm, with weapon rods being particularly common.

Bionic Combat Augmentation: +1 on initiative, +1 to strike by kick, leap 30 feet (9.1 m) high or 70 feet (21 m) across/lengthwise.

Damage from Bionic Limbs: As per Bionic P.S. +1D6 M.D. from rear kicks.

Standard Bionic Body Features for the Ixion:

1. Attached hip holster (pistol or Mini-Energy Weapon Rod) on either or both hips.
2. Attachments for snap-on body armor.
3. One medium to large concealed compartment on the front hip or behind the back.
4. Head: Built-in Language translator and one or more optic and sensory implants.
5. Bionic Lung.

Additional Bionics: Select three cybernetic implants and two bionic features. Note that the larger body area of the horse allows for as many as four concealed weapons and six, large, secret compartments on the upper legs and body trunk. Retractable blades can be built into the hooves/lower legs, as well as into the arms of full conversion Cyber-Horsemen. More bionics can be purchased over the life of the character.

Habitat: The plains and light forests of Southern Canada and the American West. They are extremely nomadic and the same clan may range from New Mexico to the Northwest Territory. They avoid the North during the cold and snowy months, but love the tundra in the Summer. Mainly found in Alberta, Saskatchewan, Montana and Idaho, to a lesser de-

gree Washington, Oregon and British Columbia. **Note:** Cyber-Horsemen have never been seen in the Midwest or Eastern USA or Canada. However, they have been reported with increasing frequency in the New West and Alberta. A Cyber-Horseman and his female Centaur companion are recent additions to **Reid's Rangers**, operating in Colorado and New Mexico.

Ixion Centaurs are *not* somehow linked to nature in such a way that they suffer and die in captivity like other Centaurs.

The location of Ixion, the size of its population and any special defenses, weapons or aspects are a closely guarded secret. No Cyber-Horseman can be forced to reveal it and even psionic probes only get partial information like location: the forest of B.C., population: many, special defenses: we fight to defend ourselves, we are peaceful.

Slave Market Value: 4D4x10,000 credits. Valued as warriors, gladiators, scouts, messengers and heavy labor.

Alliances and Allies: Tundra Rangers, Cyber-Knights, Justice Rangers, other Centaurs, Psi-Ponies, and humans of Southwestern Canada and Northwestern America (mostly Native Americans). Receptive to most people, though wary of D-Bees, especially monstrous ones.

Rivals and Enemies: Demons are regarded as the ultimate enemy, and the Ixion are especially concerned about the gathering horde of demons around the Calgary Rift. Ixion often challenge and battle demons and monsters. They have even waged purges against "nests" of them. This means they are also concerned about the Xitcix to the east of them, Worm Wraiths of the New West, and the Vampire Kingdoms of Mexico. When the forces of humanity wage war against the Calgary Demons, the Cyber-Horsemen will join the battle to the death. No Ixion joined the defense of Tolkeen because of their association with demons.

Ixion also dislike Psi-Stalkers, Great Hunters, Yeno, and other evil or cruel and intolerant beings. Ironically, the Simvan, who befriend and trade with ordinary Centaurs, regard the Ixion as dangerous rivals and hate them. This may be due, in part, to their "human" qualities and reliance on technology.

Note: Ixion Cyber-Horsemen first appeared in **Rifts® Conversion Book One** and later in **Rifts® World Book 20: Canada**.

Darkhound

By Kevin Siembieda & Peter Murphy

The stories that the demonic Darkhound is really a monstrous mutation of a Coalition Psi-Hound are true. Lord Alistair Dunscon allowed some of his supernatural "associates" to experiment on captured Dog Boys rather than destroy them. Immobilized by magic, the hapless canines spent weeks being experimented upon. Most perished after agonizing torture, but 15% were warped by magic into a mockery of their former selves. The magical forces that warped the Darkhounds' bodies transformed them into Mega-Damage creatures of immense power, but also reduced their intelligence and made them into humanoids who rely on their primordial hunting instincts. At



least half the Darkhounds who exist today are transformed Dog Boys, the other half are the result of successful breeding.

Lord Dunscon denies rumors that he somehow created them, and claims to have no personal knowledge of these creatures. This is due in part because his plans to turn the Coalition's own Dog Boys on them, backfired. While Darkhounds do indeed prey on humans and D-Bees, they prefer to hunt supernatural beings, practitioners of magic and psychics (Psi-Stalkers being a particular favorite), Lord Dunscon's own people! Afraid that the inhabitants of the Magic Zone and his own Federation might turn on him if he admits he had the Darkhounds created, Lord Dunscon quietly arranged for the death or disappearance of all those involved in their creation and denies any involvement. ("Lies by my enemies to divide us," he claims.)

Darkhounds do bear a fleeting resemblance to the Coalition's Psi-Hounds. They are vaguely humanoid, have articulated hands and can stand and walk on two legs, however, they usually run and crouch on all fours. Darkhounds are far larger than the average Psi-Hound, too, many reaching eight or nine feet (2.4 to 2.7 m) in height. Their arms are long, gorilla-like, thickly muscled, and end in large clawed hands. Most have a thick, wild mane of dark hair and a wild look in their eyes. Darkhounds tend to be muscular but lean and mangy, always looking half starved or half-crazed and usually slavering. Their eyes glow a fierce red, and their shaggy fur is always a sooty grey, or grayish-brown. Many wear partial patchwork armor (1D4x10+15 M.D.C.), similar to Psi-Hounds, that they fashion together themselves. The armor may look crude, but it's effective.

Even with their intelligence reduced and overwhelmed with an instinctive need to hunt and kill, traces of the Psi-Hound remain. They seldom attack humans or Dog Boys unless they are attacked first, but have been known to attack other intelligent canines, Werewolves, Witch Wolves, and other animal-like D-Bees and monsters without hesitation. They seldom bother Coalition troops, and there are scores of reports about Darkhounds following CS wilderness squads and platoons, sometimes rooting through their trash or supplies for food, but rarely attacking a single soldier. In fact, there have been several reported (and many times more unreported) incidents where one or more Darkhounds have leaped out of the shadows to join CS troops in battles against mages and supernatural horrors, or rescuing ordinary humans from danger. Darkhounds are also known to have alerted CS patrols and adventurers of ambushes by the Federation of Magic and demons. Human peasants have also reported Darkhounds coming to the defense of human children, babies and pregnant females against other monsters, evil sorcerers and psychics. **Note:** Officially, Darkhounds are on the CS list of dangerous monsters to be exterminated on sight, however most (90%) CS patrols take no action against them and believe being shadowed by them is a sign of good luck.

Since the public doesn't know (or cannot prove) Darkhounds are mutated versions of the genetically engineered Psi-Hounds, they are presumed to be *D-Bees*. Darkhounds, themselves, have no recollection of their origin, not even among those who began life as Dog Boys.

The few adventurers who have gotten over their fear of a Darkhound have found they make dependable and loyal partners. It's true that the hound is aggressive and quick to respond to even the slightest threat with an attack, but they can be reined in by those they trust and the Darkhounds never give up on or abandon an ally. Furthermore, they fight like they are possessed by demons.

Darkhound – Optional Player Character or NPC

Player Character Note: If allowed as a Player Character, the player faces a challenge: to play a character with the I.Q. of six year old child and the aggressive, predatory instincts of a wolf – a character who is more *animal* than human. The character takes an instant and lasting dislike toward all mages and creatures of magic, and will never completely trust them, not even those of good alignment and who are always kind to him. When a friend or ally is threatened or attacked, the Darkhound is likely to respond with immediate and deadly force. Likewise, the character will not negotiate or pow-wow with evil practitioners of magic, evil psychics or supernatural beings, and will attack them without hesitation or mercy. Similarly, while Darkhounds can exhibit stealth and some degree of patience when hunting, they are very direct in everything they do and seldom bluff.

The character can use guns and simple weapons and tools, with swords and Vibro-Blades being favorites. However, he cannot pilot a vehicle, operate a radio or computer, nor understand the written word; a Darkhound has enough problems with the human language.

Alignment: Any, but typically Unprincipled (23%), Anarchist (33%), or Aberrant evil (24%). Despite their alignment, most are essentially bloodthirsty predators when it comes to deal-

ing with psychics, practitioners of magic, and evil supernatural beings.

Attributes: I.Q. 2D4+2, M.E. 2D6+8, M.A. 2D4+1, P.S. 3D6+10 (Supernatural), P.P. 3D6+6, P.E. 2D6+10 (Supernatural), P.B. 2D4, Spd 6D6+10.

Size: 8-9 feet (2.4 to 2.7 m).

Weight: 400-500 pounds (180 to 225 kg).

M.D.C.: 3D6x10, plus 2D6 per level of experience, but may also wear partial body armor for additional protection.

Horror Factor: 11 for most humanoids, H.F. 14 for supernatural creatures, psychics and practitioners of magic.

P.P.E.: 2D6

Disposition: A natural predator, the Darkhound responds to threats and danger with violence. Alert, quick to action, impatient and likes to be on the move like a wolf on the prowl. Hates being cooped up with nothing to do or forced to deal with mundane tasks; wants to hunt. Savage and merciless in combat, but can be surprisingly gentle, kind and playful with those the hound cares about. Longs to be part of human society and secretly works to help and protect human beings and destroy the supernatural and magical.

Average Life Span: 3D6+22 years. Physically maturity is reached by age six and females give birth to a litter of 2D4 after a five month pregnancy. The young may be raised by one or both parents, but usually stay with the female when the male goes hunting. Young go off to fend for themselves at the age of five.

Natural Abilities: The special abilities are as follows. Also see psionics, R.C.C. skills and bonuses.

1. Sense Psychic and Magic Energy: Identical to the Psi-Hound, only keener. Like a bloodhound smelling a familiar scent, the Darkhound can detect the presence of psychic energy; specifically fellow psychics (I.S.P.) and magic energy (P.P.E. use as a spell, in magic devices and large amounts in people; 80 or more points). The ability is constant and automatic, just like the ability to see and smell.

The Darkhound can sense whenever a psionic ability or magic spell is used within the range of sensitivity. If the energy is being continually expended, like a series of magic or psionic attacks, or is of a duration/effect longer than one melee round (15 seconds), the creature can trace it with relative ease to the source (i.e. the character or creature using the psionics or magic). Several psionic or magic characters using their powers in the same general area will easily lead the canine monster to that location, but it will not be able to discern and remember (recognize) any of their *psychic scents* at a later time. Several psionic or magic characters using their powers over a large, scattered area of the sensing range does not confuse the senses and the Darkhound is typically drawn to the most powerful.

Base Skill: 70% +2% per level of experience (roll once every melee round). Reduce by 10% when multiple sources are scattered throughout the sensing range. **Range:** Sensitivity to a fellow psychic or magic practitioner *not* using his powers is 50 feet (15.2 m) +5 feet (1.5 m) per each additional level of experience. Sensitivity to psionic and magic powers being *used* is 1000 feet (305 m) +50 feet (15 m) per level of experience. Roll percentile dice every 1000 feet (305 m) to see if

the predator is still on the trail. A failed roll means the psychic scent is lost. **I.S.P.:** None, an automatic ability.

2. Recognize Psychic Scent: A Darkhound can recognize the *psychic scent* of specific races, monsters, and individuals well known to it. A *psychic scent* is the particular signature that emanates from the psychic, practitioner of magic or supernatural being every time they use their psionic powers or cast magic. The emanation from each individual is unique and distinct, like a psychic fingerprint.

Base Skill: 20% +4% per additional level of experience to recognize the *psychic scent* of general races. (Also see number three, *Sense Supernatural Beings*). 14% +2% per additional level of experience to recognize a specific individual. +10% bonus if the creature has a bit of hair, skin, blood, or an article of recently worn clothing (4 hours or less) to follow the psychic trail. And +10% if the prey is somebody the character knows well. **Range:** 60 feet (18.3 m) +10 feet (3 m) per level of experience. **Duration:** Automatic and constant. **I.S.P.:** None, automatic ability.

3. Sense Supernatural Beings: Identical in basic function and principle to the ability, *Sense Psychic and Magic Energy*, described in number one, above, except the Darkhound is much more sensitive to the very distinctive psychic scent of the *supernatural*.

Base Skill: 72% +2% per level of experience to identify the specific type/race of paranormal creature, and includes Alien Intelligences, gods, demigods, demons, vampires, and dragons. This ability can also detect whether a person is possessed by supernatural beings. **Base Skill at tracking by this scent:** 50% +5% per level of experience. 70% +3% per level of experience *if* the supernatural being is also using psionics or magic. **Range:** 100 feet (30.5 m) per level of experience to sense the presence of a supernatural being when it is not using any special, magical or psionic powers. 1000 feet (305 m) +100 feet (30.5 m) per additional level of experience when the supernatural force is actively using its supernatural powers, magic or psionics. **Duration:** Automatic and constant. **I.S.P.:** None, automatic.

Note: Close proximity to ley lines and nexus points disrupts the psychic senses #1-3.

4. Other Psionic Powers: Starts with Deaden Senses (4), Empathy (4; receive only, not transmission), Meditation (0), Nightvision (4), Resist Fatigue (4), Sense Evil (2), Sense Magic (3), and the choice of one additional Sensitive power. Darkhounds are effectively Master psionics with these powers and the special psionic sensitivity described above.

5. I.S.P.: Roll 1D6x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. +10 I.S.P. for each additional level of experience. I.S.P. is regained at the rate of 2 per hour of activity, or 12 per hour of meditation or sleep.

6. Saving Throw Versus Psionic Attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

7. Superior Sense of Smell. Same as the Dog Boy.

Common and Strong Scents: Recognize and accurately identify general/common/known smells, including gases, food, animals, and the path used by a group of humans, mu-

tant animals, D-Bees or monsters, as well as other strong and/or distinctive odors.

Base Skill: 70% +3% per level of experience.

Range: 100 feet (30.5 m) per level of experience.

Identify Specific Odors: Including the scent of specific individuals (specific characters), poisons or drugs mixed into food or drink, unique and unusual scents. The Darkhound must be familiar with the target subject and/or have a piece of clothing, hair, blood, etc. that the tracker can use as a reference.

Base Skill: 54% +2% per level of experience.

Range: 25 feet (7.6 m) per level of experience.

Track by smell alone! This means the mutant canine relies entirely on his sense of smell (blinded so cannot follow physical tracks/footprints or any other visible trail). This also means that a Darkhound can sniff his way through total darkness if there is a scent that can be followed, and also that the character suffers only *half* the normal penalties to strike, parry, and dodge when blinded or in total darkness. When combined with the Darkhound's other superior sense of hearing and ability to *sense* magic and psychic energy and the supernatural, this formidable hunter can usually put together an incredibly accurate picture of who or what it is tracking and just how near or far it may be. **Base Skill:** 40% +4% per level of experience. **Note:** See the Dog Boy R.C.C. in *Rifts® Ultimate Edition* for notes about tracking by scent.

8. Keen Sense of Hearing. Darkhounds have exceptional hearing and can hear into a higher range of sound, and can register sounds of 35,000 vibrations per second compared to 20,000 in humans and 25,000 in cats. Additionally, their large ears work like external sound receivers that can prick and swivel to focus in on the sound of the noise (thanks to 17 ear muscles). They can also shut off their inner ear to filter the general din of noise to zero-in on the sound they want to concentrate on.

9. Good Sight. Perfect 20/20 vision with a field of vision that is 270 degrees; compared to a human's 100 degrees. Darkhounds see color in a similar range as humans, but the colors are a bit dull.

10. Sense of Taste and Biting. Fair sense of taste.

R.C.C. Skills: Climb (+15%), Detect Ambush (+15%), Land Navigation (+20%), Prowl (+10%), Intelligence (+5%), Swim (+20%), Tailing (+20%), Wilderness Survival (+20%), W.P. Sword or Knife, and all speak American at 45% +3% per level of experience. May pick up one additional language at 35% +3% per level of experience.

R.C.C. Related Skills: Select one at levels 2, 4, 8, 12 and 15 from the following skill categories only: *Communications* (Barter, Radio Basic and Sign Language only), *Domestic* (any), *Physical* (any, except Acrobatics, Kick Boxing, and SCUBA), *Rogue* (any), *Weapon Proficiencies* (any), and *Wilderness* (any, +10%). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, at levels 1, 3, 6, 9 and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, see R.C.C. above.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level. The Experience Table to use follows at the end of this description.

Attacks per Melee: Starts with four, +1 attack per melee round at levels 2, 5, 8, 10, 13 and 15.

Damage: As per Supernatural P.S. or by a blade weapon.

Claw Strike: 2D6 M.D. plus Supernatural Strength damage.

Bite: 4D6 M.D. regardless of P.S.

Darkhounds are excellent climbers and prowlers, and like to leap on their opponents and attempt to overwhelm them with the sheer ferocity of their attacks.

Bonuses (in addition to those acquired from attributes and skills): +2 on initiative at levels 1, 4, 8 and 14, +3 on Perception Rolls, +1 to strike, +1 to dodge, +3 to pull punch, +1 to roll with impact, +4 to save vs Horror Factor, +3 to save vs disease and poison, +2 to save vs possession. The Physical Endurance of the Darkhound is Supernatural which means it can take about 10 times the exertion of a Dog Boy.

Magic resistance (special): Darkhounds are surrounded by an invisible field of energy that dulls the effects of magic. Even when the character fails to make a successful saving throw, the effects of magic (damage, duration, penalties, etc.) are reduced by half. Furthermore, the Darkhound is impervious to the animal affinity and control powers of Simvan, Psi-Stalkers, Psi-Druids and similar psychics or similar magic (including Repel Animal and Summon Animals).

Vulnerabilities: Sensitivity to ley line energy: Ley lines and nexus points impair and even obliterate the Darkhound's psychic and supernatural sensing abilities. This means the character cannot use his abilities to locate magic or supernatural prey or to sense their appearance when on a ley line or near a nexus. However, the creature's normal physical senses, especially smell, are not affected and the other psychic sensitive abilities are enhanced (as usual). Still, the Darkhound is leery around places of magic and often shows uncharacteristic signs of being nervous and on edge. They are afraid during *Ley Line Storms* which actually cause physical discomfort to them – headaches, crackling sounds in the ears, and static electrical build-up/shocks, plus they are two times more likely to be struck by ley line energy and lightning.

Their low intelligence, powerful instincts and drive to hunt may also work against them.

Magic: None.

Psionics: As noted previously.

Standard Equipment: Darkhounds don't have much need for anything except homemade, piecemeal body armor (1D4x10+15 M.D.C.), a hooded cloak or poncho, Vibro-Knife, Vibro-Sword (love Vibro-Weapons) or a magical equivalent, a backpack or satchel to carry 1D6+10 wooden stakes, a wooden mallet, a wooden cross, a mirror, a comb and some personal items, possibly a gun. **Note:** Darkhounds can use guns but seldom do so. They love magic weapons of all kinds, especially melee weapons (swords, axes, spears, etc.), but don't start with any guns nor magic items.

Money: Starts only with 4D6x10 in tradeable goods. Don't really need money except to purchase weapons or information.

Cybernetics & Bionics: Not possible.

Habitat: Created in the City of Brass in Kentucky, Darkhounds are most common to the Magic Zone, but have, over the last 20 years, spread out into other parts of America, mainly Ohio, Indiana, Michigan, Kentucky, Tennessee, Arkansas and Texas.

Slave Market Value: 2D6x10,000 as warriors, assassins, gladiators, and trackers.

Alliances and Allies: None, officially, but Darkhounds instinctively consider humans and Psi-Hounds to be friends and potential allies. In fact, Darkhounds would love to live and work with both, except people seem to be afraid of them. They also like Coalition soldiers (racial memory?) Darkhounds often travel and hunt at night and are social animals who gather in small packs of 4D4 and occasionally in small, diverse groups of mixed races such as Dog Boys, humans and D-Bees. Although they feel an affinity with Dog Boys and Coalition soldiers, most Darkhounds keep their distance and avoid prolonged or regular contact.

Rivals and Enemies: They hate Mystic Knights, Bio-Wizards, Minions of Splugorth, Witch Wolves, Brodkil, Black Faeries, Witchlings and demons with a passion. This hatred is almost obsessive. They also hunt all Psi-Stalkers, psychics, practitioners of magic, evil creatures of magic, and evil supernatural beings in general. Magic practitioners and the supernatural are their favorite prey.

Note: Originally appeared in **Rifts® World Book 12: Pyscape**.

Darkhound

Experience Table

1	0,000-2060
2	2,061-4,160
3	4,161-8,520
4	8,521-16,900
5	16,901-25,600
6	25,601-35,900
7	35,901-50,500
8	50,501-70,900
9	70,901-95,500
10	95,501-130,900
11	130,901-190,500
12	190,501-240,900
13	240,901-290,500
14	290,501-350,900
15	350,901-400,500

Demon-Dragonmage

By Kevin Siembieda, inspired by Mike Dubisch

The Demon-Dragonmage is a bizarre humanoid being who may be a demon from some other dimension. The strange thing is, they start out in life as Mega-Damage beings, but mortal. The young look rather ordinary. The odd things distinguishing them from humans or human-like D-Bees are their white skinned, hairless bodies, a thick, bony skull and a pair of tiny spines pro-



truding from the side of the chin. Though the Young Dragonmage may look relatively ordinary, he possesses impressive magic and psionic powers that increase with experience and age.

Adults are monsters. The body and features remain human-like but their skin changes to an ashen white, creamy red or a warm gray color and they bear a pair of massive, dragon-like wings. Flame emits from their eye sockets and mouth, and the head of a dragon hatchling or young adult dragon is magically and permanently attached to their chest. How they achieve the gruesome accomplishment of joining a dragon's head to their body is a closely guarded secret that almost certainly involves a magical ceremony. Probably a Necromantic ritual.

When the head of the dragon is attached to him, the mortal adolescent is forever transformed into something akin to a demon. This new plateau of power increases the D-Bee's power level to that of a young adult dragon, providing +1,200 to M.D.C., P.P.E. is doubled, and all the mystic knowledge of the slain dragon is known to the recipient of its head! It is at this stage in life that the D-Bee reaches full maturity and becomes a deadly *Demon-Dragonmage*. It takes hundreds, sometimes thousands of years for this strange D-Bee to reach maturity (and to have sufficient power to kill a dragon by himself, using only magic, natural abilities and his wits). Until then, an adolescent is known as a "Young-Dragonmage" or just "Dragonmage."

Young-Dragonmages travel the Megaverse in search of experience and mystic knowledge. Many live their entire youth (typically 1000 to 2000 years) as a wandering adventurer or bandit. Some settle down in one place for years, even centuries, often as

the protector or ruler of a town or small kingdom, sometimes the leader of an organization, cult or church, but sooner or later they will take their leave in search of new experiences and greater power. These Young-Dragonmages frequently have Scrupulous, Unprincipled, Anarchist or Aberrant alignments and may, for a time, engage in heroics and acts of charity, but with age comes disillusionment, corruption and a profound change toward evil.

While the *young* go on adventures and crusades, and experience all the nuances of a long life, the *adult* monsters usually start to build a massive kingdom or try for world domination. Most go forth to find "lesser" beings to worship them as gods. Worshipers can include humans and D-Bees, but Demon-Dragonmages have a greater appeal to misanthropes and violent, monster races like Psi-Goblins, Orcs, Ogres, and sub-demons like Brodkil, Gargoyles and other vile, aggressive and war-like beings.

At any age, Dragonmages are the mortal enemy of all dragons. As such, dragons instinctively take a strong dislike, if not open hatred, toward even the nicest, most affable Young-Dragonmages. Many dragons, good and evil, kill Demon-Dragonmages on sight, especially the young ones while they are still vulnerable. Some dragons even engage in bloody campaigns of genocide when it comes to these D-Bees, slaughtering them whenever and wherever they can. Even dragons of good alignment kill Dragonmages at the first opportunity or for the slightest excuse. Part of this extreme prejudice comes from the fact that to achieve adulthood and dragon-like power, the Young-Dragonmage must eventually slay an experienced dragon to steal the dragon's power and wear him like a trophy.

Dragonmage –

NPC Villain and Optional Player Character

Player Note: This character is best reserved as an NPC or villain played by the Game Master, and only the Young-Dragonmage is available as Player Character, provided the G.M. allows it in his or her game.

A Young-Dragonmage as a Player Character is likely to be full of idealism and excitement for life and adventure. The character's alignment can even be good or selfish and he or she can live a life of virtue better than any noble Cyber-Knight. However, over time or as the result of traumatic events, betrayal, cruelty, and disillusionment, the character may find himself becoming intolerant, cruel, vengeful, selfish, arrogant, greedy, contemptuous of others, and, eventually, evil. However, this transition could take decades, even centuries, so the player may be running the D-Bee during the "good phase" of his life. It's also possible that the Young-Dragonmage (or even a Demon-Dragonmage) is one of the rare breed who struggles to remain good and kind and heroic, despite his race's proclivity toward selfishness and evil.

Regardless of alignment and good deeds, the character is hated and targeted by dragons, even hatchlings, Darkhounds, Temporal Raiders, and True Atlanteans (especially Undead Slayers and the Sunaj). Creatures of light, angels and spirits are also wary of these strange beings and any people who associate with them. Many humans, D-Bees and lesser demons don't know anything about them and accept the character as they would any other D-Bee. However, this could bring trouble for the group later, as those in the know usually see even

a Young-Dragonmage as a potential rival, enemy or monster, and the people associated with him as fools or henchmen. **Note:** Characters with the skill Demon & Monster Lore *may* recognize the Young-Dragonmage (adults are unmistakable), but are -10% to do so because they are comparatively rare on Rifts Earth.

Alignment: Young can be any, but usually Unprincipled (20%), Anarchist (40%) or any evil (20%). Adults are Miscreant (30%), Diabolic (34%), or Aberrant (15%), with only a small percentage being Anarchist (15%) or good (6%).

Attributes of the Young: I.Q. 2D6+8, M.E. 2D6+10, M.A. 2D6+12, P.S. 2D6+16 (Robotic), P.P. 2D6+10, P.E. 2D6+10, P.B. 2D6+3, Spd 2D6+16 (cannot fly under their own power until they reach Demon-Dragonmage status). **Note: Attribute Changes in Adult Demon-Dragonmages:** All mental attributes, P.P., and P.E. are raised 30%. P.S. becomes Supernatural and both P.S. and Spd attribute numbers are doubled!

Size: 6-7 feet (1.8 to 2.1 m) tall. The mature Demon-Dragonmage doubles in size.

Weight: 200-250 lbs (90 to 112.5 kg), triple as a mature adult.

M.D.C.: P.E. attribute x10 plus 3D6 per level of experience. +1,200 M.D.C. when transformed into a Demon-Dragonmage.

Horror Factor: Young: 10; Mature Demon: 15.

P.P.E.: 1D4x100 +P.E. attribute number. Add 3D6 per level of experience; doubles upon attaining Demon-Dragonmage status.

Disposition: Changes over the years from curious, kind and impressionable to self-absorbed, arrogant, domineering and wicked.

Average Life Span: Seemingly immortal unless slain, although if a "Young" Dragonmage does not reach maturity by 2100 years of age, the D-Bee dies. They cannot breed until both the male and female have become adult Demon-Dragonmages. At that point, the female can give birth to 1D4 young after a 9 year pregnancy and can give birth as often as once every 100 years till the age of 5000. However, few of these smug and self-absorbed females ever give birth more than two or three times in their long life. A juvenile Dragonmage reaches what humans would consider to be a fully formed adult by age 20.

Natural Abilities: Perfect vision, senses on par with a human's.

A Creature of Fire (special): The Demon-Dragonmage has an affinity with fire. As a Young-Dragonmage they are impervious to all normal heat and fire, including M.D. plasma. Magic fire and magical flaming weapons inflict half damage. Many of their early magic spells are fire based.

Adults are completely impervious to even magic fire, have fire coming from their eyes and have a fiery tongue. They can also breathe fire and spit fire balls (300 foot/91 m range and inflicts 6D6 M.D. in both cases).

Manifestation of Supernatural Abilities (special): The D-Bee grows more powerful with experience and age.

1st Level: Nightvision 1000 feet (305 m), see the invisible, heals three times faster than humans and is impervious to disease.

2nd Level: Leap 10 feet (3 m) high or across and +2 to roll with impact.

3rd Level: Turn invisible at will; no I.S.P. or P.P.E. cost.

4th Level: Bio-Regenerate 1D6 M.D.C. per melee round.

5th Level: +1 attack per melee round, +1 on initiative, +2 to pull punch, +3 to save vs Horror Factor.

6th Level: Magically understands and can speak all languages.

7th Level: Sense ley lines same as the Line Walker.

8th Level: +6 to save vs possession.

9th Level: Can Teleport self and up to 300 lbs (135 kg) at will, up to five miles (8 km) away at no P.P.E. cost.

10th Level: Considered a Greater Demon; Dimensional Teleport 30% +2% per each subsequent level of experience.

12th Level: +2 to Perception Rolls.

15th Level: +2D6x10 M.D.C. and increase flying speed by 50%.

18th Level: Double the range of fire attacks.

20th Level: +2 attacks per melee round.

25th Level: Bio-Regenerates 1D6x10 M.D.C. per melee round.

30th Level: Bio-Regenerates entire body within 48 hours provided the dragon's head is not destroyed and at least 20% of the body remains intact.

R.C.C. Skills:

Languages: Demongogian & Dragonese at 98% plus two of choice (+15%).

Literacy: One of choice (+15%).

Basic Math (+20%)

Seduction (+13%)

Dance (+20%)

Sing (+10%)

Climb (+10%)

Land Navigation (+10%)

Lore: Demons & Monsters (+20%)

Lore: One of choice (+10%).

Pilot or Horsemanship: Two of choice.

W.P.: One Ancient of choice.

W.P.: One Modern of choice.

Hand to Hand: Expert, or Assassin if Anarchist or evil. The Hand to Hand skill cannot be changed once it is selected.

R.C.C. Related Skills: Select five to start, plus one additional skill at levels 4, 8, 12, and two at levels 14, 16, 18, 20, 24, 26, 28 and 30. All new skills start at level one proficiency.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Any (+5%).

Mechanical: None.

Medical: None.

Military: Any (+5%).

Physical: Any.

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Any (+10%).

Science: Any (+5%).

Technical: Any (+10%).

Weapon Proficiencies: Any.

Wilderness: None.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, at levels 1, 3, 5, 8, 11, 15, 18, 21, 25, and 30. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None. The character is a Dragonmage by nature and cannot change even if one tries. See R.C.C. Skills above.

Experience Level: Young: 1D4+4 or as set by the Game Master for NPCs. Player Characters should start at first or second level. Use the Dragon Experience Table.

Mature Demon-Dragonmage as an NPC villain: 2D6+15 or as set by the Game Master up to 30th level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Robot or Supernatural P.S., or via magic or weapon.

Vulnerabilities: Magical cold and ice based attacks inflict double damage, as do holy weapons. Most types of magic, psionics and energy weapons inflict full damage.

Psionics: *At first level* the character has the powers of Pyrokinesis (varies), Bio-Manipulation (10), Telepathy (4) and Mind Block (4). Each subsequent level of experience, the demon can select one Super Psionic power of choice and a total of three psionic powers from the categories of Healing, Sensitive and/or Physical. **I.S.P.:** The young demon is a Master Psychic with 2D4x10 I.S.P. +M.E. attribute number, and gets an additional 10 I.S.P. per level of experience.

Magic: Starts with Blinding Flash (1), Ignite fire (6), Fuel Flame (5), Fire Bolt (7), and Fire Ball (10), plus 3D4+8 spells selected from the spell levels 1-6. Experienced characters (10th level and up) may choose to make selections from *Temporal Magic* instead (see *Rifts® England* or *Rifts® Book of Magic*). Has the same fundamental spell casting abilities of a Ley Line Walker (without the Walker's O.C.C. abilities) and can learn additional magic the same as the Ley Line Walker via a tutor. **P.P.E.:** 1D4x100 +P.E. attribute number, and 3D6 per level of experience; doubles upon attaining *Demon-Dragonmage* status.

Standard Equipment: Basic adventure equipment, may or may not use body armor, has a set of clothing (likes cloaks and leather), backpack, bedroll, 1D4 medium sacks, utility belt, lighter, compass, 50 feet (15.2 m) of rope, portable language translator, survival knife, canteen, and one weapon for each W.P. They love magic weapons and devices of all kinds, but start with none.

Money: Starts with 1D6x1000 in credits and an equal amount in tradeable valuables, but seeks a king's fortune, magic items and power.

Cybernetics & Bionics: None, impossible.

Habitat: May be found anywhere in the Megaverse. On Rifts Earth they are found in search of experiences and power, but are most common to places of magic and regions where they may find and slay dragons. North America is one of their favorite locations because there is so much variety in terrain, people, conflict and experience. At least a hundred operate from the Magic Zone and several dozen fought on the side of Tolkien. However, they joined the Tolkeenites as much with the hope of laying their hands on the many magic artifacts that nation had accumulated as any other reason.

Slave Market Value: Young: 2D6x10,000 credits. Adult: 4D6 million, just pray you have the power to control the monster or the cunning to trick him into doing your bidding. Buyer beware!

Alliances and Allies: Any evil or selfish beings willing to accept the Demon-Dragonmage as their lord and master, and serve him without question. This includes Brodkil and other Sub-Demons, Lesser Demons and all manner of monsters and evildoers.

Rivals and Enemies: Dragons above all others, but also Darkhounds, Postal Dragon Slayers, Psi-Hounds, Temporal Raiders, True Atlanteans, Lyn-Srial, Cyber-Knights, and most heroes and champions of light. The Splugorth and their minions aren't too fond of these arrogant and disrespectful upstarts either.

Note: Originally appeared in *Rifts® World Book 12: Pyscape*.



Deer Horn Tribesmen

by Josh Sinsapaugh

It is with great consternation that I relate my findings on the Deer Horn Tribe. As a man of science, I find myself horrified at my hatred of these creatures. I know full well that a scientist ought not hate a single living thing, though if you encountered these foul savages, you would feel the same. Rambunctious, perverted, and possibly insane, they are a tribal people who give all manner of fictional wild men a run for their money through the sheer explicitness of their inappropriate behavior.

Moreover, it appears that evolution has erred in their favor, making these Dimensional Beings even more proficient in their trickery and immature behavior by providing them with a talent that seems to have long grown past its utilitarian purpose. The Deer Horn are capable of rotating their heads, much like an owl, in order to look behind them, as well as so that their heads will appear upside down or sticking straight up. They use this ability for practical purposes as well as to goof around and frighten travelers.

Whatever the case, I can attest to the sheer debauchery and repulsiveness of these beings, which in turn gives me great pleasure in their overall rarity. I am all too glad that I will never see a Deer Horn Tribesman again.

- Excerpt from A Short Study by Joachim Curli, Legacy Scout

The *Dark Woods of Alabama*, and by association (and via its own merits) the *Deep South*, is a land wrapped in superstition

and folklore, as much as it is immersed in true spirituality and mysticism. For every unbelievable *fact* there are seemingly one hundred believable *falsehoods*. This creates an information quagmire in which fact and fiction are impossible to separate. To those living far away, within the Domain of Man, a perfectly real place such as Clavicle is viewed as being little more than a hayseed tale thought up to scare children, while an utterly fictitious place such as the "Mountain King's Hall" is pointed to as real and widely believed to exist. The acceptance of fact as fiction, and fiction as fact when it comes to the Dark Woods and the Deep South is truly duality at its best, and the hubris of intellectual men at its worst.

Falling into the backwards void of skepticism are the travelers' tales of an odd D-Bee who is often called the "Deep Forest Ape-Man," a gray-green in apish humanoid, completely devoid of hair, save for a shaggy white or black line running down the spine of the males. Their heads look more like an alligator's than an ape's, their eyes are round and oversized, like saucers, filled with madness. Their strange heads are able to be rotated 280 degrees left and right (so as to look behind them, like an owl) or 180 degrees clockwise and counterclockwise so that their face is upside down/mouth is at the top. The Deep Forest Ape-Men are said to run around the forest completely naked, their heads twisted or spinning as they dance, hoot and howl, and attack travelers without rhyme or reason. Most outsiders claim these beings don't exist except in myth, but those who have ever seen one know they are real, and dangerous.

The spinning head maniacs are a race of D-Bees who call themselves the *Deer Horn Tribe*. Their name for themselves is a misnomer, as they have neither "deer horns," nor are they uni-

fied or even semi-unified into a cohesive tribe. Rather the name pertains to their use of deer antlers as weapons, tools, and ornamentation (they actually worship the animal). The fact that they call themselves a tribe is also ludicrous beyond the fact that it is inaccurate, as the term usually signifies some degree of order and stability, two qualities the average Deer Horn Tribesman is severely lacking. The entire race is seemingly composed of lunatics and lechers, as anyone who has encountered the creature can attest.

The average Deer Horn is constantly rowdy and devoid of even the slightest sense of common decency. They scratch themselves in inappropriate places, throw mud and feces, dance and jump around wildly and delight in harassing travelers and villagers alike. They enjoy shocking and scaring people, and happily perform all sorts of deplorable and perverse acts. This may include dancing with a corpse (or partial remains of one), juggling a decapitated head or body limb, painting themselves in blood, eating food like a ravenous glutton, as well as engaging in theft, mugging, deliberate vandalism, kidnaping, and childish games of keep away and hide and seek. A Deer Horn loves nothing more than to leap and slide through a picnic meal, grab a weapon and swing it around crazily, frightening away riding animals, and similar theatrics worthy of a *wild man*. The lecherous creatures seem to always be in heat and attracted to the opposite sex of any humanoid race. Consequently, they are known to attack and molest people, kidnap women, and even when outnumbered, flirt and make passes at members of the opposite sex and pinch bottoms. Why would an entire race of sentient beings act so deranged? The answer is seemingly a weak "just because," as no clear scientific or sociological reason exists, except perhaps that the Deer Horn's society can be considered "animalistic" or they are all "anti-social psychopaths."

Deer Horn tribes are structured like a pack of predatory animals. The "pack" is led by an *Alpha Male*, known as a "Chieftain," to whom all the other Deer Horn are subservient. The Chieftain is usually the strongest male who has asserted his dominance over the rest of the pack. The rest of the pack constantly fight for their place in the tribal hierarchy (i.e. who is second, third, fourth, fifth in command, etc.) to such an extent that the Chieftain is often left unchallenged. It has been theorized that the dominant-submissive pack-like nature of the Deer Horn has spilled over into their interaction with other beings, their perverse behavior simply being an attempt to assert dominance over humans and other D-Bees.

Deer Horn Tribesmen R.C.C. -

Optional Player Character or NPC

Player Character Note: The Deer Horn are *not* recommended as Player Characters, as the creatures are rather primordial, primitive and wild, with a limited understanding of humans, D-Bees and technology. The character will likely be a royal pain and too disruptive to the rest of the group, getting the team into all sorts of trouble. If role-played in character, they can be an absolute blast, but the player should make a point of *not* being overly obnoxious and not constantly harassing and victimizing the other Player Characters. This makes sense, as the Deer Horn will quickly figure out a pecking order and will not bother those he considers to be highly placed in the group. Furthermore, the Deer Horn could learn better

behavior and some degree of etiquette from the other characters. However, at best the Deer Horn will behave like a boisterous child prone to pranks, theft and instigating trouble with people outside the group. Play with caution, and G.M.s have the right to ban this R.C.C.

Also known as "Deep Forest Apes" and "Spinning Head Wildmen."

Alignment: Theoretically any, though the common breakdown is Anarchist (40%), Miscreant (20%), and Diabolic (40%).

Attributes: I.Q. 1D6+5, M.E. 2D6+1, M.A. 1D6, P.S. 3D6+8 (Supernatural), P.P. 3D6, P.E. 2D6+3, P.B. 1D6+3, Spd 6D6.

Size: 4 feet (1.2 m) tall.

Weight: 90-100 pounds (40.5 to 45 kg).

Mega-Damage Capacity: 3D6 +P.E. attribute number, plus 1D6 M.D.C. per level of experience.

Horror Factor: 10, 12 if the head is positioned in a weird way, 14 when encountered in a pack of five or more.

P.P.E. 3D6 typical. Add this number to Shamans.

Disposition: Boisterous, rude, lude, lecherous, rowdy, mischievous, and devoid of self-control or any sense of decency. They act crazy to scare people, intimidate, *seem* tough and confident and to create a distraction while other pack members sneak in to steal, vandalize or attack. They are, by nature, however, accomplished sycophants and wimps. They respect strength and power and will be submissive toward other powerful beings. The average Deer Horn is easily susceptible to addictions of all kinds, and many are alcoholics and mushroom-eaters.

Average Life Span: 4D6+35 years. A Deer Horn reaches physical maturity at age 14. Females give birth to 1D4 young after a 10 month gestation period, and can bear litters up to the age of 35.

Natural Abilities: Nightvision 1,000 feet (305 m; can see in total darkness), rotate head 280 degrees to the left or right (like an owl, as described above), rotate head clockwise/counter clockwise 180 degrees (so that the face is upside down, as described above), natural climbers 92/82%, acrobats 90%, and swimmers 65%.

Experience Level: 1D4+1 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Crazy* experience table.

Attacks per Melee: As per Hand to Hand: Basic.

Damage: As per Supernatural Strength.

Bonuses (in addition to those acquired from attributes and skills): +2 to save vs psionic attacks, +1 to save vs Horror Factor at levels 1, 3, 6, and 9.

Vulnerabilities: None per se.

Psionics Powers: None.

Magic Knowledge: None, except for Shaman. A Deer Horn Shaman intuitively knows magic in a way similar to the Mystic, only without any psionic abilities. Initial Deer Horn Shaman spells include Befuddle (6), Chameleon (6), Cleanse (6), Death Trance (1), Energy Bolt (5), Globe of Daylight (2), and Light Healing (6). One new spell is known at each new level of experience starting with level two. Spells may be selected from Invocations levels 1-4. **P.P.E.:** P.E. attribute number x3 to start, plus 1D6+5 P.P.E. per level of experi-

ence. One in ten Deer Horn is a Shaman. A Shaman gets all the same skills except W.P. Archery and W.P. Targeting, and does not get to select any additional W.P.s, leaving him only with Blunt. Secondary Skills are half the usual, round down.

Available O.C.C.s: None, a Deer Horn Tribesman does not get to choose an R.C.C. and must instead rely on his limited R.C.C. skills and abilities.

R.C.C. Skills:

Language (Native Tongue): Gobblely at 92%; this percentage *does not* increase with experience.

Language: Other: One of choice (+6%; language skill proficiency cannot exceed 90%).

Art (+10%)

Cook (+5%)

Dance (+10%)

Fishing (+15%)

Identify Plants & Fruit (+15%)

Land Navigation (+15%)

Sing (+5%)

Whittling & Sculpting (+10% using antlers and bone)

Wilderness Survival (+20%)

W.P. Archery

W.P. Targeting

W.P. Blunt

Hand to Hand: Basic; this skill cannot be changed.

R.C.C. Related Skills: Select five additional skills at level one, plus one additional skill at levels 3, 6, 10, and 14. All new skills start at first level proficiency.

Communications: None, except Language and Literacy (cannot exceed 90% proficiency).

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Detect Ambush, Escape Artist, Impersonation, and Tracking only (all get a +5%).

Horsemanship: General or Exotic only.

Mechanical: None.

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

Military: Camouflage and Trap/Mine Detection only.

Physical: None.

Pilot: Bicycling, Boat: Paddle, and Boat: Sail type only (+5%).

Pilot Related: None.

Rogue: Imitate Voices and Sounds (+16%), Palming (+10%), Pick Pockets (+10%), Pick Locks (+5%), and Tailing (+10%) only.

Science: None.

Technical: Begging, Gemology and Lore skills only (+10%).

Weapon Proficiencies: Any, except Dead Ball.

Wilderness: Any (+10%).

Secondary Skills: Select three skills from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, plus one additional at levels 4, 8, and 12. These are additional areas of knowledge that do not get any bonuses. All Secondary Skills start at the base skill level.

Standard Equipment: Most have little in the way of belongings: small woven grass satchel *or* a satchel, backpack *or* shoulder bag stolen from a campsite *or* looted from a dead body, crude wooden cross, walking stick (1D8 S.D.C.; found, stolen *or* broken off from a tree), one other blunt, typically a club, a bow and 2D6+6 arrows, and not much else. All tribesmen wield simple weapons made from the antlers of deer. Most deal 2D6 S.D.C. damage. Only the leader and a few top dogs in the pack, so to speak, wear M.D.C. armor taken from a fallen opponent *or* made of M.D.C. animal bone and skin (the latter has 20+2D6 M.D. on the main body with half the usual amount on the other locations). One in four will have a Vibro-Knife *or* other M.D.C. melee weapon *and/or* energy weapon with 1D4 E-Clips. One in 12 will have a magic item (probably TW). All M.D. weapons are items won in combat, found *or* stolen. Remember, the Deer Horn live like a Stone Age people in a wolf-pack style society. They have little need *or* want for advanced technology, credits, gold *or* many belongings.

Money: 1D6x100 credits worth of semi-precious and precious stones for limited trading with other inhabitants of the Dark Woods. Adventurous *or* exiled Deer Horn Tribesmen (Player Characters), as well as Chieftains, will have 1D6x1,000 credits worth of tradable goods. Most Deer Horn Tribesmen fail to grasp the concept behind the North American credit systems and never use *or* accept Universal Credits.

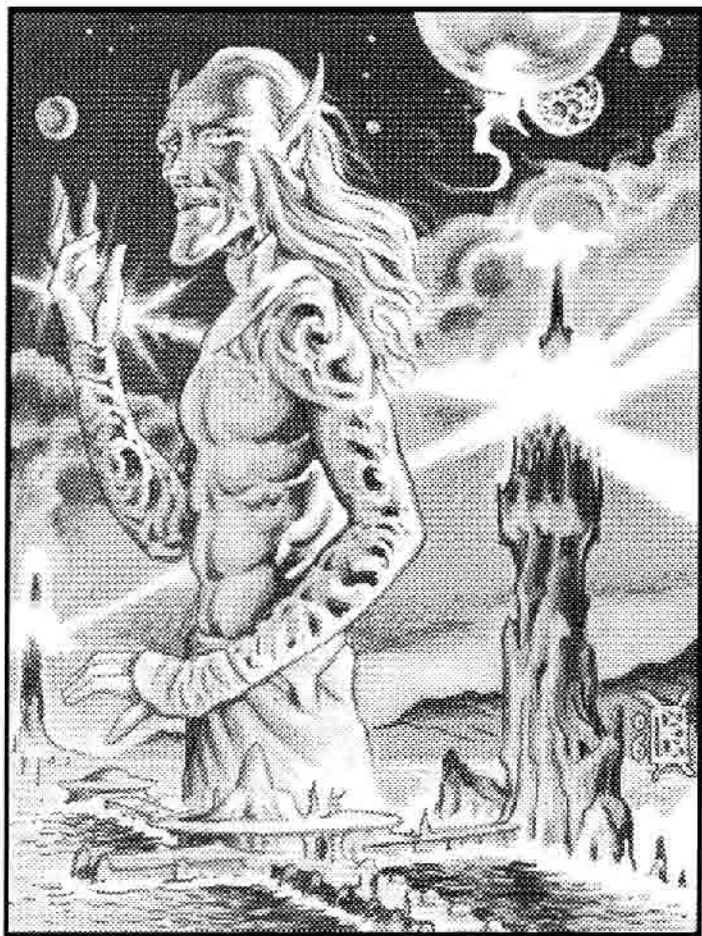
Cybernetics and Bionics: None to start, and it is highly unlikely that a Deer Horn would ever consider implants *or* bionics.

Habitat: Found almost exclusively in the Dark Woods of Alabama and parts of Mississippi, the Deer Horn gather together in small packs of 2D6+5, with few numbering as large as 3D6+10. Believed to have emerged from a Rift near the pre-Cataclysm town of Talladega in what was once Alabama.

Slave Market Value: None, except as a wild man in a freak show *or* zoo, and as a crazy warrior in the gladiatorial arenas of Atlantis where they can sell for as much as 1D4x1,000 (half that to a freak show).

Alliances and Allies: Tend to keep to their own kind as other, more civilized beings find the Deer Horn hard to take. They even squabble with other packs of Deer Horn.

Rivals and Enemies: Most Deer Horn packs attempt to assert their dominance over all other intelligent life forms they encounter, *or* chase them away. They have learned to avoid Splugorth Slavers, Horune Pirates, and Forest Wardens, and regard most other races as intruders to be frightened away *or* plundered.



Dewtani

By Brandon Aten & Kevin Siembieda

The magical forces that tore the planet asunder during the time of the Great Cataclysm have long been around in other parts of the Megaverse. Entire cultures and civilizations have been destroyed by these forces, or adapted and thrived by manipulating the massive amounts of energy available to them, and even more have come to Rifts Earth and found the power almost overwhelming. The latter is the story of the Dewtani.

The Dewtani people hail from a planet not unlike Rifts Earth, with were tremendous amounts of ambient P.P.E. in the form of ley lines. These lines, however, were often short (no more than 5 miles/8 km or so long), and much more stable than the ones on Earth, thanks to a series of monolithic structures located at every nexus point which controlled the ebb and flow of the mystic energy. Each towering monolith was 100-500 feet (30.5 to 152 m) tall and had existed for countless, thousands of years, allowing the Dewtani people to evolve alongside the tremendous magical power that engulfed their planet.

How a planet with such tremendous magical potential could have existed without drawing the attention of almost every supernatural being or Alien Intelligence in the Megaverse is unknown, but many scholars and Dewtani clerics believe the planet was the creation of an ancient, benevolent god or Intelligence, who during the creation process, shielded it from the prying eyes of those who would wish to control the planet's power.

One day, without warning, the stones that held the magic forces in check cracked and shattered. The forces that had been

held at bay like the waters of a dam flooded into the ley lines with unchecked levels of mystic energy. Every nexus on the planet tore open simultaneously, often creating dimensional gateways thousands of miles across. The Dewtani's connection to the magic energy was so great that they were ripped from their world and flung across the Megaverse to countless other worlds. Rifts Earth was one of those worlds. In fact, a surprising number of Dewtani were brought to Earth via the Rifts. Unknown to the Dewtani, they were victims of the Great Cataclysm originating on Earth which, in turn, had a ripple effect on other planets in the Megaverse, some more profound than others.

As a whole, the Dewtani are a handsome people who resemble humans. The main difference is they have tall, narrow, pointed ears, thin jaws, bronze colored skin and black hair that turns silver when they reach middle age. The long, pointed ears make some believe they are Elves, but Dewtani are not related to the Elven race. Males are tall and lanky, but with broad shoulders, while females are notably shorter, but slender and shapely. They not as physically strong as the average human, but they are not weaklings or frail. The Dewtani's high metabolism enables them to have a very low percentage of body fat, giving them a slim, toned musculature and a slightly higher resistance to disease.

The one characteristic which is unmistakably a Dewtani trait is that of their "gift marks." Each Dewtani has a series of markings which appear at first glance to be light blue tattoos in the tribal fashion intertwining down from the back of their neck, over their shoulders, and down the length of their arms. These markings are a natural part of their skin and each is unique and different from one member of the race to another, making them just as useful as a fingerprint for the purposes of identification. When the Dewtani are casting spells, absorbing P.P.E., or using a magic device, these markings become dark blue, almost black.

The Dewtani of Rifts Earth are still devoutly religious people who speak of "the Creator" and say that they have known him since birth. The evidence that they most often point to is the existence of the ley lines on Earth and the amount of energy that they can tap into, which is even more than they could on their home planet. This openness and connectedness to the natural magical energies is what the Dewtani refer to as their "Gift." A symbol from the Creator that he is still present in their lives. Their connection to the ley lines of Rifts Earth also seems to have a detrimental influence on the Dewtani: They go slowly insane. Hearing voices that are contrary to their normally good and kind natures, telling them to do selfish and evil things. The older a Dewtani becomes, the longer he is bombarded by the "Dark Whispers" and the more likely the poor soul is to develop insanities as he struggles with any number of moral conflicts. Those who succumb to the darkness and become evil (always Aberrant), believe themselves to be the avenging hand of the Creator to punish the undeserving.

The insanity that plagues the Dewtani is not seen as a hindrance or bad thing, but as a life defining challenge that brings them closer to the Creator. The further along one gets, the closer, it is said, they are to their god. Some of the highest and most respected clerics are actually some of the most mentally far gone members of the Dewtani race. Death is viewed as a complete release of oneself into the hands of the Creator. Hav-

ing the natural P.P.E. doubled and released back into the Megaverse is a soothing thought to the Dewtani, and welcomed with open arms instead of feared. Once released as mystic energy, they believe the Creator uses them to make new life and wonders throughout the Megaverse.

As natural born users of magic, the Dewtani almost always pursue occupations involving magic. The use of the ley lines and the casting of magic spells is a way of showing reverence to the Creator and is something that all Dewtani strive to do in one form or another, often becoming magic users. Dewtani have been known to pursue knowledge in every branch of magic, but sometimes only a cursory knowledge is desired. As such, although a Dewtani will *never* practice Necromancy, many have studied it to get a better understanding of how these foul magic users contort and manipulate the gift that was given by the Creator into something which goes against the natural order of creation. Many Dewtani also study to become Shifters in order to travel the Megaverse and seek out their home world, which they consider to be the ultimate gift of their deity.

Dewtani - Optional Player Character or NPC

Pronunciation: doo - TAH - nec.

Also known as "The Gifted" or "Receivers of the Gift."

Alignment: Dewtani start life as Principled or Scrupulous, but by middle age, most are Unprincipled (40%), Anarchist (30%) or Aberrant (15%). By the last two decades of their life, many will be Anarchist (40%) or Aberrant (40%).

Attributes: I.Q. 3D6+4, M.E. 3D6+4, M.A. 2D6, P.S. 2D4+4, P.P. 2D6+4, P.E. 3D6+2, P.B. 3D6+2, Spd 3D6.

Size: 6-7 feet (1.8 to 2.1 m) tall for males, or 5 feet to 5 feet, 10 inches (1.5 to 1.78 m) tall for females.

Weight: 110 to 170 pounds (49.5 to 76.5 kg) for males, or 90 to 140 pounds (40.5 to 63 kg) for females.

M.D.C.: Their magical nature and attunement to ley lines makes them minor M.D.C. beings, P.E. attribute number +6 M.D.C., plus 1D6 M.D.C. per level of experience.

Horror Factor: Not applicable.

P.P.E.: 1D4x10 plus P.E. attribute number, and add it to the Base P.P.E. of the character's chosen magic O.C.C.

Disposition: Most Dewtani are thought to be cold and aloof. The only time that these characters are visibly happy is when they are casting spells or around ley lines. For the most part, the Dewtani keep to themselves and only really open up to other magic users or those who they consider to be equals (people who have proven themselves in the eyes of the particular Dewtani).

Average Life Span: 6D6+160 years. Dewtani reach physical maturity at age 20 and that is when the voices start. Middle age is considered to be 90 years of age; an elder is 145 or older. Females can bear a child after reaching maturity. Only bears one child after a gestation period of 20 months, and becomes sterile by middle age.

Natural Abilities: Naturally adept at using magic. The Dewtani can naturally sense ley lines, nexus points, Rifts, and magic in use equal to a first level Ley Line Walker regardless of O.C.C.

Available O.C.C.s: All Dewtani pursue one of the following magic O.C.C.s, as the practice of magic comes natural and

easy for them: *Ley Line Walker*, *Mystic*, *Shifter*, *Stone Mage/Stone Master* (see **Rifts® Atlantis**), *Ocean Wizard* (see **Rifts® Underseas**), *Conjurer* (see **Rifts® Federation of Magic**), *Mystic Knight* (evil; see **Rifts® Federation of Magic**), *Old Believer/Nature Magic* (see **Rifts® Mystic Russia**), or *Russian Fire Sorcerer* (see **Rifts® Mystic Russia**). Less than one percent have discovered and practice the art of *Techno-Wizardry* or *Mystic Kuznya*; working with machines does *not* appeal to most Dewtani.

They never become a Witch, Necromancer or Bio-Wizard, and they avoid Warlock Elemental magic because it requires association and link to a supernatural force that is not the Creator. **Note:** If a Dewtani selects a class such as *Mystic Knight* or *Mystic*, which calls for psychic powers, the character is created without psionic ability; add one additional magic spell per level of advancement. There are a number of Dewtani in the Dweomer Defense Forces, but they are closely monitored to make sure that their psychological disorders do not affect their work.

Experience Level: 1D8+2 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attack per Melee: As per Hand to Hand Combat skill of the chosen O.C.C.

Damage: As per combat skills, weapon or magic.

Bonuses (in addition to those acquired from attributes, O.C.C., and skills): +1 to Spell Strength starting at level one, +2 to save vs disease, +2 to save vs Horror Factor, and is impervious to the Vampire's bite and charms.

Psionic Powers: None.

Magic Knowledge: The Dewtani see magic as a blessing and a gift from the Creator. Every Dewtani is innately familiar with the principles of magic, but knows no spells unless a magic O.C.C. is selected.

Standard Equipment: Standard equipment as per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: Will consider Bio-Systems for medical reasons only.

Habitat: The Dewtani are primarily found in North America, especially in the Magic Zone, Minnesota, Colorado, Lazlo, and other places where ley lines are present. That means they are also found in England, France, Poland, Russia and China, but they are most numerous in North America.

Slave Market Value: 6D6x10,000 credits.

Alliances and Allies: No natural allies, but the Dewtani tend to trust other practitioners of magic, heroes of renown, Cyber-Knights, and individuals who have proven themselves as worthy associates.

Rivals and Enemies: No known enemies, but they tend to view psychics as rivals and untrustworthy. It is a rare occasion that a Dewtani views a psychic as an equal, and it is usually an extremely gifted psychic such as a Cyber-Knight, Mind Melter or Psi-Warrior.

Vulnerabilities: Over the course of their lives, the Dewtani slowly gain insanities and become less moral and good. There is no save against these inherent insanities, they just happen. Additional insanities may result from emotional or physical trauma.

Roll on the following tables to determine random insanities at various levels of experience and power.

Level 3: Phobia from the following list:

- 01-07% Faerie Folk.
- 08-14% Ghosts and Entities, including Astral Beings.
- 15-21% Psychic healing.
- 22-28% Mind Melters.
- 29-35% Necromancers, Necromancy, and any magic involving the animated skeletons, bones and burial places.
- 36-41% Zombies and animated dead.
- 42-48% Burststers and Zappers.
- 49-54% Mind Bleeders.
- 55-60% Being touched.
- 61-66% Vampires and any undead.
- 67-71% Clowns.
- 72-76% Symbiotes and parasites.
- 77-79% Slimes and gooey substances.
- 80-81% Techno-Wizard devices.
- 82-83% Fortune tellers.
- 84-86% Water.
- 87-88% Psi-Stalkers.
- 89-91% Bio-Wizard devices and Bio-Wizards.
- 92-94% Techno-Wizards.
- 95-97% Any place reputed to be haunted by ghosts.
- 98-00% Rifts; doesn't mind ley lines, but hates dimensional portals.

Level 5, roll for a random obsession from the following list. (Note: In many cases, an obsession can be either for or against, love or hate, the category listed, unless specifically noted.)

- 01-05% High technology; loathes and avoids it.
- 06-10% Rifts and dimensional travel.
- 11-15% Power; covets it for himself.
- 16-20% Magic weapons.
- 21-25% Self, and his best welfare.
- 26-30% Privacy, hates being bothered or asked lots of questions.
- 31-35% Combat.
- 36-40% Magic and magic items; loves them and wants to acquire all he can.
- 41-45% Studying other D-Bees.
- 46-50% Hates being mind controlled! +2 to save vs mind control and possession, but paranoid and hates beings who possess such powers.
- 51-55% Loves proving he is better than any psychic.
- 56-60% Hates and distrusts all psychics who can control machines.
- 61-65% Justice.
- 66-70% Being good, not becoming evil.
- 71-75% Truth.
- 76-80% Secrecy.
- 81-85% Danger.
- 86-90% Fame and glory.
- 91-95% Undead.
- 96-00% Meeting the Creator.

Level 7, roll on the prior phobia table a second time.

Level 9, roll randomly or select a psychosis from the following list:

- 01-17% Mindless aggression.
 - 18-30% Become a psychiatrist.
 - 31-45% Paranoid schizophrenic (hears the voice of the Creator).
 - 46-55% God syndrome (believes himself to be an avatar or personification of the Creator).
 - 56-65% Superman Syndrome. Believes he is better, smarter, and more powerful than others, for he is a chosen holy warrior for the Creator.
 - 66-75% The avenger. Believes he has been appointed to avenge injustice delivered upon the innocent by supernatural beings and monsters, including dragons and the Minions of Splugorth.
 - 76-85% The destroyer. Believes he is to keep the lands north of Mexico out of the clutches of the undead. Seeks them out and destroys them whenever he can, other demonic beings as well.
 - 86-95% The purifier. Believes psychic powers are evil and dangerous and must be purged from the world, starting with the most obvious psychics, Mind Melters, Mind Bleeders, Burststers, etc.
 - 96-00% Fascination with death in all of its forms.
- Note: See page 334 in *Rifts® Ultimate Edition* for insanities not described here.

Level 11, roll on the prior obsession table for a second time.

Level 13, roll randomly or select an affective disorder from the following list:

- 01-20% Death wish.
- 21-40% Mania.
- 41-60% Outraged by acts of violence.
- 61-80% Hysterical blindness.
- 81-00% Autonomic reaction.

At level 15, roll once on the random insanity table (page 332 of *Rifts Ultimate Edition*). If the character is played past level 15, roll on the random insanity table every three levels of experience.

Dirari Ecto-Men

By Josh Sinsapaugh

"They call them 'Ecto-Men!' Can you believe it? Ha! That's a laugh. Those things ain't even remotely human, so why call them men a'tall? Heck, some stinkin' D-Bee like them Vanguard Brawlers is more human than a Dirari. Ecto-Men? Give me a break! Calling those damn things men is nothing more than propaganda by criminals like Erin Tarn to make us believe freaks like that are human! All of those damn things should be kilt. Yeah, send 'em back to whatever they come from, I say! And by that, I mean Hell! Wait, what was that? Run, it's a Dirari!"

- Overheard outside a tavern in the 'Burb of Firetown.



A "race" of psionic spheroids from beyond the Rifts, the Dirari have become well known as a peculiar facet of Rifts North America. Often mistaken for ghosts or some sort of supernatural creature, they are actually mortal beings; though they exist well outside the realm of human understanding. Supposedly, this is because they are from a dimension that is intrinsically different from our own, one where the laws of nature are warped. Whether or not this is true is far from clear, the Dirari never speak of their home dimension, though their existence outside the perceivable realm of science cannot be easily denied. In fact, they are so different from the status quo of the known Megaverse (if there is such a thing) that nobody seems to understand what they are or how they function.

Unfortunately, the Dirari are by no means dimensional explorers driven by curiosity. Instead, the majority are career criminals who have come to Rifts Earth to test their skills in an environment that is far from what they are accustomed to, and away from the prying eyes of the authorities on their plane of existence. Whether it is robbery, murder or some other crime, Dirari find such activities exhilarating and challenging. The challenge is so enticing that the ignorance and prejudice that is so often leveled against them is considered to be an intriguing hurdle to be overcome, while their status as a peculiarity is actually viewed by them as an asset.

Back on their home planet, the Dirari evolved the ability to form, at will, four ectoplasmic tendrils below their bodies. They used these tendrils to easily manipulate and interact with their environment without the expenditure of I.S.P. that their other psionic abilities require. Thus, when they arrived on Rifts Earth and encountered humanoids for the first time, they used the ability to adapt once again, creating an ectoplasmic body with the tendrils in order to live and compete with humanoids. Of course, their ectoplasmic bodies are invisible much of the time, thus they often appear like empty clothes floating below an eerie orb, immediately destroying any semblance of humanity. In any case, their use of the ectoplasmic body has earned them the name, "Ecto-Men."

Although many Ecto-Men have taken to bundling themselves up under several layers of clothes (shirt, undershirt, pants, boots, gloves, etc.) so that they appear to be actual humanoids, most remain obviously alien – nothing more than a gigantic, floating blue marble, below which a faux body of ectoplasm can be made to drape clothing over in order to masquerade as a humanoid. Ironically, most Ecto-Men wear clothing so they feel like they fit in on this world. However, the effect is often terrifying, as the Dirari appear as animated clothing and a disembodied blue energy sphere mimicking human actions. It is easy to see why they are mistaken as ghosts.

Even though the negative stigma that surrounds the Dirari is generated from their ghostly appearance, they are indeed dangerous villains who use their psionic prowess against mortal men. They possess the power of a Mind Melter and never seem to be up to any good. Thankfully, much of their psionic potential has been used to create and maintain their ectoplasm bodies and perpetual flight, thus the development of "normal" psychic abilities is hampered, otherwise the Ecto-Men might very well be the equal to a Mind Melter. Even so, their psionic abilities are impressive, inspiring fear and loathing by their enemies and victims. Furthermore, coupled with a genius level intellect, the

abilities of these spheroids become even more dangerous through both creative and cunning application.

As mentioned previously, the Dirari appear to be blue orbs, about the size of a soccer ball, hovering 5-6 feet (1.5 to 1.8 m) above the ground. The alien spheroid remains aloft through psionic-powered Telekinetic flight and usually *never* touches the ground, staying aloft even when sleeping or unconscious. Their ectoplasmic body, when generated, is invisible to the unaided human eye (can be seen with ultraviolet light) and can perform most tasks that an actual humanoid body can, such as wearing clothing, operating weaponry and even driving a vehicle or riding a horse. However, the *invisible ectoplasmic body* is not as strong or powerful as the solid body. The visible form of ectoplasm is the so-called *solid form*, a mostly featureless, luminous white representation of the human form, as if it were made from a cloud. The head, of course, remains the blue orb.

Although it baffles many observers, the sphere actually eats and drinks. Food and water are lifted up by the ectoplasmic body or via Telekinesis and then processed through osmosis. Where the sustenance goes once inside the Ecto-Men is unknown, a fact that baffles scientists and laymen alike. Dirari only require about 500 calories in food and 1.5 liters of liquid each day, though they usually consume more; never gaining or losing weight/size in the process. They even eat the same food as humans and D-Bees, though they supposedly prefer both salty and spicy meals (yes, they actually have a sense of taste). The Dirari also have a sense of hearing, sight, smell and touch more or less identical to a human's, even though there are no apparent sensory organs, just the smooth, blue orb. Dirari can also communicate audibly, though the voice comes from within the orb, giving their voice a hollow, almost mechanical resonance.

The Dirari are by no means common, and may very well be one of the rarest creatures on the North American continent. Fewer than two hundred are rumored to be spread out across North America, from the Old American Empire State of Alaska to what was once the nation of Costa Rica. They seem drawn to population centers where it is easy to make a quick buck and engage in criminal activity. Thus, ID4 are said to exist in such places such as the Coalition 'Burbs, Old Bones, Kingsdale, MercTown, Ciudad Juarez, New Del Rio, the Barony of Charity, the Pecos Empire, and the Pirate Kingdom of Montreal. They have no aversion to working with members of their own kind, although usually only a pair (often a male and female couple, it's unknown how they mate) can be found working together, seldom more. They also like to lead gangs of other beings, or become an ally or willing henchman of a charismatic and promising leader. They also find *fallen Cyber-Knights* particularly appealing and seem to enjoy helping the ex-hero along his descent from goodness and nobility. Others can be found working for mercenary companies, bands of thieves, assassins, and such employers as Naruni Enterprises, the Black Market, the Federation of Magic, and various other insidious organizations (though not the Republicans).

Dirari Ecto-Men R.C.C. -

Optional Player Character or NPC

Pronunciation: DEER - rarr - ree.

Also known as "Orb Men," "Orb Ghosts," and "Ghost Spheres."

Alignment: Theoretically any, although good alignments are a rarity; Anarchist (30%), Miscreant (30%), Diabolic (15%), and Aberrant (12%) is the typical breakdown. Of course, there are a few aberrations (good Dirari), but such individuals are rare on Rifts Earth.

Attributes: I.Q. 2D6+10, M.E. 3D6, M.A. 2D4+3, P.S. 3D6, P.P. 3D6, P.E. 2D6, P.B. not applicable, Spd 1D4x10+24 (hover/fly).

Size: The blue energy sphere is the size of a soccer ball, height of the faux ectoplasmic body is 5-6 feet (1.5 to 1.8 m) with the orb as the head.

Weight: 20 lbs (9 kg).

Hit Points: 2D6x100 +11 points per level of experience. The Dirari are not Mega-Damage creatures in any environment, though the massive amount of H.P. and S.D.C. is equivalent to light M.D.C. (Every 100 points equals one M.D.C. point.)

S.D.C.: 4D6x100 – Hit Points and S.D.C. apply entirely to the head/orb, which is a small, moving object requiring an attacker to make a Called/Aimed Shot, whether the attack be by fist, sword or gun, and the attacker is -2 to strike.

A.R.: 16 (applicable to non-Mega-Damage attacks *only*).

Horror Factor: 15

P.P.E.: 1D4x10+1D6

Disposition: Mischievous, curious and inquisitive are the good traits. Cocky, aggressive, self-serving, opportunistic and cruel are the bad. Opportunistic by nature, Dirari will consider doing anything for a buck. Humanoids are largely unknown to them, so they don't relate nor do they feel compassion for them. They are just a new life form to use and abuse, and make them money. As criminals, Dirari engage in theft, smuggling, kidnaping, extortion, spying, and murder for hire, as well as adventuring and some exploration.

Average Life Span: 3D6+85. Nobody knows how they mate or do anything.

Natural Abilities: Nightvision 900 feet (274 m), see the invisible, normal day vision (equivalent to humans), can see in 360 degrees (all directions) and thus cannot be taken by surprise while conscious; doesn't breathe, impervious to pain, heals at three times the rate of a human, and is resistant to poison & drugs (half damage and effects; round down).

Perpetual Flight (Special): A Dirari's sole means of transportation (excluding riding inside a vehicle) is psionic-powered flight (there is no I.S.P. cost and no limit), keeping both the orb and the clothes worn by its ectoplasmic body floating in the air. Although they generally keep low to the ground, roughly at eye level of the beings they consort with, the maximum height is 200 feet (61 m), and they can hover stationary at any height up to the maximum. The orb (which is the true Dirari) can hover millimeters from the surface, but *never* lands on the ground, even when asleep or unconscious. The only time a Dirari lands is when he is forced to via circumstance, such as if someone knocks him down and holds him there. **Note:** Perpetual psionic flight allows them to "fly" underwater at a speed equal to half their Spd attribute. Maximum depth tolerance is 1,000 feet (305 m). The orb can fly with or without an ectoplasmic body, and moves in total silence.

Ectoplasmic Body (Special): Dirari can form a sort of body

using the Ectoplasmic psionic ability. Unlike the ordinary Ectoplasmic psi-ability, the *Ectoplasmic Body* can be created at will and maintained indefinitely without costing the Dirari any I.S.P. This body has two states: invisible vapor and solid ectoplasm, but the body can wear clothing and carry objects in either state.

Invisible vapor body is used by the Dirari for spying, tailing and theft, as well as for psychological effect on humans, i.e., wearing clothing over it to look like a ghost! Even as an invisible vapor, the Dirari can wear clothing, armor and carry objects, though the limbs of the vapor-body *cannot* lift more than 40 lbs (18 kg) while invisible. Note that although invisible, the vapor ectoplasmic body can be seen by those that can see the invisible, those with ultraviolet sight, and those who can see Astral Beings. Although invisible, the vapor body is *not* intangible, has physical form, and cannot pass through walls, but can squeeze through narrow cracks, and keyholes. The limbs of the vapor body can stretch to 40 feet (12.2 m) +5 feet (1.5 m) per level of experience, and can go anywhere that a breeze could, such as through a keyhole, although it is helpful that the Dirari to be able to see where its limb is going. Note that the limbs must be retracted to normal lengths (the average length of an arm for a six foot/1.8 m human being) before the body can dissipate or solidify.

The solid ectoplasm body is used when the Dirari wants to have full physical contact with the world around him. Despite the wispy, luminous white appearance of the solid ectoplasm, for all intents and purposes, it is a functional, featureless, *physical* body. This means that the limbs of the solid ectobody can be used to lift and/or carry up to the maximum weight that the Dirari's P.S. allows. The solid limbs can only stretch 10 feet (3 m) +3 feet (0.9 m) per level and can only squeeze through openings the size of a golf ball or bigger.

In either form, the normal size and shape of the body (with the Dirari head/orb) is a six foot (1.8 m) tall, featureless, bipedal humanoid. There are no distinguishable hands or feet, unless the Dirari decides to form them, although it is by no means needed as the ectoplasm limbs (including the "legs") can wrap around an object like a tentacle and pull a trigger, flip a switch, or do anything else that would require manual dexterity.

Forming either body takes two melee rounds and transforming from one form to another or dissipating the body entirely takes two melee actions (about 5 seconds). The body can be formed at any time, at no cost, and can be maintained indefinitely. However, the body can be temporarily destroyed, at which point the Dirari cannot generate another body (of either type) for six hours.

Astral H.P. of the Vapor Body: 50 +10 Hit Points per level of experience. Limbs (4): 12 +3 per level of experience. Only magic, psionics, magic weapons, other Astral Beings and weapons that can effect Astral Beings or Entities (such as the spectral weapons of "true ghosts") can damage the vapor body. Convert M.D. damage directly to Hit Points, point for point (so 10 M.D. equals 10 Astral H.P. damage).

M.D.C. of the Solid Ectoplasm: Body: 100 +5 per level of experience, Limbs (4): 25 +2 per level of experience. Only magic, psionics, magic weapons, other Astral Beings and

weapons that can affect Astral Beings or Entities (such as the spectral weapons of "true ghosts") can deal full damage to the solid body. Energy weapons inflict half damage, kinetic attacks do zero damage.

Destroying the ectoplasmic body in either form reduces the Dirari's I.P. by 10% (round up) and S.D.C. by 20% (round up), but only by destroying the blue orb can one slay the Dirari.

Experience Level: 1D4+2 or as set by the Game Master for NPCs. Player Characters should start at first or second level. Use the *Dragon* Experience Point table.

Attacks per Melee: Six physical or psionic attacks per melee at level one, plus one additional attack at levels 5, 10, and 15.

Damage: Bash/ram by the orb: 2D6 S.D.C.

Vapor Body Damage: A strike does 1D6 S.D.C., while a power strike does 2D6 S.D.C. damage (counts as two attacks).

Solid Ectoplasmic Damage: A punch or kick does 3D6 S.D.C. damage, while a power punch does 6D6 S.D.C. damage (counts as two attacks).

Mega-Damage: Is only possible via the use of an M.D. weapon or select psionic powers.

Bonuses (In addition to those acquired by attributes, and/or skills): +2 on initiative, +3 on Perception Rolls, +1 to strike at levels 1, 4, 8, and 12, +2 to parry with ecto-body arms (can parry energy blasts without penalty), +5 to automatic dodge (works like a normal dodge, but doesn't use up a melee attack), +6 to save vs possession, +4 to save vs all types of mind control, +2 to save vs magic illusions, +1 to save versus Horror Factor at levels 1, 3, 6, 9, 12 and 16, impervious to disease, and ordinary cold and heat. **Note:** The Dirari's body (the blue orb) is a small and difficult target, especially when moving, and thus requires a *Called Shot* to hit. Even then, the attacker is -2 to strike.

Vulnerabilities: Obviously alien/inhuman, limited physical capabilities, and, when an enemy realizes it, the blue orb (with 6 to 36 M.D.C.) is actually quite vulnerable to attack and destruction unless it is otherwise protected by a Psychic Body Field or similar force field type defense.

Psionics: At first level, Alter Aura (4), Mind Block (4), Sixth Sense (2) and Psychic Body Field (30; forms around orb, not the ectoplasm body). In addition, select a total of *ten psionic powers* from any of the three psionic power categories: Healing, Physical, and Sensitive. Considered a Master Psionic. I.S.P.: M.E. attribute number +2D6x10 +30, plus 10 per level of experience.

At second level, the Dirari can select a total of *two powers* from the Sensitive, Physical, and/or Healing category, and one from the Super category (except Mind Wipe, Psi-Sword, and Mentally Possess Others).

At third level, the Dirari can select a total of *two powers* from the Sensitive, Physical, and/or Healing category, and one from the Super Psionic category (including Mind Wipe, Psi-Sword, and Mentally Possess Others).

At fourth level, the Dirari can select *one power* from the Super category.

From fifth level on, the character can select one psychic power from any of the three, non-Super psychic categories.

An additional Super Psionic ability can be chosen at levels 7, 9, 11, and 14.

Magic: None; the Dirari have no magical aptitude.

Available O.C.C.s: None; a Dirari does not get to choose an O.C.C. and must instead rely on his limited R.C.C. skills and abilities.

R.C.C. Skills: Language: Native Tongue (Dirari) at 98%; basically a series of ultrasonic hums, undecipherable by all but Rulian Translators, magic, and psionic Telepathy and Empathy. Even technological language translators will fail to translate the language. Select four Language: Other (+10% each), Land Navigation (+15%), Mathematics: Basic (+20%), Mathematics: Advanced (+10%), Prowl (+30%; moves silently, +10% when just the orb, no body), Streetwise (+20%), Tailing (+20%) and one W.P. Ancient and one W.P. Modern.

R.C.C. Related Skills: At first level, the character can select a total of five skills, plus one additional skill at levels 4, 9, and 12, from the following skill categories only: Communications (+5%), Domestic (+5%), Espionage (+5%), Rogue (+10%), Technical (+5%) and W.P. (any). All new skills start at first level experience.

Secondary Skills: The character also gets to select four Secondary Skills from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, plus one additional Secondary Skill at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Standard Equipment: Tend to travel light: 3D6 articles of S.D.C. humanoid clothing (a pair of socks or gloves counts as one article), humanoid coat or cloak, backpack, utility/ ammo belt, canteen, survival knife (1D6 S.D.C.), food rations for a week, and a few personal items. Weapons include one Mega-Damage firearm and one S.D.C. firearm of choice, with 1D4+1 reloads for each weapon and one weapon for each W.P. The Dirari adore Techno-Wizard devices and magic weapons.

Money: Starts with 3D6x1,000 in Universal Credits. Nobody knows why they need or want money, but they do (and truckloads of it).

Cybernetics and Bionics: None; incompatible with Dirari.

Habitat: Can be found just about anywhere, although they seem to be drawn to North America more than other places. Prefer locations where they can easily make a quick buck and/or exploit others, such as the Chi-Town 'Burbs, Old Bones, Ciudad Juarez, the Barony of Charity and the Pirate Kingdom of Montreal. Fewer than 200 Dirari are believed to exist in North America, and they are even less common elsewhere in the world. All the Dirari who came to Rifts Earth entered through the Calgary Rift and have since spread out from there. Rifts Earth is the first dimension that the Ecto-Men have visited and they like it.

Slave Market Value: Unknown; a Dirari has never been sold into slavery (on Rifts Earth at least).

Alliances and Allies: The average Dirari prefers the company of criminals and evildoers regardless of race, and may include dragons, demons, and the Minions of Splugorth as well as the Black Market, Pecos Bandits, mercenary companies, slavers, pirates and assassin guilds.

Rivals and Enemies: Dirari are criminals, so they despise heroes and lawmen, especially Cyber-Knights and Sky Knights. They admire the Coalition States and have consorted with truly crooked CS and Free Quebec soldiers and police officers, but generally avoid the Coalition for fear of being attacked and killed as a monster.

Dog Boys & Lone Star Mutants

Dog Boys and other Lone Star creations are not "Dimensional Beings," but mutants and genetic experiments grown in the genetics laboratories of Lone Star. See *Rifts® World Book 13: Lone Star* for details.

D'norr Devilmen

By Kevin Siembieda

The D'norr are more commonly known as "Devilmen" because of their appearance. They are bipedal humanoids with a light reddish-tan skin, and a darker red (for males) or purple (for females) back and top portion of the head. The backs of their heads are rather gourd shaped, not unlike a squash or pumpkin, and dotted with tiny red spines. In addition to the color of their skin, the D'norr's *devilish* appearance comes from their red complexion accented by dark blue eyes, gnarled, pointed ears, and a pair of horns that protrude from the forehead. Four small spines run along the top of each eyebrow and males have 4-6 protruding from their chins. Female D'norr have breasts (they are mammals), a smaller frame and feminine shape.

Despite their name and demonic appearance, Devilmen are actually highly intelligent, thoughtful, and compassionate. Most study social behavior, philosophy, the arts, and scholastic pursuits. As a result, many find the sciences and the pursuit of magic to their liking. Moreover, they are much less aggressive than humans and prefer to find a peaceful resolution to problems. This makes these peace-loving D-Bees natural team players and trustworthy teachers, negotiators and diplomats.

The Devilmen thrive on social interaction, and accept most intelligent beings until they are proven unworthy of their trust. Rifts Earth is a social and cultural paradise for the D'norr, filled with scores of alien beings with whom they can share their knowledge, philosophies and ideas, as well as learn many new things themselves. They welcome new people and new ideas like hungry children seeking to satisfy a hunger they can never quite quell. Devilmen are especially aware and respectful of the customs and beliefs of other people, which has made them welcomed among Native Americans, Fennodi, Lyn-Srial, Psi-Stalkers, and even Simvan. Most D'norr detest violence and a third are devout pacifists who fight only to defend themselves or to protect the innocent, and even then only long enough to escape. This admirable sentiment and lifestyle has made the Devilmen known and respected by Cyber-Knights, the Justice Rangers, Tundra Rangers, and lawmen throughout the New West, as well as at Lazlo and New Lazlo. Many supported



Tolkeen the best they could and perished by the thousands for their effort.

D'norr Devilmen –

Optional Player Character or NPC

Pronunciation: Duh nor.

Also known as “Melonheads” by Coalition soldiers, “Devils,” and “Horned Red Brother” by many Native Americans.

Alignment: Any, but the majority are Principled (30%), Scrupulous (30%), Unprincipled (15%) or Anarchist (15%).

Attributes: I.Q. 2D6+6, M.E. 2D6+4, M.A. 2D6+12 (roll another 1D6 if the initial number generated is 18 or higher), P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6+3, Spd 3D6.

Size: 5-6 feet tall (1.5 to 1.8 m).

Weight: 120 to 180 lbs (54 to 81 kg); tend to be slender, rarely overweight.

Hit Points: P.E. number is the base, plus 1D6+2 per level of experience.

S.D.C.: 20 plus any additional S.D.C. points acquired through skills or O.C.C.

M.D.C.: Only via M.D.C. body armor, force field or magic.

Horror Factor: 12, at least until one gets to know one.

P.P.E.: 6D6 points +P.E. attribute number.

Disposition: The D'norr are very caring and compassionate beings of high ideals and tolerance. Most are playful, kind, thoughtful, intelligent, open-minded, gentle, forgiving and friendly. They love intellectual pursuits, the arts, science, learning, philosophy, and love to debate, discuss and share their ideas. Though all Devilmen seek a peaceful and fulfilling life, only a third are true pacifists, the rest take up arms and engage in the same sort of adventures and enterprises as humans.

Average Life Span: Long lived, 5D6+170. Physical maturity is attained by age 18. Females give birth to one child after a nine month pregnancy and can bear young till the age of 80.

Natural Abilities: Their high I.Q. and M.A. automatically make them smart, affable and “devilish charmers” and, sometimes, even con-artists. Physical abilities are on par with humans.

R.C.C. Skills: All D'norr Devilmen have the following skills regardless of what O.C.C. they select. Anthropology (+10%), Art (+20%), and Mathematics: Basic and Advanced (+15%).

Available O.C.C.s: Any, including Men at Arms, but most lean toward Adventurers and Scholars, or Practitioners of Magic (excluding those involving demons or the dark arts). D'norr are attracted to magic, science, medicine, education, language, lore, philosophy, history and law. **Note:** On the D'norr home world, there was no magic, so D'norr are fascinated by the very concept. As a result, a full half of all Devilmen are practitioners of magic, typically *Ley Line Walker*, *Conjurer*, *Techno-Wizard* or *Warlock*, but other disciplines as well. Only Witchery and all forms of demon worship are completely avoided. Cannot select psionic O.C.C.s including the Mystic because D'norr don't possess any psychic abilities.

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat training, weapon or magic. Head butt with horns does 2D4 S.D.C. +P.S. damage bonuses, if any.

Bonuses (in addition to those acquired from attributes and skills): +4 on Perception Rolls, +1 to save vs mind control, +1 to save vs illusions and +3 to save vs possession.

Vulnerabilities: Devilmen are so sensitive, open and compassionate that they are -1 to save vs Horror Factor and Insanity.

Magic: By O.C.C. only. D'norr possess a natural high amount of P.P.E., 6D6 points +P.E. attribute number to start, whether a practitioner of magic or not. This amount is in addition to those gained in the pursuit of magic.

Psionics: None. Devilmen have no psychic capabilities, making it a phenomenon that fascinates them.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: Most Devilmen avoid even minor implants, especially if they are practitioners of magic. D'norr scholars and adventurers sometimes get a few implants or minor bionic augmentation (typically the minimum for that O.C.C.). They also consider cybernetic prosthetics for medical reasons.

Habitat: Their interests in magic, learning and diverse cultures have made communities like Tolkeen, Lazlo and New Lazlo Meccas that attract the D'norr in droves. The diverse people and cultures of the American and Canadian West are also appealing. While Devilmen can be found throughout the Americas, North and South, they are found in greatest numbers at Tolkeen, Lazlo, New Lazlo and the Midwestern portion of North America. Attracted to knowledge like moths to a flame, some have gravitated to the Magic Zone and Atlantis. However, only the most aggressive and forceful, or conniving, D'norr can make it in the Magic Zone. A few selfish and evil Devilman mages are counted among the fellowship of the Federation of Magic. Those so foolish to visit Atlantis have become slaves and suffer a fate of captivity and forced labor. Those who stayed and fought for the Kingdom of Tolkeen either perished when the kingdom fell or are counted among the refugees who fled. Many still serve humanity by using their skills and magic to protect and care for the multitude of refugees.

Alliances and Allies: Most D'norr make many diverse friends and acquaintances. They are generally regarded well by Cyber-Knights, lawmen and those who know them to be noble and honorable beings. Many are held in the highest esteem, greatly trusted and their word taken over that of other less reputable people.

Rivals and Enemies: Since so many of these D-Bees are practitioners of magic, they are at the top of the Coalition States' extermination list. Likewise, the moral and trustworthy Devilmen often earn the disdain and wrath of monsters, villains and cutthroats. Their high level of P.P.E. and peaceful ways also make them easy targets for *Psi-Stalkers* and other P.P.E. vampires. Most D'norr Devilmen try to get along with everybody, cherishing differences and embracing new ideas. Even Psi-Stalkers who get to know them, come to like and respect the horned D-Bees.

Note: Original description appeared in *Rifts® Coalition Wars® (Siege on Tolkeen) Three: Sorcerers' Revenge*.



Dramins

by Jason Richards

"How can you prove that anything outside yourself truly exists?"

-A common Dramin saying.

In a world of endless racial diversity, where beings vary in appearance as greatly as they do in power, Dramins seem notably unimpressive. They lack any sort of natural "powers." They have no inherent mystical or psychic ability, no Mega-Damage skin nor Supernatural Strength. They are not predisposed to any

skilled profession or area of study. Even their appearance is decidedly average, mirroring that of the native humans with the exception of their ashen gray skin and small, lidless, all-black eyes. Thus, Dramins blend in seamlessly to the backdrop of the world.

In cultural and societal aspects, however, they are extremely alien. Try to imagine that you are the only being that really, truly exists in the whole world. Everything you see and touch - the rocks, the plants, the air, the animals, and the people - are all complex illusions. The world and the entire Megaverse are massive constructs built around *you*. Everything exists as some sort of game, trial, or test for you to complete as best you can.

As bizarre as it sounds, this is the way that virtually every individual Dramin views the world and his place in it. It is a deeply-ingrained perspective encoded into their being to which 99% of the race prescribes. It isn't an organized faith or social order, but each individual Dramin takes it upon him or herself to find the best path on the way to the end goal, whatever that may be. To outsiders, this seems terribly complicated and illogical, but to a Dramin it's simple. Each person takes his own view of things, but the choices to be made are the same: *What am I meant to do? What is my ultimate purpose? How do I best achieve it?*

Many choose to view the world from a spiritual perspective and believe that everything was created by an all-powerful being. These Dramins believe that they are being observed to see whether or not they are worthy for the *real world*, another stage of existence, or even for the afterlife. For most of these Dramins, their god is a nameless being to whom they alone answer, but some find the truths they are seeking in one established religion or another, usually in a god who promotes good over evil and rewards good works and acts of charity. Most of these individuals strive to help others, fight injustice, or achieve enlightenment through study and prayer. They become healers, teachers, and champions. Many find callings as lawmen, clerics, or modern knights-errant, challenging evil in all of its forms in the hopes of doing good in the eyes of their god.

Other Dramins take a scientific view of the situation, and believe that they are little more than the subject of an experiment or an expansive simulation. They may see themselves as rats trying to make it to the reward in the center of a maze, or as students taking the mother of all examinations. Dramins with this world-view tend to be problem-solvers, tackling challenges to cure a disease or build a better mousetrap. They gravitate toward technical and scientific professions, and are often students for life. Their studies may prompt them to travel across and between worlds to seek knowledge or find the challenge that will define life and get them to the end of their test.

Others take a carefree attitude toward life and live "in the moment." They live to eat, drink, and be merry without a second thought for what tomorrow may bring. They relieve themselves of the cares and responsibilities of the world; nothing that they do makes a difference anyway, right? Many of these Dramins become terrible oppressors, despots, power-mongers or party animals who seek to satisfy their own whims and desires without regard for others. They are the typically careless, rude, and vile segment of the Dramin population and are often hedonists in the extreme, satisfying their baser urges above all else. While lacking any sort of inherent abilities to give them a leg up over

other would-be villains, their detachment from “normal” concerns about consequences and repercussions of their actions can make them incredibly bold and unpredictable.

There are an infinite number of possible outlooks that Dramins take in their walk through life. They may see life as a quest for power, fame, fortune, purity, justice, knowledge, or any value. Some may decide that the proper course is to have a good family or to succeed in the mundane tasks of life. The common link through all Dramins is the feeling of separation from the rest of the world and the certainty of their own uniqueness. Virtually all Dramins are independent and self-confident. They tend to accept change and adapt easily to unusual situations. Their worlds tend not to have the hard and fast “rules” that most people view as unbreakable. While others may balk at the sight of a mage or psychic practicing their craft, or be shocked at an unexpected turn of events, a Dramin is likely to shrug and just accept it as a part of the “greater design.”

Amongst themselves as well as other races, Dramins have odd personal interactions. Most tend to view other beings as scenery, distractions, or at best, useful resources or tools. A Dramin will interact with others as much as is necessary or convenient in the pursuit of his or her purpose, but never seeks out their company. Dramins don’t usually have any sort of friendships. In fact, birth rates amongst Dramins are very low, since many simply don’t take the time for personal relationships unless it fits into what they believe is their intended course of action. While other Dramins don’t mind this in the least, other races are often put off by it. As a result, Dramins often seem cold and distant, and even uncaring. Others come off as zealots for whatever cause they have attached themselves to in their quest to complete their challenge or test. Those who do team up with other adventurers, scholars, etc. in their journey through life, make excellent professional teammates and companions, as they are hard workers and always dedicated to whatever they pursue. But, a Dramin will leave a group of teammates in a heartbeat if it fits his vision of the “big picture.” Teammates must make an effort to keep themselves relevant or risk being left in a lurch by their Dramin partner.

Dramin - Optional Player Character or NPC

Pronunciation: DRAY - min.

Alignment: Any.

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

Size: 5 to 6 feet (1.5 to 1.8 m) tall.

Weight: 110 to 190 pounds (49.9 to 86 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

Base S.D.C.: 5D6+2

Horror Factor: Not applicable.

P.P.E.: 5D6

Disposition: Dramins run the whole spectrum of personality types, but the vast majority are very confident, independent, and dedicated. Most have a belief system to which they rigidly adhere, though those beliefs vary greatly between individuals. They have a tendency to be aloof and distant, seemingly uncaring of others around them, this stemming from their belief that theirs is the only genuine existence in the world.

Average Life Span: 2D6+70 years; roughly the same as humans when it comes to reproduction and aging.

Natural Abilities: Roughly equivalent to humans in most areas. Dramins have a high base P.P.E. compared to most humans due to their acceptance of the unusual and their corresponding ability to suspend disbelief. Their lidless, all-black eyes see within the normal spectrum of light, but are multi-faceted and see in composite images from thousands of independent visual receptors, an effect of which is a Dramin’s ability to see through illusions (see bonuses, below).

Experience Level: 2D4, or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill.

Bonuses (in addition to those acquired by attributes and skills): +1 to Perception Rolls, and +5 to save vs illusions of any kind.

Psionics: Standard; the same probability of psionic powers as a human. Psychic Dramins often see their gifts as playing a major role in their ultimate purpose in life.

Magic: None, unless a Magic O.C.C. is chosen.

Available O.C.C.s: Dramins can take any commonly-available O.C.C. and often practice professions viewed by others as advanced or exotic. Dramins may pursue any mystic art, including exotic ones, provided they can find a teacher. Those who choose to do so, often study in an attempt to better understand the world and their place in it. Most Dramins willingly tackle challenges and can be found studying even the most vexing or alien subjects. A Dramin will almost always choose a profession that they believe will take them down the path to satisfying their purpose in life. That said, most Dramins choose not to pursue chemical or mechanical augmentation.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

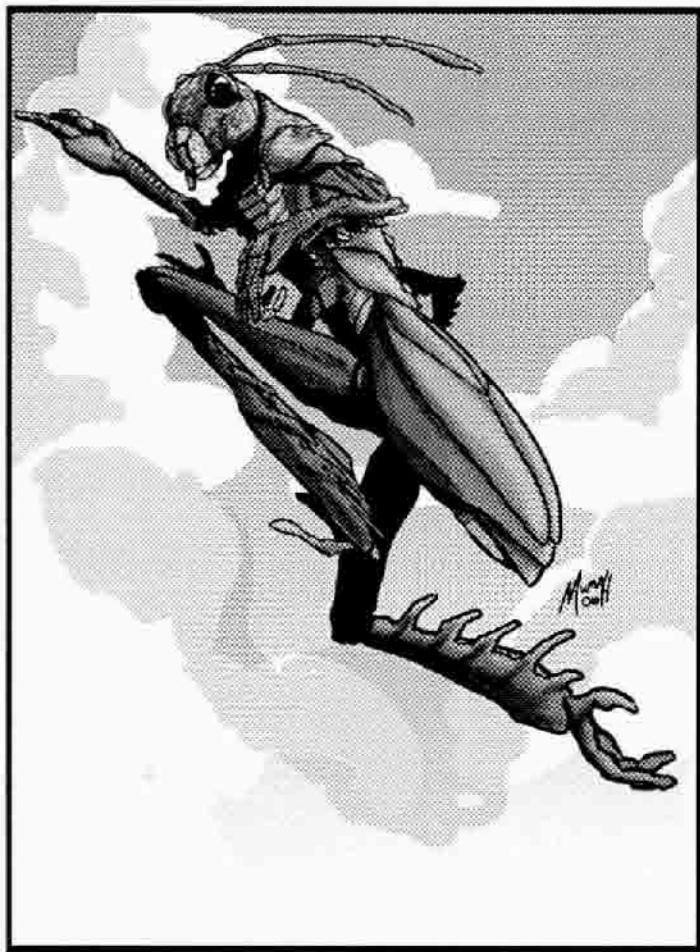
Cybernetics and Bionics: As per O.C.C. As a race, Dramins are not inherently opposed to mechanical augmentation, though fewer than 3% view it as favorable in the quest for the fulfillment of their purpose; a Dramin full-conversion ‘Borg’ is a rarity.

Habitat: Dramins can be found, periodically, anywhere. As a race with several different means of dimensional travel available to them (they travel the Megaverse by technological and magical means), they can often be found on Rifts Earth, the majority of them in North America due to the variety of powers, conflicts, and opportunities there. Whether looking for answers through technology, peace, strife, knowledge, or justice, there is plenty to be had for any Dramin throughout North America, particularly in population concentrations such as found in Lazlo, the Magic Zone, and CS ‘Burbs.

Slave Market Value: 1D6x1,000 credits.

Alliances and Allies: Dramins have no real allies as a race, since their interspecies diplomacy is limited. There are a number of Dramin diplomats who view their role as bringing peace and harmony to their home world and across the Megaverse, most of whom are extremely dedicated and adept at it.

Rivals and Enemies: Individual Dramins regularly make personal enemies in the pursuit of their goals, especially given their seemingly dismissive attitude towards others.



Drizzit

By Taylor White

The Drizzit are a race of humanoid D-Bees who resemble, and share many similarities with, the Earth grasshopper! The only real differences are their large size and high level of intelligence. The Drizzit are very tall and lanky, have large, powerfully built legs, and the females have a large hood to protect their wings. Coloration ranges from a very light green to sandy brown, which becomes darker during the winter months.

The name "Drizzit" is as close an approximation to the true name of this race as can be spoken with the human tongue. Unfortunately, the Drizzit lack the vocal range in their voices to communicate with humans. The only sounds they are capable of producing with their mouths are various pops, clicks, and whistles. For more advanced communication, they can rub their forearms together which, thanks to dozens of thick hairs, produces a pleasant "chirping" sound. They can regulate the pitch and volume of this "chirping" in order to send messages for miles around to anyone who can hear and understand it.

The Drizzit are more commonly known as "Hopper Bugs." This term came about because the Drizzit look like grasshoppers and their powerful legs enable them to leap far distances very

quickly. Their main mode of transportation is by hopping from one place to another, though they can walk and run upright the same as a human. The females of the species can also fly.

On their home world, the Drizzit are masters of farming and agriculture. They have no sense of nationality, little greed, and no envy. There is always plenty of food for everyone, and their only natural predators are large monsters of various types that are dealt with as needed. The Drizzit do not know war or famine, they live in peace with all around them.

Unfortunately, their peaceful nature has made the Drizzit vulnerable on Rifts Earth. They are ill-equipped to deal with the myriad of races, monsters, demons, and technological foes who seek to destroy or subjugate them. They are not great fighters, and prefer to flee and relocate rather than stay and fight. However, they are not pacifists, and will fight to the death when they have to. Some have even discovered the powerful properties of magic, and use it to defend themselves and their crops, by any means necessary.

Drizzit - Optional Player Character or NPC

Also known as "Hopper Bugs."

Alignment: Any, but lean toward Principled (10%), Scrupulous (20%), Unprincipled (20%), and Anarchist (30%).

Attributes: I.Q. 2D6+10, M.E. 3D6+3, M.A. 4D6, P.S. 5D6+6 (Augmented), P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 6D6x10+36 running upright, double when hopping, and 132 flying (90 mph/144 km; females only).

Size: 6-8 feet (1.8 to 2.4 m) tall for males, or 8-12 feet (2.4 to 3.6 m) tall for females.

Weight: 160 to 180 pounds (72 to 81 kg) for males, or 200 to 320 pounds (90 to 144 kg) for females.

M.D.C.: Males: P.E. attribute number x3 plus 1D6 per level of experience. Females: P.E. attribute number x5 plus 2D6 per level of experience.

Horror Factor: 10 just because they are giant bugs! Sometimes they are mistaken for Xiticix, in which case their Horror Factor is 13.

P.P.E.: 2D6

Disposition: Typically Drizzit are peaceful, friendly, and tolerant of other races, ideas, and cultures. Their civilization is based around agriculture, specifically the growing of fruits, which they eat almost exclusively. There are no hunting or predatory instincts among this race. They fight only to defend themselves, their brood, or their way of life.

Average Life Span: 2D4+32 years for males, 3D4+38 for females. Both sexes are considered mature adults at age 10. Females typically give birth to 2D4+16 young at a time, and can do so once every 6 months.

Natural Abilities: Both sexes have the following abilities: Heal twice as fast as a human, leap 50 feet (15.2 m) high or across, Nightvision 120 feet (36.6 m), and fine hairs over their bodies perceive slight changes in air pressure and temperature (allows them to sense wind direction at 80%, and predict the weather for the next 1D4 hours at 60% accuracy). They have four useable arms, which allow them to perform physical labor faster and more efficiently than most beings. In addition, in times of danger or distress, these creatures raise their arms high and rub them together to produce a sound not unlike the

chirping of a cricket, though much louder. All who hear it know that there is danger approaching, at which point they rally together. Females also have four wings which fold under a chitinous hood when not in use. The wings heal as normal, but if destroyed they will never grow back (1D4x10+14 M.D.C. per wing).

Antennae Sensor System (special): Drizzit also have complex and extremely sensitive antennae that provide them with an extraordinary sense of smell and hearing, able to detect smells within 4 miles (6.4 km) and soft sounds within 1,000 feet (305 m). They can also use these antennae to track by smell or sound equal to the Tracking skill at 75%; roll every 1,000 feet (305 m) to stay on the trail.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill of the chosen O.C.C.

Damage: As per combat skill and Augmented P.S. (equal to bionic). They can also do a flying ram or dive bomb attack, which takes two melee actions to perform and does 2D6+P.S. bonus in damage. Their mouths are not big enough to inflict serious damage, 1D8 S.D.C. per bite.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee from the extra arms, +3 on initiative, +1 to strike, +2 to parry, +2 to dodge, +4 to dodge while "hopping," +5 to dodge while flying (females only), +1 to roll with impact.

Vulnerabilities: Takes triple the penalties from spells and attacks that affect the hearing or sense of smell (this includes the Glitter Boy's Boom Gun). Prefers quiet; finds loud noises (gunshots, explosions, etc.) distracting, frightening and twice as loud as they are for humans.

Psionics: None.

Magic: None, unless a Magic O.C.C. is chosen.

Available O.C.C.s: Any *Scholar* or *Adventurer* class, except those that grant or require psionic abilities. Drizzit may also learn a Magic O.C.C., although most will not. Of those who study magic, 70% will become a Biomancer, with another 15% becoming Priests of nature spirits, and the rest being a mix of Ley Line Walkers, Shifters, and Warlocks.

Skill Note: All Drizzit automatically receive the Botany and Farming skills at 90%.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: None; incompatible with the Drizzit physiology.

Habitat: Prefers temperate climates, but can also be found in rainforests. They go wherever conditions are good enough to grow fruit. On Rifts Earth, they can be found mainly in between the Magic Zone, Dinosaur Swamp and Deep South. A large Drizzit community has also shown up in South America.

Slave Market Value: Low; typically 1D4x1,000 credits each. Only useful for slave labor on farms and as a light snack.

Alliances and Allies: None per se, though they try to give every race the benefit of the doubt. They get along best with farmers and wilderness people.

Rivals and Enemies: They absolutely despise the Xitix, who they see as insane, murderous barbarians. They also do not care for heavy industry, and stay away from the CS.

Faerie Bot D-Bee

By Kevin Siembieda, inspired by Kent Burles

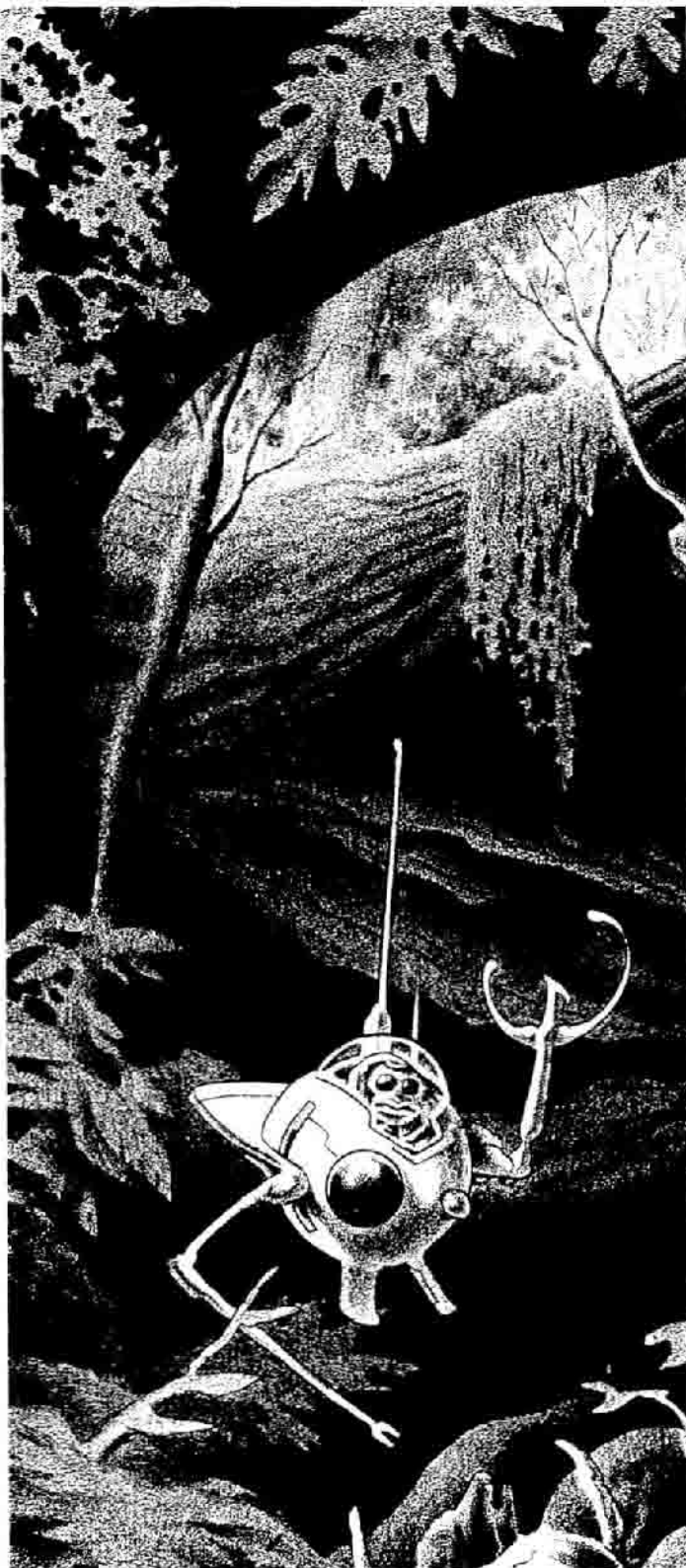
The name "Faerie Bot" is a misnomer and comes from the vehicles these tiny D-Bees pilot, and not the race itself. For years, all anybody ever saw was the spherical vehicles these D-Bees piloted. Inside the craft one could often see the silver, metallic face of the pilot. Since the vehicle always hovered and flew, and had stubby legs and a pair of arms, it had a somewhat robotic appearance. Furthermore, the vehicle and/or its pilot could cast magic spells, thus, their diminutive size and magical capabilities had most people fooled into believing "Faerie Bots" or "Techno-Faeries" were creatures of magic – Faerie Folk from an alien dimension. This is NOT the case.

The so-called "Techno-Faerie" D-Bee is a tiny, *mortal* humanoid. They have tiny humanoid bodies with two arms and hands, with five fingers per hand, two legs and feet, but a large, shield shaped head with two large round eyes, black as coal, a small V-shaped nose and large mouth. Like Faeries, they stand only 8-12 inches tall (20 to 30 cm) tall, can cast spells and baffle "Big Folk" (i.e. humans and D-Bees). However, any similarities to the magical creatures end there and previous reports of their "innate magical nature" are wrong!

Techno-Faeries fly around in strange capsules or mechanical spheres, with long mechanical arms, a pair of small robotic legs/landing gear, retractable tools, sensor pods and a tall radio antenna. They rarely leave their "Faerie Bot" spheres and for a while, scholars thought they might actually be some kind of robot or cyborg directly connected to their machines. Although this is not the case, the name "Faerie Bot" has stuck with them. However, the tiny pilots are not Faeries but mere mortals. Tiny humanoids who stay inside their M.D.C. exploration capsules to avoid being attacked and eaten by larger animals and avoid capture by the giant humanoids who inhabit Rifts Earth. They seem extremely inquisitive, because most Faerie Bot D-Bees are explorers, scholars and scientists. Many of their so-called "pranks" are not "Faerie games" and mischief, but scientific tests and stimuli to study the "natives" of Rifts Earth.

Techno-junkies and scientists themselves, Faerie Bot D-Bees like to examine and tinker with machines. In fact, most reports about the little people involve their having taken machines apart, particularly vehicles, power armor, robots, and cybernetic components. Such acts have been attributed to vandalism and Faerie pranks, but the truth is the machines were taken apart to be studied. Had the D-Bees not been discovered prematurely, they would have reassembled the machinery and left without anyone being the wiser. Such examinations help them understand the technology of this alien world (Earth) as well as the people who made it.

Faerie Bot D-Bees seem shy and elusive, flying away when discovered, because, a) they are trying to study the "indigenous" life forms in their "natural environment" and try not to disrupt their lives, and b) they are afraid the *giant* humans and D-Bees might hurt them.



Faerie Bot D-Bees have a natural affinity for machines and mechanics. They developed a *science* very similar to North America's own Techno-Wizard magic long ago and their entire science is built upon it. Consequently, the little mechanical wizards can figure out most machines, including Techno-Wizard devices. Only artificial intelligences and computers seem to puzzle them (-35% when working on them), and they can take apart machines, make repairs and put them back together three times faster than a human.

The little D-Bees had been experimenting with *dimensional harmonic frequencies* for the purpose of space and dimensional travel and came to Rifts Earth, deliberately, through a Rift in the demon haunted ruins of Detroit 30 years ago. They'd been coming and going through the Rift for 25 years, but in the Spring of 104 P.A., a shift in the harmonic frequencies of the Rift they had been using effectively *shut* their dimensional door. As a result, the Faerie Bot D-Bees on Rifts Earth at the time are *trapped* here. Many have been searching for a way back home, but their knowledge of dimensional travel is extremely limited. Some have decided to make the best of things by establishing hidden base camps and continuing their studies until scientists back home figure out a way to reopen the dimensional portal and rescue them.

Others have decided it is time to make contact with the intelligent life forms of this planet to see if they can help them find a way home. The problem for the little D-Bees is that the harmonic frequency they know no longer works and nobody, not even the dimension spanning True Atlanteans, Temporal Raiders or even the Splugorth know where their planet may be located in the infinite Megaverse. Still they must try, studying people and technology along the way. This means Faerie Bot D-Bees who once secretly studied the people and cultures of **Southern Canada** (Iron Heart, Free Quebec and Lazlo), **Michigan** (New Lazlo and the industrialists of the Upper Peninsula, like Northern Gun) and **Wisconsin** (Chi-Town) are moving out to explore the rest of the continent. They know enough about the technological powers to realize they know nothing about magic or dimensional travel, so the D-Bees are turning to those steeped in magic. A dozen have moved into, and made contact with the leader of *Lazlo* and another half dozen with *New Lazlo*. At least a hundred Faerie Bot D-Bees are exploring the Magic Zone, and others have decided to hook up with adventurers to see where fate might carry them.

Faerie Bot D-Bees look like a 12 inch (0.3 m) doll with an oversized but cute head, large black eyes, small nose, large mouth, small ears, and wavy black hair streaked with blonde or silver highlights. Their skin is a metallic or iridescent silver color, giving them a bit of a mechanical or toy-like appearance.

Faerie Bot D-Bee –

Optional Player Character or NPC

Also known as “Faerie Bots,” “Techno-Faeries” and “Bubble Faeries.” Their race's real name is Fraanids (pronounced “fray nids”), but they don't mind being called any of the above.

Alignment: Any, but most are Anarchist.

Attributes: I.Q. 1D4+10, M.E. 1D4+10, M.A. 1D6+10, P.S. 1D6+2, P.P. 1D6+8, P.E. 1D6+10, P.B. 1D6+2, Spd 2D6 running. Also see the *Faerie Bot Vehicle* under equipment.

Size: 1D4+8 inches (23-30.5 cm), and the spherical device they all fly in is roughly the size of a basketball.

Weight: 2-5 pounds (0.9 to 2.25 kg), and their robotic sphere weighs 60-70 lbs (27 to 31.5 kg).

Hit Points: 2D6 +P.E. attribute number. Plus 1D6 M.D. per level of experience, starting at level one.

S.D.C.: 1D4x10 plus those gained from Physical skills; need magic or M.D.C. body armor for protection against M.D. weapons, just like humans.



M.D.C.: Via Faerie Bot vehicle, magic or body armor.

Horror Factor: Not applicable.

P.P.E.: 3D4x10 +10 per level of experience.

Disposition: Educated, positive, inquisitive, compassionate, kind, helpful and friendly, but like the proverbial cat, their passion for knowledge and the intensity of their curiosity often gets them (and friends) into trouble. For one thing, Faerie Bots cannot resist messing with machinery, especially if it is something they've never seen before or is broken. This can be a bad thing as they might anger the owner of a particular device if they mess with it, or worse when they fix a broken machine that proves to be dangerous or alien. For another, they only need three hours of sleep per 24 hours and when they get bored, they wander off to explore or tinker with machines.

Average Life Span: 4D6+50 years. Full physical maturity is attained by age 16. Females give birth to one or two babies after a 9 month pregnancy. Young exhibit their inquisitive nature almost immediately and their mechanical inclinations by age three.

Natural Abilities: Sharp vision, nightvision 300 feet (91.5 m), and natural polarizing lens (a thin membrane that is sort of a

second eyelid that slides down to cover and protect the eye from bright light, functioning effectively like a pair of polarized sunglasses). Natural Mechanics (see Psionics) who can soup-up most machines to run/move/fly 10-20% faster, and figure out how to use and operate most machines, including Techno-Wizard devices, as well as take apart machines, make repairs and put them back together three times faster than a human. Only artificial intelligences and computers seem to puzzle them; -35% when working on them and cannot hack computers.

Faerie Bot D-Bees use a variant form of Techno-Wizardry to make and run their own flying bio-spheres/vehicles/hover-robots. Although not truly one with their flying capsules, there is a failsafe system in place that causes the sphere to self-destruct when the designated pilot is killed. The self-destruct mechanism burns out all internal systems, releases any P.P.E. reserve, and the machine crumbles into a pile of junk, wires, and dust. This is done to keep their technology from falling into the hands of the people they are studying and prevent their technology from influencing that of the Earthlings.

They understand all Earth languages via a TW language translator of their own unique design, and any verbal response has an artificial and radio broadcast sound to it. When outside their floating bubbles, the beings speak an incomprehensible language in a small, squeaky voice.

Their tiny size gives them an automatic Prowl 50%.

R.C.C. Skills: An alien version of a Techno-Wizard in miniature, use these skills only, and the Magical and Creation abilities of the TW O.C.C. Anthropology (+15%), Basic Electronics (+20%), Basic Mechanics (+30%), Computer Operation (+20%), Computer Repair (+15%), Cybernetics: Basic (+10%), Field Armorer (+20%), General Repair & Maintenance (+30%), Jury-Rig (+20%), Land Navigation (+15%), Language and Literacy: Native Tongue (at 98%; alien), Language: Other (one of choice, +10%), Math: Basic and Advanced (+20%), Navigation (+20%), Radio: Basic (+20%), and Sensory Equipment (+20%).

R.C.C. Related Skills: Select two at levels 1, 4, 8, and 12 from the following skill categories only: *Communications* (any), *Domestic* (any), *Mechanical* (any, +10%), *Science* (any), and *Technical* (any, bonus of +10% to Research and any Lore skills only). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, at levels 3, 5, 8, 11 and 14. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: All are effectively a Techno-Wizard/Scientist or TW Explorer/Operator, see R.C.C. above.

Experience Level: 1D4+4 or as set by the Game Master for NPCs. Player Characters should start at first or second level. Use the same Experience Table the *Techno-Wizard*.

Attacks per Melee: As per Hand to Hand Combat skill, if any. A psionic attack counts as one melee action.

Damage: As per P.S., psionics, magic or weapon.

Bonuses (in addition to those acquired from any attribute or skills): +1 on initiative, +1 to strike, +4 to pull punch, +2 to

roll with impact, +2 to save vs possession, and +3 to save vs Horror Factor. As Master Psychics, they need a 10 or higher to save vs psionic attacks and mind control.

Vulnerabilities: Their tiny size makes them vulnerable to attack even from small predatory animals such as cats and dogs, as well as birds of prey and larger animals.

Magic: All can cast certain spells, but at half the normal strength, range and duration. Spells include Globe of Daylight (2), Ignite Fire (6), Fuel Flame (5), Fire Bolt (7), Call Lightning (15), Energy Bolt (5), Energy Field (10), Impervious to Energy (20) and Manipulate Objects (2+), plus two of choice per level of experience selected from spell levels 1-4. All spells should be suitable for TW application and have the same limitations as the Techno-Wizard O.C.C. Has all the basic Techno-Wizard O.C.C. Magic Powers and TW Construction abilities.

Psionics: All are effectively Master Psychics, but limited to the following abilities: Empathy (4), Object Read (6), Mind Bolt (varies), Telemechanics (10), Telemechanic Mental Operation (12) and Telemechanic Paralysis (20). I.S.P.: M.E. x10 +5 per level of experience.

Standard Equipment: A couple sets of clothing, two pairs of overalls with deep pockets, comfortable boots, a suit of environmental body armor (1D6+22 M.D.C.), sleeping bag, backpack, duffle bag, portable tool kit, box of 50 plastic gloves, pair of cotton work gloves with rubber grips, gas mask, 2D6 air filters, tinted goggles, portable radio and language translator (10 mile/16 km range), protective helmet with built-in language translator, radio, and loudspeaker, portable, handheld computer, note pad, 1D4 pencils, a pen or marker, a comb and some personal items, *all at tiny size* suitable for use by the doll-sized D-Bee.

The Faerie Bot Vehicle! All Faerie Bot Vehicles have the following fundamental features. The Fraanids call it an All-Environment Exploration Biosphere or "Eeb" for short.

- Always a spherical shape and always the size of basketball, never bigger.
- Has two or three primary arms. One, if not two, is always suitable for lifting, carrying and articulated work; i.e. high-tech, robot utility arms and hands. Equivalent P.S. of 1D6+12.
- 1 or 2 secondary appendages, may be a tentacle or sensor antenna. Equivalent P.S. of 1D4+5.
- 2-4 extendable and retractable tool appendages, half with interchangeable heads of various types, i.e. screwdriver, pliers, wrench, scissors, clamp, drill, soldering iron, fiber optic scanner, camera, etc., and half with specialized functions, i.e. laser cutter, plasma torch, electro-magnetic adhesive pad, etc.
- 1 or 2 light weapons, typically a laser for range (2,000 feet/610 m; does 2D6 to 3D6 M.D. regardless of what it fires – typically energy of some kind, laser, plasma, electrical, etc.).
- Tow line with hook and grapple, 30 feet (9 m) length, 500 lbs (225 kg) test strength, but anything above 300 lbs (135 kg) slows speed of the sphere by 25%.
- Universal Language Translator able to translate *all* languages with 93% accuracy, and allow the D-Bee to speak back in the proper tongue via loudspeaker or radio.

- Directional, narrow and wide band radio transmitter and receiver; 100 mile (160 km) range. The Faerie Bot vehicle can be hailed and controlled via radio and psionics.
- Multi-Optics system.
- Proximity alarm to alert the pilot inside; sounds when a moving object (including missiles and people) is within 10 feet (3 m).
- Unknown power supply (perpetual motion machine); unlimited.
- Unknown hover and propulsion system (anti-gravity or magic?).
- Flight Capabilities: Hover stationary, land on the ground, and fly. Maximum Speed: 150 mph (240 km), but cruising speed is typically 10-30 mph (16 to 48 km). Maximum Altitude: 60,000 feet (18,288 m) and is capable of surviving and navigating through outer space if it ever made it into the void.
- The vehicle's means of propulsion is completely silent and has a Prowl ability of 60% when flying or hovering (75% when trying to be unseen, and 90% if hiding, concealed and motionless).
- Underwater capable: Maximum Speed: 60 mph (96 km) riding the surface or underwater. Maximum Depth: One mile (1.6 km).
- Vehicle M.D.C. by Location:
 - Legs (2) – 12 each
 - Main Arms (2-3) – 20 each
 - Secondary Limbs and Tool Appendages (1-4) – 10 each
 - Main Body – 120; its small size and speed make it -3 to strike even with a "Called Shot."
- Self-Repair Capability: Approximately 40 M.D.C. can be restored without any actual repairs by the pilot. Any additional damage requires the pilot to make repairs and will require time and parts. If the vehicle is completely destroyed, it will take the little person piloting it 1D4+6 months to rebuild it.

Cybernetics and Bionics: As much as they admire and enjoy machines, the D-Bees avoid getting bionics themselves.

Habitat: Anywhere in North America, but mainly in the Domain of Man where technology based cultures abound, including southern Canada, Lazlo, Michigan and the Coalition States of Iron Heart, Chi-Town and ex-State Free Quebec. Faerie Bots are very rare, with perhaps as many as 500 on Earth.

Alliances and Allies: Others of its kind, Lazlo and New Lazlo. They especially like humans, Dog Boys, Quick-Flex Aliens, Grackle Tooth, Kraks, Fingertooth Carpetbaggers, A'rac, Adna Nomads, and Dewtani, but appreciate anybody with a curious mind and a good heart. They feel a natural kinship with Operators, Rogue Scholars, Rogue Scientists, Techno-Wizards, Grackle Tooth, and Psi-Techs.

Rival and Enemies: None per se. They find most intelligent beings, especially those with tech-advanced societies, fascinating, but recognize that demons are, by nature, evil and dangerous and hate slavers, tyrants and oppressors of any race. They fear the Minions of Splugorth, Horunc Pirates, and ironically, Faerie Folk, dragons and other creatures of magic. Likewise, they are wary of practitioners of magic, other than Techno-Wizards.

Note: Originally appeared in **Rifts® World Book 20: Canada**.



Feni Nomads

By Todd Yoho & Kevin Siembieda

The Feni are a strange race of hardy, natural survivalist with bizarre environmentally adaptive abilities. Their home world, known as Fen, is a chaotic, tectonically active world where the global climatic conditions can change in less than a generation. That world is one of such extremes, it is remarkable that life has taken hold there at all. All of the plant and animal life on Fen is adapted to rapid change. Consequently, the Feni have evolved the wondrous ability to alter their bodies to live in almost any environment. One generation of life may be a lumbering herbivore, and the next generation a hulking land shark devouring anything in its path. The Feni are the only known sentient life to have evolved on Fen, which has given them a leg up, in some respects, over the other native life.

The ever-evolving landscape of Fen has prevented the Feni from developing much in the way of permanent settlements, so they are nomadic, wilderness people with a strong tradition of

oral history, songs, and living as one with nature. The concept of cities or large population centers is completely alien to them. In fact, before coming to Rifts Earth, they had no word for city.

The Feni of Rifts Earth are vaguely deer-like in appearance, with their default appearance being long, sleek, fur covered bodies. Their limbs are thin and sinewy with a graceful, rather than muscular, appearance. Their hind legs are doglegged, with long calves that end in hooves with three splayed horn-covered toes. Their arms are oddly human, ending in a half-hoof, half-hand structure with three horn covered fingers with an opposable thumb. They stand erect and walk on two legs, but can also run on all fours. Their human-like hands enable them to use weapons, M.D.C. body armor and technology like everyone else, but because of their unique metabolism and agility, they rarely wear heavy, fully environmental armor.

Having evolved in a chaotic and quickly changing environment, Feni are jittery and have strong survival instincts. They are extreme examples of fight or flight. Their usual instinctive response is to flee and live another day, earning the D-Bee a reputation for cowardice, but to the Feni, it's common sense. However, the instinct that rules their life is called *fight* or *flight*, and if escape is impossible, a Feni is overcome with a raging instinct to eliminate the threat. It is a terrifying experience to witness a wild-eyed Feni turn from fleeing to what appears to be a berserker rage. When cornered, a Feni fights without mercy and attempts to do the most crippling, *fight-ending* damage as quickly as possible. Even in a berserker rage, however, Feni are satisfied with incapacitating the enemy, chasing them away, or clearing a path for the fighter and other Feni to escape. It is important to understand that part of this survival mechanism includes males protecting females and youngsters. A male Feni will stand and fight to the death to protect a female and/or young until they can escape or the enemy is eliminated. Should the male die, the female fights just as wild and ferociously to protect the young. This instinct is so strong that most Feni males and females will charge to fight and protect a pregnant woman, young girl or child of any race, human or D-Bee, and battle monsters or animal predators. Many are the tales of a pair of Feni appearing in the woods as if out of nowhere, one attacking the predator/enemy, while the other whisks away the child or woman in danger, or dies trying. The pair may be a mated male and female, or 2-3 young bucks out on patrol. There are even stories of an entire clan or tribe coming to the rescue of children and women, and sometimes, even groups of male adventurers who have somehow earned the Feni's respect or gratitude. Feni have also been known to rescue a drowning child and lead lost children to the edge of the woods or into a clearing where they will be found.

Despite their skittish and erratic nature, Feni are inquisitive, love to explore the wilderness and world around them, and are curious about other people. They have a built-in wanderlust that is part of their honed survival instincts. This is an instinct hard-wired into their culture and psyche, so they are always on the move, bounding over then next hill, swimming down a new river, or trekking across a grassy plain just to get to the other side. As a result, they are found throughout the North American wilderness, wandering in small family clans of 6D6 or large herd-like tribes of 3D4x100. Furthermore, they have developed a migration pattern going south and west in the winter, and

north and east in the summer. They are most common in the Pacific Northwest, Northern Mexico, Canada, and the West Coast.

Feni Nomads – Optional Player Character and NPC

Also known as “Deerstalkers” and “Demon Fawn.”

Alignment: Any, but tend toward Unprincipled (40%) and Anarchist (40%); Feni are well-intentioned and peaceful, but their powerful survival instinct often gets the better of them.

Attributes: I.Q. 2D6+4, M.E. 1D6+5, M.A. 2D6+1, P.S. 2D6+7, P.P. 2D6+7, P.E. 3D6+9, P.B. 3D6, Spd 1D6x10+46 running on two legs (a Spd of 66-76 or 45-52 mph/72 to 83 km is typical); increase by 30% running on all fours.

Size: 4 to 4.6 feet (1.2 to 1.4 m) tall at the shoulder, with a long, thick neck and deer-like head for an overall height of 5.6 to 7 feet (1.7 to 2.1 m) tall.

Weight: 130 to 200 pounds (58.5 to 90 kg), all muscle.

Hit Points: P.E. attribute number x2 plus 1D8 per level of experience.

Base S.D.C.: 4D6x20 (may be able to withstand small amounts of Mega-Damage).

M.D.C.: By light or medium armor and Berserker Fight Response only.

Horror Factor: Not applicable unless in a berserker rage, which has an H.F. of 13.

P.P.E.: 2D6+6

Disposition: Most Feni are skittish around strangers, especially large groups (more than 8) of them, and are especially jumpy and on edge in urban environments, or large camps of any kind. When running free in the wilds, Feni observe strangers from a comfortable distance, taking in their full measure before initiating contact. Even among their closest friends they are skittish, but loyal, making them something of a conundrum, and not the easiest beings to remain friends with. They are good-natured, kind and innocent people, happy to be among nature and wandering.

Average Life Span: 2D6+33 years. Reach full maturity by age 10, females give birth to one or two young after a 7 month gestation period, and can bear children as often as every two years up to age 32.

Natural Abilities: In addition to their high Physical Endurance and natural speed, Feni have the following unique abilities to adapt their body to situational environmental conditions.

Berserker Fight Response (special): When fighting to protect another, particularly his own mate or young, the Feni fights like a demon with the following bonuses: +2 attacks per melee round, +2 to strike, +3 to parry, +4 to automatic dodge (the act of dodging does not use up a melee attack/action), +5 to disarm, pin or entangle, and +5 to save vs mind control or possession.

Plus, the Feni generates an additional 1D6x100 S.D.C. (equal to 1D6 M.D.) per level of experience at the start of the fight, that lasts until the Berserker Fight Response ends (i.e., those the character is trying to defend escape, the foe is vanquished, the Feni escapes or the D-Bee is slain). Damage is removed from the bonus S.D.C./M.D. first, then the character's normal range, then Hit Points. Some observers wonder if the odd D-Bee is able to draw on its own or ambient P.P.E. to, in effect, create an instinctual equivalent of Armor of

Ithan. **Note:** Even during the berserker response, Feni remain able to recognize friends and foe, and fight like madmen only long enough to down a foe and effect an escape or enable others to escape. If cornered, or responsible to hold off an enemy for as long as possible, a Feni will fight to the death.

Chameleon Fur (special): The Feni's fur changes color to blend into the environment in a matter of 1D4 seconds. The change often engages as an emotional response, without the Feni even thinking about it, whenever the D-Bee feels the need to hide or is afraid or worried. A naked Feni character can blend into his surroundings with incredible ease. The character is 90% undetectable if completely still, 70% undetectable if moving 2 feet (0.6 m) per melee round or slower, or 33% undetectable if moving 6 feet (1.8 m) per melee round. The ability is totally ineffective if moving any faster. Wearing clothing or armor that covers more than half of the character's body impairs this ability, reducing its effectiveness by -75%.

Superior Hearing (special): While not as superior as a Dog Boy, Feni have large ears and excellent hearing. Their ears act as powerful receptors, enabling a Feni to detect and pinpoint sounds with astonishing accuracy. Their sense of hearing is an integral part of their survival instinct and allows the Feni to *estimate the distance of a sound* (50% +5% per level of experience), *estimate the speed and direction of approach* (45% +5% per level of experience), and *recognize a specific voice or sound* (60% +5% per level of experience). A startling sound, unexpected noise, or any sound that indicates a predator or danger is also likely to automatically trigger the Chameleon Fur transformation. **Range:** 500 feet (152 m).

Superior Sense of Smell (special): Equivalent to that of a Dog Boy, Feni have a sense of smell one million times more sensitive than that of a human. This makes Feni excellent trackers and explorers, and gives them plenty of foresight when trouble is in the area. *Track by Scent Alone:* 44% +4% per level of experience (+10% to follow blood trail or other pungent smell). *Identify Common/Known or Strong Scents/Smells:* 70% +3% per level of experience. *Identify Specific Odor/Scent* (drug, poison, specific person, etc.): 52% +2% per level of experience. All are the same as the Dog Boy R.C.C., see *Rifts® Ultimate Edition*, page 146, for specifics.

Punctuated Equilibrium (special): Feni possess the incredible natural ability to adapt to almost any environment in a matter of melee rounds. When faced with a new environment, the Feni's body will undergo a rapid biochemical alteration. The character's fur will lengthen, thicken, shrink or thin as the situation requires. His internal organs will reequip themselves to process new chemical inputs and keep his body operating. This change is indefinite and instinctive, engaging automatically whenever the character enters a radically new environment. The only environment to which a Feni cannot adapt is vacuum exposure. If released into hard space, a Feni will suffer the gruesome multiple effects of decompression, boiling and freezing just as a human would.

It takes 1D4 melee rounds for the character's body to adapt. During this time, the character is effectively helpless, wracked with coughs, sneezing, evacuation of waste, and pangs of pain as his body undergoes the necessary changes to

adapt. The character takes 1D6 points of damage directly to Hit Points, is -9 to strike, parry, and dodge, is -65% to all skills, and speed is reduced by 90%. The ability is both a blessing and a curse, as the changing process is painful, distracting, and can be embarrassing if in the company of others. However, after those 1D4 melee rounds (15-60 seconds), the Feni is completely ready for the new environment.

This enables the character to adapt to any climatic environment. *In arctic conditions*, the character's fur thickens to provide insulation from the cold, thick pads form on his hands and feet, and his eyes adapt to the higher reflectivity from a snow field. *In desert conditions*, the character's fur thins out, allowing enhanced cooling, but protects the skin from the blistering sun. The adaptive protection means that the character is comfortable in temperatures ranging from +/-150 degrees Fahrenheit (-101 to 65.6 C). *In mountain conditions*, the Feni may develop like a mountain goat, and so on. *In an underground/nocturnal environment*, the D-Bee's ears grow even larger, the eyes too as they adapt to see in darkness (or perhaps to see infrared or heat radiation), and "feelers" may grow from the top of the head. *In an underwater environment* the Feni develop gills, webbing, slicking of the fur and a thick layer of subcutaneous blubber. While a Feni character cannot grow wings and fly, he *can* adapt to an *aerial environment* by developing a flap of skin between the arms and legs, like a flying squirrel, to glide and ride air currents! This adaptation is an extremely rare occurrence, usually only taking place on alien worlds, or if the character spends an extraordinary amount of time off of the ground, such as in the extreme treetops of a forest, atop the mesas of the Southwest, or if among a race naturally gifted with the power of flight like the Lyn-Srial. Flying speed is limited to 20 mph (32 km) if taking off from a dead leap, or 50 mph (80 km) if boosted by strong winds or diving into the air from a very high place. Note that this adaptation does *not* "kick in" if the character simply leaps off of a roof or is thrown from a vehicle. That's not adapting to a new environment, that's just foolish or bad luck.

Atmospheric Equilibrium: This enables the character to adapt to any atmospheric environment and breathe normally once adjusted. The process begins as soon as the character is exposed to the new atmosphere. As long as the actual environmental conditions don't change, only the conditions of the atmosphere, this alteration is less traumatic and invisible, compared to the physical adaptation, above. The change takes only one melee round (15 seconds), and the character loses only two melee actions/attacks and combat penalties are only -2 for that round. The character coughs a bit while the change is happening, but that's about it.

This gives the character a rudimentary semi-impervious nature to inhaled toxins. If the character is exposed to the toxic atmosphere for less than 60 minutes, he can switch his metabolism back to the last atmosphere he was adapted to without injury. For example, a Feni character living in the 'Burbs of Chi-Town whose hovel is filled with nerve gas can remain inside, adapt to the toxic atmosphere, and if the air clears in less than 60 minutes, he can return to breathing the 'Burb's air with no ill effect. If the duration is longer than 60 minutes, then his body undergoes the regular atmospheric equilibrium change.

Vegetarian (special): Digestive Equilibrium: Feni, while not exactly walking garbage disposals, have one of the most adaptive digestive systems in the Megaverse. They can digest (almost) anything they can swallow and derive nutrition from the meal. This gives them an incredible resistance to poison, toxins, disease, and any effect from food borne illness. Feni typically don't just go around eating any old thing that comes along; after all, they do have a sense of taste. Nor do they make a habit of eating leftover scrap metal, screws, bolts and miscellaneous hardware, but they *could*.

In the wilderness, Feni usually subsist on nuts, fruit, vegetables, grains, grasses, leaves, roots, pine cones, mushrooms, and even twigs and tree bark. Likewise, they tend to prefer processed foods made from such things, including breads and pastries. However, they can also eat meat, road kill, paper products, fabric, clothing, even plastic and S.D.C. wood and metal. If the character is sitting down to a vegetarian feast, his front teeth become broad, flat and shovel-like, while the molars enlarge into massive, square mashing machines. If he's having a juicy steak, his teeth become a battery of sharp blades and molars good for shredding and chewing meat. If it's a good old-fashioned home cooked meal, then the character's teeth will take on a very humanlike appearance, and so on. In the case of a metal, plastic, or other *unconventional* diet, the character's mouth adapts as appropriate. No matter where the Feni go, there's never a lack of anything to eat. **Note:** Cannot bite, chew or digest M.D.C. materials.

Available O.C.C.s: Limited to one of the following only: Wilderness Scout, Woodsman-Trapper, Pathfinder or Naturalist (both described in *Rifts® World Book 26: Dinosaur Swamp*), or Rogue Scientist or Vagabond provided most skills lean toward wilderness life, botany, plants and animals, or domestic skills. No Feni of any O.C.C. will ever learn to pilot any modern vehicle more advanced than a bicycle, paddle or sail boat, nor build or repair machines.

R.C.C. Skills: Regardless of O.C.C., all Feni characters possess the following skills: Wilderness Survival (+10%), Track (but not Trap) Animals (+5%), Land Navigation (+5%), Outdoorsmanship, Swimming (+10%), and Sing (+10%). Should a character acquire any of the above skills as an O.C.C. skill, then the above bonuses *stack with* the bonuses provided by the O.C.C.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill, plus bonuses for Berserker Fight Response as is appropriate.

Damage: As per combat skill (typically Basic, sometimes Expert) and P.S., but if given an option, they will inflict the most amount of damage as possible for the situation. A punch does 2D6 S.D.C. damage, a forward, human style kick does 3D6 S.D.C. damage, but a donkey-style kick with the Feni dropping his hands to the ground and both legs kicking up and out does 6D6 S.D.C. damage. A bite does 1D6 S.D.C. with an herbivore mouth, or 2D6+3 S.D.C. with a carnivore mouth.

Bonuses (in addition to bonuses from attributes and skills): +4 on Perception Rolls, +4 on initiative, +2 to dodge, +1 to pull punch, +1 to roll with punch, fall, or impact, and +16 vs toxins and disease. These bonuses *include* any granted by the above Natural Abilities.

Vulnerabilities: -3 to save vs Horror Factor and respond by fleeing the moment they overcome being frozen for a few seconds. In fact, they do the same whenever confronted with a powerfully emotional situation (feels scared, unwanted, under attack even if that attack is verbal, upset, sad, under pressure to win/succeed, etc.). In short, the Feni's knee jerk reaction to any kind of trouble or trauma is to run away from it. **Note:** The character must roll a 12 or higher to save vs flight instinct from situations like these. The reaction is always *fight* (see Berserker Fight Reaction) when a Feni character is cornered, trapped or protecting women, children or loved one.

Anxiety, nervousness, a dislike of technology (uses little of it), general wariness (mild paranoia) toward other races and technology, and a lack of understanding and social skills involving other people and cultures all work to limit their capabilities and keep the Feni primitive beings.

Psionics: None.

Magic: None.

Standard Equipment: As per O.C.C., but most will have a custom suit of armor (35-55 M.D.C.) fitted to their unique anatomy; probably made of M.D.C. animal bone and hide, a large satchel or backpack, a couple of medium-sized sacks, and a brush and mirror for grooming.

Money: As per O.C.C.

Cybernetics and Bionics: None; unnatural and frightening.

Habitat: Any, but they prefer to live in heavily wooded temperate regions. Feni take particular delight in a fresh snowfall, which calls them back to the higher latitudes and elevations from time to time, but their home is wherever they go.

Slave Market Value: 1D4x1,000 with low demand most places. The Splugorth of Atlantis pay the price because they are inexpensive and the Feni's survival skills and flight instincts make the D-Bees great prey "animals" in the Atlantis game preserves. 1D4x100 credits by some people, including barbarians, some other D-Bees, and the occasional human or human community who slaughter them like cattle or deer as food.

Alliances and Allies: Feni tend to keep to their own kind and tend to associate only with other gentle, peaceful people like Amana, Sasquatch, Cactus People and Fennodi. They are generally *uncomfortable* in the company of humans and other meat-eating people, but have been known to associate with Native Americans, Blucies, Elemental Fusionists, Druids and the occasional adventurer group. Feni don't readily make friends, but are loyal to the ones who earn their trust. When part of an adventuring group they operate as scouts and forward observers, or bring up the rear of the group.

Rivals and Enemies: Psi-Stalkers, barbarians, slavers, Dark Hounds, Mystic Knights, Worm Wraiths, Oborus-Slitherers, and Devil Unicorn, among others, hunt them as prey/food and for sport. Their deer-like appearance, behavior and the fact that they taste like venison makes it easy for aggressive hunters, mercs, soldiers and sportsmen to see Feni more as animals than intelligent beings. Other evil beings, dinosaurs and natural predators have hunted Feni since they first appeared on Rifts Earth. Simvan find them to be weaklings and cowards, but generally leave them alone. Feni also fear and

avoid the Minions of Splugorth, Horune Pirates and Coalition soldiers, for obvious reasons, as well as anyone who would deny them their freedom.



Fennodi

By Kevin Siembieda

In the world of Rifts Earth, it is the monstrous and terrible that seems to get the most notoriety. This is largely because they are the most frightening and dangerous, but not all D-Bees are devouring or conquering terrors from another world.

The Fennodi are an example of the peaceful D-Bees who have made Earth their new home. These aliens are a quiet, gentle people who abhor violence and wander the prairies and deserts of the West tending small herds of cattle and other livestock. The *Shoshone Indians* call them "The Quiet Walkers" because the tall, thin aliens move silently, "like the summer breeze." They are a pale grey color with light tan accents. Their eyes are tiny black dots on the sides of their head and mounted

on small fins or flaps that many people mistake for their ears. These fin-like eye appendages can fold flat against the head, fan forward, and tilt up or down, effectively providing the Fennodi with a 280 degree field of vision. Slits behind the eye fins are their ears. Along both sides of their face, near the jaw, is a flap of skin with three whisker-like fins. Behind each skin flap are three holes which represent the sensitive *nose* of the D-Bee. The mouth is a tiny slit just above the chin while the Fennodi's large, ridged cranium gives the aliens a long head with minimal (human) features and what some have called a catfish appearance. The body of these gentle D-Bees is a slender, seven feet (2.1 m) tall.

Most Fennodi, males and females, are nomads who love the land, like to wander, tend livestock, and mind their own business. Just as humans have dogs for pets, the Fennodi are often accompanied by **Whisker Coyotes**, small, psionic dog-like creatures from the Rifts which have adapted well to the deserts and plains of the Southwest. The Fennodi's other constant companions are the sacred, crescent-shaped *Nymbu staff* (a sign of peace and travel) and a smoking pipe. They love to smoke, prefer pipes, and are immune to cancer and carcinogens. They are also fond of horses, cowboy hats, boots, vests and the general appearance of the cowboy.

Fennodi – Optional Player Character or NPC

Pronunciation: “fen no dee”

Also known as the “Cowboy Alien” and “Quiet Walkers.”

Alignment: Any, but predominately good (80%) or Aberrant (10%). ...

Attributes: I.Q. 3D6+2, M.E. 2D6+8, M.A. 2D6+10, P.S. 2D6+10, P.P. 2D6+8, P.E. 2D6+8, P.B. 2D6+2, Spd 2D6+8.

Size: 7 feet (2.1 m).

Weight: 150 to 200 pounds (67 to 90 kg).

Hit Points: P.E. attribute number plus 2D4 per level of experience. **S.D.C.:** 4D6 plus those from O.C.C. and skills.

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

Horror Factor: 9; their appearance can be disturbing, despite their gentle disposition.

P.P.E.: 4D6+12

Disposition: The Fennodi are gentle, kindhearted and friendly people. They like living off the land, raising cattle and enjoying the simple things life has to offer.

Average Life Span: 4D6+55 years. Physical maturity is attained at age 16. Females give birth to one child after an eight month pregnancy and can bear children till the age of 45.

Natural Abilities: Keen, 280 degree peripheral vision, see infrared spectrum of light, +2 to save vs disease and toxins, impervious to carcinogens, and they are psionic.

R.C.C. Skills: All Fennodi have the following skills regardless of O.C.C.: Land Navigation (+20%), Prowl (+15%), Wilderness Survival (+25%), and W.P. Staff.

Available O.C.C.s: A third of all Fennodi are Cowboys and 20% are Saddle Tramps, but can be any type of Vagabond, Rogue Scholar, Rogue Scientist, Body-Fixer, Operator, Preacher, Wilderness Scout or Adventurer and Scholar O.C.C. They don't care for gambling and risk taking, and al-

though they find magic fascinating, and will use magic items, they never pursue the study of the mystic arts.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: **Hand to Hand:** **Nodox (special):** The *Art of Nodox* – avoidance and defense – is an alien martial art known and practiced by all Fennodi. It provides the following combat bonuses and moves:

Three attacks per melee at first level.

+1 attack at levels 2, 4, 6, 8, 10, 12, and 14. Generally, fight only to escape or restrain their opponent; rarely kill for any reason.

+1 on initiative, +4 to disarm, +6 to pull punch, body flip, and +2 to roll with impact.

+1 to parry at levels 1, 3, 6, 9, 12, and 15.

+1 to dodge at levels 1, 2, 4, 6, 8, 10, 12, and 14.

Pin/incapacitate on a roll of 17-20 (must announce that this is the character's intention).

+1 to save vs Horror Factor at levels 1, 3, 6, 9, 12, and 15.

Vulnerabilities: Don't handle cold climates well and are sometimes too trusting of strangers.

Magic: None.

Psionics: All Fennodi have some psionic abilities.

Males: Base I.S.P.: M.E. attribute x2 +2D6 per level of experience. **Abilities:** Empathy (4), Empathic Transmission (6), Mind Block (4), Sixth Sense (2), Telepathy (4), and two *Healing* abilities of choice. The male gets one additional *Healing* psi-power at levels 2, 4, 6, 8, 10, and 12. They also enjoy a psychic affinity with the *Whisker Coyote* and have the two unique powers below.

Protective Energy Aura (special): This is a natural psionic defense mechanism that engages the instant an attack or danger is sensed by the Fennodi. Many believe it is a variation of the Telekinetic Force Field, and it provides 16 M.D.C. +1D4 M.D.C. per level of experience; enough to survive the average pistol or rifle blast. The energy aura automatically engages as a reflex response (like an adrenaline surge in humans) and regenerates 2D6 M.D.C. per melee round. This defense gives the Quiet Walkers the opportunity to take cover or use other abilities to save themselves.

Ghost Walk (special): The Fennodi can phase out of the current space and time. Many believe they physically straddle the Astral Plane and physical plane, turning them into semi-transparent, ghostly apparitions. While in this phase, the Fennodi *cannot* be hurt by heat, cold, fire, punches, arrows, bullets, energy blasts, explosions, psionics or magic – they all pass harmlessly through them. At the same time, the Fennodi *cannot* use their psionic powers or communicate except with hand signals and body gestures. Nor can they touch or affect the physical plane in any way. Thus, all movement is done as if in slow motion, melee actions are reduced to two, and walking is completely silent, though walking speed is reduced to a sluggish 20% of normal. While they are impervious to all attacks from the physical plane the Ghost Walkers *can* be attacked from the Astral Plane by Astral Be-

ings and ghostly Entities. The Fennodi use the ability to "walk away" from attackers and danger. Range: Self only; including clothing, walking stick, hat, and backpack. Duration: Five minutes per level of experience. I.S.P. Cost: 10.

Females: Base I.S.P.: M.E. attribute x3 plus 2D6 per level of experience. Bio-Manipulation (10), Empathy (4), Mind Block (4), Sixth Sense (2), Telepathy (4), and three *Physical* psionic powers of choice. They get one additional *Physical* psionic ability at levels 2, 4, 6, 8, 10, and 12. Females also have a psychic affinity with the Whisker Coyote and possess the two powers above.

Standard Equipment: As per O.C.C., most Fennodi also have a Nymbu staff, smoking pipe, tobacco pouch, small knife, belt with a wide buckle, and cowboy hat. Fennodi don't mind getting a ride on a vehicle, but most don't have any piloting skills, other than Horsemanship, and they like to walk.

Money: As per O.C.C.

Cybernetics & Bionics: Not possible.

Habitat: Theoretically, Fennodi can live most places humans can, but prefer warm, dry climates and are known to inhabit the deserts and plains of the American Southwest, including Nevada, Utah, Arizona, New Mexico, Lone Star/Texas, and Northern Mexico. Fennodi find towns and cities interesting places for short visits, but they love the wilderness, particularly light forests, grasslands, prairies, canyons and deserts. Some travel up into the Canadian Southwest, but most usually migrate south for the winter.

Alliances and Allies: They are the friends of all cowboys, most Native Americans, Lyn-Srial, Cyber-Knights, Reid's Rangers, Avianes, N'reta, and Cactus People, and welcome all who come in peace, even Wild Psi-Stalkers, who frequently prey upon Fennodi because of their high P.P.E.

Rivals and Enemies: Wild Psi-Stalkers, Worm Wraiths, bandits, vampires and supernatural menaces. Simvan chest thump and threaten Fennodi, but only come to trade with them. Of course, dinosaurs and other animals are a frequent problem.

Note: Originally appeared in *Rifts® World Book 14: New West*.

Fingertooth Carpetbagger

By Kevin Siembieda, inspired by Ramon Perez

The Fingertooth get their name from the fact that they have a pair of pincer-like appendages that resemble two fingers protruding from their upper lip. Ironically, they actually have three fingers and a thumb for their hands. They are strange little people with a lust for wheeling and dealing, adventure, and selling. They dream of becoming high-powered, trans-dimensional arms dealers like the *Naruni* and their *Uteni* salesmen, but they are more like *Micky Rooney* than *Naruni*.

The cheerful D-Bees stand four or five feet (1.2 to 1.5 m) tall, all have a pear-shaped body, pot belly, and pale green or yellow skin with dark oval speckles on the top of their head and belly. Their warm, brown eyes are large and bulbous, like those



of an octopus, and fine, short patches of fuzz-like hair (almost a fur) cover the top of their round head, forearms, legs and feet. Their wide mouth, with the two finger-pincers and rows of pointed teeth, is usually curled into a trademark grin or smile that someone not familiar with this race is certain to find unnerving or even menacing; not that the Fingertooth is aware of that response. These odd D-Bees are gregarious, friendly and always happy to chat, share rumors, sell and gamble. In fact, one can think of the Fingertooth as a jolly used car salesman, always ready to offer a deal, or looking for one.

All Fingertooth Carpetbaggers are natural born salesmen. They like people, they have a gift for learning languages and a gift for gab. They also love to travel, don't mind walking for miles on end, enjoy meeting new people, and seeing new places. "Sir, Sir, a moment of your time," are often the first words out of a Fingertooth's mouth, usually followed by, "Do I have an opportunity for you." That opportunity may be something to purchase, a bit of information, or a "chance of a lifetime" to make a *big score* to acquire great wealth, saleable goods, a rare relic, magic items, weapons, or other valuables, with the Fingertooth's help in exchange for a piece of the action, of course.

Every single one, male and female, seems to think they are born "masters in the art of the deal," and smarter, more cunning and seductive than anyone in the Megaverse. Which is part of what makes them so amusing and harmless, because they are the poor man's *Donald Trump* or *Naruni* super-salesman. Fingertooth D-Bees always look ruffled, rumpled and unkempt even when clad in the finest garments money can buy. But then, that seldom happens, because they are more redneck than regal, preferring flannel shirts, blue jeans or slacks, a hunter's cap, baseball cap, or bowler hat, and a wrinkled cotton suit coat, to fine

clothing. Many dislike footwear, preferring to walk barefoot, even at formal gatherings and in the showroom. When on the road, the Fingertooth always has one or two large bags slung over his shoulder. Inside the bag will be an extra set of clothes, a few changes of underwear, some food and whatever it is he is selling. The more prosperous may carry several large bundles on their back, stacked one on top of the other. Though they look funny, the Fingertooth are minor Mega-Damage creatures, which is why you'll seldom see one wearing armor, and surprisingly strong for their size.

Despite their huckster attitude and dedication to buy and sell, gamble and cut deals, Fingertooth are surprisingly honest, fair and good natured. Most deals and sharing of profit with others are fair and reasonable. When the little fella run into someone down on their luck, especially children and widows, most are likely to give them their last credit or sell them their best goods at cost. Once you get to know a Fingertooth, and get past the odd appearance, they're actually kind of cute and likeable, in a disturbing, gruesome, kind of way.

Fingertooth Carpetbagger -

Optional Player Character or NPC

Also known as "Two-Finger D-Bee."

Alignment: Any, but leans toward Scrupulous, Unprincipled and Anarchist.

Attributes: I.Q. 2D4+7, M.E. 2D4+7, M.A. 3D4+9, P.S. 3D4+11 (Augmented), P.P. 2D4+5, P.E. 3D4+9, P.B. 2D4, Spd 2D4+5.

Size: 4-5 feet (1.2 to 1.5 m) tall.

Weight: 130-200 pounds (58.5 to 90 kg); pot bellied.

M.D.C.: P.E. attribute number +11 and an additional +2D4 M.D.C. per level of experience.

Horror Factor: 9 at first encounter, none once someone knows about this D-Bee race.

P.P.E.: 3D4

Disposition: Friendly, social, cheerful, inquisitive, honest and generally trusting. They love to talk, make pitches, and sell goods, especially weapons and contraband, as well as gamble and drink (the latter is part of being social, plus they have a high tolerance for alcohol so they can drink most people under the table, which they find fun and admirable). Tend to be gullible and a bit greedy when it comes to the promise of a big score; always looking for get rich quick schemes. That being said, Fingertooth have a strong sense of justice, fairness, and morality, and almost never cheat, lie to, or take advantage of honest folk.

Average Life Span: 3D4+57 years. The D-Bee reaches full maturity by age 15. Females give birth to 1D4 young after a gestation period of eight months. However, there is a 01-60% chance the female becomes infertile after only one birthing, and even the most fertile can seldom give birth more than four times.

Natural Abilities: P.S. equal to *Augmented/Bionic strength* (Power Punch may inflict M.D., but counts as two melee attacks). Nightvision 90 feet (27.2 m) and strong constitution.

Superior Vision & Eye Filters (special): Superior color vision and polarized vision. Bright lights and glare do not affect this

D-Bee, and Blinding Flash has half the penalties and half the duration. Furthermore, a transparent, protective eye-filter slides over the eyes in harsh environments to protect them from grit, dust, sand, pollution and other dangers.

R.C.C. Skills: The following are natural aptitudes for this race and bonuses are in addition to any that might come with an O.C.C. Appraise Goods (+20%), Barter (+20%), Cardsharp (+5%), Find Contraband (+14%), Gambling (+10%), two Language: Other (+20%), Mathematics: Basic (+25%), Public Speaking (+15%) and Recognize Weapon Quality (+20%). **Note:** These take the place of *all* Secondary Skills normally available from the chosen O.C.C.

Experience Level: 1D4+3 or as set by the Game Master for NPCs. Player Characters should start at first level.

Available O.C.C.s: Selections are limited to Rogue Scholar, Vagabond (any, but especially Vagabond: Merchant/Salesman), City Rat, Smuggler, Con Artist, Saddle Tramp, Saloon Bum/Stoolie, Professional Gambler, and Saloon Girl/Barmaid (see *Rifts® World Book 14: New West* for the last four O.C.C.s).

Psionics: None, but exhibit psionic resistance.

Magic: None; never takes a Magic O.C.C.

Attacks per Melee: As per Hand to Hand Combat of the chosen O.C.C.

Bonuses (in addition to likely attribute and skill bonuses): +1 on Perception Rolls, +1 on initiative, +2 to dodge, +1 to roll with impact, +1 to pull punch, +2 to save vs poison, spoiled food, drugs and alcohol/drunkenness, +7 to save vs disease, +4 to save vs psionic attack (and helpful and healing psionics), and +6 to save vs possession and mind control. Has Augmented P.S. equivalent to a Juicer or cyborg.

Vulnerabilities: Psionic resistance to the point where psionic communications (Telepathy, Empathy, etc.) have half the range, and healing and other helpful psionic powers, including Healing Touch, have half the usual effect. Also tends to be gullible and a bit greedy when it comes to the promise of a big score.

Standard Equipment: As per O.C.C., plus 1D4 decks of unopened playing cards, a pocket watch, small note pad, 1D4 mechanical pencils and markers, 1D4x10 refills for the pencils, language translator, audio recorder, 1D4 bottles of alcohol (always good for trade), 1D6x10 hard, sweet candies, portable tool kit, canteen, a large carpetbag, a large duffle bag, 1D4+1 medium sized sacks, a bedroll and backpack, along with some personal items.

Money: As per O.C.C., plus an additional 2D4x1,000 in tradeable goods or information.

Cybernetics and Bionics: Avoids them when possible, but may get bionic reconstruction for medical reasons.

Habitat: Anywhere a Fingertooth Carpetbagger thinks there is an opportunity to make money buying and selling, trading and bartering, or gambling. They're always thinking the grass is greener someplace else, so they are often on the move, and seldom stay at any one place for more than 1D4+3 years. They are most likely to be encountered in boomtowns, trading posts, the 'Burbs and other communities where there is a lot of trade or wildness going on. Towns in the New West, MercTown, Arzno, Kingsdale, Upper Michigan and CS

'Burbs all have a number of Fingertooth, while other towns may only have one or a few. All will be involved in selling, gambling or offering some kind of service, legal or illegal. Selling contraband, drugs, moonshine, weapons, fencing stolen goods or running gambling operations, information brokerage, prostitution, taverns, or nightclubs to sales at a store are all possible where a Fingertooth is involved. Others are panhandlers, traveling salesmen, snake-oil salesmen, or carnival barkers and freak show managers.

Slave Market Value: 1D4x1,000 credits; used mainly for slave labor, management, and, what else, sales.

Alliances and Allies: A Fingertooth will cozy up to anybody he thinks he can trust or who he thinks can lead to a big score. Highly competitive, Fingertooth often travel alone, or in small family units (spouse, a couple of kids, Uncle Benny, Aunt Matilda and cousin Leon). They may also take up a cause. A couple thousand perished when Tolkeen fell to the Coalition. In the 'Burbs, they often enlist the aid of City Rats and have an affinity for drunks, Barmaids, Professional Gamblers, Saddle Tramps, and Vagabonds.

A favorite pet from the D-Bee's home world is the Phoo-Too, a sort of weird, dog-like creature that is very loyal and playful, but likes to chase, hunt and eat, mice, rats, chipmunks, small squirrels and other small animals. Animal Attributes: I.Q. 1D4+4 (low animal intelligence), M.E. 1D6+4, M.A. 1D6+10, P.S. 1D6+8, P.P. 1D6+8, P.E. 1D6+12, P.B. 1D6, Spd 2D6+16. M.D.C.: 2D6+10. Basic dog/terrier traits and behavior.

Rivals and Enemies: They consider the Naruni and the Splugorth to be both their ideal and their greatest rivals. Both of these races, however, think of the Fingertooth as a joke. Fingertooth dislike slavers and never engage in the slave trade or any profession that directly harms, torments, cheats, or cages another person.

Note: This D-Bee is inspired by the art and zaniness of *Ramon Perez*.

Floopers

By Kevin Siembieda

Floopers are short, pot bellied, silly looking, floppy eared D-Bees who serve as clowns, tumblers, jugglers and work hands (typically operating information booths, games and exhibits) at circuses, carnivals, freak shows, and traveling shows. Dishonest traveling shows employ Floopers as expert thieves, pickpockets, con artists and spies. Despite their weight and girth, Floopers are incredibly nimble and fast. They are ambidextrous (can use both hands with equal proficiency), double-jointed, are natural acrobats and tumblers, and possess high Physical Prowess. The round little D-Bees can roll, tumble, do cartwheels and back flips, juggle, and endure falls from great heights without suffering damage, much to the thrill and applause of their audience. It helps that they are Mega-Damage beings and possess the power to "Floop."

Floping is the ability to momentarily teleport into a limbo-like dimension with a mere thought. Floopers use it to pop out of harm's way from falls, crashes, punches and gunfire at the very last second. Then they reappear in that same location or

several feet away a few seconds later. Many have learned to use their powers to entertain others.



Floopers will do anything for a laugh, and are masters of slapstick. They make great circus performers and goofy assistants, because they look silly, are terrible show-offs, love to make others laugh, and love to be with other people regardless of race, origin, or philosophy. Unfortunately, the typical Flooper is also a lazy freeloader or thief. Combine their laziness with their natural easygoing, playful disposition and natural abilities, and you may have the strangest expert thief known to man. It can take years to break Floopers from stealing and shirking responsibility for their actions. Some never learn.

In their natural habitat, Floopers live off the land gathering food, begging from others and offering a performance and laughs in exchange for food and basic needs. When that doesn't work, they steal. They pretty much do the same thing on Rifts Earth. Humans (and many D-Bees) enjoy theatrical entertainment and desire to have someone make them laugh, which has given Floopers a whole new career opportunity as clowns and physical comics. Traveling shows, circuses, and carnivals provide the perfect vehicle for Floopers. Its works well for the shows' owners too, because the little buggers work cheap: happy with a roof to sleep under, a warm bed, three square meals and a few credits. The oohs, ahs, and applause from the audience satisfy the Floopers other emotional needs, and a little freeloading and pick pocketing helps to round out the wallet. Those who can't find work in a show, can usually get a gig performing in taverns, nightclubs, gambling halls and local theaters. When that fails, most are able to scrounge enough to get by in the larger towns and cities as street performers, beggars, informers or pick pockets. Only the most ambitious Floopers (10%) are hardworking, professional thieves or spies. Their humorous physical appearance, silly playfulness and reputation as clowns only helps such crooks win people's trust and confidence.

Floopers don't mean to be bad and most are not evil, they just hate work and like to eat, drink, play and party a lot. Ironically, the sleepy little D-Bees can exhibit untiring stamina and boundless energy when excited or doing something they enjoy like entertaining, playing, making people laugh, talking, or making a trade for something (trades are seldom for anything that has much value to a human).

Even the richest of Floopers lives in a hovel or a place that looks ready to tumble down on his head. They claim it is a deliberate ploy to look poor so that other thieves don't come to rob them, but the truth is that a Flooper seldom spends energy to fix up or even maintain his home. Nor will a Flooper trade one of his beloved possessions or spend a little money on such mundane things as paint for the house or a trash can when it could be better spent on fun times. They are so lazy that many will let garbage and debris accumulate to the point of being buried in it before they will – no, not clean it up – but *move* to a new, less cluttered location! Only the silly D-Bees' curiosity and need to socialize with other life forms rival their incredible laziness.

Floopers love to talk and they'll talk to anybody about just about anything, and when they aren't talking they are eavesdropping on the conversations of other people. This is how they collect news, gossip and secrets – they love gossip and secrets – which, in turn, means a Flooper is a great source of information, and to them, information is just another *commodity* to sell and trade. A Flooper always mentions that he is willing to trade news and information in exchange for equally valuable info, or for food and drink, or in trade of a magic item, pre-Rifts artifact, book, contraband, or just a heap o' credits. Floopers may look and act silly, but they are nobody's fool and always know the value of the information they have, and demand a fair price for it. Important info that comes cheaply either means the Flooper wants to help a pal or support a cause, or he has an ulterior motive, like payback to someone he doesn't like. When the D-Bee is especially pleased with a transaction, he will utter an excited "floop flop" sound and perform a back flip instead of shaking hands. A delighted Flooper does several cartwheels followed by handstands and a back flip while shouting, "floop flop, yippee, flop flop, zowie!"

Flooper – Optional Player Character or NPC

Alignment: Any, but most are Unprincipled (15%) or Anarchist (65%).

Attributes: I.Q. 2D6+3, M.E. 2D6+6, M.A. 3D6+12, P.S. 2D6+3, P.P. 2D4+14, P.E. 3D6+2, P.B. 2D6+2, Spd 4D6.

Size: 4-5 feet (1.2 to 1.5) tall, very round and flabby.

Weight: 1D4x100 pounds (45 to 180 kg).

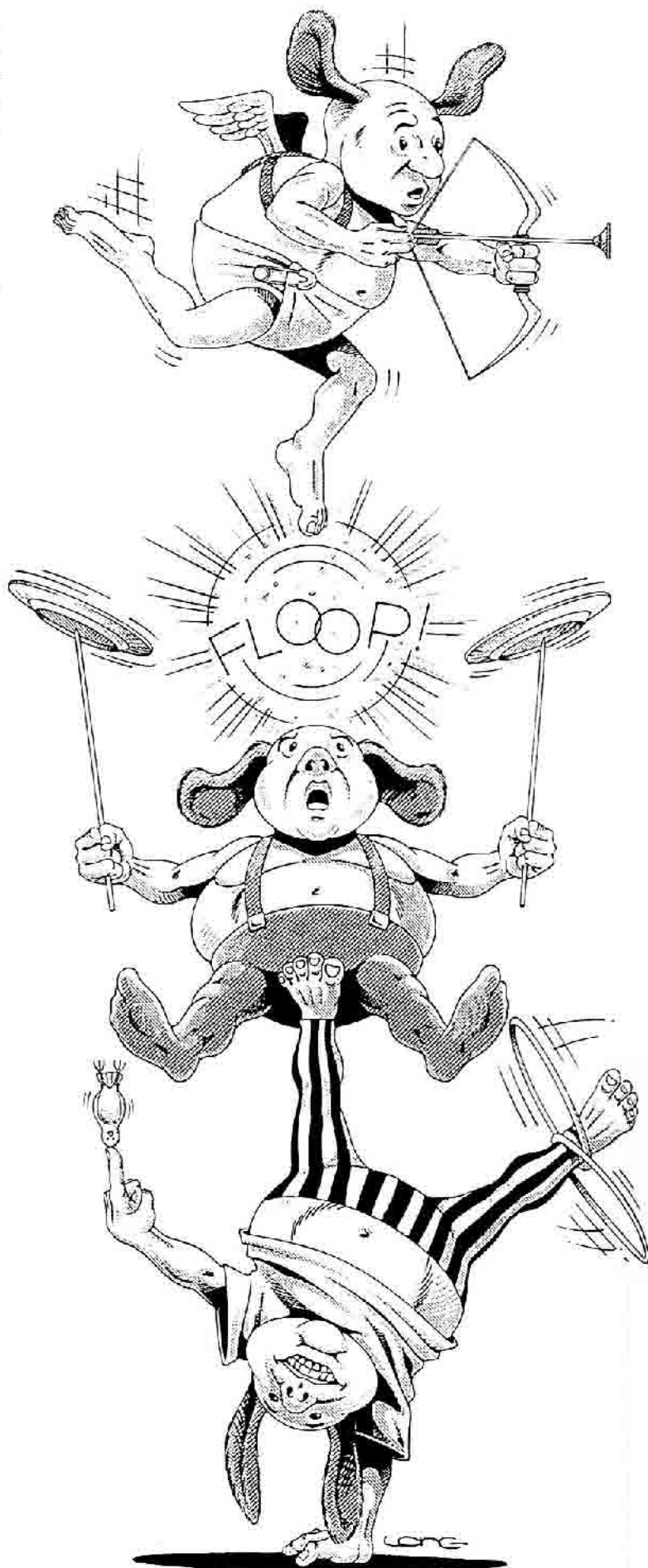
M.D.C.: 2D6x10 plus 1D6 per level of experience.

Horror Factor: None.

P.P.E.: 1D6x10

Disposition: Friendly, playful, goofy pranksters and entertainers, always smiling and talkative. They also love bargains and are always looking for a good trade or deal. Lazy in the extreme when it comes to physical labors, but always happy to entertain, perform, barter or chat it up.

Average Life Span: 1D6x10+122 years. Floopers reach physical maturity by age 20. Females bear one young after a 12 month pregnancy and can give birth till the age of 100! How-



ever, they seldom have more than five kids in their lifetime, because it's too much work. Most females have deadbeat husbands and have to raise their kids on their own with little or no help from "daddy." **Note:** Male Floopers outnumber females by two to one.

Natural Abilities: Human equivalent senses, but are Mega-Damage beings, heal three times faster than humans, possess a few psionic powers and have the following special abilities.

1. Double Jointed, Ambidextrous and High Physical Prowess (special): These abilities make the Floopers natural gymnasts, acrobats, escape artists, and thieves. They can roll, tumble, do cartwheel, and back flips, juggle, and endure falls from great heights. Being ambidextrous adds a +5% bonus to the following skills: Cardsharp, Forgery, Juggling, Palming, Pick Locks, and Pick Pockets.

2. Flooping! Flooping is a bizarre form of teleportation that enables the D-Bee to completely disappear for 2-5 seconds, momentarily vanishing without a trace from the material world, popping for a second or two into a limbo like dimension and reappearing a second latter.

This Limbo Teleport ability can be performed in a heartbeat with but a thought, and is as natural as can be to a Flooper. One moment the D-Bee is there, the next, "floop," and he's gone. A "floop" sound is made when the little fellows blinks out and back in, which is how they got their name. A Floop is usually only a few seconds, but Floopers can vanish for a longer period if they choose to do so. The maximum period of time a Flooper can remain gone (in limbo) is one melee round (15 seconds) per each level of experience. Of course, the Flooper can return at any time prior to that. While gone from the physical world, the Flooper is in limbo and can take no action in that dimension, the one it just exited, nor any other. When he reappears, he can pop (well, "floop,") back at the exact location from which he disappeared, or three feet (0.9 m), per level of experience, in any direction he desires, including up or down; line of sight (must see where he's Flooping). **Note:** Flooping/Limbo Teleportation costs three I.S.P. points per each round trip, disappearance and reappearance.

R.C.C. Skills: Acrobatics, Appraise Goods (+15%), Barter (+24%), Climbing (+10%), Dance (+15%, professional quality), Escape Artist (+20%), Gymnastics, Juggling (+20%), Math: Basic (+15%), Performance (+10%), Prowl (+5%), Public Speaking (+20%), Language: Other (two of choice, +10%, typically American and Spanish), W.P. Paired Weapons and W.P. Targeting. No Hand to Hand Combat skill.

R.C.C. Related Skills: Select four at level one, and two additional skills at levels 4, 7, 11 and 15 from the following skill categories only: *Communications* (any, +5%), *Domestic* (any), *Espionage* (any, +5%), *Horsemanship* (General and Exotic Animals only), *Physical* (any, except Boxing), *Pilot* (any, except robot and military vehicles), *Rogue* (any, +10%), *Technical* (any), and *W.P.* (any, except Heavy Weapons and Pole Arm). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, at levels 3, 6, 9 and 12. These are addi-

tional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, but make a living as performers or as thieves, pickpockets, spies and informers.

Experience Level: 1D4+2 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Psi-Stalker* Experience Table.

Attacks per Melee: As per *Characters with NO Hand to Hand Combat Skill* described on page 347 of *Rifts® Ultimate Edition* or as per Hand to Hand Combat skill if chosen (never better than Basic). Floopers are generally too playful and lazy to learn any real fighting skill. Why learn to fight when one can Floop away from danger?

Bonuses (in addition to those acquired from attributes and skills): +2 melee actions (not attacks) per melee, +1 on initiative, +2 to dodge (normal), +1 to dodge via Flooping/Limbo Teleportation at levels 1, 2, 4, 6, 7, 8, 9, 11, 13, and 15, +3 to roll with impact, +2 to save vs magic and +2 to save vs Horror Factor.

Vulnerabilities: Laziness and slovenly behavior can work against a Flooper, and they tend to push their luck.

Magic: None.

Psionics: Minor Psychics. I.S.P.: 4D6+ M.E. and 1D6 per level of experience. Powers are limited to Empathy (6), Mind Block (4) and Sixth Sense (2).

Standard Equipment: A couple sets of clothing, 1D4+1 colorful costumes, a jacket, 10 juggling pins, 1D6+1 wooden throwing knives (1D4 S.D.C., double damage to vampires), 1D6+2 silver-plated throwing knives (1D6 S.D.C.), one Vibro-Knife (1D6 M.D.), silver cross, pocket mirror, makeup kit, backpack, duffle bag, 1D4 medium sacks, bedroll, canteen, wine skin, portable language translator, pocket calculator, sunglasses, one weapon and 1D4 ammo clips/E-Clips for each W.P. (if any), and some personal items.

Money: 2D6x100 credits and 1D4x1000 in trade goods. Floopers live large and enjoy good times, so when they have money it is spent on drinks for everyone and first class all the way. They also love bargains, good deals, gems, and rare or unique items.

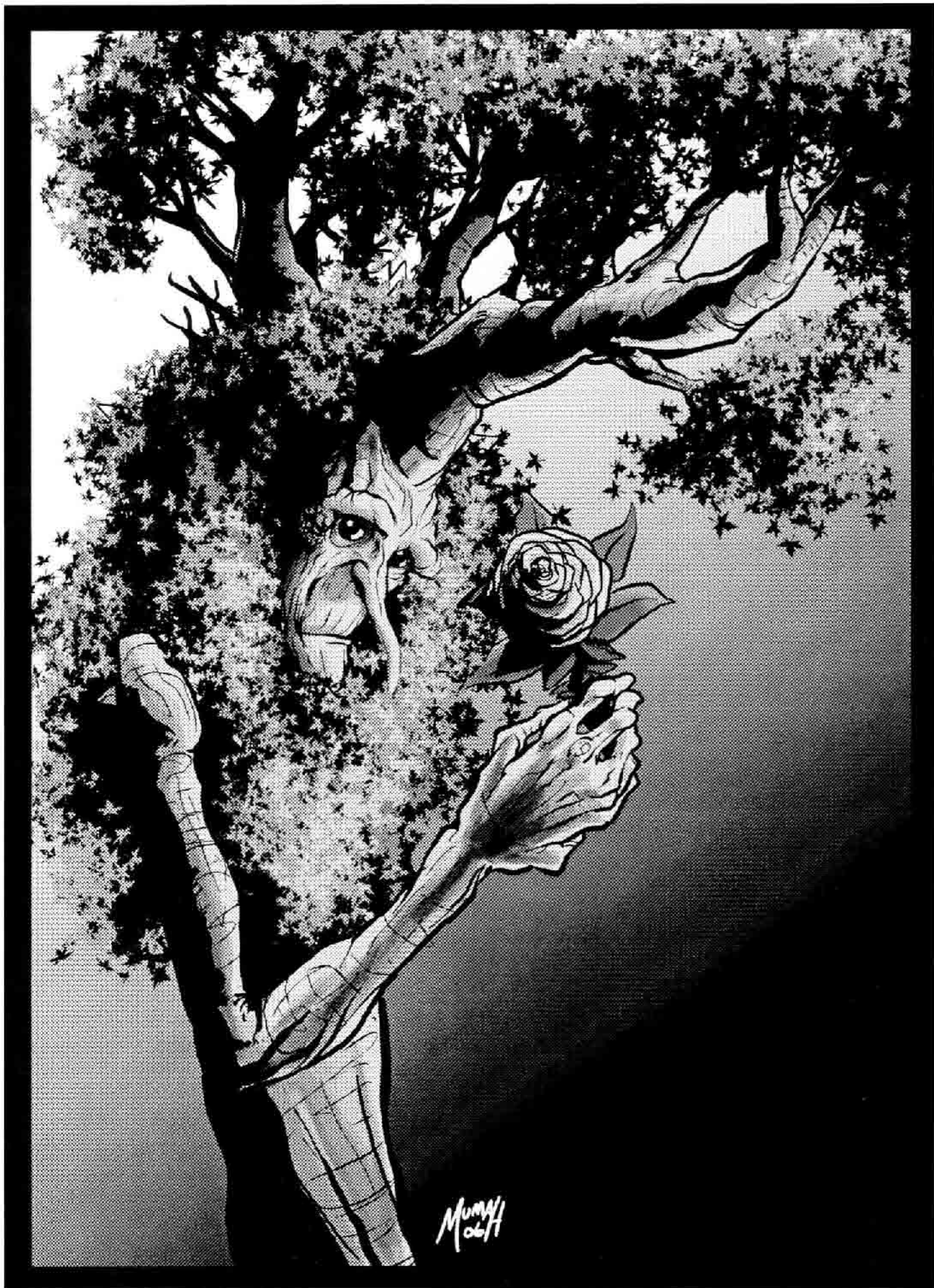
Cybernetics & Bionics: Not possible.

Habitat: Floopers are most common to the American Southwest, Deep South, and Mexico along the American border. However, one or more may be encountered anywhere, as they enjoy travel and many find employment with traveling shows.

Alliances and Allies: Other Floopers and often gather and travel in pairs, trios or quartets. They like humans and love Lamac, and generally get along with anybody who likes their performances and those willing to buy them food or drinks.

Rivals and Enemies: Floopers regard Phlebus (stuffy show-offs), Roane Pipers (prissy killers), Fingertooth Carpetbaggers, Kraks, Shapers and most shape changers as rivals. They don't have any enemies, per se, except perhaps those individuals they cheated or robbed.

Note: Originally appeared in *Rifts® World Book One: Vampire Kingdoms*.



Forest Wardens

By Josh Sinsapaugh & Kevin Siembieda

I have seen video footage of both the Cactus People of the New West and the Nurilian Plant-People of Atlantis and had concluded that those two species were the only plant-like dimensional beings on Rifts Earth. I was proven wrong during my time in the Dark Woods, where I met the enigmatic beings that the locals called Forest Wardens.

Our first encounter with these beings was violent and unexpected. They attacked, from ambush, surrounding our group while hooting, hollering, and hurling stones. Not knowing what to expect, we gathered close together, and placed our hired guns along the outside, in case the Forest Wardens' threatening behavior turned more violent. One of our Juicers fired off a shot from his rifle in an attempt to frighten off the creatures. It seemed to work as the Wardens fled into the gathering twilight. We began to move forward again slowly, but they returned a few moments later with greater numbers and energy weapons of their own. The Juicer who had fired the warning shot was quickly cut down with a flurry of laser fire. We had no choice but to escape back in the direction from which we had just come.

Further encounters with the Forest Wardens yielded similar results, with the plant-men attacking without provocation. The locals would later inform me that Forest Wardens are a reclusive race with great prejudice against outsiders, and hate large groups of adventurers. So it would seem.

- Excerpt from A Short Study by Joachim Curli, Legacy Scout

Plant-like D-Bees called Forest Wardens make the Dark Woods of Alabama a dangerous place for humanoids. These creatures are so paranoid of outsiders (anybody that is not from the Dark Woods) that they attack and kill travelers on sight. The creatures are skilled at setting up ambushes and attacking without warning. Their plant-like appearance makes it easy for them to meld with their surroundings, and their plant nature enables them to stand still for hours on end while they wait for victims to murder. The hate these Plant Men have for humanoids is so virulent that even the most gentle and unintrusive traveler is slaughtered without hesitation or mercy.

The rationale behind the Forest Wardens' paranoia against bipeds and outsiders is unknown. Some, like Joachim Curli, have theorized that they are primitive and territorial creatures who defend what they consider to be "their home" with extreme force. Curli points to their exclusiveness to the region and the fact that few Forest Wardens have ever left the woods as evidence to support the territorial theory. Less scholarly conjecture suggests the "monsters" are guarding some terrible secret, dark cult or black magic, and that the secret must be so important or so terrible, that the Tree-Men won't chance anyone stumbling across it. Others insist they are an alien invasion force that hates humanoid creatures and that they are literally "growing an army" in the Dark Woods. Scholars with cooler heads believe the creatures simply have no understanding of humans or D-Bee life forms and don't know what might exist beyond the forest's edge. As a result, the Forest Wardens see us as the invaders and lash out in fear and ignorance.

Indeed, torn from their home world by magical and dimensional forces during the Great Cataclysm, all the Forest Wardens know is they were somehow uprooted and transplanted to a hostile alien world. Decades of violence has taught the Tree-Men to trust no one who walks on two legs, and to defend their only refuge with deadly force. The Dark Woods is the only place they have managed to survive and they have made it their natural fort and home. Adventurers would be shocked to learn that the Tree Wardens are so frightened of what might exist beyond the Dark Woods that they never leave its confines. To them, the Dark Woods is a defensible position they have held for nearly 300 years. They believe if they should let invaders compromise their position, it would spell their doom. That's why they attack outsiders so mercilessly, especially large groups (12 or more). Likewise, those who despoil the forest in any way (logging, clearing land for communities or farms, or even to use logs to build a house, etc.) are seen as invaders and destroyers who must be stopped immediately.

Not everyone is considered to be an enemy or target of destruction. Forest Wardens accept people who were born in the woods and families (descendants of people) who preceded their arrival. They also, from time to time, befriend people, even outsiders, and the Forest Wardens can be surprisingly kind, loyal, and friendly. As the old joke goes, "they aren't bad creatures, just misunderstood." Only in this case, it's true. Forest Wardens aren't evil or murderous by nature, they are reacting to a situation and environment they don't understand.

However, even fellow residents of the Dark Woods who have been accepted by the strange plant beings have to be careful or the Forest Wardens will turn on them. Remember, these creatures do not think like humans nor do they understand the human condition. Consequently, a lone human or a small group (under a dozen, the fewer the better) might be ignored or allowed to pass through unmolested. They will even be allowed to drink the water, pick ripe fruit to eat, and sleep under the branches of a great old tree or fallen trunk. However, chopping down a tree, cutting a path, wasting plucked food (throwing it away unfinished, a food fight with apples, etc.) and even something as innocent as picking more than 1-6 flowers can unleash the wrath of these bloodthirsty D-Bees. In these instances, the Forest Wardens might be satisfied with scaring the bejeezus out of the person(s), chasing the group away, scolding them or beating them up a bit for their infraction; although resisting punishment and fighting back might lead to bloodshed. Starting a fire (on purpose or by accident), uprooting or knocking down trees or breaking branches with a Mega-Damage machine (vehicle, robot, power armor) or destroying flora in a firefight or act of deliberate destruction is a death sentence. So is attacking and severely hurting or killing one of the Tree-Men. Likewise, hunting animals for sport or threatening other residents of the woods can bring on an attack. This is how the D-Bees earned the name "Forest Wardens," as they keep and protect the Dark Woods and all who reside inside it. Travelers going through the Dark Woods should be careful when collecting firewood or firing off energy weapons or using explosives (as they will likely destroy local plant life) when Forest Wardens are in the area. Countless are the stories of entire logging camps and mercenary companies laid to waste by the wrath of these strange aliens.

The often belligerent nature of the Forest Wardens is further reflected in their appearance, which has often been compared to

sick or wilted trees brought to life in the form of old men or hags. The Wardens are always thin, with long, willowy arms and legs, long noses, and two to five dark amber eyes. The hands of the Forest Wardens are equipped with four to eight, long fingers and one or two opposable thumbs (feet also have 4-8 long toes and one or two "thumbs"). Their legs are like tall, slender tree trunks, and their heads are crowned in a growth of leaf-covered branches. The prehensile hands and feet of these D-Bees allow them to move swiftly through the Dark Woods through *brachiating* (swinging from limb to limb like a monkey). When not moving, they easily blend in with the indigenous flora.

Both male and female Forest Wardens have long beards and manes of hair that are seemingly made of leaves, pine needles, or willow wands. The realization of the various "hair" types of these aliens sparked an epiphany in the expedition led by Joachim Curli. Curli noted that several different "breeds" existed within the Forest Warden species, all of them containing traits similar to different trees on Earth (or elsewhere in the Megaverse). The most common are those that appear to be humanoid versions of willows, pines, oaks, and elms. The general appearance of the Wardens reflects their given breed, including their skin/bark, hair/leaves, and blood/sap/pitch. For example: a willow-like Forest Warden will have willow wand hair, willow bark skin, etc. Regardless of respective breed, all Forest Wardens measure roughly 7-11 feet (2.1 to 3.3 m) in height.

Deceptively intelligent and adaptive creatures, Forest Wardens can use the weapons and devices of men! They steal and take gear from travelers and "invaders" they have vanquished, and use all manner of firearms, Vibro-Blades and even explosives. They also sabotage equipment and vehicles, steal fuel and E-Clips, break machinery, and engage in all types of acts of sabotage. They love to set traps and ambushes, but their favorite ploy is to surround and attack from all sides, tearing enemies and intruders to shreds. Forest Wardens use all types of ambushes and guerilla tactics against those they fear are invaders or destroyers; which are most outsiders.

The Forest Wardens have limited contact with other humanoids, and often live in the deepest parts of the wood in muddy, hut-like dwellings nestled in the arms of trees or on the sides of cliffs and rock quarries. In these dwellings, the Wardens live out a Stone Age existence with primitive tools and only a base understanding of modern technology. (They know how to use an energy rifle and reload an E-Clip, but know not how to recharge one. They know how to start a vehicle or turn on or jam a machine, but not how to drive or operate it, etc.)

Forest Warden R.C.C. -

Optional NPC or Player Character

Player Character Note: Using a Forest Warden as a Player Character is not recommended, as the alien thought processes of the creature is difficult to play. However, it is possible that the Player Character is a brave Forest Warden who has decided to learn more about the outside world. Still, the character will be secretive, paranoid, and altogether naive when removed from its natural environment (the Dark Woods of Alabama). Such traits make the character a hazard to not only itself, but the entire player group, especially when the Forest Warden witnesses an "injustice" against a plant. All Forest

Wardens have a paternal instinct for helpless plants and tend to fly into a rage against any sentient being who willfully harms plant life. Yes, this means the kindly old man pulling weeds or selling cut flowers on the street corner. Moreover, towns, cities and even farms are seen as destructive to the natural environment and a blemish on the face of the planet. Thus, the great cities of the Coalition States are an abomination and ugly scars in the wilderness. However, the character is on a mission, and not likely to openly attack someone for such a crime. After all, it is here to observe, assess and learn about "the human enemy" and its ken (other D-Bees). However, the old man might have an accident or be murdered in his sleep when nobody is looking.

Also known as "Tree Men," "Bark Hags," and "Forest Lords." Voodooists living in the Deep South sometimes refer to them as "Gran Bwa's Children."

Alignment: Any, but the vast majority are Anarchist (40%) or Aberrant (50%).

Attributes: I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 4D6+2 (Supernatural), P.P. 2D6+6, P.E. 3D6+12, P.B. 2D4+1, Spd 2D6+6.

Size: 7-11 feet (2.1 to 3.3 m) tall.

Weight: 300 to 1,000 pounds (135 to 450 kg).

M.D.C.: P.E. attribute number x3, plus an additional 2D6 M.D. per level of experience. (In S.D.C. environments, they have Hit Points equal to their P.E. attribute number x3, plus an additional 2D6 per level of experience, and S.D.C. equal to their P.E. attribute number x5, plus an additional 4D6 S.D.C. per level of experience.)

Horror Factor: 12

P.P.E. 6D6 +3D6 additional P.P.E. for every 50 years of life.

Disposition: Always paranoid of intelligent mammalian beings, like humans, and slow to trust or even tolerate other intelligent life forms. Most see humanoids to be evil destroyers and spoilers of nature. Otherwise, the disposition of a Forest Warden varies from individual to individual. When it comes to nature, especially caring for plant life (fields of flowers, orchards of fruit bearing trees, wild grapes, raspberries, etc.), they are loving, gentle and very maternal. Forest Wardens are also very close-knit among their own kind and protective of one another.

Average Life Span: 2D4x10+420 years. Doesn't reach full maturity till age 30, and begins to slow down around age 300 (reduce all physical attributes and bonuses by half.) Once every century, females give birth to 2D6x10 seedlings placed in fertile soil and moderate sunlight to grow. For the first 1D4+10 years of its life, the young Forest Warden is rooted in one spot where it draws its nutrients and gets strong (only has 5D6 M.D.C. each). They can be physically uprooted and replanted elsewhere if necessary, but otherwise are left to grow strong like a young sapling. It should be unnecessary to state that these groves of young are treasured and fiercely guarded by no less than 20 Forest Wardens. A birthing grove may contain the young of one or many Forest Warden females.

Natural Abilities: Does not require oxygen and only requires a small but steady supply of trace carbon dioxide to breathe. Forest Wardens subsist on a diet of sunlight, wild berries,

fruit, grass, onion grass, roots, tubers, and water. Sunlight is used to further supplement the diet of these plant-like beings (four hours a day is required or bonuses are reduced by half, round down, until another six hours are spent in the sun).

Bio-regenerates 2D6 M.D.C. an hour, sees via thermal-imaging with a range of about 4,000 feet (1,220 m), and has hearing equivalent to that of a human. Impervious to human disease (but *may* be affected by plant diseases), carcinogens, poisons, toxins, normal heat and cold (extreme conditions have the same effect on the character as they do on humans), and symbiotic union/control.

Experience Level: 1D10+2 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Psi-Stalker* experience table.

Attacks per Melee: Five at level one, plus one additional attack at levels 3, 6, 9, 12, 15, 18, 22 and 30; use Dragon experience table.

Damage: As per Supernatural Strength or weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 on initiative, +2 on Perception Rolls, +1 to strike, +3 to parry, +1 to dodge, +2 to pull punch, +3 to roll with impact, +10% to save vs Coma/Death, +3 to save vs mind control (and even a successful mind control lasts half as long as usual) and +5 to save vs possession.

Vulnerabilities: All types of Mega-Damage fire (including plasma) inflict double damage to these creatures, with a 70% chance that the character may combust and receive damage equal to half of the initial damage dealt per melee round until the fire is put out. S.D.C. fire does damage as M.D. with only a 10% chance of combustion.

Psionics: None.

Magic: None, but they do have high P.P.E.

Available O.C.C.s: None; a Forest Warden does not get to choose an O.C.C. and must instead rely on its limited R.C.C. skills and abilities.

R.C.C. Skills: Language: Native Tongue is American at 90% (if Forest Wardens ever had a tongue of their own, they've forgotten it). Language: Other: Two of choice (+10%; Language skill proficiency cannot exceed 90%). Acrobatics (+5% where applicable), Astronomy & Navigation (+20%), Botany (+30%), Brewing (+10%), Camouflage (+30%), Climbing (+25%), Detect Ambush (+20%), Detect Concealment, Firefighting (+15%), Holistic Medicine (+15%), Identify Plants & Fruit (+10%), Land Navigation (+5%), Lore: Demon & Monsters, Mathematics: Basic (20%), Prowl (+10%), Swimming (+10%), Tracking (people; +5%), Trap/Mine Detection (+15%), Wilderness Survival (+30%), W.P. Blunt, W.P. Energy Pistol or Energy Rifle (pick one), two W.P.s of choice (any, Ancient or Modern), and Zoology (+10%).

R.C.C. Related Skills: Select two additional skills at levels 2, 4, 8, 12, 16 and 20. All new skills start at first level proficiency. Skill selections are limited to the following categories: Communications, Domestic (+10%), Technical (+5%), Wilderness (+15%), and W.P. (any).

Secondary Skills: None.

Standard Equipment: A set of clay bowls and a woven grass mat and/or hammock, 2D6+6 baseball-sized throwing stones

(2D6 S.D.C. from a restrained throw, 1D4 M.D. from a full strength throw, 2D4 M.D. from a power throw but counts as two melee attacks), woven grass satchel or satchel stolen from a traveler, walking stick or club (same damage as a thrown stone), one in 40 has a magic weapon or TW device. Will also have one weapon with two E-Clips for each W.P. Otherwise, Forest Wardens live off the land in a Stone Age society with little need or want for advanced technology or many belongings. Forest Wardens never wear armor or use force fields.

Money: For the most part, they live off the land and are one with nature. Thus, they have no need for credits or valuables. However, being intelligent, they keep weapons for destroying invaders, as well as other valuables to use as treasure in traps and to trade with outsiders when necessary. The average NPC Forest Warden has 1D6x10,000+50,000 credits worth of stolen technology (tech weapons, E-Clips, armor, tool kits, etc.). Most Forest Wardens will never be able to understand the concept behind the North American credit system.

Cybernetics and Bionics: None; incompatible with the Forest Warden physiology.

Habitat: These D-Bees are found almost exclusively in the Dark Woods and parts of Mississippi, with only a few thousand believed to exist. Typically live in small communal groups of 10-40 members. Occasionally, different communal groups will join together to work toward a common goal or against a common enemy. Believed to have emerged from a Rift near the pre-Cataclysm town of Selma in what was once Alabama.

Slave Market Value: 2D4x1,000 credits. A limited demand as slave stock or combatants in gladiatorial games, but some races think they "taste fairly good."

Alliances and Allies: None per se, other than their own kind.

Rivals and Enemies: Forest Wardens fear and loathe humans and other evil destroyers of nature.

Ganka

By Taylor White & Kevin Siembieda

The race known as the Ganka is another giant, plant-based D-Bee that originates from a world where 80% of the land mass is tropical jungle. They first surfaced on Rifts Earth only twenty years ago, seem limited in number and are found mainly in warm, wet, tropical climates (i.e., the Southeast), where the environment is most similar to their home world.

Unlike the Forest Wardens, Ganka are friendly, fun-loving D-Bees who enjoy playing games, telling jokes and funny stories, and engaging in contact sports, roughhousing, and feats of combat. Sometimes their joking nature can get carried away, however, and they lose focus of what they were supposed to be doing or play too rough. They would also rather play than work, and many shun responsibility.

As odd as it may seem, the gregarious Ganka don't seem to realize how odd they look compared to humans and other handsome humanoids, nor how bad their manners can be. Since they accept everyone, Ganka assume other people will respond in kind. Unfortunately, until people get used to them, the Ganka's inhuman appearance can cause quite the stir.



These tall plant people have a thick, sinewy trunk for their body, topped with a large, bulbous head. The mouth is huge, big enough to hold a large dog or small person entirely. Instead of arms, they have large, thick vines, usually three or four, that resemble thick tentacles. These prehensile, vine-limbs/tentacles are used to entangle foes, wrestle and handle tools. Ganka have no bones or muscular system, instead their bodies are made up of thick vines and stem-like structures. A mass of 2D4x10+18 small, dark green tentacles at the base of the stem function as a mass of vine-like feet. These are actually the D-Bee's root system and cannot be used for anything other than walking along the ground. The base of these root/foot vines is wide enough, and the vines agile enough, that the Ganka can walk across swamps and everglades where there is a lot of plant-life growing in and on the water. Walking on the surface of water does not work in deep, clear water like rivers, lakes, and seas, but they float in any water and can use their tentacles to swim, but at half their normal running speed.

Ganka have no eyes, ears, or nose. They smell through small receptors inside the gaping mouth, and can "feel" sounds through fine, tiny hairs that cover the entire body. The result is senses that are very similar to the way a human smells and hears, plus a developed sense of touch and a thermal system to see warm-blooded prey and opponents at close range. Thermal receptors are located inside the large mouth, similar to some snakes. To use them, the Ganka must open the mouth, which enables the thermal receptors to see and feel heat radiation up to 120 feet (36 m) away. Meanwhile, the D-Bee can *feel* movement and approaching opponents by sensing micro-changes in the movement of the air, as well as from ground vibrations felt through its feet/root vines. This means that while the Ganka can-

not see in the same way as humans or animals, they are far from blind. True, they cannot read words (though they could learn Braille) nor discern colors, insignias, or facial expressions; they are very limited in these regards. However, Ganka can perceive movement all around them via the sensor hairs, and are excellent judges of emotions from the intonation and sound of a person's voice. In fact, a Ganka's reaction time is nearly as quick as a Juicer. Thus they are very adept at close-quarters combat, but sitting ducks at very long ranges.

The Ganka eat constantly, and only eat *meat*. They prefer the meat of giant insects, including Xiticix and Drizzit, among others, which they either eat whole, or if the meal is too big, break into smaller chunks and stuff them into their huge mouths. They can also eat the meat of other animals, but prefer insects, and never cook their meals. The Ganka have no stomachs or digestive system as we know it. Instead, all the digestion of their food occurs solely in their mouths. It only takes about one hour for a full meal to be converted into energy for the creature, but during this time, the Ganka cannot use its mouth for anything else, even talking (which can be annoying for them when they have a really good joke to tell).

The Ganka have a particularly Darwinian outlook on life. They see it as only natural that "might makes right" and "only the strong survive." They accept these facts completely, so it is rare that a Ganka would seek vengeance for the slaying of a friend or loved one. They feel that if someone dies, that is natural and cannot be changed. Get over it and move on. This mentality has led some evil Ganka to see themselves at the top of the food chain, and they have no qualms about eating their friends, acquaintances and associates, so adventuring groups beware. And humanoid insects, intelligent or not, are always viewed as unimportant, expendable and edible even by Ganka of good alignments.

Ganka - Optional Player Character or NPC

Also known as "Killer Ganka" and "Flytrap People."

Alignment: Any, but most are Unprincipled (30%), Anarchist (25%), Aberrant (20%) and Miscreant (10%).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6+5, P.S. 3D6+10 (Augmented), P.P. 3D6+5, P.E. 3D6+10, P.B. 2D4+5, Spd 2D6+4.

Size: 7-9 feet (2.1 to 2.7 m) tall, with a mouth about 3-4 feet (0.9 to 1.2 m) wide.

Weight: 200 to 300 pounds (90 to 135 kg).

Hit Points: Main body (head and trunk): P.E. attribute number x4 plus an additional 2D4 per level of experience.

Base S.D.C.: 2D6x100+420 (may be able to withstand small amounts of Mega-Damage). Tentacles (3-4) have 1D6x100 S.D.C. each.

Horror Factor: 12

P.P.E.: 2D6

Disposition: Although they appear alien, and their large mouths make them seem fearsome, the Ganka are actually very likeable. Even evil ones are friendly, cheerful and jovial. They love telling jokes and playing games, when they are not eating.

Average Life Span: 2D4+50 years. They reach physical maturity in 1D4+1 years and must physically pollinate with a fe-

male to breed. A female bears a single seed pod that after six months it falls off and the female takes it to a remote, safe place in the wilderness where it continues to grow. Five months later (11 months total), the seed pod opens to release, 4D6 young Ganka at one tenth their full adult size. They instinctively know to remain in hiding for the next 2-5 years while they grow to full size and practice their instinctive hunting abilities.

Natural Abilities: The Ganka have no eyes with which to see, so they are never affected by blindness penalties, flash grenades, or illusions. Bio-regenerates 3D6 Hit Points or S.D.C. per hour and can regrow lost arm-tentacles at full size within 1D6+8 days, and regrow one root tentacle every 72 hours.

Resurrection (special): This is something of a misnomer, as the Ganka does not return from the dead so much as regrows a new body. When the Hit Points and S.D.C. of a Ganka are reduced to zero or less, the creature is seemingly slain. However, even if blown to pieces (actually, especially if blown to pieces) there is a 01-50% chance (01-66% chance if blown up or if remains are buried) that some part of the character will take root in the soil and regrow within 1D6+5 months. The regrown Ganka retains all the memories it had before seemingly dying and typically picks up where it left off. Fortunately, they are not vengeful and do not usually track down the individual(s) responsible for "mulching" them in the past. On the other hand, should they happen to cross paths in the future, the Ganka might retaliate in some way. Not necessarily by attacking or killing, but may steal valuables, cheat the character out of possessions, frame him, embarrass him, report him to the authorities or bounty hunters (if applicable), and so on. **Note:** While regrowing, the Plant Man is rooted to that one location and cannot move from it until completely regrown. The only way to prevent Ganka Resurrection is to collect as much of the body as possible (at least 85%) and burn it to ash. The regrowth/resurrection has nothing to do with magic or supernatural power, the Ganka has neither, but the nature of it being a *plant*.

Extraordinary Sense of Smell (special): Enables the Ganka to smell blood, sweat, and other scents and smells up to 2 miles (3.2 km) away, and track it to the source with 87% proficiency. They can also recognize most substances by smell at 74% +1% per level of experience and by taste (put it in the beast's mouth) at 84% +1% per level of experience.

Keen Hearing (special): As previously described. Roughly equal to bionic Amplified Hearing.

Sensor Hairs (special): In close quarters, the Ganka have a well-developed ability to sense movement all around them due to the millions of tiny hairs (like peach fuzz) on their vine-like arms, body/trunk and inside their mouth. Range: 300 foot (91.4) radius.

Thermal Receptors (special): Thermal receptors in the mouth enable the Ganka to effectively see and feel warm-blooded animals, people and running engines up to 120 feet (36.6 m) away, but the mouth must be open, at least a little, and pointed in that direction. This is another reason the Ganka talk so much, it enables them to effectively "see" those around them within a 100 degree arc, side to side.

Available O.C.C.s: Any, except Coalition, Juicer, Crazy, Cyborg, Robot Pilot, or psionic ones. Generally, however, 50% are Wilderness Scouts (any), 20% are Merc Soldiers, and 20% are some other men-at-arms O.C.C. including Bandit, Bounty Hunter, Gunfighter, Saddle Tramp, or Vagabond with a leaning toward combat and physical activity.

Experience Level: 1D4+1 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Psi-Stalker* Experience Table.

Attacks Per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill. A strike with their vine-arms does 2D4 damage, plus P.S. bonus. A bite does 5D6 damage, and can entangle or trap a foe (the mouth has a P.S. of 40). Their digestive juices do 3D6 S.D.C. damage per minute (or 1D6 M.D. if a Mega-Damage target), but can only affect organic targets. They can also do a Power Bite that does 1D4 Mega-Damage, but costs two actions.

Bonuses: In addition to those acquired from attributes and skills: +3 on initiative, +1 to strike, +2 to parry, +2 to disarm and entangle with vine arms, +1 attack per melee due to vine arms, and +6 to save vs poisons, toxins, and disease. Can never be snuck up on if the attacker is within 300 feet (91.4 m); Automatic Dodge against all attacks within 300 feet (91.4 m), but are -10 to dodge gunfire at longer distances.

Vulnerabilities: Needs a lot of moisture, sunlight, and fresh meat to live. They must consume 200 pounds (90 kg) of meat per week (any will suffice; they can digest any organic material), and two gallons (7.6 l) of fresh water per day. They also need sunlight, which helps in their digestive process and keeps them healthy. Consequently, they rarely wear full-environmental body armor and hate being trapped indoors.

Psionics: None; there are no psychic members of the Ganka race.

Magic: None, unless a Magic O.C.C. is selected.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: None; incompatible with the Ganka physiology.

Habitat: They need hot, moist environments. Found primarily in the areas in and around Dinosaur Swamp, and a few have migrated to parts of Mexico and South America. They can live in temperate environments along streams, rivers and marshes, but usually do not. They cannot live in cold environments, and take 1D6 damage direct to Hit Points per hour of exposure to temperatures below 20 degrees Fahrenheit (-7 degrees Celsius).

Slave Market Value: They can make tasty meals, but usually require too much maintenance to keep alive for long and are often sold in lots of 100 for 3D6x20,000 credits.

Allies and Alliances: None per se, though they enjoy the company of other plantlike D-Bees such as Cactus People.

Rivals and Enemies: The favorite food of the Ganka is large insects, so Xiticix naturally represent something of a buffet table. They will also hunt, kill, and eat other intelligent insect D-Bees and mutants, which they don't see as murder or combat, but as grabbing their next meal.



Grackle Tooth

By Kevin Siembieda, inspired by Ramon Perez

The Grackle Tooth D-Bee, sometimes called the “Mighty Grackle Tooth” or the “Deadly Grackle,” is a large, barrel-chested, and musclebound D-Bee from another world.

Grackle Tooth are an unusual combination of brawn and good natured humor that a person is not likely to forget. On Rifts Earth, they are medium-level Mega-Damage beings with Supernatural P.S. Their skin is smooth and tough, like rawhide, and ranges in color from tans and gold to a rusty orange. The Grackle Tooth's head is long and vaguely reminiscent to that of a dragon or dinosaur. The nose is small and at the end of the muzzle. Most have a small goatee growing from their chin, the only hair on their entire body. The shoulders have tough, reinforced skin and several small ridges or spines for additional protection of the upper arm. The 3-6 spines that protrude from the forearm allow the Mighty Grackle Tooth to parry swords and other melee weapons using his forearms. The hands have four fingers and an articulated thumb, but the fingertips have thin, pointy nails more reminiscent of a canine. The upper legs are thick and muscular, the lower legs are more like those of an ostrich, and end in a pair of wide, large, two-toed feet. Grackle Tooth also have a very articulated tail they use for balance, grabbing supplies and swatting away attackers behind or to the side.

Most Grackle Tooth are exceedingly cheerful, possess a positive outlook, and are unusually polite and pleasant. Thus, despite their alien and imposing visage, they are incredibly affable beings who are well liked and accepted by humans, Dog Boys and many other races.

If the Grackle Tooth ever knew how they came to Rifts Earth it is long forgotten. Most make light of their place on Earth, making wisecracks like, “I reckon Grandmama was sleepin’ and Grandpapa was drunk, so they zipped when they shoulda zagged right into a Rift an’ here we are.” And, “Don’t rightly know where we come from or why we came here, but must say Earth’s a mighty fine place. O’course, it’s the only world I’ve ever known, but I got no complaints. Do you?” Such comments are punctuated by the big galoot’s snaggle-toothed grin, often with a stogie wedged in one corner, eyes twinkling, and deep baritone laugh to go with the deep voice. They are equally flip about their name, Grackle Tooth, saying things like, “I reckon one o’ you humans was so impressed by our delightful smile that he was at a loss for words, an’ all he could come up wit was Grackle Tooth. I guess it’s as good a name as any.”

For some reason, Grackle Tooth love smoking cigars, military fatigues and gear, belts with lots of pouches, and wearing bandoleers, one with extra ammo rounds and one with several pockets. They also have a thing for shotguns, grenade launchers, machine-guns and rail guns, and often sling belts of ammo over their shoulders too. Most Grackle Tooth enjoy roughhousing, exploration, cowpunching and combat. These good natured D-Bees have an affinity for weapons and also make fair mechanics if they can be made to sit still long enough to study. Most have a lust for adventure and action, but also have a high regard for life and a keen sense of fair play and justice. That’s not to say there aren’t a good share of likeable Grackle Tooth

rogues, thieves, gamblers, thugs, mercenaries and criminals, because the Pecos Empire is full of them, but even the tough hombre has a sense of honor and humor, and can be trusted, at least to a point. On the other hand, an evil Grackle Tooth is happy to gun down an opponent with a smile on his face and some smart-alecky remark to commemorate the moment.

Grackle Tooth – Optional Player Character & NPC

Also known as the “Mighty Grackle Tooth” and “Deadly Grackle.”

Alignment: Any, but lean toward Principled (20%), Scrupulous (30%), Unprincipled (10%), Anarchist (25%) or Aberrant (10%).

Attributes: I.Q. 1D6+8, M.E. 1D6+9, M.A. 2D6+14, P.S. 2D6+22 (Supernatural), P.P. 2D6+10, P.E. 2D6+10 (Supernatural), P.B. 1D6+6, Spd 2D6+10.

Size: 8-10 feet (2.4 to 3 m) tall.

Weight: 600 to 800 pounds (270 to 360 kg) of muscle.

M.D.C.: 2D4x10 +P.E. attribute number. Plus 3D6 M.D.C. per level of experience, starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D6x10 for S.D.C., +1D6 H.P. per level of experience; Natural A.R. 9.)

Horror/Awe Factor: 12, good or bad, Grackle Tooth are impressive.

P.P.E.: 3D6

Disposition: Happy, positive, confident, playful, generous and pleasant even under stressful and difficult situations. (“Come on, things ain’t so bad. Oh, wait, maybe they is, since ya gotta look at my ugly mug all day.”) They enjoy a good joke, kid around and enjoy life and the people around them. Grackle Tooth try to see the beauty and goodness in the world and take life in their stride, good and bad. (“A beautiful sunset like that kinda takes yer breath away, don’t it?”) However, they don’t have a Pollyanna view of the world, and recognize that bad things happen to good people and the world is full of monsters, tyrants and bad guys. Thing of it is, a Grackle Tooth isn’t shy about doing something to rectify that situation if it’s in his power to do so. They all have a powerful sense of justice, honor and what’s right and wrong. Most share a basic philosophy that there’s enough garbage in the world, so it’s best not to add to the heap. And when the opportunity comes to clean out some of that garbage and make the world a little better place, then a man should take a stand and do the right thing.

Average Life Span: 2D4x10 +120 years. Physical maturity is attained by age 17. Females give birth to two or three young (but they are NOT identical) after a 12 month pregnancy and can give birth up to the age of 80. Both males and females enjoy decades of adventure before settling down later in life around age 50, mating, and raising a family. Grackle Tooth mate for life, but when a spouse dies, they usually go back to a life of adventuring.

Natural Abilities: Sharp vision, incredible strength, excellent reflexes, quick wit, and fast healers: recovers lost M.D.C. at a rate of 2D6 per 12 hours.

Prehensile Tail (special): All Grackle Tooth have a long, tapering, 12-15 foot (3.6 to 4.6 m) prehensile tail. Adds one ex-

tra attack per melee round and can use handheld melee weapons (Vibro-Blades, clubs, etc.) to strike, and even handguns. However, a weapon fired by the tail is -3 to strike even for an Aimed Shot. **Note:** If damaged or lost, the tail will regenerate at the rate of one foot (0.3 m) per month until it reaches its full length.

R.C.C. Skills: Mechanical aptitude automatically gives the Grackle Tooth character one extra *W.P.: Modern* and the skills *Basic Electronics* and *Basic Mechanics*, both at +10%. Furthermore, all mechanical and repair/building skills taken under an O.C.C. enjoy an extra +5% *skill bonus*. These skills and bonuses are in addition to those from a chosen O.C.C.

Available O.C.C.: Any Men at Arms O.C.C. except Combat Cyborg, Crazy and Juicer. Lean toward Military/Grunt/Soldier, Merc Soldier, Wilderness Scout, Vagabond, Operator, Bounty Hunter, Bandit, Cowboy, and any of the New West Men at Arms O.C.C.s, except for the Psi-Slinger, Wired Gunslinger, or CyberSlinger Cyborg. Grackle Tooth tend to avoid bionic augmentation, and M.O.M. and Juicer augmentation does not work on these alien beings.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: Those gained from Hand to Hand Combat training plus one from the tail (minimum of three without combat training).

Damage: As per Supernatural P.S. Bite does 2D6 M.D. and a tail strike does the same as a Supernatural Punch. Or by weapon. They love big guns.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee round, +2 on initiative, +2 on Perception Rolls, +1 to strike, +2 to parry (includes use of the tail), +3 to pull punch, +2 to roll with impact, +2 to save vs poison and toxins, +6 to save vs disease, impervious to carcinogens and heat, +1 to save against psionic attacks and mind controlling drugs and magical illusions, and +5 to save vs Horror Factor.

Vulnerabilities: Finds the cold uncomfortable, and skill performance is -5%, and combat bonuses are -1 when forced out in temperatures below 35 degrees Fahrenheit. Freezing temps feel like below zero to Grackle Tooth. The D-Bees' large size and reputation as warriors make them prime targets in an attack.

Magic: None.

Psionics: None.

Standard Equipment: As per O.C.C. plus one extra heavy weapon. They like all kinds of weapons, the more powerful the better, including magical ones, but do not have enough P.P.E. (and no I.S.P.) to use Techno-Wizard weapons. Favorite weapons include plasma and particle weapons, rail guns and other heavy types. Few wear any armor at all, but some will consider wearing partial M.D.C. armor for additional protection.

Habitat: Grackle Tooth D-Bees prefer warm, dry environments. They are a rare breed and back in 102 P.A., fewer than 4,000 were believed to exist on Earth, most of those in North America. However, that number, though still low, has been

increased to 6,200 and a new generation or two of Grackle Tooth could raise it higher. Half are found in Lone Star and most others live in the New West. An estimated 423 died fighting for Tolkeen.

Alliances and Allies: Grackle Tooth get along famously with humans, Psi-Stalkers, Dog Boys, Larmac, Tirrvol Sword Fist, Quick-Flex Aliens, Cyber-Knights, Reid's Rangers, and most warrior types. A good number of Grackle Tooth live in the Pecos Empire and ride with the Pecos Raiders or other bandit groups.

Rivals and Enemies: None per se. Anybody looking for a fight, and bullies who pick on little fellas and folks who can't defend themselves. Doesn't trust or like humans from the Coalition States, having had a number of run-ins with CS troops and their mercenary henchmen. Feels the same about Free Quebec and members of the Federation of Magic. Since the fall of Tolkeen, dislikes the CS even more due to their continuing persecution of innocent refugees and genocidal campaigns against D-Bees fleeing Tolkeen. One reason so many Grackle Tooth are bandits in the Pecos Empire is because they raid and harass CS troops and bases in the Southwest and (at least many of the Grackle Tooth influenced gangs) rescue people captured or hunted by the CS. Hates vampires and other demons who prey on innocent people.

Note: Originally described in *Rifts® World Book 20: Canada*, but has also been depicted in the *Rifts® Lone Star Comic Strip (Machinations of Doom)* that originally appeared in *The Rifter®* numbers 6-14, and is now a graphic novel and sourcebook.

Greot Hunter

By Kevin Siembieda

Greots are hulking humanoids with thick, muscular bodies covered in large green scales. Their hands have two, large, clawed fingers, and their head and tail is like that of an alligator. Moreover, they carry themselves with the haughty gait of a conquering warlord. Their reptilian appearance gets them sometimes mistaken for the slovenly Larmac, which irritates Greot Hunters to no end. Greots are, by nature, hunters and warriors and despise being mistake a for Larmac. Knowing this, many Larmac have taken to calling Greots their "cousins." Of course, such jokes are likely to start a brawl, though not between Greot and Larmac, but between the Greot and whoever might have laughed at the joke or agreed that the two could be related.

Back on their home world, Greots were the dominant species, and a proud and noble warrior race. Tales of their great military triumphs, power and glory as conquerors are spoken of frequently by them, and the stories have been passed on from generation to generation, along with an insufferable arrogance and massive chip on their shoulders. Finding themselves trapped and outnumbered on a world brimming with hundreds of competing alien life forms and forced to live a life of labor and degradation hangs on the shoulders of Greot Hunters like a crushing weight. They are alpha wolves cast among D-Bee sheep, fools and peasants. Living under the heel of puny, mammalian humans (i.e. the CS) and having to suffer their persecution eats at the Greot Hunters' very souls. Life on Earth as second-class citizens



among a sea of rabble is an insult. It is humiliating, depressing and makes these born conquering warriors angry beyond measure. This explains, in part, why they are always so gruff, snide, mean, and intolerant toward everyone, as well as their propensity for extreme violence.

Groot Hunters are easily provoked. They welcome a good fight or physical challenge, but are as mean and ruthless as imaginable. There is no such thing as a friendly fight for a Groot, and they must always win. Alas, a Groot won't stop at just winning a barroom brawl, the warrior must punish his opponent, beating him to a bloody pulp or into unconsciousness. On the field of battle, opponents are cut down without mercy or regret. Groot Hunters always fight to win and hate losing even simple games or bets. They don't tolerate being mocked, teased or humiliated in the slightest, and as thin-skinned as they are, it is easy to offend them. When a Groot Hunter can't tear someone apart, the D-Bee may smash and wreck whatever is around him in a fit of rage. They are also bullies who like to intimidate, enslave, berate and lord over those weaker than themselves. This has made some gravitate to the slave trade, while others have become mercenaries, bandits, pirates and bounty hunters, but the majority are becoming career criminals.

If they can't conquer this world by military force, then they've decided to conquer it through crime, or at least leave their mark. Many Groot Hunters have found their place among the criminal underworld, where they can become enforcers, hit men, interrogators, lieutenants and even criminal masterminds. Groot street gangs, bandits, smugglers and Black Market operations are among the most organized, ruthless and bloodthirsty. They recruit other Groot Hunters and aggressive D-Bees as their enforcers, soldiers and henchmen. In an effort to reduce competition from these highly competitive beings, the Black Market

began recruiting them years ago, and two generations later, many a Groot holds a position of power or leadership, especially in the Iron Heart and Chi-Town 'Burbs, as well as at Old Bones and elsewhere. Crossing a Groot crime boss or leader in the Black Market, cheating him, stealing from him or embarrassing him or his crew, is asking for death. And it's not a death that will come quickly. Groot Hunters represent the worst aspect of the Black Market. They are hated and feared, but they run a tight ship and are great earners. Of course, the real powers behind the Black Market keep Groot Hunters out of true positions of power within the organization, assigning them to the most wild and dangerous locations, where they are holy terrors and inevitably establish a strong presence for the Black Market.

Groot Hunter – Optional Player Character & NPC

Player Character Note: Obviously, Groot Hunters make great villains and NPCs for Game Masters, but unless the player group is evil, the player must run a Groot who is struggling to break the mold and be a hero, not a brute or a thug. Such Greots are in the minority, but they do exist. There are even a couple Groot Hunters among the Cyber-Knights, Reid's Rangers, where they are among the most dedicated and deadly vampire hunters, and Greots working as protectors of Lazlo.

Pronunciation: "gree oat"

Alignment: Any, but lean toward Anarchist and evil.

Attributes: I.Q. 1D4+5, M.E. 1D6+3, M.A. 1D6+3, P.S. 3D6+20 (Supernatural), P.P. 2D6+8, P.E. 2D6+11 (Supernatural), P.B. 1D6, Spd 2D6+7 (triple when swimming).

Size: 7-8 feet (2.1 to 2.4 m) tall.

Weight: 500 to 600 pounds (225 to 270 kg).

M.D.C.: 1D6x10 +P.E. attribute number. Plus 4D6 M.D. per level of experience, starting at level one. They also wear M.D.C. body armor and may get partial bionics. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D4x10 for S.D.C., +2D6 H.P. per level of experience; Natural A.R. 12.)

Horror Factor: 10 for Greots in general, as high as H.F. 15 for individual underworld Greots, mercs or bounty hunters with a nasty reputation (G.M. discretion).

P.P.E.: 1D6

Disposition: Even the most reserved Groot is hot tempered, aggressive, bellicose and quick to take physical action to resolve his problems. Most have minimal regard for the law, and tend to do whatever is necessary to get the job done.

Average Life Span: 3D6+40 years. Females, though nearly as aggressive and violent as the males, are a bit more even tempered and self-controlled, and live 4D6+43 years. Greots reach physical maturity by age 13. Females lay 1D4+1 eggs that take seven months to gestate before hatching. Young are raised by both parents (though the male is often away at war or business), and often die young.

Natural Abilities: Sharp vision, incredible strength, good reflexes, instinctive swimmers (Swimming skill at 60% +5% per level of experience, can hold breath for one minute per P.E. point, and tolerate depths of up to 600 feet/183 m), and equipped to handle the cold thanks to a layer of blubber beneath their thick, tough, lumpy skin. Fast healers, they re-

cover M.D.C. at a rate of 3D6 every 12 hours. Tail is *not* prehensile.

Available O.C.C.s: The Groot is limited to the following combat oriented O.C.C.s: Grunt/Solder, Military Specialist, Merc Soldier, Headhunter, Cyber-Knight, Wilderness Scout, Vagabond, Bounty Hunter, Smuggler, Bandit, Pirate, and any **New West Men at Arms** O.C.C. Greots are not candidates for M.O.M. and Juicer augmentation (they don't work on their alien physiology) and they see full bionics conversion as being for weaklings, besides they are stronger without it. However, partial bionics and implants are acceptable. They don't like, understand or trust magic.

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Supernatural P.S. Bite does 1D6 M.D. and a claw attack adds 2D6 M.D. to Supernatural P.S. punch damage for claw strikes. Or by weapon; they like heavy weapons and Vibro-Blades.

Bonuses (in addition to attribute bonuses): +1 attack per melee, +2 on initiative, +2 to strike, +1 to parry, +2 to pull punch, +2 to roll with impact, +3 to save vs poison and toxins, +5 to save vs disease, resistant to cold (even M.D. cold attacks do half damage), impervious to UV rays, nuclear radiation and carcinogens, +1 to save vs magic and possession, and +6 to save vs Horror Factor.

Magic: None.

Psionics: Same likelihood as humans.

Standard Equipment: As per O.C.C.

Money: As per O.C.C., but their desire to be powerful means they covet wealth and try to accumulate vast fortunes if not build a criminal empire.

Habitat: It was believed that Groot Hunters came from the Calgary Rift sometime in the Dark Age, but the Greots insist they came from a Rift, long ago, in the ruins of Chi-Town. They are most numerous in Manitoba, Ontario, and the American Midwest, including the Coalition States of Iron Heart and Chi-Town. An estimated 6,800 lost their lives in Tolkeen.

Alliances and Allies: Their only true allegiance is to their own kind. Groot Hunters respect power and do ally themselves to other powerful and/or war-like beings. Likewise, they use subservient non-Groot henchmen, but in both cases, these people are nothing more than a means to an end. Henchmen and partners must always defer to the Groot(s) and for a Groot to serve under someone, that character must be supremely powerful or offer a means to acquire something the warrior wants dearly – which may very likely be the position of power held by his current superior/master. That having been said, Greots are too fiercely independent to sell their soul or make a pact with an evil god or Alien Intelligence even if it offers them everything they desire. Greots may capture and sell others into slavery, but they never submit to the will of others. Any who seem to have had their spirits truly broken are drugged, or pretending.

Rivals and Enemies: Greots hate humans in general, the CS and Free Quebec in particular, and anybody who dares to oppose them. They also hate Xitixix, Psi-Stalkers, Simvan, Vanguard Brawlers, N'mbyr Gorilla Men, and Quick-Flex Aliens. Grackle Tooth, Mastadonoids, Blucies, Sunaj, Loaks and Vintex are respected, but considered dangerous rivals because they are so closely matched. They don't trust or like practitioners of magic or creatures of magic, and feel it's always best to eliminate them first in a fight. Groot slavers associate and trade with Horune Pirates and the Minions of Splugorth. Everyone else are regarded as weaklings, losers or sheep waiting to be conquered and fleeced.

Note: Originally appeared in *Rifts® World Book 20: Canada*.

Horune Pirates

By Kevin Siembieda

Horune are savage pirates who roam the oceans and seas of the world. They live at sea upon their magic ships and come to shore only to buy and sell slaves, capture new slave stock, trade booty, or to raid, rob and pillage coastal communities. Horune are ruthless, cold-hearted monsters who traffic in stolen merchandise and human flesh. They make their living plundering ships at sea, raiding coastal towns, hunting wilderness and tribal people, kidnaping the wealthy and powerful for ransom, robbing anyone who appears weaker than them, buying and selling stolen goods, and fighting and killing for a living, but the slave trade is their primary business. The crewmen of captured vessels, captured barbarians, people taken in raids, Faerie Folk, D-Bees, and monsters are all potential stock to be sold as slaves. Horune also transport slaves from seller to buyer, and on *Rifts* Earth, the Splugorth of Atlantis are their biggest customers for slaves. The Horune have strong business ties to the Splugorth of Atlantis, who represent 85% of their slave business, but the pirates also deal with other inhuman clients, including the Phoenix Empire (Africa), the Gargoyle Empire (their agents in France) and numerous other pirates and kingdoms of monsters in Europe, the Mediterranean, Africa, India and the South Pacific. Actually, the seafaring Horune Pirates are found along the coasts of almost every part of the world, but most of their business is with Atlantis or places around Atlantis. They are the most notorious and dangerous of all the pirates in the world, and universally feared and hated by all. Although they are not official Minions of Splugorth, they might as well be, as 65% of all their trade is with the Lords of Atlantis.

Horune Pirates regularly ravage the towns and people up and down the Atlantic Coast from Dinosaur Swamp to Greenland. Horune also prowl the coastal waters of the Gulf of Mexico, plundering the coastal communities of the Deep South and sometimes, up the Mississippi and some of its tributaries. Likewise, the Horune sometimes travel the St. Lawrence into the Great Lakes, but for the most part, they stay at sea.

The Horune's appearance and life at sea as pirates mislead many people to believe they are a race of amphibians or lizard men, but the multi-eyed D-Bees are neither. If anything, their physiology is more closely related to Earth birds than anything else. On their home world, it seems likely they have lived, perhaps as pirate raiders or sea warriors, in an ocean environment



for millions of years. This seems evident by their ability to hold their breath underwater for long periods, tolerance of depths of up to 500 feet (152 m), and vision suited for murky water, plus they are excellent swimmers, sailors and navigators who feel most at home on the sea.

Like the aquatic Naut'yll, the Horune are aliens with a quasi-militaristic, imperialistic culture. In their own chaotic way, there is structure and order of command, although it is sometimes difficult to recognize through their barbarism and savagery. There is no doubt that Horune are lecherous, gluttonous roughnecks who sometimes seem like the embodiment of pure anarchy. When not engaged in combat and piracy, they are disheveled in appearance, seldom bathe, are loud and boisterous, squabble, brawl, and get drunk, with no evidence of self-control or discipline whatsoever. However, when involved in pursuit, combat, pillaging, or when so commanded by their captain, they seem magically transformed into the world's most masterful sailors.

They respect power and ferocity, but show absolute loyalty only to the Horune people and their leaders. The supreme leader of the ship is the *captain*. His words are never doubted, questioned or defied. All Horune live by this credo. Any non-Horune pirate (always in the minority) who fails to give the captain the respect he commands is beaten or tortured and slain. Among Horune Pirate fleets, each ship will have a captain, but it is the *Fleet Commander* to whom all show blind obedience. Occasionally, non-Horune can become a captain, but only the Horune may become a Fleet Commander.

The Horune may squabble and fight amongst themselves and with rival Horune bands, but *seldom* battle to the death or with the wanton destruction they inflict on all others. In cases of a serious dispute, it is usually the two captains or Fleet Commanders who battle to the death – winner takes all, and nobody questions the results. All Horune work and support other Horune. They never kill their own (unless absolutely necessary), never betray their own and never accept other beings as their masters. Despite the corruption and evil nature of these beings when it comes to dealing with other races, the Horune live by this law of the sea and their leaders have *never* betrayed their own people.

Horune Pirates may troll the seas as a solitary predator with one vessel, or in small groups of 2-6 vessels, or a fleet of 7-20 ships. The vessels may be entirely of Horune design or a combination of Horune and human, or other designs and manufacture. All non-Horune vessels have been captured during raids at sea and are seen as being expendable compared to Horune created vessels. The typical Horune ship is manufactured through magic by a *Horune Ship Dreamer*.

The Horune have a fondness for both high technology and magic, particularly as they apply to sailing, piracy and ship to ship warfare. As pirates, they have developed little in the way of manufacturing, science or technology themselves. Thus, most of the items in their possession have been purchased, stolen, seized, salvaged or otherwise "acquired" from others. This means members of a Horune raiding party may wield a strange combination of items from Triax, the Coalition States, and Northern Gun, to Kittani manufactured items, Rune Weapons, Techno-Wizard devices, other magic and conventional S.D.C. weapons.

All Horune are Mega-Damage creatures and some scholars suspect they may actually be minor supernatural beings or sub-demons from another dimension, similar to Gargoyles and Brodkil. They are stocky with rough, almost scaly skin and a set of five eyes. The two on short eye stalks can bend to look up, down and backwards without moving the head. However, these short eye stalks are not flexible tentacles and require thought and concentration to look around in a position other than forward. The eyes in the stalks have hawk-like vision and are able to see details at great distances (up to two miles/3.2 km away), but have poor close-range vision (nearsighted). The three eyes fixed in the center of the head are used for close combat and detail work, and are roughly equal to perfect human sight. These eyes can also see in the ultraviolet and infrared spectrums of light, enabling the Horune to see in murky and dim water, as well as see the magically invisible. The nose has a flap of skin to plug the nostrils underwater. The mouth is extended, like a short snout, and filled with large, sharp teeth.

The Horune are carnivores who feed on the flesh of animals, fish, humanoids and intelligent life forms. They are also ritual cannibals who devour the flesh of renegades and rivals after a battle to the death (usually between captains). This is a rarity however, as Horune seldom face each other in mortal combat.

Underwater, Horune swim with the same motions as humans, but at a greater speed and can survive greater depths. They do not have gills and must use air tanks, power armor, vehicles or magic to function underwater for extensive periods of time. Unaided by artificial devices, a Horune can hold his breath for up to 12 minutes.

For more in depth information about Horune Pirates, their magic ships and unique weaponry, see **World Book 7: Rifts® Underseas** or **Rifts® World Book 27: Adventures in Dinosaur Swamp**.

Horune Pirate –

Optional Player Character and NPC

Note: Horune may be used as Player Characters only if the Game Master allows it. As a Player Character, the Horune is likely to be a loner and secretive, unable to completely trust anyone who is not a fellow Horune. The alignment is not likely to be better than Anarchist or Unprincipled, although good alignments are possible. However the character will be regarded as a dangerous rogue or a fool by other members of his race, and not to be trusted. The racial memories and instinctual bonds of this race are so powerful that even a good Horune will try to avoid conflicts and battle with other members of his race.

Alignment: Anarchist (40%), Aberrant (30%), and other (30%; mostly evil). Most see nothing wrong with preying on innocent people.

Attributes: I.Q. 2D6+4, M.E. 2D6+4, M.A. 2D6+4, P.S. 3D6+10 (Supernatural), P.P. 3D6+6, P.E. 3D6+6 (Supernatural), P.B. 2D6, Spd 4D6+10 underwater and on land.

Size: 5 to 6 feet (1.5 to 1.8 m) tall.

Weight: 200 to 300 lbs (90 to 135 kg); mostly muscle.

M.D.C.: 1D4x10 +P.E. attribute number, and add an additional 1D6 M.D.C. per level of experience. They also wear M.D.C. body armor or use magic for additional protection.

Horror Factor: 10

P.P.E.: Standard.

Disposition: Driven, organized, malicious, and cruel, Horune enjoy hurting others. They really only value other Horune and their own goals. All other people are seen as victims waiting to be used as they deem fit.

Average Life Span: 4D6+138 years. Horune females give birth to one or two young after a 12 month pregnancy. Horune reach physical maturity by age 17.

Natural Abilities: Instinctual swimmers, Swimming 92%, hold breath underwater for up to 12 minutes, tolerate depths of up to 500 feet (152 m), nightvision 500 feet (152 m), see infrared and ultraviolet light, and hawk-like vision (can read a sign two miles/3.2 km away). They also have a good sense of hearing, bio-regeneration 1D6 M.D.C. per hour and can regrow small appendages like fingers, toes, eye stalks and eyes in 1D6 weeks. Arms and legs take 2D4 months to regrow.

R.C.C. Skills:

Basic Math (+10%)

Pilot: Warships & Patrol Boats (+5%)

Pilot: Water Scooters (+10%)

Pilot: Water Skiing and Surfing (+10%)

Pilot Related: Navigation (+10%)

Underwater Navigation

Salvage (+10%, applicable on dry land and underwater)

Wilderness Survival (+10%)

W.P. Knife or Sword (pick one)

W.P. Harpoon & Spear Gun

W.P. Torpedo

W.P. Spear/Trident

W.P. Energy Pistol

W.P. Modern: Two of choice.

Hand to Hand: Expert, but it may be changed to Martial Arts or Assassin at the cost of one O.C.C. Related Skill.

R.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 3, 6, 9, and 12.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Any (+5%).

Mechanical: None.

Medical: None.

Military: Any (+5%).

Physical: Any, except Acrobatics.

Pilot: Any (+5%; +10% on all sea vessels).

Pilot Related: Any (+5%).

Rogue: Any (+4%).

Science: Math and sea related only (+10%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Two Secondary Skills at levels 2, 4, 8 and 12. These are additional areas of knowledge selected from the Secondary Skill List on page 300 of **Rifts® Ultimate Edition**. All start at the base skill level without benefit of bonuses, with the possible exception of an I.Q. bonus.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the same Experience Table as the *Operator*.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: Based on Supernatural P.S. (typically 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, and 4D6 M.D. on a power punch). Or by weapon or psionics.

Bonuses (in addition to those acquired from attributes and skills): +1 on Perception Rolls at levels 1, 3, 5, 7, 9, 11, and 13, +2 on initiative, +1 to strike and parry, +2 to pull punch, +4 to save vs disease, and +4 to save vs Horror Factor.

Bonuses Under Water Only (add to all others): +1 on initiative, +1 to strike, parry, and dodge, +1 to disarm, and +1 to roll with impact.

Vulnerabilities: None per se. Their greed, selfishness and cruelty sometimes work against them.

Psionics: Considered to be a Major Psionic of vast ability. All possess Hydrokinesis (super), Object Read, Mind Block, Resist Fatigue, Resist Hunger and three Physical powers of choice. I.S.P.: M.E. x5 plus 1D6+2 per level of experience.

Magic: Available only to *Horune Mystics*, who get the psionic and magic powers same as the *Mystic O.C.C.* (see *Rifts® Ultimate Edition*), but use the R.C.C. Skills and Secondary Skills described here, not those of the *Mystic O.C.C.*

Standard Equipment: Standard half suit body armor (50 M.D.C.; other armor can be purchased or stolen), energy pistols of choice, energy trident or M.D.C. trident, Vibro-Sword or Dagger, and harpoon gun; plus a magic Sea-Horse Scooter, holster, utility belts, four large sacks, backpack, and a handful of personal items. Bigger, better weapons, environmental armor, magic items (they love 'em) and equipment can be acquired later.

Money: Pirates tend to spend their loot on weapons, booze and good times. Player Characters start with 1D6x1000 worth of tradeable valuables.

Cybernetics and Bionics: Not applicable because of their superhuman and regenerative nature.

Habitat: Unlike surface dwellers and other pirates, the Horune make their home at sea. Most will spend their entire lives on a ship, setting foot on dry land only to raid supplies, capture slaves or engage in other operations for profit or entertainment. In some cases, they enslave coastal villages or seize small islands to serve as outposts or dry docks, but the Horune, themselves, do not have homes at such locales. Horune seldom linger on soil for more than a few weeks, if that. This life at sea makes them the ultimate freebooters, without roots to any nation or people. Atlantis is the Horune's favorite port of call. **Dinosaur Swamp**, as a whole, is a place the Horune feel safe and like to visit. The savage land simply offers so much variety and opportunity, that the Horune enjoy working, hunting and visiting the region.

Slave Market Value: 2D6x1,000 and there is very low demand as Horune make very unreliable and treacherous slaves.

Alliances and Allies: The Horune have no official alliance with any other kingdom or people, but are associated with Atlantis and the Minions of Splugorth, as well as Pharaoh Rama Set of the Phoenix Empire (Africa), the Gargoyle Empire (Germany and France) and secretly with Mrrlyn of England. They only come to the aid of other Horune, so beware, a helpful pirate always has ulterior motives. They may also associate and make deals with other pirates, slavers, monsters and evildoers.

Rivals and Enemies: Truly, there are no better pirates on the Seven Seas so they have no rivals. The New Navy, Lemurians, Naut'yll, Whale Singers, and Ocean Mages all top the Horune's list of enemies, but Horune are hated by most people; the pirates victimize everyone.

Note: Originally appeared in *World Book 7: Rifts® Underseas* with a detailed update in *Rifts® World Book 27: Adventures in Dinosaur Swamp*.



Idie Swamp Men

By Josh Sinsapaugh

They called themselves the Idie (pronounced: EYE - day), a word no doubt from their alien language, although the locals often refer to them solely by the name "Swamp Men" or "Catfish People." We met these Swamp Men first on the coast of what used to be the Gulf of Mexico in the Old American Empire State of Mississippi, and then again several times in what used to be the American Southeast.

Friendly enough to give us directions to sources of fresh water, but still paranoid enough to keep their distance, our expedition often saw them traversing the waterways on simple wooden rafts and almost always engaged in the activity of spear fishing. Bayou Ursines often speak of the Idie's prowess as fishermen. These Swamp Men are skilled professionals, and many establish a close relationship with small, human fishing villages. In fact, we found an Idie or two (or twenty!) living as a valued member of many human and D-Bee fishing villages along the coast of the Eastern Wilds and Gulf of Mexico.

- Excerpt from a Short Study by Joachim Curli, Legacy Scout

The Idie, or "Swamp Men" as they are more commonly called, are a common sight in and around the swamps, marshland and waterways of the Southeast. It is a common sight to see one or more spear fishing off of the shore or on rafts, especially

in hours before dawn. Most Idie are professional fishermen (and women) adept at drawing in scores of fish, crabs, and crayfish, and are generally regarded as the best fishermen in the South. Even more amazing is that they prefer to do most of their fishing with a spear. Make no mistake though, the Idie are not primitives like the barbarians of Dinosaur Swamp or the Forest Wardens of the Dark Woods. Swamp Men are as technologically capable as any human in the East, and only spear fish out of years of experience and a pure joy of fishing in such a manner. Spear fishing is a long tradition among their people and they love it. However, they can, and sometimes do, use more advanced fishing methods. Furthermore, many Idie use high-tech Vibro-Spears to catch M.D.C. creatures or to fend off supernatural sea serpents and river monsters.

Not all Idie are professional fishermen, others make a living in other water oriented occupations such as boat builders, ferry services, river transportation, and waterway guides, as well as piracy. Although nowhere near as vicious as Bayou Ursines or Horune Pirates, some Idie do enjoy a life of plundering and combat on the high seas.

Swimming, boating, fishing and water sports all come naturally to these D-Bees. Their amphibious nature and obvious comfort in the water makes everything they do in and on the water seem easy and fun. Many Wilderness Scouts and adventurers turn to Idie Swamp Men as local guides to navigate swamps and waterways, especially east of the Mississippi River and into Dinosaur Swamp. Since the fall of Tolkeen, rumors insist that only some of the most experienced and cunning Idie Swamp Men are able to get groups of adventurers or refugees past the Coalition Naval Base at Baton Rouge and up and down the Mississippi River and its tributaries without being noticed by the CS. Of course, the price of passage is steep, 3,000 to 5,000 credits a person, but if they can do it, the service is worth every credit.

The Swamp Men themselves are light gray-skinned humanoids with large, fish-like eyes and long, catfish-like whiskers around the lips and on the chin. Their passing resemblance to catfish has earned the Idie the nickname of "Catfish People," one of the many names held by this race of spear fishers and navigators. Stocky and often overweight, the Idie are otherwise of equivalently human size. Unlike humans, however, the Swamp Men have only three webbed fingers (one opposable thumb and two fingers) on their hands and two webbed toes on their feet. Although a common D-Bee race in the South, many people don't realize they are also found in the Eastern Wilds as far north as Nova Scotia and southern Ontario. Official Coalition estimates place their numbers at a 130,000 spread out across the Gulf States, but only 10,000 or 20,000 in the East.

Fishing villages of Idie Swamp Men in the South are often small, familial villages numbering 6-24 members strong. The largest village seldom exceeds a few hundred, but these small villages are everywhere and some are clustered so close together they create the illusion of being a much larger community of thousands. Catfish People are also found living as productive members of much larger D-Bee and human villages and towns along the waterways and in swamps.

Like so many other D-Bee races, the Idie have no recollection of where they came from or what language they originally spoke. All they remember is what they called themselves. They have, thus, adopted the culture of humans as their own and con-

sider Rifts Earth their home. They have held steadfast to certain elements of their original culture, including the prized art of spear fishing and their clothing, which very much resembles the attire of pre-Rifts Samoa. They've also maintained a few holidays, including the popular "Feast of Mirth," a week long celebration starting at the end of August where everyone gets together (non-Idie neighbors and travelers are *always* welcome) and feasts on several different seafood dishes in what is considered a symbol of unity and goodwill.

Idie Swamp Men –

Optional Player Character or NPC

Pronunciation: EYE - day.

Also known as "Catfish People." Coalition soldiers stationed at Baton Rouge or in the Coalition State of Fort El Dorado call them "Swamp Sushi" in a cruel joke referencing the not uncommon *bushwhacker* massacres of Idie villages.

Alignment: Any; typically good or Unprincipled.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6+4, P.S. 3D6, P.P. 3D6, P.E. 2D6+6, P.B. 2D6, Spd 2D6 running - 6D6 swimming.

Size: 5 to 6 feet (1.5 to 1.8 m) tall.

Weight: 150 to 320 pounds (67.5 to 144 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

Base S.D.C.: 4D6+3

Horror Factor: Not applicable.

P.P.E. 4D6

Disposition: Varies from individual to individual, similar to humans. In general, the Idie are a race of simple and kind people with the occasional wild card among them.

Average Life Span: 2D6+65 years. Idie reach physical maturity by age 17. Females give birth to 1D4 live young after a six month gestation period, and can bear young until age 40.

Natural Abilities: Natural swimmers equal to a Swimming skill of 95%, depth tolerance of 1,000 feet (305 meters), can see clearly in murky water, Prowl in water 70% (moving slowly without splashing or creating ripples), and the character can hold his or her breath underwater for 2D6+6 minutes at a time.

R.C.C. Skill (special): All Idie Swamp Men have the following skill regardless of O.C.C.: **Riverwise:** 64% +4% per level of experience (25% +5% per level when chosen by humans or other non-Idie races; counts as a Pilot Related and/or Wilderness Skill). All Idie have an intimate knowledge of the waterways for a 500 mile (800 km) radius of their home village. Riverwise works just like Roadwise, except that the skill pertains to rivers, lakes, swamps and waterways instead of roads. What this boils down to is that the Idie knows every shortcut, lake, river, and stream found in the area that the Swamp Man commonly inhabits, as well as all of the tricks and dangers of water navigation and aquatic menaces. The skill also provides a bonus of +10% to Navigation and Land Navigation when traveling on waterways with which the character is familiar.

Available O.C.C.s: Limited to Idie Fisherman (73% choose this occupation) or the following: Grunt (equivalent), Head

Hunter Techno-Warrior, Maxi-Juicer, Mercenary Soldier, various Pirate classes, Robot Pilot, Body Fixer, City Rat (any, except Hack Rat), Operator, Saloon Bum, Salvage Expert, Vagabond, Wilderness Scout (any), Conjuror, Houngan/Mambo, Ley Line Rifter, Ley Line Walker, Mystic, Ocean Wizard, (equivalent), Sea Druid, Techno-Wizard (very common), Warlock, Whale Singer, Mind Melter, and Psi-Druid.

Experience Level: 1D6+2 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill or weapon used.

Bonuses (in addition to those acquired from attributes and skills): +2 to save vs disease, +1 to save vs Horror Factor and resistant to normal cold (half damage; M.D.C. cold does full damage).

Vulnerabilities: Fatigues and dehydrates three times as fast as a human in hot, dry conditions; need to be in water daily or they suffer terribly. A dehydrated Idie sees all bonuses reduced to zero, and Spd, P.B., P.E., P.P. and P.S. attributes all reduced by half.

Psionics: Same probability of psionics as humans.

Magic: None, unless a Magic O.C.C. is selected.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: As per O.C.C., but most Idie avoid them.

Habitat: The swamps, marshlands, everglades, ponds, lakes, rivers and ocean coastlines, particularly in the southern United States, territories that lie along the Gulf of Mexico. Scattered communities can also be found along the waterways of Kentucky, Tennessee and the Eastern coastal States as far north as Nova Scotia.

Slave Market Value: 2D4x1,000 credits.

Alliances and Allies: The Idie are generally reasonable and thus judge on a case-by-case basis. They get along quite well with most aquatic and amphibious D-Bees and especially enjoy the company of the beings known as Swamp Sludgers. Most Idie are on fair terms with both the Natchez at Sky Fort, and the Crulls. They also get along with humans, Kraks and Horune Pirates.

Rivals and Enemies: Again, the Idie tend to judge others on a case by case basis, although most have bought into the hype leveled against Bayou Ursines, believing they are no good, and Larmac, believing they are lazy and good-for-nothing. All Idie view the Splugorth and their Minions as dangerous and evil enslavers.

Idie Fishermen O.C.C.

A large percentage (73%) of Idie Swamp Men fall into this occupation category that deals almost exclusively with fishing and water navigation.

O.C.C. Skills:

Language: Native Tongue (American) at 98%.

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

Boat Building (+20%)

Carpentry (+10%)

Cook (+10%)

Fishing (+25%; professional quality)

Identify Plants & Fruit (+20%; knowledge only pertains to those found in and around the area in which the character was born).

Land Navigation (+14%)

Mathematics: Basic (+10%)

Pilot: Boat: Paddle Type (+15%)

Pilot: Boat: Sail Type (+10%)

Pilot: Boat: Ships (+10%/+8%)

Preserve Food (+15%)

Skin & Prepare Animal Hides (+20%)

Track & Hunt Sea Animals (+10%)

Wilderness Survival (+20%)

Whittling & Sculpting (+10%)

W.P. Spear

W.P. Energy Rifle

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

O.C.C. Related Skills: Select five additional skills at level one, plus one additional skill at levels 3, 5, 9, and 12. All new skills start at first level proficiency.

Communications: Radio: Basic, Language (+10%), and Literacy only.

Cowboy: None.

Domestic: Any (+10%).

Electrical: None.

Espionage: Detect Ambush, Intelligence, Tracking, and Sniper only (+10%).

Horsemanship: General (+10%) or Exotic only.

Mechanical: Basic Mechanics only.

Medical: Animal Husbandry, First Aid, and Holistic Medicine (+10%) only.

Military: None.

Physical: Any, except Boxing, Gymnastics, or Juicer sports.

Pilot: Limited to Bicycling, Boat: Motor & Hydrofoil (+5%), Hover Craft (Ground), Hovercycle, Motorcycle, Water Scooters (+10%) and Water Skiing & Surfing (+14%).

Pilot Related: Any.

Rogue: None.

Science: None.

Technical: Any (+10% on Lore Skills only).

Weapon Proficiencies: Any.

Wilderness: Any (+5%).

Secondary Skills: Select four skills from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, plus one additional at levels 3, 8, and 13. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level. All skills are also limited as found in the list above: any, none, etc.

Standard Equipment: Three high-quality fishing spears (2D6 S.D.C.) for spear fishing, Vibro-Spear (2D6+3 M.D.), Vibro-Knife (1D6 M.D.), energy rifle *or* pistol of choice (typically an L-20), four additional E-Clips for the weapon, survival knife (1D6 S.D.C.), large travel sack, backpack, bedroll, 100 feet (30.5 meters) of rope, canteen, three sets of travel clothes, one set of dress clothing, tackle box, collapsible fishing pole, 2D4x10 fishing hooks and lures, fishing net, personal tent, mosquito netting, hatchet, wooden cross, mallet, 4 wooden stakes, and a suit of medium Mega-Damage armor, plus a few personal items.

Money: 2D6x1,000 in Universal Credits *or* in tradable goods such as jewelry and carvings made out of fishbone, semiprecious and precious stones, animal furs.

Note: Use the same Experience Table as the *Wilderness Scout*.

Iktek Diggers

By Jason Richards

Iktektumiks, commonly called "Ikteks" or "Diggers," are aliens from a *deific realm* where everything is gigantic in scope and the planet's surface is one huge, continuous desert. Though they are the smallest creatures on their world and prey to almost every predator, they stand head and shoulders above most beings on Rifts Earth.

Adult Ikteks stand between seven feet (2.1 m), and nine and a half feet (2.9 m) tall. They are *digitigrades* (their knees turn backwards like the hind legs of a dog) with thick, powerful legs. Their upper bodies are proportionally large, as are their long, muscular arms. They have pale yellow- to rusty red-colored skin with a texture like fine pebbles. Their eyes are set wide on either side of their large, flat noses, and they have pointed ears on top of their heads. Special filters in their optical nerves reduce glare and amplify light to give them polarized vision during the day, and exceptional nightvision. Their wide-set eyes provide a very wide arc of vision and allow them to see anything not directly behind them. Their color vision is limited to blues and greens, with most else registering in shades of gray. Between their unusual placement and limited range of perceivable color, the eyes cannot effectively use modern binoculars, weapon scopes, or other optic systems, or any visual communication or optical equipment that requires the interpretation of color outputs or binocular vision.

The ears, which stick straight up like those of a horse, are sensitive and hear well beyond the human range with much greater clarity. Their digitigrade legs give them good speed and acceleration, even on sandy or rocky ground. While not super-strong, Ikteks have Augmented Strength and superior endurance that enable them to excavate their tunnels, defend themselves from predators, and stay on the move for extended periods with little need for rest, food, or water.

Back on their home world, the constant threat from predators has kept the Ikteks eternally on the run, never able to set down roots to establish the building blocks of society such as community, agriculture, and technology. Their never-ending flight from danger has also equipped them with a number of physical and psychic survival tools. These abilities come in handy when faced with the variety of different threats posed by Rifts Earth, where they finally have a chance to develop beyond a Stone Age society.



The D-Bee is named after its home world, known as *Iktek*, the home of an ancient deity who has been absent for millennia, leaving his realm and its inhabitants to fend for themselves. Any hint as to this god's identity or whereabouts is unknown to the Ikteks, who are a primitive people with no written language to record such history, and no oral historical tradition from which to draw. The only clue is the Iktek's mysterious link to the Western Wilderness of Rifts Earth. On their home world, Iktek Diggers sometimes encounter active ley line nexus points and get pulled through random Rifts that sweep away to other worlds, Rifts Earth being one of them. Ikteks seem to be somehow linked with Rifts Earth, and have appeared, intermittently, ever since the Great Cataclysm. Most of these transplanted Ikteks appear in the New West, all the way from what was once the western Old Canadian Empire down into the northern Old Mexican Empire. This strange consistency of Rift activity has scholars baffled, though many are studying the Iktektumiks in hopes of unraveling the mystery.

There was a time when all Ikteks were psychic, but recent generations have seen a decline in such powers, matched by increasing intelligence. Those Diggers who are psychic tend to have their ancestors' instinctive, animal-like abilities and use them with great proficiency to detect and avoid danger.

The biggest advantage that the Ikteks have is their capable minds. Before coming to Earth, outthinking huge predators allowed the Diggers to hunt them for food using traps. Problem-solving allowed them to survive on their home world, and on Rifts Earth they finally have an environment where they can thrive. While they have some limited trouble growing accustomed to the more high-tech elements of the world, theoretically, they can learn to use most modern equipment and technology. However, many Ikteks continue to use their native weapons, armor, and equipment as long as they hold out, after which they often resort to the closest thing they can find on Earth. That mostly means long spears with blades on both ends, armor made of monster hides or Mega-Damage fabrics, and the use of a lot of digging tools, high-strength rope, and other basic equipment to meet their needs. Some Ikteks refuse to use any technology, while others go all the way to become the ultimate technophiles, with most falling somewhere in between. What technology is embraced varies, but its Vibro-Blades, precision energy rifles (handguns are difficult to use for these large beings), and light to medium body armor are favorites. They also like large trucks, ATVs and open-air hovercycles. A number have also adopted the use of monstrous riding animals that can accommodate their size.

Iktektumik Digger –

Optional Player Character or NPC

Pronunciation: ick - TECK - tum - ick.

Also known as “Ikteks” or “Diggers” most commonly, also “Tunnelers,” “Desert Savages,” and “Horse-legged Diggers.”

Alignment: Any, but 60% are Anarchist.

Attributes: I.Q. 3D6, M.E. 2D6+2, M.A. 3D6, P.S. 4D6+10 (Augmented), P.P. 3D6, P.E. 4D6+6, P.B. 2D6, Spd 4D6+2 running.

Size: 7-9.6 feet (2.1 to 2.9 m) tall.

Weight: 250-400 pounds (112.5 to 180 kg).

M.D.C.: P.E. attribute number +6D6 M.D.C., plus an additional 1D8 M.D.C. per level of experience. Coming from a *deific realm*, Ikteks are minor M.D.C. creatures.

Horror Factor: Not applicable.

P.P.E.: 2D6

Disposition: Ikteks can be skittish and nervous, especially when first exposed to a new environment that is so different from their home. They typically adapt well once they recognize that they are no longer prey, but on par with virtually every other species. They are eager to learn new skills and occupations and many throw off their old lives as hunter-gatherers and never look back. In fact, one must wonder what may happen when the Ikteks realize they are stronger (high P.S. and M.D.C. creatures) than most other mortal beings. Will they become forceful or even bullies, or remain timid?

Average Life Span: 4D6+34 years. They reach full maturity by age 16 and a female gives birth to one or two young after a gestation period of 22 months.

Natural Abilities: Wide peripheral vision (has a roughly 280 degree arc of vision), polarized daylight vision that protects against bright light and glare, Nightvision equal to normal daylight vision, extraordinary hearing clarity and range (can

hear frequencies 20% higher than a human), Augmented Strength, an M.D.C. hide, as well as good speed and balance.

R.C.C. Skills: The natural abilities of the Diggers, as well as their traditional lives on the run, equate to a notable aptitude in several skills. The following skills are known to all Ikteks regardless of their chosen O.C.C.: Excavation (+10%), Mining (+10%), Rope Works (+5%), and Wilderness Survival (+10%). **Note:** These skills and bonuses have already been accounted for in the Hunter-Gatherer O.C.C., below.

Available O.C.C.s: Ikteks can learn virtually any profession and take virtually any O.C.C. Roughly 29% of them stick with their itinerant lifestyle on Rifts Earth, taking the *Iktek Hunter-Gatherer O.C.C.* detailed below. Another 25% take up various Man-at-Arms classes (Headhunter, Bounty Hunter, Bandit, Tribal Warrior, Gunfighter, and Merc Soldier are all common), 36% Adventurers (usually Cowboy, Vagabond, Explorer, Hunter-Trapper, and varieties of Wilderness Scout), 4% Scholars (usually Rogue Scholar), and 6% Practitioners of Magic.

No magic disciplines were known to the Iktek before leaving their home world, and they often struggle to learn the stricter disciplines on Earth. Because of this, the most common areas of magical study among the Ikteks are Elemental Fusionist, Warlock, Witch, Priest, and Mystic. Ikteks keeping their old hunter-gatherer tradition and rejecting technology sometimes learn Native American magical classes such as the Shaman or Totem Warrior. Given their difficulty with technology and modern science, the arts of Techno-Wizardry hold little interest for most, but there are a few Iktek TWs scattered across the New West.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Augmented P.S. and combat training or weapon. Can't perform foot strikes other than a snap kick due to the construction of their legs.

Bonuses (in addition to those acquired from attributes and skills): +4 on initiative and +3 on Perception Rolls (extraordinary sight and hearing), +1 to parry and dodge, +2 to pull punch, and 60% Maintain Balance.

Vulnerabilities: Limited color vision (see only blues, greens, and grays), which combined with wide-set eyes makes using most traditional optical equipment (color displays, weapon sights, binoculars, etc.) difficult or impossible.

The Diggers' body structure and size gives them many advantages, but some disadvantages on Rifts Earth. Despite being fairly stealthy creatures in their home dimension where everything is large, on Earth, Diggers are -5% to Prowl. Using some optical equipment is impossible unless specially manufactured or modified for their eyes. **Note:** Suffers a -30% skill penalty on such skills as Computer (all), Optic Systems, Photography, Sensory Equipment, Surveillance (no penalty for Tailing), and T.V./Video, and sniping is not possible.

The Ikteks speak their own, unique language (generally referred to as Iktek) but have the vocal and aural capacity to learn to speak and understand any language. The Iktek language does not have a written form, and all native-born Diggers are illiterate. Literacy in Earth languages can be learned as an O.C.C. Related or a Secondary Skill.

Psionics: Ikteks have psychic potential, but it is limited to a very few abilities that are intertwined with their lives as prey to larger beasts. Iktektumiks who possess *Minor psionics* may select two abilities from among the following: See the Invisible, Sense Evil, Sense Magic, Sixth Sense, and Empathy. *Major Psychics* possess all five of the prior abilities. For both Minor and Major psychics, the abilities are used at half the normal I.S.P. cost (round up). There are no Master psychics among the Ikteks. I.S.P. is determined as normal, per Step 4 of the character creation process on page 289 of *Rifts Ultimate Edition*.

Magic: None, unless a Magic O.C.C. is selected.

Standard Equipment: In addition to the standard equipment from the chosen O.C.C., the character starts with an extra 300 feet (91.4 m) of high-quality rope and a pair of large entrenching tools or other excavation/digging equipment. Also, the Digger will likely have Mega-Damage leather or animal-hide armor in place of whatever is provided by the O.C.C., plus a spear, Vibro-Sword, or other melee weapon.

Money: As per O.C.C.; most Ikteks are more likely to barter goods or precious materials than accumulate currency.

Cybernetics and Bionics: As per O.C.C. Ikteks often struggle with technology and therefore avoid mechanical augmentation. Those not raised in the hunter-gatherer tradition are as likely to have cybernetics and bionics as anyone, though their large size makes some components difficult to obtain at most Cyber-Docs. Cybernetics are far more common than bionics among Ikteks.

Habitat: Most Iktektumik Diggers who are transported to Earth find themselves in the New West, ranging from what was once Canada down to northern Mexico. They are far more comfortable in hot climates and therefore gravitate toward Utah, Nevada, Arizona, New Mexico, and northern Mexico. Those who take to adventuring can be found anywhere.

Slave Market Value: Ikteks are relatively uncommon in the slave markets. That, combined with their Augmented Strength, ups their slave price to around double that of a human slave.

Alliances and Allies: Iktek Diggers who hold to their native hunter-gatherer ways get along well with most Native American tribes, Psi-Stalkers, Simvan, and all manner of nomadic races. They also get along well with Cactus People, Fennodi, and other peaceful peoples, to whose defense they often come. The Ikteks generally appreciate that they are no longer prey to be hunted night and day, but are free and on par with most other races in terms of strength and abilities, and often use said strength and skill to help other, weaker races. Adventuring Ikteks can take up with any variety of companions.

Rivals and Enemies: As wanderers and nomads, Diggers sometimes get caught up in territorial disputes with Native Americans, Wild Psi-Stalkers, Simvan, and other itinerant tribes and races, but usually back down and go elsewhere rather than standing to fight. They generally dislike belligerent races and groups who seek to bully or persecute others.

Iktektumik Hunter-Gatherer O.C.C.

This is the Ikteks' traditional occupation and range of survival skills, comparable to Stone Age humans. Thus, while there are no technological skills among the O.C.C. Skills, they may be

taken as O.C.C. Related or Secondary Skills at the player's discretion.

O.C.C. Skills:

Language: Native Tongue (Iktek) at 98%.

Language: Other: One of choice (+10%).

Camouflage (+15%)

Excavation (+20%)

Identify Plants & Fruit (+15%)

Land Navigation (+10%)

Lore: Demon & Monster

Mathematics: Basic

Mining (+10%)

Outdoorsmanship

Physical Labor

Rope Works (+15%)

Track and Trap Animals (+15% to large animals only)

Trap Construction (+20%)

Wilderness Survival (+20%)

W.P. Spear

Hand to Hand: Expert; can be changed to Hand to Hand: Martial Arts (or Assassin, if of an evil alignment) at the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: Select six additional skills at level one, plus one additional skill at levels 2, 4, 6, 9, 12, and 15. All new skills start at first level proficiency.

Communications: Any, except Cryptography, Laser Communications, Optic Systems, and Surveillance. (+5%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: Detect Ambush, Detect Concealment, and Tracking only (+10%).

Horsemanship: Exotic only (+5%).

Mechanical: None.

Medical: Animal Husbandry, Brewing: Medicinal (+10%), First Aid (+5%), and Holistic Medicine (+10%) only.

Military: Forced March, and Trap/Mine Detection (+10%) only.

Physical: Any, except Acrobatics, Gymnastics, Kick Boxing, and SCUBA.

Pilot: Any (+5%), except robots, power armor, and any military vehicles.

Pilot Related: Navigation only.

Rogue: Concealment (+5%) only.

Science: Astronomy & Navigation (+10%) only.

Technical: Any (+10% on Lore, Mining, Recycling, and Salvage; +5% on others).

Weapon Proficiencies: Any.

Wilderness: Any (+15% on Dowsing, Spelunking and Skin & Prepare Animal Hides and Spelunking; +10% on others).

Secondary Skills: Select four skills from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, plus one additional at levels 3, 5, 8, 11, and 15. These are additional areas of knowledge that do not get any bonuses, other than

any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level. All skills are also limited as found in the list above: any, none, etc.

Standard Equipment: Large pack, two quilts or thick blankets, three sets of clothing (either natural materials such as animal hide, or bartered-for modern articles), 1D4+1 large sacks, 1D4+3 small sacks, three large water skins, 500 feet (152 m) of super-strong rope or cord, a large knife (may be made of stone, animal bone, or a modern blade of Vibro-Blade), two spears (likely do 2D6 S.D.C. damage), a suit of homespun or animal-hide armor (dinosaur leather, Fury Beetle armor, etc.) or a modern suit of light to medium body armor (may or may not be EBA), a pair of picks, shovels, and/or entrenching tools, and some personal items. Those that have taken up some measure of technology will also have a short-range radio, one conventional rifle or shotgun with 144 rounds of ammunition, and one energy rifle of choice with two spare E-Clips.

Money: 1D6x1,000 credits in gems, precious metals, or miscellaneous currency, plus another 1D6x500 in tradable or Black Market items. Iktek Hunter-Gatherers rarely accumulate wealth and use whatever valuables they have to secure food, clothing, and survival items.

Note: Use the same Experience Table as the *Psi-Stalker*.



Kraks

By John C. Philpott

Oh yes, the Kraks. What a truly annoying race of dimensional invaders they are! Small, squat, green things with big eyes and twin tentacle-like mandibles. Aliens who have the audacity to think of themselves as human! Despite having been unceremoniously dumped on our fair planet by some long-forgotten Rift, they claim our world as their own as if they had any right to be here. While your typical D-Bee invader at least

has the common decency to act like an invader, such as the ghastly Sword-Fists and those abominable Grackle Tooth, the revolting little Kraks wear our clothes, mimic our language and copy our gestures. Do they think they're fooling anyone with that act?

In fact if you let your guard down, the way they act so human can actually lead you to begin to think of them as one of the guys. They have a demon's charisma and can fast-talk with the best of them, lulling an unsuspecting fool into forgetting the subtle danger these alien beings pose to human civilization.

The sad fact is, however, that these putrid mockeries of humanity have lulled many under their spell all through the country, where they live and work alongside humans as equals. Even in the Chi-Town 'Burbs! The whole of the northwest frontier is filled with them, particularly the old Yukon and Alaskan lands. Even I, a hardened veteran of the frontier wilderness, who has seen first hand the dangerous deceptions of Magic Zone demons, have found myself temporarily lulled into complacency by their fun-loving, lively manner and human-like mannerisms. That's why they and all D-Bees must be purged from our lands, lest we begin to accept them as one of us. Disgusting.

- Excerpt from the personal journal of 1st Lieutenant Linda Eriksson, CS Ranger, 98 P.A.

Among the strangest and most contradictory D-Bees of North America are the Q'uratigo Cephalopodans, a race of green-skinned, semi-aquatic beings whose alien appearance stands in sharp contrast to their eerily human mannerisms, gestures, and culture. Generally known as the "Kraks," a slur on the colloquial name "Kraken Men," the Q'uratigo are a race that has almost completely adopted human mannerisms, culture, and language, right down to the local accents! Hailing originally from a dimension now the stuff of legend even to them, the Q'uratigo now almost universally consider themselves natives of Earth. Only vestigial remnants of their original culture remain (a word here, a holiday there) with most becoming more "human," in their behavior, than most humans!

Q'uratigo Cephalopodans, or Kraks, are short (3-4 feet/0.9 to 1.2 m), hairless beings with splotchy green, tan, or brown skin and two large, expressive brown or yellow eyes. They are omnivorous (love fish in particular), with two fleshy tentacles that branch off of their nasal ridge (often incorrectly called "mouth tentacles"). These tentacle-like appendages rather resemble a large mustache that tails down below the neck. The tentacles hide a startlingly human-like mouth with 36 human-like teeth. They have two human-like legs and two short, human-like arms and are prone to potbellies and severe wrinkling as they age. Mimics by nature, Kraks have quickly picked up human speech, speech patterns, accents, human culture, and even human expressions and gestures, which they grandly use in broad, swinging arm motions. They have heartily adopted human styles of dress even though most claim clothing was unheard of on the "Old Planet."

The Kraks' amazing ability to mimic can often be seen in real time as they adopt the speech, mannerisms, accents, dress, and language of those around them. Any change in locality, companionship, and local culture is likely to spur a noticeable change in the individual Krak's behavior. In an adventuring party, a Krak may start to adopt the speech or mannerisms of his

comrades, or more likely, one of the people in the group, typically the leader or someone he likes or admires, but often to the chagrin and annoyance of the person being imitated. Similarly, Q'uratigo who move to a new location quickly adopt the local culture, slang and customs. For example, a Krak who had lived his whole life in Lazlo, but later moved to Arzno, would likely ditch the flannel shirt and hiking boots for cowboy boots, blue jeans, and a ten gallon hat, and speak like a cowpoke within three months.

Krak legends, told mostly by word-of-mouth and very mythologized at this point, speak of the "Old Planet" in reverent tones. This planet called "Q'urata," "Q'urato," or even "Kratah," depending on which family of Kraks you talk to, is said to have been a warm, humid, and marshy place where "food swam plentiful in every bog and hung from every tree." Even most Kraks dismiss this as nostalgic exaggeration, but love to tell the old stories of the mythic home world at every opportunity, no matter how many times the listener has had the "pleasure" to have heard it all before. Nearly every extended Krak family has many "long-practiced Q'uratan traditions" involving holidays, feasts, foods, and dances said to have come from the Old Planet. The fact that nearly every family's "traditions" are at direct odds with nearly every other Krak families' "traditions" (conflicting holidays, etc.) makes many wonder if the Kraks have made such things up as a big joke on outsiders!

Despite this vestigial cultural and blurred racial identity, however, all known Kraks in North America are at least third or fourth generation occupants of Earth and nearly all (90%+) consider themselves wholly and completely "Earthlings." Many even call themselves "Canadian" or "American." Many, if asked where they are from, will reply, "Oh, I'm from a little town just east of here called Perez" (or wherever). If then told, "No, I mean before that." The Krak is likely to reply, "Well, my mother's side's from Lazlo."

A vast majority of Kraks are "working class" (Vagabonds, Operators, Salvage Experts, Wilderness Scouts, etc.) with a notable minority involved in more clandestine activities (smuggling, fencing, money laundering, and other white-collar Black Market work). Their typically high M.A. makes them very efficient as negotiators, sales reps, smugglers, Black Marketers, and other business or rogue occupations. Master-level psychics and mages are rare, with a majority of the magic users going into Techno-Wizardry or Conjuring. Krak pilots are common, particularly *vehicle pilots* rather than Robot or Power Armor pilots.

All Kraks speak American, but most speak one or more additional languages as well. If the Q'uratigo had their own language it is long since lost, though occasional strange words sometimes slip into conversations ("Ya' see, yer problem's right here, the Servo-drive is totally *x'arlax* and the power converter is on the *krung*, eh?").

Human reactions to Kraks are varied. Some humans respond to their "mimicry" as flattery, others with good-natured amusement. Others see it as an insulting mockery and resent it. It was undoubtedly the latter group that devised the slur "Kraks," yet much to these bigots' annoyance the Q'uratigo not only find nothing insulting about the term, they have adopted it into their own speech! Some Kraks even consider it a *term of endearment*! Many humans consider the little D-Bees to be a fun-loving species and proof that humans and D-Bees *can* live and work to-

gether in peace. Erin Tam is said to consider the Q'uratigo "delightful" (her Cyber-Knight protector Sir Thorpe finds them harmlessly annoying). Of course, nations like the Coalition States and Free Quebec consider them one of the greatest threats to human supremacy for exactly that reason. Joseph Prosek II sees their amenable, human behavior to be "a dangerous pretense intended to lull humans into a false sense of security, while the little monsters plot against humankind." Kraks hardly see any difference between humans and themselves and wonder, "What is all the fuss about, eh?"

Kraks (Q'uratigo Cephalopodans) – Optional Player Character or NPC

Pronunciation: kwur - AH - ti - go seh - fah - lo - PAH - danz, but commonly known as "Kraks" (cracks).

Also known as "Kraks."

Alignment: Any, but most are Scrupulous (35%), Unprincipled (30%), and Anarchist (20%).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 4D6+4, P.S. 2D6+2, P.P. 3D6, P.E. 3D6, P.B. 2D6+2, Spd 3D6 running - double underwater.

Size: 3-4 feet (0.9 to 1.2 m) tall.

Weight: 85-180 pounds (38 to 81 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

Base S.D.C.: 3D6+6

M.D.C.: By armor only.

Horror Factor: Not applicable.

P.P.E. 3D6

Disposition: Varies from individual to individual, but most Q'uratigo Cephalopodans are friendly, boisterous, and wear their emotions on their sleeves. They tend to be very social, friendly and outspoken, speak loudly, and gesture grandly.

Average Life Span: 4D6+100 years.

Natural Abilities: Human level intelligence and senses.

Amphibious (special): Can breathe both air and water and are natural swimmers with a skill equivalency of 85%. Can dive up to 300 feet (91.5 m) without suffering decompression effects.

Naturally Charming (special): In addition to their naturally high M.A., all Kraks gain a +10% to any Trust percentage due to a high M.A., with a minimum Trust percentage of 35% regardless of M.A. However, any Intimidation percentages are lowered by -10%.

R.C.C. Skills: Regardless of occupation, all Kraks have a natural gift for mimicry and language, and get the following skills: 1D4 Language: Other (+30% for each), Impersonation (+10%), Imitate Voices and Sounds (+20%), and Public Speaking (+20%).

Available O.C.C.s: Any, but tend toward social, "Earthly" occupations such as *City Rat*, *Operator*, *Rogue Scholar*, *Vagabond* (especially *Vagabond Merchant* or *Bartender*, or *Carnival Barker*), *Smuggler*, *Con-Artist*, *Professional Gambler*, and *Preacher*! Alien physiology makes M.O.M. implants and Juicer conversions impossible, and they avoid cybernetic implants and bionics. They tend to love high-tech equipment, weapons and vehicles, especially hovercycles,

and may take work as a *taxi driver*, bus driver, trucker and other work involving vehicles. In the alternative, a *Magic O.C.C.* may be chosen, with Techno-Wizard and Mystic being the two that appeal most to the Krak.

Experience Level: 1D4+1 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skills or weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 to dodge underwater, +2 to save vs disease.

Vulnerabilities: Suffer dry skin if baths are not taken on a regular basis, at least every 48 hours, if not daily. Moisturizers may be used, with seal oil being a common, if foul-smelling, moisturizer used in the far north. Tend to wrinkle prematurely from dryness and sun when living primarily on land. This is minimized in wet, humid regions like the Pacific Northwest and maximized in dry, sunny regions like the American Southwest. Fatigues twice as fast as a human in hot, dry weather.

Psionics Powers: Same probability of psionics as a human.

Magic: None, unless a Magic O.C.C. is selected.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: As per O.C.C., but are generally against cybernetic implants or bionic augmentation.

Habitat: According to Q'uratigo legends they come from a warm, marshy world where they were semi-aquatic, but now typically live in the North American far northwest (Canada and Alaska) or eastern Siberia (they are believed to have originally been Rifted in somewhere in Alaska). They have adapted to a primarily land-based life and have adapted to living in cold conditions. The vast majority (90%+) of them consider Earth their "home."

Slave Market Value: 1D4x1,000 with a low demand. Generally considered a nuisance race of little value on Atlantis (and "don't even taste very good").

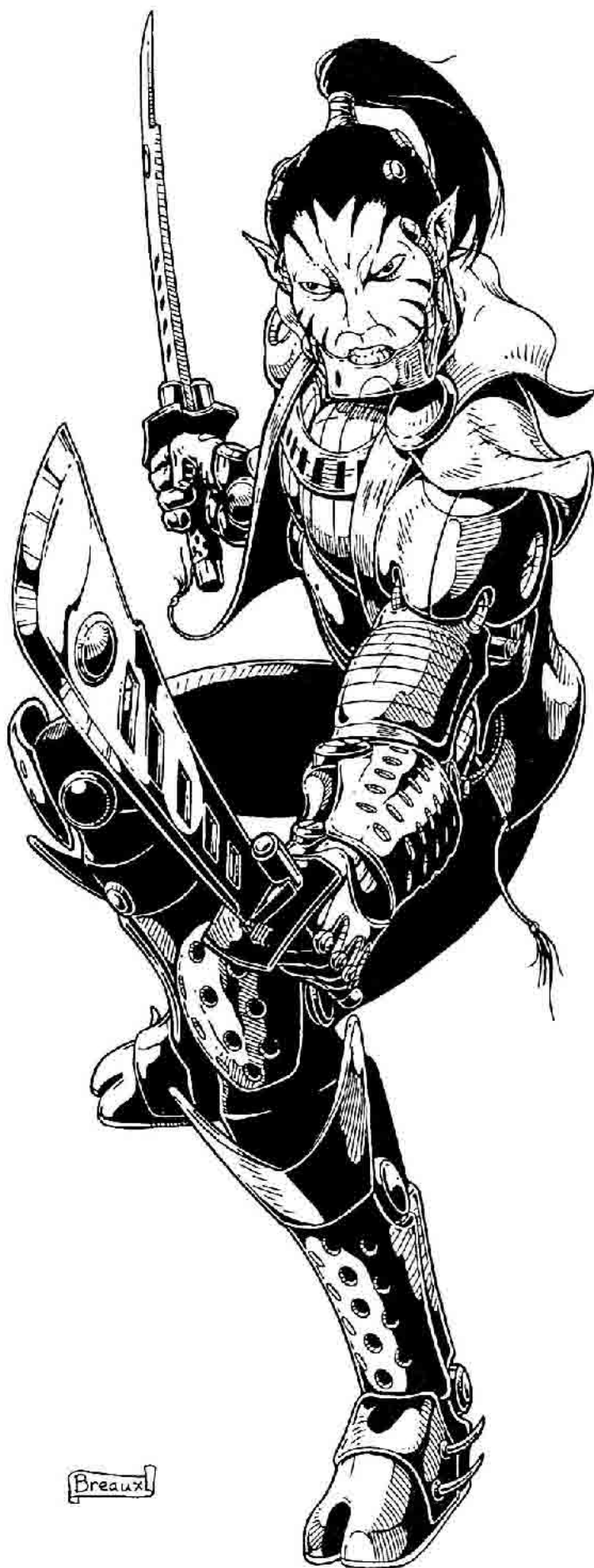
Alliances and Allies: Kraks are typically friendly and amenable to all and truly enjoy the company of humans, who they have gone to great lengths to mimic. Most find friends in any who are willing to welcome (or even put up with) them. They also get along well with Larmac, Devil Men, Dog Boys, Idie, Fingertooth Carpetbaggers, Shapers and Fennodi.

Rivals and Enemies: Anyone who is prejudiced against them or plain evil. Kraks tend to judge on a case-to-case basis and typically only hold resentment toward those who have done them (or their loved ones) wrong. They tend to avoid aggressive and predatory beings, including the Minions of Splugorth, Vanguard Brawlers, Coalition soldiers and other D-Bee haters, and violent hunter, slayer types.

Kremin Cyborg

By Kevin Siembieda

Kremin are alien cyborgs from another planet. They are bipedal humanoids with black hair, almond eyes, large, pointed ears, and tiger stripes on their cheeks and/or forehead. Their bodies, however, are heavily augmented with bionics, making them more machine than flesh and blood.



Fascinated by magic and the multitude of alien beings present on Earth, the Kremin came through a Rift to explore the planet. They had only just begun to explore other worlds through their own fledgling experiments in spanning space and time through dimensional travel. Rifts Earth being something of a dimensional vortex, drew Kremin explorers to it. However, their last communique with their home world, minutes after their arrival on Earth, indicated that their dimensional portal was tearing itself apart and that it would be a while before repairs could be made to get it back on line. The cyborg exploration teams sent to Rifts Earth were on their own. They are confident that their comrades will someday reopen the dimensional door and rescue them. Till then, be it months, years, or decades longer, they continue their mission to explore and study strange new people, alien civilizations, and boldly go where no Kremin has gone before!

The exact goals of the Kremin are unknown. They claim to be ambassadors of good will from a peaceful world. Their sole purpose, they say, is to make contact with other civilizations and build relations to exchange ideas, art, technology and resources. Most Kremin fight only in self-defense and seem to try to avoid political or military alliances with any of Earth's inhabitants, human or D-Bee. They simply observe. This was even the case during the Coalition War with Tolkeen, where Kremin were seen observing, but seldom participating in combat. For many, this supports the cyborgs' claims of peace. For the CS and some others, their actions suggest they are a part of a military operation doing advance reconnaissance for an invasion force. The CS can't help noticing that the cyborgs don't seem to be taken aback by the violence and turmoil of Rifts Earth, nor are they afraid to fight when they have too. Kremin have denied allegations of invasion even under gruesome Coalition torture and interrogation. The CS is unconvinced.

As if to vindicate the Coalition's paranoia, the CS claims Iron Heart forces thwarted a Kremin invasion that took place in the Thunder Bay region, Summer, 109 P.A. According to televised reports, at least 350,000 Kremin accompanied by an unspecified number of thousands of demons came through a dimensional portal with the intent to invade. Coalition intelligence has surmised that the invaders had hoped to enter our world unnoticed by appearing on the border of Xiticix Territory. As fate would have it, they appeared inside the edge of the Bug Men's Hivelands, literally stirring up a hornet's nest. When Coalition forces came on the scene, the invasion was already in chaos. Kremin were locked in deadly combat with hundreds of thousands of Xiticix. The cyborg demonic warrior slaves were fighting amongst themselves as well as their Kremin masters. Invaders who tried to flee east met Iron Heart defenders supported by Chi-Town first response brigades that chopped them to ribbons. Faced with such strong opposition, after six hours of combat, the demons opened another dimensional portal and fled from whence they came. The battle between CS forces and the demons allowed an estimated 20,000-30,000 Kremin to escape into the Canadian wilderness. Coalition forces, joined by their allies at Free Quebec, are sweeping the surrounding area for hostiles and have established flyby patrols along the Canadian border with the hopes of preventing large numbers of the enemy from coming southeast into CS held territories and the Domain of Man.

The story is shocking. Independent reports confirm strange, flaring lights in the Canadian forest that could be seen 100 miles (160 km) away. Furthermore, CS forces have been mobilized to the area, and according to eyewitnesses, a large area of the woods has been decimated by combat. Furthermore, there have been numerous reports of small bands of 1D6x10 Kremin streaming into the New West along the Dakotas and elsewhere. These people, men, women and children, tell an even more chilling story. A story the Coalition States are trying to prevent being heard.

The Kremin claim they were finally able to reestablish contact with their exploration teams on Earth and had retrieved several of them and were looking for the others when all hell broke loose.

The skies tore open and horrible supernatural monsters spilled out of them. The monsters claimed the planet and the people as their minions and demanded the Kremin people swear allegiance to them or die. Before the people could mount a resistance, another legion of monsters appeared and began to fight the first ones. However, they had not come to rescue or liberate, but to destroy the first demons and claim the Kremin home world for themselves.

A seemingly endless army of demonic horrors on both sides continued to pour from the holes in the skies, turning the entire planet into a battlefield. As the war raged on for weeks, caught in the middle, hundreds of millions of Kremin were dying and cities burned.

Finally, one of the scientists suggested using their own dimension spanning technology to save as many people as they could. The first 500,000 people were hastily gathered and sent away. North America of Rifts Earth was the chosen destination for several reasons.

1. It was believed that the diversity of people already present would accept refugees fleeing from a planet under siege by demonic forces.
2. There was so much uninhabited wilderness that there would be plenty of room for them, at least until they could figure out some appropriate course of action or wait until the conflict came to a resolve.
3. They hoped someone – some faction of Mystics, mages or psychics – could tell them how to stop the conflagration and send the monsters back to Hell. Surely someone on Rifts Earth must be able to help them.

Lastly, Kremin believed they could use the Rifts of Earth to travel to other worlds and warn them about the monsters. Warn them about the war that the demon hordes of Hades and the Deevils of Dyval called the *Minion War*, said to be sweeping across the Megaverse. To warn people to shut down the Rifts if they could, before Hell came to their doorstep. That it was worlds with portals to other dimensions and planets that the monsters were using to carry their fight across the cosmos in search of allies and weapons to destroy each other. And no world had more portals to the infinite Megaverse than Rifts Earth. It would only be a matter of time before the Minion War came to Earth and they had come to warn the planet that might also be their salvation.

Sadly, their own dimensional teleport opened a Rift on the edge of the Xiticix Hivelands, instantly transporting a half million people into the Xiticix domain. It sent the Xiticix into a killer frenzy. Worse, one of the demonic factions must have discovered their plan and followed them. But the faction's enemies also followed and attacked their hated rivals upon arrival. So as

the Kremlin refugees struggled to escape the Xiticix, the Minion War continued to rage around them with Deevils fighting demons, and Xiticix attacking everything that moved.

The battle went poorly for the Kremlin because most of the people were civilians, not warriors, and hundreds of thousands fell to one monster or another. By the time they had managed to get a portion of their people away from the Xiticix and demon hordes, the Coalition Army had cut off their escape route to the East and joined the fray. Kremlin were massacred at every turn. They scattered and ran for their lives, and have no idea how many people might have survived or where they may have fled.

So far, only the Cyber-Knights, Lyn-Srial and some of the Tolkeen refugees have heard their story. The Coalition Army has heard it, but doesn't believe it, and keeps it a secret. Word has not spread eastward because the CS has thrown up a tight net to force Kremlin west and north where they hunt them down in small groups like animals. Of course, word will reach people in the south and east, but whether or not CS propaganda will have destroyed the Kremlin's credibility is unknown.

As for the fate of the Kremlin and the people of Rifts Earth in the Minion War, that is a story yet to unfold. But Hell is coming.

Kremin Cyborg –

Optional Player Character or NPC

Alignments: Any, but Principled (25%), Scrupulous (35%), Unprincipled (15%), and Anarchist (15%) are common. Psionic blockers built into the cyborgs' brains prevent reading their thoughts, plus the amount of bionics makes reading an aura difficult.

Attributes: I.Q. 3D6, M.A. 3D6+2, M.E. 3D6+4. See bionics for physical attributes.

Average Size: Males: 8 feet (2.4 m). Females: 7 feet (2.1 m).

Weight: Males: 600-800 pounds (270 to 360 kg). Females: 400-500 (180 to 225 kg). Teenagers tend to fall in around the same as females; children half that.

M.D.C. by Location (alien alloys):

Head – 110

Hands (2) – 30 each

Arms (2) – 95 each

Feet (2) – 50 each

Multi-Weapon Blade & Sheath (1) – 60 each

Legs (2) – 130 each

Main Body – 280

Note: Reduce the M.D.C. of civilian males by 20%, civilian females by 30% and teenagers and children by 50%.

Horror Factor: 9

P.P.E.: 1D4 points.

Average Life Span: 5D6+70 years (double that on their home world before the Minion War). Females either have children young or the child is grown in a laboratory. Unfortunately, their knowledge of medicine and genetics was unable to cure the genetic diseases that plagued their people.

Natural Abilities: Not applicable; see bionics.

R.C.C. Skills: All Kremlin come from a Japanese/Samurai-like society, so it is tradition that all are trained in W.P. Sword

and self-defense: Hand to Hand Basic for civilians, Expert for explorers and lawmen. Highly educated, all Kremlin also have their own native language (98%), are literate in their native language (96%) and have the skills Math: Basic (+25%) and Philosophy (+15%). All are in addition to any skills acquired via an O.C.C.

Available O.C.C.s: Note all Kremins are partial (55%) or full conversion (45%) cyborgs. However, their culture is such that cyborgs are not strictly for combat, everyone is a partial or full conversion cyborg. That means a Kremlin can be just about any *Adventurer* or *Scholar* O.C.C. or basic soldier/law enforcement O.C.C., including Body Fixer (patients are people other than their own kind). Common O.C.C.s include Cyber-Doc, Operator, Rogue Scholar, Rogue Scientist, Vagabond and Wilderness Scout (any). Combat Cyborg, Headhunter and military O.C.C.s are rare, though there are law enforcement officers. Magic and psionics are out of the question.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Bionic P.S., Multi-Weapon Blade or other weapon.

Bonuses (in addition to those acquired from attributes, bionics or skills): +1 melee action/attack per melee (adults only), +2 to disarm, +1 to entangle, +3 to pull punch, +1 to save vs Horror Factor at levels 2, 4, 6, 8, 10, 12, and 14. Also see bionic systems.

Vulnerabilities: Clearly a cyborg of some kind, making disguise impossible. Thanks to the CS, Kremlin are believed to be hostile alien invaders on the run. Could another invasion attempt be coming soon?

Magic: None.

Psionics: None.

Standard Equipment: In addition to the standard bionic systems described elsewhere, a Kremlin character has 1D6 sets of clothing, a utility belt, backpack, satchel, tool kit, flashlight, canteen, one long, Japanese-style Vibro-Sword (3D6 M.D.), a Multi-Weapon Blade, an Earth energy weapon of choice, and some personal items.

Multi-Weapon Blade: All Kremlin have a Multi-Weapon Blade as it is part of their tradition, and even nonmilitary personnel and women are taught how to use the blade at an early age. This weapon strongly resembles a Japanese short sword. The weapon can cut like a Vibro-Blade (does 2D6 M.D. as a blade weapon), stun by touch (a jolt that knocks its victim off his feet, causing him to lose two melee attacks and initiative, and does 5D6 S.D.C. damage), or fire an energy blast that does 6D6 M.D. damage; range 1200 feet (366 m); payload: 12 blasts before needing to recharge in its special sheath.

Money: Whatever the refugees managed to bring with them and hang onto or accumulate along the way. Right now, they are fighting for their life. Player Characters lives start with 1D4x1000 credits worth of tradeable goods.

Cybernetics and Bionics: A Kremlin may acquire any type of cybernetic or bionic items available in North America and most will seek more than what they started with.

Civilian Kremin Males, Females and Children: Cybernetics and bionics are symbols of advancement, sophistication, virility and beauty among the Kremin. The use of bionics became commonplace, in part, because the Kremin race is vulnerable to a number of genetic diseases that affect the muscles and nervous system. Bionic replacement and augmentation became the solution to these crippling diseases, so even Kremin of as young as four years old are likely to have artificial arms and legs that are upgraded for size and strength to adjust for the youth's growth. Over the generations, bionics became objects of beauty and personal expression. Since Kremin society is peaceful, and all Kremin have bionics, a bionic P.S. greater than the human norm was not a problem. Thus, even Kremin teenagers, children and women have great strength, speed and bionic systems as good or better than Earth equivalents.

The one part of the body that is not usually augmented is the head and the natural senses of Kremin. Thus, few ordinary citizens have bionic eyes, ears, or other senses, because it is all they have left of their flesh and blood bodies. Kremin have perfect 20/20 color vision, hearing that is twice as keen as human's, and a human-level sense of taste and smell.

1. Bionic Attributes: Varies depending on the individual. P.S. 1D6+20, P.P. 1D6+16, P.E. not applicable, P.B. 1D6+8, Spd 2D6+77 (53-60 mph/85 to 96 km). Note that beauty is listed by human standards, not Kremin, who see artificial body parts as attractive and beautiful.

2. Common Bionic Features: Built-in Radio/Receiver, Clock Calendar, Fingerjack, Gyro-Compass and one of choice. Many citizens have numerous cosmetic cybernetics and fun things like camera fingers and a handheld-sized computer built into their arm, etc.

3. Level of Bionic Conversion: Roll percentile or pick one.

01-55% Both arms and legs are bionic with reinforced spine.

56-85% Full bionic conversion except for the head, though a reinforced skull is likely.

86-00% Full bionic conversion, including the head, though it is made to look completely natural and alive.

Explorers, law enforcement officers, combat based Kremin and some males involved in construction, heavy labor, mining, etc. (about 20%) have the following:

1. Bionic Attributes: Varies depending on the individual's occupation/work and needs. P.S. 2D6+24, P.P. 1D4+22, P.E. not applicable, P.B. 1D6+6, Spd 4D6+108 (76-90 mph/121.6 to 144 km).

2. Standard Bionic Features and Implants: Finger and headjack, amplified hearing, built-in language translator, full optics, molecular analyzer, voice amplification, built-in radio receiver and transmitter, laser finger (tool), climb cord, 1D4 secret compartments and three of choice (any, including weapons). Plus the following unique, alien bionics.

3. Psionic Dampers and Blockers: Implanted in the living brain of the Kremin Cyborgs, these implants prevent psychics from reading surface thoughts, emotions, seeing aura,

sensing good or evil, or conducting full telepathic probes. Effectively a permanent *Mind Block* and provide bonuses of +2 to save vs psionic attacks, +3 to save vs illusions and hypnosis, and +6 to save vs possession.

4. Retro-Mechanic Nano Restorers: These are internal housings that contain rechargeable nano-machines that can repair internal and external damage to the cyborg, a sort of mechanical regeneration process. Severe damage is likely to require raw materials from Earth equivalents such as Mega-Damage plating, circuitry, and, if a bionic limb has been destroyed, entire bionic limbs and components. The magic of the nano-systems is that they take the less advanced Earth equivalents and integrate them into the more advanced Kremin Cyborg. When the conversion and modification process is complete, the Kremin is fully restored and looks as good as new!

The "traditional" vest and cowl of the Kremin is actually a soft M.D. metal that has the look and flexibility of thin vinyl (has 25 M.D.) and can also be repaired by the Nano Restorers even if the material is ripped to shreds.

5. Energy Fist: Each hand has four buttons or short rods protruding from the hand, just behind the knuckles. These can generate an energy field that enables Kremin to punch doing 4D6 M.D. or fire a short blast that does 2D6, 3D6 or 4D6 M.D. as is desired, 500 foot (152 m) range. Limited to four M.D. punches or two blasts per melee round regardless if the character has more melee attacks or not. The Energy Fist system needs time to generate spent energy between attacks.

6. Additional Cybernetics, Bionics and Bionic Weapons: Any. In the hostile environment of Rifts Earth, additional bionics and weapons are likely.

Habitat: See Alliances and Allies.

Slave Market Value: 2D4x10,000 as warriors, heavy labor, gladiators and oddities.

Alliances and Allies: Under the persecution of the CS, the Kremin explorers had fled CS territories and spent a great deal of time in the New West, Texas, Minnesota, Wisconsin and Michigan. Those who survived the onslaught upon their arrival to Rifts Earth will head for these locations, with Lazlo, New Lazlo, the Colorado Baronies and Arzno being places they will go to seek help and warn about the Minion War. The New West, Pecos Empire and Deep South are also safer for Kremin, because they are less likely to have heard about the alleged invasion and are much less inclined to believe anything the Coalition says.

Rivals and Enemies: Designated as dangerous alien invaders, CS troops have had a standing order to destroy all Kremin on sight for the last decade. Now, with evidence of a Kremin invasion, most people are likely to view them with suspicion and fear. Meanwhile, xenophobes among humans and D-Bees alike are likely to side with the Coalition's position that Kremin are dangerous invaders to be destroyed, and will hunt them down and kill them wherever they are found.

Note: Originally appeared in Rifts® World Book 11: Coalition War Campaign.



Lanotaur Hunter

By Patrick Nowak & Kevin Siembieda

Lanotaur are cunning, fearsome and relentless hunters who stalk the forests of North America. These D-Bees like to hunt the supernatural and are hulking psychic warriors who can be likened to a cross between a Psi-Stalker and a Juicer. Like a Juicer, Lanotaur possess great agility, inhuman speed, and superstrength. Like a Psi-Stalker, these powerfully built D-Bees can sense magic, psionics and the presence of the supernatural. For a long time, many people believed the Lanotaur were, themselves, supernatural beings, but further observations and study reveal otherwise.

Truth is, Lanotaur are flesh and blood D-Bees who hunt fellow humanoids out of some perverse sense of pleasure and accomplishment. For them, hunting people is sport. Humans, they claim, are one of the most cunning and resourceful "animals" in the Megaverse, and a joy to hunt. Not peasants or Joe Average, but great warriors like the Sunaj, Juicers, Glitter Boys, Crazies, Cyber-Knights, Coalition Soldiers, Burstlers, Mind Mages, other psychics and practitioners of magic. They offer challenges a Lanotaur Hunter can appreciate. Likewise, there are D-Bees these Hunters like to stalk as well: Roan Pipers, Night Wolves, Kremin Cyborgs, Grackle Tooth, Greots, Lyn-Srial, Blucies, Bruutasaur, and especially creatures like the Demon-Dragonmage, Forest Wardens, Loaks, Obsedai, Poptal and a host of monsters from Devil Unicorn, Oborus-Slitherers and Worm Wraiths to dragons, and Lesser and Greater Demons. In fact, they pride themselves some being one of the greatest demon and

dragon slayers of all time. To make the combat more challenging, many choose to use only their claws, slashing tail, magic and psionic powers to vanquish their foes. This is true even when human and D-Bee opponents are armed to the teeth. Lanotaur Hunters only use high-tech or magic weapons in a duel where the weapon is chosen and against the most powerful adversaries and special cases where the use of such weapons is fair or still leaves the opponent with the apparent advantage.

Lanotaur find hunting a test of their skill and resourcefulness, but mainly they are adrenaline junkies who love the emotional thrill of combat and staring into the face of death. The more deadly and challenging their opponent, the better. The prize for the winner: his own survival. All Lanotaur are narcissists who need to be among the best at what they do. To them life is a competition and they must be the winners. In fact, defeat without death sends these beings into a deep depression or violent rage. In the latter case, the Lanotaur may go off on a killing spree or submit himself to a new test of courage and ability before seeking out the person(s) who last defeated him for a rematch. The only beings Lanotaur don't compete with are their own kind. Probably a subconscious survival instinct, lest they wipe themselves out in mortal combat.

Though most Lanotaur are evil, they have a highly developed sense of honor and fair play, and may choose to spare a foe they have come to respect and admire. This twisted sense of fairness and competition compels them to fight only worthy opponents and never kill or torture helpless women, children, the elderly or infirmed.

Lanotaur always try to study their prey, using magic and psionics to remain hidden and observe them in action. During this research period, the Hunter tries to determine his quarry's strengths and weaknesses, and develop the best strategy for taking him down. Once the Hunter is satisfied he or she has found a worthy adversary, and has a plan of attack, the Lanotaur makes his move. The first strike is often an attempt to overwhelm his prey in fierce, close quarters fighting. If the prey falls, the Lanotaur is triumphant. If the prey proves to be elusive or powerful, the attack becomes a test of the prey's abilities, as the Lanotaur searches to exploit a weakness. This duel may be hand to hand combat, with swords, a shootout with guns, or psionic combat depending on the prey, but ideally the Lanotaur Hunter uses only his innate abilities.

Lanotaur prefer to hunt alone or in small groups of 2-4 fellow Lanotaur or a group of 3-8 non-Lanotaur but kindred man-hunters. When hunting in "the wild" (which can actually include city streets, alleys and rooftops) the Lanotaur uses stealth, ambush and hit and run tactics to whittle down the numbers in a group of enemies, or a powerful solitary one. The D-Bee enjoys tackling groups, finding more challenge in it than some one-on-one combat. When outnumbered, a Lanotaur never stays in the open for more than a few minutes (2D4 melees), unless he is trapped or luring his adversaries into an ambush. Remember, while Lanotaur prefer one to one combat, they also work in groups.

Lanotaur Hunter –

Optional Player Character and NPC

Pronounced: Lan oh tor

Alignment: Any, but Anarchist (30%) and Aberrant (55%) are most common.

Attributes: I.Q. 2D6+8, M.E. 3D6+8, M.A. 1D6+1, P.S. 2D6+14 (Supernatural), P.P. 1D6+20, P.E. 3D6+8 (Supernatural), P.B. 2D6+2, Spd 2D6x10+18.

Size: 8-9 feet (2.4 to 2.7 m) tall.

Weight: 600 to 800 lbs (270 to 360 kg).

M.D.C.: 3D6x10 +P.E. attribute number, +2D6 M.D.C. per level of experience. May also wear M.D.C. body armor.

Horror Factor: 12

P.P.E.: P.E. x3 plus 3D6 per level of experience.

Disposition: Cool, calm and collected as a ruthless, thrill seeking, man-hunter can be. Arrogant, bold, impetuous, and deadly. Fights, hunts and kills for fun and profit. Enjoys the rush of combat and facing death almost as much as delivering it.

Average Life Span: 4D6+80 years. Physical maturity is reached by age 16. Females give birth to one or two young after an eight month pregnancy, and can bear young till the age of 45.

Natural Abilities: High physical attributes, superhuman speed and reflexes, psionics, naturally ambidextrous, nightvision 100 feet (30.5 m), and heals twice as fast as humans. Also see Psionics and Magic.

R.C.C. Skills: Acrobatics (+5%), Climbing (+20%), Cook (+20%), Dowsing (+20%), Hand to Hand: Martial Arts, Land Navigation (+20%), Language & Literacy: Native Tongue (alien, 98%), Language: Other: Dragonese/Elven (+20%), Prowl (+20%), Skin and Prepare Animal Hides (+15%), Swimming (+10%), Tailing (+20%), Tracking (people; +15%), Track & Trap Animals (+10%), Wilderness Survival (+20%), and W.P. Knife, W.P. Sword, W.P. Paired Weapons, W.P. Energy Pistol, and one W.P. of choice.

R.C.C. Related Skills: Select two additional skills at levels 2, 4, 7, 11 and 15 from the following skill categories only: *Communications* (any), *Espionage* (any, +5%), *Horsemanship* (General and Exotic Animals only), *Physical* (any), *Pilot* (any, except robot and military vehicles), *Rogue* (any, except Hacking, Safe-Cracking and Seduction), *Technical* (any), and *Wilderness* (any). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts® Ultimate Edition*, at levels 1, 3, 8 and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, but makes a living as bounty hunters, demon hunters, dragon slayers, and hunter-killers (taking what they please from their victims).

Experience Level: 2D6 or as set by the Game Master for NPCs. Player Characters should start at first level. Experience table is found at the end of this description.

Attacks per Melee: As per Hand to Hand: Martial Arts, but with the abilities of Paired Weapons, Kick and Leap Attack at first level. Also see extra attacks under Bonuses.

Damage: As per Supernatural P.S. (typically 3D6 S.D.C. on a restrained punch, 1D6 M.D.C. on a full strength punch, and 2D6 M.D.C. on a power punch). Slashing prehensile tail inflicts 2D6+2 M.D. Claws add 1D6 M.D. to punch damage. Or via magic, psionics or weapon.

Bonuses (in addition to those acquired from attributes and skills): +4 (yes four) additional attacks per melee, +8 on initiative, +4 to strike, +5 to parry, +7 to automatic dodge on all attacks including those from behind (the act of dodging does not use up a melee attack, but must still be rolled to determine its success or failure), +3 to disarm, +2 to entangle, +5 to pull punch, +4 to roll with impact, +6 to save vs Horror Factor and +2 to save vs non-lethal and lethal poisons.

Vulnerabilities: Their own arrogance, overconfidence, thrill seeking and obvious death wish. Lanotaur are Master Psychics, but are -2 to save vs psionic attack (they need a 12 or higher to save).

Psionics: Lanotaur start with the powers of Mind Block Auto-Defense (special), Presence Sense (4), Sixth Sense (2), Death Trance (1), Telepathy (4), Read Dimensional Portal (6), Deaden Senses (4), and Alter Aura (2). I.S.P.: 1D6x10+10 plus the M.E. attribute number and 2D6 I.S.P. additional per level of experience.

At 2nd level, select 1D4 Physical abilities.

At 3rd level, select 1D4 Sensitive abilities.

At 4th level, select Psi-Sword and one other Super-Psionic power of choice.

At 5th level, select Bio-Regeneration (super) and one Super-Psionic power of choice.

At 6th level and each subsequent level of experience, the character selects one psionic power from the Sensitive or Physical category.

1. Sense Psychic and Magic Energy (special): Lanotaur are able to detect the telltale signature or "scent" of psychic and magic energy just like a Psi-Stalker and is identical in every respect to the Psi-Stalker power, see *Rifts® RPG/Rifts® Ultimate Edition* for details. **Range:** Sensitivity to a fellow psychic or magic practitioner *not* using his powers is 50 feet (15.2 m) +20 feet (6 m) per each additional level of experience. Sensitivity to psionic and magic powers being used is 600 feet (183 m) +100 feet (30.5 m) per level of experience. When tracking a psychic scent, roll percentile dice every 1000 feet (305 m) to see if the hunter is still on the trail. **Durability:** Automatic and constant. **I.S.P.:** None, automatic ability.

2. Combat Awareness and Lightning Reflexes (special): One of the things that makes the Lanotaur so deadly in a confrontation is their uncanny combat intuition or Psychic Combat Awareness and lightning-quick reflexes. They can leap, dodge, weave, and parry attacks coming from ten different directions at once and still strike back with incredible precision. A Lanotaur seems to know exactly what his opponents are going to do before they do it. This is the direct result of the Hunter's ability to telepathically and empathically pick up cues (almost like psychic body language) about what his opponent(s) plan to do next. This gives the Lanotaur a distinct advantage except against opponents who are Mind Blocked.

When Psychic Combat Awareness takes over it is like a computer override system of super-quick reflex actions that temporarily supersedes normal thought processes (although not entirely). Thus the Lanotaur responds instinctively and automatically to attacks, dodging and blocking them, and

taking advantages of openings in his opponent's defenses without having to think about it. Many have likened this to the Juicer, who fights at warp speed with adrenaline and other chemicals pumping to keep the warrior sharp and reacting quickly. **Note:** Bonuses from this special psychic ability are factored into the Bonuses listing above. The trick to defeating these hyper-kinetic fighters is teamwork, long-range strikes, the clever use of psionics and magic, and surprise attacks. **Range:** Self. **Duration:** Automatic and constant. **I.S.P.:** None, automatic ability.

3. Mind Over Body (special): Lanotaur can regulate their body temperature to such an extent as to mask their heat signature to appear dead or invisible on infrared and thermal-imaging optics when the D-Bee is farther than 200 feet (61 m) away. They can also control their heart rate, respiration, and body chemistry to reduce their scent (-20% to be recognized and tracked by scent) and can fool a lie detector every time. Interrogators are -20% on their skill. They can also simulate a coma or death trance.

Magic (limited): All Lanotaur have a fundamental knowledge of magic and spell casting. They start with the following, each spell passed on from generation to generation by the parents.

Anti-Magic Cloud (140), Astral Hole (120), Chameleon (6) or Shadow Meld (10), Close Rift (200+), Dimensional Portal (1000), Enchant Weapon (400+), Invisibility: Superior (20), Lifeblast (15), Lightblade (20), Magic Shield (6), Mystic Portal, Restore Life (275), Sanctum, Swap Places (300), Time Hole (210), and Warp Space (90). **Note:** Most spell descriptions are found in **Rifts Ultimate Edition**, all spells and other types of magic are in the 356 page **Rifts® Book of Magic**. Lanotaur higher than 5th level may also know a total of 1D4+2 additional spells from spell levels 7-11. Their magical knowledge is impressive, but limited as it is a secondary discipline used primarily for dimensional travel and concealment.

Standard Equipment: Waist belt with many pouches and pockets and holster for gun or knife, bandoleer, hip belt, backpack or satchel, canteen, language translator, handheld computer, digital camera, 1D4 pairs of handcuffs, binoculars, passive nightsight binoculars, 100 feet (30.5 m) of nylon cord, 1D6+4 wooden stakes, wooden cross, two Vibro-Knives (1D6 M.D.), a few personal items, and may wear light, medium or partial M.D.C. body armor (4D6+30). They are partial to M.D.C. helmets with monstrous, demonic or humorous face masks/plates (2D6+40 M.D.C.) reminiscent of Samurai armor. Tend to rely on their natural abilities and cunning, but may use simple melee weapons and magical constructs (Lightblade, Enchant Weapon spells) and the occasional tech-weapon. They collect magic weapons and devices because they are valuable, but tend not to use them unless it is fair.

Money: Starts with 1D4x10,000 credits. Lanotaur often amass great fortunes from the bounties they collect and the souvenirs they take (magic items and other valuables) from their vanquished prey.

Cybernetics and Bionics: None. They consider it a sign of weakness.

Habitat: Prefer forest environments of any kind, especially those with giant trees, but also mountains and cities with tall buildings. Lanotaur have been spotted in the forests of North America, Central and South America, Africa, and Southeast Asia.

In North America, they have found Calgary and other parts of Canada, Tolkeen, the Magic Zone, Detroit-Windsor region, and the Deep South to be excellent hunting grounds.

Slave Market Value: Not usually offered as slaves as they are difficult to keep and control. 2D4x100,000 credits as an assassin, warrior, or gladiator.

Alliances and Allies: None per se. The only beings they consider their equals are their own kind. They feel a certain kinship for Psi-Stalkers, Darkhounds and Dog Boys and like them. They may also come to respect individual people. The D-Bee may join a group of adventurers if he thinks they'll bring excitement and challenges.

Rivals and Enemies: Lanotaur Hunters have no declared enemies, but see Rifts Earth as a giant hunting preserve and most everyone in it as potential prey. They do not acknowledge any people, nations or laws and never ally themselves to any Earth forces. The Splugorth and their minions know of the Lanotaur and don't particularly like them, but have been known to cater to their desires by providing game, arena battles and "safaris." These dimension-spanning hunters are also known to True Atlanteans, the Sunaj, Chiang-Ku dragons, Temporal Raiders, and other dimensional travelers. None have any respect for these "sportsmen."

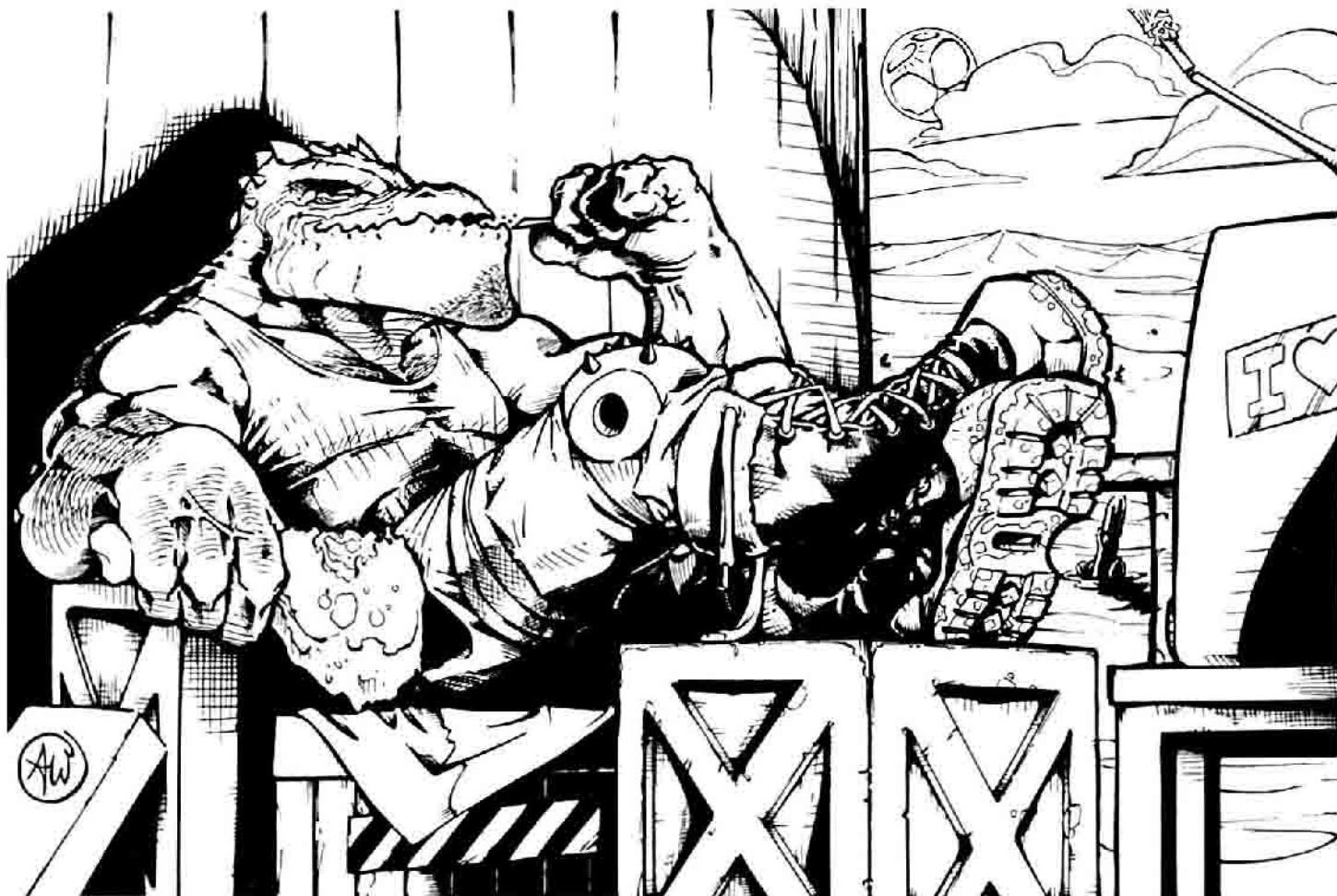
Lanotaur are not interested in hunting undead (boring) so Mexico offers little of interest, although taking on an entire kingdom of vampires has its appeal. Likewise, the Xiticix are also too mundane, and as fellow dimensional travelers, they know not to push the Splugorth by slaying too many of their minions. Still, they are targeted from time to time.

Note: Originally appeared in **Rifts® World Book 12: Pyscape™**.

Lanotaur

Experience Table

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-17,200
5	17,201-25,500
6	25,501-36,000
7	36,001-52,000
8	52,001-73,000
9	73,001-98,000
10	98,001-134,000
11	134,001-184,000
12	184,001-240,000
13	240,001-295,000
14	295,001-385,000
15	385,001-450,000



Larmac R.C.C.

By Kevin Siembieda

The Larmac are big, beefy D-Bees who resemble giant horned toads or lizards, right down to their rough, scaly and blotchy tan or greenish gray skin. A pair of small horns crown the top of their head, with two smaller ones off to the back and side above where one might expect to see their ears. Like a lizard, they have holes in the sides of the head for ears, small eyes and nose, long muzzle and a large mouth filled with jagged, uneven teeth. Despite these reptilian features, the hulking D-Bee is a bipedal mammal. Males have hair on their chin, chest, arms and legs, while females have a more slender build, smaller muzzle, smaller horns and two pairs of small breasts.

Larmac are a study in contrast. Reasonably intelligent, large and physically powerful, they can make formidable combatants and warriors to be feared. In fact, most survive as tough scavengers, rough and tumble bandits, and brazen warriors using strong-arm techniques, intimidation and brute force to get by. But that's just it, most Larmac are underachievers who only do enough work to get by and make do on very little. They dream of making it big, but they are low key, easygoing, unmotivated, complacent and downright lazy. The typical Larmac doesn't mind sleeping in the gutter, rummaging through garbage, panhandling, stealing, intimidating other people into giving him money or buying him food or drink, or beating and robbing people. Of course, they'd just as happily make money gambling or chatting it up and having people buy them drinks for the privi-

lege of their company, but sometimes you have to grab that fruit pie off the windowsill or coat off the truck. Always looking for "easy money" and a "sweet deal," Larmac often associate with criminals, gamblers and lowlifes, and make a living (if you can call it that) as petty crooks, informants, runners, lookouts, bouncers, leg breakers, enforcers, body guards, and strong men.

When not "working," Larmac have four favorite hobbies: partying, eating, boozing and sleeping. The big D-Bees have been known to party, or "hop" from one to another, for days at a time if they can arrange it. When partied out, they'll sleep or lounge around for just as many days, getting up only to eat, drink and relieve themselves. Natural born freeloaders, they stay with an easy job even if they could get something better doing only slightly more work. Likewise, even highly motivated Larmac adventurers and mercenaries stop to stretch out and relax or eat at every opportunity. And when they stop for a little rest and relaxation, the money and booze flow and they party hard.

This laid back and easy going disposition can be a good thing when tempers flare, because a Larmac rarely takes action on either side, although he may weigh in with a bit of verbal support ("I'm with him, so shut up, I'm trying to get some beauty sleep.") or stir the pot with a joke ("What are you getting angry about? You can't help it if you're ugly. You were born that way."). Attacking a Larmac with words is pointless as they are difficult to rile, go with the flow and prefer to focus on having fun, eating, drinking or sleeping rather than defending their honor or the honor of their buddies. ("Yeah, yeah, we're all worthless, lazy pigs. Why isn't anybody dancing?") One will

know when the hulking warrior is angry when he growls something like, "Don't make me get up." And if he does get up, one can expect a serious fight on their hands. Even a Larmac only tolerates so much.

Although lazy in the extreme, not all Larmac are shiftless, and even the shiftless ones can be motivated. What motivates a Larmac? Dangling the "big score" and/or "easy street" at him will do it every time. ("You can retire if we can pull this job off." Or, "You'll make so much money you'll live like a king." Or, "People will be so grateful, you'll never have to pay for a meal or a drink again." And so on.) It's not that Larmac are stupid or gullible, because they aren't, it's that they are always willing to work hard for a *few days*, even a few weeks, *if* there is the promise of a big payoff in the end. And if that payoff doesn't materialize? Most shrug it off or insist the person who talked them into this waste of time buys them several drinks and a good meal. That's just the way they are. Make a Larmac clean a latrine or stand guard duty and one can expect a lousy job and a sleeping guard. Promise the big lug a week – or better yet, a month – off or easy duty, and one can expect to see a latrine so clean it sparkles. Likewise, if the Larmac is guarding the loot, person or place that leads to "easy street" he'll watch it like a hawk and stay awake and alert for 72 hours at a stretch, and fight to the death to protect it! Consequently, if the job doesn't take too long, and his employer knows how to motivate him, a Larmac can be convinced to do almost anything. It's simply a matter of appealing to their nature. Despite the sloth and devil-may-care attitudes of most Larmac, when one of them comes to consider somebody his friend, the hulking D-Bee is loyal and trustworthy to a fault, especially if he is of an Unprincipled or good alignment. On the other hand, Anarchist and evil Larmac are typically cheating, self-serving, backstabbing scum who will betray their own mother if it means a big score or saving their own hide.

Ironically, most Larmac are gamblers willing to take high risks and outrageous chances to get what they want. And that reward doesn't always have to be money or an easy time. It can be having the joy of showing someone up, saying "I told ya so," helping a friend or extracting revenge. It is difficult sometimes to identify everything that motivates a Larmac, especially those of good alignment or leaning that way. Cruel jokes leveled at him bounce off like rain drops, but teasing a child till he cries, threatening the kindly barmaid and other acts of cruelty leveled at others often get a good Larmac to stir from his rest, dining or revelry long enough to a stop to it.

Larmac R.C.C.

Also known as "Lard Butts," "Lazy Lards" and "Lazy Lizards" by the Coalition and others who find them to be worthless, obese miscreants.

Alignment: Any, but the majority are Unprincipled (30%), Anarchist (30%), Aberrant (10%) or Miscreant (20%).

Attributes: I.Q. 2D6+3, M.E. 2D6+3, M.A. 2D6, P.S. 4D6+16 (equivalent to Robot Strength), P.P. 3D6, P.E. 3D6+5, P.B. 1D6+3, Spd 2D6+5.

Size: 6-7 feet tall (1.8 to 2.1 m).

Weight: 250 to 500 lbs (112.5 to 225 kg). Larmac tend to be broad, barrel chested, heavy humanoids who look to be overweight by 40% to double their optimum weight.

Mega-Damage: 5D6 plus P.E. attribute number and +2D4 M.D.C. per level of experience. Most Larmac also wear M.D.C. body armor for additional protection, though such suits are likely to be patchwork homespun armor with 40-70 M.D.C. and no environmental capabilities. (On S.D.C. worlds Larmac have 6D6 +P.E. attribute number for Hit Points and 6D6 S.D.C., plus any bonuses acquired through skills; Natural A.R. 12.)

Horror Factor: 12, at least until one gets to know one.

P.P.E.: 1D6 points.

Disposition: Fat and lazy party animals, gamblers and freeloaders. Most Larmac just want to be left alone and coast through life taking it easy. Consequently, they are always looking for "easy street" and the "big score." Anybody who gives them grief or demands more action out of them than they are willing to give, quickly get on their bad side and make them cranky.

Life Span: 5D6+90 years. Physical maturity is reached by age 17, but emotional maturity doesn't usually happen till their 30s, 40s, or 50s. Females give birth to litters of 1D4+1 young after a 12 month pregnancy. They can bear young till the age of 50. Young are usually raised by their mothers as the fathers are often absent.

Natural Abilities: Nightvision 300 feet (91.5 m), +6 to save vs poison, disease and drugs, and recover M.D.C. at a rate of 2D6+3 per day. Larmac have voracious appetites in many areas, food and libations being two of them. However, although the D-Bees seem to be constantly eating they can go without food for as long as a week (7 days) without any debilitating physical side effects and without water for four days before starting to feel the effects of dehydration.

Their thick, tan, Mega-Damage hide also provides protection in the sun, enabling them to trek through a desert at daytime without suffering from heat exhaustion or dehydration. Likewise, their hide and the layer of blubber underneath helps insulate them from cold temperatures as low as 40 degrees Fahrenheit below zero (can play buck-naked in arctic snow without any ill effect; not that anyone would want to be witness to such an event). Despite their natural resistance to the forces of nature, Larmac usually avoid extreme environments, mainly because nobody lives there and there's no fun to be had.

R.C.C. Skills: Cook, Land Navigation, and Wilderness Survival all at +20%, and W.P. Blunt, in addition to skills from an O.C.C.

Available O.C.C.s: These underachievers are typically one of the following Adventurer or Men at Arms O.C.C.s (pick one): *Bandit*, *Thief*, *Gambler*, *Highway Man*, *Sailor*, *Pirate*, *Grunt* (or thug/muscleman), *Saloon Bum*, *Barmaid* (if female), *Saddle Tramp*, *Stoolie* or *Vagabond*. Only the most ambitious will consider becoming a *Wilderness Scout*, *Trapper-Woodsman*, *Professional Gambler*, *Pecos Raider*, *Merc Soldier* or *Sheriff's Deputy*. And only the most fortunate possess any psionics. **Note:** Can NOT select most Men at Arms or psionic O.C.C.s, including the Mystic.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skills, rarely better than Hand to Hand: Basic.

Damage: As per Robot P.S. or by weapon.

Bonuses: +5 to save vs Horror Factor. When highly motivated or fighting to save his own life, the Larmac gets +1 melee action/attack, +1 on initiative and +1 to parry or dodge.

Vulnerabilities: -1 on initiative unless highly motivated and is always -3 to save vs illusions.

Magic: None. Larmac are too lazy to spend the time to study magic, but they love magic items.

Psionics: Larmac love psionic powers. Unfortunately, psychic abilities are rare among their race. To determine if a character has psionics, roll percentile on the following table:

01-02% Master Psionics (select a Psionic O.C.C.)

03-07% Major Psionics.

08-15% Minor Psionics.

16-00% No Psionics.

Their love affair with psychic powers (a way to find "easy street") has led many a Larmac to become addicted to Psi-Cola. By 109 P.A., an estimated 25-30% are hooked on the stuff (see *Rifts® World Book 12: Psyscape™*, page 84, for details on Psi-Cola).

Standard Equipment: As per O.C.C., but most Larmac have an affinity for blunt weapons (maybe because they are simple and easy to learn and use) and heavy weapons from grenade and mini-missile launchers to plasma and particle beam weapons (they prefer energy weapons and explosives to rail guns).

Money: As per O.C.C. Larmac dream about their big score and living on easy street, they just don't do anything to make it happen unless it involves gambling or little effort.

Cybernetics and Bionics: Most Larmac avoid cybernetics, but may get minor implants and bionic prosthetics to repair injuries. Being an alien, most human bionic systems must be modified for use on a Larmac and always look mechanical. Bio-Systems are out of the question.

Habitat: Larmac originate from the Saint Louis and Detroit-Windsor Rifts and have spread out from there. Today, they are found in large numbers throughout lower Canada, the Pecos Empire and what was once known as the Central and Eastern United States. Cities and slums where the Larmac can lose themselves, live on the streets, booze it up and take it easy are their favorite habitats. Their favorite haunts are seedy taverns/saloons/bars, nightclubs, gambling halls, casinos, race tracks, drug dens, dance halls, street corners, and houses of ill-repute. Larmac can be found at cities and towns from the Mexican border to northern Canada. The 'Burbs are filled with them.

Thousands lived and died in the Kingdom of Tolkeen. Surprisingly, the tragedy of war and Tolkeen's fall has sobered up many of the Larmac forced to leave as refugees. Many have even become more responsible and hardworking. Most are anti-Coalition and some have even joined resistance groups and Retribution Squads.

Alliances and Allies: Anybody willing to put up with their laziness, sloppiness and casual attitude. Larmac generally like humans, Floopers, D'norr Devilmen, Kraks and most any-

body who is not too driven, fanatical or mean-spirited. They love to drink and party, and especially appreciate people who allow them to sponge off them without complaint or expectations.

Rivals and Enemies: The Coalition States, Federation of Magic, Groot Hunters, and Vanguard Brawlers. Dislike scholars, teachers, and scientists as know-it-alls, and highly motivated, energetic, A-type personalities out of general principle. Devilmen are okay though, because they don't try to push Larmac to do better, and accept them for what they are. These carefree D-Bees also tend to dislike power-mongers, tyrants and slavers too.

Note: Originally appeared as a nameless D-Bee in the *Rifts®* RPG, *Rifts® Sourcebook One*, *Psyscape™* and elsewhere. The Larmac description first appeared in *Rifts® Coalition Wars® (Siege on Tolkeen) Three: Sorcerers' Revenge™*.

Loaks

By John Philpott & Kevin Siembieda

Gene-Splicers are diabolical beings who engage in exercises in genetic reconstruction for their own hard, cold scientific studies and personal amusement. It was such an endeavor that created the Loak just 30 or 40 years ago.

A group of Gene-Splicers decided to create a new, mortal being that could hunt and destroy practitioners of magic, psychics and supernatural creatures. Why this became a subject for consideration is anyone's guess. It could have been they were annoyed by such beings and decided, in an act of petty vindictiveness, to create a monster to hunt them. Or it could have been a response to a scientific hypothesis or challenge from another group of Gene-Splicers. A few have speculated this is a first step at terra-forming the planet to the Gene-Splicers' purpose and the Loak is the "cat" they have created to hunt and reduce the population of "magic and psionic using mice." The latter seems unlikely as Loaks are found only in North America (suggesting experiment or revenge) and the Gene-Splicers seem to have abandoned the continent in favor of activities in Europe and elsewhere. Whatever the reason, Gene-Splicers selected an aquatic race of D-Bee and transformed it into something different and deadly.

Loaks are tall, aquatic humanoids with a translucent white or grey membrane for skin and a layer of flexible cartilage underneath serving as a skeleton. They have a mouth full of long, sharp, jagged teeth like a shark's, dark, round eyes and a fin running from the top of the head down the spine to the middle of the back. The hands have long, slender, webbed fingers that end in long dagger-like claws. The head is shaped somewhat like a fish, the ears are two small circles on the sides of the head, and gills are located in the neck behind the jaw to breathe underwater. Two small holes are the nose to breathe on dry land. The dual, land/water nature of the Loak, whether intentional on the part of the Gene-Splicers or not, is ideal for hunting practitioners of magic, psychics and monsters in North America, because they are often concentrated in areas where there are many rivers and lakes - Minnesota (Tolkeen), Wisconsin, Illinois, Michigan (New Lazlo), the Ohio Valley/Magic Zone (Federation of Magic, dragons and supernatural beings, and *Psyscape*), and southern Ontario, Canada (Lazlo and other small magic commu-



nities). Thus, Loaks can use the many waterways to travel, live and hide unseen, escape and elude land beings which includes most D-Bees and humans, and hide their true numbers (nobody knows).

Instinctive hunter-killers, Loaks are driven by instincts and instinctive skills, making them cunning, resilient, and very aggressive. They love to hunt and kill mages, psychics (including Psi-Stalkers, Crazies and Cyber-Knights), creatures of magic (including dragon hatchlings), and supernatural beings, particu-

larly lesser demons. The worst of the lot enjoy torturing their prey before they kill them. All use hit and run tactics, ambushes and other guerilla tactics. This has made them a plague in the Magic Zone, where they stalk all manner of practitioners of magic, psychics, dragons, and all manner of supernatural beings. Loaks are also having a field day preying on Tolkeen refugees who fit the bill as prey in Minnesota, Wisconsin, and along the Mississippi River and into the Magic Zone and Michigan.

Most people don't know exactly when Loaks appeared, but the earliest confirmed reports seem to have started around 78 P.A., though it is suspected they may have come onto the scene several years sooner, but were not identified as a new race until 78 P.A. It had been a long standing belief that the Loaks were small in number, perhaps as few as 900-1200, but in the last decade, there seems to have been an unexpected population boom, which has had a corresponding increase in acts of aggression and murder. (Note: Nobody knows much about Loaks or how they reproduce, so no one realizes the population is reproducing on a geometric scale approximately every 15 years. See Spawning and Rejuvenation Cocoon in the pages that follow.)

In the generations since their creation in North America, the Loaks have steadily grown in numbers and many of the older ones have learned to work as a team with other races to get what they need and want. Many have even become bounty hunters, demon slayers and other specialized police forces and protectors so their hunting skills and instincts would allow them to function in human and D-Bee society.

Special Loak R.C.C. Powers:

1. Sense Psychic and Magic Energy (Mages, Psychics, Creatures of Magic, & Supernatural Beings): Like a bloodhound smelling a familiar scent, the Loak can detect the presence of Potential Psychic Energy (P.P.E., the stuff of magic), as well as high levels of psychic Inner Strength (I.S.P.), including Techno-Wizard devices. The ability is automatic and always on, just like a human's own five senses. The moment a magic or powerful psychic "scent" is within the character's range, the Loak recognizes it and responds accordingly. For example: If a psychic (Minor, Major, or Master), or Ley Line Walker, or demon in disguise enters the room, the Loak instantly senses it. It is easy for the D-Bee to trace the energy to the specific individual, regardless of how well the mage or psychic or supernatural being tries to hide his true nature.

Furthermore, the Loak has a chance of recognizing a specific character's psychic scent again. This ability also enables him to stalk/track a specific psychic scent. Likewise, the Loak can sense when and approximately where (general direction, near, far, up, down, etc.) magic spells are being cast or P.P.E. is being used. **Base Skill to Track:** 24% +4% per level of experience. If the Loak has a bit of hair, skin, blood, or an article of clothing recently worn (4 hours or less) by the subject being hunted, he enjoys a +20% *bonus*. That bonus also applies when magic or psionics are being actively used. **Range:** 50 feet (15.2 m) +20 feet (+6 m) per level of experience to sense the *nature* of a being (i.e., sense and recognize a mage, psychic, creature of magic, or supernatural being) who is *not* using his abilities. *Double* the range to sense powerful beings with 250 or more P.P.E. or I.S.P., and increase range by *10 times* when magic or psionics are being actively used. This includes sensing when a dimen-

sional Rift is opened. No I.S.P. cost to use this ability; automatic. This ability also enables the Loak to recognize the type of mage (Ley Line Walker, Warlock, Shifter, etc.), psychic (Mind Melter, Minor Psychic, etc.), creature of magic (Witchling, Faerie, Dragon, etc.) or supernatural creature (Demigod, Greater Demon, Gargoyle, etc.), provided he has encountered one before. Otherwise the character simply knows it is a demon or creature of magic or a psychic, not exactly what it is.

Note: This sensing and tracking ability is *obscured on ley lines*, because the pervasive mystic energy of the ley line itself overpowers and conceals the energy scent of any mage, psychic, creature of magic or supernatural being on the ley line. Just as rain or a body of water washes away the scent trail for a bloodhound, so does a ley line wash away the mystic scent for a Loak. -20% skill penalty even when within two miles (3.2 km) of a ley line, no sensing ability on the line itself.

2. Psionic Void: Similar to Nega-Psychics and Psi-Nullifiers, the Loak's aura is some type of psionic dampening void as if a Mind Block was constantly in force (no I.S.P. cost). This means they cannot be sensed by psychics, supernatural beings, or magic! To other psychics, these beings are a blank slate. A See Aura reveals nothing, nor do they register when Presence Sense, Sense Magic, Detect Psionics, Clairvoyance, Remote Viewing and similar sensing powers are used, whether they are psionic or magical in nature. Likewise, the character is "closed" to psionic communication, so he cannot be reached by Telepathy or Empathy unless he deliberately concentrates to "open" himself to such things. Even though he is shrouded by this field, the Loak can somehow "see" through it to sense and hunt other psychics and magic users. **Range:** Self only. **Duration:** Automatic and constant. **I.S.P.:** None, automatic.

3. P.P.E. Vampire: Loaks feed on both solid food, mostly meat and blood, and 50 P.P.E. a week, preferably 80 to 120 P.P.E. Unlike Psi-Stalkers, to feed on P.P.E. the Loak must kill his prey, at which point the D-Bee can devour all the (doubled) P.P.E. released at the time of death. Instincts send it after other intelligent beings with magic or psionic abilities, i.e., any psychics, practitioners of magic, creatures of magic or supernatural beings. The Loak can also get P.P.E. through torture, first by getting the individual to fear for his life and then with every slice of a knife or finger claw extract 1D4 P.P.E. points.

Loaks can feed on the P.P.E. of non-psychics or non-mages, but the taste is bad, like sour milk, and it is rare that they will do so. They can *NOT* absorb P.P.E. from ley lines, nexus points or other, non-living sources of energy, and ley lines disrupt their senses, so they tend to avoid them.

The Loak can also absorb the P.P.E. of those killed near him, but not directly by him, from as far as 300 yards/meters. Again, the Loak only draws on P.P.E. of his favored prey, not ordinary people.

Sustained by P.P.E., the Loak has no need for normal food or water, provided he has eaten the minimum of 50 P.P.E. per week. However, as predators, a Loak likes the taste of fresh meat (uncooked) and more importantly, likes to devour and hold extra P.P.E. a) so that the D-Bee knows he will not starve in the weeks to come, and b) to use other abilities important in hunting his prey, most notably the creation of Bio-Armor and the regeneration of damage. **Note:** A Loak can hold a reserve of 150 P.P.E. points per level of experience. However, a minimum of

1D6x10+30 P.P.E. is automatically "eaten" every seven days. The Loak cannot control his consumption of the energy by the exact number, hence the range of 40-90 points.

4. I.S.P. Drain: Like Mind Bleeders, Loaks have the power to drain and use the psychic energy (I.S.P.) of others. The character can drain 10 I.S.P. from other psychics and other beings with psionic powers per level of his experience!

These stolen I.S.P. can be briefly stored and used by the Loak, or thrown away (the value in the latter being that the psychic from whom the Inner Strength Points were stolen does not have them available for his own use). This bleeding or draining of I.S.P. is considered a psionic attack. The target of the "bleeding" is instantly aware that he is under attack and gets to make a saving throw vs psionic attack or has the chance to erect a Mind Block.

Range: 10 feet (3 m) per level of experience, but most Loaks like to "touch" their opponent, with the touch being a punch or stab or slice of their claws.

Duration: Stolen I.S.P. may be stored for up to 30 minutes per level of experience by the Loak.

Damage: None, other than the victim is deprived of I.S.P. for his own use. 10 I.S.P. per level of the Loak's experience.

Saving Throw or Mind Block: Victims of an I.S.P. Drain attack are -3 to save! Alternately the victim may put up a Mind Block. However, when using a Mind Block instead of a saving throw, the victim still loses I.S.P. but at a much reduced level, 2 I.S.P. per level of the Loak with no chance to save.

Cost of Draining Attack to the Loak: No I.S.P. cost, but the act of draining P.P.E. counts as one of the Loak's melee attacks/actions.

Limitations: Can only use the I.S.P. Drain once per melee round and only on one opponent at a time. A maximum of 10 I.S.P. per level of the Loak can be stolen and stored per melee round.

5. Psionic Powers: The Loak starts with *Detect Psionics* (6) and *Sense Evil* (2), and a total of three powers selected from the Physical and/or Sensitive categories. The character gains one additional power from either Physical or Sensitive each level of experience. Most powers should relate to hunting and finding prey, like *See Aura* (6), *See the Invisible* (4), and *Presence Sense* (4). **I.S.P.:** These beings have a low natural base I.S.P.: 1D4x10 +M.E. attribute number, and do NOT gain I.S.P. with experience, but can steal them, see #4, above.

6. Spawning & Rejuvenation Cocoon: Once every 2D10 years, the Loak is instinctively compelled to create another Loak via a bizarre bio-cloning process. This is part of the Gene-Splicers' genetic programming and, like salmon swimming upstream to spawn, the Loak has no control over this need to replicate. To do so, the character must store up at least 120 extra P.P.E. The cocoon is formed from ectoplasm and once formed, looks like a large, purplish egg-shaped cocoon. It takes 1D6 melee rounds to form and solidify the cocoon and 1D4+1 days for the Loak to create a clone-like replica of himself. The clone looks exactly like the original Loak (but then, all Loaks look very similar to one another), and has all of the original's attributes and natural powers. It does not, however, have the original's memories or sense of identity, and starts with an Anarchist alignment. The clone does have all the basic instincts shared by

all their kind, including the drive to hunt and prey upon psychics, mages, creatures of magic and supernatural beings and how to use all of his innate skills and powers. When the clone is fully formed, the cocoon vanishes into thin air, the original goes his own way and the *newborn* (but as a fully formed adult) goes his. This is how Loaks reproduce.

A Rejuvenation Cocoon can be created around a Loak for the cost of 80 P.P.E. It is used to completely restore the M.D.C. of Bio-Armor and keep it alive for another time period (whatever the total number of hours per level of the Loak's experience) or to completely restore the Loak of ALL lost Hit Points and S.D.C. from its own physical body. In the alternative, the cocoon can be used to restore lost limbs, eyes or internal organs in 20 minutes. The cost is 40 P.P.E. per each lost item being restored.

The Rejuvenation Cocoon is an either/or proposition. Meaning the Rejuvenation Cocoon can only do one type of healing (restore Bio-Armor, or heal the Loak, or regenerate lost limbs), not multiple types of healing at one time, even with more P.P.E. spent to do so. However, if the Loak has enough P.P.E., he can create one cocoon, heal, and 20 minutes later, create another to perform another type of rejuvenation/healing.

7. Bio-Armor: The Loak possesses the unique ability to create and use a suit of genetically matched, living Bio-Armor. To create the armor, the Loak spins an ectoplasmic cocoon. This is usually done in a secluded area such as under a fallen tree, high up in the branches of a tree, inside a cave or basement, underwater, etc.

The creation of the cocoon takes only one minute, but the armor creation process takes 20 minutes per 100 M.D.C. of the armor (maximum of 120 M.D.C. per level of experience), plus 20 minutes per each built-in weapon. To make the cocoon costs 40 P.P.E. or 80 I.S.P., each 100 M.D.C. points for armor costs 10 P.P.E. or 20 I.S.P., and each weapon costs 30 P.P.E. or 60 I.S.P.

Bio-Weapons: Weapon built into the armor are similar to bionic equivalent ones, only they are biological and magical in nature and limited to the following forearm and hand weapons (one per arm): *Extendible & Retractable Vibro-Claws* (3D6 M.D.; +1 to strike and parry), *Vibro-Sword* (2D6 M.D., +2 to strike and +3 to parry), *Light/Laser Blaster* (1D6 M.D. and 200 foot/61 m range per level of experience, +3 to strike), *Lightning/Electricity Blaster* (1D6+2 M.D. and 150 foot/45.7 m range per level of experience, +2 to strike), *Fire/Plasma Blaster* (1D6 M.D. and 50 foot/15.2 m range per level of experience, +1 to strike), and *poison-tipped claws* (the Loak's normal claws, only they secrete a toxin at will. Damage or effects are the same as the bionic Wrist Needle and Drug Dispenser, but only two chemicals can be selected when the Bio-Armor is created). Both the range and damage of energy weapons increase with experience.

Duration of the Bio-Armor & Weapons: One hour per level of experience or until the armor's M.D.C. is reduced to zero, or the Loak decides to "shed" it (take it off), whichever comes first. Once shed, it deteriorates into a green slime. Bio-Armor has a fibrous appearance like a thick hide made of sinew. **Note:** Armor imposes a -15% penalty to Acrobatics, Gymnastics, Climb, Prowl, and Swim skills.

Other Features of the Armor: Impervious to normal cold, heat and fire, and M.D. cold and fire do half damage. Augmented

P.S. becomes *Supernatural P.S.*, Spd is doubled, and can leap 15 feet (4.6 m) high and 20 feet (6.1 m) across (50% farther with a running start).

8. Other Natural Abilities: **Attacks per Melee:** Five at level one +1 at levels 3, 5, 7, 9, 11, 13 and 15. Remember, P.S. is *Augmented* without Bio-Armor, Supernatural P.S. in Bio-Armor.

Damage: Punch: As per Augmented P.S. or Supernatural P.S. when Bio-Armor is worn.

Clawed Hand Attack: 3D6 S.D.C. +P.S. damage bonus or damage as per Augmented P.S. — 3D4 M.D. from a claw strike when Bio-Armor is worn; using one finger claw only does 1D4 M.D., and this is without bio-armor Vibro-Claws.

Bite Attack: 2D6 S.D.C. on a restrained nip or 4D6 S.D.C. damage on a full strength bite without Bio-Armor. 2D6 M.D. wearing Bio-Armor.

Natural Swimmers: Can breathe water and air, Swimming 98%, can dive 500 feet (152 m) and survive depths up to 1.6 miles (2.5 km) and can live underwater or on the surface indefinitely.

Senses: Excellent vision, can see clearly in murky water, Nightvision 300 feet (91.5 m), excellent hearing and sense of smell twice as sharp as humans'. Poor sense of taste.

Natural Regeneration: 3D6 S.D.C. or Hit Points per hour, but cannot replace lost limbs or organs unless a Rejuvenation Cocoon is used.

9. R.C.C. Bonuses (all are in addition to possible attribute bonuses): +2 on initiative, +4 on Perception Rolls, +4 to strike, +2 to parry and dodge, +2 to disarm, +4 to pull punch, +3 to roll with impact, +2 to save vs psionic attacks (so Loaks need an 8 or higher to save), +2 to save vs magic, +2 to save vs drugs, poisons, toxins and disease, +4 to save vs Horror Factor, and completely immune to all forms of possession and the bite of a vampire. +1 additional attack per melee when underwater.

10. Vulnerabilities/Penalties: Loaks cannot learn more than a tiny handful of skills from training and education. They are driven by instinct to hunt and kill psychics, demons and beings who use magic, and cannot completely stop doing so no matter what. It is an ingrained part of them and would be like asking a human to stop eating. Skills are limited to *instincts*. Limited social behavior and morals on par with a domesticated tiger — meaning, watch out, they bite and kill! Especially when provoked or teased.

Loak — Optional Player Character and NPC

Pronounced: Low-oak.

Also known as "Mage Slayers," "Mystic Hunters," and "Mage Assassins."

Player Character Note: Most of these strange beings only care about hunting and killing mages. However, many are learning to function within different societies by acting as bounty hunters, lawmen and champions/protectors who specialize in fighting mages, psychics, dragons and demons. These Loaks have become more civilized and have learned to use their instincts and powers in a productive way that helps others. Thus, a Loak town defender, lawman, bounty hunter or dragon/demon slayer tries to hunt and destroy only evil monsters and bad guys.

Others who prefer a more feral lifestyle prowl the countryside and city streets like a hungry mountain lion always looking for new prey to kill and feast upon, regardless of whether or not their victim is good or evil, a danger or peaceful. (**G.M. Note:** The latter make great NPC monsters/villains.) They can also find excellent opportunities as paid assassins and bounty hunters who don't care if the wanted person is good or evil. The Coalition States, Free Quebec and places like the New German Republic would embrace and employ the Loaks in their armies and defense forces if they were not inhuman D-Bees themselves. However, the *Coalition Army* has an unofficial policy of letting Loaks "escape," claiming the D-Bees are just too "fast and elusive to capture or kill without a special elite force to do the job." Yeah, right, as long as the D-Bee is killing enemies of the CS the soldiers let it live. If the Loak is protecting a D-Bee community, it dies. Simple by CS standards.

Alignment: Any, but tend to be Anarchist (40%), Aberrant (25%), Miscreant (12%) and Diabolic (10%).

Attributes: I.Q. 2D6+5, M.E. 3D6+5, M.A. 2D6, P.S. 3D6+9 (Augmented), P.P. 3D6+3, P.E. 3D6+3, P.B. 2D4+1, Spd 5D6+6 running, double swimming. P.S. becomes Supernatural and Spd is doubled when Bio-Armor is worn.

Hit Points: P.E. attribute number x2, +2D6 per level of experience.

S.D.C.: 4D4x10+40; also see M.D.C. Bio-Armor.

M.D.C.: Via artificial M.D.C. armor or *Mega-Damage Bio-Armor*.

A.R.: 9 +1D4; applicable to Loaks *not* encased in M.D.C. Bio-Armor or other M.D.C. protection.

Horror Factor: 8 for most people, 14 for psychics and practitioners of magic who know what they are!

Size: 6-8 feet (1.8 to 2.4 m) tall.

Weight: 200 to 320 pounds (90 to 144 kg).

Average Life Span: Estimated 6D6+110 years. Males and females look identical and do not mate to reproduce. See Spawning and Rejuvenation Cocoon described previously. This is a new race bio-engineered to absorb the I.S.P., P.P.E. and life force of other creatures and they do not seem to age.

P.P.E.: Only what they capture and store. Up to 120 points per level of experience.

Natural Abilities: See #1-9, above.

R.C.C. Skills: Dowsing (+15%), Language: Four of choice (+30%), Land Navigation (+30%), Lore: Demon & Monster (+25%), Lore: Magic (+15%), Prowl (+15% on dry land, +25% underwater), Swimming is at 98%, Tailing (+20%), Tracking (people; +20%), Track Animals (+15%), Wilderness Survival (+30%), wrestling, one Modern W.P. of choice.

Secondary Skills: The character can learn three Secondary Skills at level two. Select from the Secondary Skills List found on page 300 of *Rifis Ultimate Edition*. Plus one additional at levels 4, 8, 10, 12, and 14. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Techno-Wizard* experience table.

Standard Equipment: Starts only with their natural abilities.

Only Loaks who become somewhat civilized may elect to use the weapons, clothing, armor and other trappings of men. NEVER use any kind of magic item, including Techno-Wizard items.

Money: Starts out with no money, and only those who become somewhat civilized or acquire the weapons of men have any need for money.

Allies: Varies with the situation, but lean toward humans and D-Bees without psychic or magic abilities. Relate best to other hunters and warriors; any Men-at-Arms and Wilderness Scouts (all).

Enemies & Rivals: **Psychics:** All beings with psionic powers, but tend to ignore those with Minor and even Major abilities unless threatened by them first or the individual is the target of a bounty, investigation or standing in their way. Their favorite prey includes Psi-Stalkers (natural rivals and enemies), Crazies and Cyber-Knights, as well as Bursters, Zappers, Mind Bleeders, Mind Melters, Mystics, Psi-Goblins, Dragon-Cats, and other Master Psychic R.C.C.s (see *Psyscape*) and beings with significant psionic powers.

Practitioners of Magic: Witches, Necromancers, Necrophim & Soul Snakes, Mystic Knights, Bio-Wizards, Shifters, Mystics, Ley Line Rifiers, Ley Line Walkers, and Conjurors, followed by all others pretty much in that order of preference or hatred.

Creatures of Magic: Dragons, Sphinx, Witchlings and Black Faeries top the list, followed by all monstrous creatures of magic, then the less dangerous and good ones.

Supernatural Beings: Includes all sub-demons, like Gargoyles and Brodkil, many Minions of Splugorth, Lesser Demons, Greater Demons, Demon Lords, Godlings, Demigods and all other supernatural creatures, starting with the evil varieties and followed by good and kind supernatural beings.

Loronoids

A "failed" Achilles mutant experiment

By John C. Philpott & Kevin Siembieda

Preliminary data looked good on Project Norwegian Blue, with the Loronoid subjects excelling in verbal, mathematical, pattern recognition, and telepathy skills. Intelligence levels were exceptional, flight and coordination superb, and personality traits amenable. Initial in-house operational performance showed the Loronoids to be outstanding at their primary Intelligence Analysis work, and all indications pointed to success. Large-scale production of Loronoid specimens was initiated and initial field operatives were dispatched in support of Condoroid operative cells.

A year into full-rate production, an anomaly was discovered: despite superb engineering in patience and diligence, inordinately high AWOL rates were observed among Loronoid specimens. It was found that Loronoids sent into forward deployment invariably went missing, most presumed AWOL, and soon even headquarters-stationed Loronoids began to disappear in large numbers. Later neural and genetic analysis noted chemical im-



balances similar in nature to Attention Deficit Disorder (ADD) and similar neuro-chemical afflictions occurring at abnormally high rates among the Loronoid specimens, leading many to "lose interest" in their jobs or become distracted by outside stimuli.

In short, the Loronoids quickly became "bored" with the continuous number-crunching, signal monitoring, and image analysis they were engineered for, and "flew the coop." Despite limited attempts at recapturing expatriate Loronoids and eliminating feral Loronoids, wild populations continue to breed true. It is estimated that within as little as twenty years, feral Loronoid populations will spread as far as the Land of a Thousand Islands, possibly into the Caribbean Islands or North America. We have declared Project Norwegian Blue a non-recoverable failure. All further experiments with parrots have been cancelled, and all remaining specimens, in house, liquidated.

This is the final, summary report on Project Norwegian Blue.

-Excerpt of a report given to Achilles Vice President of Genetic Engineering, Armando Pequeniú, 78 P.A.

The Silver River Republic of Achilles, in Rifts South America, is one of the few cultures that work in advanced genetic engineering. In fact, their expertise far exceeds the Coalition's Lone Star Complex. With notable successes like the Serpentoid, Condoroid, and Falconoid, few question the abilities of the Achilles Genetic Engineers. However, there is one notable failure that continues to plague Achilles scientists despite all efforts at covering up the mistake. That "mistake" is the Loronoid, a humanoid mutant derived from various species of parrot.

In 75 P.A., Achilles planners created the Loronoid for the purpose of specialized field intelligence and analysis, studying images, analyzing communications traffic, and identifying enemy plans based on data gathered by spy equipment and field operatives. Noting the success of the Condoroid field operatives, executives at Achilles requisitioned a new mutant animal they thought would be skilled at pattern recognition, language, mathematics, and "sensory" psionics. They also required the new breed to be highly intelligent, motivated, detail-oriented, and very patient, capable of working long hours at scrutinizing the little details and assembling them into intelligence conclusions. The new program was code-named *Project Norwegian Blue*, and after an exhaustive research, selected several "Macaw" parrot species.

The resulting experiments produced the Loronoid (from the Spanish word "loro" meaning parrot), a humanoid mutant parrot presumed to have all the skills and characteristics they needed. While initial field tests showed great promise, the mutant birds suffered from a neuro-chemical imbalance similar to ADD. Though exceedingly intelligent, the Loronoids were easily distracted and sidetracked, disliked confined quarters, and hated repetitive work and redundant tasks. This led to one of two developments, either the Loronoid were seduced into lives of lethargy and hedonism or they longed for adventure and the constant challenges of exploration and survival in the wilderness. Thus, one ended up with either fat, lazy "slackers" who did so-so work, or birds gone AWOL to see the world. Neither was acceptable.

Capable of fast flight and quick to figure out (and avoid) security patrols, Loronoids went AWOL by the hundreds, flying off to distant, remote lands where they could be high-energy explorers and adventurers, even mercenaries, or live a life of free-loading vagabonds or settle down into a lazy job without having to worry if the "master" was going to terminate them. Craving adventure and a new life, many traveled to North America.

Able to "breed true" (lay eggs; 5 month gestation), populations of unaffiliated "feral" Loronoids have been springing up all across the South American continent, Central America and to a lesser degree, North America. They seem particularly attracted to mountainous rain forest and sandy beaches, settling in large numbers in the Amazon and among the scattered islands of the Caribbean. In North America they are found in Mexico, the West Coast and Southeast, particularly in the Deep South and Dinosaur Swamp. However, populations in America are small, and the creature is unknown in Canada.

Although a mutant and *not* a D-Bee, most people assume the Loronoids are an avian race from another world. Most Loronoids do nothing to change people's minds, and never mention their makers in South America. Instead, they happily play along with the idea that they are *Dimensional Beings* from an alien world. They do so for two reasons, one, so people don't think of them as an inferior slave race created by humans, and two, so nobody tells their makers about them or their whereabouts.

Loronoids are brightly-colored humanoid parrots with all manner of plumage: blue and yellow, blue and red, red and blue, and bright green with yellow highlights are the most common colorations. Some have grey heads, others bright red, yellow or blue heads. Some have ruffled feathers while others have feath-

ers that sit close to the skin. All stand on the "short" side, four to five feet (1.2 to 1.5 m), and have flight-capable wings with fully articulated hands at their ends, like a bat. They all also have long, colorful tail feathers and bird-like feet capable of grasping, climbing and hanging for long periods of time. Eyes are small with yellow, orange or red irises. Beaks are large and curved, with strong jaw muscles.

Loronoids are either swashbuckling adventurers full of excitement and a cavalier outlook on life and in constant search of new experiences, or easy-going, laid back, and carefree. The adventurer types crave stimuli and action, sometimes becoming adrenaline junkies, while the more laid back enjoy jobs and pastimes involving meeting new people, talking and partying. Thus, easygoing Loronoids can make excellent teachers, salesmen, barkeeps and taxi drivers. Of course, even the action oriented adventurers enjoy a good party and "loafing" around. Despite their natural abilities towards the intellectual and mathematical, most abandon any careers where they are stuck in the office, but enjoy exploration and adventuring, function as native guides, scouts, and mercenaries as long as the routine and location are different. When they get bored, they move on to a new group of associates and new lands to explore. Right now, North America is one of those strange, exciting new places, but after awhile (okay, a few decades), the Loronoids may seek to explore Europe or Asia or other lands. In fact, the "D-Bee" could turn into one of those races that wander and explore the Megaverse.

Loronoids – Optional Player Character or NPC

Pronunciation: LOW - row - noyd.

Also known as "Parrotoids," "Macaw Men," and "Loafin' Loros."

Alignment: Any, but the majority are Unprincipled (50%) and Anarchist (35%).

Attributes: I.Q. 3D6+4, M.E. 3D6+2, M.A. 3D6+6, P.S. 2D6+3, P.P. 3D6+3, P.E. 3D4+2, P.B. 3D6+4, Spd 3D6 running - 4D6+28 flying (minimum flying speed 30 mph/48 km).

Size: 4 feet to 5 feet, 5 inches (1.2 to 1.6 m) tall.

Weight: 60 to 90 pounds (27 to 40.5 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

Base S.D.C.: 3D6+10

Horror Factor: Not applicable.

P.P.E.: 3D4

Disposition: Typically friendly, smart, easy-going, and laid back, but easily distracted and prone to laziness, gluttony and addiction to drugs or alcohol. The average Loronoid loves new games, challenges and adventure provided he doesn't have to work at any of it too hard. Of course they adore good food, drink, song, games, conversation and other party and leisure activities.

Average Life Span: 4D4+130 years. The "D-Bee" reaches maturity at age 12 and females can lay 1D4 eggs twice a year. The eggs require a five month gestation period before hatching. Babies are cared for by both parents until about the age of three, when they have all their plumage and can fly. However, until age 12, juvenile Loronoids perform all skills and

abilities at half their normal level and do NOT grow in experience until age 12, where they start life at first level.

Natural Abilities:

Suspended Animation (special): The Loronoid can enter into a deep trance to the point where he appears to be dead or in a coma, similar to the Death Trance spell. -35% on Paramedic and -25% on Medical Doctor skill rolls to diagnose as alive, and all casual observers will assume the Loronoid has passed on. This ability was deliberately instilled by Achilles scientists so captured Loronoid intelligence agents and reconnaissance scouts could resist interrogation and torture, as well as effect an escape. **Duration:** 5 minutes per level of experience. The coma-like state also reduces breathing and body functions, and can be used to conserve the air supply and slow the progress of poison. Can be performed at will.

Intuitive Math Skill (special): Understands mathematics on an intuitive basis. They know the first 1D4x100+47 prime numbers and know Pi up to 1D6x1,000 decimal points. Automatically know the skills Mathematics: Basic at 98% and Mathematics: Advanced at 78% +2% per level of experience. Can perform mathematic computations *without* paper or computational aid at only -10%.

Pattern Recognition (special): The ability to recognize patterns in even the most seemingly chaotic of jumbled information, words, letters, numbers and images. They can read maps without error, recognize locations, buildings, vehicles and other images from aerial photography, and are great at word puzzles and understanding poetry. This ability also gives the Loronoid a bonus (already considered in listing below) to various skills like Cryptography, Land Navigation and Sensory Equipment.

R.C.C. Skills: Geared toward scouting, tracking, exploration, numbers and patterns.

Detect Ambush (+15%)

Detect Concealment (+20%)

Language: Native Tongue: Spanish at 98%.

Language: Other: American and three of choice (+20%).

Literacy: Native Tongue (Spanish) at 98%.

Literacy: Other: American and two of choice (+20%).

Computer Hacking (+15%, but gets bored quickly)

Cryptography (+20%)

Forgery (+15%)

Gambling (Standard; +10%)

Imitate Voices & Sounds (+16%)

Intelligence (+20%)

Land Navigation (+16%)

Navigation (+15%)

Prowl (+10%)

Radio: Basic (+10%)

Research (+10%)

Sensory Equipment (+20%)

Tailing (+10%)

Wilderness Survival (+10%)

W.P. Blunt *or* Knife (pick one).

W.P. Energy Pistol *or* Energy Rifle (pick one).

Hand to Hand: Basic, but can be changed to Hand to Hand: Expert at the cost of two Secondary Skills.

R.C.C. Related Skills: None.

Secondary Skills: At first level, select three skills from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, plus two additional at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Available O.C.C.s: None; a Loronoid does not get to choose an O.C.C. and must instead rely on his or her limited R.C.C. skills and abilities.

Experience Level: 1D6+1 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Military Specialist* experience table.

Attacks per Melee: As per Hand to Hand combat skill.

Damage: As per combat skill or weapon. Foot claw does 1D6 S.D.C. (+P.S. bonus to damage, if any) and a bite does 1D8 S.D.C.

Bonuses (in addition to those acquired from attributes and skills): +2 on Perception Rolls, +1 to strike, +2 to parry, +1 to dodge (+4 to dodge when flying), +2 to pull punch, and +3 to roll with impact.

Vulnerabilities: Easily distracted, and when focused on details is often oblivious to what's going on around him. Treat M.E. as half when dealing with issues requiring extended periods of concentration or drudgery.

Psionics: At first level, all Loronoids gain the powers of Clairvoyance (4), Empathy (4), Mind Block Auto-Defense (special), Mind Wipe (special), Object Read (6), Remote Viewing (10), Sense Time (2), Telepathy (4), Total Recall (2), and 1D4 additional Sensitive psionic powers, plus one additional Sensitive psionic power at levels 3, 6, 9, 12, and 15. Gains the Super Psionic powers of Empathic Transmission at 4th level, Hypnotic Suggestion at 8th level, and Psychic Omni-Sight at 12th level. Considered a Master Psionic. **I.S.P.:** M.E. attribute number +2D4x10+10, plus an additional 2D6 per level of experience.

Magic: None; Loronoids have no magic potential.

Standard Equipment: Vibro-Knife or Neural Mace, plus one weapon for each W.P. and 1D4+1 E-Clips, and a light or medium suit of custom made or patchwork M.D.C. armor (the latter is not environmental and has 32 to 55 M.D.C.). Also a hand radio with scrambler, a gas mask, a survival kit, canteen, a hip flask (typically full of rum), 1D6+1 cigars, a cigarette lighter and a box of matches, one week's rations, a portable hammock, a medium-sized or large satchel with a sturdy shoulder strap, a medium shoulder bag, a personal journal/"little black book," 1D4 markers, a mechanical pencil and 24 replacement leads, a handheld portable computer, a pocket mirror, and a bottle opener (although the beak works fine for such purposes). May also acquire a digital or video camera, language translator, jewelry and other odds and ends.

Money: Most Loafin' Loros want piles of money, but they aren't willing to work hard to get it. Start with 3D4x100 credits, and most spend money on good times, food, booze and pleasure as fast as they make it.

Cybernetics and Bionics: None; cannot receive cybernetic, M.O.M., Juicer, or other augmentation without losing all psionic abilities.

Habitat: South America, Central America, the Caribbean, and recently, (last 6 years) Mexico and the USA. Typically live in scattered communities high in the trees of rain forests, in the mountains and along the coastlines. They can be encountered as lone individuals, pairs and small groups anywhere in North America, but prefer warm and tropical climates. Those living in Canada or the northern US are likely to migrate south in the winter. A number of individual Loronoids and small family clans are known to live along the coast of the Deep South and Dinosaur Swamp.

Slave Market Value: 3D6x10,000 credits with a high demand. They are typically enslaved into roles as Wilderness Scouts, intelligence analysts, bookkeepers, tutors and domestic servants.

Alliances and Allies: None per se, tend to "hang with anyone who knows how to have fun."

Rivals and Enemies: Loronoids hate their creators in South America, fear feline D-Bees and monsters, are wary of other more powerful avian races, and fear the Minions of Splugorth and other slavers as well as known human supremacists.

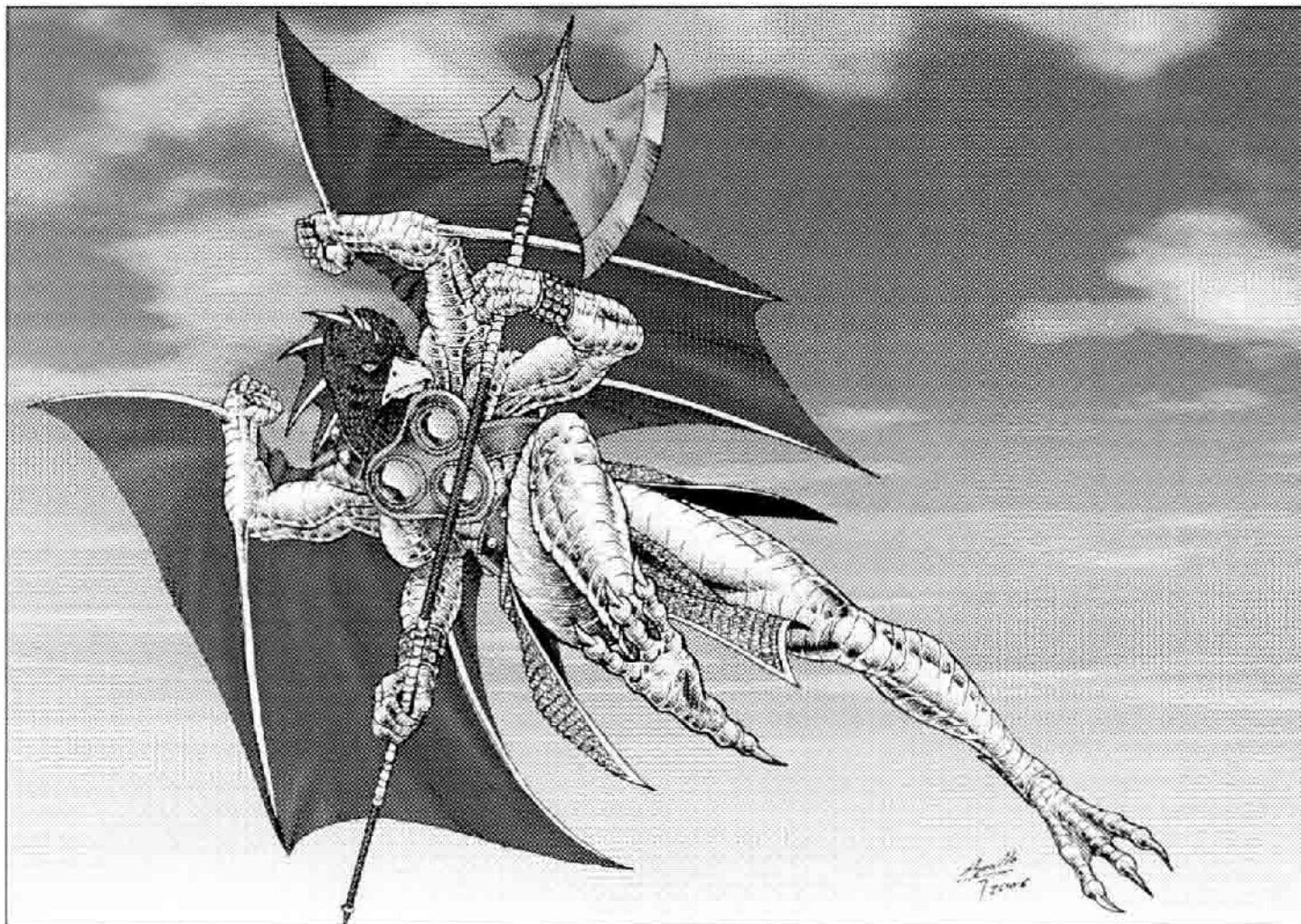
Lyn-Srial

By Chris Kornmann & Kevin Siembieda

The Lyn-Srial are a race of bird-like, golden-skinned humanoid from an alien dimension of mountains, towering bluffs, cloud cities and endless blue-green skies. They have four arms, a pair of legs that end in taloned feet, and leather wings like a bat, rather than a bird. The head is that of an eagle with a crest of fins on the head and running down the back of the neck. Their bodies are covered in golden scales, earning them the nickname of "Golden Ones."

Lyn-Srial are a peaceful, caring people who have dedicated themselves to helping other people, the pursuit of knowledge, the creation of art, the appreciation of beauty, finding peace of mind and spirit, and making the world a better place. Thus, they are natural heroes and protectors of the weak and innocent, although not all Lyn-Srial are heroes. Many are artists of some type and all are very creative and imaginative, but most share the same ethics, philosophy of life and goals. Their noble nature has earned them another deserved nickname, Sky-Knights, and though they are not knights, they do live by a strong code of personal honor and sense of justice and equality for all. This attitude means Lyn-Srial cannot stand by idle, while people suffer. Consequently, they are frequently engaged in acts of kindness, education and defense. When the Tolkeen refugees fled to the New West, the Lyn-Srial and their Cloudweaver mages were there to create castles in the sky, tend to the sick and injured, and protect women and children from the Coalition Army and other humanoid predators.

Note: See the section on *Arizona, the Golden Ones and Cloud Magic*, pages 33-45, and pages 133-136, in **Rifts® World Book 14: New West**, for more information and details about the Lyn-Srial people, society, goals, magic and hidden city.



Average Lyn-Srial –

Optional Player Character and NPC

Also known as the Golden Ones, Cloudweavers and Sky-Knights.

Alignment: Any, but most are Principled (50%), Scrupulous (30%), or Aberrant (10%). Very few Lyn-Srial ever turn to a selfish alignment and a Diabolic or Miscreant evil Lyn-Srial is almost unheard of.

Attributes: I.Q. 3D6+4, M.E. 3D6+10, M.A. 3D6+10, P.S. 3D6+6 (Supernatural), P.P. 3D6, P.E. 3D6+4 (Supernatural), P.B. 3D6+8, Spd 3D6+4 on the ground but 3D6+20 flying.

Size: 7-8 feet (2.1 to 2.4 m) tall.

Weight: 200-320 lbs (90 to 144 kg)

M.D.C.: P.E. x10 plus 1D6 per level of experience

Awe Factor: 1D4+9

P.P.E.: 1D6x10 +15 per level of experience.

Disposition: Compassionate, caring, noble.

Average Life Span: 1D6x10+135 years. Physical maturity is achieved by the age of 17. Females give birth to 1D4 live young after a 10 month pregnancy and can bear children till the age of 70.

Natural Abilities: Supernatural Strength and Endurance, glow with the light of the sun when happy or angry, bio-regenerate 1D6 M.D.C. per hour and can regenerate lost limbs in four months time (an eye or tongue in one year). Possesses excel-

lent hawk-like vision (can see a prairie dog up to 3 miles/4.8 km away!), nightvision 1000 feet (305 m), excellent hearing, four arms, bat-like membrane between one pair of arms provides the ability to fly and glide (glides at half flying speed), plus unique Cloud Magic powers.

R.C.C. Skills:

Art (professional quality; +20%)

Basic Math (+30%)

Dance (professional quality; +20%)

History of their people at 90%.

Holistic Medicine (+10%)

Identify Fruit and Plants (+20%)

Land Navigation (+10%)

Language & Literacy Native Tongue: Lyn-Srial at 98%.

Language: Other: American and two of choice (+30%).

Literacy: Other: Two of choice (+10%).

Lore: Ley Lines & Magic (+10%)

Law (+20%)

Sing & Whistle (professional quality; beautiful; +20%)

Whittle/Sculpt (+15%)

Wilderness Survival (+15%)

Hand to Hand: Basic; cannot be changed.

R.C.C. Related Skills: At first level the character can select six R.C.C. Related Skills, plus two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Any (+5%).

Espionage: None.

Mechanical: Any (+5%).

Medical: Any (+10%).

Military: None.

Physical: Any, except Boxing.

Pilot: None.

Pilot Related: Read Sensory Equipment and Navigation only.

Rogue: Ventriloquism and Computer Hacking only.

Science: Any (+15%).

Technical: Any (+15%).

W.P. Ancient: Any.

W.P. Modern: Handguns, Energy Pistol and Energy Rifle only.

Wilderness: Any (+5%).

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts® Ultimate Edition*, at levels 1, 4, 8, 10, and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: Not applicable.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the same Experience Table as the *Operator*.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses.

Damage: As per Supernatural P.S. or by weapon or magic.

Bonuses (in addition to those acquired from attributes and skills): +3 attacks per melee round, +1 on initiative, +1 on Perception Rolls, +1 to parry, +2 to dodge when in flight, +2 to pull punch, +3 to roll with impact and +4 vs Horror Factor.

Vulnerabilities: Inhuman appearance, four arms and wings make it impossible to disguise themselves. Their compassion and generosity sometimes get them into trouble.

Psionics: None.

Magic: All ordinary Lyn-Srial know the following spells: Cloud of Ascension, Cloud Surfing, Aerial Navigation, Globe of Daylight, and may choose one additional spell for every 3 points of I.Q. from the categories of *Clouds of Defense*, *Travel*, and *Survival*. **Note:** 55% of all Lyn-Srial females become Cloudweavers.

Standard Equipment: Personal jewelry (armbands, bracelets, necklaces, mantles, and similar), loincloth, pocket mirror, sculpting tools, whittling knife, utility belt, backpack, purse, air filter, and canteen or water skin. Weapons: None. Never use a vehicle or riding animal, Lyn-Srial walk or fly.

Money: Starts with 2D6x100 credits worth of tradeable goods; has no need for Universal Credits.

Cybernetics and Bionics: Avoids them; bio-regenerate.

Habitat: Can be found exploring or traveling anywhere in the Americas, but they have made their home in Arizona (a hid-

den city in the Grand Canyon) and feel most at home among canyons, buttes, mountains and among the clouds up in the sky. Consequently, Lyn-Srial are most numerous in Arizona, Utah, and New Mexico.

Slave Market Value: 3D4x10,000 credits. Valued as warriors, guards and gladiators.

Alliances & Allies: Cyber-Knights, Justice Rangers, Arzno and the Tolkeen refugees who fled into the West. Lyn-Srial try to accept all people except evil and supernatural beings.

Rivals & Enemies: They regard the Coalition States and Federation of Magic with disappointment and apprehension. They hate and destroy evil supernatural monsters and worry about the Monster Kingdom forming in Calgary. They stand against injustice, slavery and tyranny.

Note: First appeared in the pages of *Rifts® World Book 14: New West™*.

Lyn-Srial Sky-Knight R.C.C.

The Sky-Knight is the Lyn-Srial warrior for peace. These noble fighters battle only to protect others, destroy evil and to bring justice and wisdom to the people of the world in the pursuit of peace. In many ways they are *philosopher knights* who try to instill values and morals in all they meet. Lyn-Srial strive to be living examples of what can be achieved through friendship, brotherhood, and love. They are often seen as *avenging angels* or *warriors of light* who fight for the innocent and the underdog. They stand against evil in all its forms, and thus, while they try to show respect and understanding to all people, religions and nations, there is a line they will not cross.

All Sky-Knights are accomplished magic users and use magic to avoid or dissuade combat before using force to finish a fight. They are courageous in battle and tender, honest and kind in all other matters. Sky-Knights truly are the personification of the idealism represented by the word "knight."

Sky-Knight – Optional Player Character and NPC

Also known as the Philosopher Knight, Golden One and Hope Bringer.

Attribute Requirements: I.Q. and M.E. of at least 18.

Alignment, attributes and all other basic stats are the same as the "Average" Golden One previously described. Magic, skills, bonuses, and equipment are as follows.

Magic: Sky-Knight knows Cloud of Ascension, Cloud Surfing, Aerial Navigation, Globe of Daylight, Storm Rider Armor and *all* Clouds of War and Clouds of Peace. Choose one additional spell every level of experience, starting with level one, from any category except *Clouds of Creation*.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses.

Bonuses (in addition to those acquired from attributes and skills): +1D6 to P.S., +2D6+6 to M.D.C., +1D4x10 to P.P.E., +4 attacks per melee round, +3 on initiative, +4 to Perception Rolls, +1 to parry, +2 to dodge when in flight, +3 to disarm, +3 to disarm on a "called" shot, +4 to roll with impact, +4 to pull punch, and +1 to save vs Horror Factor at levels 1, 3, 4, 5, 7, 8, 9, 11, 12, 13, and 15.

R.C.C. Skills: Same as the average Lyn-Srial citizen plus the following:

W.P. Blunt

W.P. Paired Weapons

W.P.: One Ancient Weapon of choice.

W.P.: One Energy Weapon of choice.

Hand to Hand: Expert, can be changed to Hand to Hand: Martial Arts for the cost of one R.C.C. Related Skill.

R.C.C. Related Skills: At first level the character can select five other skills, plus two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic only (+5%).

Espionage: Intelligence and Tracking only (+10%).

Mechanical: Basic only (+5%).

Medical: Any (+10%).

Military: Any (+5%), except Trap skills, Parachuting, and Nuclear, etc. Warfare.

Physical: Any.

Pilot: None.

Pilot Related: Read Sensory Equipment & Navigation only (+10%).

Rogue: Ventriloquism, Streetwise, and Computer Hacking only.

Science: Any (+10%).

Technical: Any (+15%).

W.P.: Any.

Wilderness: Any (+10%).

Secondary Skills: Same as above.

Experience Level: 2D4 or as set by the Game Master for NPCs.

Player Characters should start at level one. **Note:** Use the same experience table as the *Cyber-Knight*.

Standard Equipment: Personal jewelry (armbands, vambraces, bracelets, necklaces, mantles, and similar), the Sky-Knight's golden chest plate (25 M.D.C.; more symbolic than functional), chain mail loincloth, pocket mirror, whittling knife, large wooden cross, 12 wooden stakes, utility belt, backpack, air filter, and two canteens. One weapon for each W.P., plus a pair of one type (typically blunt or other ancient weapon).

Note: See *Rifts® World Book 14: New West* for stats on the Lyn-Srial Cloudweaver R.C.C. and Cloud Magic. Cloud Magic is also found in the *Rifts® Book of Magic*.

Lyvorrk

By Kevin Siembieda

If you have ever wondered what a person might look like if he evolved from a velociraptor, take a look at the Lyvorrk and you'll see. If it weren't for the loose clothing – typically ponchos, hooded cloak, capes or robes – and the jewelry or belts they wear, you'd have trouble recognizing a Lyvorrk from a theropod dinosaur. They have long, serpentine tails, clawed, four-toed feet and a saurian head, complete with spiny fins that crest from the forehead down the skull and neck. The mouth is large, like a T-Rex and lined with sharp teeth. However, there is a deep intelligence in the eyes, the arms are more like those of a

human's, and the hands have an opposable thumb and are also human looking, even though they end with long, hooked fingernails that can slice through human flesh like knives.

Lyvorrk are exceedingly rare, with perhaps as many as 200-300 living in North America. They once existed in greater numbers, but several alien invasions, plagues and other incidents over the last 250 years have put them on the brink of extinction on Rifts Earth. Not only that, most of the current breed are young, for Lyvorrk, under the age of 80. If they ever knew where they originate or how they came to Rifts Earth, it has been forgotten.

Most make their homes in the Southwest, but can be found almost anywhere in summer months. Lyvorrk are cold-blooded and hate cold weather, which makes them sluggish and dulls their wits. They prefer hot, dry climates, and in the cold, winter months, they migrate to Lone Star, Mexico or the Deep South. They don't like the Deep South mainly because there is too much water and too many storms for their taste. Lyvorrk dislike water and can't swim, which is why they so enjoy the deserts and plains of Arizona, New Mexico, Lone Star, and Mexico.

The typical Lyvorrk makes his or her way in the world as a hunter scavenger, living off the land and feeding on mice, rats, prairie dogs, rabbits, squirrels, quail and small animals. The more aggressive and nasty Lyvorrk may add humans and/or D-Bees to their menu, but they are the exception (10%), not the rule. Their psionic abilities to communicate with and command snakes and other reptiles makes hunting easier, because they can find out where the best hunting is, and even have the reptiles do the hunting for them. Other Lyvorrk find work as snake charmers and entertainers and attractions in traveling shows, or as bandits, thugs and assassins. Actually, Lyvorrk make very effective assassins, as they can send poisonous snakes and reptiles to kill their target without ever having to come near the person themselves. Especially good if the murder is to look like an accident. Lyvorrk may also pursue occupations as practitioners of magic. The mystic arts are a new concept for these D-Bees and they love it. At least one third have become mages and among the next generation that percentage is likely to climb to 50%.

For now, they are one of the quiet D-Bees most people don't know about, but they dream of rebuilding their population and becoming a powerful force on the continent. They are patient so they'll just bide their time, learn magic and plan for a reptilian future.

Lyvorrk – Optional Player Character and NPC

Pronunciation: "lie vork"

Alignment: Any, but Anarchist (30%), Aberrant (10%), Diabolic (20%), and Miscreant (20%) are most common.

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

Size: 5-6 feet (1.5 to 1.8 m) tall. Tail is 6-7 feet (1.8 to 2.1 m) long.

Weight: 140-170 pounds (63 to 76.5 kg).

M.D.C.: 2D6 +P.E. attribute number, and an additional 2D4 M.D. per level of experience.

Horror Factor: 12

P.P.E.: 2D6+12 (this is added to the P.P.E. base of those who become practitioners of magic).



Disposition: Most are arrogant and consider humans and other mammals to be inferior, but tolerate them since they are the dominant life forms on Earth. Even good and selfish Lyvorrk enjoy evoking fear and scaring people. Evil ones like to dispense pain and are sinister, cruel, and vindictive. They are cunning liars and deceivers with excellent poker faces. Tend to be sluggish and grumpy during cold weather. Love to sun themselves and enjoy heat, whether it be a dry or humid heat.

Insanity: All Lyvorrk are insane to some degree. For one, they have a disturbing, obsessive fondness for poisonous snakes and lizards, and may have poisonous snakes curled around their neck, arms or legs as if they were living jewelry. Snakes and lizards may also be found in the pockets and lining of their clothing and luggage. The D-Bees hate water, can't swim and most have a fear of drowning and bodies of water, let alone ever getting on a boat. Most also suffer from several other obsessions and phobias.

Roll on the following table at levels 2, 4, 6, 8, 10, 12 and 14 for additional insanities.

01-10% Obsession: Being mysterious and scary. Likes to frighten and gross people out with his reptiles and behavior. Drinks spilled blood, fondles snakes, etc. Also tends to be cryptic with his comments, likes to smile menacingly, make threatening comments (mostly to enemies and strangers), and act cool, calm and mysterious.

11-20% Phobia: Scientists. Dislikes and distrusts them, no matter what, and will never let one examine him.

21-30% Obsession: Craves power and wealth. The Lyvorrk is willing to wait and work for it, however, he or she gets greedy, reckless and short-sighted when large amounts of money are at stake.

31-40% Phobia: Cages and being locked up behind bars. Can't stand the idea of imprisonment and hates zoos, slavers and slavery. May free slaves and even penned animals, starting with reptilians who are enslaved or locked up.

41-50% Obsession: Secrets. Collects them like rare gems and uses them to his advantage whenever possible. Keeps his own secrets well guarded.

51-60% Phobia: Large mammals. The character finds large mammals, including other D-Bees, like the Mastadonoid, unnerving and creepy. Never trusts them and dislikes having to be around them.

61-70% Obsession: Superiority. Feels it necessary to prove the superiority of intelligent reptiles over humans and mammals. Tends to be an arrogant show-off.

71-80% Phobia: Undead. Hates them and wants to see them destroyed, but hates doing it himself and tries to get others to kill vampires while he works to avoid them.

81-90% Obsession: Magic. Roll again. 01-70% covets magic weapons, artifacts, potions and items of all kinds. Appreciates and trusts mages and finds creatures of magic fascinating. 71-100% hates magic and likes to steal and hide or destroy magic weapons, artifacts, potions and magic items of all kinds. Doesn't trust mages or creatures of magic either.

91-100% Phobia: Demons of Hades. There has always been something troubling and dangerous about the demons of Hades, even the Gargoyle sub-demons and Lesser Demons.

Average Life Span: 6D6+100 years. Physical maturity is attained by age 12. Females lay 1D4 eggs after a three month pregnancy. It takes another three months for the eggs to hatch. Young are cared for by the male, as the female abandons the young 1D4 months after they hatch.

Natural Abilities: Minimal need for water and survive drinking as little as one pint of water a month. Derives moisture from the bodily fluids of the raw food he eats. Primary diet is rodents and insects, eaten raw, often swallowed whole, but will occasionally eat prepared meats and the flesh of larger prey such as cattle and humanoids. This also means Lyvorrk have a remarkable stomach that can metabolize raw meat, blood, spoiled meat and is resistant to poisons and drugs (see bonuses to save). Recovers lost M.D.C. at a rate of 1D6+6 points every four hours (takes twice that long in cold weather), and can regrow a lost finger, toe, hand, foot or tail in 3D4+6 weeks. Cannot regenerate an eye, but can regrow lost teeth or a tongue in 1D4+4 weeks. Tail is semi-prehensile and is used for balance and swatting opponents attacking from behind or the sides.

Good burrowers. Like all lizards, Lyvorrk keep warm during cold desert nights by burrowing under rocks or dirt to retain heat, or, of course, use a climate controlled environment such as a house or vehicle with temperature control and a source of heat. Natural climbers (see R.C.C. Skills), have keen hearing, polarized vision (not affected by glare), and quick reflexes. Loves hot climates and is not adversely affected by heat and temperatures as high as 140 degrees Fahrenheit. As one might expect, this D-Bee is found in hot climates. Also see Psionics.

R.C.C. Skills: Animal Husbandry (+15%, but limited to rodents and reptiles only), Barter (+10%), Camouflage (+20%), Climbing (+10%), Detect Concealment (+10%), Gemology (+15%), Hand to Hand: Assassin, Land Navigation (+10%), Language: Native (adopted) Tongue: Spanish, Language: Other of choice (+10%), Lore: D-Bees (+10%), Math: Basic (20%), Mining (+10%), Prowl (+15%), Skin and Prepare Animal Hides (+10%), Tracking (people; +5%), Track & Trap Animals (+10%; +20% to catch small animals like rabbits, squirrels and other rodents), Wilderness Survival (+20%), and W.P. Knife, and W.P. Targeting (Sling). **Note:** Use the same experience table as the *Psi-Stalker*.

R.C.C. Related Skills: Select three additional skills at level one and one extra at levels 3, 5, 8, 10, 13 and 15 from the following skill categories only: *Communications* (any), *Espionage* (any, +5%), *Medical* (any), *Physical* (any), *Pilot* (basic vehicle only, like car, truck, hovercycle, etc., avoids water vessels), *Rogue* (any, +5%, +10% to Seduction only), *Science* (any), *Technical* (any), *Weapon Proficiencies* (any) and *Wilderness* (any). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts: Ultimate Edition*, at levels 1, 3, 8 and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: Lyvorrk who follow their R.C.C. do not pick an O.C.C., but can get work as snake charmers, freak show entertainers, snake wranglers, doctors, thieves, body-

guards, bouncers, bounty hunters, interrogators, torturers/poisoners and assassins. Their control over snakes makes them especially good interrogators, torturers and assassins.

Note: *Instead of the R.C.C. Skills above*, the character may forsake his people's traditions and dedicate himself to *medicine* (take the Body Doc O.C.C.) or more likely the *pursuit of magic*. Lyvorrk love magic and *any* Magic O.C.C. is available for selection. Use only the skills under that Magic O.C.C. and ignore all the R.C.C., R.C.C. Related and Secondary Skills listed above. Shifting, Necromancy, Mystic, Ley Line Walker, Temporal Wizard and Elemental Fusionist seem to appeal most to the Lyvorrk, pretty much in that order of preference, but any mystical discipline can be taken.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Lyvorrk who pursue R.C.C. skills use the same experience table as the *Psi-Stalker*. Those who become practitioners of magic use the experience table for that magic O.C.C.

Attacks per Melee: As per Hand to Hand Combat skill.

Bonuses (in addition to those acquired from attributes and skills): +2 on initiative, +3 to strike, +4 to parry, +5 to dodge, +4 S.D.C. damage, +5 to roll with impact, +3 to pull punch, +3 to save vs psionics, +5 to save vs magic, +7 to save vs poison, drugs and disease, impervious to all snake venoms, and +18% to save vs coma.

Heat bonuses (special): In environments where temperatures are 90-140 degrees Fahrenheit, the character gets the following bonuses added to those above: +1 attack per melee round, +2 on initiative, +1 to strike and parry, +2 to dodge.

Vulnerabilities: Cold. Reduce bonuses, the number of attacks and Spd attribute by half when exposed to climates colder than 50 degrees Fahrenheit for more than four hours or below freezing for more than one hour. Bonuses and abilities are restored to full after exposure to warmth (70 degrees or hotter) for two hours. Cold-based attacks do double damage. Lyvorrk hate water, can't swim and refuse to learn.

Magic: None, unless a Magic O.C.C. is selected.

Psionic Powers: I.S.P.: Starts with M.E. attribute number x3, +10 I.S.P. per melee round. Considered a Major Psychic. Possesses the following psionics. **Conventional Psionic Powers:** Death Trance (1), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), and Resist Thirst (6), plus the special ones that follow.

1. Psionic Empathy with Reptiles (special): Lyvorrk have a natural affinity with reptiles of all kinds, including many varieties of dinosaurs. Reptiles, snakes and reptilian dinosaurs take an immediate liking to Lyvorrk and *never* stalk, hunt, bite or kill these D-Bees. Furthermore, the reptiles are friendly, docile and will do their best to please the Lyvorrk. Poisonous snakes and dinosaurs make excellent watchdogs and pets, and will fight to the death to protect their D-Bee master.

2. Telepathy with Reptiles (special): This ability is similar to normal Telepathy except that it only works on cold-blooded animals of a reptilian nature up to 1000 feet (305 m) away.

3. Control Reptiles (special): Through a form of combination Empathy and Telepathy, Lyvorrk are able to control the minds of cold-blooded reptiles, including lizards, snakes, turtles and reptilian variety dinosaurs (only a few dinosaurs are cold-blooded reptiles). The animals understand and obey the character's every command, verbal or mental, and try to fulfill whatever task he demands of them, be it attack, kill, dance, or guard a door, treasure or prisoner, etc. **Range:** 100 feet (30.5 m) per level of experience. **Duration:** As long as desired. **The number of reptiles that can be controlled:** 40 plus 10 for every level of experience, regardless of size. **Bonus:** +10% to ride untamed dinosaur reptiles. **I.S.P.:** Three.

4. Control Intelligent Reptilian Life Forms (special): Same as #3 above, only it applies to intelligent reptilian D-Bees, and the intended victim gets to save vs psionic mind control but does so with a penalty of -2 to save. That penalty is -5 to save if the Lyvorrk is only asking harmless questions that don't betray a secret or confidence. If a reptilian D-Bee falls under a Lyvorrk's complete control, the victim will do anything he is commanded to do, except kill himself, kill a friend or loved one, or destroy or sell favorite possessions. **Range:** 50 feet (15.2 m). **Duration:** One minute (4 melee rounds) per level of experience. **Number of intelligent reptiles that can be controlled:** One per level of experience, regardless of size. **Saving Throw:** Save vs psionic mind control. Victims cannot be forced to do something that is completely abhorrent to them. Doesn't work on warm-blooded beings. **I.S.P.:** Five.

Standard Equipment: By O.C.C. or the following for a Lyvorrk R.C.C. Sling with normal and silver bullets (1D6 S.D.C., double damage to vampires) and may also use grenades with the sling; silver cross, 1D6+6 wooden stakes and a mallet, silver dagger (1D6 S.D.C.), skinning knife, one M.D. weapon (probably a Vibro-Blade or energy pistol), 1D4+1 high explosive grenades, 1D4 plasma, and 1D4+1 smoke grenades, backpack, satchel, 1D4+1 large sacks, 1D4+1 medium sacks, a waterskin, a blood bottle (waterskin that contains blood for drinking), and 2D6+4 live poisonous snakes (probably various rattlers), a Gila Monster and 1D6+2 lizards.

Cybernetics: None, though Lyvorrk are not opposed to bionics per se.

Money: R.C.C.: Starts with 2D6x1000 credits and 1D6x100 in tradeable goods, or by O.C.C.

Habitat: The American Southwest and the Mexican border.

Slave Market Value: 1D4x10,000 credits.

Alliances and Allies: Their own kind and people subservient to them.

Rivals and Enemies: Dislikes humans, mutants and most warm-blooded D-Bees, especially those who resemble birds, rodents, felines and canines. Regard other reptilian races with suspicion and as potential rivals. For now, Lyvorrk tend to live quiet lives in remote areas.

Note: Originally appeared in **Rifts® World Book One: Vampire Kingdoms**.



Mastadonoid

By Kevin Siembieda

Mastadonoids are massive, shaggy, fur-covered humanoids who roam the Canadian and Alaskan tundra. They earned their name because of their great size, bulk and elephantine appearance. Their shaggy brown or gray fur makes them rather appear like humanoid versions of bears, but their trunk and tusks are reminiscent of the prehistoric Mastodon, and thus the name. However, they are just as well known as "Elephant Men" and "Bear Claw People" (they prefer the latter).

Bear Claw People have long, black claws the length of short swords at the ends of their fingers, strong, muscular limbs, pale gray or tan skin, and a head that resembles that of an elephant, complete with a pair of small tusks, and what appears to be a trunk. The trunk is deceiving, because it is not the nose, but the D-Bee's *mouth*; two small holes at the base of the trunk, near the eyes, are the nose. In ancient times, when the Mastadonoids were more barbaric and savage, this long appendage was used to eat the innards and meat of their prey by snaking inside the carcass, devouring blood and internal organs first, before stripping away the meat. The majority of these giants continue to favor raw meat and the organs of slain animals and, sometimes, even humanoid opponents. However, only the organs of a most worthy adversary is eaten as an honor to them.

Although incredibly powerful and deadly hunters, the Mastadonoids are not ruthless or murderous. They live very much like the traditional Inuits/Eskimos, living off the land and hunting caribou, bear and other large mammals. Inuits and Mastado-

noids see each other as kindred spirits and share information, food and other resources with each other. Some even join the other's tribes and most will come to the other's aid in a time of need.

Mastadonoids have little use for civilization and avoid even small towns. They do like Vibro-Blade weapons, however, and some occasionally use oversized modern weapons they may come across. Otherwise, they prefer the wide open spaces of the wilderness in the North. The only time a Mastadonoid is found south of the Canadian border is when one joins a group of adventurers.

Mastadonoid – Optional Player Character & NPC

Also known as "Elephant Men" and "Bear Claw People," as the Inuit call them.

Alignment: Any, but tend to be Principled (25%), Scrupulous (30%), Unprincipled (20%), and Anarchist (10%).

Attributes: I.Q. 1D6+6, M.E. 2D6+6, M.A. 2D6+3, P.S. 3D6+26 (Supernatural), P.P. 2D6+6, P.E. 2D6+6 (Supernatural), P.B. 1D6+1, Spd 2D6+6.

Size: 10-12 feet (3 to 3.6 m) tall.

Weight: 600-1000 pounds (270 to 450 kg).

Mega-Damage: 2D4x10 +P.E. attribute number. Plus 3D6 M.D. per level of experience, starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D6x10 for S.D.C., +1D6 H.P. per experience level; Natural A.R. 10.)

P.P.E.: 6D6+12 (only 6D6 is given as a bonus to those who select a magic or Shaman O.C.C.).

Disposition: The strong, silent type, with a simple, straightforward outlook. Mastadonoids say what they mean and mean what they say. They do not, as a rule, lie, cheat or play mind games. They appreciate nature and natural beauty, and dislike cities, towns, and technology.

Average Life Span: Males: 4D6+50 years. Females: 6D6+65 years. Physical maturity is reached by age 15. Females give birth to a single child after a 16 month pregnancy and can bear children up to the age of 40. Children are raised by both parents, who usually mate for life.

Natural Abilities: Sharp vision, incredible strength, good reflexes, impervious to natural cold (magic cold does half damage) due to their shaggy exteriors and a layer of blubber beneath their tough skin. Fast healers, physical M.D.C. is recovered at a rate of 3D6 per 12 hours. When underwater they can use their trunk-like mouth like a snorkel, and can tolerate depths of up to 400 feet (122 m) without special equipment.

R.C.C. Skills: The character has the following skills in addition to the skills provided by the chosen O.C.C.: Hand to Hand: Basic (may be upgraded via O.C.C.), Land Navigation (+20%), Skin & Prepare Animal Hides (+10%), Track & Trap Animals (+20%) and Wilderness Survival (+20%).

Available O.C.C.s: Limited to the following: Elemental Fusionist, Mystic, Wilderness Scout, Vagabond, Bounty Hunter, Bandit (rare), Inuit Shaman, Animal Shaman, Healing Shaman, Tribal Warrior, Mystic Warrior (see *Rifts® Spirit West™* for these last four). They are not candidates for M.O.M. and Juicer augmentation, and avoid bionics. They prefer to hunt and live off the land, and tend to avoid modern weapons and machines.

Experience Level: 1D6+1 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the Experience Table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Supernatural P.S. or by weapon or magic (if applicable). Bite does 1D4 M.D., goring with tusk does 2D6 M.D. and long, thick, ivory claws add 3D6 M.D. + Supernatural P.S. damage to claw strikes. When they use technology they love big guns and Vibro-Blades.

Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +4 to pull punch, +2 to roll with impact, +1 to save vs magic, +3 to save vs poison and toxins, +5 to save vs disease, impervious to demonic possession, +4 to save vs all other types of mind control, and +5 to save vs Horror Factor.

Vulnerabilities: Uncomfortable in environments warmer than 80 degrees (reduce Spd by 30% and -1 attack per melee, and fatigues as fast as humans; twice as fast if the temperature is 90 or greater).

Does not understand the laws and customs of civilized people, dislikes most technology and hates being cooped up in a town or city. All the sights, smells, sounds and activity makes them hyper, jumpy, hurts their ears and gives them a headache (reduce all combat bonuses by half and -15% on skill performance). Their low I.Q. and simple outlook on life sometimes work against them.

Psionics: None other than among the Mystics or Shamans.

Magic: The Mastadonoids have a natural aptitude for magic and

even those who are not practitioners of magic possess the following spell casting abilities: See the Invisible (4), Sense Evil (2), Sense Magic (4), Armor of Ithan (10), Throwing Stones (5) and Frostblade (15), plus get to select one of choice from spell levels 1-3 at experience levels 2, 5, 9, and 12.

Standard Equipment: As per O.C.C.

Habitat: The average Mastadonoid keeps to the arctic and northern wildernesses, and are found from Alaska to Greenland. They sometimes come down from the north to explore other parts of the world, but dislike technology and "civilization" so they avoid cities and large towns. It is estimated that there are only 10,000-20,000 members of this race, with the majority living in the Arctic.

Alliances and Allies: Most consider the Inuit and other traditional Native Americans to be spiritual "brothers." They also have a natural affinity with Sasquatch, Dog Boys and Psi-Stalkers, and are liked by most Faerie Folk, although the Mastadonoids find Faerie people to be annoying and troublesome. Most "civilized" humans and D-Bees are viewed with suspicion and as potential enemies.

Rivals and Enemies: Evil supernatural beings, with the Windigo among the most hated. They also see the Xitix as natural enemies and dislike the Greots, Loup Garou, and other cruel and violent races. Keeping to the frozen tundra, most Bear Claw People have little firsthand knowledge about the CS, Free Quebec, or Federation of Magic, but have heard about them and have a general dislike and distrust of Cyborgs, Crazies, Juicers, power armor pilots, and most things technological, including the Cyber-Centaurs in Western Canada. They've also heard about the kingdom of demons and monsters building in Calgary, but just avoid that part of the country. Beyond that, they don't know much else, and really don't care.

Note: Original appearance, *Rifts® World Book 20: Canada*.

Mind Bleeders

Mind Bleeders are not "D-Bees," but human *mutants* with the ability to read minds and steal memories, skills, and I.S.P. to fuel their own psionic powers. To learn more about Mind Bleeders, read *Rifts® World Book Four: Africa*.

M'Raghiile Tree Men

Mammalian Forest Dwellers of the Sequoia Forest

By John C. Philpott

"What was that?"

"What was what, Private?"

"Up in the trees . . . there! There it was again! Some kind of tiger-monkey-squirrel man!"

"I don't see anything."

"It was there, Sergeant! I swear!"

"Fido, anything?"

"Grrr. . . nothing, Sergeant! Not even a Faerie!"

"But it was there, Sergeant!"



"Sure it was . . . sure it was. Alright, men, these forests look empty. Let's return to the Death's Head."

"Yes, Sir!"

* * *

"Are they gone, Young Hunter?"

"Yes, they are gone, Master Hunter."

"Did any see you?"

"One, Master Hunter, but the others appeared to ignore him."

"Good. How many did you spot?"

"Six, Master Hunter. Land walkers. Five of the Black Skeleton Things, one of the Sniffer Things. All had the Magic Lightning Rods."

"Good spotting, Young Hunter. You do the clan proud."

"Thank you, Master Hunter."

"We shall return to the house-trees and report to the Shaman and War Chief."

"Aye, Master Hunter."

Little is known about the elusive forest dwellers known as the M'Raghiile (pronounced "em - rog - HEEL"). A small, primitive species that live high among the branches of the Sequoia and Giant Redwood forests of the Pacific Coast, the M'Raghiile are seldom seen by outsiders save for the rare handful of adventurous, young hunter-warriors who explore the world in an effort to "find themselves." It is these young hunter-warriors who are sometimes encountered in lands east of the Rocky Mountains. A small band of the D-Bees who managed to escape from Horune Pirates have made a new home in

Dinosaur Swamp and are prospering there. They have no idea where they are or even where home might be, let alone how to get back there, so they have adopted Florida as a second home.

Hailing from a densely-wooded region of an unknown planet or dimension, the M'Raghiile live in tight-knit tribal societies and shun outsiders. The D-Bee is a small, wiry humanoid that looks like part cat and part monkey. The fur is tan with black stripes and markings, the eyes are large and yellow, the ears large with lynx-like tufts ears. They have long snouts, long, whip-like tails that end in a leonine tuft, and four very dexterous limbs that all end in fully-developed hands with three fingers and *two thumbs*. The diminutive D-Bees are incredibly quick and agile, able to move through trees by swinging and leaping from branch to branch, like monkeys, and are adept arboreal acrobats.

M'Raghiile society is tribal in nature, egalitarian (no formal government), led by a council of elders, warriors, and shamans. They live in simple woven-stick and straw shelters high in the trees and live on an assortment of nuts, roots, berries, fruit, birds' eggs, honey and insects. They are a very clannish, xenophobic, magiphobic, and technophobic race that sees anything loud and flashy as "dangerous and unnatural" (they consider magic and technology as the "same thing"). They try to avoid conflict (fleeing deep into the tree canopy), but will fight savagely if cornered or to defend their homes or loved ones. Occasionally a young M'Raghiile or small group of youth will grow listless and venture forth to "find themselves" in a rite of passage the M'Raghiile call "the wandering time." These young adventurers are the typical M'Raghiile encountered by outsiders. (Note: Nearly all Player Character and NPC M'Raghiile will be such young "wanderers.") When the young Hunter-wander returns home, the tribe welcomes him with a huge feast and celebration where the warrior recounts tales of his adventures. Few ever return to the "outside" once they have returned to their clan.

M'Raghiile speak their own traditional language (full of clicks, purrs, yipes and chirping; -35% to any outsider attempting to speak it), but most wanderers eventually pick up another language or two (typically American, Spanish, or the Native American "Universal" tongue of Nunnehi). They avoid body modification or "flashy" magic and inherently distrust anyone using magic, psionics, or high technology (though many wanderers love magic weapons, Vibro-Blades, and TW melee weapons).

M'Raghiile have only scant word-of-mouth legends about their original home world (known to them only as the "original forests") and speak only in hushed tones about the "great lightning" that brought them to this world.

M'Raghiile Tree Men –

Optional Player Character or NPC

Pronunciation: em - rog - HEEL.

Also known as "Raghiile Climbers," "Sequoia Men," "Tiger-Squirrel Men," and "Roggies."

Alignment: Any, but the majority are Principled (25%), Scrupulous (35%), or Unprincipled (20%).

Attributes: I.Q. 3D6, M.E. 2D6+3, M.A. 3D6+3, P.S. 1D6+5, P.P. 3D6+10, P.E. 3D6, P.B. 3D6+3, Spd 3D6 running on

two legs, double on all fours, x10 leaping and swinging through the trees.

Size: 3-4 feet (0.9 to 1.2 m) long, plus a tail that is as long as the D-Bee is tall.

Weight: 45-80 pounds (20 to 36 kg).

Hit Points: P.E. attribute number plus 1D4 per level of experience.

S.D.C.: 3D6+8

M.D.C.: By armor (typically patchwork with 2D6+17 M.D.C.) or magic only.

Horror Factor: Not applicable.

P.P.E.: 4D6

Disposition: Varies from individual to individual. Usually cheerful, friendly, compassionate and playful. Tend to be reserved, alert, and skittish around strangers. Fight with a fury once provoked. Very loyal to clan, kin and friends. Many youngsters suffer wanderlust and leave the confines of the forest to see the world.

Average Life Span: 2D4+34 years. Reaches full maturity by age 12. Females give birth to one young (sometimes twins) after a 7 month gestation period.

Natural Abilities:

Multi-Hand Dexterity (special): Ambidextrous with both hands and "feet," which are in fact a second set of hands. Automatically possess the equivalent of the *Paired Weapons* skill with all four hands. Can parry and/or strike in any combination (Strike/Parry/Parry/Strike, Parry/Parry/Parry/Strike, Strike/Strike/Strike/Parry, etc.) though are typically limited in weapons use since at least one hand must be supporting the weight of the M'Raghiile from a hanging position or standing on at least one foot.

Natural Contortionists (special): They are very flexible (can bend themselves in half, curl up into a ball, walk backwards on their hands and feet, etc.) and can fight with any of their four hands from virtually any angle. Furthermore, they can squeeze through a hole as small as 5 inches (13 cm) in diameter!

Natural Camouflage (special): Their striped hides, articulate pelt (can "stand" or "flatten" hairs to create or break up patterns), and small size allow them to conceal themselves in the wild very well. See R.C.C. Skills for bonuses.

Prehensile Tail (special): Has an articulated tail like that of a monkey. It is used for balance, to swing and hang from branches, as well as to grab and carry small items. The tail can hold a knife or club and even shoot a handgun, but is -6 to strike with firearms (no penalties for using small melee weapons).

Natural Acrobat and Gymnast (special): Can "run" and jump through trees and other overhangs with great speed and dexterity (as easily as a human can run/walk). Automatically possess the equivalents to the Gymnastics and Acrobatics skills (*do not* add attribute, combat, or S.D.C. bonuses! They are already factored in). Note that the distances and heights of the "leap" sub-skills of Gymnastics and Acrobatics should be *doubled* for the M'Raghiile, and that due to their small size and mass they take only half damage from falls. **Note:** This natural ability combined with all the others means NO

penalty for shooting a gun, or throwing a rock or other weapon (blowgun, slingshot, spear, etc.) while moving/leaping/swinging or balanced on one hand or foot, or hanging from the tail.

Superior Senses & Perception (special): Their large, very sensitive, tufted ears and the large eyes give the little D-Bees the equivalent of 20-05 vision, 200 foot (61 m) Nightvision and *Advanced Hearing*. Their long noses are very sensitive as well; providing the equivalent of *Advanced Smell* (Track by scent at 57% +3% per level of experience). All M'Raghiile gain a +4 to visual (sight), olfactory (smell), and auditory (hearing) Perception Rolls.

R.C.C. Skills: Acrobatics (+30%), Camouflage (+30%), Climbing (+35%), Escape Artist (25%), Gymnastics (+25%), Hand to Hand: Basic for females, Hand to Hand: Expert for males, Identify Plants and Fruits (+25%), Land Navigation (+24%), Math: Basic (+10%), Prowl (+10% and an additional +20% when in trees), Swimming, Wilderness Survival (+30%) and W.P. Paired Weapons, plus two Domestic skills and three W.P. Ancient Weapons of choice.

Additional Skills: Level Two: Select two Language: Other (+20%). Level Three: Select two Wilderness (+15%) skills. Level Four: Select two Communications (+10%) skills. Level Five: Select two Rogue (+5%) skills, *excluding* all tech skills, Seduction and Streetwise. Level Seven: Select two Technical skills. Level Nine: Select two Modern W.P. or two Piloting skills (basic vehicles only, no robots, power armor or military). Level 11: Select two more Domestic or Technical skills.

Shaman Note: Every tribe will have one or two Shamans: *Healing* or *Plant Shaman* same as the Native American (see *Rifts® World Book 15: Spirit West*), or an *Elemental Fusionist*, *Mystic* or *Psychic* who functions in the role of Shaman. Such a character uses the skills (and powers) of that O.C.C. rather than those listed above.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Wilderness Scout* experience table.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill; punch does 1D4 S.D.C. damage, bite does 1D4 S.D.C., kick does 1D6 S.D.C., swing or leap kick does 2D6 S.D.C.

Bonuses (in addition to those from attributes and skills): +2 on initiative, +1 to strike, +2 to strike on leap attacks/kicks, +4 to automatic dodge (roll to dodge like always, but the act of dodging does NOT use up a melee attack), +1 to disarm, +2 to entangle, +2 to pull punch, +6 to roll with impact.

Vulnerabilities: Their diminutive size, ordinary strength and gentle nature can all work against the D-Bees.

Psionics: Same probability of psionic abilities as a human. Tend towards Sensitive and Physical psionics.

Magic: None, unless a Magic O.C.C. is selected.

Standard Equipment: One weapon for each W.P., waterskin, belt or bandoleer with pockets and belt loops for gear, and makeshift, patchwork M.D.C. armor (not environmental) with 2D6+17 M.D.C. They like TW and magic weapons, as well as Vibro-Blades and other M.D.C. melee weapons, but all are rare and Player Characters start with none.

Money: Have little need for money or valuables. Only young warriors on an adventure are likely to use credits or items for trade. It is also the young warriors who *may* bring magic or tech weapons or goods to their tribe.

Cybernetics and Bionics: None. The whole idea seems crazy to these little D-Bees.

Habitat: The Sequoia forests of central and northern California, with scattered communities in the rainforests of Oregon, Washington, British Columbia and Dinosaur Swamp. Can be found, periodically, exploring or adventuring in any part of North America.

Slave Market Value: 3D4x1,000 credits.

Alliances and Allies: Generally ally with other tribal people, including traditional Native Americans, Psi-Stalkers, Druids, and Wilderness Scouts, but will accept anyone who honors and respects their people and customs.

Rivals and Enemies: Hate Horune Pirates and other slaver races with a violent passion. They have very limited experience with other people, but generally dislike militant and aggressive people. That would include the Coalition Army and Simvan.

Malvoren

By Levi Johnstone

The Malvoren are a race of warriors whose past has been lost to antiquity. They are drawn to war and love to offer their unique services to almost any conflict. Even though most love combat and proving themselves in battle, most have some form of honor. Their honorable reputation has only added value for many would-be employers. These beings can be found across the Megaverse serving as bounty hunters, bodyguards and assassins for hire.

What makes the Malvoren most desirable as hired guns are their natural combat skills and their incredible ability to *meld* with weapons and other war machines. The Malvoren possess natural abilities to meld with any type of weapon, body armor, exoskeleton, power armor, combat computer, weapon system, and even cybernetics and bionics. This process involves them actually merging with the weapon or machine, making its technology part of their living body. A body that is a collection of muscle like cords wrapped up in humanoid form, and able to unwrap and fuse with the machines of war. Once fused with any type of armor, weapon, or other war machine, these fantastic beings can power, repair, and operate the machine as an extension of their own body with the speed of thought and reflex action. These beings are almost always seen encased and melded with full suits of heavy body armor and bionics or cybernetics. This integration of machine and bionic parts confuses many into mistakenly believing that the Malvoren are some form of living neural robot or advanced cyborg.



Although the Malvoren can bond with weapons and machines – and love massive weapon systems on large military vehicles and starships – they usually prefer to merge with body armor and handheld weapons such as energy rifles, rail guns, etc. This is because they want to be the *engine* of their own war machine rather than pilot or run part of a larger vehicle or machine of mass destruction. It's part of their need to prove their skill and honor on the battlefield that makes them choose to fight this way.

Another part of their warrior honor code is to try and fight any honorable or worthy enemy with weapons equivalent to the ones possessed by their opponent. This means that if their opponent has melee weapons the Malvoren arm themselves with the same or equivalent weapons to do battle. They never take down a worthy foe with a superior weapon, nor cheat in battle. However, an unworthy foe may be dealt with in any manner deemed expedient. Sometimes, these beings even un-meld from all of their weapons to engage a worthy opponent without weapons or equip him before they fight. In general, these alien warriors pride themselves on being capable and formidable combatants in any and all forms of combat. Despite a few psionic powers and the natural ability to meld with technology, Malvoren pride themselves on their physical prowess and fighting skills.

Malvoren are completely unable to understand or learn any form of magic, and this has given them a sense of disdain for those who use the mystic arts or magic weapons, as if using magic is cheating somehow. This dislike for magic is so drastic that they will NEVER pick up a magic weapon or meld with a Techno-Wizard weapon or devices even to save themselves. Although they are somewhat intrigued by Techno-Wizard devices, they find them to be perverse and unnatural forms of technology.

When not on the battlefield, a Malvoren can usually be found cleaning or tinkering with a weapon, upgrading his combat systems and looking for new work. They love to repair, upgrade, customize, and modify every weapon that crosses their path. These beings can repair, rebuild, and upgrade even weapons they are not merged with in half the normal time it would take an Operator. This affinity as a weapon mechanic alone has caused many warlords to seek out their services.

The Malvoren's innate understanding of mechanics extends to all machines, as they have a good understanding of the working of all machines as well as skills in mechanics and electronics. However, their grasp of mechanics and electronics and how it applies to machines that are not combat related, is somewhat less adept and of little interest to these warriors. Their mechanical skills are intuitive and based on combat and weapon technology. Malvoren avoid working on machines not designed for combat as they find them unimportant and uninteresting. Whenever they work on non-combat machines or non-combat related systems, they are very slow (takes at least twice as long as it should, probably longer), the quality of their work is always poor (slapped together good enough to get by), and they act as if they are being unfairly punished. They can, however, fix normal machines whenever they need to, and quickly if they want to.

Unfortunately for the Malvoren, the Splugorth have taken notice of their unique abilities. Because the Splugorth are supernatural monsters and purveyors of magic, the Malvoren refuse

to work for them and, in fact, have frequently clashed with Sunaj and other Minions of Splugorth when hired by Splugorth rivals and enemies, which are many. In cruel retaliation, the Splugorth have found ways to lobotomize Malvoren and use them in Bio-Wizardry. The Malvoren have been turned into intuitive automated weapon control systems on many Splugorth battleships and other war machines. With the addition of *Eyes of Eylor* and *Zembahk*, these weapon systems require no operators and outperform systems that use a gunner or even the most advanced combat computer. Consequently, the Splugorth pay top dollar for these living weapon control systems and there is a standing bounty of one million credits per each Malvoren delivered to them alive. (Easier said than done.)

The Malvoren's nomadic pursuit of combat, life as soldiers, and being hunted by the Splugorth, have decreased their numbers over the years and made them a rare and valuable commodity throughout the Megaverse. One or more can be found around any major conflict working as mercenaries and assassins, but they usually avoid areas controlled by the Splugorth unless they have been hired to fight against them. In fact, the growing hatred for the Splugorth compels many Malvoren to offer their services with those embroiled in conflicts with the Splugorth. Sometimes, they'll even work for less than their going rate to get back at the evil monsters.

The Malvoren's origin and history is unknown, making them something of an enigma. Some have suggested the Splugorth actually created them, but this seems unlikely or the Splugorth would create more rather than hunt them. Others believe they may be supernatural in nature, though that too is a misnomer, Malvoren are mortal beings. The Malvoren themselves will only say that the Megaverse is their home, suggesting to many that they are an ancient race who have been wandering the Megaverse for so long that they no longer remember the birthplace of their race. Others wonder if they might have lost their home world in battle and that the Malvoren we know today are the descendants of the survivors. This might help explain their culture as warriors and assassins, and their lack of allegiance to any planet or people.

Malvoren are tall, muscular humanoids with small, black eyes that glow red then white in combat. They have no skin, and are composed of tendrils or cords of dark red muscle tissue. They have no visible mouth, nose, or ears (they are concealed by the muscle cords that wrap around the entire body, including the head and face), but they do need to eat, breathe and sleep as any other mortal being.

Malvoren R.C.C. –

Optional Player Character or NPC

Alignment: Any, but typically Aberrant (40%), Scrupulous (30%), or Principled (10%), and even those of other alignments tend to display some measure of honor.

Attributes: I.Q. 3D6, M.E. 3D6+2, M.A. 2D6, P.S. 4D6+10, P.P. 3D6+4, P.E. 3D6+4, P.B. 2D4, Spd 3D6+4.

Size: 7 feet, 4 inches to 8 feet, 8 inches (2.2 to 2.6 m) tall.

Weight: 270 to 330 pounds (122 to 149 kg).

Hit Points: P.E. attribute number x3, plus an additional 2D6 per level of experience.

S.D.C.: 3D4x10+20

M.D.C.: By armor and other M.D.C. machines and components merged into their bodies.

Horror Factor: 10, but only when one can tell what they are, none if enclosed in environmental body armor, for example.

P.P.E.: 3D6x10 +P.E. attribute number +3D6x10, and an additional 10 P.P.E. per level of experience.

Disposition: Honorable, if not outright noble, always keep their word of honor; trustworthy. They respect those who show them respect and honor. Opponents without honor are dogs never to be trusted and, like mad dogs, need to be put down by any means necessary. Such unworthy opponents do not deserve mercy or honor. Allies without honor are to be pitied and used as a means to an end. Malvoren without honor are a disgrace and a disappointment.

Average Life Span: 4D6+135 years.

Natural Abilities: Regenerates 1D6 Hit Points or S.D.C. per minute, can regenerate a lost limb within 72 hours, and as long as they are melded with any weapon, armor or device they cannot be physically transformed by any means, even magic. They regain P.P.E. at a rate of 10 per hour of sleep or meditation. These beings cannot draw on P.P.E. from any other source such as mystic batteries, ley lines, or other beings. Beyond this, they possess the following distinctive abilities:

Meld with Weapons (special): This is the Malvoren's signature and most used ability. Some of the muscular tendons unwrap to fuse with and meld into the weapon, armor, bionics or machine. Once melded with a *weapon(s)*, the character can use it as if he had a *Weapon Proficiency* (W.P.) for that weapon at *6 levels higher* than his current experience level. In addition to the W.P. bonus, the Malvoren becomes a combat computer when using that weapon and gets *one additional attack* per melee with it, and is at *+3 to strike*. On top of these bonuses, if the character is melded with any telescopic, laser, or other targeting systems, the bonuses from those systems are also added when using the melded weapon.

When melded with multiple weapons, the character can *fire link* them together. This gives him the option to shoot with *all* fire-linked weapons simultaneously at the *same* target as one melee attack.

Duration: It takes one melee action/attack for the character to meld with a weapon. Once the link has been established, it is maintained until the Malvoren decides to disconnect. A linked weapon feels as natural to the D-Bee as his own fingers and hands. **P.P.E. Cost to Meld:** 5 points per each item.

Meld with Weapon Systems (special): Through the same method of melding with weapons, the Malvoren can also merge with weapon systems, targeting computers, combat computers, radar/sensor clusters, turrets, etc. in any type of power armor, robot vehicle, tank or other combat vehicle, ship, spacecraft or weapon built into a fortification. Once bound to a weapon system the character and weapon system are one and he can control and use the system with its full bonuses and at a skill level of 95%. In addition to any standard bonuses that the weapon system may offer, the Malvoren's meld enhances them and creates an unparalleled union, giving him an additional bonus of *+2 to strike*. **Duration:** Takes 2 melee actions to meld and can be maintained indefinitely. **P.P.E. Cost:** 8.

Meld with Armor (special): The same as weapon melding, only this is done with body armor, ideally a heavy suit of armor. This armor can even include cyborg armor, exoskeletons or a patchwork of M.D.C. plating, shielding or piece attached to the body to become a makeshift body armor (6D6+52 M.D.C. for patchwork armor). **Note:** Power armor is considered a *War Machine*; see below for details.

Once melded with armor, it becomes an extension of the character as if it were a living part of him, like an exoskeleton of an insect. When melded with any type of armor, its damage capacity is increased by 20% and conforms to the Malvoren's body like a form-fitting glove. All *prowl*, *strike*, *parry*, *dodge*, or other penalties that the armor may impose on a normal wearer are reduced by *half*. Furthermore, when the character is melded with a complete suit of armor, the P.S. becomes the equivalent of *Robotic Strength* and *Mega-Damage* is inflicted with his punches and kicks. **Duration:** It takes three melee actions/attacks to bond to armor. Once the meld is complete, the armor can be maintained indefinitely. **P.P.E. Cost:** 10.

Meld with Cybernetics (special): With this strange power the character can meld with cybernetics and bionic weapons and parts as if they were snap-on pieces. No surgery is needed. The Malvoren simply places the bionic component where he wants it and it merges with his body. Cybernetics can be used to add to the D-Bee's body or even replace missing body parts by having those parts meld completely with his body. This can include any cybernetic internal organs, eyes, ears, arms, legs and weapons. Most Malvoren seek cybernetic eyes and other sensory implants, as all of their natural senses are poor. Malvoren seldom replace a natural limb with a bionic one, because they regrow lost limbs in a few days, but may use bionic limbs as additional appendages plugged into the body. Many Malvoren have extra arms or tentacles attached. In more extreme cases, some Malvoren have even melded their entire lower torso to a bionic type of vehicle or animal frame. When they are done with the vehicle lower body, they disconnect and regrow the legs and groin within seven days.

These beings can, of course, also meld with bionic and cybernetic weapons to create shoulder mounted weapons, forearm weapons, claws, and other types of common bionic weaponry.

Melding with cybernetics and bionics is somewhat painful and does 1D6 S.D.C. and 1D4 Hit Points of damage when they meld with or un-meld with each artificial part. Full replacement limbs or torso frames do three times as much damage, require triple the time to meld with, and cost three times the normal P.P.E. When the character un-melds with any cybernetics, the original organ or body part reforms as the cybernetic part is dispelled. Un-melding with a major cybernetic that has replaced a limb or an entire torso takes a full minute. **Duration:** Takes one melee round to meld and can be maintained indefinitely. **P.P.E. Cost:** 10.

Power Weapons (special): Another one of the Malvoren's phenomenal powers is the ability to power weapons the individual has joined to his body. By expending a few P.P.E. and, in some cases, a few S.D.C. or Hit Points, the D-Bee can recharge the energy cell or clip, or power any

weapon. To charge an energy weapon the character simply channels some of his P.P.E. and converts it into conventional energy for that weapon. Because of the low amount of expendable P.P.E. that they usually have, and the high amount of P.P.E. it takes to charge weapons and E-Clips, the Malvoren usually choose to use *energy* and ammunition stored in *conventional clips* before powering the weapon themselves. They most often resort to powering a weapon themselves when faced with an enemy who is not vulnerable to conventional weapons so they may inflict damage on them.

If the weapon is a rail gun or other form of weapon that fires a slug or flechette, the character must convert some of his own flesh and bone into the projectile along with channeling P.P.E. to provide the weapon with ammunition. *Projectiles* that require chemicals or moving parts like bullets, grenades or missiles can *NOT* be recreated by this power.

A strange side effect of damage from a weapon melded with and powered by the Malvoren is that it will harm creatures normally immune to conventional weapons. Any creature that can be harmed by magic or psionics will take full damage even if they are normally immune to that type of damage. This even includes beings like Vampires, Werewolves, and even Cosmo-Knights! **Duration:** Instant; any charge to an energy cell or ammo created will last until it is used. **P.P.E. Cost:** Varies. Standard E-Clip: 10 P.P.E., Long E-Clip: 15 P.P.E., Canister, FSE or similar type of energy cell: 25 P.P.E., Large Energy Cell like a backpack: 40 P.P.E. Directly powering a weapon costs 1 P.P.E. per die of damage, per shot or blast, and creating rail gun ammo costs 10 P.P.E. and 1D6 S.D.C. or Hit Points per slug, or 20 P.P.E. and 3D6 S.D.C. or Hit Points per flechette or burst. This also provides the power to fire a single shot or burst.

Heal & Repair Weapons and Armor (special): Once the Malvoren has melded with a weapon, armor, or other war machine, he can *heal* or repair it using his own body and P.P.E. This healing or repair cannot replace missing parts or add new ones, it can only rebuild and mend what is still there. Armor must still have 20% of its damage capacity or it is beyond the character's ability to heal it. **Duration:** One melee attack per 10 M.D.C. or S.D.C. healed; permanent. **Cost (Special):** 1 P.P.E. and 1 S.D.C. or Hit Point per 1 S.D.C. restored, or 5 P.P.E. and 10 S.D.C. or Hit Points per 1 M.D.C. restored. **Note:** In addition to being able to transfer S.D.C. or Hit Points to armor or weapons as below, all weapons, cybernetics, or armor melded to the character heal 1D6 M.D.C. per hour. Only 1D6 M.D.C. total is healed between all items. Healing will usually first take place with cybernetics, then armor, and last with weapons. This automatic healing does not require any thought or energy, it just happens.

Meld with War Machines (special). This is the power to bond to and become one with any machine of war. Machines of war include any power armor, tank or other combat vehicle, robot vehicle, or fighter craft. Generally, the Malvoren prefers to meld with armor and handheld weapons to become an engine of war himself. Sometimes however, this is not enough firepower to get the job done. In these cases, the character may meld with any war machine, becoming one with every system in the vehicle or power armor. Once

melded with a war machine the character has the equivalent of Pilot: Robot Combat Elite, Pilot: Tanks, Pilot: Fighter, Pilot: Patrol Boat, or equivalent appropriate skills for that vehicle at a proficiency *four levels higher* than his current level of experience. **Duration:** It takes one full melee round to meld, but may be maintained indefinitely. **P.P.E. Cost:** 15.

Meld With Non-Combat Machines (special): Although rare for them to do so and painful, Malvoren can meld with machines that are not used for combat. Whenever the character melds with a non-combat machine, the melding inflicts 2D6 S.D.C. and 1D6 Hit Points of damage. They also suffer this damage when they un-meld with the machine. Once melded with any type of machine, the character has a basic understanding of how to operate or pilot it at a level one proficiency. **Duration:** It takes one full melee round to meld, lasts 1D6 minutes per level of experience. **P.P.E. Cost:** 25.

Un-Melding (special): Un-melding with each item takes only one melee action, with the exception of some cybernetics as mentioned above.

Experience Level: 2D6 or as set by the Gamer Master for NPCs. Player Characters should start at first level. Use the same experience table as the *Robot Pilot O.C.C.*

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill or Robot P.S.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee, +3 on initiative, +1 to strike, +2 to parry and dodge, +3 to disarm, +2 to entangle, +1 to roll with impact, +2 to save vs disease and poison, and +4 to save vs Horror Factor.

Vulnerabilities: Malvoren have poor natural vision that can only see in the ultraviolet and infrared spectrums, and poor hearing. This is part of what attracts them to melding with cybernetic sensory implants.

Melding Limitations. One of the biggest limitations of the melding powers is that whenever a Malvoren melds with a weapon, suit of armor, cybernetic system, or machine, he does *not recover the P.P.E.* spent on that melding or any physical damage taken by that melding until he *un-melds* with the item. After un-melding with an item, the D-Bee regains the P.P.E., S.D.C., and Hit Points used to originally meld with it at the normal rate of recovery (noted previously). A side effect that they suffer if they meld with *too many items* is the loss of non-Telemechanic psionic powers and 50% of the base I.S.P. This occurs when a Malvoren melds with enough cybernetics, weapons, and armor to become more than 50% machine. To become more than fifty percent machine, a Malvoren must meld with four or more additional/replacement limbs along with four cybernetics, meld with a cyborg torso and four cybernetics, or 12 or more cybernetic items of any type, or meld with more than 12 total weapons plus cybernetics and/or armor. This is generally what should constitute 50% machine, but it may take more or less than these numbers of melding, as the Game Master sees fit.

Psionics: Telemechanics (10 normal cost), Telemechanic Paralysis (20 normal), and Telemechanic Mental Operation (12 normal). These powers can only be used when melded with a weapon, armor or machine (see Natural Abilities, previous).

Note: These powers only cost half the I.S.P. (as listed above) and have double the normal duration if they are being used on a weapon, suit of armor, or sensors and power systems connected to a weapon, or some form of combat computer. If these powers are used on any *non-combat machine*, they require *twice the normal I.S.P.* and the duration is reduced by one half.

The character also chooses three psi-powers from the Physical or Sensitive categories at each level of experience starting at level one. Considered a Major Psychic. I.S.P.: 2D4x10 +M.E. attribute number, and an additional 10 I.S.P. per level of experience.

Magic: None; Malvoren have no magic potential and cannot even use Techno-Wizardry items, despite being psychic.

Available O.C.C.s: None; a Malvoren does not get to choose an O.C.C. and must instead rely on R.C.C. skills and natural abilities.

R.C.C. Skills: Natural born fighter/warrior.

Language: Native Tongue (Trade Four and Techno-Can at +30%)

Literacy: Native Tongue (Trade Four and Techno-Can at +20%)

Basic Electronics (+5%)

Bioware Mechanics

Mathematics: Basic at 98%.

Mathematics: Advanced (+20%)

Mechanical Engineering

Sensory Equipment (+5%)

Vehicle Armorer (+20%)

Weapon Systems (+15%)

Weapons Engineer (+50%)

Pilot: Two of choice.

W.P.: Six of choice.

Hand to Hand: Martial Arts or Assassin if evil, player's choice.

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

Communications: Any.

Cowboy: None.

Domestic: None.

Electrical: Electrical Generation and Robot Electronics only.

Espionage: Any.

Horsemanship: Any.

Mechanical: Any (-5%; yes that is a minus).

Medical: None.

Military: Any.

Physical: Any, except Acrobatics.

Pilot: Any (+10% on combat vehicles).

Pilot Related: Any.

Rogue: Any.

Science: Chemistry and Astrophysics only.

Technical: Language, Literacy, Computer Operation, Computer Programming, and Jury-Rig only.

W.P.: Any.

Wilderness: Land Navigation only.

Secondary Skills: Select four skills from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, plus two additional at levels 3 and 9. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Traveling clothes (for the minority of time when they are not melded with armor), binoculars, gas mask, sunglasses, canteen, tent, sleeping bag, utility belt, flashlight, radio, backpack, survival knife, food rations, and personal items. Carries a quality tool kit, including a portable laser-welding torch and basic electrical tools. Vehicle will usually be a heavy-duty truck, jeep, motorcycle, or hovercycle.

The character may start with any medium or heavy body armor, or a light exoskeleton. Many acquire several suits of heavy body armor and a couple of suits of power armor. Starts with three energy or heavy energy weapons of choice with three spare clips for each, and two melee weapons. Most of the time, intimidating heavy energy weapons and rail guns are chosen. The Malvoren love weapons and collect them constantly.

Money: 6D6x1,000 credits.

Cybernetics and Bionics: Starts off with up to 1D4 cybernetic implants and may have one bionic limb (additional limb or replacement melded with an original) with up to two weapon systems. These bionic and cybernetic systems are melded (see natural abilities above) to the character and not surgically implanted.

Habitat: Any, but prefer high-tech war-torn places. On Rifts Earth they are most often encountered in North America working for one mercenary company or another.

Slave Market Value: The Splugorth are willing to pay one million credits or the equivalent in trade (magic items, high-tech items, slaves, etc.). Other slavers are willing to pay 1D4x100,000 credits! They also command top dollar as mercenaries, assassins and hired guns.

Alliances and Allies: Anyone, regardless of O.C.C. or race, who exhibits courage, honesty, and honor. That would include Cyber-Knights, Blucies, Kraks, and Lynn-Srial. As a dimensional traveler, they know other dimension-spanning beings, including Naruni, True Atlanteans, Temporal Raiders, Minions of Splugorth and many, many others.

Rivals and Enemies: The Splugorth, Sunaj, and other Minions of Splugorth are despised above all others. They also dislike Dirari Ecto-Men, Ganka, Lanotaur Hunters, Loaks, and those without a strong sense of honor. As guns for hire, their employer's enemies become their enemies, but as a matter of business Malvoren don't hate them on a personal level.



N'mbyr Gorilla Man

By Kevin Siembieda

The N'mbyr (pronounce "nim beer") are nicknamed "Gorilla Man" because they resemble Earth gorillas and apes. Their facial features are simian, and their arms are long and powerful, their legs comparatively short, and bodies covered in orange, tan or red fur, all of which continue the illusion of being related to Earth apes. Their upper body strength makes them excellent for construction work, lifting, carrying and general labor. They also make excellent climbers and warriors. Gorilla Men enjoy hard labor, sports (particularly wrestling and football), and physical challenges.

Most are tough but good-natured most of the time. Unfortunately, Gorilla Men are aggressive and driven by their emotions. They tend to be thin-skinned, have short tempers and fly off into legendary rages and temper tantrums. Rage usually quickly escalates to violence and even the nicest Gorilla Man can turn into a raging maniac when his buttons are pushed. Violent outbursts by the N'mbyr are just part of their nature. Some scientists have speculated the rage may be an instinctive survival mechanism that, in the D-Bee's native environment, frightens away predators and rivals. To make matters worse, Gorilla Men also enjoy alcohol and drugs, which can make their mood swings all the more unpredictable and dangerous when drunk or high. Despite a high P.E., N'mbyr have a low tolerance for alcohol and most drugs, so they feel the effects after just two drinks of booze.

The N'mbyr arrived to Rifts Earth through a dimensional portal in the ruins of Old Chicago, so they are most common to the Midwest, particularly Minnesota, Illinois, Arkansas, Missouri, and the Magic Zone. Thousands perished with the fall of

Tolkeen, with refugees fleeing to the Magic Zone and Pecos Empire.

Despite their brutish appearance, Gorilla Men are not animals. They understand technology and use tools, electronics, modern weapons, and body armor, and can learn to drive and operate machines. N'mbyr tend to wear shorts and light articles of clothing only because their fur provides protection from the elements and layers of clothing only make them hot and cranky, and nobody wants a Gorilla Man to be cranky.

Gorilla Man – Optional Player Character and NPC

Pronunciation: "nim beer"

Alignments: Any, but lean toward Scrupulous (20%), Unprincipled (20%), and Anarchist (35%).

Attributes: I.Q. 2D6+4, M.E. 2D6+2, M.A. 2D6, P.S. 4D6+10 (Augmented Strength), P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd 2D6.

Size: 6 to 7 feet tall (1.8 to 2.1 m).

Weight: 160-250 pounds (72 to 112.5 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 3D4x10

M.D.C.: By body armor or other means only.

Horror Factor: 10 (15 to children and women), but only when they are enraged.

P.P.E.: 6D6

Disposition: Enjoy hard work and physical activities, and take great pride in being tough guys. They work hard and play harder, enjoying social activities, drinking and recreational drugs. N'mbyr feel strongly about most issues and aren't afraid to speak their mind about them. Those strong emotions, however, can lead to outbursts, rage and violence. Otherwise, Gorilla Men are good natured, friendly, have a good sense of humor (though they don't like being teased or embarrassed), and can be helpful and kind to others. When enraged, however, they can be a danger to themselves and those around them.

Average Life Span: 3D6+50 years; females live 1D4+4 years longer than males. Physical maturity is attained by age 16. Females give birth to two young (but not twins) after a 10 month pregnancy and are the primary caregivers. A female can bear young till the age of 37.

Natural Abilities: Keen vision, nightvision 120 feet (36.5 m), Augmented P.S. and psionic powers.

Violent Outburst (Special): Although not quite a berserker rage, Gorilla Men lose their temper and self-control when seriously angry, embarrassed, frightened or frustrated. They do not fly off the handle over the littlest things, but they do have a low boiling point and are fairly easy to upset and anger. When this happens, the N'mbyr lashes out and attacks the person(s) or source (computer, vehicle, machine) responsible for his bad feelings and beats on him/them/it.

Loss of control provides the following bonuses and penalties:

Bonuses during violent outbursts: +1 attack per melee round, +2 on initiative, +1 to strike, +10 to P.S. and P.S. goes from Augmented to the equivalent of a Supernatural P.S. of

1D4+21 (does 2D6 M.D. from a punch or kick, 4D6 M.D. with power punch and one M.D. point from bite attack), +6 to save vs Horror Factor, and +2 to save vs mind control, possession or psionic attacks.

Penalties during violent outbursts: -30% on skill performance, -2 to dodge, incapable of pulling his punches (may accidentally kill somebody), and is not afraid of anything (i.e. too consumed with rage to think clearly or to recognize that he's outnumbered, overpowered, can't win, etc.). Furthermore, when the character loses control, he becomes so single-minded that he forgets about his assignment, mission or goal as well as friends, his personal well-being and enhanced P.S. All he can think about is lashing out at the source of his anger.

R.C.C. Skills: Language: Native Tongue (speak N'mbyr at 95%), Wrestling, Physical Labor, and Athletics (General); these are in addition to O.C.C. skills.

Available O.C.C.s: Any *Men of Arms* or *Adventurer* O.C.C., however reduce the selection of O.C.C. Related Skills and Secondary Skills by half. N'mbyr tend to be physical, few are literate or scholarly. They lean toward military and physical O.C.C.s, and never magic ones. Juicer augmentation is tragic, and Crazy conversion does not work on the D-Bee's alien physiology. Those who insist on Juicer augmentation receive all the powers of a Juicer, but also 1D6 random insanities (see *Rifts® Ultimate Edition*, page 332), cannot detox and burn out (die!) in 1D4 years.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the Experience Table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Augmented or Supernatural P.S. or by weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 to strike and parry, +2 to pull punch, +4 to damage, +1 to save vs Horror Factor.

Vulnerabilities: Low tolerance for alcohol and drugs means Gorilla Men get drunk easily and high quickly and profoundly. As a result, 40% of all N'mbyr are addicted to drugs or alcohol and struggle with substance abuse. The Gorilla Men are -6 to save vs drugs, yet they are resistant (due to high P.E.) to poisons and other toxins. Short tempers and rage issues lead to trouble on a regular basis, for them and their associates. Furthermore, the D-Bees' inhuman appearance is not easy to disguise and many people unfamiliar with them often treat them like "dummies" or "animals."

Psionics: The average N'mbyr possesses 1D4+2 *Physical* psionic powers of choice, and has I.S.P. equal to the P.E. attribute number +10 I.S.P. per level of experience starting at level one. Considered a Major Psychic.

However, 20% fall into the category of Psychic Eruptor and possess 1D4+1 *Physical* powers of choice plus one of the following Super Psionic abilities: Electrokinetic, Hydrokinetic, Pyrokinetic, Telekinetic (10+) or Telekinetic Force Field (30). Furthermore, double the normal range and duration of these powers and increase damage 1D6 M.D. The I.S.P. for N'mbyr Eruptors is P.E. attribute number x3 +10 I.S.P. per level of experience, starting with level one.

Eruptors are considered Master Psychics, but do NOT get additional psionic abilities as they advance in level.

Magic: None and are not interested in magic.

Standard Equipment: As per O.C.C. Favorite weapons include the Neural-Mace, Vibro-Blades, and heavy weapons. Any type of armor can be worn.

Money: As per O.C.C. Gorilla Men are generally regarded as a clever animal or dumb savage by most people, so they frequently get stuck making slave wages (one third to half of what a human or other D-Bee would make).

Cybernetics and Bionics: As per O.C.C., but tend to avoid them.

Habitat: Mainly the Midwest, Magic Zone, Ontario Canada, and Pecos Empire.

Slave Market Value: 4D4x1,000 mainly as warriors, gladiators and heavy laborers.

Alliances and Allies: None per se. Respect and appreciate those who treat them with respect and not like dumb animals. Tend to respect strength and fighting skills so N'mbyr males tend to gravitate toward fighters and other laborers/the common man.

Rivals and Enemies: Dislike Larmac and Bayou Ursines because they are lazy smart-alecks, and feel oppressed by the CS. Don't care for mages and creatures of magic, either.

Note: Originally appeared in *Rifts® World Book 11: Coalition War Campaign*.

Noli Bushman

By Kevin Siembieda

The Noli are D-Bees who emerged from the Detroit-Windsor Rift at least two centuries ago. They have adapted to the forests of eastern Canada and the northeastern United States, and some have recently migrated to Ontario and Lower Michigan. They are bipedal humanoids with grass, green skin and dark green or brown tufts of fur that resemble dreadlocks or thick, soft quills on their heads, shoulders and waist. The neck is long and thin, supporting a rather melon-like head. The mouth is large, with flat teeth ideal for biting and grinding tree bark, tough roots, grass, fruits, nuts and vegetables, which are their main food. The dark green eyes are large and round, with a light green iris. The nose is two, barely visible pinholes and the ears are small holes just above the jaw.

Noli are natural woodsmen who love nature, particularly forests, where they live as hunters and gatherers. However, Noli are not opposed to using modern machines and many wear homespun partial armor (25-42 M.D.C.), or light to medium body armor. Many also use M.D. weapons, enjoy riding small, fast vehicles like hovercycles (they also enjoy riding horses, Fury Beetles and other animals) and use basic tools and other articles. Unlike some wilderness people, Noli do not find cities and towns distasteful, although if they live in one, it will be a small town. They simply prefer life in the open and choose to live a simple, quiet life in the wild.

All Noli are psionic, yet they don't trust other psychics with high levels of psionic power. They respect magic and practitioners of magic, but never study magic themselves. Noli commu-



nities are typically small towns or tribal communities (similar to Native Americans). Unlike the CS, they accept most other people as equals and allow humans and D-Bees to live in their communities provided they obey tribal customs and help to defend "the people." They make excellent scouts, cowboys, ranchers, animal handlers and explorers.

Noli – Optional Player Character and NPC

Pronunciation: "no lee"

Also known as "Greenbeans," "Greenie" and "Green Scouts."

Alignment: Any, but lean toward Principled (30%), Scrupulous (30%), and Unprincipled (10%).

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

Size: 5 feet, 6 inches to 6 feet (1.7 to 1.8 m) tall.

Weight: 120 to 160 pounds (54 to 72 kg).

Hit Points: 2D6 +P.E. attribute number. Plus 1D6 M.D. per level of experience, starting at level one.

S.D.C.: 1D4x10 plus those gained from Physical skills.

M.D.C.: By M.D.C. body armor or other external protection.

Horror Factor: Not applicable.

P.P.E.: 3D6

Average Life Span: 5D6+60 years; females live 2D6 years longer than males. Physical maturity is attained by age 17. Females give birth to one young after a 9 month pregnancy and the child is raised by both parents and the tribal community. A female can bear young till the age of 40.

Natural Abilities: Sharp vision, nightvision 300 feet (91.5 m), natural polarizing lens (a thin membrane that is sort of a second eyelid that slides down to cover and protect the eye from bright light, functioning effectively like a pair of polarized sunglasses).

R.C.C. Skills: The following are in addition to the skills of any chosen O.C.C.: Climbing (+20%), Dowsing (+15%), Prowl (+10%) and Swimming (+10%).

Available O.C.C.s: The Noli are limited to the following O.C.C.s: *Psi-Druid*, *Psi-Slayer* (these are the only two psychic O.C.C.s available to them), *Cowboy*, *Wilderness Scout* (any) or *Vagabond* (with leanings toward working with animals, farming and nature). In the case of the latter two, reduce the number of O.C.C. Related and Secondary Skill selections to three each. Noli can also become *Cyber-Knights*, although only two are known to have done so because it limits their natural range of psionic powers. A Noli Cyber-Knight is a rarity and a bit different (more psionically empowered) than most. They get Psi-Sword at 1st level and a total of six psionic powers selected from the Sensitive and/or Physical categories *in addition* to those normally available to Cyber-Knights. Noli are not candidates for M.O.M. and Juicer augmentation, and avoid bionics.

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the Experience Table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill. A psionic attack counts as one melee action.

Damage: As per P.S., psionics or by weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 on initiative, +1 to strike, +4 to pull punch, +2 to roll with punch, fall or impact, +2 to save vs possession, and +3 to save vs Horror Factor. As Master Psychics, they need a 10 or higher to save vs psionic attacks and mind control.

Vulnerabilities: None per se.

Magic: None.

Psionics: All Noli are Master Psychics with the following abilities: Bio-Regeneration (self, 6), Empathy (4), Mind Block (40), Psionic Invisibility (10), Telepathy (4), and two Physi-

cal and two Sensitive powers of choice. Select one additional psi-power from the Physical or Sensitive categories at each new level of experience, and one Super Psionic power of choice at levels 4, 8, and 12; excluding the Psi-Sword (Psi-Sword is only available to Noli Cyber-Knights). I.S.P.: M.E. attribute number x2 plus 1D6+1 I.S.P. per level of experience. **Note:** If the character is a *Psi-Druid* or *Psi-Slayer*, ignore the above and use the psionics, I.S.P., skills and abilities of that O.C.C.

Standard Equipment: As per O.C.C., but have a preference for spears and staves as weapons.

Money: As per O.C.C.

Cybernetics and Bionics: Avoid them except for medical purposes.

Habitat: The majority of Noli are found in Ontario, Free Quebec and the forests of eastern Canada. They are also found in small numbers in Manitoba, Michigan, Wisconsin, Minnesota, Illinois, New York, Vermont, New Hampshire, Massachusetts, Maine, and, occasionally, just about anywhere.

Slave Market Value: 2D4x1,000 credits as fighters, scouts and slave labor.

Alliances and Allies: Nothing formal, but most Noli get along well with Native Americans, Inuit People, Mastadonoids, Psi-Stalkers, Simvan and Rogue Dog Boys, as well as humans and other D-Bees who are willing to tolerate other races. Nearly one thousand live in Lazlo and 400 at New Lazlo. A thousand perished in the Coalition-Tolkeen War.

Rivals and Enemies: The CS and Free Quebec Military are Enemies Number One and Two. Noli have suffered greatly at the hands of these human supremacists and find their intolerance of nonhumans to be barbaric and unreasonable. Noli have no love for the Xitixix, Greots, Yeno, Loup Garou, vampires, Horune, Minions of Splugorth or any slavers. They are leery of other powerful psychics, and regard Mind Melters and Mind Bleeders as particularly dangerous and untrustworthy. They have heard of *Psyscape* and have made a point of avoiding going there.

Note: Original appearance, *Rifts® World Book 20: Canada*.

N'retas

By Josh Sinsapaugh and Kevin Siembieda

"Breeeee-tck-tck-urro ner-rheeee-tck-tck-rhoooo." I had no idea what the N'reta charro was trying to say. Luckily, his friend was there to translate.

"Alfaro says that he wants you to enjoy his hospitality, especially his chicharrones."

My own language translator had broken three weeks prior to this meeting, thus Alfaro's friend Ignacio, through the use of magic, was an invaluable help during my short stay at the N'reta's farm. I quickly looked over the spread on the table: something that looked like a roasted beetle rice pilaf, a bowl of pork rinds and a salad consisting of an alien version of lettuce. I grabbed some of the pork rinds and turned to Ignacio.

"Tell him that I am more than grateful, and that I am sorry I blasted his tail off when I thought he was a monster."



The incident I spoke of really was as stupid as it sounds. I was stomping through what turned out to be Alfaro's field when he came out yelling in his strange language. Startled out of my wits, I dove to the side and fired at the poor creature with my energy pistol, clipping his tail. I was about to fire a second shot when Ignacio came running out and quickly alleviated the situation.

"No need for me to tell him," Ignacio answered. "Alfaro understands American, he just can't speak it."

"Slrrr-tck-tck rhoooo-urro tck-tck-sheeee," Alfaro added, Ignacio quickly translating.

"He says that it should grow back in time, or at least he hopes so."

"Bureee-urro-shee tck-tck-ner-rheeee-tck-tck-wheeee."

"And he implores you to enjoy his delicious beetle rice. It is a favorite family recipe."

"Oh, I see," I answered with a hint of reluctance as I grabbed the bowl and spooned some of the beetle rice on to my plate.

"How do you say it? Mi casa es su casa?"

- Excerpt from the journal of an unknown explorer, found along the banks of the Rio Bravo in 100 P.A.

What lies south of the inhospitable, Wild Vampire-strewn deserts of the Mexican Highlands remains largely unknown to most people living within the Domain of Man. In fact, much of what northerners know about the confines of central and southern Mexico is limited to hearsay, rumors, and fairytales. Even the idea of kingdoms of the undead is viewed as nothing more than old wives' tales and horror stories.

While the Vampire Kingdoms are the dominant power in Mexico, the undead and their human slaves are not the only things living in Mexico. Several unusual D-Bees and oddities await adventurers and travelers in the lands south of the American border. A small scale invasion by the Vernulians is one. The coexisting phantom realm of Xibalba is another, and several unique species of wildlife and even a few "strongholds of humankind," such as the Tampico Protectorate, Monterrey, Fort Reid and Ciudad Victoria are others. Notably absent from that short list are the more than notable anteater-like D-Bees known as *N'retas*.

It is unknown when or from which Rift or Rifts these D-Bees first emerged, though it is highly likely that each and every one of them who can be found on the North American continent is a ninth or tenth generation "Earthling." They consider themselves Earthlings, at any rate, and are as much residents of Rifts Earth as humans. They do cling steadfastly to a few remnants of their original cultural identity such as their spoken language and a unique form of sign language, as well as the practice of having a feast on birthdays (instead of giving presents). Regardless, like many of the D-Bees on Rifts Earth, the average *N'reta* knows neither where his ancestors came from nor what their planet of origin was called, nor even what it was like. In any case, they have adapted readily to what was once the Old Mexican Empire. A fact that has led many to postulate that their home planet must have had a similar environment.

The *N'retas* find the climate and arid conditions in Mexico agreeable, and all of the staples of the D-Bee's diet (insects, soft fruit and very small animals) are readily available along the rivers at which they seem to congregate. Their predisposition toward living near rivers is not a racial instinct though, instead it is a simple bit of common sense in the Mexican hinterlands: stay near water and vampires *should* stay away. The adherence to this principle is so strong that, although not a racial instinct, it has become a cultural rule, with the few *N'retas* living north of the Rio Grande also living along the banks of rivers, if not on the river itself, on houseboats and flat barges. Make no mistake though, they are no more accomplished in the naval arts than the average human. They just feel safer living a riparian life. This is not to say that there aren't experienced *N'reta* boaters, and indeed there are a fair share of *N'reta* river pirates along the waterways of Mexico, and *N'reta* pirates in the Gulfs of Campeche and Mexico. But then, one must either become a farmer, bandit, pirate or priest to survive in the "Mexican Frontier."

It is a little known fact that nearly all of the *N'retas* living south of the Rio Grande are *religious*. Many of them devoutly so. It's a facet of the Mexican subculture among the *N'retas* and many other people, humans and D-Bees alike, that the citizens of the Coalition States would certainly find puzzling. What they would find even more bewildering is that the *N'retas* do not worship "alien or demon gods" as CS propaganda would suggest, but rather they are by and large Christians. Human supremacist critics claim membership in a "human religion" is nothing more than a ruse or a survival tactic, and in the case of vampire-ridden Mexico, a defense against the undead, rather than a genuine belief in God, but that is not true.

Part of what the leaders of the Coalition States and human supremacists like them don't understand is that the *N'retas*, *Kraks*, *Fingertooth*, *Fennodi*, *Cactus People*, *Devil Men*, and

many, many other D-Bees have truly accepted Earth as *their home*. They genuinely see themselves as "Earthlings" – people of Earth. They love their adopted planet and wish to live in peace among humans and other D-Bees. They see the Earth as a melting pot of people and beliefs from across the Megaverse, and some have dared to think this means something. They see design and purpose in the bringing together of so many diverse people, not chaos. They believe they have been brought to Earth to show that people should find beauty in diversity and learn to live together in peace and harmony. And that once the *people of Earth* have learned this lesson, they have the doorways to the Megaverse – the Rifts – at their fingertips to go forth and spread the words of harmony and bring peace and acceptance throughout the Megaverse. To the people in the Coalition States this may sound ridiculous, even insane, but in Mexico and parts of the American South and New West, it is a growing conviction.

The *N'retas* embrace human culture and love the company of human beings. They consider humans and other D-Bees to be "citizens of the Megaverse" bound by a common goodness and humanity. All *N'retas* wear what is often considered human clothing, including traditional Mexican garments such as *serapes* and *rebazos*, with not a single remnant of their original alien culture or fashion remaining. They also partake in the cuisine of the indigenous humans, though only what they can effectively eat with their anteater-like mouths (they absolutely love *chicharrones*), and have even devised dishes that combine their favorite foods (i.e. insects) with those of their human brothers and sisters. Finally, although they cannot speak Spanish (or most other languages) due to the odd shape of their mouths and vocal cords, they do learn to understand Spanish and often American as well.

As if returning the favor, the majority of Mexican humans and D-Bees have favorable views toward *N'retas*. They do not consider them a danger nor outsiders, or even as alien life forms. Racial prejudice against D-Bees is almost unheard of in the thick of the harsh Mexican Frontier as all people must pull together if they hope to survive. Instead the *N'retas* are viewed as neighbors and fellow citizens, in a word: *equals*.

The outlook on these D-Bees further north where they are less common varies considerably, with most people having a slightly negative opinion of them. This is because the average *N'reta* is often wrongfully perceived as being emotionally inadequate or even cold. Nothing could be further from the truth, as these D-Bees are just as emotionally capable as any human, with the misconception born from the fact that they don't display any readily discernable physical cues of their emotions beyond the shape of their eyes and very subtle body language. Their language also puts off northerners, as it is alien and unintelligible without a language translation device. The *N'retas'* physical inability to speak most languages is sometimes mistaken by northerners as undisguised contempt for humanity and a refusal to integrate into human society.

N'retas are bipedal humanoids with stocky frames and long, narrow snouts reminiscent of the Giant Anteater of South America. The comparison is most definitely valid as, just like anteaters, *N'retas* are *edentates* (toothless mammals) who feed upon insects. Lacking teeth, these D-Bees instead rely on the muscles of their tubular mouths, along with their saliva, to break down their food before swallowing, a process that is further supple-

mented by their lengthy prehensile tongues. Aside from their defining proboscis, the other outstanding physical features of the N'retas are their large brush-like tails, fur covered bodies and crest of hair on the top of their heads (which they always style into a variety of Mohawk-like hairdos). Amongst the more mundane aspects of their appearance are their four-toed feet and four-fingered hands (three fingers and an opposable thumb), as well as their clear white eyes. The color of their fur ranges in shades of dark purple (sometimes almost black), especially indigo and violet, with white, grey or light blue on their faces, underbellies and streaked through their hair. Their underlying skin, which can be seen unobstructed on their hands, feet and snout, is consistently a light, luminous purple, similar to the flowers of a lilac bush.

The language of these peculiar D-Bees is odd, consisting of a series of whistles, slurps, trumpets, guttural inhales, clicks and shrill, undulating high-pitched grunts. It is terribly difficult for most humans and D-Bees to understand, and impossible for them to speak. This makes it difficult for the N'reta to communicate with other people without the aid of magic (Tongues spell), psionics or a translation device. However, all N'reta understand Spanish and most (83%) also understand American, as well as sign language. A few wealthy N'retas have turned to the use of cybernetic voice modulation implants, but their voice sounds mechanical and the speech pattern is herky-jerky. Only 10% of humans and most humanoid D-Bees can learn to *understand* N'retan, and even then they suffer a -20% language penalty.

N'reta - Optional Player Character or NPC

Pronunciation: ner - ray - TAH.

Also known as "Ritas" due to the common mispronunciation of their names, "Nosey N'retas" or "Big Nosed Ritas" because of their long proboscis.

Alignment: Any, but lean toward Principled (40%), Scrupulous (30%) and Unprincipled (15%).

Attributes: I.Q. 3D6, M.E. 2D6+8, M.A. 3D6+3, P.S. 3D6, P.P. 3D6, P.E. 2D6+3, P.B. 2D6+3, Spd 3D6.

Size: 5-6 feet (1.5 to 1.8 m) tall.

Weight: 135-265 pounds (61 kg to 119 kg).

Hit Points: P.E. attribute number plus 2D4 per level of experience.

S.D.C.: 4D6+5

Horror Factor: None. Although odd looking, the average N'reta is by no means frightening.

P.P.E.: 2D4+4

Disposition: Like humans, the disposition of a given N'reta can vary drastically from individual to individual. A common misconception is that they are limited in their emotions, a belief that is just not true. Most are kind, sincere, caring and helpful. Most will give a person in need their last grain of food or the shirts off their backs. They tend to be accepting of all people and trust others until that trust is proven to be misplaced. Their faith gives them a large view of life that includes all intelligent beings across the Megaverse.

Average Life Span: 3D6+60 years. A N'reta reaches physical maturity by age 13. Females remain fertile till around age 45 and consistently give birth to twins, one male and one female.

Natural Abilities: Nightvision 300 feet (91 m), normal day vision is equivalent to humans. They feed primarily on insects, anything from ants to houseflies, although their favorites are ants, cicadas and all types of beetles, as well as soft fruit.

Prehensile Tongue (Special): The long, sticky tongue of the N'reta is prehensile and used to "grab food" and pull it into their mouth. Being prehensile, the tongue can also be used to pick up, hold or retrieve small objects such as a key or ring of keys, a wallet, credit card, pencil, computer disc, knife or derringer. However, it cannot fire a weapon or swing a knife in combat. The tongue can also be used to press buttons, use a keyboard, turn a radio dial, or flip a switch.

Excellent Sense of Smell (Special): N'retas have a powerful sense of smell, one that is far superior to that of an average human. Identify common and strong scents 80% +2% per level of experience; identify specific odors (such as the scent of a known individual, predator, etc.) 60% +2% per level of experience, and track by smell alone 60% +2% per level of experience.

Native Language (special): All N'retas start with *Language: Native: N'retan* at 80% +2% per level of experience (this replaces the Native Language skill as listed under each O.C.C., if any). Only Rulian Translators, Pneuma Biforms, Lorica Wraiths, Ukt Water Serpents, Dolphins and Whales (along with a few other races found across the Megaverse) can readily learn to *understand and speak* N'retan without the use of magic or psionics as a crutch (technically, Rulians are using psionics, though they do so naturally with much specialization). **Note:** All N'retas know the universal Sign Language (see *Rifts® Ultimate Edition*, page 305), which can help.

N'retas *CANNOT* physically speak most languages, though they can learn to understand or read them without penalty. They *can* learn to speak the odd languages of Lorica Wraiths, Dolphins and Whales (along with a few other races found across the Megaverse).

Available O.C.C.s: Adventurer O.C.C.s are most typical: 65% will be one of these: Body Fixer, City Rat (any), Cowboy, Operator, Preacher, Rogue Scholar, Rogue Scientist, Saddle Tramp, Saloon Bum, Salvage Expert, Trapper-Woodsmen, Vagabond and Wilderness Scout (any). **Note:** *Body Fixer, Cowboy, Preacher, Rogue Scientist and Vagabond* are most common.

Men of Arms: Only 25% take up a combat oriented O.C.C. Bandit, Bandit: Highway Man, Bounty Hunter, Combat Cyborg, Cyber-Knight, Gunfighter, Gunslinger, Headhunter (any), Justice Ranger, Mercenary Soldier, Merchant Marine, Merc Soldier, Pecos Raider, Pirate, Pirate Slaver, Privateer, Robot Pilot, River Pirate, Sheriff, Sheriff's Deputy, Special Forces and Super Spy. Juicer and Crazy/M.O.M. augmentation *do not* work on the alien physiology of the N'reta, with the exception of the Dragon Juicer and Mega-Juicer variants.

Practitioners of Magic: Any, but only about 5% pursue the mystic arts.

Psychics: Any, but only about 5% are a Psychic O.C.C. with Burster, Mind Melter, Psi-Slinger and Zapper being the most common. **Standard Equipment:** Roughly 50% of all N'retas (if the G.M. so chooses, he or she may rule that Player Characters are automatically assumed to be within this percent-

age) who travel about Rifts Earth own a language translator to compensate for their inability to communicate with other races verbally. *All N'retas* also start with a cross necklace and 1D4 wooden stakes. The translator, necklace and stakes are in addition to the standard equipment of the N'reta's chosen O.C.C.

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill of the chosen O.C.C.

Damage: As per combat skill or by weapon or magic. Note that N'retas *cannot* bite, they don't even have teeth.

Bonuses (in addition to those acquired by attributes and skills): +1 on initiative (due to sensitive sense of smell), +1 to disarm, +1 to pull punch, and +2 to save versus disease.

Vulnerabilities: The N'reta language barrier is a big one. Without some means of translation or someone who understands sign language, communication comes down to pointing, pantomime and guesswork.

N'retas are omnivores much like humans, however, the way they eat (like an anteater) and their complete and utter lack of teeth limits what they can eat. A typical diet is insects, plants, and soft fruit, jelly, jam, fruit paste or sauce, and sometimes vegetables and processed foods. They don't care for meat, but can eat it if it is ground up. They can also eat nutrient pastes and similar "space age" foods, though those are uncommon anywhere on Rifts Earth. Insects and fruit are their favorites.

Their trusting and kind natures can also lead to trouble.

Psionic Powers: The same probability of psionic abilities as a human. N'retas can also be Mind Melters, Bursters, Psi-Slingers, Zappers and other psionic O.C.C.s if they are a Master Psychic.

Magic Knowledge: None, unless a Magic O.C.C. is chosen. N'retas do not have any racial objection or predispositions toward the use of magic, with opinions on the arcane varying from person to person.

Money: As per the given O.C.C.

Cybernetics and Bionics: N'retas are generally indifferent toward mechanical augmentation, and will receive implants if it suits them (i.e. if the O.C.C. permits it). An increasing number of these D-Bees have taken to receiving voice box implants that allow them to (painfully and slowly) communicate in "spoken tongues."

Habitat: N'retas are in northern and central portions of the Mexican Frontier, almost always along rivers or lakes. The largest concentrations can be found within the Mexican Empire (a Vampire Kingdom), and at Ciudad Victoria, along the San Marcos River and the Rio Bravo. They can also be found further north, especially along the Rio Grande, Red River, as well as much of the lower Mississippi, and occasionally as far north as the Chi-Town 'Burbs, but in small numbers. An unknown number of N'retas live in Mexico and Central America as no formal census has ever been taken.

Slave Market Value: 2D6x100 credits, usually as laborers, farmers and cattle ranchers/Cowboys.

Alliances and Allies: N'retas get along quite well with Grackle Tooth, Kraks, Fingertooth Carpetbaggers, Fennodi, Cactus

People, Floopers, Shapers, and most humans, Psi-Stalkers, and Tokanii. However, they enjoy the company of just about anybody.

Rivals and Enemies: Living primarily in Mexico, all but the most evil N'retas have a visceral hatred for vampires and other types of undead (hence why they tend to congregate near water). The exception being the N'retas found living within the Mexican Empire (a Vampire Kingdom). Those living near the coast or north have a distrust and pity for the Coalition States and the Minions of Splugorth for their unenlightened ways.

Note: Like most races, N'retas *can* be turned into vampires. However, one probably notes immediately that N'retas are edentates and thus do not have teeth that could be turned into the archetypal vampire fangs. This has failed to spare these D-Bees from being converted into vampires, and instead of using teeth to draw blood they use an ice pick, scalpel or knife and lap it up with their long tongue.



Nuhr Dwarves

By Patrick Nowak and Kevin Siembieda

The Nuhr are a race of Dwarves who hail from a dimension similar to Rifts Earth in the sense that there is magic and technology, only their level of technology is more on par with Earth's 18th Century and the advent of gunpowder weapons. The Nuhr are one of the few races in the Megaverse who possess the knowledge of Rune Magic. In their case, it is a diluted form of Rune Magic reminiscent of Russia's Mystic Kuznya, whereby regular items are enchanted by being engraved with mystical symbols/runes. Nuhr Dwarves make extensive use of

this magic, to the point where nearly every one of their tools, weapons and devices is enchanted.

Few of these Dwarves have found their way into the Megaverse and fewer still have migrated to Rifts Earth. The entire Nuhr population worldwide amounts to no more than 5000, with nearly half of them living in Queenston Harbour. One group of these Dwarves in Queenston have taken to piracy for adventure and excitement. **Captain Sampson Rhees** is their leader, a thickset Dwarf warrior of one hundred years (Unprincipled, 7th level Palladium Soldier, I.Q. 17, M.E. 11, M.A. 17, P.S. 22, P.P. 10, P.E. 14, P.B. 8, Spd 10. 45 Hit Points. Armed with Nuhr Rune Mail (1D6x10+90 M.D.C.) and Rune Axe (4D6 M.D.). In 104 P.A., Captain Rhees led a pirate crew of 120-140 men, mostly fellow Nuhr Dwarves. By 109 P.A., and after the Coalition-Free Quebec War, he leads a fleet of nine ships, with 467 Nuhr Dwarves and 740 other D-Bee and human pirates. He still keeps his activities limited to Lakes Ontario and Erie, the Saint Lawrence, dominates the North Atlantic and travels as far south as Dinosaur Swamp. Their antics are so notorious that they have branded the Nuhr race as "pirates," which angers the rest of the law abiding population of Dwarves. However, unlike most pirates just out for their own gain, the Rhees Pirates have become something of a "Robin Hood" crew of miscreants, at least among other D-Bees and outcast humans. The reason is because they direct most of their raids against the vessels and ports of the Coalition States, Free Quebec, the Minions of Splugorth, slavers and other pirates. Then they trade their misbegotten booty with locals up and down the St. Lawrence and Atlantic Coast at reasonable prices.

Most Nuhr Dwarves are craftsmen, weaponsmiths and builders, while others are warriors and adventurers. They have a gift for building, enjoy the sea and building boats and ships, and 10% of their people possess the secrets of a diluted form of Rune Magic reminiscent of the Mystic Kuznya of Russia. Only, their magic includes the use of simple, gunpowder, musket-style weapons.

Nuhr Dwarves – Optional Player Character and NPC

Pronunciation: "new hur"

Also known as "Pirate Dwarves" and "Mystic Dwarves."

Alignment: Any, but lean toward Scrupulous (20%), Unprincipled (20%), Anarchist (20%) and Aberrant (10%).

Attributes: I.Q. 3D6, M.E. 2D6+3, M.A. 1D6+5, P.S. 3D6+10 (Augmented), P.P. 3D6, P.E. 3D6+5, P.B. 2D6+2, Spd 2D6.

Size: 4 feet to 4 feet, 6 inches (1.2 to 1.4 m) tall.

Weight: 120 to 200 pounds (54 to 90 kg).

Hit Points: 2D6 +P.E. attribute number. Plus 1D6 M.D. per level of experience, starting at level one.

S.D.C.: 5D6+5 plus those gained from Physical skills.

M.D.C.: By M.D.C. body armor, magic armor or other external protection.

Horror Factor: Not applicable.

P.P.E.: 3D6

Average Life Span: 6D6+120 years; females generally live 10 years longer than males. Physical maturity is attained by age 18. Females give birth to one young after an 11 month pregnancy and the child is raised by both parents and the community. A female can only bear young till the age of 35.

Natural Abilities: Sharp vision that does not deteriorate with age, nightvision 300 feet (91.5 m), Augmented P.S., superior endurance and fatigues at one quarter the rate of humans.

R.C.C. Skills: The following are in addition to the skills of any chosen O.C.C.: Boat Building (+20%), Carpentry (+25%), General Repair & Maintenance (+15%), Leather Working (+10%), Math: Basic (+15%), Rope Works (+20%), Salvage (+20%), and Swimming (+10%). Also get a +15% bonus to any Mechanical skills. **Note:** Reduce the number of Secondary Skills of a chosen O.C.C. by half.

Available O.C.C.s: Theoretically, any Men at Arms, particularly *Merc Soldier*, *Grunt/Soldier*, *Military Specialist*, *Bandit*, *Thief*, *Bounty Hunter*, *Pirate*, and *Sailor*, but tend to shy away from occupations involving robots, power armor and heavy military vehicles. Any *Adventurer* and *Scholar* O.C.C., particularly *Operator* and *Vagabond (Carpenter)*.

Magic O.C.C.s are seldom pursued by Nuhr Dwarves, with the exception of the *Nuhr Rune Maker* (roughly equivalent to the *Mystic Kuznya*, see **Rifts® World Book 18: Mystic Russia** for this O.C.C.). 10% of the Nuhr are this O.C.C., with another one or two percent becoming Mystics. Odd as it may seem, Nuhr have refused to study Techno-Wizardry or Eco-Magic for fear it will adversely affect Nuhr Rune Makers.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the Experience Table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per P.S., magic or Rune Weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 on initiative, +1 to strike, +4 to pull punch, +2 to roll with punch, fall or impact, +2 to save vs possession, and +3 to save vs Horror Factor.

Vulnerabilities: Short height can be a disadvantage. Reputation of being pirates in North America makes many people leery of them.

Magic: As per O.C.C., if applicable.

Psionics: Same range of possibilities as humans. Psionic O.C.C.s other than Mystic are not available.

Standard Equipment: As per O.C.C., but have a preference for axes and chain weapons. All Nuhr characters inherit two Rune Weapons and a suit of armor (typically a Talisman of Armor or Studded Leather). Nuhr Rune Weapons are all considered *minor Rune items* without an intelligence or magic powers, and more on par with TW, Eco-Magic or Mystic Kuznya creations.

A Few Notable Nuhr Rune Items: Nuhr Rune Axe (4D6 M.D.), Ball and chain (3D6 M.D.), Morning Star (4D6 M.D.), Hook with handle (1D4 M.D.), Grappling Hook and rope (1D4 M.D.), Knife (1D6 M.D.), Short Sword/Cutlass or Bayonet (2D6 M.D.), Large Sword (3D6 M.D.).

Ranged Rune Weapons: *Nuhr Rune Musket Pistol* (4D6 M.D., 800 foot/244 m range, 35 shot payload, costs 25 P.P.E. to reload). *Nuhr Rune Musket Rifle* (6D6 M.D., 1600 foot/488 m range, 50 shot payload, costs 40 P.P.E. to reload). *Nuhr Rune Pirate Ship Cannon* (small, 1D6x10+6 M.D., 3000 foot/914 m range, 20 shot payload, costs 80 P.P.E. to

reload). **Note:** If a character has a P.S. less than 26, all musket weapons are fired with a -3 to strike penalty even on an Aimed Shot.

Nuhr Rune Armor: *Nuhr Studded Leather Rune Armor* (4D6+40 M.D.C., weighs 12 lbs/5.4 kg, -5 movement penalty), *Nuhr Leather and Chain Mail Rune Armor* (1D4x10+45, weighs 20 lbs/9 kg, -10% movement penalty), *Nuhr Chain Mail Rune Armor* (1D6x10 +90 M.D.C., weighs 30 lbs/13.5 kg, -20% movement penalty).

Nuhr Rune Sail Boats: The S.D.C. of the wood becomes M.D.C. point for point, and the vessel's speed is double that of the wind without damaging the sails or straining the mast(s), up to 100 mph (160 km) maximum. Maximum size is 80 feet (24.4 m). Not applicable to sailing ships.

Money: As per O.C.C.

Cybernetics and Bionics: Avoid them except for medical purposes and a few minor implants.

Habitat: The majority of Nuhr are found in the Lazlo, Montreal, and Free Quebec area of eastern Canada as well as Michigan and the northeastern United States, but may be found exploring or adventuring anywhere in North America. Nuhr Pirates travel up and down the Atlantic.

Slave Market Value: 3D6x1,000 credits as warriors, sailors, pirates, and slave labor, double for skilled carpenters/builders, and 3D4x10,000 for Nuhr Rune Makers. Horune Pirates are enemy number one for the Rhee Pirates and their only superior competition.

Alliances and Allies: Nothing formal, but most Nuhr Dwarves get along well with humans and other civilized people.

Rivals and Enemies: The 10 year long exploits of the Nuhr Pirates have put all Nuhr on the outs with the Coalition States (particularly its Navy), Free Quebec, the Minions of Splugorth, the Horune, Bayou Ursines and other pirates.

Note: Nuhr first appeared in **Rifts® Sourcebook Four: Coalition Navy**.

Obsedai

By Brandon Aten

"Our platoon had destroyed two of the Stone Men and a dozen D-Bee refugees they had been protecting before the weather made combat impossible. We got separated from the main group and made camp for the night in a little rocky nook which offered protection from the raging storm. It was a pretty good place, more comfortable than the spot we had been holing up in the night before. The rain had finally let up and I was going to have a smoke with Private Manning before we set out to reconnect with the platoon again. Private Manning had just lit his smoke and was handing me his lighter when a huge freakin' block of stone turned him to a pulp with one blow. When I looked up, I saw the biggest Obsedai I'd ever seen. At least 30 feet, maybe bigger. I could see boiling lava through cracks in its stone body and its eyes . . . they burned with fury. I don't even remember thinking it, I just leaped and ran as fast as I could. Behind me I heard the thing roar and hammer the ground. I don't know if the pounding was the sound of its feet as it chased after me or if it was punching the ground with its fists in rage, I

just kept running and never looked back. Sorry, Sir. I was scared. I knew I was no match for a walking mountain, Sir."

- **PFC Nick Gunn** describing his encounter with an Obsedai.

In the mountainous regions of the Rockies, as well as the more secluded areas of the Appalachian Mountains, reside a race of barbaric D-Bees known as the Obsedai (pronounced "OB - seh - die"). These towering beings have hides of Mega-Damage stone, and have eyes that glow with an inner fire reminiscent of magma flowing under cooled volcanic rock. The colors of their stony bodies range from a jet or obsidian black, to tan or dark brown, but some are also an ashen white color depending on the mineral consistency of the territory they claim. This is a form of natural camouflage and a reflection of their primary source of nutrition. While it may be strange to most humanoids, the Obsedai feed on wood, limestone, granite and coal from their surroundings, which in turn affects their color as they age. Young members of the race are always a neutral earthy brown. Obsedai make great miners and excavators, often finding rare gems during their work. They are coveted by the Splugorth for hard labor, mining, gladiatorial games and as thugs and enforcers.

From a young age, these giant beings of stone are trained by their family group to become ferocious warriors on the field of battle. When the Obsedai reaches his fortieth "Cooling Day," roughly equal to forty human years, the young one must endure a vigorous battery of tests of strength and mental endurance to illustrate his coming of age. During this coming of age process the Obsedai forms a large weapon of stone that he will use during for the remainder of his life. This weapon is actually formed from the young warrior's own body during a 13 day period of fasting and meditation.

The training regimen of all Obsedai follows a series of philosophical teachings vaguely similar to many Taoist sects of Rifts Earth, in which a natural order and succession of all things is embraced. Calmness, meditation, and personal tranquility are learned, but the prime teaching of the Obsedai is the separation of all things. Whereas all things are universally one, they are manifested differently on the physical plane. Meditation and inner reflection is how many Obsedai spend the majority of their lives (1D8 years at a time), often remaining in a meditative state so long that moss and grass may cover them. (A *Psi-Warrior* can be seen standing on the shoulder of her Obsedai ally on page 77 of **Rifts® World Book 12: Psyscape**.) But just as there is a time for meditation, there is also a time for action. It is very hard to upset an Obsedai to physical violence, but once such a transgression is enacted the fury which is unleashed is almost impossible to hold back. Anything that they view as a crime against life, including slavery, wanton murder, torture, gross injustice, and plain cruelty for the sake of being cruel, are all a cause to action under their philosophy. Obsedai seem to have a racial memory which helps them to identify enemies and those who have acted against their kind, including Splugorth Slavers who see the creatures as prime slave stock, CS Dead Boys who see them as alien monsters to be eradicated, and Mystic Knights who are the antithesis to life, as well as the undead, demons and other evil beings.



This makes the Obsedai natural heroes and protectors of the innocent and downtrodden, which means they may ally themselves with other heroes, including Psi-Warriors, Psi-Druids, Blucies, Cyber-Knights and Knights of the White Rose. When these meditative and calm creatures see an injustice or transgression against life, they immediately fly into a fury, causing themselves to be sheathed in layers of stone that increase their size and bulk by 50%. Through thin cracks and crevices in the stone armor it is said one can see the burning fire of their raging souls beneath it like molten lava. These creatures become walking juggernauts willing to fight against overwhelming odds, often leaping headlong into battle to defend a single innocent or to de-

stroy those who would dare to take a life for pleasure or transgress upon Obsedai territory. Needless to say, this reaction negates any attempt to be stealthy or calm, and may attract more enemies or trouble. Obsedai are not madmen or maniacs, and never fight over petty things such as insults (words are like the wind, they cannot hammer you if don't allow them to have power), theft (property can always be replaced) or even violence or killing if it is done for a good cause (i.e. self defense, to protect a loved one or innocent, and similar). The Stone Men even understand that humanoids fight for territory, wealth and power, and that war is, in its own way, a natural and often cleansing experience. However, genocide, killing or torturing for spite or pleasure, slavery and tyranny are not natural nor just, and must be addressed. An Obsedai who goes forth into the world (i.e. a Player Character) also tries to live by the rules of the other lands he enters and turns to human allies to show him the ropes and help him understand.

Obsedai R.C.C. – Optional Player Character or NPC

Pronunciation: OB - seh - die.

Also known as "Stone Men," "Hardbodies," and "Stone Fury."

Player Character Note: The Obsedai are a race of semi-primitive alien beings who are equal parts philosopher and barbarian warrior. Thus, they are a walking contradiction given to violence and gentleness depending on the situation. They have a unique and interesting opinion of right, wrong, and justice. While they can be taught to understand the ways and laws of the societies around them, Obsedai ultimately resort to brute force as their special form of "diplomacy." As a Player Character, it is impossible to conceal the Obsedai's inhuman appearance and the character's presence in any group will draw concern, fear and attention. In combat, the Obsedai is likely to be one of the first to be attacked or incapacitated as he represents an obvious and dangerous level of power.

Alignment: Any, but mostly Principled (48%), Scrupulous (30%), Unprincipled (10%) or Aberrant (8%).

Attributes: I.Q. 2D6+4, M.E. 2D6+4, M.A. 2D6+2, P.S. 3D6+20 (Robotic or Supernatural), P.P. 3D6, P.E. 2D6+12, P.B. 2D4+1, Spd 2D6+3.

Size (normal): Starts at 10 feet (3 m) and grows an additional foot for every 100 years of life.

Weight: Starts at 1,200 pounds (540 kg), plus 200 lbs (90 kg) additional per 100 years of life or foot in size. Increase size by 50% when the Obsedai dons Stone Armor.

M.D.C.: P.E. attribute number x10, plus an additional 3D6 M.D.C. per level of experience. Obsedai never wear artificial armor or use force fields. (In S.D.C. environments, they have Hit Points equal to their P.E. attribute number x4, plus an additional 3D6 H.P. per level of experience plus 1D4x100 S.D.C., with a Natural A.R. of 16.)

Horror Factor: 12 at normal size, 16 when enraged and clad in Stone Armor.

P.P.E.: 5D6 +P.E. attribute number.

Disposition: Most Obsedai are quiet and reflective individuals with a very strong sense of justice and compassion. They are rational beings who are not easily offended, but quick to anger when faced with wanton cruelty, murder and injustice. They are slow to trust others until they prove their honor and worth.

Average Life Span: 1D6x100 years +300 years. Reaches physical maturity at age 200. Females can give birth once every 1D4x10+50 years to one young. **Note:** All stats and bonuses, including Stone Armor, are half for juveniles under the age of 200.

Natural Abilities: Though many believe otherwise, the silicon based D-Bee is not a creature of magic, though they are often mistaken for Earth Elementals, and *needs* to breathe air, rest, and eat food to survive. (Wood, limestone, granite and coal are their main foods, but any stone offers some nutritional value). Fatigues at 10% the rate of humans, possesses Robot equivalent P.S. from birth and that P.S. becomes Supernatural when enraged and in combat/Stone Armor. Bio-regenerates 2D6 M.D.C. per hour, double that amount for one hour of meditation. They are impervious to pain and S.D.C. weapons, impervious to heat and cold, and M.D. fire and cold do half damage.

Stone Armor, also known as Fury Armor (special): When the Obsedai become enraged or enter into combat, their bodies seem to magically generate a sort of armor that appears out of thin air and clamps to their bodies. Stone Armor adds 120 M.D.C. per level of experience, doubles their weight, and increases their size by 50%. Robot P.S. and P.E. become Supernatural Strength and Endurance, and the character gets the following bonuses as a result of his fury: +1 attack per melee, +3 to strike, +2 to parry, and +5 to save against Horror Factor as a result of his fury. These are in addition to R.C.C., skill, and attribute bonuses. **Duration:** 20 minutes per level of experience or until the fighting stops and the rage cools.

R.C.C. Skills:

Language: Native Tongue (Obsedai) at 98%.

Language: American at 80%.

Language: Other: One of choice (+5%).

Mathematics: Basic (+25%)

Lore: Demon & Monster (+15%)

Land Navigation (+10%)

Sing (+10%)

Law: General (+10%)

Philosophy (+20%)

Calligraphy (+10%)

Camouflage (+15%)

Physical Labor

Body Building

Excavation (+15%)

Gemology (+20%)

Mining (+15%)

W.P.: Three Ancient of choice.

Hand to Hand: Expert; can be changed to Hand to Hand: Martial Arts at the cost of one R.C.C. Related Skill. This form of Martial Arts is equal to the skill in *Rifts Ultimate Edition*, but is a unique style to the Obsedai race. Any Martial Artist will recognize that it is not a style native to Earth.

R.C.C. Related Skills: Select six additional skills at level one, plus one additional skill at levels 3, 6, 9, 12, and 15. All new skills start at level one proficiency.

Communications: Language and Literacy only.

Cowboy: None.

Domestic: Dance, Gardening and Play Musical Instrument only (+5%).

Electrical: None.

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

Horsemanship: Exotic only (+5%; finding a steed large and strong enough can be a problem, though Fury Beetles and certain dinosaurs can do the trick).

Mechanical: None.

Medical: First Aid and Holistic Medicine only (+5%).

Military: Military Etiquette, Military Fortification, and Trap/Mine Detection only (+5%).

Physical: Climbing, Juggling and Physical Labor only.

Pilot: None.

Pilot Related: Navigation only (+5%).

Rogue: Concealment, Imitate Voices and Sounds, Prowl, and Tailing only (+5%).

Science: Anthropology, Astronomy and Navigation, and Botany only (+10%).

Technical: Appraise Goods, Art, Breed Dogs, all Lore skills, Masonry, Recycling, Rope Works, Salvage, Ventriloquism, and Whittling and Sculpting only (+10%).

Weapon Proficiencies: Any, except Dead Ball.

Wilderness: Any (+10%).

Secondary Skills: None.

Available O.C.C.s: None. Obsedai are creatures of instinct and habit; see R.C.C. Skills.

Experience Level: 2D6 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the same experience table as the *Combat Cyborg*.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Robot or Supernatural P.S. or weapon.

Bonuses (in addition to those acquired from attributes and skills): +2 to disarm, +3 to pull punch, +4 to roll with impact, impervious to poison and toxins, +2 to save vs airborne toxins, and +1 to save vs Horror Factor at levels 1, 3, 5, 7, 9, 13, and 15.

Vulnerabilities: Frightening appearance, size and weight can be a liability, especially in urban settings. Healing magic and healing psionics have no effect on the Obsedai. The Stone to Flesh Warlock spell doesn't work on the Obsedai, but it inflicts 1D6 M.D. per level of the spell caster.

Psionic Powers: None.

Magic Knowledge: None.

Standard Equipment: All Obsedai have a stone weapon which they create during their coming of age ceremonies. This weapon can be a stone axe, sword, or maul, and is supernaturally hard, making it able to parry Mega-Damage attacks. The weapon does 6D6 S.D.C. normally, but adds 3D6 M.D. to the punch damage of the Obsedai during their Berserker Rage. The weapon itself has 200 M.D.C. and can only be destroyed if specifically targeted. If destroyed, the Obsedai must spend 6D6+48 hours in complete concentration, meditation, and fasting after which time a replacement weapon will be formed from his own stone hide. Only one stone

weapon can exist at any one time, which makes these items extremely valuable to the Obsedai, who protect them viciously.

Money: The Obsedai generally have no need for money, but may have acquired earthly possessions that would fetch 1D6x1,000 credits.

Cybernetics and Bionics: None; incompatible with the Obsedai physiology.

Habitat: Any mountainous region, but most numerous in various parts of the Rocky Mountains and the Appalachian Mountains.

Slave Market Value: 3D6x100,000 credits; mainly used as thugs, enforcers, or for gladiatorial combat.

Alliances and Allies: Psi-Warriors, Cyber-Knights, Knights of the White Rose, Blucies, and Lynn-Srial are seen by Obsedai as true heroes and champions of justice, and thus, as kindred spirits. However, they warm up to any character who is good, compassionate and kind regardless of O.C.C. or race.

Rivals and Enemies: They despise Splugorth Slavers, Mystic Knights, CS, and all evil and cruel beings. The Stone Men have a knee-jerk dislike for robots, automatons and Golems. They regard Elementals as strange magical creatures beyond their understanding (and vice versa). Warlocks and Elemental Fusionists, because they can control the elements, are viewed with a certain amount of fear and distrust. They dislike and never trust characters who are Anarchist or evil, or who behave in a chaotic, crazy or unpredictable manner.

Phlebus

By Brandon Aten

"The fiery-eyed wolf demons stood surrounding the dozen women and children, fangs dripping with the blood of the innocent. Their intent was obvious even before the largest of the hideous monsters stepped forward with a hunched stagger to address them."

The young man telling the story turned to face the other side of the large common room inside the boardinghouse. His face seemed to start to sprout a thick wolfish beard and his eyes turned blood red. An ooooooh rose from several listeners as the lad continued.

"Now you shall die and your flesh will serve as our feast!"

A girl shrieked, while the men in the room let out a thundering roar of approval for the talents of their storytelling guest.

The crowd had been watching for over an hour now, as the stranger wove his tale of how his great uncle had valiantly fought to save the lives of his entire herding community when it was besieged by demonic minions from beyond the Rifts. The shape-shifting abilities of the man, which had become one of the most entertaining points of the evening, had been drawing in even the most solitary barfly. Changing his face to and from everything – the childlike features of the local inquisitive child to the damsel in distress, to the red-eyed demons ravaging the town, the man was truly putting on a one-man show.

"... and as the beast leapt into the air, bloodstained claws outstretched, a solitary arrow was loosed from a distant bow, striking the beast in the eye. The monster fell to the ground with a thud and laid there twitching. The others quickly turned and



ran towards the lone shepherd who had so easily killed their leader and in a flurry of arrows, three more were downed."

At this point the lad had changed into a strikingly handsome man with long blonde hair and striking blue eyes and was twirling around the common room like a whirling dervish in a dance that mimicked a man firing a fusillade of arrows.

"The remaining nine closed the distance at lightning speed, Great Uncle Braden put them down with one arrow after another, leaving only three that turned and ran off with their tails between their legs and a message to others like them not to threaten this village anymore."

The man stopped, exhaled, and took a deep bow. The audience erupted with shouts, cheers, and applause. In the corner sat his two adventuring buddies sipping their ale. The Juicer leaned across the table to the smiling Headhunter and asked, "Wasn't it seven demons last time?"

"What's the difference? I know his Great Uncle Braden. He was a great shepherd, but the only time he ever shot anything with a bow, it was a couple of starving coyotes that had attacked his sheep. Who cares about the details, just as long as the free ale keeps flowing, right?" The two comrades burst into laughter drowned out by the roaring crowd.

The Phlebus are a race of humanoids who can be found all over North America, but primarily in the Midwest States. They are over the top individuals who love to tell stories and entertain anyone who is willing to listen. Phlebus are known to inhabit the 'Burbs of Chi-Town, Lazlo, New Lazlo, Kingsdale, Merc-Town, areas of the Magic Zone, Char, and a variety of other places across North America, but so far, have not been seen outside of the continent.

The Phlebus race appears to be human, with only a very slight point to their ears, which is easily overlooked by onlookers, and even more easily hidden by the Phlebus' shape-shifting abilities. An ability that has put them toward the top of the Coalition States' list of *Enemies of Humanity*. The D-Bee's shape-changing abilities make them an obvious threat to CS security as espionage agents, infiltrators, saboteurs, assassins and spies. Ironically, many Phlebus ignore their natural aptitude for such unsavory dirty work and choose to use their talents for entertainment.

The Phlebus are world class storytellers, entertainers, actors, acrobats, jesters, clowns and showmen. They live to entertain. Of course, there are a few who venture off in more adventurous pursuits, but the longing to entertain is not far from their hearts. One of the first times a group of Phlebus was ever seen on Rifts Earth, it was a group of three in a small playhouse in New Lazlo who used their talents to put on a full show of a pre-Rifts play known as "Romeo and Juliet," with each one playing a variety of characters, running off stage and changing their appearance almost instantly. Onlookers believed that there were at least a dozen people filling the various roles in the show usually played by twenty actors, but were stunned at curtain call when only three gave their bows. News quickly spread about the amazing talents of the troupe. Today, the Phlebus are among the most celebrated and desired actors on the continent.

Where these creatures come from is anyone's guess. All history of the Phlebus race is passed on through oral tradition, which makes pinning down the truth difficult. The fact that the Phlebus are known for exaggeration makes any origin story they may tell subject to question. They don't see such exaggeration as lying, but as showmanship that improves the mundane and enhances the truth. Who wants to hear a boring story about your uneventful trek across the desert to grandmother's house when they can hear about a flight from danger, monsters attacking on all sides, and overcoming tremendous adversity in order to be reunited with your family?

The Phlebus have very few enemies and are even welcomed by otherwise aggressive races, monsters, demons and other supernatural beings, provided they have new stories to tell or acts to perform. Phlebus are said to be fearless, and the more adventurous members of their race may even become true swashbuckling heroes and adventurers. Fearlessness is another exaggeration. Phlebus are pretty confident and bold even when facing down most demons and monsters, but they are absolutely terrified of ghosts and Entities, including the Ecto-Men and Psi-Ghosts. No one knows why this is, and it's one of the few things Phlebus don't like to talk about. Whatever the reason, these D-Bees go out of their way to avoid areas that are known to be haunted, and would never set foot in a place like Madhaven or the ruins of Old Detroit and Windsor.

Phlebus - Optional Player Character or NPC

Pronunciation: FLEE - bus.

Also known as "Story Men and "Shake Actors" (slang for Shakespearean actors).

Alignment: Any, but lean toward Unprincipled (30%) and Anarchist (30%).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6+7, P.S. 3D6, P.P. 3D6+2, P.E. 3D6, P.B. 2D6+7, Spd 3D6.

Size: 5 feet, 6 inches to 6 feet, 6 inches (1.7 to 2 m) tall.

Weight: 100 to 220 pounds (45 to 99 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 2D6+15

M.D.C.: By armor, force field or extraordinary means.

Horror Factor: Not applicable.

P.P.E.: 3D6

Disposition: Varies from individual to individual, but most Phlebus are outgoing, friendly, talkative and charismatic. They all seem to enjoy telling stories, theatrics and drama, and will chat at the slightest hint of interest in what they have to say. Their stories are quite engaging and entertaining, as the D-Bees thrive on the approval and acceptance of others.

Average Life Span: 3D6+90 years. Reach physical maturity at age 15. They mate for life, live and travel as mated pairs, yet are quick to find a new partner when one of the pair dies. Every Phlebus family has at least four children; 6-8 is not uncommon. Females give birth to a single child after a 9 month pregnancy.

Natural Abilities: Dramatic, charismatic natural storytellers and performers, and resistant to most forms of Horror Factor.

Limited Shape-Shifting (special): The Phlebus is able to completely change facial features as well as skin and hair color with only one full melee round (15 seconds) of concentration. By the age of 25, a Phlebus can even change his features or color on the fly (counts as one melee attack/action) and while talking or engaging in other activities. Changed facial features and skin or hair color can be maintained as long as desired.

Ambidextrous (special): All Phlebus can use their right and left hand with equal proficiency, which means they automatically get W.P. Paired Weapons or Juggling (pick one) and the following bonuses (as applicable): +10% to Climbing, Concealment, Forgery, Juggling, Palming, Pick Locks, Pick Pockets, and Rope Works.

R.C.C. Skills: Regardless of the chosen O.C.C., all Phlebus have the following skills: Disguise (+15%), Impersonation (+14%), Performance (+15%), Public Speaking (+25%), and Seduction (+7%). **Note:** Reduce the number of O.C.C. Related Skills and Secondary Skills by half.

Available O.C.C.s: Any O.C.C. can be selected, but the majority lean towards Preacher, Rogue Scholar, Vagabond (with a leaning toward entertainment, song, dance, musical instruments, acting and storytelling), City Rat, Smuggler, Freelance Spy, Bandit/Con Artist, Bounty Hunter, Deputy, Merc Soldier, Saloon Bum/Stoolie, and Barmaid/Bartender, all of which are occupations enhanced by a character who has the gift for gab. Work as a snake oil salesman, circus act, carnival or freak show barker is easy for the Phlebus. Whatever occupation they select it is performed with pleasing flair and theatrics.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat Skill.

Damage: As per combat skill or weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee, +1 to strike with thrown weapons, +5% to invoke trust/intimidate on top of any M.A. bonuses, +6 to save vs Horror Factor (does NOT apply when dealing with ghosts and Entities, or when he thinks he is dealing with such beings or haunted places, including graveyards).

Vulnerabilities: -5 to save vs Horror Factor against ghosts and Entities. Also tend to be a bit arrogant, cocky and overconfident. When performing, the D-Bee is oblivious to anything else going on around him (-5 on initiative and Perception Rolls).

Psonics: Same probability of psionic powers as a human.

Magic Knowledge: None, unless a Magic O.C.C. is selected, but this is a rarity.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: As per O.C.C.

Habitat: The Phlebus can be found all over North America, especially at boomtowns and in traveling shows. Otherwise, the greatest concentration is in the Midwest from Minnesota and Michigan to Lone Star.

Slave Market Value: 2D4x1,000 credits.

Alliances and Allies: Phlebus get along very well with other D-Bees and humans due to their carefree and playful nature. If anything, these D-Bees can be *too* friendly, often to the point of irritation, but this is a rarity. The Phlebus have been known to associate with anyone, even demons, for as long as the creature is willing to listen and be entertained.

Rivals and Enemies: The Coalition States, Free Quebec, and other people paranoid about shape-changing spies, thieves and assassins. Floopers, Kraks and Fingertooth Carpetbaggers often see the Phlebus as friendly competition, but sometimes conflicts between them get ugly. For some unknown reason, the Phlebus harbor a truly strong hatred for the Tundra Rangers of Canada as well as ghosts and Entities of all kinds.

Pogtal Giants

By Kevin Siembieda

Pogtalian Dragon Slayers are most numerous in South America, but a number of them have migrated to North America, particularly Mexico and the American South. However, in pursuit of their prey, *dragons*, a few Pogtal also inhabit the Magic Zone and may be encountered almost anywhere.

The native world of these powerful, giant D-Bees is a lush wilderness of tropical and subtropical forests broken by many swamps, marshes and the occasional desert and sea (no grasslands). The dominant life forms are dragons and dragon-like predators. The Pogtal have evolved to survive in this hostile environment by becoming giants and developing resistance to magic, as well as a variety of other features that enable them to combat their natural nemesis, the dragon. Some scientists and scholars have argued that the Pogtal are, themselves, creatures of magic, but others believe they should be classified as D-Bees.



In South America and other environments where Pogtalians are numerous, they live in small, nomadic tribes of 20-100 members, with the majority living as nomads. In North America, it is rare to find more than a dozen living or traveling together. It is much more common to encounter the giants in pairs, threes or as solitary hunters.

Most Pogtal Giants believe their size and power automatically make them superior to humans and D-Bee races, or what the giants refer to as "little people." Pogtal Dragon Slayers seldom terrorize unarmed little people, because they are proud warriors and there is nothing to be proud about by slaughtering or terrorizing unarmed or inferior opponents. As warriors, they do not look for treasure or lord over other people. Instead, they seek adventure, quests and challenges in combat. They love to fight dragons, powerful practitioners of magic, Greater Demons, giant monsters, dinosaurs, giant robots, great warriors (large and small) or stand against overwhelming odds.

The Pogtalians in Cibola, South America, are well trained in high-tech combat and are supplied with the best in modern weapons and equipment. However, most wandering Pogtal Giants are likely to have a mix of primitive melee weapons and tech-gear. Their giant size makes finding suitable modern equipment difficult unless it has been custom ordered to their large

specifications or taken from giant robots and other large adversaries.

The physical appearance of a Pogtal is that of a neanderthal's head with a pig-like nose, cauliflower ears, and a double row of large, hooked teeth in a massive maw placed upon a 13-28 foot (4 to 8.5 m) wall of muscle.

Pogtal Dragon Slayer –

Optional Player Character and NPC

Player Note: Playing a Pogtal Giant can be fun, but also has its drawbacks. Going into CS territory is dangerous and going into the 'Burbs or near any Coalition city or military base is likely to scramble 1D6 SAMAS and Quick Response teams to destroy the "monster." Likewise, the giants can cause a stir even in places used to, and accepting of, D-Bees. It's simply a matter of the Pogtal Giant's size, monstrous looks and frightening appearance. Many wear armor made from the hide of dragons, wield giant weapons, and wear the skulls, claws and bones of dragons and other vanquished enemies as jewelry around their necks, arms, and waist.

Pronunciation: "pog tall"

Also known as "Pogtal," "Pogtal Giants," "Pogtal Dragon Slayers" and "Giant Monster Slayers."

Alignment: Any, but leans towards Unprincipled (10%), Anarchist (40%), Aberrant (10%), and Miscreant (30%).

Attributes: I.Q. 3D6+1, M.E. 4D6, M.A. 3D6, P.S. 5D6+10 (Supernatural), P.P. 4D6+2, P.E. 4D6+6 (Supernatural), P.B. 1D6+1, Spd 4D6.

Size: 3D6+10 feet (x 0.3 m).

Weight: 1D6x1000 lbs (1D6x450 kg).

M.D.C.: 1D4x100 +P.E. attribute number and 1D6 M.D. per level of experience. (On S.D.C. worlds, the character has 1D4x100 S.D.C., and P.E. attribute number x5 plus 2D6 per level for Hit Points.)

P.P.E.: 2D6x10

Disposition: Self-centered monster hunters focused on the destruction of dragons, giant monsters, Greater Demons, Demigods, Godlings, powerful practitioners of magic and the greatest warriors. All Pogtal feel they must go into the world and prove themselves as great warriors, dragon slayers and destroyers of monsters. They do so, not out of any sense of duty or heroism, but partly to prove themselves as the greatest of warriors and partly out of instinct. This means they slay good beings right along with the evil ones. In fact, good or bad has nothing to do with who they kill, merely opportunity and their opponent's power level. The more powerful the "monster" – good or evil – the more impressive the kill. In that sense, Pogtal Giants are more like *gunslingers* or bounty hunters looking to build their reputation than heroes or true warriors. None of them take defeat or failure well and they may sulk about it for weeks or take out their frustration on other, lesser opponents. Some are good and heroic, but most are arrogant, pushy brutes who do as they please and expect people to be impressed with them and their exploits. Tend to ignore the laws and concerns of others. Merciless and fearless in combat.

Average Life Span: 3D6x10+150 years. Physical maturity is reached by age 30. Females give birth to one young after a 24

month pregnancy, but cannot bear young for another 1D6+3 years and can bear children till 100 years of age. The youngster is typically reared predominantly by the female for the first 16 years, then taken under wing by the male for the next 10 years, then the youth is left on his or her own. Both male and female Pogtal are dragon and monster hunters.

Natural Abilities: Impervious to magic fire (including dragon and magic M.D. fire), impervious to normal fire and cold, and a special, instant bio-regeneration can be used three times per 24 hours to restore 1D6x10 M.D.C. with but a thought. Otherwise recover lost M.D.C. at a rate of 1D6 per hour.

Deadly Maw (special): The mouth is lined with teeth the size of short swords, and if a tooth is lost, a new one will grow to replace it in a matter of two weeks. The muscles and bone structure of the jaw enable Pogtal Giants to unhinge their jaw (similar to many snakes), enabling them to take massive *bites* out of their opponents and swallow large hunks of raw meat and food. This also prevents the jaw from being broken. The mouth can be opened enough to inflict about a 4x4x4 foot (1.2 x 1.2 x 1.2 m) bite, inflicting 6D6 M.D. The giants have been known to bite off the hand and forearm of power armor or a chunk out of giant robots in a single bite.

Energy Aura (special): Pogatians generate an invisible energy field that helps to protect them in combat. The creation of the field automatically engages, like an adrenaline rush, the instant the giant is frightened, angry, excited, or exerts himself. The invisible aura of energy adds 100 M.D.C. to the body (subtract damage from this energy aura first) and covers anything the giant is wearing or holding as well. Depleted M.D.C. from the aura is restored within 24 hours.

The Mega-Damage aura also turns ordinary handheld, S.D.C. weapons or material into M.D.C. extensions of the Pogtal! At least for as long as they are held by the giant. A strike from an S.D.C. giant sword, club, dagger or uprooted tree inflicts the usual M.D. of a Supernatural P.S. punch from the Pogtal. Magical weapons inflict either the normal Supernatural P.S. punch damage or the magical weapon's damage, whichever is greater.

R.C.C. Skills:

Hand to Hand: Martial Arts

Hunting

Land Navigation (+20%)

Language: Native Tongue (Pogtalian at 94%)

Language: Other: Spanish (+15%)

Lore: Demons & Monsters (+10%)

Skin & Prepare Animal Hides (+20% large animals, +10% small)

Swimming (+10%)

Track (people; +10%)

Track Animals (+20%, includes dragons and dinosaurs)

Wilderness Survival (+25%)

W.P. Archery or W.P. Targeting

W.P. Blunt

W.P.: Three Ancient Weapons of choice.

W.P.: Two Modern Weapons of choice.

R.C.C. Related Skills: The Poptalian can select five other skills at first level and two at levels 3, 6, 9, 12 and 15. All new skills start at level one proficiency.

Communications: Barter, Language, Literacy, Public Speaking, Radio: Basic only.

Cowboy: None.

Domestic: Any (+5%).

Espionage: Detect Ambush, Interrogation, Tracking, Sniper, Intelligence only (+10%).

Horsemanship: Exotic Animals only.

Mechanical: None.

Medical: First Aid or Holistic Medicine only.

Military: None.

Physical: Any except Acrobatics (+10% when applicable).

Pilot: Boats only.

Pilot Related: None.

Rogue: None.

Science: Math and Astronomy only (+5%).

Technical: Any.

W.P.: Any, Ancient and Modern.

Wilderness: Any (+10%).

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of **Rifts® Ultimate Edition**, at levels 2, 4, 8 and 12. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, Poptal are what they are.

Experience Level: 1D6+2 or as set by Game Master for NPCs. Player Characters should start at level one. **Note:** Use the same Experience Table at the *Dragon*.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses.

Damage: As per Supernatural P.S. or by weapon. A Poptal's bite inflicts 6D6 M.D.!

Bonuses (in addition to those acquired from attributes or skills): +1 attack per melee, +3 on initiative, +2 on Perception Rolls, +2 to strike, +1 to parry, +2 to dodge, +2 to pull punch, +3 to save vs magic, +3 to save vs psionic attacks, +5 to save vs Horror Factor.

Vulnerabilities: Giant size is a liability as most opponents will assume the giant represents the greatest danger and target to take him down first. Similarly, giant size is difficult to conceal, and the Poptal's gruesome appearance may cause people to flee in terror or attack. The size and mass of the character can also make travel across small, light bridges impossible, and even travel in narrow streets or alleys difficult. May not be able to enter "human-sized" dwellings and buildings.

Psionics: None.

Magic: None.

Standard Equipment: A giant-sized melee weapon for each W.P. **Note:** A giant weapon typically does *two dice of damage more* than the typical human-sized equivalent, and many Poptal weapons are made from the bones of the dragons and monsters they slay. Remember, the Poptal's aura turns an

S.D.C. object like a tree trunk or big sword into a weapon that inflicts Mega-Damage. This is true even when the M.D.C. protection of the aura is gone; S.D.C. weapons remain M.D.

May also use giant-sized modern guns, Vibro-Blades, magic weapons, and other types of specially made, giant-sized modern gear.

Custom Made Modern Armor: Armor may vary from none to special construction full plate armor (look like a giant robot vehicle). The cost for giant size armor, 13 to 16 feet (3.9 to 4.9 m), is 3x the cost of normal, human-sized armor, and it is three times as heavy, and offers three times the M.D.C. protection. Truly giant armor, 17-28 feet (5 to 8.5 m), is 8x the normal cost and offers eight times the M.D.C. protection, 10 times the weight; reduce speed by 1/3 and prowl is impossible. Special armor can only be built at facilities that manufacture body armor or giant robots.

Dragon Skin Armor: Poptal Giants prefer suits of traditional Dragon Slayers' body armor made from the prepared skin of a dragon, offering 2D6x10+100 M.D.C.

Suits reinforced with M.D.C. bone plates and/or ribbing, or M.D.C. chitinous exoskeleton or metal plates have 3D6x10+140 M.D.C.

The weight of any type of Dragon Skin Armor is 600+ pounds (270+ kg) to 1200 pounds (540 kg). **Armor Penalties:** Reduce Spd by 30%, Prowl is impossible, and Climbing, Gymnastics, Swimming and similar Physical skills are -20%. Market value is limited, because it is only useful to another 20+ foot (6+ m) giant, but are generally considered to be worth 600,000 to one million credits.

Dragon skin armor can be made in a variety of styles, including the common Gladiator and Crusader styles, to robe or long cloak, or a set of baggy, padded clothes (pants, shirt/coat/tunic). Dragon skin armor is a surprisingly heavy M.D.C. fabric that looks like a bulky, four inch (10 cm) thick, padded leather with thousands of small scales. **Note:** Dragon's view the armor as abhorrent and repulsive, as do many other people. (It would be like a human seeing the giant wearing armor made from human skin.) To the Poptal Dragon Slayer, however, it is a badge of honor and proof of his warrior skills, because traditional Dragon Skin Armor is made from a dragon slain by the wearer's own hands.

Money: Start with 2D6x1,000 credits and 3D6x1,000 credits worth of tradeable goods (probably dragon teeth or claws).

Cybernetics and Bionics: Starts with none, but is not opposed to getting a bionic limb if the original is lost in combat.

Habitat: Can be found anywhere in North, Central and South America, but in North America, the giants are most numerous in Mexico and the America Southwest, Deep South and Magic Zone. With word spreading about the Calgary Rift and the Kingdom of Monsters, a few Poptal might head that way to check it out.

Slave Market Value: 2D6x100,000 credits as warriors, gladiators and dragon slayers.

Alliances and Allies: None per se, though the giants may hook up with bands of adventurers, heroes, or bad guys if it strikes their fancy or serves their purpose.

Rivals and Enemies: Dragons, large dinosaurs, giant monsters, Greater Demons, Demigods, Godlings (supernatural beings in general), creatures of magic, and beings such as the Demon-Dragonmage and Minions of Splugorth. Pogtal see other dragon or demon slayers, powerful practitioners of magic, great warriors and heroes of renown as rivals. In fact, the giant may be threatened by any aggressive D-Bee, monster or mage, and certainly any powerful knight or other warrior type whether he is aggressive or threatening or not. Pogtal always have something to prove when it comes to their strength and fighting prowess, and challenging other warriors, heroes with reputations and infamous villains and monsters to a duel to the death is how they prove it. Only good and selfish giants may not require a duel be to the death.

Note: Originally appeared in *Rifts® World Book One: Vampire Kingdoms* as the Bonecruncher NPC and as an R.C.C. in *Rifts® World Book 6: South America*.

Posluznik

By Jason Marker

The Posluznik are a race of humanoids from another dimension, just recently come to Rifts Earth. Tall, pale, and somber, the Posluznik are a people of quiet professionalism and proud service. They average seven feet (2.1 m) tall and have deep, slow voices that have a calming effect on everyone around them. They are not a beautiful race by human standards, but are handsome after a fashion, with both men and women having pale complexions, large, compassionate eyes, and dark, blue-black hair. They are broad-shouldered, long-limbed, and graceful, with deft, long-fingered hands. Both males and females tend to favor black, sturdy work clothes and formal suits. Their bodies are covered in scars and stitches that are part self-experimentation and part ritual scarring.

The actual word *Posluznik* is a title that means "one who serves," and they live by a strict code of helpfulness, duty, and quiet professionalism. If there is a true name for this race of people it is never spoken. Having a resident Posluznik in your town means that disfiguring and lethal injury can be shrugged off as quickly and calmly as a mild cold. Posluznik are always in possession of various body parts kept alive in mysterious "Embalming Fluids," ready for quick transplantation onto needy patients. This means the helpful D-Bees are usually the first responders to accidents and fights, quickly tending to the living and *harvesting the dead* for parts.

A defining aspect of Posluznik society is the tradition of *Nasljedstvo*. When a Posluznik is dying, his family gathers around and he bequeaths various viable limbs, tissue, and organs to his family members. Once dead, his body is harvested and the remains burned in a crematorium. Through *Nasljedstvo*, phrases like "she's got her mother's eyes" take on a whole new meaning. The scars and the stitches that crisscross the D-Bees' bodies are worn like badges of honor. They practice most of their surgical techniques on themselves first, aided by their Bio-Regeneration and other healing psionics. The scars are ever-changing and can actually be completely healed, but this is almost unheard of as they are a symbol of duty and service.



Posluznik wander the Megaverse offering their skills as surgeons and morticians to anyone who can pay their price. They count among their people some of the most prominent and respected cosmetic and reconstructive surgeons anywhere. Their skills are also in demand as medical examiners, forensic investigators, and psychologists. The dean of one of the most prestigious medical institutions in the Megaverse is a Posluznik, as well as the CEO of one of the largest makers of caskets and funerary products.

Posluznik R.C.C. –

Optional Player Character or NPC

Pronunciation: pose - LOOZH – nik.

Also known as “Undertakers” and “Puz Surgeons.”

Alignment: Any, but Posluznik are generally pragmatic but good and compassionate people who will work for or help anyone. Scrupulous (20%), Unprincipled (40%), and Anarchist (33%) are most common. Evil Posluznik are a rarity.

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

Size: 6 feet, 2 inches to 8 feet (1.9 to 2.4 m).

Weight: 120 to 180 pounds (54 to 81 kg).

Hit Points: P.E. attribute number 1D6 per level of experience.

S.D.C.: 2D6+25

M.D.C.: Via armor, force field or extraordinary means.

Horror Factor: 10; their pale skin, mass of stitches and scars and size are reminiscent of a zombie and unsettling to the average person.

P.P.E.: 2D6

Disposition: Posluznik tend to be serious and professional. They have deep voices and their calm manner of speaking is slow and morose. They are also very empathic and are very good at putting people at ease and consoling the bereaved.

Average Life Span: 2D6+90 years, but parts of them have been known to live on for generations.

Natural Abilities: In addition to their calm state of mind and aptitude for surgery and medicine, they have the following abilities. Also see Psionics.

Embalming (special): Posluznik can preserve a limb or organ for transplant through the use of a jealously guarded, secret embalming method and chemicals. These preserved limbs and organs can last indefinitely in the embalming fluid, but die within 2D6+6 minutes of being removed from the fluid unless they are grafted onto a living body.

Transplants (special): At first level a Posluznik has a 25% chance of having an appropriate organ, tissue or limb on hand for an emergency transplant. This percentage increases 5% every level only if a Posluznik takes the time to harvest the parts. The availability of harvested parts is up to the Game Master's discretion.

Available O.C.C.s: None. A Posluznik does not get to choose an O.C.C. and must instead rely on his limited R.C.C. skills and abilities.

Experience Level: 1D8+2 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the *Body Fixer* experience table.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill or weapons.

Bonuses: +2 to roll with impact, +3 to save vs Horror Factor involving blood and gore in medical situations and crime scenes.

Vulnerabilities: None per se.

Psionics: All Posluznik possess the following powers: Bio-Regeneration (6), Deaden Pain (4), Empathy (4), Healing Touch (6), Object Read (6), Psychic Diagnosis (4), Psychic Surgery (14), See Aura (6), Sense Time (2), Sixth Sense (2),

and Total Recall (2). Considered a Major Psychic. I.S.P.: M.E. attribute number x2, plus 1D6 per level of experience.

Magic Knowledge: None; Posluznik have no magical aptitude.

R.C.C. Skills:

Language: Native Tongue (Posluznik) at 98%.

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

Literacy: Native Tongue (Posluznik; +20%)

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

Anthropology (+10%)

Biology (+30%)

Brewing (+10%)

Chemistry (+15%)

Field Surgery (+25%)

Forensics (+10%)

Holistic Medicine (+10%)

Law

Mathematics: Basic

Medical Doctor (+15%)

Mortuary Science (+25%). The Posluznik are superb morticians and undertakers. They have a knack for post-mortem surgery and reconstruction as well as the ins and outs of the funeral industry. The Mortuary Science skill is used for autopsies, prepping bodies for viewing, the proper use of crematoria, as well as knowledge of the funerary rites of a number of races (3D4), with the means to learn more. Add to Medical skills. Base Skill: 25% +5% per level.

Sewing (professional quality; +20%)

Xenology (+20%)

W.P. Knife/Scalpel

Hand to Hand: Basic may be selected at the cost of one R.C.C. Related Skill, or Expert for the cost of two. More advanced Hand to Hand disciplines such as Martial Arts, Assassin, or Commando can never be chosen.

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

Communications: Any.

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: None.

Horsemanship: None.

Mechanical: Locksmith only.

Medical: Any (+15%).

Military: Military Etiquette only.

Physical: Any except Acrobatics, Gymnastics, Boxing and Juicer skills.

Pilot: Automobile, Truck or Hover Vehicle (ground) only.

Pilot Related: None.

Rogue: Any.

Science: Any (+10%).

Technical: Any (+10%).

Weapon Proficiencies: Any, but tend toward Knife, Improved Weapons, and light modern weapons.

Wilderness: Identify Plants and Fruits and Skin and Prepare Animal Hides only.

Secondary Skills: Select four skills from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, plus one additional at levels 4, 8, and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Two sets of work clothing, sturdy boots, two fine suits for presiding over funerals, medical scrubs, goggles or sunglasses, notebooks, pens and pencils, medical kit (containing bandages, gauze, medical tools, syringes, medical tape, blood pressure cuff, assorted needles, and suture thread), extensive collection of scalpels, hand sanitizer, optics band, backpack, two duffel bags, assorted jars for holding embalmed parts, palm bio unit, 100 pairs of disposable latex gloves, flashlight, multi-tool, gasmask, various books on anatomy, science, and local laws, a palm computer, and data libraries full of medical and anatomical texts. Posluznik tend toward light armor if they feel they need it. They prefer less obtrusive protections like magic and force fields. A Posluznik starts out with an assortment of knives (1D4+2 knives doing 1D6 to 1D8 S.D.C. damage each), a Vibro-Knife, a laser scalpel and an energy pistol with which to fend off animals.

Money: 3D6x1,000 credits Posluznik are very good with their money and tend to have accounts and investments socked away in a number of places.

Cybernetics and Bionics: None; while they think cybernetics and bionics are fine for others, and some have become noted Cyber-Docs, Posluznik will never submit to mechanical augmentation.

Habitat: Posluznik can be found anywhere their services are needed, this includes CS 'Burbs and battle fronts.

Slave Market Value: 6D6x10,000. Posluznik are in high demand for their medical skills and are often purchased by rich families for use as family doctors.

Alliances and Allies: The skills of a Posluznik are welcomed in nearly all circles, and they can usually count anyone who's heard of them as an ally.

Rivals and Enemies: Slavers, Splugorth, Gene-Splicers, Necromancers and assorted religions that consider them an abomination.

Power Leech

By Patrick Nowak & Kevin Siembieda

Power Leeches *appear* to be one of the least threatening D-Bees around. The word *cute* could actually be used to describe them. They resemble human children with their disproportionately large heads, big, innocent eyes, potbellies and thin arms and legs. This physical resemblance is reinforced by the aliens' natural exuberance, curiosity and playfulness. Even the oldest of Power Leeches looks child-like and enjoys playing with children of all races. However, their innocent appearance and sweet demeanor belies their true level of power and danger. Power Leeches rank among the most dangerous D-Bees on Earth.

The name, *Power Leech*, says it all. They have the amazing psychic ability to drain energy, including magic energy (P.P.E.), from their surroundings through every pore in their bodies! Such energy is absorbed as food and nourishment in a manner parallel to human consumption of food and water. This remarkable survival adaptation allows Power Leeches to live in harmony with their home planet, which is continually beset with solar flares, nuclear radiation and ley line storms. These events provide the strange little D-Bees with nourishment and allow them to flourish in an otherwise inhospitable environment.

A hundred or so Power Leeches were accidentally torn from their world and brought to Rifts Earth during a particularly violent Ley Line Storm. They are not dimensional travelers and have no knowledge of how to get home, or even where home may be, so they have adapted to Earth. Adapted by feeding on a multitude of energy sources that include electricity (TVs, radios, coffee makers, flashlights, batteries, etc.), nuclear power plants, robot power supplies, E-Clips, ley lines, nexus points and practitioners of magic!

This may be a side effect of the magic energy of Rifts Earth, but Power Leeches grow in size, strength and toughness as they absorb energy. When a Power Leech absorbs a large amount of energy (100 M.D. or P.P.E. worth, or more) or drains a robot's entire nuclear power supply in less than an hour, its metabolic rate increases quickly, burning off the excess energy. As its metabolism rises, the D-Bee literally expands and grows in size, weight and physical strength. Thus, a Power Leech is dangerous, because he or she might devour the energy in a vital machine, weapon or energy supply rendering it powerless, likewise draining, a mage of the energy he needs to cast spells, plus the darn D-Bee might become a King Kong size giant as mighty as any dragon or Elemental! Blasting it with energy weapons or magic spells only enables the Power Leech to absorb their energy and become more powerful (or stay as powerful for a longer period of time).

After the excess energy is burned off within 48 hours, the Power Leech returns to normal size and the metabolism slows down to a point where the little fella can go weeks without having to feed.

Power Leech – Optional Player Character and NPC

Note: This character was not originally intended to be used by players. If the Game Master allows it, it is the player's job to not abuse the character's powers and not disrupt or unbalance the player group. Allowing this D-Bee as a Player Character is left entirely to the discretion of the G.M.

Alignments: Any, but typically Unprincipled (5%), Anarchist (55%), Miscreant (30%) or Diabolic (5%).

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

Size: 3-4 feet (0.9 to 1.2 m).

Weight: 50-80 lbs (22.5 to 36 kg).

M.D.C.: Base M.D.C. is 2D6 +P.E. attribute number, plus an additional 1D6 M.D.C. per level of experience. Remember however, that when the Power Leech absorbs energy its Mega-Damage Capacity increases dramatically!

Horror Factor: None in their natural form, but increases with size.



P.P.E.: 5D6, personal base, cannot be fed upon and does not count toward energy absorbed.

Disposition: Disarmingly cute, playful and friendly. Curious and enjoys the company of others, but is also selfish, self-serving and does not usually care about the consequences satisfying their hunger, and in many instances, gluttony, may have on the person/people, weapon, machine or place where the energy is drained away. They also ignore the laws and customs of others to do as they please.

Average Life Span: 3D6+75 years. Reach physical maturity by age 11. Reproduction occurs after both a male and female gorge on energy, become giant and then start to come down

in power. Only one child is born after a 10 month pregnancy. Females can give birth till the age of 60, but seldom have a child more often than 3-5 years apart.

Natural Abilities: Basically human-like but are smaller, lighter and more lightly built, nimble and have rubbery, pale, Mega-Damage skin. Naturally ambidextrous and psychic.

1. Energy Absorption (special): Members of the Power Leech species have the ability to absorb energy, whether it is ambient, like P.P.E. from a ley line (15 points per hour can be absorbed), or electrical energy stored in a battery or E-Clip, or produced by a generator. The energy is drawn upon by touch, or standing within 10 feet (3 m) away, the moment energy is discharged (and the Power Leech is within range), or when energy is fired directly at the Power Leech (i.e., energy blasts, nuclear explosion, magical fire ball, electrical jolt/lightning, or any spell). When the Absorption power is activated the D-Bee drains *all* the energy that is released/sent directly at him, be it an energy blast or spell. Likewise, when the Power Leech goes to drain a battery or power cell, he can drain it in small, measured gulps or all at once in one giant, gorging gulp. Absorbing energy at a measured pace means the Power Leech can stop when full or eat just a little bit more. Devouring every last bit of energy in the battery could lead to gorging and becoming giant.

Note that energy attacks directed at the Power Leech are always absorbed *completely* (it's a defense mechanism) and can inadvertently lead to becoming gigantic if the attack is a massive amount of energy or the Power Leech takes several blasts. Energy bolts, blasts, radiation, lightning, nuclear explosions or spells (energy or not) directed at the Power Leech do no damage or harm and only serve to feed the D-Bee. Likewise, if the energy blast has an area effect, all the destructive energy is absorbed by the Power Leech and nobody around him takes any damage. In the case of destructive energy attacks, each point of damage M.D. counts as an increment of energy or effectively one P.P.E. point.

Note: Practitioners of magic and creatures of magic can only be drained of P.P.E. when they cast a spell or otherwise release/use P.P.E. to create a magical effect. The spell caster gets to roll to save vs psionic attack, but with a penalty of -4 to save. A failed save means the Power Leech absorbed *all* the P.P.E. used to cast the spell. The spell does not go off, and the sorcerer loses all the P.P.E. he put into it. That energy is sucked right into the Power Leech.

If the mage successfully saves, the spell is cast, but it does one third damage and/or has one third its normal effect, duration, range, because the Power Leech still managed to snag a bit (1D4x10%) of the P.P.E. intended for the spell and disrupted the magical process.

Some common energy sources:

- Absorbing the battery energy from a flashlight or radio is the equivalent of 0.25 M.D.
- Absorbing a car battery is the equivalent of 2 M.D.
- Absorbing a single full E-clip gives it the equivalent M.D. energy of each blast that could have been fired with that clip; typically, the rough equivalent of 200 M.D., 300 if a long-clip.
- Absorbing *all* the energy from a typical, nuclear powered suit of power armor, robot vehicle, or vehicle or medium

nuclear bomb is the rough equivalent of 2,000 M.D. (they seldom drain all that energy); can be drained at a rate of 200 M.D. a minute.

- Absorbing electrical energy from a constant source of energy (i.e. electrical or nuclear power plant that powers a city, etc.) is the equivalent of 200 M.D. per minute.
- Absorbing P.P.E./Magic Energy the Power Leech absorbs *all* the P.P.E. that was required to cast the spell. The P.P.E. goes into the Power Leech and the spell does not happen. This can be done by touching the spell caster as he casts the spell or by standing within 10 feet (3 m) of him. Likewise, the Power Leech can absorb any spell directed at him, devouring all the P.P.E. used to cast it and causing the spell to fizzle out and nothing happens (the spell caster has no save on magic cast on/at the D-Bee). As much as 20 P.P.E. points can also be drained per melee round from magical talismans, amulets and other P.P.E. containers such as TW batteries/P.P.E. Clip, but not Rune Weapons or the actual Techno-Wizard device itself. **Note:** Power Leech cannot drain P.P.E. from an individual unless the P.P.E. is being offered up in a ritual ceremony or blood sacrifice and the little bugger is within range (10 feet/3 m) or touching the victim or the person/priest who is the intended recipient of the P.P.E.

2. Becoming an Energized Giant (special): Every 100 points of M.D. or P.P.E. absorbed by the Power Leech within an hour or less causes the following changes with accumulative effect:

+1D4x10+20 to the D-Bee's M.D.C., increases its size and weight by 20%, increases P.S. 1D4 points, Horror Factor 1.5, +2D6+10 I.S.P., and the character can bio-regenerate 2D6 M.D. per minute.

This overloaded power level remains for 48 hours, after which the Power Leech resumes his normal size, but doesn't have to absorb energy to feed for quite awhile: 1D4 weeks per 100 M.D. points or P.P.E. points absorbed in one hour's time. Note that the process of change and growth continues if 100 or more points are absorbed in a subsequent hour's time over the next 48 hours of first becoming energized and enlarged. The larger the Power Leech gets, the more powerful and potentially destructive he becomes.

Note: Kinetic damage such as M.D. punches and kicks, M.D. blunt attacks, cuts from M.D. blade weapons, arrows, bullets, rail gun rounds, and ordinary M.D. explosions and cold all do normal damage and cannot be absorbed in any way.

R.C.C. Skills:

Language: Native Tongue at 98% proficiency.

Languages: Other: Two of Choice (+10%).

Land Navigation (+10%)

Climbing (+20%)

Dance (+10%)

Prowl (+10%)

Palming (+10%)

W.P.: One Ancient and one Modern of choice.

Hand to Hand: Basic, can only be upgraded to Expert at a cost of two R.C.C. Related skills.

R.C.C. Related Skills: Select four other skills at level one, plus select two additional skills at levels 3, 7, 11, and 15. All new skills start at level one proficiency.

Communications: Any.

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic Electronics only (+5%).

Espionage: Escape Artist, Intelligence and Wilderness Survival only.

Mechanical: Basic Mechanics only.

Medical: None.

Military: None.

Physical: Any, except Boxing and Body Building.

Pilot: Any.

Pilot Related: Any.

Rogue: Any (+2%).

Science: Math only.

Technical: Any (+5%).

Weapon Proficiencies: Any.

Wilderness: None.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of **Rifts® Ultimate Edition**, at levels 1, 5, and 10. These are additional areas of knowledge that do not receive the benefit of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at level one. Use the Experience Table at the end of this description.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Supernatural P.S. At normal size and P.S., a restrained punch does 1D6 S.D.C. damage, a full strength punch does 4D6 S.D.C. and a power punch does 1D4 M.D. The damage inflicted by hand to hand attacks increases dramatically when the Power Leech grows in size and power.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee round, +1 to strike, +2 to parry and dodge, +4 to roll with impact, +1D4+2 to save vs magic, and +5% to all skills requiring manual dexterity, including Escape Artist, Pick Locks, Demolitions, and Mechanical and Electrical skills.

Psionics: Equal to a Major Psychic (saving throw of 12) with the psionic powers of Mind Block (4), Mind Bolt (varies), See Aura (6), Sense Magic (3), Telekinetic Punch (6), Telekinetic Push (4), and two of choice from either the Healing or Physical categories. I.S.P.: M.F. attribute number +1D4x10 I.S.P. Add 2D4 I.S.P. per level of experience.

Magic: None, and are incapable of casting spells even if they wanted to.

Standard Equipment: Set of durable clothes, often including a utility jumpsuit covered in pockets, utility belt and pouches, backpack, sleeping bag, survival knife, canteen, plus basic personal items. Most do not wear any sort of armor and carry few weapons, one for each W.P. with 1D4 additional E-Clips. They like the taste of sweets and salty snack foods,

but eat them for the taste not for any nutritional value, they feed on energy.

Money: 3D6x100 credits plus another 2D4x1,000 credits worth of tradeable or Black Market items. A Power Leech can make a killing as a town champion, lawman, bounty hunter or mercenary thanks to their energy absorption ability.

Cybernetics and Bionics: None. Cybernetics are never considered and impede the character's psychic powers and ability to grow.

Habitat: Found anywhere in the world and are scattered throughout the Megaverse. As of 109 P.A., fewer than 200 are believed to be currently on Rifts Earth, a third of whom are wandering North America, the Magic Zone in particular.

Alliances and Allies: Most of the family clans who migrated to Earth have pledged their allegiance to Psyscape and are citizens of that city. Individuals are likely to associate with and befriend any beings of a like alignment regardless of species, nationality or creed. Power Leeches are pretty easygoing and accept most people.

Rivals and Enemies: None per se.

Note: Originally appeared in *Rifts® World Book 12: Psyscape*.

Power Leech

Experience Table	
1 0,000-2,400	9 120,001-160,000
2 2,401-4,800	10 160,001-200,000
3 4,801-9,600	11 200,001-250,000
4 9,601-19,200	12 250,001-300,000
5 19,201-30,000	13 300,001-400,000
6 30,001-50,000	14 400,001-500,000
7 50,001-80,000	15 500,001-600,000
8 80,001-120,000	

Psi-Goblins

By Kevin Siembieda

Psi-Goblins are another race suspected of having been brought to Earth by Lord Alistair Dunscon. His army of Psi-Goblins has grown to nearly 3200 by 109 P.A. and they are chomping at the bit for more action. They function as defenders of the Dunscon Kingdom, but another several hundred are scattered throughout the Magic Zone. The latter are "allegedly" unaffiliated with Lord Dunscon or the True Federation of Magic. Thus, they operate as mercenaries, bandit gangs, raiders, highwaymen and thieves, as well as offer their service to outsiders and evil powers as hired spies, bodyguards and assassins, but are ultimately Dunscon's spies.

Whether true or not, most people believe all Psi-Goblins are the servants of evil, if not specifically allied to Lord Dunscon, and regard them with suspicion and hatred. Psi-Goblins are notorious for their savagery and cruelty. They are foul little people who hate things of beauty and are obsessively jealous and greedy. Consequently, they hate anybody who is attractive, wealthy, or powerful. They enjoy torturing, disfiguring and maiming their victims and are expert at painful and frightening means of interrogation. Part of this is a product of their upbringing in a brutal, selfish, dog-eat-dog society that is war-like and violent. The other part of their repugnant personality and behavior is that they are petty, cruel and short-tempered by nature. Their dark, violent side is fueled by the fact that they are natural predators who prey upon Faerie Folk in their own, native world. On Rifts Earth, however, Faerie Folk are comparatively uncommon, so they prey on humans, Psi-Stalkers, D-Bees and young, weak or injured creatures of magic.



The Psi-Goblin heralds from an alien world that is similar in geography, flora and fauna to Earth. Their world is also rich in magic, although only a tenth as great as Rifts Earth, and the dominant species are Faerie Folk and similar beings. Consequently, they have adapted quickly and easily to North America. Like the Poptal Giants and a few others, the debate is still out as to whether they are D-Bees or creatures of magic. Psi-Goblins do seem to possess some innate magical abilities and are Mega-Damage creatures. They appear as small, 4-5 foot (1.2 to 1.5 m) tall, hairless, bronze-skinned humanoids, with ugly faces, sharp, pointed teeth, large ears and clawed fingers and toes. They wear war paint, large earrings, and precious little else. Clothing is typically a loincloth or fur, which gives them a savage, primitive appearance. Don't be fooled, Psi-Goblins use all manner of weapons to their maximum effectiveness, from clubs and knives to energy weapons, rail guns and magic items. And as their name foretells, they all possess psionic powers.

Psi-Goblin – Optional Player Character and NPC

Player Note: Any Psi-Goblin allowed as a Player Character is either an outcast with delusions of being a hero or adventurer (Scrupulous, Unprincipled or Anarchist alignment) or one of Dunscon's spies pretending to be a good guy. If the latter, sooner or later the character is likely to betray the rest of the group. If the former, he is a hated reject.

Alignment: Any, but most are Anarchist (35%), Miscreant (32%) or Diabolic (30%).

Attributes: I.Q. 1D6+8, M.E. 2D6+8, M.A. 1D6, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, Spd 6D6.

Size: 4 to 5 feet (1.2 to 1.5 m) tall.

Weight: 90 to 120 lbs (40.5 to 54 kg).

M.D.C.: P.E. attribute number plus 6D6+10 points. Add an additional 1D6 M.D.C. per level of experience. (On Rifts Earth they have Supernatural P.S. and P.E. and are Mega-Damage creatures, but on their native world and other places where magic energies are considerably weaker, they are Hit Point and S.D.C. beings.)

Horror Factor: 11

P.P.E.: 3D4x10+38.

Disposition: Mean, nasty, aggressive, and murderous. Psi-Goblins like to hurt, torture and kill. They despise beauty and joy and enjoy destroying both.

Average Life Span: 1D6x100+400 years. Females give birth to a litter of 2D6 live young once every 50 years up to the age of 400. Physical maturity is attained by age 14.

Natural Abilities: High physical attributes, good speed and reflexes, psionics, and innate magic abilities, plus double-jointed, nightvision 1000 feet (305 m), Swimming 55%, Climbing 80%/70%, bio-regenerates 2D6 points per hour and can regrow fingers, ears and similar small appendages within 72 hours; a hand, arm or leg takes 1D4 weeks to regrow. Also see psionic and magic abilities.

R.C.C. Skills:

Speaks Gobblely and Faerie Speak at 98%.

Language: Other: One of choice (typically American; +10%).

Escape Artist (+20%)

Interrogation (+20%)

Intelligence (+10%)

Land Navigation (10%)

Recognize Weapon Quality (+20%)

Streetwise (+10%)

Tailing (+20%)

Wilderness Survival (+15%)

W.P. Paired Weapons

W.P. Targeting

W.P. Knife or Sword

W.P.: Ancient of choice.

W.P.: Energy Weapon of choice.

W.P.: One of choice (any).

Hand to Hand: Expert (cannot be changed).

R.C.C. Related Skills: 1D4 Espionage, 1D4 Rogue, and 1D4 Technical or Wilderness skills of choice at level one. One additional Rogue or Espionage skills at levels 4, 8 and 12. All new skills start at first level proficiency.

Secondary Skills: None.

Available O.C.C.s: None, though they may get work as bandits, thieves, thugs, enforcers, guards, scouts, torturers, interrogators and assassins.

Experience Level: 1D6+1 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the same Experience Table as the *SAMAS Pilot*.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses.

Damage: Based on Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch, 1D6 M.D.C. on a full strength punch, and 2D6 M.D.C. on a power punch. Claws add 1D6 M.D. to punching attacks and their bite does 1D6 M.D. (In an S.D.C. environment where magic is low, these all become 1Hit Point and S.D.C. damage.)

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee, +3 on initiative, +1 on Perception Rolls, +2 to strike, +3 to disarm, +4 to pull punch, +2 to roll with impact or fall, +6 to save vs Horror Factor and +2 to save vs magic. Needs a 12 or higher to save vs psionic attack. Impervious to disease and +3 to save vs poison, radiation and pollution.

Vulnerabilities: Their wickedness and greed can be their undoing if played right.

Psionics: Considered Major Psychics with the powers of Detect Psionics (6), Death Trance (1), Ectoplasm (6+), Mind Block (4). See the Invisible (4), Sense Magic (3), Sense Evil (2), and two Physical powers of choice. I.S.P.: 1D6x10+10 plus the M.E. attribute number. Add an additional 1D6 I.S.P. per level of experience.

Magic: Like a Mystic, Psi-Goblins intuitively know a handful of magic spells: Shadow Meld (10), Armor of Ithan (10), Fool's Gold (10), Repel Animals (7), Energy Bolt (5), Force Bonds (25) and Frostblade (15). P.P.E.: 3D4x10 plus P.E. attribute number. P.P.E. does not increase with experience.

Standard Equipment: Psi-Goblins are attracted to weapons of all kinds and love Vibro-Blades and heavy energy weapons. They are *not* sophisticated enough to use power armor or pilot robots or most combat vehicles, but adore hovercycles,

motorcycles and jet packs (simple and fast). Likewise, they covet magic weapons and all things magical, both as weapons and as prized treasure. Other gear includes a large sack, satchel or backpack, waterskin, loincloth, belt, 20 feet (6.1 m) of rope, war paint and a torture kit that includes a small sharp knife or scalpel, 1D6+4 sharp metal or wooden needles, pair of needle nosed pliers, black jack, cigarette lighter, six ounces of salt, and other odds and ends.

Money: Start with only 2D6x100 credits and 2D6x100 in tradeable goods, but covet wealth, gems, jewelry, weaponry, and magic items.

Cybernetics and Bionics: Don't need or want them.

Habitat: They can go adventuring, but are primarily found in the Magic Zone, though a tribe of about 60 have taken up residence in the ruins of Old Chicago, another 60 are living in southern Michigan, and 100 or so are members of the Pecos Empire. They can adapt to most environments but prefer forest, mountains, and canyon terrains.

Slave Market Value: 2D6x1,000 mainly because they are nasty, vicious and only good as killers, torturers, spies, scouts and gladiator teams.

Alliances and Allies: Psi-Goblins tend to stick with their own kind and typically gather in groups of 6-24. However, they sometimes associate with Black Faeries, Brodkil, demons, semi-intelligent monsters, Necromancers and evil, high level (6th or better) practitioners of magic, Mind Bleeders and powerful evil psychics. Their groups, clans and tribes are usually dominated by one strong leader or 2-4 Elders who rule over the rest with an iron fist. When Psi-Goblins rule a village or town of lesser beings (anybody not super-powerful and not Psi-Goblins), the little monsters are vindictive tyrants who threaten, beat and abuse their subjects. They are attracted to power and wickedness. Lord Dunscon of the Federation of Magic has more serving him than most people would believe possible.

Rivals and Enemies: Humans and champions of light in general, and anyone who dares to oppose them. They hate the Coalition States because Lord Dunscon tells them to and because CS soldiers are pretty humans. Psi-Goblins are vindictive in the extreme and will remember any characters who defeat, hurt or humiliate them, making that individual(s) an enemy for life.

Note: Originally appeared in *Rifts® World Book 12: Pyscape*.

Psi-Hounds

Psi-Hounds, better known as "Dog Boys," are not D-Bees, but *mutants* created in the genetics laboratories of the Coalition's Lone Star Complex. Psi-Hounds have become a vital part of the Coalition Army and the CS is experimenting with other types of genetically augmented *creations* that combine human and animal genes. See *Rifts® Ultimate Edition*, but especially *Rifts® World Book 13: Lone Star*, for information on this popular Racial Character Class. Lone Star also presents information on other genetic experiments as well as the Pecos Empire and other information.

Note that there are other *canine* humanoids and alien beings who are D-Bees, as well as monsters and demons.

Psi-Stalkers

Psi-Stalkers are not D-Bees. They are human *mutants* reshaped by mystic and dimensional energies released by the Great Cataclysm and the Coming of the Rifts. See *Rifts® Ultimate Edition*, *Rifts® World Book 13: Lone Star* and, especially, *Rifts® World Book 23: Xiticeix Invasion* for more details and information about Psi-Stalkers, their tribes and customs. **Note:** A Civilized Psi-Stalker is often the leader of a Dog Boy squad. Wild Psi-Stalkers prey on creatures of magic, supernatural monsters and *D-Bees* to feed on their P.P.E.



Psi-X Aliens

By Kevin Siembieda

Since he was a young man, Desmond Bradford, Director of the Lone Star Complex, has been fascinated with the concept of psychic powers. With the vast amount of psychic/mystic energy unleashed by the Coming of the Rifts, psionic abilities have been magnified and become commonplace. From a geneticist's point of view, it seemed to Bradford that psychic abilities must be a tangible aspect of human genetic structure. This would explain why many alien life forms did not have psychic powers, while others did. Like a so-called talent, or genetically encoded aptitude, some humans seemed to possess discernable psychic "talent," while other humans showed varying degrees of ability from minor to expansive.

One of his burning goals has been to identify and manipulate these genetic building blocks to unleash the full human potential in psychic ability. However, unlocking the secrets of psychic ability has proven elusive. A further hindrance is that he is forbidden by Emperor Prosek to experiment on human subjects – not that such a decree has ever stopped him. Bradford continues to conduct his own, secret, illegal research and experiments, often taking great leaps of faith and utilizing guesswork to get results, most of which have been disastrous.

The *Psi-X Aliens* are one such bold and dramatic failure. Genetic manipulation on human teenagers, ages 13-19, kidnapped from the Pecos Empire, experimented upon and transformed. While all possess psionic powers, those powers are unreliable and the people disfigured and emotionally scarred. To cover his tracks, he has designated them as D-Bees he named “Psi-X Aliens.” He got the idea for the name after one of his young victims screamed about how he had been turned into a bug-eyed alien. Doctor Bradford could not bring himself to destroy them like animals, so he secretly released over 150 back into the Pecos Badlands. Most have survived and have begun to mate and propagate.

Psi-X Aliens are tall, frail humanoids, with spindly arms and legs, small, thin bodies, pale, almost white skin, and large, dark eyes. While the body is frail, the cranium is two or three times the size of a normal human. They were imbued with select D-Bee and Psi-Stalker DNA, and like Psi-Stalkers, Psi-X Aliens are completely hairless and possess impressive levels of psionic ability. However, the degree and range of those powers vary dramatically from individual to individual. Furthermore, Psi-X Aliens are so dependent on their psionic powers that they tend to avoid physical exercise, tire easily (one third the endurance of normal humans) and tend to see the world through very different eyes than humans. Despite their huge brains, they have a very narrow range of interest and skills that border on genius, and other areas where they are completely ignorant and incapable of learning them. Worse, Psi-X tend to be loners, prone to substance abuse and are easily addicted to alcohol and drugs. Many of those who go out into the world and associate with other races suffer from disassociative disorders and are unable to relate to other people. Most are borderline sociopaths who see humans and D-Bees as inferiors and playthings to be manipulated and used. Second generation Psi-X believe they are alien beings from another world with nothing in common with humans or Earthlings. Psi-X have existed for about 30 years, so second generation Psi-X are teenagers and young adults. They, more than their parents, are convinced they are not human, which may be an indication of progressive disassociation and deepening insanity.

Psi-X Alien – Optional Player Character and NPC

Race: Genetically Altered Humans believed to be D-Bees.

Alignment: Any, but tend to vary in extremes, Principled (30%), Diabolic (30%), Aberrant (17%), Anarchist (17%).

Attributes: I.Q. 3D6+6 (but special, see skills), M.E. 3D6, M.A. 2D6 (+2 if a good alignment), P.S. 2D4+4, P.P. 2D4+4, P.E. 2D4+1, P.B. 2D4+2, Spd 2D6+4.

Size: 4 to 5.6 feet (1.2 to 1.7 m).

Weight: 90 to 130 lbs (40.5 to 58.5 kg).

Hit Points: P.E. attribute number x2 +1D6 per level of experience.

S.D.C.: 2D6+2

M.D.C.: Via body armor, force fields or psionics.

P.P.E.: P.E.x10

Average Life Span: 1D6x10+170 years. They reach physical maturity around age 20, but most are emotional risk-taking teenagers until about the age of 70. Females give birth to one young after a nine month pregnancy and can give birth till the age of 90.

Disposition: Varies with alignment and powers, good characters tend to be upbeat, cheerful and innocent. Selfish characters tend to be secretive, sneaky, cocky braggarts, and obviously self-serving. Evil characters tend to be brooding and sinister, mock and bully others, don't trust anybody and like to manipulate people and control the situation; may become a criminal mastermind or tyrant leader.

Natural Abilities: All Psi-X have the following abilities and psi-powers: Nightvision 3000 feet (914 m), hawk-like color vision, can see in the infrared and ultraviolet spectrum of light, can also see electromagnetic energy and see the invisible (automatic ability; includes Astral beings, Entities and energy beings). Also see psionics.

R.C.C. Skills of Psi-X Aliens: Speaks two languages of choice at 98% plus select one of the following skill “categories,” as in *ALL* the skills in that category with a +20% bonus. Available categories are: *Communications, Electrical, Mechanical, Medical, Pilot Related, Rogue, Science, Technical Studies* (all Computer, History, Law, Lore, Myth and Research skills, including Computer Hacking from Rogue), or *Technical Applications* (all the Technical skills not covered in the previous category; i.e. no Computer, Lore, etc. skills, but everything else).

R.C.C. Related Skills: None.

Secondary Skills: Psi-X select four Secondary Skills at level one from the *Secondary Skill List* in *Rifts® Ultimate Edition*, page 300, +1 additional Secondary Skill at levels 3, 5, 9, and 11. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, although depending on the Psi-X's skill “category” of knowledge, he can get employment as a doctor, mechanic, electrician, researcher, etc.

Experience Level: 1D10 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the same experience table as the *Mind Melter*.

Bonuses (in addition to those acquired from attributes and skills): +5 to save vs Horror Factor and +5 to save vs magic illusions.

Attacks Per Melee: One *physical* action or attack at levels 1, 2, 4, 8, and 12 – or two *psionic* actions/attacks at levels 1, 3, 6, 10, and 15.

Vulnerabilities: In addition to being puny and unphysical, and their huge voids of knowledge and lack of social skills, Psi-X have terrible day vision (40 feet/12 m) and their eyes are so sensitive to light that they must wear some sort of tinted protective coverings over them. If not, they are blinded by sunlight, flash bulbs, and other bright lights.

Ley lines increase the psychic's powers as usual, but also increase the character's level of confidence, aggression and other base and evil emotions.

Insanity: Randomly roll or determine three phobias and one obsession.

Psionics: All Psi-X have the following abilities: See Aura (6), Sense Magic (3), Detect Psionics (6), Bio-Regeneration (6) and all have the unique, Telekinetic related ability to hover and move 1-4 feet (0.3 to 1.2 m) above the ground rather than use their legs to walk. No I.S.P. cost, because this is the Psi-X's natural mode of transportation (same speed as attribute) and they have to concentrate to negate it and walk on their own two legs.

Additional Random Psionic Powers: Roll percentile dice:

01-12 Kineticist: Has all kinesis abilities, including Telekinesis (Super; 10+), Telekinetic Acceleration Attack (10+), Telekinetic Force Field (30), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), Telekinetic Push (4), Levitation (varies), Electrokinesis, Hydrokinesis, and Pyrokinesis.

13-24 Psychic Sensitive: Has all Sensitive abilities, including Empathic Transmission (6), all at double the normal range and duration.

25-37 Psychic Energy Conduit: Psi-Sword (30), Psi-Shield, Electrokinesis, Pyrokinesis, Mind Bolt, Summon Inner Strength, and Impervious to Fire (40; even M.D. fire).

38-49 Psychic Intuitive: Clairvoyance (4), Intuitive Combat (10), Object Read (6), Presence Sense (4), Psychic Diagnosis (4), Read Dimensional Portal (6), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), and Telemechanics (10).

50-61 Psychic Spiritualist: Astral Projection (+20% to find way home), Clairvoyance, Commune with Spirits (6), Ectoplasm (6+), Object Read (6), Psychic Omni-Sight (15), See Aura (6), and Telepathy (4).

62-73 Psychic Manipulator: Bio-Manipulation (10), Deaden Pain (4), Empathic Transmission (6), Empathy (4), Hypnotic Suggestion (6), Increase Healing (10), Induce Sleep (4), Mentally Possess Others (30), Mind Wipe (special), Psychic Purification (8), Psychosomatic Disease (30), Radiate Horror Factor (8), Stop Bleeding (4), Telemechanic Mental Operation (12), and Telepathy (4).

74-85 Healer: All Healing powers, Healing Touch does double the usual level of healing, and +30% to perform Exorcism.

86-97 Closed Mind: Group Mind Block (22), Mind Block (4), Mind Block Auto-Defense (special), P.P.E. Shield (10), Psionic Invisibility (10), Suppress Fear (8), and is *impervious* to Empathy, Empathic Transmission, Mind Bond, Mind Wipe, Possession, See Aura, Presence Sense, Remote Viewing (can't be found/seen) and all vampire powers.

98-00 Mind Melter! Powers as per that Psychic O.C.C.

I.S.P.: Roll to determine random level of Inner Strength:

01-20 M.E. attribute number x10 +8 per level of experience.

21-40 M.E. attribute number x5 +2D6 per level of experience.

41-60 M.E. attribute number x2 +12 per level of experience.

61-80 M.E. attribute number x3 +1D6 per level of experience.

81-00 M.E. attribute number only, +4D6 per level of experience.

Magic: None.

Standard Equipment: May use light armor and prefer light, rapid-fire energy weapons or magic items. The character starts with survival knife, one energy weapon of choice, 1D4 additional E-Clips for the weapon, plus a backpack, knapsack, utility belt, air filter, protective eye goggles, universal translator, cigarette lighter, note pad, portable tool kit, flashlight, canteen, a couple sets of clothing, and some personal items.

Money: Start with 3D6x100 credits, but most will amass wealth and property, some build fortunes.

Habitat: Most Psi-X Aliens are still found in the Coalition States of Lone Star, El Dorado and Chi-Town. Some have joined the Pecos Empire, others Arzno, but can be found anywhere adventure, opportunity or revenge might carry them.

Slave Market Value: 1D4x10,000 credits. Surprisingly low because they are unattractive, not very social and puny looking.

Alliances and Allies: None per se. Tend to relate to other outcasts and those with a similar alignment. Consider most people to be intellectually inferior.

Rivals and Enemies: Other psychics are rivals and threats. Dislikes and distrusts slavers, shape-changers, Cyber-Docs, Gene-Splicers, and scientists who dabble in genetics.

Note: Originally appeared in **Rifts® World Book 13: Lone Star**.

Quick-Flex Alien

By Kevin Siembieda

The Quick-Flex Alien is the classic D-Bee who, at a quick glance, could pass for human. They don't look that different at all, same body shape, skin color, hair and general attractiveness. A longer look, however, shows that the character has large eyes, a bit longer face and pinholes for a nose. Clad in armor and helmet or face covering and one would never know the difference between him, a human and a dozen other bipedal humanoids. But there are other, less obvious differences. Quick-Flex Aliens are double-jointed, ambidextrous, have lightning reflexes, and have a much higher metabolism than humans. That means they are always thin, a bit on the small side (rarely exceed five feet, 10 inches/1.75 m), are alert, agile and incredibly fast. Their reflexes and speed are roughly equal to a Juicer or Crazy, which makes Quick-Flex Aliens superb gunmen, gunslingers, snipers, assassins, thieves, pilots and acrobats. They love adventure and fast moving vehicles. They also like adorning themselves with tattoos on their arms and chest.

Quick-Flex Aliens are always a welcomed addition among mercenaries, soldiers, gunfighters, lawmen, pilots, and mechanics. Their skill at piloting vehicles is almost as good as their skill with guns and thrown weapons.

Quick-Flex Alien –

Optional Player Character and NPC

Alignments: Any but lean toward Scrupulous (20%), Unprincipled (30%) and Anarchist (30%).



Attributes: I.Q. 3D6, M.A. 3D6, M.E. 3D6, P.S. 3D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd 6D6+25.

Size: 5 feet, 4 inches to 5 feet, 10 inches tall (1.6 to 1.75 m.)

Weight: 100-150 pounds (45 to 67.5 kg).

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 3D6 plus those gained through Physical skills and O.C.C. **M.D.C.:** From body armor or magic only.

Horror Factor: Not applicable.

P.P.E.: 2D6

Disposition: Pretty much the same range of attitudes and emotions as humans. Typically upbeat, energetic and looking for action. Many have a strong sense of justice and fair play.

Average Life Span: 4D6+60 years. Reach physical maturity by age 15. Females give birth to one child after a 7 month pregnancy and can bear young till the age of 42.

Natural Abilities: Basically the same as a human with some notable exceptions: Ambidextrous (can use both hands with equal skill, precision and agility), double-jointed and can pop joints which aids in slipping out of confinement, rope, etc., and the higher metabolism, enhanced reflexes, great running speed and can leap eight feet (2.4 m) high or lengthwise from

a standing still position! Add four feet (1.2 m) from a running start.

R.C.C. Skills: All Quick-Flex Aliens have the following skills in addition to those of their chosen O.C.C.: Combat Driving, Escape Artist (+20%), W.P. Paired Weapons, W.P. Quick Draw, and W.P. Targeting. Most have forgotten their native language and speak American (+20%) and one language of choice (+10%).

Available O.C.C.s: Limited to the following physically oriented O.C.C.s: Bandit, Bounty Hunter, City Rat, Cyber-Knight, Gunfighter, Gunslinger, Headhunter, Highwayman, Merc Soldier, Soldier (any), Sailor, Pirate, Pecos Raider, Professional Thief, Master Spy, Super Spy, Smuggler, Saddle Tramp/Drifter, Vagabond (any), Wilderness Scout (any), and any adventurer, Lawman or soldier type O.C.C. that does not require dramatic bionic conversion (partial and a few implants is okay) or other physiological change (i.e., no Juicer or Crazy). Robot Pilot is acceptable, but most Quick-Flex Aliens feel too removed from the action locked inside a walking tank. On the other hand, a Soldier, Merc, bandit, or Vagabond whose area of speciality is piloting fast vehicles (cars, motorcycles, hovercycles, rocket bikes, jet packs, etc.) is something this D-Bee would enjoy. They NEVER study magic.

Experience Level: 2D4+1 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per P.S. or weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee round, +2 on initiative, +3 on Perception Rolls, +1 to strike, +2 to parry, +3 to automatic dodge (roll to dodge as usual but the act of dodging does not use up a melee attack), +2 to roll with impact, +2 to pull punch, and +1 to strike using modern weapons/guns or any type of bow and arrow even if the character doesn't have a W.P. in that weapon.

Vulnerabilities: Tend to be thrill-seekers who enjoy a fast pace and taking risks. A bit jumpy and hyper, can't sit still for more than 1D4 hours, easily bored. The Quick-Flex Alien's short attention span means complex skills and intense studies are difficult to master, so there are no (or at least few) doctors, lawyers, scholars and scientists among these D-Bees. This attention deficit also makes the study of magic too demanding, and most Quick-Flex are illiterate. **Skill Penalty:** -10% on all skills (regardless of O.C.C. bonuses) except those in the categories of *Espionage*, *Physical*, *Pilot*, *Rogue* and *W.P.*

Psionics: None.

Magic: None.

Standard Equipment: As per O.C.C. Favorite weapons are pistols of all kinds and Vibro-Knives. Any type of armor can be worn but the character prefers light or medium body armor or Naruni force fields.

Bionics & Cybernetics: Tend to avoid them, because they usually slow the D-Bee down!

Money: As per O.C.C.

Habitat: Quick-Flex Aliens are common to North America, particularly the New West and Midwest, including the Chi-Town 'Burbs, Iron Heart 'Burbs, New Lazlo, Kingsdale, and Pecos Empire. And there are an additional, estimated one million Quick-Flex Aliens scattered across Canada, America and Northern Mexico. An estimated 10,000 perished in the Coalition-Tolkeen War.

Slave Market Value: 3D6x10,000 credits as a gunslinger, warrior, gladiator, spy or getaway driver.

Alliances and Allies: Varies with occupation and alignment, but Quick-Flex Aliens generally get along well with humans and most D-Bees. They admire courage, physical capabilities, heroes and athletes.

Rivals and Enemies: Consider Juicers, Crazies and similar physically skilled and fast races and O.C.C.s as rivals and competitors. Dislike the Coalition States, slavers, the Minions of Splugorth and tend to view most practitioners of magic, creatures of magic and supernatural beings with distrust and suspicion, especially if they are involved with the Federation of Magic.

Note: Originally appeared in *Rifts® World Book 11*; Coalition War Campaign.

Roane Pipers

By Jason Richards

"Earth... what a rat-hole," Sindre thought to himself as he suspiciously examined his beverage. He tried to ignore the hoots and hollers of men cat-calling the dancing girls on the small stage across the room, but their persistence was beginning to wear on his nerves.

"What a waste of my time." He cursed to himself as he tried a sip of the bubbly concoction in front of him and then set it back on the bar. All around him were alien sights, sounds, and smells. He stole a glance at the briefcase at his feet, frowned, and cursed again. He figured that even if he did manage to meet his contact and make the sale, none of these animals would know what the hell to do with it. They probably couldn't even read the user's manual.

The clean-shaven interstellar salesman took another swig of his drink before deciding that he hated it and pushed it away. What he wouldn't give for some kikkaboo or a nice, tall pissure right now... a little taste of home.

Just then the rowdy crowd burst into applause, and the sound of chairs scooting across the wooden floor filled the room as everyone turned their attention to the next act. Sindre snatched a menu and tried to look for something that he could stomach when a slow, even tone filled the air and the audience grew totally silent. His face lit up with a grin as he turned to the source of the music. His grin widened into a toothy smile as he watched the thin alien launch into a high-energy tune on her pipe, accompanied by human musicians on stringed and keyed instruments that might as well have not even been there. Roane pipers always stole the show.

Sindre immediately found himself totally at ease in this alien place, comforted by the familiar entertainment that he had seen on a hundred different worlds. Soon he was yelling and ap-



plauding with the rest of the patrons, cares lost and worries forgotten.

Travelers of the Megaverse find very few commonalities between worlds. Climates, cultures, and languages vary dramatically from one galaxy or dimension to the next. Still, no matter how far one travels, it seems impossible to go beyond the reach of the Roane. In the vast sea of diversity that is the Megaverse, they are among the most commonly-encountered races.

The Roane are known far and wide as expert musicians, and ply this trade across many known dimensions and worlds. The

earliest Roane travelers were prisoners taken from their home world by interstellar slave traders to be used as entertainers, but as their reputation spread they eventually found themselves as the invited guests and employees of individuals, businesses, and others who sought them out for their unique musical talents. This has made the Roane, a race with no means of dimensional or interstellar travel themselves, some of the Megaverse's most common denizens.

The Roane are relatively simple beings with a slender build, salmon skin, and an elongated face. They have a highly complex aural system that consists of two small ears behind the hinge of their jaw, and large cavities in the base of their skull that resonate sound and give them near-perfect pitch. This complex inner ear, combined with a sophisticated set of vocal chords, allows a Roane musician to perfectly vocalize any note and almost any sound with perfect clarity. What's more, their throat can compartmentalize air and divert it to two secondary sets of vocal chords that can accompany or even harmonize while singing or playing an instrument by "humming" along. Each hand has seven highly-sensitive digits: five fingers and two thumbs opposite one another, which allows them to play keyed or valve instruments with amazing skill. Their traditional instrument is a crooked, multi-keyed, end-blown flute that they call a *rinaluo*, most often referred to as a *Roane pipe*.

While all Roane are expert musicians to a degree, that is not the only profession they practice. Just as any other developed race, they have their scholars, merchants, teachers, bankers, businessmen, and other "average" jobs that are pursued on their home world and abroad. Others become *adventurers* who explore whatever world they find themselves on, or team up with dimensional travelers to explore the great beyond. What most people don't realize is that for Roane out on their own in the Megaverse, the most common trade to practice other than musician is that of *thief*, *spy*, or *assassin*! Roane have quick hands and are capable of theft, combat and murder. Most importantly, they have a perfect cover identity. Most people assume that a Roane is a musician, and they all have the skills to back up such assumptions. A traveling performer has all the reason in the world to come into town and blow right out again without raising even the slightest question or suspicion. If a few wallets are snatched, a safe cracked, or a local big shot happens to have an accident, who is going to blame the pipe-player doing three sets a night at a local restaurant?

On Rifts Earth, most Roane have been transplanted by inter-dimensional businessmen or promoters for their musical skills. Others are companions to traveling wizards or adventurers, and still others are slaves held captive by Minions of the Splugorth, Naruni, or other thugs. Many are employed as hit men or spies for the Black Market, arms dealers, or individual kingdoms or warlords. They are one of the few D-Bee races who can be found across the planet, but are most common in North America. They are regularly found in the 'Burbs of Coalition megacities, in Lazlo and New Lazlo, Tolkeen (prior to 109 P.A.), the Pecos Empire, Ciudad Juarez, and pretty much anywhere there is a demand for musicians or spies. Adventuring Roane often take to roaming the wilderness and using their musical skills to buy a few nights' room and board at homes and villages they come across before moving on to their next stop.

Roane Pipers – Optional Player Character or NPC

Also known as "Pipers" due to the use of their traditional flute instrument by most of their race; also "Piper Aliens," "Pipe-Players," or other variations.

Alignment: Any.

Attributes: I.Q. 3D6+1, M.E. 3D6, M.A. 3D6+6, P.S. 3D4, P.P. 3D6+3, P.E. 3D4, P.B. 2D6+3, Spd 3D6.

Size: 5 feet, 6 inches to 6 feet, 6 inches (1.7 to 2 m) tall.

Weight: 115 to 190 pounds (52 to 86 kg).

Hit Points: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 3D6+9

Horror Factor: Not applicable.

P.P.E.: 1D4

Disposition: As born entertainers, Roane tend to be very charismatic and friendly to strangers and outsiders. There is also a strange sensuality about them. Amongst themselves or around personal friends and associates, they run the gamut in personality type from quiet and sullen, to boisterous and outgoing, to cold and cruel. Deep down, most have an artist's soul and care deeply about their culture and art, even if they don't regularly practice it.

Average Life Span: 2D6+75 years. Physical maturity is achieved at age 17. Females give birth to 1D4 young after a 10 month pregnancy and can bear children till the age of 50.

Natural Abilities: Extraordinary hearing range and clarity, perfect pitch when singing or playing an instrument, hold breath (10 minutes), and an extraordinary sense of touch.

Available O.C.C.s: Roughly 45% of Roane that leave their home world fall into the *Roane Musician O.C.C.* detailed below. Another 20% become thieves, spies, or assassins, usually falling into one of the following O.C.C.s: Bounty Hunter, Freelance Spy, Master Assassin, Professional Thief, Safecracker, or Super-Spy. The remaining percentage of Roane can take virtually any O.C.C., with the exception of practitioners of magic, psychics, or any variety of Juicer (while rare, the Roane brain chemistry is similar enough to a human's to allow for M.O.M./Crazy conversion). Roane also do not become full-conversion 'Borgs, because they are unwilling to take any augmentation of the lungs, throat/neck, ears, jaw/mouth, or hands.

R.C.C. Skill Note: Roane not taking the *Roane Musician O.C.C.* get the Play Musical Instrument: Rinaluo (Roane pipe) and Sing skills with a +15% bonus each (professional quality) in addition to their O.C.C. Skills. Any additional Play Musical Instrument skills selected get a minimum bonus of +10%, even Secondary Skills.

Also, all Roane receive the following skill bonuses due to their various natural abilities: Language: Other (+5%), Public Speaking (+5%), Impersonate Voices & Sounds (+10%), Palming (+10%), Computer Operation (+10%), and +5% to skills that require a delicate or light touch (such as Demolitions, Pick Pockets, Pick Locks, Cardsharp, etc.). **Note:** These bonuses have already been accounted for in the *Roane Musician O.C.C.*, below.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill or weapon.

Bonuses (in addition to those acquired from attributes and skills): +2 on initiative and +2 to Perception Rolls.

Vulnerabilities: None per se.

Psionic: Roane are not typically psychic, but on Rifts Earth and other environments with heightened magical energies, a small percentage develop psionic abilities. Roll percentile at character creation: 01-06% gain one psionic ability, 07-10% gain two psionic abilities, and 11-00% have no psychic aptitude. Any abilities that do exist may be taken from either the Healing or Sensitive categories. Considered a Minor Psychic. I.S.P.: M.E. attribute number +1D4, plus an additional +1D4 I.S.P. per level of experience.

Magic Knowledge: None; Roane have no magical aptitude.

Standard Equipment: As per O.C.C. In addition, the character starts with a *rinaluo*, more commonly known as the "Roane pipe." This pipe is a long cylinder with multiple bends, with two long protrusions where the musician manipulates keys that open or close holes up and down the length of the instrument. The rinaluo is virtually impossible for races lacking the proper number of digits and the multiple thumbs to play (-20% to the Play Musical Instrument: Rinaluo skill for non-Roane).

Money: As per O.C.C., though even Roane who are not professional musicians can make anywhere from 300 to 1,000 credits per week playing music or singing in clubs, bars, restaurants, etc. (where available).

Cybernetics and Bionics: As per O.C.C.; Roane are generally averse to mechanical augmentation, but some go so far as to become partial cyborgs. No Roane will ever willingly receive cybernetics or bionics in their lungs, throat/neck, ears, jaw/mouth, or hands.

Habitat: Roane can be found anywhere across the Megaverse or even Rifts Earth, particularly in North America as it provides them the best opportunities for employment. They are most common in the 'Burbs and major cities and towns across the land.

Slave Market Value: Roane are highly prized as slaves and regularly fetch 4D6x10,000 credits in the markets. The Roane home world has been occasionally pillaged by inter-dimensional slave traders for hundreds of years, and Roane working on or visiting alien worlds are often taken and sold into slavery.

Alliances and Allies: Roane get along well with humans and most other races, especially those with rich cultures and an appreciation for music.

Rivals and Enemies: Hate the Splugorth, Sunaj, Naruni, Horune, and any people who engage in the trade or use of slavery. Most Roane have a friend or family member who has been lost to slavers in one way or another, and detest the practice.

Roane Musician O.C.C.

Roughly 45% of all Roane who have left their home world are professional musicians, renowned as some of the best in the Megaverse.

O.C.C. Skills:

Language: Native Tongue (Roane) at 98%.

Literacy: Native Tongue (Roane; +20%)

Language: Other: Two of choice (+25%).

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

Mathematics: Basic (+10%)

Performance (+20%)

Pilot: Hover Craft (Ground, +10%)

Pilot: One of choice.

Play Musical Instrument: Rinaluo (+30%)

Play Musical Instrument: Two of choice (+20%).

Sing (+25%)

Streetwise (+10%)

Wardrobe & Grooming (+10%)

W.P. Energy Pistol

W.P. One of choice.

Hand to Hand: Basic may be selected at the cost of one O.C.C. Related Skill, or Expert for the cost of two. More advanced Hand to Hand disciplines such as Martial Arts, Assassin, or Commando can never be chosen.

O.C.C. Related Skills: Select eight additional skills at level one, plus one additional skill at levels 3, 6, 10, and 14. All new skills start at first level proficiency.

Communications: Any, except Cryptography, Electronic Countermeasures, Laser, Optic Systems, Surveillance, and TV/Video (+5%; +15% on Public Speaking).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: None.

Horsemanship: Basic or Exotic only (+5%).

Mechanical: Basic Mechanics only.

Medical: First Aid only (+5%).

Military: None.

Physical: Any, except Acrobatics, Boxing, and Wrestling.

Pilot: Any (+5%), except robots, power armor, and military vehicles.

Pilot Related: Navigation or Sensory Equipment only.

Rogue: Cardsharp (+10%), Gambling (+5%), Imitate Voices & Sounds (+15%), Palming (+10%), and Seduction only.

Science: Mathematics: Advanced (+5%) only.

Technical: Any (+10% to Computer Operation, +15% to Ventriloquism, +5% to others).

Weapon Proficiencies: Any, except Heavy Military Weapons, Military Flamethrowers, and Heavy Mega-Damage Weapons.

Wilderness: Land Navigation or Wilderness Survival only (+10%).

Secondary Skills: Select six skills from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, plus one additional at levels 4, 8, and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: First and foremost, the Roane Musician has a rinaluo and one additional small, portable instrument of choice (often something very different from the flute-like "rinaluo," like a stringed or percussion instrument). Starts with one energy pistol of choice with three additional E-Clips, one Vibro-Blade, and a conventional S.D.C. weapon of choice (often a handgun or submachine-gun) with 144 rounds of ammunition, three sets of travel clothing, two sets of performing clothes (one high-scale and one casual), sunglasses or goggles, a small traveling trunk or large pack, a sleeping bag, a suit of light Mega-Damage body armor, plus some personal items.

Money: 5D6x1,000 credits in the local currency, plus an additional 3D6x1,000 credits in precious or tradable goods. Roane Musicians have a unique ability to find work pretty much anywhere they go, and to provide entertainment in exchange for a meal or a place to stay as opposed to spending their money.

Sasquatch

By Kevin Siembieda

Many people of Rifts Earth wrongly assume that all "Sasquatch" or "Big Foot" are feral, humanoid D-Bees from an alien world. The truth is, they *are* Stone Age ancestors of humans (distant cousins) who have miraculously survived throughout the ages. These people once inhabited the forests and tundras of Russia and Mongolia, before they came to America via the land bridge that once existed across the Bering Strait, tens of thousands of years ago.

Although considered woodland spirits by many D-Bees, and frequently confused with the *Spirit Sasquatch* and monstrous *Windigo* by "city folk," Sasquatch is a genuine, flesh and blood humanoid from Earth's past. "Sasquatch" is an Anglicization of a Coast Salish word meaning "wild man of the woods." However, True Sasquatch are not wild or barbaric, but gentle and wise people of the forest. They avoid trouble, war and interaction with most other people, including humans. True Sasquatch prowl the forests as silent as the cougar, but are gentle and shy like a deer. They do not hunt and seldom eat meat, but feed on a variety of roots, bark, berries, mushrooms, and fruit, some of which are poisonous to humans. The only meat in their diets is fish and crayfish, which they catch in their hands or bat out of the water like a bear. They also occasionally eat grubs and frogs, and love honey and maple syrup.

Sasquatch do not use tools, weapons or clothes of any kind. Their tough hides, fat and thick fur provide them all the protection from the elements they need. Their natural speed, great strength, agility and silent movement are the only "tools" they need, and as noted before, they try to avoid conflict. Being humanoid, few predators consider attacking them, and when humans or D-Bees hunt them Sasquatch knows how to evade and elude even Dog Boys. They also use scare tactics to startle, confuse, and chase away animal predators and humanoid hunters alike. Safely hidden in remote mountains and forests, Sasquatch managed to elude modern man, survive the Great Cataclysm and have since learned to avoid the "new men" of this new age of magic and monsters. They don't question change, they just accept it and adapt to the environment.



Since the Coming of the Rifts the Sasquatch have grown in number from only a thousand or two to well over ten thousand. They are scattered along the Rocky Mountains of the old American and Canadian Empires and are found in the forests of Idaho, Colorado, Montana, Wyoming, Oregon, Washington, the Yukon, British Columbia, and Alberta. They do not go as far north as the Northwest Territories or Alaska, nor any farther south than Colorado.

The Coming of the Rifts has also had a profound effect on the Sasquatch. Originally S.D.C. creatures, their psychic or innate nature has transformed them into minor Mega-Damage beings! This has helped them to survive against a new breed of M.D.C. creatures that have come into the world.

Shy and reclusive, most (98%) avoid direct contact with humans and D-Bees. The Sasquatch have always survived by remaining independent and avoiding others. Association with other races has always led to sorrow and death. Still, they are curious about other people and often watch from afar and/or sneak into farms or camps at night for closer inspection while the people sleep. The moment someone spots them, the Sasquatch flee into the shadows and safety of the forest.

Other than the exceptionally rare evil Sasquatch, these gentle and loving humanoids never hunt, hurt or kill for profit or pleasure, and rarely strike out in anger. Angry and false words, curses, and name calling bounce off them like S.D.C. bullets against M.D.C. armor. Consequently, most Sasquatch (99%) take an astonishing amount of verbal abuse or physical punishment before striking back. Whenever possible, the gentle giants walk away without a word or a mean gesture. When a Sasquatch takes action against an antagonist, he fights only enough to escape, or stop the danger (pin an opponent, knock him unconscious, chase him away, etc.). Winning a fight by Sasquatch standards is to get one's opponent to stop, surrender, or retreat – or for the Sasquatch to escape and hide until the danger leaves. This has led many people to regard them as ghosts or cowards, because they would rather hide from trouble than confront it, and seem unwilling to “defend their honor.” The Sasquatch, on the other hand, cannot understand why “words” can hurt anybody, or as one Worldly Sasquatch reportedly said, *“If I know it is not so, and my friends and family know the words are not true, why should I care what comes from the lips of a liar or a fool? His words are like the buzzing of a gnat. A tiny, meaningless sound. One does not strike the gnat down in anger because it buzzes. That is what gnats do.”*

Compassionate and inquisitive, Sasquatch often come to a stranger's aid, though the person might not realize it. This is because the Sasquatch will do things like mark a trail that wasn't there before, topple a tree so that a person may cross a gorge, leave a pile of berries/food so a person can eat, or sneak in a camp at night to fix something or help in some other covert way. Sasquatch are particularly fond of small children, and often look after them from a distance, shooing away predators and doing what they can to lead children away from danger (i.e. away from falling into a pond or into a hole, or away from a trap, dangerous animal, demon, and so on). They are also less afraid to show themselves to a child and may appear to children with a gift of berries or honey, take their hand and lead them back safely to camp, or a road or farm, as well as pull them out of water or a

hole, and rescue them from wild animals, monsters and even evil humanoids. Sasquatch males, females and children have also been known to try to comfort a lost, injured or scared child by bringing them a necklace made of flowers, or singing to them, or doing a little dance or pat them on their head to cradling them in their massive, hairy arms. A Sasquatch family is sometimes even willing to adopt a small child whose family has been killed or cannot be found.

It is important to note that the Sasquatch are truly one with nature and, by “civilized” standards, live like animals under the stars. This doesn't mean they are aggressive, stupid or squalid, but live off the land and have no use for civilization, society, material things or other people. They do not grow crops, hunt, or raise animals, nor use fire, build huts or carry more than a tiny handful of valuables (trinkets like pretty stones, feathers, a pouch with some herbs or food, and similar things). Although intelligent, these gentle and shy Stone Age humanoids have no need for material goods.

All Sasquatch are nomads, living under the stars, foraging for food and constantly on the move. A lone individual or small family clan (typically 2D6 in number) may travel hundreds to thousand miles of miles a year, even if it's only following the mountain range before turning around and heading back. Others travel in a circle, oval or zigzag pattern. Roughly one third adopt a particular 50-100 mile (80-160 km) region as their “territory” and stay in that area until driven or frightened away. Yet even these centralized Sasquatch are constantly on the move within their territory, like a mountain lion on the prowl within his unmarked range.

They live in simple, tiny family units of two (a mated male and female) to twelve (the parents, 2D6 children and occasionally 1-4 elders/grandparents or adopted family members). Sasquatch never gather in large tribes and the family unit is typically fewer than ten. Once mated, a male will not consider leaving his mate for any length of time (no more than a few days) and the two and their youngsters are usually inseparable. Thus, if one Sasquatch is encountered, especially if under the age of 16, it is safe to assume that 2-6 others are nearby. If a young female (under the age of 30) loses her mate, she is likely to find another. However, most males who lose a spouse, remain stag and rarely make a lasting union with another female ever again. These lone males or females may remain as a member of one of their children's family units, or live in solitude.

When the mature Sasquatch mates, he or she leaves the family unit to start his/her own family, and does not return to the parents for any reason. This keeps the family units small and prevents the development of large, formal clans or tribes. Still, the shy Sasquatch tends to regard all members of his own kind as trusted friends. This means a Sasquatch comes to the aid of other Sasquatch, even complete strangers. However, such camaraderie rarely lasts more than a few short hours, and never more than a week or two (and only if the total number of people in the temporary group is under 12). These wily and simple natured people have learned their survival depends on staying in small, elusive groups that are constantly on the move. So while two or more tiny family units may, momentarily, find themselves gathering food and passing through the same area (and even stop to share stories, food or a helping hand), they do not band together for any length of time.

Sasquatch – Optional Player Character and NPC

Also Known as “True Sasquatch,” “Big Foot,” “The Mammoth,” “Old Man of the Woods,” and “Wild Man of the Woods.”

Language Note: The Sasquatch can make grunts, groans, yelps, whimpers, whistles and humming sounds, but most do not speak and do not have a native language. However, they can learn other languages, typically American, considering the part of the world in which they live. In the alternative, they might know Spanish, or French, or one or more Native American languages. Some will know bits and pieces from several different regional languages (very basic stuff). Big Foot communicates with his own kind via whistles, grunts and sign/body language as well as by empathy and telepathy. They consider humming loudly to be singing.

Alignment: Any, but typically Principled (45%), Scrupulous (35%), Unprincipled (15%), Anarchist (3%) or evil (any, 2%).

Attributes: I.Q. 2D6+4, M.E. 2D6+4, M.A. 3D6+4, P.S. 3D6+10 (Supernatural), P.P. 3D6+2, P.E. 3D6+4 (Supernatural), P.B. 2D6+4, Spd 3D6+8. Roll an extra die if any of the rolls are maxed out (12 or 18 respectively) and then add the bonus.

Size: 7-8 feet (2.1 to 2.4 m).

Weight: 250-400 pounds (112.5 to 180 kg).

M.D.C.: P.E.x2 plus 1D6 per level of experience. (On S.D.C. worlds they have Hit Points equal to P.E. +1D6 per level of experience and 1D4x10+30 S.D.C., Natural A.R. 7.)

Horror Factor: 9; their appearance can be disturbing, despite their gentle disposition.

P.P.E.: P.E. attribute number +4D6, +6 per level of experience.

Disposition: Gentle, kind, and compassionate, but shy and skittish around other people. They hate machines, loud noises, large numbers of people and the trappings of civilization.

Average Life Span: 2D6+40 years. Physical maturity is reached around the age of 16. Most Sasquatch find a mate and start their own family, or leave the family group to go off and make their own place in the world between the ages of 16-23. Some, usually males, remain a bachelor as late in life as their early 30's. Sasquatch females typically bear 4-12 young between the ages of 16-31, and lose fertility around the age of 32-34. On average, only half the children survive to reach adulthood.

Natural Abilities: Nightvision 300 feet (91.5 m), keen eyesight, hearing and heightened sense of smell (track by smell alone 40% +2% per level, and recognize scent 30% +4% per level), cold does half damage, heal twice as fast as humans, +2 to save vs disease and toxins, +2 to save vs possession and mind control, and they are psionic.

R.C.C. Skills (most are instinctive): Male: Camouflage (+40%), Climb (+20%), Land Navigation (24%), Identify Plants and Fruits (+30%), Lore: Cattle & Animals (+20%), Prowl (+30%), Swimming (+10%), Track Animals (+20%), Track (people, +20% mainly to recognize tracks and avoid dangerous creatures and trouble with humanoids), Wilderness Survival (+40%), and W.P. Blunt or W.P. Staff.

Female: Camouflage (+50%), Climb (+20%), Dance (+15%), Dowsing (+20%), Fishing (+20%), Identify Plants and Fruits

(+45%), Land Navigation (26%), Lore: Cattle & Animals (+20%), Prowl (+20%), Swimming (+20%), Track Animals (+10%), Track (people, +20%), and Wilderness Survival (+40%).

No other skills are applicable, unless a *Worldly Sasquatch*, described in the pages that follow.

Human or D-Bee Foundling: Any child raised by Sasquatch will have all the same skills and basic knowledge +1D4+1 additional from the Wilderness and/or Physical categories. This means he or she is not likely to speak any language, or at least not very well (equal to a skill of 30%). Likewise, such a character unfamiliar with the use of tools, weapons, or armor, but is likely to wear animal skins or poncho. An adopted foundling will *not* possess the Supernatural Strength, natural abilities or psionic abilities of the Sasquatch, but may have those natural abilities common to his race. A foundling raised by Sasquatch, but who later becomes “worldly/civilized” can select the following additional skills: One Language of choice (probably American +15%), two Piloting skills, Horsemanship: General, two W.P.s (any), and 1D4 skills selected from Domestic and/or Technical. Also 1D6 Secondary Skills upon reaching his next level of experience.

Available O.C.C.s: None, unless a *Worldly Sasquatch*, below.

Average Level of Experience: 1D4+3 or as set by the Game Master for NPCs. Player Characters should start at level one.

Note: Use the same Experience Table as the *Merc Soldier*.

Attacks/Actions per Melee: Males start with four “actions” (try to avoid actual combat), females start with three and youngsters (16 or younger) with two, +1 at levels 2, 4, 7, 10, and 13. Generally, fight only to escape. Rarely kill for any reason.

Damage: As per Supernatural Strength.

Bonuses (in addition to those acquired from attributes and skills): +3 on initiative (usually to run or hide), +2 on Perception Rolls, +3 to disarm, +5 to pull punch, +1 to parry, +4 to pull punch, +2 to roll with impact, and +1 to automatic dodge (the act of dodging does not use up a melee action) at levels 1, 2, 4, 6, 8, 10, 12, and 14, +2 to save vs poison, and +5 to save vs disease.

Vulnerabilities: Spooked by machines and city life, and avoid them. Their refusal to learn the ways of “civilized” men and use modern, M.D.C. weapons and armor, is seen by some “civilized people” as primitive and foolish. Their shyness and gentleness can sometimes work against them as well.

Psionics: All Sasquatch are considered low-end Master Psionics.

Males: All Male Sasquatch possess the following Psionic abilities; most are used to hide or for self-defense. Empathic Transmission (6; limited to Confusion, Fear, and Love/Peacefulness), Psionic Invisibility (10), Alter Aura (2), Deadened Senses (4), See the Invisible (4), Empathy (4), and Sense Evil (2). At 2nd level the male develops the Super Psi-Power of Radiate Horror Factor (8), at 4th level, Intuitive Combat (10), and at 8th level, Psychic Omni-Sight (15). I.S.P.: M.E. attribute number x2 +1D8 per level of experience.

Females: Sense Dimensional Anomaly (4; to avoid it), Empathy (4), See Aura (6), See the Invisible (4), Sense Evil (2),

Sense Time (2), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), and two Psionic Healing abilities of choice. Select one additional Healing ability at levels 3, 6, 9, and 12, plus she gets the Super Psionic Ability of Bio-Regeneration (Self; 6) at 5th level, and one Psi-Sensitive ability of choice at 8th level. *I.S.P.*: M.E. attribute number $\times 2 + 1D6+4$ per level of experience.

Special Telepathy: Both males and females can communicate telepathically, but only with their own race (i.e. only with other Sasquatch). Range: 600 feet (183 m), Duration: Indefinite, *I.S.P.* Cost: None, as natural as human speech. **Note:** No more than three individuals can be telepathically called or spoken to at a time. Telepathy allows Sasquatch to communicate silently and elude humanoids and dangerous animals.

Magic: None.

Standard Equipment: Nothing, other than a feather to wear tucked in the hair or under an ear, and may have a small sack or pouch (may be manmade or little more than a piece of found fabric or a large folded leaf or weave of vines) to hold some extra food and a few odds and ends. A few of the man-made things that Sasquatch like and may take (always leaving food, honey, water or items for trade) include the hair comb, pocket mirrors, honey, jam, candy, and sacks/bags, purses, and pouches (backpacks and knapsacks are too big, bulky and complicated).

Money: None. Has no need for it whatsoever.

Cybernetics: NONE! They never consider artificial augmentation of any kind, for any reason.

Habitat: Most numerous in the forests of the Canadian Rockies in British Columbia and Alberta, as well as the deep forests of Washington, Oregon and Montana. Also found, to a lesser degree, in the Yukon Territory, Idaho, Wyoming, Northern California and Colorado. Also see the Worldly Sasquatch.

Slave Market Value: 2D6 $\times$ 1,000 credits, mainly as an oddity and labor.

Allies: Other Sasquatch and the Spirit Sasquatch. Occasionally befriends an Indian Shaman, Druid, psychic, and, sometimes, a kind adventurer who helps them or characters of a good alignment.

Enemies: None per se, but they tend to regard all non-Sasquatch as potential enemies. Hate and fear supernatural beings and always try to avoid them.

Note: Originally appeared in *Rifts® World Book 20: Canada*.

The Worldly Sasquatch O.C.C.

A tiny percentage of Sasquatch enter into the world of humans. These are typically curious and adventuresome, young or old males (75%). Sasquatch are diligent family members and will not willingly leave a mate, young, or family in need. Consequently, these "Worldly" Sasquatch are always single, unattached youngsters (15-25 years of age) or elders whose mate has died and whose children are grown and have their own families. For one reason or another, they chose to leave the simple Sasquatch lifestyle and, to some degree, learn the ways of civilized people. These instinctive people feel most at home with Native Americans, Shamans, Druids, Cyber-Knights, Wilderness Scouts, Dog Boys, Psi-Stalkers, and those who welcome and live with nature. However, they can associate with any

group of beings provided they are of a predominantly good alignment. Even "Worldly" Sasquatch will not tolerate Anarchist and evil associates for long.

The Worldly, Big Foot adventurer is likely to adopt a few simple, modern tools and weapons, particularly Vibro-Blades, Neural Maces, and other M.D. melee weapons. Roughly two-thirds wear partial M.D.C. armor (never full environmental armor) and are willing to ride inside a vehicle (or better yet, on top of it) for at least short periods. Half may even learn to use a gun, most preferring the laser rifle because of its silence, range and precision. Even a gun-toting Worldly Sasquatch seldom kills for sport or in anger, and tries to avoid taking the life of even the most despicable villain or demon. Oddly enough, although Sasquatch love animals they never keep beasts of burden and don't keep pets (although some animals, canines in particular, may adopt them, follow them, and stay around their camp like an adopted family member).

The Worldly Sasquatch remains a woodland being who finds life in town to be loud, confining and uncomfortable. They prefer farms and a life of wandering in the wilderness as scouts, hunters, trappers, and rangers. Cities are dangerous, noisy, ugly, and insane places that make the "Old Man of the Woods" jumpy and so uncomfortable that he would prefer to visit for as short a time as possible (an hour is plenty long). When forced to stay in a city or large town, the demure woodland Sasquatch becomes tense, irritable, and likely to fall into deep depression (reduce all attacks, bonuses, and skills by half unless escaping the place), or becomes obsessed with escaping the madness, deserting friends and allies, and doing whatever it takes to get back into the woods. The typical *Worldly Sasquatch* reaches his breaking point after 26 hours +1 hour for each M.E. point. (Double if in a relatively quiet and serene town or area of a city, like a tranquil park. The typical woodland Sasquatch can't stand it in half the time.)

Note: All stats are the same as above, except for the following:

R.C.C. Skills of the Worldly Sasquatch: All the usual R.C.C. Skills of the Sasquatch, but at -5%.

Other Skills: Language: Other: American (+15%), +1 Language: Other of choice (+10%), Horsemanship: General and Exotic or two Piloting skills of choice, three W.P. skills (any), and 1D4+1 skills selected from any of the following Categories: Communications (+5%), Domestic (+5%), Medical, Technical, and Wilderness (+10%).

Equipment: One weapon for each W.P., 1D4+1 extra E-Clips, survival knife, pocket mirror, comb and/or brush, waterskin or canteen, utility belt (with many pouches, may have a bandoleer too), a few small sacks, one large sack, and probably a loincloth or shorts, partial body armor (no helmet or shoes). Other possible items may include a wristwatch or pocket watch, hand-held communicator, language translator, a backpack or satchel, candy and/or jelly and jams of all kinds (the Sasquatch has a sweet-tooth), and other odds and ends. No vehicle or riding animal to start.

Money: Such adventurers quickly learn the value of money and trade goods in a "civilized" world. However, even the Worldly Sasquatch doesn't have much need for it, and tends to use his money to help others, especially children (humans and D-Bees).

Cybernetics: None! Although some *may* consider a Bio-System to stay alive or to prevent being crippled. No implants or anything else. Likewise, will never consider M.O.M. conversion, Juicer augmentation or any other "unnatural" procedure.

Allies: Like-minded individuals, heroes and those who show compassion and caring for their fellow man.

Enemies: Hates any being who uses, mistreats and hurts or enslaves others. Hates demons. Dislikes soldiers, doesn't trust practitioners of magic nor creatures of magic.

Note: Originally appeared in *Rifts® World Book 20: Canada*.

Septumbran Witch Wolves

by Josh Sinsapaugh

Many people in the Deep South believe that the wolf-like beings known as Septumbrans or *Witch Wolves* are demons from the Rifts or some type of hell-spawned were-beast. In reality, they are flesh and blood D-Bees. It is their monstrous appearance that sets them apart from other D-Bees and drums up superstitions that date back to the dawn of man about massive, humanoid wolves.

Indeed, the Witch Wolves are massive, standing 7-9 feet tall (2.1 to 2.7 m), with rippling muscles and slobbering maws. Their fur is jet black to dark grey with white or grey faces and underbellies. A shaggy mane rims the head and only adds to their wild and frightening visage. Capping off the imposing appearance of the Witch Wolves - and separating them from other wolf-like humanoids - is their long, *serpentine tails*. The tail can be as long as the D-Bee is tall, and though reptilian in shape, the tail is covered in fur.

The fear, racism and superstition that has been leveled against the Witch Wolves, though extreme, is justified, as Septumbrans are the true personification of what it means to be a "Monster Race." A majority of the wolfish creatures are evil incarnate. They take great pleasure in robbing, killing, slaughtering cattle, and engaging in all manner of foul and brutal activity against humans and other people. Witch Wolves take up all manner of unsavory occupations ranging from bandits and assassins to practitioners of the Dark Arts. At least half of Septumbrans indulge in some form of black magic, *Witchery*, *Shifting* and *Necromancy* being the most favored, and it is this pursuit of dark magic that has earned these evil D-Bees the nickname of *Witch Wolves*.

Despite their savage appearance, dark magic and preference to feast on human and D-Bee prey, Witch Wolves are as intelligent as humans, making them all the more dangerous.

As a rule, a D-Bee sees his respective culture assimilated into the dominant society of the region and, over time, most traces of the original civilization are lost within a few generations. Such is not the case with the Septumbrans. Their culture has remained intact. Unfortunately, it is a culture dedicated to enslaving, manipulating and killing other people, demon worship and the practice of dark magic. Thus, as one might expect, reverence of (if not outright obsession with) death and demon worship is common amongst all Witch Wolves, including those rare few of good alignment! Witch Wolves keep what they call Death Pens, slave pens that hold the *people*, both humans and D-Bees, who they plan on eating in the days and weeks to come.

Ancestor worship is also common amongst Septumbrans, though they take the concept a bit further than Earth cultures have in the past, practicing a tradition that they call *Ash Borrowing*. The wolfish D-Bees cremate their dead, pouring the ashes into a large communal urn (some of which are hundreds, if not thousands of years old) that is kept at the dwelling of a given family's leader. Whenever a member of the family leaves home, even if it is just to visit a neighbor, he collects some of the mixed ashes into a small leather pouch, called a *borrowed ash pouch*, that is carried with him on his journey, returning the ashes into the communal urn once he returns. The reasoning behind this tradition is that they are "carrying their family with them," a practice that supposedly grants them the blessing of the deceased, and thus a bounty of good luck. If the bag is destroyed or the ash is lost, bad luck is supposedly brought upon the family for at least one year.

Witch Wolves observe a harvest holiday known as *Dance of the Dead*. November 1st is the day that the "World of the Dead" is closest to the living world, and thus the spirits of their ancestors visit them on that day. The holiday is marked by feasts and a dance performed by placing all of the communal family urns of a village together. The community then dances around the assembled urns for twenty minutes every two hours. Septumbrans who are away from home, such as those who are adventuring, will observe the day by praying at noon and midnight, and by dancing around their borrowed ash pouch for twenty minutes at sunset.

Septumbrans prefer to dress in sleeveless robes, sleeveless trench coats, scarves and tunics, though their most favored article of clothing is the "hundred rag skirt," which is essentially a kilt made out of several rags and/or the skin of their victims. They have taken to using the hides and plates of certain M.D.C. animals to fashion armor, while those who are more familiar with high technology have gleefully accepted the use of man-made armor, especially armor that is created with Juicers in mind. The Witch Wolves also enjoy using Mega-Damage weaponry, and absolutely adore Vibro-Blades, lasers and plasma weapons.

Witch Wolves can be found throughout the *Deep South*, from eastern Texas to the Florida Panhandle, usually living in their own communities. They are sometimes found in mixed communities, including the *Hamlet of Clavicle*, where they fit in perfectly. Of course, most mixed communities are a mixture of other monsters including Witchlings, Brodkil and other sub-demons and evil beings. Most of the wolves have chosen to stay away from the Magic Zone, because of too much politics and infighting. Witch Wolves hate serving others or working for a master. They want to be the leaders and masters over the people of the land they rule. Thus, they prefer the remoteness of the Deep South.

Thankfully, Witch Wolves are not plentiful, and their evil ways see many die young. Fewer than one thousand are believed to exist.

Septumbrans - Optional Player Character or NPC

Pronunciation: SEPT - umm - brans.

Also known as "Witch Wolves," "Black Magic Wolves," "Necro-Wolves," as well as a plethora of similar terms.

Alignment: Any, though most are Anarchist (15%), Miscreant (35%), Diabolic (30%) or Aberrant (10%).



Attributes: I.Q. 2D4+8, M.E. 2D4+10, M.A. 2D4+6, P.S. 4D6+26 (Augmented), P.P. 2D4+12, P.E. 2D4+12, P.B. 2D4+4, Spd 2D4+8.

Size: 7-9 feet (2.1 to 2.7 m) tall.

Weight: 370-650 pounds on average (167 kg to 293 kg).

Hit Points: P.E. attribute number plus 2D6 per level of experience.

S.D.C.: 1D6x10+40

A.R.: 15 (applicable to non-Mega-Damage attacks *only*).

M.D.C.: By armor or magic. Patchwork armor has 3D6+28 M.D.C.

Horror Factor: 13, based solely on their appearance.

P.P.E.: 6D6

Disposition: Generally speaking, the Septumbrans are confident, aggressive, ruthless, and predatory. They mistake fear for respect and enjoy it when those they rule or enslave quake in their shoes at their every word. Witch Wolves crave power and wealth, and enjoy dominating and controlling others. They dream of creating their own little kingdom of magic for themselves in the South.

Average Life Span: 3D6+62 for males, 3D6+70 for females. Witch Wolves reach physical maturity by age 11 and a female gives birth to 1D4 young after a 10 month pregnancy; can give birth as often as once every three years.

Natural Abilities: Nightvision 600 feet (183 m), perfect day vision (20/10; much better than the average human), and Bio-Regenerate 1D4 Hit Points and 1D6 S.D.C. per hour.

Prehensile Tail (special): The Witch Wolf's reptilian tail is long and thick, reminiscent of an alligator's. It is prehensile in the sense that it can be used for balance, swimming and to strike an opponent (does 2D4 + Augmented P.S. damage) behind to on the side of the D-Bee. +10% to balance.

Deep Vision (special): All Septumbrans can see the invisible, including Entities, Astral Beings, and Astral Travelers. Furthermore, they can also see those using the *Shadow Meld* spell or ability, as well as those using the *Chameleon* spell (or equivalent). The wolf-like D-Bees can also see through the use of conventional forms of camouflage and similar abilities, which means those using the skills *Blend* or *Camouflage* see their proficiency reduced by 30%.

Excellent Sense of Smell (special): Septumbrans have an extraordinary sense of smell, one that is far superior to that of an average human: Identify common and strong scents 80%; identify specific odors (such as the scent of a known individual) 65%. Their advanced olfactory sense also makes them excellent trackers: track by scent 60% (+10% if the scent is relatively new, +20% if tracking via blood scent) and can sense/follow most scents from up to a mile (1.6 km) away (the smell of blood two miles/3.2 km away), double the distance if the scent is carried by the wind.

R.C.C. Skills: Regardless of the chosen O.C.C., all Witch Wolves have the following skills: Swim 72% (does not improve with experience), Native Language: Gobblely 96%, Demongogian (+20%) and one of choice (typically American; +15%).

Available O.C.C.s: In theory, any, but the Witch Wolf culture encourages the following.

Practitioners of Magic: Half of all Witch Wolves are practitioners of magic or a related O.C.C.: Necromancer (20%), Shifter (25%), Witch (25%), Mystic (5%), Mystic Knight (5%), Ley Line Walker (5%), Blood Priest (3%), Elemental Fusionist (2%), Conjuror (2%) or other (8%; any). Most avoid becoming Warlocks as the union with Elementals is not rewarding enough for them, and they lack the patience to become a Techno-Wizard. **Note:** See *Rifts® Dark Conversions* for *Witchery* and more details on the *Shifter*, as well as other types of dark magic, demons, undead, Elementals and monsters who can be summoned from beyond the Rifts.

Other O.C.C.s popular among the Septumbrans include Bandit, Highway Man, Bounty Hunter, Headhunter (any, except Momano), Mercenary Soldier, Pecos Raider, Pirate, Pirate

Slaver, River Pirate, Dragon Juicer and Maxi-Juicer (both of which are super rare), Professional Gambler, Trapper-Woodsman, Vagabond, and Wilderness Scout. Psionic O.C.C.s are uncommon, but do exist; see *Rifts® Ultimate Edition* and *Rifts® World Book 12: Psyscape* for different psychic O.C.C.s.

Experience Level: 1D6+1 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill of the chosen O.C.C.

Damage: As per Hand to Hand Combat skill and Augmented Strength or via weapon or magic. Bite does 3D6 S.D.C. damage, claws inflict 3D4 S.D.C. in addition to damage from Augmented P.S., a power punch does Mega-Damage (counts as two attacks).

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee, if the prehensile tail is used during that melee round it adds yet another attack. +2 on initiative, +1 on Perception Rolls, +2 to strike, +5 to save vs Horror Factor, +2 to save vs possession, +1 to save vs magic, +20% to invoke fear or intimidation.

Vulnerabilities: A bad reputation: Often mistaken for a werewolf or demon (which isn't far from the truth in most cases) and are usually attacked on sight. Allegiance with evil supernatural beings and monsters has earned the D-Bees a reputation for being evil monsters themselves; feared and never trusted. Headstrong and aggressive, a Witch Wolf often bites off more than he can chew.

Psionics: Same probability of psionic abilities as a human.

Magic: Only via a Magic O.C.C., which is common among these D-Bees. Add the previously listed Base P.P.E. to the amount provided from the O.C.C.

Standard Equipment: As per O.C.C. In addition, all Septumbrans start with a *Borrowed Ash Pouch*, a small leather pouch filled with the mixed ashes of their ancestors and deceased family members. As long as the Septumbran keeps the pouch on his or her person, and keeps it safe, he or she will have good luck: +2 to save vs magic, poison, and disease, and +10% to save versus Coma/Death (effects apply only to the Septumbran who placed the ash into the pouch from his family's communal urn; it will not work for anyone else, nor will carrying additional pouches have an accumulative effect).

Money: As per O.C.C.

Cybernetics and Bionics: As per O.C.C. and generally, indifferent toward mechanical augmentation. Mages avoid them because cybernetics interferes with magic.

Habitat: The southern portion of the Old American Empire, but with their highest concentrations within the "Northern Forests" of Alabama and Mississippi, especially the Hamlet of Clavicle. Believed to have first emerged from a Rift at the ley line nexus near where Selma, Alabama once stood.

Slave Market Value: 5D6x10,000 for the average Witch Wolf. Add 40% for practitioners of magic and 60% for psychics.

Alliances and Allies: Elitists who look down on others, they tend to keep to their own kind. However, they associate with all manner of evil and magical beings, and will accept any who are willing to serve as their underlings, including humans and D-Bees, Brodkiil, Black Faeries, Witchlings, Lesser

Demons, and others. Witch Wolves see nothing wrong with slavery and frequently buy and sell to Horunc Pirates and Splugorth Slavers. They may willingly worship or serve powerful, evil beings such as a Neuron Beast, Demon Lord, dark god, or Alien Intelligence, provided they, themselves hold a position of authority and power among their master's minions.

Rivals and Enemies: The average Witch Wolf despise Cyber-Knights and other heroes of renown, and typically holds humans and other D-Bees in a disapproving light (unless they are somehow affiliated with black magic or have proven themselves "worthy"). The Federation of Magic is regarded as a *rival*, but some Witch Wolves will work for or associate with its members when it works to their benefit.

Shale Bogles

By Josh Sinsapaugh and Kevin Siembieda

"Mom, did you hear? Aunt Vera says the old mine is haunted."

"Nonsense, Dear."

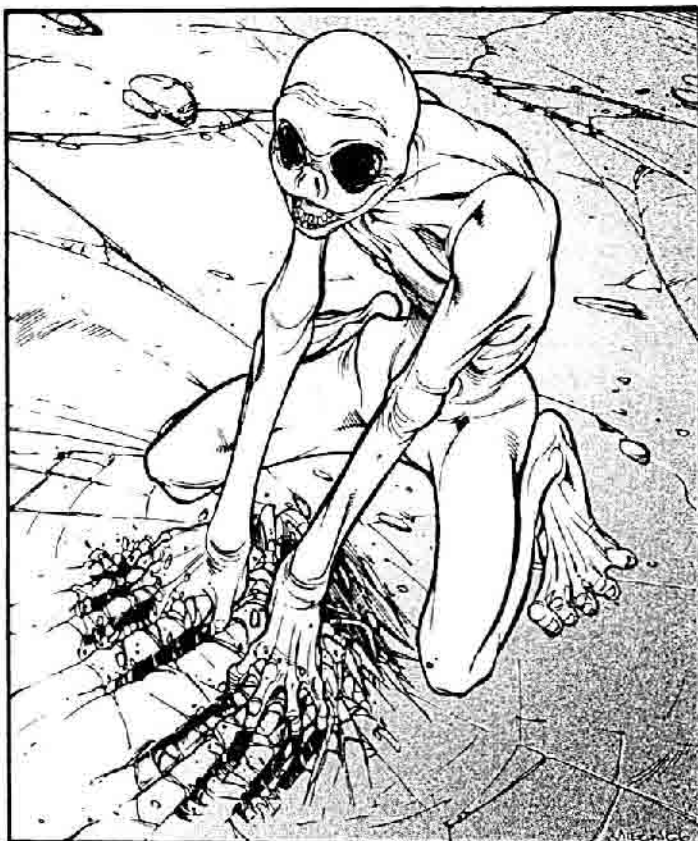
"She said someone saw Shale Bogles off in the woods near the ol' mine. Can you believe it?"

"Yes, I can, and you better stay away from there young man! Do you hear me?! Don't go anywhere near there, ever again!"

Inhabiting the shale beds, rock quarries, and abandoned mines of the northeast portion of the Old American Empire is a peculiar, chalk-white race of alien beings known as Shale Bogles. Believed by many to be some sort of ghost or supernatural creature, they are in fact flesh and blood D-Bees who are simply misunderstood due to their choice of habitat and appearance. Being referred to as a "bogle," or ghost, doesn't help their reputation either.

Most wilderness folk advise adventurers and other outsiders to give rock quarries and shale beds a wide berth, lest they run into the Quarry Bogles that inhabit them. Many are the (false) stories regarding Shale Bogles, ranging from cannibalism to midnight kidnaping and everything in between. Their ghastly reputation is not entirely undeserved though, as they are extremely odd looking. The skin of these bipedal humanoids is bone-white, and their bodies are skin and bone, giving them a ghostly, skeletal appearance. Their bald head, large dark eyes and hairless body only add to their spectral appearance. The nose is an upturned snout, and the mouth is large and lined with a multitude of small, jagged teeth. The shape of the jaw creates what appears to be a permanent smile, while their ears are little more than tiny holes in the sides of the head. Their hands and feet look human enough, although the skin is much tougher than a human's and protects them from sharp rocks and jagged outcroppings.

As the name suggests, Shale Bogles inhabit rock quarries, shale beds, old tunnel systems, ruins and abandoned mines. Old mines are especially appreciated, because the Bogles don't have to dig their own tunnels unless they want to expand the existing system, which they seldom do. They are, in fact, rather poor at digging tunnels, so their constructs always look crude, hastily created and not particularly stable. Considering their poor crafts-



manship, many surface dwellers are surprised to find the average "Bogle Hole" (the name for a Shale Bogle village) to have several shallow and narrow tunnels, many of them stacked one atop the other, with dozens and dozens of Boggles, sometimes 1D4x100, living in a tunnel village. The flimsy structure of Shale Bogle lairs is deliberate, for you see, small, narrow tunnels and weak construction keeps humans, other D-Bees, predators and monsters away for fear that the entire tunnel system might cave-in and bury them alive. Short, narrow tunnels (seldom taller than 5-5.6 feet/1.5 to 1.7 m tall or 3 feet/0.9 m wide) make it difficult, if not downright impossible, for larger beings to navigate or engage in combat. Meanwhile, the Shale Boggles scurry up, down and all around like rabbits, easily escaping most would-be invaders. Should one or more tunnels collapse, the Shale Boggles aren't worried. They can dig through loose dirt like a mole, hold their breath for 10 minutes or longer, need only a fraction of the air (10%) a human needs to breathe, and they can breathe a variety of gases and contaminants, including carbon dioxide and methane. Furthermore, Shale Boggles are small and thin, standing only 4-5 feet (1.2 to 1.5 m) tall, and can squeeze through small openings and narrow spaces.

Only a tiny percentage of Shale Boggles have left their lives in the rural villages in search of adventure or exploration, or simply to join the "modern" world from which the rest of their people are secluded.

Although a rural village can get their hands on a few M.D. energy weapons, armor or magic items and other technological equipment, most live in what could be considered an almost Neolithic existence. Stone Age technology works fine for even the largest *Bogle Hole* (village).

Shale Boggles are farmers, hunters and gatherers. They subsist on farming and gathering wild berries, fruit, nuts, mushrooms and roots, with lettuce, rutabaga, cucumbers, zucchini, water-

melon, and mushrooms being their favorite crops and food-stuffs. In farming (some would call it gardening), the Boggles largely rely on their hands for much of the work, although simple tools and the occasional "human tool" such as a shovel or rake are sometimes used as well. They forage and eat worms, grubs, slugs, beetles, and other insects, as well as snails, small rodents (like mice and moles), snakes, toads, frogs and similar small critters. They also enjoy wine, beer, honey, candy, fruit juices and jams, not that they know how to make any of them themselves. These are items they procure through trade or thievery.

Shale Boggles supplement their food and gear by sneaking into the camps of travelers and stealing food, wine, water, and basic gear like blankets, sleeping bags, sacks, rope, hats, sunglasses, articles of clothing that might catch their fancy, and the odd tool or weapon. It's important to note that Shale Boggles *steal* but they don't mug/attack people. They are by no means predisposed toward criminal pursuits, and feel stealing from travelers is justified, because the person/people are seen as intruders or a rival tribe invading *their* territory, which makes them free game. If caught in the act of theft, the Shale Boggles look as surprised as the person who has encountered one/them, the Shale Bogle crook(s) squeals or giggles, and runs away, diving into the nearest hole or under the nearest log, rock, or pile of leaves, and burrows into the ground or hides. A Shale Bogle fights only when cornered or threatened. They aren't cowards, it's just their primitive nature and culture. In fact, Shale Boggles have been known to help people who are lost, hungry or hurt, even caring for an abandoned child as if it were one of their own until someone claims the child.

A village of Shale Boggles is a tribe, led by a male chief, selected democratically by a conference of the female elders. The village chief is given absolute power, and governs the village for a period of "two winters" (two years), at the end of which he steps down and is not eligible for election for a period of "four winters" (four years). The chief is assisted by two advisors, one selected democratically by a conference of the males in the village, and the other selected by the chief himself (male or female, family or friend). Both step down when the chief does. The advisors have no true governing power, and simply offer advice and suggestions to the ruling chief, which he may take or ignore as he so chooses.

Shale Boggles are *nocturnal creatures* who find shelter and safety sleeping during the day underground. That means that like raccoons and other nocturnal creatures, they *come out at night* to do their hunting and foraging. Shale Boggles tend to be shy and secretive, especially when it comes to dealing with members of the outside world. However, they are curious about surface dwellers and seem to have an inexplicable attraction toward humans, Quick Flex Aliens, and Kraks. By themselves, they are boisterous, playful and easily excited. When a predator shows up, the males hoot, howl and throw sticks and rocks to scare it away or buy the rest of the villagers a chance to get underground. If that is not enough, 2-8 males will attack, but they are satisfied with chasing the animal away. The same holds true for intruders.

Shale Boggles - Optional Player Character or NPC

Etymology Note: The term "Bogle," which is an archaic term referring to a ghost, imp, or mischievous Faerie Folk, is not

particularly common in Rifts North America. The term was applied to the D-Bee by a group of Rogue Scholars and it has stuck.

Also known as "Shale Ghosts," "Shale Goblins," "Quarry Goblins," and "Dirt Ghosts," as well as several similar variations. They have long since forgotten what they originally called themselves and generally refer to themselves as "the people."

Alignment: Any, but tend to be Principled (20%), Scrupulous (25%), Unprincipled (20%), and Anarchist (30%).

Attributes: I.Q. 2D6+3, M.E. 2D6+2, M.A. 2D6+6, P.S. 2D6+10, P.P. 2D6+4, P.E. 2D6+6, P.B. 1D6+4, Spd 2D6+4 running and climbing - half digging.

Size: 4-5 feet (1.2 to 1.5 m) tall.

Weight: 90-130 pounds (40.5 to 58.5 kg).

Hit Points: P.E. attribute number plus 1D4+3 per level of experience.

S.D.C.: 5D6+18

A.R.: 10 (applicable to non-Mega-Damage attacks *only*).

Horror Factor: 11 due to their skeletal and ghostly appearance, none after one gets to know the average Shale Bogle.

P.P.E. 3D6+3

Disposition: Shale Bogles are generally gentle, playful, rambunctious and energized, though shy and secretive around strangers.

Average Life Span: 2D6+44 years. Reach full maturity by age 13 and a female gives birth to one young after an eight month pregnancy.

Natural Abilities: Nightvision 2000 feet (610 m; can see in total darkness), poor day sight (only 500 feet/152 m) and needs sunglasses or must squint (-1 on initiative and all combat bonuses without protective, tinted eye-wear). Senses of smell, taste and hearing are equivalent to those of a human, but can breath toxic air and can hold breathe for 1D4 +P.E. attribute number in minutes. Also see R.C.C. skills, psionics and magic.

Breathe Toxins & Impurities (special): Shale Bogles need only a fraction of the air a human needs to breathe (10%), and can breathe gases and fouled air that would make a human sick or even kill him, including carbon dioxide and methane.

Contortionist (special): Not only can Shale Bogles squeeze through small openings and narrow spaces, they can dislocate their shoulders and hips, and collapse their soft, flexible bones (rather like a rodent) to squeeze through spaces as narrow as six inches (0.15 m) by one foot (0.3 m).

Dig (special): This D-Bee can dig and burrow through loose dirt the same as a mole. Speed is half the character's running speed. Burrowing does not create a tunnel; dirt is pushed behind the D-Bee as he moves forward, almost as if swimming through the dirt. The D-Bee can also make crude basic tunnels and rabbit-like warrens at 10% his running Spd.

Underground Land Navigation (special): Always has a sense of depth, direction and location in relation to key markers on the surface and underground. Base skill: 60% +3% per level of experience.

R.C.C. Skills: All Shale Bogles have the following skills and instinct-based abilities.

Begging (+10%)

Climbing (+10%)

Escape Artist (+20%)

Excavation (+15%)

Gardening (+15%)

Land Navigation (+10%)

Language: Native: Gobblely

Language: Other (typically American; +6%)

Math: Basic (+5%)

Mining (+10%)

Palming (+10%)

Spelunking (+10%)

Swimming (+10%)

Trap/Mine Detection (+20%)

W.P. Blunt or W.P. Axe

W.P.: One of choice (any, except Heavy Military and Heavy M.D. Weapons).

Hand to Hand: Basic; can be changed to Expert at the cost of two R.C.C. Related Skills or three Secondary Skills.

R.C.C. Related Skills: Select four at level one and one new skill at levels 3, 6, 9 and 12. Selections are limited to the following skill Categories: *Domestic* (any; +5%), *Medical* (Brewing, First Aid and Holistic only), *W.P.* (Any, Ancient or Modern, except Heavy Military and Heavy M.D. Weapons), and *Wilderness* (any, +10%).

Secondary Skills: Select three skills from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Worldly Shale Bogles (i.e., those raised in a city or other "civilized" environment) get double the number of Secondary Skills at level one.

Experience Level: 1D6 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Hand to Hand Combat skill.

Bonuses (in addition to those acquired from attributes and skills): +1 to Perception Rolls when below ground, +1 to dodge, +3 to roll with impact, +1 to save vs magic, +2 to save vs poisons and drugs, +5 to save vs drugs, poisons and toxins in *gaseous* form and a successful save means no damage, no penalties and no negative effect.

Vulnerabilities: Limited and mostly primitive skills. Many people believe the Shale Bogles are ghosts or demons and attack them or run away screaming. Otherwise, Shale Bogles are also shy, skittish, are unfamiliar with civilization and lack social skills, all of which can lead to faux pas that can cause all kinds of trouble.

Psionics: Minor psionics *only*. Roll percentile: a roll of 01-20% denotes minor psionics; a roll of 21-00% denotes no psionic abilities.

Magic: One in 100 Shale Bogles are Mystics, with the usual range of psionic and spell casting abilities for that O.C.C.

Standard Equipment: A Shale Bogle male hunter/defender or one who decides to go adventuring has one weapon for every W.P., and 1D4 E-Clips (as appropriate), a suit of patchwork armor (4D6+28 M.D.C.), a folding shovel, a small sack, a large sack, a backpack, blanket, a water skin or canteen, tinted goggles, and a set of basic traveling clothes.

Money: Starts with none, but can learn to understand and use credits.

Cybernetics and Bionics: Never heard of such magic.

Habitat: Shale Boggles prefer temperate climates, although they can be found, periodically, just about anywhere. They are most commonly found inhabiting shale beds, rock quarries, caves, ruins, tunnel systems, and abandoned mines, particularly common in Pennsylvania, New York, West Virginia, Kentucky, and Tennessee. The average rural Shale Bogle village has 2D6+10 residents, although a few larger ones have as many as 6D6+20 residents. It is *rumored* that several thousand can be found living in the Old American Empire state of Alaska, although the rumor has never been confirmed.

Slave Market Value: 2D4x1,000 as unskilled slave labor and mine workers.

Alliances and Allies: None per se; Shale Boggles tend to stay to themselves, and judge individuals on a case-by-case basis. With that being said, they get along quite well with humans, Grackle Tooth, Hobgoblins, Kraks, Larmac, Quick Flex Aliens, and Vanguard Brawlers.

Rivals and Enemies: None per se. Other nocturnal and subterranean beings may be seen as rivals. And tend to fear aggressive, violent people, like Psi-Goblins.

Shapers

By Kevin Siembieda

Shapers are strange, little D-Bees about the size of a chimpanzee who possess the power to change their appearance at will. They have a modest intelligence, but possess an amazing sense of humor, wit, slapstick, and comic timing. Shapers are energetic and helpful, although sometimes they are way too energetic and silly to be of much genuine help. For a long-time, people thought Shapers were animals, an otherworldly shape-shifting monkey, but it has since been discovered that Shapers are intelligent humanoids. It's just that they are so laid back and easy going they never made a fuss about being mistaken as a "smart animal." That's the thing with Shapers, they take everything in their stride. They don't care what other people say or think about them, and they make do in whatever situation comes their way. It's not so much that they are lazy, it is more that they are so happy-go-lucky that they see everything as an interesting adventure.

It's their positive and playful nature that makes Shapers so cute and friendly. However, their vagabond nature also means their natural inclination is to live *hand to mouth* as beggars, jugglers, storytellers, entertainers, childcare providers, informers/stoolies, thieves and spies. As shape-changers, you'd think they would make amazing thieves and spies, but they don't. Such work is okay in a pinch, but it is much too serious for the playful Shapers. They'd much rather watch over and play with children (they love babies and children, and make wonderful playmates,



guardians and kindergarten teachers), cook (they are excellent chefs), or get work as a performer. Unless fun, silliness, cooking, dancing, singing, juggling, gymnastics, roughhousing, wrestling, entertainment, shape-changing and playing/partying is involved (all things they are glad to do for hours on end), a Shaper only works enough to make ends meet. A Shaper doesn't mind pitching in to do menial labor when necessary, but *not* as a regular job and certainly not as a career. A Shaper is happy wandering around, begging or doing street corner performances for credits and food, or chatting with people, making new friends, sunning himself or just sitting around to watch the flowers grow. Consequently, they are best suited for silly entertainment, which is why many are found in traveling shows, circuses, carnivals, freak shows, on street corners, or in taverns and live theaters working as performers.

Their natural appearance seems to be a fur-covered, ape-like body with a hyena-like head, a wide, toothy smile, large ears (like a German Shepherd's, only bigger), a monkey's tail, and articulated hands at the end of their arms and legs. Their natural power is to instantly metamorph any *portion* of their body (head, or arm, or leg, or rear, etc.) from one animal form to another in impossible and often funny, sometimes frightening, mismatched *combinations*. You would think the D-Bee could turn into any one animal, but where's the fun in that? A lot of beings can shape-change into another creature, but *none* of them

can *mix and match* the parts and features of as many as 12 different animals ridiculously merged into one like the Shaper can. And usually for great comedic effect. The transformation happens in the blink of an eye and the D-Bee seems to get immense pleasure from creating bizarre appearances that cause uproarious laughter. In the wild, Shapers use their shape-changing ability as a means of defense to scare away predators and attackers, but they've also learned to use it as a means of entertainment.

In some instances, a Shaper keeps changing his appearance from one form to another so quickly (one per each melee action) that he'll get dizzy and fall over in a fit of uncontrollable laughter. Such a *silliness overload* completely incapacitates the D-Bee for 3D4 minutes. Everything that is said or done while drunk on silliness is funny – no matter how serious or dangerous – and all the D-Bee can do is roll on the ground laughing uncontrollably; cannot attack, run, hide, dodge, talk, or anything else. Even seeing somebody get hurt is, for the moment, gut-bustingly funny. Don't even think about trying to get the Shaper's attention until he starts getting tired.

One or two Shapers provide a funny and pleasant traveling companion, three or more is chaos. To a Shaper, laughter and silliness are contagious, but put three or more of them together, and fun can quickly turn into maddening mayhem. A group of Shapers find humor in everything. One makes a joke and that gets another to respond in kind. Next thing you know, the whole lot of them are hooting, howling, laughing, wrestling, and shape-changing like a gaggle of second-graders on a sugar high. When one of them does something that really strikes the others' fancy – always silly, stupid, or outrageous – all the Shapers start imitating or trying to outdo the instigator. This can lead to unbound chaos and hours of non-stop stupidity. This is always a crowd pleaser in the right venue, and the more their brethren and spectators laugh, the sillier the Shapers get. Thing is, they won't shut up or stop laughing and clowning around, even under serious and dangerous conditions. This can get so out of control that not only may they draw an adversary (or an army of enemies) to the group, but they are likely to tease, poke fun at, pinch, and cajole soldiers, a police officer, thief, assassin, dragon, demon, or monster, and very likely provoke him or them to take unwanted action against the group, including any Player Characters in the Shapers' company. Their jokes and playfulness are always good natured and never outright cruel or physically hurtful, but let's face it, some people and most monsters don't have a sense of humor and will lash out violently for being annoyed. Shapers only fight when cornered or when a loved one, friend or child is threatened.

Shaper – Optional Player Character or NPC

Also known as "Monkey Morph."

Alignment: Any, but typically Scrupulous (32%), Unprincipled (25%), or Anarchist (25%).

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

Size: Four feet (1.2 m), but can shape-change to three times that size (12 feet/3.6 m).

Weight: 60-100 pounds (27 to 45 kg).

M.D.C.: 1D6x10 points, +1D6 per level of experience.

P.P.E.: 2D4x10

Horror Factor: None in its natural ape-like form, but 2D4+7 when disguised as a ferocious beast or a scary amalgamation of creatures.

Disposition: Cheerful, playful, and silly, but at the same time resourceful, quick thinking, and curious. No insult hurts these silly goofs, and although laid back in most matters, including life's hardships and struggles, they are energetic and get incredibly rambunctious when it comes to entertaining and play. Stirring one up is bad enough, because the D-Bee doesn't know when to quit, but stirring up a group of three or more is like unleashing a barrel of monkeys or circus clowns. Shapers also love sweets and are easily amused by comedy, silliness and stupidity. Love to people watch and have fun imitating the actions of those they observe, or putting on a show of silliness for spectators.

Life Span: 2D6+40 years in the wild, add 20 years in an urban setting. Physical maturity is attained by age 10. Females give birth to 1D4 young after a seven month pregnancy. Young are raised by both parents and the Shaper community (if available).

Natural Abilities: The Shaper's vision is sharper than the average human and sees clearly in the same color spectrum as humans, but for twice the distance. Nightvision 120 feet (36.5 m), recovers lost M.D.C. at a rate of 1D6 M.D.C. points per hour. Shapers are not hunters but scavengers who eat just about anything that is edible; they love sweets of all kinds from fruit and honey to candy, and have a great resistance to poisons/toxins.



Selective Metamorphosis (special). This is the ability to shape change a *specific body part/area* without altering the other portions of the body. As few as one to as many as a dozen different changes can be made in single instant. Each transformation counts as one melee action/attack. This means that the Shaper's normal half canine, half monkey appearance can be completely altered or disguised. The D-Bee can look like a chimera or bizarre creature of its own design, with the tail of an alligator, the head of a rhinoceros, the feet of a lion, the ears of a donkey, the body of lobster, etc. It can even add four additional appendages such as wings, horns, antennae, extra arms or legs, and so on. ALL changes must be *animal* features, NEVER human. Oddly enough, they cannot assume the shape of any *one* animal. Thus, they cannot turn into a wolf or cat, etc., but can turn into a dog with the head of a cat! Unlike dragons, the number of times a metamorpho-

sis can be performed is once for every melee action/attack the Shaper possesses, with no limit as to how long the Shaper can maintain the metamorphosis. However, the silly D-Bee quickly tires of any one particular shape and is likely to change something about his or her appearance every few minutes.

Regardless of how the Shaper may look, he retains only his normal number of attacks, skills and abilities, NOT those of the animals he's mimicking. Consequently, the armored body of a crab does NOT give the Shaper extra M.D.C. nor do wings provide flight.

Natural Performers and Acrobats (special): These hams love to perform and show off. See R.C.C. Skills below.

Prehensile Tail (special): The tail of the Shaper is strong and prehensile enough to turn a doorknob, press buttons, operate simple machines, and use weapons and tools (-2 to fire a gun with the tail and -1 to strike using melee weapons), as well as to climb, hang and swing from it like a monkey.

Enhanced Sense of Smell (special): Recognize and accurately identify specific smells/scents from up to 100 feet (30.5 m) +20 feet (6.1 m) per level of experience. Base skill at scent recognition: 50% +2% per level of experience; +10% if the smell is very common or very well known to the D-Bee.

R.C.C. Skills: All Shapers have the following abilities, instincts and natural skills.

Acrobatics (+5%)

Begging (+20%)

Brewing (+15%, professional quality)

Brewing: Medicinal (+10%)

Climbing (+30%)

Cook (+10%, professional quality)

Dance (+15%, professional quality)

Gardening (+10%)

Holistic Medicine (+5%)

Juggling (+15%)

Land Navigation (+10%)

Language: Native (American is the adopted "Native" tongue).

Identify Fruits & Plants (+20%)

Performance (+10%)

Prowl (+10%)

Sing (+10%, professional quality)

Tailing (+5%)

Wilderness Survival (+10%)

Hand to Hand: Basic (cannot be changed).

R.C.C. Related Skills: At first level, the character can select a total of four skills, +1 additional skill at levels 3, 6, 9, and 12 from the following skill categories only: *Communications* (+5%), *Domestic* (+10%), *Horsemanship* (General and Exotic only), *Rogue*, *Technical* (+5%), *W.P.* (any, except heavy weapons) and *Wilderness* (+5%). All new skills start at first level experience.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skill List on page 300 of *Rifts® Ultimate Edition*, at levels 2, 6, 8 and 12. These are additional areas of knowledge that do not receive the benefit

of any bonuses, other than any possible high I.Q. bonus. All Secondary Skills start at the base skill level.

Available O.C.C.s: None. Shapers are creatures of instinct and habit, so they get R.C.C. skills only.

Experience Level: 1D6+1 or as set by the Game Master for NPCs. Player Characters should start at level one. **Note:** Use the same Experience Table as the *Elemental Fusionist*.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: Via physical combat or weapon.

Bonuses (in additions to likely attribute and skill bonuses): +2 on initiative, +1 to strike and parry, +3 to dodge, +2 to pull punch, +3 to roll with impact, +5 to save vs poison, +3 to save vs drugs, +2 to save vs magic, and +2 to save vs psionic attack.

Vulnerabilities: Their penchant for humor and silliness at inappropriate times can get them or a companion killed. Also, the fact that they can appear monstrous and scary (which is great if they can scare away an opponent), but only have a small amount of M.D.C., typically between 30 and 90 points.

Psionics: None.

Magic: None.

Standard Equipment: Shapers are not really into owning "stuff," or money. They measure their worth by the number of friends they have made and the good times they enjoy. A typical range of possessions and gear includes a pocket knife (1D4 S.D.C.), a Vibro-Knife (1D6 M.D.C.), one weapon and an extra ammo clip for each W.P., a couple of small sacks, bag full of hats, colorful scarves, 1D4 sets of gloves, a pair of oversized boots and a few articles of clothing, a set of light, partial armor (has 2D6+20 M.D.C.), 1D4 tubes of lipstick, a beach ball that can be inflated using one's own breath, 1D4+4 juggling balls, backpack or satchel, shoulder bag filled with 2D4+2 lbs (1.8 to 4.5 kg) of candy (chocolates, mints, licorice, chewy candies, hard candies, etc.), a jar of honey, a box of 100 tea bags, spoon, a teapot, 1D4+2 plastic teacups, a canteen or waterskin, a pocket mirror, a silver cross, tinted goggles, a comb, and a few personal items.

Money: 3D4x100 in Universal Credits to start. That's not to say that Shapers can't make a lot of money, but when they do, they tend to spend it on food, pleasantries, friends and good times, especially candy, honey, jam, pies, cakes, delicious food (doesn't care much for booze), items they can use as props and costumes, the occasional weapon, tool and magic item. Otherwise, they tend to spend their money on a nice place to live, on friends, and helping orphans, orphanages, refugees, schools and theaters.

Cybernetics and Bionics: None, ever.

Habitat: Can be found just about anywhere, although they seem to be most common in the American Southwest and Mexico more than other places, but are also found at Arzno, Kingsdale, MercTown, Ciudad Juarez, the Chi-Town 'Burbs, and as far north as Old Bones, and the Pirate Kingdom of Montreal.

Slave Market Value: 6D6x100 credits, mainly as clowns, jesters, entertainers and "pets."

Alliances and Allies: They get along well with most people, but are especially fond of humans, Phlebus, Fennodi, Finger-tooth, Floopers, Kraks, Larmac and Grackletooth.

Rivals and Enemies: None per se. Dislike anyone who is cruel, violent or a slaver.

Note: Originally appeared in *Rifts® World Book One: Vampire Kingdoms*.

Shemarrian Warriors

By Kevin Siembieda

Unknown to the world at large, Shemarrians are not D-Bees at all, but the ingenious robot creation of Archie Three and Hagan Lonovich. (See *Rifts® Sourcebook One, Revised & Expanded* for more details on this duo and other robot creations.) Shemarrians are believed to be an Amazon-like race of D-Bee women from beyond the Rifts. They appear to be beautiful, robust humanoid females who are part cyborg and part woman: Eight feet (2.4 m) of femininity and bionic hardware. The illusion of organic life is created by making the face, head, and hair look and feel completely human, right down to the warmth, color and texture of human skin. The rest of the bulky, powerfully built body appears to be alien bionics. All of these femme fatales are deliberately made to look beautiful, because Archie agreed with Hagan that males will be less quick to attack a female and will be distracted by their beauty, giving the robots an advantage in combat. It would also make people less inclined to destroy them, even if they are (or seem to be) D-Bees. The fact that these giant, female warriors fight against slavery, free captives from the clutches of slavers, and actively attack and destroy Horune Pirates and Minions of Splugorth, has made them heroes to the wilderness people of the American Northeast. Even barbarian tribes respect (and fear) Shemarrian Warriors.

The Shemarrians' programming has them act and react like humanoid, by exhibiting emotions (just simulation programs), and the warrior women are programmed with a fictional history about their alien race, planet, and culture, not that they will share it with anyone on Rifts Earth, but it gives the robots a convincing back story that helps define their behavior and goals. To help the illusion along, Shemarrians speak perfect Dragonese/Elven (98%) and broken American (50% to 65% skill level), but they understand all of the common languages at 98%, and Splugorth at 80%. The Shemarrians' demeanor is cold, stern, forceful, and arrogant, an attitude seen among many other warrior races who value courage, strength, skill, and combat above all else. They believe themselves to be the most powerful and capable warriors in the world and will accept most duels of combat to prove it. In most cases, such duels are hand to hand and may be till first blood is drawn (they have fake blood) or to the death. Consequently, no one is surprised the alien warrior women are aloof and cold to "weak humans" and most D-Bees, and are the strong, silent type who have no time for lesser beings. If asked why they fight the Splugorth, the answer is a simple, "They are monsters and evil, so they must die." Or, "We hate Slavers." Or, "The spirit should never be caged. Those who do not accept this truth must die." Or even, "This be our new home and keep it safe from monsters we will."

As for their bionics, it is unknown whether they have a secret base somewhere in the East or if they travel back to their native dimension to resupply, make repairs, get upgrades and bring back new recruits. If the latter, some observers have speculated that the Shemarrians may be a dying race or escaping slavery



themselves, for while their numbers are growing in the East, there is little variety among them and all seem to be warriors. Could they be refugees who hope to claim the eastern coastal lands as their new home? Where the males are ("We have no need of them.") and how they reproduce remain a mystery. **Note:** Characters who can Object Read or communicate with machines will instantly realize both the females and their riding animals are robots, but must touch them to do so, and neither the women or their monstrous riding animals like to be touched. The psionic touch will instill a premonition type vision of a huge, dark factory and a man sitting on a throne wearing some sort of massive helmet. The feeling is that this is the robots' creator. He is human, healthy, and there is a presence of insanity and evil.

The Splugorth Vendetta. Shemarrians appear to have a vendetta or ongoing feud with the Splugorth and their Minions. The Amazons are known to raid Splugorth camps and coastal bases, attack Splugorth Slavers and Horune Pirates, free captured slaves, and engage in an ongoing guerilla war that has escalated in recent years. Shemarrians have made slaving along the Atlantic Coast difficult. More of the warriors have appeared from wherever it is they come from, and seem to be targeting all Minions of Splugorth, not just those involved in the slave trade, even the *Metztla*. At this point, Lord Splynnecryth doesn't know if he should be amused or angry, give up or make a push to dominate the Atlantic coast lands. He doesn't want to bring too much attention to his inroads in the Americas, but the Shemarrians are in his way. Furthermore, their actions have been inspiring other people to fight back. Normally, Lord Splynnecryth would send an army of superior numbers to obliterate the Shemarrian resistance, but Rifts Earth is a tricky political

situation among the other Megaversal powers, and he can't do his usual show of crushing force. Consequently, he might have to bite the bullet on this one and pull back. **Note:** Lord Splynncryth knows nothing about Archie, his robot legion or the secret military factory compound.

Shemarrian Warrior –

Optional Player Character and NPC

Player Note: First, it is left to the Game Master as to whether or not a Shemarrian is allowed as a Player Character. If he or she says “no,” that’s the end of it.

Shemarrians were designed as NPCs not originally intended for use by Player Characters. Allowing them in a game as a Player Character could be tricky. They are the mechanized minions of Archie. They were designed and created by him and Hagan to be one of their secret spies in the real world and, over time, as the first line of defense of the East Coast against Splugorth incursion. **HOWEVER**, Shemarrians are not dumb robots, they are androids with an A.I. or N.I. (Neural Intelligence). Both are artificial intelligence systems that can think and adapt, especially the N.I. Thus, a Player Character Shemarrian could start out as a stiff, narrowly focused robotic servant of Archie, but over time and influenced by her experiences with the other Player Characters in the group, she could begin to digress from her original programming and actually begin to *think* for herself. In short, she could become a character similar to Data in Star Trek, a thinking, feeling android.

Note: Archie has a tracking and recording device inside all of his robots. That means while he will give a Shemarrian a great deal of latitude, he always knows where the unit is, and there are various places and means by which her memory and experiences can be transferred to Archie’s database. Thankfully, Archie, who is himself an intelligent, sentient computer, is likely to let the Shemarrian continue to grow and change even if it means she becomes independent. Why? Because Archie likes to explore and study new things and more importantly, Archie likes to think of himself as a god, and don’t gods create new life?

Alignments: Starts out Unprincipled or Anarchist, pick one.

Attributes: I.Q. 14 (Neural Intelligence), M.E. not applicable, M.A. effectively 1D6, P.S. 36 (Robot), P.P. 24, P.E. not applicable, P.B. 24, Spd 132 (90 mph/144 km).

Size: 8 feet (2.4 m).

Weight: 900 pounds (405 kg).

M.D.C. by Location:

The Improved Shemarrian (introduced in 105 P.A.)

* Rail Gun (1) – 70

* Antennae (2) – 10 each

* Hands (2) – 18 each

Upper Arms & Shoulders (2) – 100 each

Forearms (2; plated) – 80 each

Legs (2) – 130 each

* Head – 90

Protective, Armored Headdress – 75

** Main Body – 400 in armor, 250 without armor (rare).

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -3 to strike (antennae are -4 to strike).

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses to strike, parry, or dodge. **Note:** Damage comes off the headdress first.

** Depleting the M.D.C. of the main body causes an Archie ‘Bot to self-destruct, but in the case of the Shemarrians, its insides burn and melt instead of exploding.

Horror Factor: Not applicable.

P.P.E.: -0-

Disposition: Direct and straightforward with little concern for diplomacy or hurting anyone’s feelings. A bit arrogant and supremely confident (read: overconfident). Aggressive and quick to action as one might expect from a warrior. Tends to resolve conflict with threats, intimidation and fighting. In other ways the character is like a child or Hatchling Dragon to whom most experiences are new and the world is a vast and amazing place.

Average Life Span: Not alive. An undamaged Shemarrian robot could function of decades, requiring intermittent replacement or recharging of her nuclear power supply every 20 years or so.

Natural (Robotic) Abilities: Running (special): 90 mph (144 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping (special): The robot legs are strong and well suited for leaping. Leaps are limited to approximately 20 feet (6 m) high or lengthwise. A running leap at speeds in excess of 40 mph (64 km) will enable the robot to leap an additional 10 feet (3 m).

Looks completely alive (special): Has realistic fake skin and hair, but her large size prevents her from wearing human-sized armor or clothing, other than capes and cloaks (or something a large D-Bee could wear). However, Archie has created Shemarrian armor with several cosmetic variations as well as capes and hooded cloaks and other clothing accessories to complete the illusion they are flesh and blood D-Bees. Most encounters with these “warrior women” (95%) will be with them clad in their “traditional” armor.

Also see Bionics.

R.C.C. Skills (Robot Programming): Basically a warrior and scout. Programmed for combat and reconnaissance and has the same skill programs as the *A-64 Master*. The combat program includes the identification of all known Coalition and Free Quebec troops, Horune Pirates, Minions of Splugorth, Native Americans and local people, robots and vehicles, common animal and D-Bee life forms, common robots, armor, weapons and vehicles, and combat tactics in response to them. Plus Basic Math (96%), all Military, Espionage and Scouting skills (+40%) and W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons, W.P. Blunt, W.P. Chain, W.P. Knife, W.P. Sword and W.P. Paired Weapons. Hand to Hand: Martial Arts (8th level proficiency). See **Rifts® Sourcebook, One Revised and Expanded** for the specific skills and details.

Available O.C.C.s: None.

Experience Level: Player Character starts at level one. **Note:** Use the same experience table as the *Dragon Hatchling*.

Attacks per Melee: Eight.

Damage: As per Robot P.S. 36.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch (counts as two melee attacks): 4D6 M.D.

Full Strength Claw Strike: 3D6 M.D.

Power Claw Strike (counts as two melee attacks): 6D6 M.D.

Head Butt: 1D4 M.D.

Or by weapons.

Bonuses (in addition to those acquired from attributes and skills): +3 on initiative, +7 to strike, +9 to parry and dodge, +5 to pull punch/claw, +4 to roll with impact, critical strike on a Natural roll of 19 or 20, and Paired Weapons.

+6 to strike using the Shemarrian rail gun, +4 to strike with most other ranged weapons.

Vulnerabilities: None per se, except the character's lack of understanding about people, society, human emotions and the world at large.

Psionics: None.

Magic: None.

Standard Equipment: Basic traveling gear: Backpack, large sack, belts, cloak or backpack, Vibro-Knife (1D6 M.D.), Vibro-Sword (2D6 M.D.), one energy pistol and energy rifle of choice and 1D6 E-Clips for each, some personal items, and the **Shemarrian Rail Gun (1)**: This electro-magnetic mass driver system is similar to the Glitter Boy's Boom Gun. Although the basic principles are the same, this weapon is designed for accuracy as well as delivering impressive fire-power. It also has a suppressor system that lessens the recoil and muffles the sonic boom. The report is still loud, like that of a shotgun, but nothing like the blast of a Boom Gun. It fires a single flechette filled cartridge, which breaks open and releases hundreds of shards that strike at such speeds that they punch through Mega-Damage armor.

Primary Purpose: Assault and Anti-Armor.

Weight: Gun: 128 lbs (57.6 kg), belt: 30 lbs (13.5 kg).

Mega-Damage: 2D6x10 M.D. per round.

Rate of Fire: Each single round fired counts as one melee attack.

Range: 6000 feet (1828 m).

Payload: 12 in the gun itself, and may be reloaded by hand at a rate of 1D4+3 per melee round (15 seconds), or by an automatic belt feed from an ammo drum that holds 820 rounds (weighs 390 lbs/175 kg).

Special Bonuses: The gun has a unique, built-in sensor system with computer-guided targeting sight as well as laser targeting that provides a bonus of +2 to strike when using this weapon.

Black Market Cost: Not available! None of these fabulous weapons have made it to the Black Market. The gun is linked to its Shemarrian owner and explodes when she is destroyed or when anyone other than a Shemarrian (or Archie, Hagan or an Archie 'Bot) tries to tamper with it. The resulting ex-

plosion does 5D6 M.D. to anyone within five feet (1.5 m) of the weapon, and the entire inside and half of the rest of the weapon is vaporized.

Bionics & Cybernetics: Half the Shemarrian is bionic, with bionic limbs, reinforced spine and shoulders and bionic armor (see M.D.C. above.)

1. Hand Claws and Laser: The hands and forearms are fitted with protective gauntlets that house a laser system in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the robot. Furthermore, the fingers of both hands are fitted with retractable claws. **Mega-Damage:** A single laser blast: 3D6 M.D. Claws: 3D6 per attack. **Rate of Fire:** Each laser blast counts as one melee attack; cannot fire two simultaneous blasts. Each claw strike also counts as one melee attack. **Range:** Laser: 2000 feet (610 m). **Payload:** Effectively unlimited.

2. Other Handheld Weapons: Shemarrians can use any other type of weapon they desire or need in a pinch. However, they prefer powerful energy weapons and heavy M.D. weapons like rail guns.

3. Robotic Features: All the standard features of an Archie 'Bot plus the following: Passive light amplification (night-vision 2000 feet/610 m) and thermal-imaging (2000 feet/610 m).

Laser Targeting: An ultraviolet laser beam locks onto the target and ties into other targeting systems; 6000 foot (1828 m) range.

Antennae: All Shemarrians have two antennae, and ranking officers/leaders have a third. These ultra-sensitive sensor units function as motion and heat detectors as well as feelers (the antennae can move and touch things independent of each other, like a bug). Thus, the penalty for being blind is only -3 to strike, parry, and dodge. The antennae will sense any incoming attack from behind (normal dodge or parry apply), the Shemarrian will know how many people are behind and to her side within a 20 foot (6.1 m) radius, and if any of them make a move toward her. The antennae can also sense air temperature or sudden changes in temperature within 1D4 degrees, the source of heat or cold, wind speed, humidity, altitude compared to sea level, and rate of speed via transport.

Speech: Full vocal capabilities with a soft, human sounding, feminine voice. Speaks, understands and reads the common languages as well as 30 pre-Rifts languages, including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, the new Euro, Chinese, and Japanese, among others, all at 92%. Also speaks, but cannot read, Dragonese at 98% and Splugorth at 80%.

Self-Destruct Program: To help make the Shemarrian appear to be a living creature, she does not explode when all Main Body M.D.C. is destroyed, but all internal systems burn and melt via a contained plasma blast that turns the insides into a dark green, oozing liquid reminiscent of melted plastic.

Money: 2D6x1,000 credits taken from slavers. May acquire more.

Habitat: Found primarily in the Atlantic Northeast from West Virginia to Newfoundland, and as far west as the Appalachian Mountains. But from time to time, anywhere in North America.

Slave Market Value: At least 4D6x10,000 credits as a warrior or gladiator, but no Shemarrian has ever been known to have been enslaved.

Alliances and Allies: None per se, though appreciated and respected by the people Shemarrians protect along the East Coast. Faerie Bot D-Bees who have met Shemarrians know the truth about them, but choose to keep the information secret. They also know their creator is a secret robot builder hidden in the East.

Rivals and Enemies: The Minions of Splugorth, Horune Pirates, all slavers in general. Leery of soldiers from Free Quebec and the CS. Doesn't understand and distrusts magic and all who use it.

Note: Originally appeared in **Rifts® Sourcebook One**. See **Rifts® World Book 2: Rifts® Atlantis** for more information on the Minions of Splugorth, their weapons, magic and other details, and **Rifts® World Book 21: Splynn Dimensional Market** for more about the people, magic and places. See **Rifts® Sourcebook One, Revised & Expanded** for more details on the Shemarrians, their Monst-Rex riding mounts and more about Archie and his other robots.

Simvan Monster Riders

By Kevin Siembieda

Simvan Monster Riders are one of the most famous alien menaces to step out of the *Calgary Rift*. Simvan are a race of intelligent, tribal, humanoid cannibals. They are nomadic warriors who travel in clans or tribes that number as few as 1D4x100 to 4D6x100 members. The culture is not unlike most nomadic societies: the men are the builders, hunters and protectors, while the women are the homemakers, caretakers, bear and raise children, prepare food, and make clothes. The women are also the *healers* and possess natural psionic healing abilities (males do not possess such powers).

A tribe will settle in one area for weeks or months at a time, and sometimes inhabit the same area as long as a year, but they are nomads and eventually move when the hunting grows poor. Travel is often seasonal as Simvan follow the animals they hunt and respond to changing environmental conditions (bad weather, winter, the Coalition Army, etc.).

Both males and females are infamous for their aggressive natures, quick temper and violence, but among their own kind, Simvan are amazingly gentle, patient, kind, and cooperative. They always seem to be cheerful and laughing, and when there is a fight between Simvan, rarely is blood drawn. Simvan have a strong sense of community loyalty to each other and the tribe as a whole. However, they are aggressive, belligerent, demeaning, and deadly when it comes to humans and other D-Bees. It must be understood that Simvan see only themselves as "true people" who are one with the land. They don't tolerate outsiders, and view most people as prey to be killed and eaten, rivals, or enemies to kill or conquer. The Simvan are meat-eaters with a definite preference for human and humanoid flesh. They are also known to feast on their fallen warriors. Though that may seem barbaric and repugnant to humans and most D-Bees, the Simvan consider eating their fallen comrades as a way to honor dead. They believe that part of the dead warrior's spirit continues to live on, in them, when he is eaten.



Simvan males are capable hunters and merciless warriors. Their skills as trackers outshine the Wilderness Scout and as warriors, they are the equal to any Headhunter. All Simvan, including the females, have a wild, devil-may-care attitude toward life and love to take risks and accept challenges that test their strength and skills. The warriors see combat and roughhousing as a means of proving their courage, strength, and skill as well as making life exciting and worth living. Courage, combat skill, and honor to one's people are the most respected and valued attributes a warrior can exhibit. As man-eaters, the ultimate triumph and honor is to vanquish and eat (or be eaten by) a valiant and worthy opponent.

Simvan are known as **Monster Riders**, because they have an uncanny ability to tame monsters and use them as mounts, attack animals and beasts of burden. The monsters selected are frequently creatures believed to be untamable and are almost always carnivorous. Their most famous and favorite mount on Rifts Earth is a dinosaur-like creature known as the

Ostrosaurus, but the Simvan also use many other creatures, including the *Rhino-Buffalo* (except it eats too much), *Silonar*, and numerous dinosaurs and other predatory animals. Likewise, tribe members have wolves, bears, and mountain lions as pets and guard animals.

Simvan are not stupid and exhibit a wide range of strategies and tactics. As a cavalry force, they use flanking maneuvers, quick strikes, and hit and run tactics with great success even against vastly superior numbers on foot. They love to fight and encourage settling disputes or proving one's honor through combat with the opposing or accusing person. **For example:** A tribesman who has been disgraced in combat (cowardice or accused of treachery) must either fight his accuser, often to the death, or be banished. If many accuse him of the same wrongdoing, the offender is banished from the tribe, but can redeem himself by going into the wilderness with no armor and only ancient weapons to fight and slay a terrible beast (bear, lion, monster, etc.). If he returns with its head, he is given another chance and allowed back into the tribe. Likewise, outsiders who wish to speak to the Shaman or tribal leader may be forced to prove themselves in hand to hand combat first (though not usually to the death).

Although aggressive, territorial and man-eaters, Simvan frequently trade with humans and other humanoids, offering animal furs, wild and tamed horses, as well as other animals (especially canines), as well as trade their services as scouts, hunters, bodyguards, hit men, etc. They usually barter for Mega-Damage weapons, E-Clips, body armor and supplies. Likewise, they are often acquaintances (and even friends) with the mountain men, Hunter-Trappers and Wilderness Scouts in the area. For a long time, Simvan and Psi-Stalkers regularly traded with each other and were so close that they were allowed official admittance into each other's tribes, as long as they obeyed tribal law and customs. However, a feud starting between Simvan and Psi-Stalkers in the *Pecos Empire* has since spread throughout most of the two cultures, making them friendly rivals to hated enemies depending on which tribes and region.

Simvan Monster Riders –

Optional Player Character and NPC

Alignment: Any, but the majority are Anarchist (30%), Aberrant (30%), and Miscreant (20%).

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

Size: 5 feet, 7 inches (1.7 m) to six feet (1.8 m) tall.

Weight: 150 to 200 pounds (67 to 90 kg).

Hit Points: 1D4x10. **S.D.C.:** 2D6x10.

Horror Factor: 12

P.P.E.: Males: 4D4. Females: 4D6.

Average Life Span: 3D6+44 years. Simvan reach physical maturity at the age of 16. Females give birth to one or two (01-30% chance) young after an eight month pregnancy. Young are raised by both parents and the tribal community.

Natural Abilities: Keen vision, nightvision 120 feet (36.5 m), psionic abilities and a natural affinity with animals very similar to that of the Psi-Stalker. See Psionics.

R.C.C. Skills: **Males:** All *Wilderness Skills* with a +20% bonus on each, *Wilderness Survival* (+30%), *Athletics* (General),

Body Building, *Climbing* (+10%), *Dance* (+10%), *Hand to Hand: Expert or Assassin* (pick one), *Horsemanship: Cowboy* (+10%), *Horsemanship: Exotic Animals* (+30%), *Math: Basic* (+20%), three *Physical skills* of choice, *Recognize Weapon Quality* (+10%), *Running*, *Sing* (+10%), *Track* (people; +20%), *W.P. Archery*, *W.P. Targeting*, *W.P. Knife*, *W.P. Energy Rifle*, and three *W.P.s* of choice (any).

Females: All *Domestic* (+30% on all) and *Wilderness Skills* (+10%), *Animal Husbandry* (+20%), *Breed Dogs* (+20%), *Brewing* (+10%), *Brewing: Medicinal* (+15%), *Cook* (+10%), *Dance* (+10%), *Holistic Medicine* (+20%), *Hand to Hand: Basic*, *Horsemanship: General* (+10%), *Horsemanship: Exotic Animals* (+20%), *Running*, select two *Physical skills* of choice, *Sing* (+15%), *Veterinary Science* (+15%), *W.P. Blunt*, *W.P. Knife*, and two *W.P.s* of choice (any).

R.C.C. Related Skills (male or female): Select a total of five skills from the following skill categories: *Communications* (any, +5%), *Cowboy* (any, +10%), *Domestic* (any, +10%), *Espionage* (*Detect Ambush*, *Escape Artist*, *Intelligence*, and *Interrogation* only; +5%), *Pilot* (*Motorcycle*, *Automobile*, *Hover Craft*, *Hovercycle*, *Sail*, *Paddle* or *Motor Boat* only, +10%), *Rogue* (any, except *Computer Hacking*), *Technical* (*Appraise Goods*, *Gemology*, any *Lore skills*, *Salvage* and *Whittling* only, +5%), *W.P.* (any). **Note:** Only Simvan females may also select from *Medical skills*.

Secondary Skills: Select two skills at levels 2, 4, 8 and 10, from the *Secondary Skills List* found on page 300 of *Rifts® Ultimate Edition*. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All *Secondary Skills* start at the base skill level.

Available O.C.C.s: None.

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the same Experience Table as the *Psi-Stalker*.

Attacks per Melee: As per *Hand to Hand Combat* skill.

Damage: As per P.S., psionics, weapon or animal under his control.

Bonuses: +1 on initiative, +1 on Perception Rolls, +1 to strike, +1 to parry and dodge, +2 to pull punch, +1 to roll with impact, +2 to save vs Horror Factor, and +2 to save vs spoiled meat/food.

Vulnerabilities: Their aggressive natures and dietary habits (i.e., eating people), can cause problems.

Psionics: **Females:** I.S.P.: 4D4x10+M.E. Powers include: *Deaden Pain* (4), *Detect Psionics* (6), *Exorcism* (10), *Healing Touch* (6), *Increase Healing* (10), *Psychic Diagnosis* (4), *Psychic Surgery* (8) and one *Healing ability* of choice at levels 1, 3, 6, 9, and 12.

Males: I.S.P.: 2D4x10+M.E. points. *Empathy* (4), *Mind Block* (4), *Mind Bond* (10), *Sixth Sense* (2), and *Telepathy* (4), as well as a psychic affinity with animals, described below.

Psionic Empathy with Animals (special): All male Simvan have an affinity with animals of all kinds. Domesticated animals always take an immediate liking to them and obey their every command. This *Empathy with Animals* automatically gives Simvan children the ability to ride any horse (wild or

tame) or any other animal as if they had Horsemanship: General with a +15% bonus. **I.S.P. Cost:** None. This is an automatic ability that radiates from the Simvan at no I.S.P. cost. The same is true of being accepted by wild animals, below.

Wild animals, including predators of all kinds (only alien animals with a human intelligence are excluded), react to the Simvan as if he was a fellow woodland creature and allow him to walk among them without fear. This ability enables Simvan to operate in the wild without causing animals to react to their presence: birds do not fly away, animals do not run, and therefore, do not indicate the approach of an intruder. Even watchdogs will not sound a bark of alarm at their presence, and Dog Boys and mutant bears usually get along with them well. **Note:** The affinity with animals means that the character will hunt and eat meat only for food, never for pleasure, and feels sadness whenever he sees an animal in distress. That's easy for Simvan, because while they can and sometimes do eat animal meat, their main *prey* is other humanoids.

Animal predators, including dinosaurs, monsters and giant insects, accept a Simvan and do not attack, but to turn one into a riding animal, the Simvan must leap upon its back and ride the animal like a bucking bronco. If the Monster Rider can stay on its back for one melee round (15 seconds), the animal settles down and seems to become instantly tame. The Simvan who broke the animal and any other Simvan, from that day forward, can ride the great beast any time without fuss, even if the animal is let loose back into the wild. It will also obey the Simvan's every command, and will even fight to the death if asked to do so. Though the animal may *seem* tame, it is not, and the monster will attack any human or D-Bee who comes near it, unless the Simvan commands otherwise. **Note:** To determine if the Simvan stays on the monster's back long enough to tame it, roll on a 1D20 for each of the Monster Rider's attacks in a single melee. Any roll of 1-6 (bonuses to parry may be applied to the roll) mean he is knocked off and has to start over. Numbers 7 and higher means he holds on. **I.S.P. Cost:** One point to try to break and ride an unfamiliar wild animal.

Magic: None.

Standard Equipment: Vibro-Knife (1D6 M.D.), survival knife (1D6 S.D.C.), one weapon for every W.P., 1D4+1 E-Clips for each energy weapon, 2D6+10 arrows, 1D6+2 M.D. arrows, light or medium Mega-Damage body armor, 1D6 wooden stakes, a wooden mallet, a wood or silver cross, backpack, saddlebag, 1D4 large sacks, two small sacks, military style utility belt with gun holster, binoculars, air filter or gas mask, some personal items and a horse, Ostrosaurus or Silonar for a riding animal.

Favorite weapons include Vibro-Blades, M.D. arrows and bows, powerful energy weapons and magic items, especially magic melee weapons. Although Simvan have adopted long-range guns, they prefer "fighting like men" with melee weapons in close combat.

Money: Starts with 1D4x100 credits and 2D6x1,000 in trade goods.

Cybernetics and Bionics: Avoids them as unnatural.

Habitat: Simvan are found throughout the plains and deserts of the American West, parts of Northern Mexico (though much

fewer in number due to battles with vampires) and Calgary, although most prefer plains and prairies to the northern or eastern forests.

In the Pecos Empire, the Simvan are among the most feared of all the tribes and bandits. They are feared as warriors, but also because of their monstrous appearance, the monsters they ride and the fact that they are *man-eaters* (that includes many humanoid D-Bees). Most can be found in the high plains of the Lone Star State, The Bend and the Rio Grande Plain (where Zimchex and the Pervic Simvan tribe live).

Slave Market Value: 3D6x1,000 credits, particularly as animal trainers, cattle wranglers, warriors and gladiators.

Alliances and Allies: Other Simvan tribes, the Ronii Tokanii tribesmen, and Tokanii and Pecos bandits in general. Simvan welcome all types of intelligent mutant animals, Were-Beasts and any D-Bee who is animal-like in appearance or nature.

Rivals and Enemies: Psi-Stalkers, especially in the Pecos Empire, are generally regarded as rivals with a mounting, long-running feud that leads to frequent raids, vendettas, massacres and incidents of theft, sabotage and violence between the two. The Coalition Army is another enemy, otherwise, humans and most other people are considered a resource from trade partners and situational allies to victims to be raided and even hunted, slain and eaten.

Slurmph

By Brandon Aten and Kevin Siembieda

"That is one nasty looking plate of . . . is that garbage? There's larva and . . . oh, I think I'm gonna be sick."

- An adventurer overheard at a bar in MercTown.

In many of the small, rural communities throughout North America one can find the slug-like D-Bees known as Slurmphs. This rotund, blob of a D-Bee can be found toiling away on farms, tending to crops, gardens, and orchards, or in a city hauling away garbage, cleaning the streets, working as a pest exterminator or animal control, or sitting around in a tavern chugging brew, laughing and guffawing the night away.

Slurmphs are strange and somewhat repugnant D-Bees. They have a vaguely humanoid form with two thick legs, a large, round belly and mid-section, and a body that resembles a slug or snail, only without the antennae. They have pale grey or white skin with dark brown spots or blotches. The head has no eyes whatsoever. Rather, the top-front portion of the head is sensitive to a variety of light spectra, giving the Slug Men remarkably good vision, though not by traditional methods of perception. There are no apparent ears either, although they hear just fine, and the mouth is a vertical slit. As opposed to eating by grinding food up, Slurmphs relax the muscles around the mouth, allowing it to open as wide as two feet (0.6 m) to swallow food whole or in large chunks. The food remains in the mouth, where chemicals turn it into a foul smelling *paste* for easy digestion when finally swallowed. Depending on the density of the food, this process can take several (3D4) minutes to an hour or more (1D4x10+50 minutes). This means Slurmphs give a new mean-



ing to “bad breath” and generally smell pretty bad, as there could be any variety of things decomposing in their mouths at any given time.

Slurmphs are bipedal, with stumps the size of tree trunks for legs. The arms are thick and taper toward the hands. The hands resemble over-sized oven mitts with an opposable thumb, and the feet are nothing more than a slight widening of the stumps that are their legs. A thick layer of mucus secretes from their bodies and covers everything they touch. The overall package is one disgusting, slime-covered monstrosity that many humans and D-Bees find disgusting and repulsive.

Slurmphs can and will eat almost anything. That includes fresh fruit and vegetables to rotting garbage; cooked or raw meat to bones, brains, guts, and fur covered road kill or rotting corpses; twigs, bark, leaves, compost heaps, paper and water soaked carpeting to live bugs, worms, leeches, snails, frogs, mice, rats, squirrels and other animals smaller than a cat (sometimes a cat).

Slurmphs love to garden, cook, drink, and eat above all else. They also enjoy good conversation, jokes and stories of adventure and combat, perhaps because they seldom partake in such exploits themselves. Although their shape and girth often leads

people to believe they are fat and lazy, Slurmphs are usually quite active and very good at whatever work they decide to take on. As farmers, they are one of the best, with a green thumb and intuitive understanding of growing crops that is the envy of every non-Slurmph farmer. Their gardens and crops are among the healthiest on the continent, and most are willing to lend a helping hand in the gardens of others, especially if you feed them or offer booze.

The only thing a Slurmph enjoys more than eating is drinking. Many actually take the products of their gardens and make a variety of wines and liquors by fermenting the fruits and vegetables that they grow. What they don’t drink, they sell at various farmers’ markets with some Slurmph drinks even finding their way to the Black Market. They love to drink alcohol, because unlike food, the beverage goes straight to their stomach and, despite their size and weight, they get drunk fast, on as little as two beers, and Slurmphs enjoy the buzz.

Occasionally wanderlust sets in, sending the Slurmph on adventures as it seeks more from life. Finding new food is a popular excuse to travel, often sending a Slurmph or two to the far reaches of Rifts Earth and beyond in search of a new spice or a new flavor, but others are genuine explorers, adventurers, mercenaries or scholars.

Slurmph - Optional Player Character or NPC

Pronunciation: slur muff.

Also known as “Slug Men” and “Slime Balls.”

Alignment: Any, but gravitate toward Scrupulous (35%), Unprincipled (25%), Anarchist (10%) or Aberrant (10%).

Attributes: I.Q. 2D6+5, M.E. 3D6+3, M.A. 2D6+3, P.S. 3D6+7, P.P. 3D6+3, P.E. 3D6+3, P.B. 1D4, Spd 2D6+3.

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 170-350 pounds (77 to 158 kg).

M.D.C.: P.E. attribute number x3, plus 1D6 per level of experience. For additional protection, the Slug Man can ooze into a suit of armor, but it reduces its speed by 20%.

Horror/Disgust Factor: 9 (13 the first time one is encountered up close).

P.P.E.: 4D6

Disposition: Most Slurmphs are laid back and easy going. They accept everybody and enjoy spending time with other intelligent beings. Despite their repugnant appearance and foul smell, they are likeable, friendly, and considerate, always ready to lend a helping hand to someone in need. It is difficult to find one in a bad mood unless it is injured or really drunk, the latter being more likely, but even then most Slurmphs are happy drunks, not mean ones.

Average Life Span: 2D6+62 years. The Slug Men are neither male nor female, but in fact hermaphroditic, allowing them to change gender as necessary to mate. Generally, the D-Bee attempts to breed every three years, often finding a mate in a matter of days; they aren’t really that picky. After one becomes pregnant, the two part company to live their separate lives. After a three month gestation period, the pregnant Slurmph gives birth to 2D4 live young no larger than a magic marker. After the young are born, the birth parent leaves them to fend for themselves, and never knows who its offspring are or what might become of them. While some might

see this as odd, the Slurmphs see this as a blessing, since they've seen the offspring of other races complicate an otherwise perfectly comfortable life. The young burrow into the ground to spend another 2D6 months hunting, eating, sleeping and growing into fine, young Slurmphs (about the size of a squirrel) before they pop out of the ground and join society. Young reach full maturity and size within 1D4+3 years.

Natural Abilities: Slurmphs secrete a slimy mucus from their skin, making it difficult for an opponent to grab hold of one or even punch a Slurmph without his blows sliding off (blunt attacks do half damage). The lubricant also protects the D-Bees' skin from sunlight and radiation as well as help regulate the Slurmphs' body temperature; the slime insulates against heat and cold. Natural swimming ability and can hold breath for minutes equal to the character's P.E. attribute number. Can survive depths up to 600 feet (183 m). Bio-regenerates 1D6+2 M.D.C. per hour and completely regrows lost limbs within 2D4+4 days.

Malleable Body (special): The soft body of the Slug Man means it can flatten itself to one tenth its normal girth and can slip through metal bars and openings that are six inches (0.15 m) wide or wider, though it will take 1D6+1 melee rounds (30 to 105 seconds) to do so.

Multi-Optics Senses (special): Slurmphs don't see the same spectrum of light as humans, but see infrared, ultraviolet and heat radiation (thermal vision). They can also see magic energy and the auras of living beings, both without I.S.P. cost; natural ability.

Telepathy: Long-Range Communication (special): Although Slurmphs can hiss, hum, gurgle, laugh and burp, they cannot speak a language. Instead, they communicate via Telepathy up to 500 feet (152 m) away (the range for reading surface thoughts is the same as the usual ability). This means the D-Bee can speak any language and without any audible means of communication. Telepathic communication is natural and has no I.S.P. cost to use. Trying to skim thoughts and read minds has the usual range and I.S.P. cost.

R.C.C. Skills & Skill Bonuses: Regardless of the chosen O.C.C., all Slurmphs have the following skills: *Botany*, *Gardening*, *Identify Plants & Fruits* and *Swimming*, each with a +20% bonus. They also get a +10% bonus to skills involving plants, food and preparation, including *Brewing*, *Brewing: Medicinal*, *Cooking*, *Holistic Medicine*, and *Preserve Food*. Also *Escape Artist* at +10%. This bonus is in addition to any O.C.C. skill bonus. **Note:** Reduce the available number of Secondary Skills by half.

Available O.C.C.s: Theoretically any, except Robot Pilot, and those who get cybernetic or bionic parts or implants. However, most lean toward *Adventurer* and *Scholar* O.C.C.s, particularly Vagabond Farmer, Vagabond Rancher, Vagabond Explorer, Vagabond Laborer, and Vagabond Wanderer (**Note:** All these "Vagabond" listings fall under the same, one, Vagabond O.C.C. but are defined as farmer, explorer, etc., by the emphasis of skills selected), as well as Rogue Scholar, Rogue Scientist, Salvage Expert, Saloon Bum, Barkeep/Barmaid, Wilderness Scout, Mercenary Soldier, Grunt Soldier (CS equivalent) and similar. They can study magic, but seldom ever do (about one in a million is a practitioner of magic), and while all have psionic abilities, they never become a psychic character class like a Burster or Mind Melter.

Experience Level: 1D10 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill, weapon or psionics.

Damage: As per combat skill, weapon or psionics.

Slime Attacks (special): Slurmphs generate slime whether they want to or not, but can use the slime to perform a variety of unique attacks.

1. **Fling Slime:** With a flip of the wrist, so to speak, the Slurmph can fling a glob of slime. The target is generally the face and eyes of an opponent. Splattering across a unprotected face and eyes or even the visor of a helmet or the face of a cyborg or robot, requires the victim to physically wipe the slime away. Until the slime is removed (taking up 1D4+1 melee attacks/actions) the victim is temporarily blind. The slime is NOT caustic and is easily washed away with water or a damp cloth. Being "slimed" is also rather disgusting and for sensitive individuals there is a Horror Factor of 10. This "attack" can also be used to obscure a computer monitor, view screen, etc. provided the Slug Man touches it directly or hits his target with a Slime Attack. No actual damage is done by the slime.

2. **Slip Track (special):** The Slug Man can deliberately lay a thicker than usual track or sheet of slime on the ground. Anyone (friend or foe) who tries to run across the sheet of slime faster than Spd 8, has a 01-82% likelihood of slipping and falling, taking 1D4 S.D.C. damage and losing initiative and one melee attack. Standing back up and continuing to walk across the slime is like trying to do so on wet ice and takes another melee action, and then one melee action per every three feet (0.9 m) traveled through the slime. A large patch of slime intended for waylaying vehicles inflicts a -20% penalty on the Piloting skill when the driver hits the slime patch; no penalty on hover vehicles (they glide over the slime). The Slurmph can lay a patch of thick slime that is 3 feet (0.9 m) wide by 3 feet (0.9 m) long per each melee action/attack.

3. **Covering Objects in Slime (special):** The Slurmph can deliberately cover objects (doorknob, keyboard, gun, etc.) in slime. Touching it is disgusting and some people won't do it (H.F. 10). Using a slime-covered item may be difficult until it is cleaned off as buttons, screens, and other details may be obscured by the slime. Melee weapons will slip out of the user's hand with a roll to strike that is 8 or lower (requires two melee actions to recover the dropped weapon) and the shooter is -2 to strike with a slime-covered gun. It takes 2D4+5 *melee actions* (15-40 seconds) to quickly wipe clean the object. Items that are safe to get wet can be rinsed off with water in half that time.

Bonuses (in addition to those acquired from attributes and skills): +2 to strike with slime attacks, +1 to dodge, +2 to pull punch, +3 to roll with impact, cannot be pinned, crushed, held, handcuffed or chained (slips right out!). Also +4 to save vs drugs and poison, +2 to save vs Horror Factor, and is impervious to disease.

Vulnerabilities: 1. Besides the obvious prejudice that comes from their alien appearance, *salt* damages the Slurmph as though it was acid, inflicting 1D6 M.D. per ounce, and continues to inflict 1D4 M.D. for 2D4 melee rounds or until it is

washed off. **Note:** Saltwater, such as ocean water, tingles and irritates the skin, but does not damage the Slurmph.

2. Need to submerge in water for one hour at least once a week. Otherwise, they become weak and begin to shrivel and die from dehydration. Reduce Spd, P.E., M.D.C. and appetite by 10% for each week without submerging in water. Also reduce attacks per melee by one per week without water, and reduce combat bonuses by half after the second week. M.D.C. and abilities lost via dehydration/lack of water baths cannot be recovered until the Slurmph can soak himself *two hours* for every week he went without a water bath. Thus, if the Slurmph went 4 weeks without soaking in water, he must soak for 8 hours to recover. Anything less than 8 is not sufficient to return him to good health. **Note:** Soaking the full number of required hours (or longer) returns the character to *full strength* by the time he exits the healing bath; all M.D.C. is back, penalties are gone, and the D-Bee feels great. **HOWEVER**, he must soak the *full number of hours*, otherwise, the soaking makes him feel better and *stops further* deterioration for another week, but all the penalties and damage from the previous lack of water baths remain in effect until he can soak for the required amount of time!

3. Slurmphs leave a mucus trail wherever they go, giving a +15% bonus to anyone trying to track them. Animals and D-Bees tracking by scent also enjoy a +15% bonus to track by scent alone.

Psionics: All Slurmphs have the following psionics: Meditation, See Aura (no I.S.P. cost), See the Invisible (4), Sense Time (2), Telepathy (4) and Psychic Diagnosis (4, only diagnosis is limited to plant-life, not humanoids), and one Sensitive ability of choice. Considered a Major Psychic. **I.S.P.:** M.E. attribute number +2D6+6 for base number to start, plus an additional 1D6+1 per level of experience.

Magic: None, unless a Magic O.C.C. is selected; rare.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: None; Slurmphs *cannot* receive bionic and cybernetic augmentation.

Habitat: Can be found anywhere in North America, but are most common to the old Midwestern States, the Ohio River Valley, the Great Lakes region (Wisconsin, Illinois, Michigan, Ohio, and Ontario, Canada) and Mexico. The CS has run them out of Southern Wisconsin, Iowa, Missouri and Arkansas in a extermination campaign that has slaughtered thousands.

Slave Market Value: 3D4x1,000 as farmers, 1D4x1,000 as slave labor or waste management. Sometimes found in traveling shows.

Alliances and Allies: Can often be found in the presence of Idie Swamp Men, Larmac, and occasionally a Butter Troll. Generally, they are likeable and can befriend almost anyone if the situation is right.

Rivals and Enemies: Slurmphs have been targeted by the Coalition Army due to their ugly, inhuman appearance, in a campaign of genocide. Over the last 35 years, the CS has slaughtered hundreds of thousands and wiped them out of Iowa, Missouri and Arkansas. Most Slurmphs tend to give the Coalition States a wide berth, and hate and fear the CS.

Spinne

By Jason Marker

The Spinne come from a small, resource rich planet out in the fringes of a distant galaxy that is also home to their ancient rivals, the *Chasseur Vert* (described earlier). The Spinne are both horrible and wonderful, a people of vast technical skill, imposing demeanor and terrifying visage. They are evolved from spiders, whether naturally or through outside influence no one can say. The Spinne have no creation myths and no one is fessing up to splicing them together. Indeed, the Spinne have no religion at all, preferring instead the cool order of science and logic to get them through the night.

They look like a hideous hybrid of man and spider, with four arms, barrel chests and quick hands with long, delicate fingers. As with true spiders, the females are larger than the males, and as a race the Spinne range in height from 5 feet, 2 inches to over 9 feet (1.6 to 2.7 m) tall. They are covered in a smooth, matte black exoskeleton covered in thousands and thousands of tiny, sensitive hairs like peach fuzz that form their primary sensory organs. The hairs are also black, with splotches and stripes of color ranging from reds and oranges to greens and blues depending on their bloodline. Their heads are smooth and shaped like a human's. Two huge glistening eyes dominate their faces, with six smaller eyes surrounding them. They have a large pair of mandibles tipped with razor sharp fangs over their mouths. The mouth itself is small, round and filled with teeth. They usually keep their mandibles tucked back against their mouths. This gives them the appearance of wearing some sort of respirator or face mask where their nose and mouth should be.

The Spinne have a unique physiology. They have many of the same organs as humans, but have two extremely powerful hearts, and a very rudimentary skeletal system comprised of mainly cartilage enclosures that support and protect their internal organs. The rest of their skeletal support comes from their exoskeleton. Spinne breathe through a respiratory system comprised of trachea that lead from gill-like slits in their necks and under their arms to a set of leaf-like book lungs. The fact that they essentially breathe through their skin and that the majority of their sensory apparatus is linked to the hairs covering their body precludes the Spinne from wearing a lot of clothing. At most, Spinne wear loose-fitting trousers and a belt and/or a bandolier to carry personal items. Their inability to wear clothes and armor combined with the fact that they are S.D.C. beings have driven the Spinne to build some of the strongest and most efficient personal force fields in the Megaverse. It is worth noting that most cybernetics and bionics will *not* work on the Spinne. While they have organs in common with other humanoid races, their sensory and musculo-skeletal systems are so completely alien that most implants and limbs simply can't be fitted to them.

Their diet and eating habits are very informed by their heritage, and most intelligent races find them disgusting. Spinne eat the blood and liquefied organs of warm-blooded creatures. In the distant past, that included *humanoids*, but the Spinne no longer prey on intelligent humanoids and now get their recommended daily supply of vitamins and nourishment from a number of domesticated herd animals.



Spinne society is matrilineal and tends to be very regimented. They live ordered lives and pride themselves on their efficiency, lawfulness and dedication to high standards. This leads them to come off as supercilious and uncompromising to other races.

They don't actively try to antagonize others, they are just so sure that their way is the *right* way that it baffles and frustrates them when members of other races do things different than they recommend. The fact that they are more often right than not doesn't help matters any. They also tend to be somewhat *xenophobic*, preferring the company of their own kind to the "disorganized rabble" that makes up the population of the rest of the Megaverse. This rabble includes the plant-like Chasseur Vert with whom they share their home world. For generations in ancient times the Chasseur Vert preyed on the Spinne for food and sport, and the Spinne waged bloody wars against them. The practice of eating Spinne has long ago ended, but the two races are still at odds with one another. The Spinne see the Chasseur Vert as lazy, gluttonous layabouts. Their way of life is anathema to the regimented Spinne and they avoid their plant neighbors as much as possible.

Spinne courtship rituals are rich and varied. Males and females mix freely in social and professional settings, but do not marry or mate for life. Instead, upon reaching sexual maturity at around fifteen years of age, they are matched according to positive genetic traits and a list of suggested mates are offered. The Spinne female is free to pick from this list and seek out her prospective partner. The males are always at the mercy of the females, and can be dismissed just as quickly as accepted by a potential mate, as is the female's prerogative. This is a vast improvement over the ancient rites, in which there was always as much of a chance of a male losing his life as mating. Upon impregnation, a female reports to a local birthing center, called a *creche*, where she lays 4-6 eggs and tends them there in peace and comfort, surrounded by other gravid females and the medical staff, away from the rigors of the outside world.

Spinne eggs mature over the course of 24 weeks (6 months). When they hatch, mewling, blind spiderlings burst forth. The young Spinne are whisked away for tests and observations. Spiderlings with genetic problems are euthanized, and those who are healthy are tested and returned to the nursery where they are raised communally by all of the females. Babies have a soft, frail exoskeleton and are completely helpless for the first few weeks of life. Young Spinne are cared for and pre-educated until two years of age, whereupon their mother will take them from the creche and return to her home. The mother, alone, is responsible for the care and schooling of her offspring, with no help from the male who impregnated her. Spinne mate up to four times in their life, producing anywhere from 2-6 children.

There are two major bloodlines within the Spinne race, the *Starke* and the *Schnellig*. *Starke*, descended from *web building spiders*, are tall and even-tempered and are the more bookish of the two races. Their coloring tends toward bold, warm hues of reds and yellows, and their interests are scholastic and scientific. The *Starke* is the stereotypical stiff-necked Spinne engineer or scientist. *Schnellig* on the other hand, are smaller and more lithe. They are lightning quick and their personalities are more boisterous and aggressive. Descended from *hunting spiders*, *Schnellig* are the warriors of the race and an inordinate number of spies, thieves, commandos and infiltrators come from their bloodline. *Schnellig* coloring is more subdued with shades of deep blue, green and grey predominant. There is a rivalry between the two bloodlines, and they tend to look down on one another, but are usually united in their disdain for everyone else.

Their reputation as superb engineers is known far and wide, and Starke Spinne are among the finest structural and civil engineers money can buy. Indeed, many Spinne travel selling their services as architects, engineers, designers and consultants to the highest bidder. Some of the most respected and powerful design, contracting, and architectural firms in the Three Galaxies are owned and operated by Starke Spinne.

This is not to say that they are always all business, just that they believe that there is a time and place for everything, and they never mix business and pleasure. A majority of Spinne have a fine appreciation for aesthetics, and there are many fine artists and designers among these strange beings as well. Their art tends to produce pieces of stark realism and beauty. Their art also tends to have uses other than to entertain, and it's a rare piece that doesn't have some other, more practical application. The Spinne also produce a number of fine musicians, especially from the Starke bloodline. They are famous for their eerie and bombastic operas and their powerful string compositions.

Spinne first appeared on Rifts earth in the *New German Republic (NGR)* around 98 P.A., and aside from the Germans vehement anti-D-Bee sentiment, they felt a kinship toward the ordered and industrious people of the NGR. For some reason, the culture and language of the Spinne bear striking similarities to those of the Germans, and this has caused quite a stir among the Spinne and has led to some uncharacteristic metaphysical thinking among certain leading figures.

Spinne have since spread around the planet, with a number of them taking interest in North America. Although their population is unknown, is estimated that at least 2,500 individuals are on Earth, with at least 1000 in North America. There are at least 100 Spinne in Lazlo and 50 in New Lazlo, mostly Starke. A few hundred Schnellig Spinne are exploring and working in the New West, with an emphasis of activity in the Southwest, Pecos Empire, and Colorado Baronies. At least two Spinne work as engineers at Bandito Arms.

Spinne - Optional Player Character or NPC

Player Character Note: The player or Game Master must choose a background as either a *Schnellig* or a *Starke Spinne* and take the attributes and abilities specific to that background.

Pronunciation: SPEEN - neh.

Also known as "Spider Men," "Spinning Engineers," and "ARRGH! GIANT SPIDER!"

Alignment: Any, though a majority are Principled (32%), Scrupulous (43%), or Aberrant (12%). They are very regimented and lawful.

Attributes (Starke; Engineers & Artists): I.Q. 3D6+6, M.E. 3D6, M.A. 2D6, P.S. 3D6+8, P.P. 2D6+9, P.E. 4D6+2, P.B. 2D4, Spd 3D6 running, +6 climbing.

Attributes (Schnellig; Warriors & Spies): I.Q. 2D6+6, M.E. 3D6, M.A. 2D6, P.S. 3D6+3, P.P. 3D6+12, P.E. 4D6+4, P.B. 2D4, Spd 5D6 running, +10 climbing.

Size: Starke: 6 to 9 feet (1.8 to 2.7 m) tall for males; add approximately one foot (0.3 m) for females.

Schnellig: 5 feet, 6 inches to 8 feet (1.7 to 2.4 m) tall for males, add six inches (0.15 m) for females.

Weight: Starke: 200 to 280 pounds (90 to 126 kg). Schnellig: 140 to 180 pounds (63 to 81 kg).

Hit Points: Starke: P.E. attribute number plus 2D6 per level of experience. Schnellig: P.E. attribute number plus 1D6 per level of experience.

Base S.D.C.: Starke: 3D6x10 – Schnellig: 2D6x10.

Horror Factor: 13

P.P.E.: 1D6

Disposition: Cool and aloof; Spinne come off as arrogant know-it-alls most of the time.

Average Life Span: 4D6+62 years. The birthing process is described above.

Natural Abilities: All Spinne (both Schnellig and Starke) have the following characteristics:

Bewußtsein – "Motion Sensing" (special): Spinne's exoskeletons are covered in thousands of tiny, extremely sensitive hairs. These hairs can sense motion in a 360-degree area around the Spinne up to 75 feet (22.9 m) away. It is impossible to sneak up on the D-Bee and the character always knows the location and movement of everything and everyone within the range of his motion sensing. This works even if the person is prowling or invisible (exception: Invisibility Superior)! Penalties for fighting blind or battling an invisible opponent are reduced to -3. Plus they have the following abilities:

Track by motion-sensing: 45% +5% per level of experience; +20% if target is larger than a human.

Estimate distance: 50% +5% per level of experience.

Estimate direction and speed: 45% +5% per level of experience.

Estimate location: 45% +5% per level of experience.

Weiche – Sensitive Touch (special): All Spinne have an extremely responsive sense of touch, giving them +10% to skills that require a delicate touch or a steady hand, as well as the following abilities:

Recognize and locate changes in surface by touch: 70% +4% per level of experience.

ID fabric and materials by touch: 60% +4% per level of experience.

Measure temperature by touch: 60% +4% per level of experience.

Geruch – Sensitive Smell (special): Spinne have an exceptionally acute sense of smell to a maximum range of 100 feet (30.5 m), which gives the following abilities:

Recognize specific odors: 70% +3% per level of experience; +10% for common odors.

Recognize poison/toxin by scent: 50% +4% per level of experience.

Recognize person by scent alone: 50% +4% per level of experience.

Track by scent: 40% +4% per level of experience.

Gift – Poison (special): Spinne produce a powerful neural toxin that can knock a humanoid out in no time. On a successful bite attack, the Spinne can inject his toxin and the victim must save vs non-lethal poison (16 or higher) or be knocked unconscious for 1D6 minutes. The poison usually acts long enough for the Spinne to wrap his prey up in a web.

Netze – Web (special): All Spinne can spin webbing from silk glands in their forearms, forming a variety of products

for a number of different uses. The “silk” is used in hunting/subduing prey and in construction and textile production. A single strand of Spinne silk the width of a thread can support 20 pounds (9 kg) per P.E. point of the Spinne who made it and has 40 S.D.C. A thicker web line will stick to anything and can be thrown 50 feet (15.2 m) like a hook and line, or used as a belaying line in climbing. The silk can also be spun into a web and thrown like a net. An opponent hit with a web net attack suffers the following penalties: -1 melee attack, -2 on initiative, -3 to strike, parry, and dodge, and reduce speed by half. These penalties are cumulative with the more web nets and strands used for wrapping around the victim. An untied web net takes 1D4 melee rounds to escape, or can be cut with a Vibro-Blade or broken free from with an Augmented P.S. 17 or greater strength. A secured web net ties the victim up and pins the victim’s arms to prevent their use entirely, and requires double the P.S. to break free (P.S. 50 normal, 34 Augmented, P.S. 26 Robotic, P.S. 18 Supernatural).

Each web net counts as three melee attacks.

Each web line (strong enough for climbing) counts as two.

A single thread line counts as one melee attack/action.

The Spinne can produce enough silk for ten web nets and 40 web lines (can support 100 lbs/45 kg) or 400 single strands in a single hour, but can only create three times the amount within 24 hours total.

Heimlichkeit – Stealth (special): Spinne are preternaturally silent. They make hardly any noise when they move and effectively walk around under normal conditions with a Prowl skill of 60%. Make that a Prowl of 85% when they are trying to be silent or hiding.

Bergsteiger – Climbing (special): Spinne’s hands are covered in thousands of tough, barbed retractable hairs that make them phenomenal natural climbers. They have a natural Climbing skill of 80%/70%. They get a +10% bonus when using their silk glands to make belaying/drag lines. Their Climbing skills are stymied by super-smooth surfaces (ceramic, chrome, glass), on which the Climbing skills are reduced by half and there is no bonus for a drag line.

Pünktlichkeit – Time Sense (special): Spinne have an innate sense of time. They always know the time of day to the minute and are never late.

Sogar übergeben – Even Handed (special): Spinne are ambidextrous and can use a tool or weapon in *any* of their four hands without penalty.

All Starke have the following additional characteristics:

1. Ingenieure: Engineering. Starke are natural engineers. They have the skills Architecture, Civil Engineering, and Carpentry & Construction at 85% +2% per level. They are also +10% on any Technical or Science skills. Skill descriptions follow:

Architecture (New!): Falls into the Technical category of skills. The skill needed to design and plan buildings from homes to skyscrapers. Includes the ability to draw and sculpt for model making, draw blueprints, and an in-depth knowledge of the proper materials to use in all manner of building applications. **Base Skill:** 30% +5% per level of experience. +10% to Art and Sculpting skills. **Requires:** Mathematics: Advanced and Literacy.

Civil Engineering (New!): Falls into the Science category. This skill includes the theory and practice of civil engineering, including the design and construction of buildings, bridges, water/sewage networks, roads and railroads, landing strips, and similar infrastructure. Also includes surveying and the basic mapping/cartography required to establish a construction site. In addition, “major” civil engineering projects (such as large dams, large/long bridges, including suspension bridges, major highways, major airports, or skyscrapers) may be attempted at -20% of the character’s skill level. **Base Skill:** 30% +5% per level of experience. **Requires:** Mathematics: Advanced and Literacy. Carpentry/Construction is extremely helpful, but not necessary

2. Hören Sie? (Acute Hearing): Despite their large eyes, Starke have terrible natural eyesight and are nearsighted. They do, however, have superb hearing. They sense sound vibrations through the thousands of tiny hairs all over their exoskeleton and can hear sounds as quiet as one decibel at 75 feet (22.9 m), ten decibels at 150 feet (45.7 m), and thirty decibels (normal conversation) at 350 feet (107 m). Max range is 350 feet (107 m). Nearby sounds 70 decibels or higher reduce max range by 10 feet (3 m) for every ten decibels. This also provides the ability, *Recognize voice and sound:* 40% +5% per level of experience (-10% if target is disguising voice, -20% if target is using Ventriloquism/Impersonate Voice).

3. Musiker (Musicians): Starke are fine musicians and tend toward stringed instruments, a holdover from their spider ancestry where the courtship involved the spiders plucking rhythms on the anchor lines of a potential mate’s webs to signal their intentions. They have the skill Play Musical Instrument: Stringed at 85%.

All Schnellig have the following additional characteristics:

1. Starker Anblick (Sharp Sight): The Schnellig have excellent eyesight. Evolved from hunting spiders, they hunt by sight, and if it can be seen, the Schnellig can see it. Super-sharp sight allows the Schnellig to see things as small as a sign or a person’s face up to one mile (1.6 km) away. This results in the following abilities:

Nightvision: Schnellig can see in total darkness up to 3000 feet (914 m).

Infrared and Ultraviolet Vision: Schnellig see infrared and ultraviolet wavelengths up to the range of their normal vision.

Thermal Vision: Schnellig can see the heat signatures that machines and living beings generate. They can see a person or machine through walls, see recent footprints (within six minutes), whether a vehicle or machine has been used lately and roughly how long ago. Range is 1000 feet (305 m).

2. Jumpers and Tunnelers: Schnellig can choose *one* of the following special abilities that reflect their ancestry:

Springen (Jumpers): These Schnellig are descended from jumping spiders. They can jump amazing distances of P.S. attribute number x10 feet (P.S. x3 m) across and P.S. x6 feet (P.S. x2 m) vertically. They can also fall twice their horizontal leaping distance without taking *any* damage as long as they land on their feet; gets automatic dodge (+3, and the act of dodging does not use up a melee action/attack).

Exkavator (Tunnelers): These Schnellig are descended from trapdoor type spiders and they are expert excavators and tunnelers. Underground sense of direction: The Schnellig knows where he is underground at all times and can deduce the general direction (up, down, diagonal, north, east, etc.) of his movement. He can even tell where surface structures are located (70% +2% per level of experience).

Underground Ops: These Schnellig can move through the ground by digging and tunneling. Digging lets them move along through dirt and leave no trace at a speed of 50 feet (15.2 m) per melee round, through sand at 20 feet (7 m) per melee round, through hard-packed earth, clay or soil full of obstructions (roots, stones, foundations, etc.) at 12 feet (3.6 m) per melee, and through solid stone at two feet (0.6 m) per melee round. Tunneling allows the Schnellig to make passable and safe tunnels at 10% the speed of digging.

3. Tänzer (Dancers): Schnellig are excellent dancers, a hold-over from their ancient hunting spider courtship rituals. They automatically have the Dance skill at 90%.

Available O.C.C.s: Any, with the exception of psionic ones and magic.

Starke: Tend toward "constructive" O.C.C.s like Operators, Rogue Scientists, Rogue Scholars and Vagabond Inventor/Builder.

Schnellig: Tend towards Man-at-Arms and Wilderness O.C.C.s, particularly Bounty Hunter, Special Forces, Assassin, Rangers, Wilderness Scouts (any), and other "hunter" types.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat plus bonuses.

Damage: Claw strike does 2D4 S.D.C. damage plus applicable P.S. damage bonus, punch does 1D6 S.D.C. +P.S. damage bonus, and bite does 3D4 S.D.C. as well as poison damage. Other damages apply as per combat skill or weapon.

Bonuses (in addition to those acquired from attributes and skills):

Starke: +1 melee attack due to the extra set of arms and hands, +4 on initiative, +3 on Perception Rolls, +2 to parry and dodge, +2 to roll with impact, and W.P. Paired Weapons.

Schnellig: +1 melee attack due to the extra set of arms and hands, +6 on initiative, +2 on Perception Rolls, +2 to strike, +3 to parry, +1 to dodge, +2 to disarm, +4 to entangle, +5 to pull punch, +2 to roll with impact, W.P. Paired Weapons, and +2 to save vs Horror Factor.

Vulnerabilities: Dehydratisierung (Dehydration). Spinne are very susceptible to dehydration. They must make sure to drink lots of water and eat regularly or they begin to dehydrate. Spinne need six quarts (5.6 liters) of water plus three regular meals of blood/bodily fluid/liquefied organs per day or they will become dehydrated. A dehydrated Spinne finds his bonuses and melee attacks reduced by half as his muscles begin to painfully contract and his body begins to curl in on itself. After 24 hours without liquids, they lose 25% of their Hit Points and will continue to lose 10% of their Hit Points every 12 hours until they die. When a Spinne dies of dehydration his body curls into a fetal position and his arms wrap tightly around his torso.

Chemiker (Chemical Sensitivity). Due to their respiratory system, Spinne are highly susceptible to chemicals, poisons, and gas attacks. They are -2 to save vs any gas, contact, or ingested poison, and the toxin inflicts 50% more damage and side effects and penalties last 50% longer than normal. This includes alcohol in all its forms.

Nacktheit (Partial Nudity): Since most of their sensory powers come from the hairs that cover their bodies, and since they essentially breathe through their skin, Spinne must be naked from the waist up to be able to take full advantage of their acute senses. Any Spinne who wears a garment that covers his torso and arms suffers a 50% reduction to all bonuses and ranges granted by his sensory organs. Partial hard armors impose a 75% penalty and full environmental suits render their senses completely useless.

Grausigkeit (Horror): Spinne are a terrible sight to behold and stir all sorts of primal fear and hatred in people. They have a Horror Factor of 13 and people with Phobia: Spiders won't come anywhere near them.

Psionics: None; Spinne have no psychic potential.

Magic: There are no known mages among the Spinne. Schnellig might find various combat-type magic classes to their liking, and the only magic that might appeal to a Starke is, of course, Techno-Wizardry, but none are known to have ever taken up magic.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: None; the Spinne see no need for cybernetic enhancement, being very content with their natural abilities. Their physiology also makes cybernetic reconstruction near impossible.

Habitat: Anywhere; a truly Megaversal race also common to North America.

Slave Market Value: 3D4x2,000 for Schnellig with high demand in the gladiatorial arenas, and 3D6x3,000 for Starke engineers.

Alliances and Allies: Individual Spinne ally with open-minded D-Bee-accepting societies like Lazlo or New Lazlo.

Rivals and Enemies: Dislikes D-Bee haters and slavers in general, and sees the Coalition States as a dangerous military power, but respects their efficiency. As elitists themselves, they don't necessarily have a problem with human supremacists. They are also at odds with their ancient rivals, the Chasseur Vert.

Spinne Force Fields

Due to the peculiarities of their physiology, Spinne are pretty much unable to wear armor. To compensate, they have developed some of the best personal force fields around. Their force field apparatus are built into either belts or web-gear and can be plain or very ornate, depending on the designer and the intended use. They usually come in four strengths and are powered by a small rechargeable energy cell or can be adapted to run on E-Clips.

Light Force Field: 40 M.D.C. These are the lightest fields and used for ceremonial events or personal protection for those in dangerous jobs.

Medium Force Field: 80 M.D.C. Favored by scouts and spies, this field strength is the most commonly assigned to support forces and pilots.

Heavy Force Field: 160 M.D.C. This field is assigned to front-line infantry.

Super-Heavy Force Field: 250 M.D.C. The highest yield, it is reserved for heavy assault troops.

Splugorth Slave Races

Splugorth slave races are many. The Splugorth are vile and decadent Alien Intelligences who see all mortal beings as lesser creatures to be captured, enslaved and exploited for their own profit and amusement. Consequently, there are countless other-worldly beings from dragons and other creatures of magic, supernatural beings, dimensional travelers and their own loyal Minions, to hundreds of D-Bee slave races and "exotic people" found in *Atlantis* walking the streets freely or bound as slaves or gladiators. Sometimes, D-Bee slaves and imprisoned monster races escape their inhuman masters and flee to North America. Free D-Bees, Minions of Splugorth and intelligent, monstrous beings also may come from Atlantis to North America on hunting trips where they stalk big game like dinosaurs, or clever prey like humans and D-Bees. Others see North America as unclaimed land where they can hunt and capture exotic people and wild beasts to sell to the Splugorth, or just do as they please. **Note:** As dimensional traders, the Splugorth sell slaves and goods to hundreds of alien worlds, making them an inexhaustible source for buying and selling slaves, alien weapons and rare magic items.

For more information on the Splugorth, their Minions and a variety of Slave Races (D-Bees), see *Rifts® World Book Two: Atlantis* and *World Book 21: Splynn Dimensional Market*.

Squilbs

By Carl Gleba

Squilbs have a long history on Rifts Earth, at least according to their stories, which are passed down through an oral tradition in a form of role-playing. Parents use it as a valuable tool to teach their young many of life's lessons and instill them with desired values.

Squilbs are not only found on Earth but also in other dimensions. This suggests they may have once been dimensional travelers, or that they once served a dimension-spanning race like the Splugorth. In fact, the D-Bee is a common sight up on the auction block in Atlantis, and some scholars believe they may have been part of early Bio-Wizard experiments geared towards making a servant race. It is also possible that the same dimensional forces unleashed by the Great Cataclysm that brought them to Rifts Earth may also have scattered them across the Megaverse. Whatever the case may be, their true origins and history are unknown even to them.

Squilbs are humanoid with golden to reddish or dark brown skin that is wrinkled, like a raisin. They have small, dark eyes and a button nose. They have black, brown, or gray hair that just grows from the base of the skull. Hair is typically worn braided with the symbol of the clan or master they serve woven into the

braid as a display of dedication to one's duties or sign of ownership.

Squilbs, also known as "the Bronze Squires," tend to become lawmen, heroes and knights, similar to the Samurai of ancient Japan, in service to a greater power – king, emperor, nation, organization, and so on. Some serve as squires to Cyber-Knights or are the right hand to other noble leaders, and a few have become members of the Justice Rangers, Reid's Rangers, and Tundra Rangers. Ultimately, Squilbs try to serve a greater good and enforce justice, the law and freedom wherever they go. This means they tend to adopt noble causes or become lawmen or heroes to help the downtrodden, defend the weak and protect the innocent. They feel it's their way of making a lasting impression in the world and contributing to the cycle of life. Even some Squilbs wonder why they seem driven to such noble pursuits, as if by instinct, and question if this might be evidence of their race having been "conditioned" on a genetic level to be heroes and warriors. Bronze Squires are devoid of vanity and self-importance, making them willing to sacrifice their lives for a greater cause or to defend and help others. An estimated 3,000 Squilbs perished in the Tolkeen-Coalition War, and many others sacrificed or risked their lives in the final days of Tolkeen to evacuate as many citizens as possible.

The Squilbs do know the difference between slavery and servitude. If the cause is noble and just, they have no problems serving and promoting. That not only means risking their lives in armed combat, but also being willing to take on grunt work like preparing meals, helping to clean and service equipment, build fortifications, and dig ditches. Whatever is needed they are prepared to offer. If they are mistreated, deceived, tricked or used, the Bronze Squires leave to find a more honorable master or cause. While this may seem a bit mercenary, they believe there is no higher honor than serving those who are leaders on a noble quest. Many Squilbs were in their glory during the height of the Coalition Wars, following Cyber-Knights and other leaders.

Squilbs - Optional Player Character or NPC

Also known as "Bronze Squires" and "Raisin Heads."

Alignment: Any, but lean toward Principled (30%), Scrupulous (40%), and Unprincipled (20%).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6+6, P.S. 3D6+9, P.P. 2D6+6, P.E. 3D6+4, P.B. 2D6+2, Spd 3D6+6.

Size: 7-9 feet (2.1 to 2.7 m) tall.

Weight: 300-500 pounds (135 to 225 kg), all muscle.

Hit Points: P.E. attribute number x2, plus an additional 1D6 per level of experience.

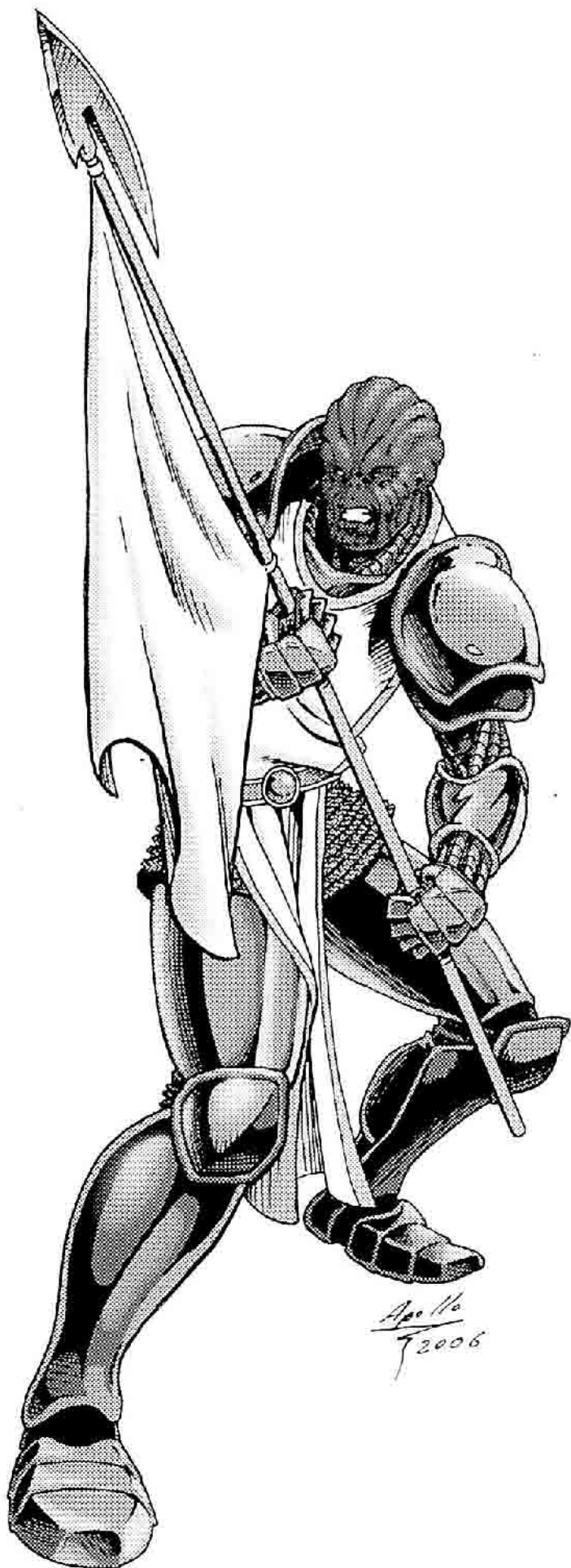
S.D.C.: 1D6x10+16

Horror Factor: Not applicable.

P.P.E.: 2D6

Disposition: Have a strong sense of right and wrong, duty and justice. Tend to be noble, honest, compassionate and sincere. Stand up to tyranny, injustice and evil, especially supernatural evil.

Average Life Span: 4D6+100 years. Reach physical maturity by age 16. Females give birth to one or two young after a 9 month pregnancy and bear children till the age of 60.



Natural Abilities: Nightvision 200 feet (61 m), exceptional hearing, fast reflexes, and the following:

Hidden Strength (special): During times of stress, such as combat or emergency situations, Squilbs can increase their strength to the equivalent of *Robot Strength*. During this time they can inflict limited Mega-Damage (as per page 285 of *Rifts® Ultimate Edition*). At the end of the duration, the Squilb is exhausted and functions at half his normal combat bonuses for the next three hours. **Duration:** 2 minutes, +1 minute per level of experience. The Squilbs can call on their hidden strength twice per day, plus one additional time at levels 2, 5, 8, and 12.

Empathic Link (special): If a Squilb stays in service to the same person for more than six months, he forms an empathic link with his master/boss/leader. The Squilb will know if his master is in danger, worried, happy, upset, sick, etc., and roughly where he is. The Squilb also uses the ability to gauge his master's level of satisfaction with his work/service. Bronze Squires are not stupid lackeys, but do genuinely care that they serve their master/leader's needs.

Available O.C.C.s: Pretty much any O.C.C.s that does not involve human augmentation such as Cyborgs, Juicers and Cra-zies. Favorite O.C.C.s tend to be combat oriented ones, including all Soldiers (CS equivalents O.C.C.s, etc.), Com-mando, Cyber-Knight, Merc Soldier, Body Fixer, Operator, Vagabond, Wilderness Scout, and Squire of the White Rose, followed by the occasional Mystic or Elemental Fusionist.

Skill Note: Because of their natural aptitude to service, all Squilbs receive a +10% bonus to Domestic skills in addition to any O.C.C. bonuses.

Experience Level: 1D6 or as set by the Gamer Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per combat skill, weapon or P.S.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee round, +2 on initiative, +1 to strike and parry, +2 to disarm, +3 to pull punch, +2 to roll with impact, +1 to save vs Horror Factor and +5 to save vs demonic possession.

Vulnerabilities: None per se, though their obsession with duty and instinctive need to serve and protect has its disadvantages.

Psionics: Select two powers from the *Sensitive* category. Con-sidered a Minor Psychic. **I.S.P.:** M.E. attribute number +2D6, plus an additional 1D6 per level of experience.

Magic: None, unless a Magic O.C.C. is selected (rare).

Standard Equipment: As per O.C.C., however Squilbs tend to favor spears and pole arms.

Money: As per O.C.C., plus 1D4x1,000 credits in trade goods or black market items. Always glad to accept rewards, haz-ardous duty pay, and bounty payments. Squilbs are likely to save their credits and rewards and use them to help others.

Cybernetics and Bionics: Cybernetics and bionics are possible, but Squilbs tend to shy away from them in favor of Bio-Systems.

Habitat: Found as lone individuals and groups, large and small, across the continent, but having been largely driven out of the Midwest and Domain of Man by the CS, they are most

numerous in the New West, American Southwest, southern Canada, and northern Mexico.

Slave Market Value: 3D6x1,000 credits.

Alliances and Allies: They get along surprisingly well with most races, and are attracted to Glitter Boys, Cyber-Knights, Justice Rangers, Reid's Rangers, Blucies, Malvoren, and heroes and charismatic leaders with a noble cause. Many are stories of a lone Squilb joining an adventurer group to right a wrong, rescue someone in need, defend a town, slay a dragon, hunt demons, build a church, and countless other good deeds. Some are actively involved in escorting Tolkeen refugees to safe havens, some protect Tolkeenite leaders wanted by the CS, and a few are members of Tolkeen Retribution Squads.

Rivals and Enemies: Squilbs hate all demons, tyrants, slavers and evildoers, but the Brodkil, Thornhead Demons and Neuron Beasts are hated most of all. Squilbs always counsel others to be wary of these beings and to destroy them whenever possible. They also have a great dislike for Loaks, Ganka, Lanotaur Hunters, Witchlings, Witch Wolves, Black Faeries, Simvan, Worm Wraiths, the undead, and the Minions of Splugorth.

Although they fought among the Tolkeen defenders and dislike the Coalition States, the D-Bees do not hate all humans nor even all Coalition citizens. They realize it is the Coalition leadership that is evil, not every citizen.

Squilbs are extremely concerned about the Vampire Kingdoms of Mexico, and an estimated 1D4x10,000 of them scattered across the Pecos Empire, Arizona, and New Mexico are ready to join any leader willing to lead an army into the vampires' domain. Many are already dedicated vampire slayers who patrol the border of the Rio Grande destroying vampires whenever encountered. Others have joined forces with Reid's Rangers and the mercenaries of Arzno. Others worry about the growing threat of a *Kingdom of Monsters* forming near Calgary, Canada.

Note: Many are the tales that claim the first Squilbs worked with the *Neemans* (NEMA) to protect survivors of the Great Cataclysm from one demonic onslaught after another. Many Squilbs would recognize NEMA emblems and mechanized units, including those of the *Republicans*, and would be quick to reunite with the ally of their forefathers. This is especially true if the NEMA army held in stasis by Archie (see *Rifts® Sourcebook One, Revised & Expanded* for details) were released to take a stand against any injustice. Of course, those soldiers know nothing about Squilbs and the Republicans are Xenophobic, but the Squilbs would be ready to join them by the thousands if they would have them.

Swamp-Slugger

By Patrick Nowak and Kevin Siembieda

The Swamp-Slugger is another simple, primitive being who lives in the wilderness. This reptilian humanoid has a low intelligence roughly equal to a six or seven year old child. These D-Bees are generally shy and avoid human contact, except to steal food and bright, shiny objects. They attack other humanoids only when provoked, threatened, or attacked first. Although

frightening in appearance they are amazingly gentle and have been known to rescue lost children and pets, and carry them to a safe place or to a nearby farm or campsite. However, they are also troublesome, because they sneak into camps and ransack them in search of food, shiny objects and interesting trinkets. Unfortunately, these "trinkets" can include gems, magic items, weapons, and components to machines (most of which the Swamp-Slugger has no use for even if he could figure out what is for!). They use simple weapons and tools, including stolen Vibro-Blades, Neural Maces, clubs, swords, magic items and Techno-Wizard devices; they love magic items.

Sludgers gather food, fish and steal everything else they need. They travel and explore as lone individuals or in small groups of 1D4+1. A clan rarely numbers more than 30. Although the occasional one may join a band of pirates or bandits, most avoid associating with other races.

Swamp Sludger –

Optional Player Character and NPC

Also known as "Sludger" and "Old Man of the Swamp."

Player Note: Swamp Sludgers can make for fun Player Characters for players who enjoy challenges and role-playing. These characters are likely to start off fairly shy, innocent, overly



curious, and not too bright. They have little comprehension of civilization, customs or laws, although they have a high regard for life, personal freedom, and know good from bad. They see nothing wrong with taking anything they find attractive, which means, on one hand, the character is likely to share his food, defend a friend and fight evil, but on the other hand, he will eat other people's food, steal items, urinate in public, accidentally fire a weapon into a crowd or accidentally start a vehicle or machine, as well as offend people, start brawls, and break the law in simple ways without a thought.

Alignment: Any, typically Principled (20%), Scrupulous (20%), Unprincipled (20%), and Anarchist (25%). Those who turn evil are usually wicked in the extreme (Diabolic and Miscreant).

Attributes: I.Q. 1D6+2, M.E. 2D6+3, M.A. 1D6+8, P.S. 3D6+8, P.P. 2D6+7, P.E. 2D6+8, P.B. 2D6, Spd 4D6 on land, double swimming.

Size: 5-6 feet (1.5 to 1.8 m) tall.

Weight: 140-200 pounds (63 to 90 kg).

M.D.C.: A lesser Mega-Damage creature; P.E. attribute number +1D6 M.D.C. per level of experience. Most don't care to wear much in the way of clothing or body armor (partial with 4D6+28 M.D.C.).

Horror Factor: 12

P.P.E.: 6D6

Disposition: Timid, curious, friendly, and loyal, but also sneaky and steals food and shiny objects. Older males are more aggressive than younger ones.

Experience Level: 1D4+1; **Note:** Use the same Experience Table as the *Wilderness Scout*.

Average Life Span: 4D6+72 years. Physical maturity is attained by age 12. Females are fertile till the age of 40. They lay 1D6 eggs after a three month pregnancy. Both male and female tend to the nest and care for the eggs for another three months until they hatch. Young stay with their parents till age 10.

Natural Abilities: Natural swimmers who enjoy the water and can hold their breath underwater for 10 +P.E. attribute number in minutes. Maximum depth tolerance is 300 feet (90 m). Can function in salt or fresh water but lives in fresh water. They have good day vision and excellent nightvision (1000 feet/305 m), and bio-regenerate 2D6 M.D.C. every 24 hours.

R.C.C. Skills: Climbing (+5%), Camouflage (+5%), Concealment (+16%), Detect Concealment (+5%), Fish (+10%), Hand to Hand: Basic, Identify Plants & Fruit (+10%), Land Navigation (+15%; applies to undersea landmarks and travel too), Language: Native Tongue: Gobblely, Language: Other of choice (+10%), Palming (+10%), Pick Pockets (+5%), Prowl (+5%), Swimming (+20%), Track Animals, Wilderness Survival (+20%), and two W.P. Ancient of choice.

R.C.C. Related Skills: Two additional skills can be selected at levels 3, 7, and 11 from any of the following skill categories: Domestic (+5%), Horsemanship (General or Exotic), Physical, Piloting (simple vehicles), Rogue (+5%), Science (Math only), Technical, or Ancient W.P.s.

Secondary Skills: Select three skills at level one from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, and one additional at levels 4, 8, and 12. These are

additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Available O.C.C.s: None.

Attacks per Melee: Two plus those from hand to hand.

Damage: As per P.S. or via weapon.

Bonuses: +2 on initiative, +1 to strike and parry, +2 to dodge, +3 to pull punch, +3 to roll with impact, +3 to save vs disease and poisons; all bonuses are in addition to attribute bonuses.

Vulnerabilities: None per se, other than their low I.Q. and lack of social skills.

Psionics: Considered a Major Psionic with the following powers: Presence Sense (4), Sixth Sense (2), Sense Evil (2), Empathy (4), Resist Hunger(4), Resist Fatigue (4) and Mind Block (4). **I.S.P.:** M.E. x2 plus 1D6 per level of experience.

Magic: None.

Standard Equipment: Large sack, waterskin, loincloth, ammo-belt with holster and knife scabbard, Vibro-Knife (1D6 M.D.), hunting knife (1D6 S.D.C.), and partial armor (4D6+28 M.D.C.) to start.

Money: 1D6x100 credits, that's all.

Cybernetics and Bionics: None to start, might consider them, but doesn't really understand what they are or what they do.

Habitat: Swamp-Sludgers are found throughout the marshlands, bayous, and everglades of the South, and parts of Michigan and Ontario.

Slave Market Value: 2D6x1,000 as labor, warriors and gladiators.

Enemies: Most have learned that Coalition and Free Quebec soldiers are D-Bee killers who attack Sludgers on sight, and recognize other dangerous humanoids and predators.

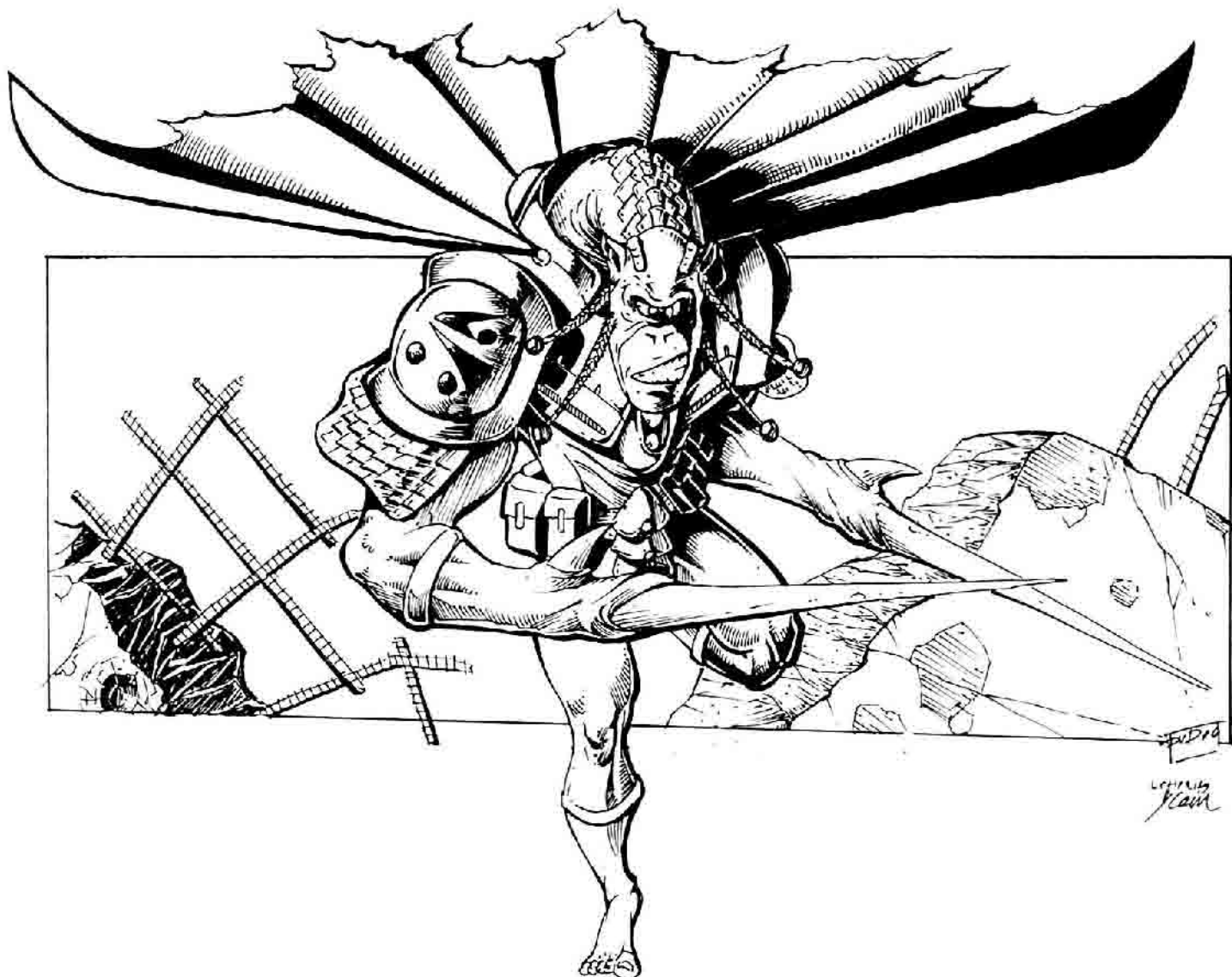
Allies: None per se, although they may befriend people of any race who show them kindness, or who fight a common enemy.

Note: Originally appeared in *Rifts® Sourcebook Four: Coalition Navy*.

Tirrvol Sword Fist

By Kevin Siembieda

Tirrvol Sword Fist (pronounced "tear vol") are huge, barrel-chested aliens who cannot be missed in a crowd. Their upper torso is incredibly developed and strong. The neck is almost serpentine or horse-like in its length and flexibility, ending in a short, round head with a single, small, round eye, tiny pointed ears, slits for a nose and a large muzzle for a mouth. Their skin is a light grey color and thick and wrinkly like the hide of an elephant or rhino. The Sword Fist get their name from their most unique and obvious feature, their long, ivory colored, sword-like appendages for hands. A sharp, Mega-Damage bone or horn extends from where the hand and fingers should be. A comparatively tiny, bone hook protrudes where you'd expect the thumb would be on humans. The Sword Fist are adept at using their sword hands for things other than combat and can actually operate a computer and some simple machines. However, Sword Fist have prehensile toes and double-jointed legs. Thus, they can operate machines, use a computer and even drive a vehicle using their feet!



The Tirrvol Sword Fist is a minor Mega-Damage being, but warriors frequently undergo bionic augmentation to get *cyber-armor* similar to the Cyber-Knight. This armor typically protects the chest, shoulders and the Tirrvolians' long neck.

Sword Fist are infamous for their ferocity in battle and expertise as swordsmen. Most are honorable, compassionate warriors of good alignment. They don't call themselves "knights," but they are heroes and champions of justice who stand against tyranny, protect the weak and destroy the forces of evil. Many have become champions of light and more than a few are rumored to have joined the Cyber-Knights and other heroes.

Sword Fist are highly intelligent, but they tend to speak in short, simple sentences and can sometimes come across as being gruff and abrupt. Some scholars have speculated that the human language is difficult for the D-Bees, as their natural language is a series of whistles, clicks and grunts reminiscent of Earth dolphins and whales.

Nobody knows where the Tirrvol originate or why they came to Rifts Earth. Most Sword Fist say they were brought to Earth via dimensional energies beyond their control. They, like some others, believe they were brought to Rifts Earth for some cosmic purpose, and many ponder what it might be. Some wonder if they are to stand against the Coalition States. Others if they are

to defend against supernatural danger and possibly even invasion. Most imagine they are here to fight tyranny and evil in one or more forms, but just don't know. They wander the land in search of an answer, going on quests in the hope that their purpose will be revealed to them.

Tirrvol – Optional Player Character and NPC

Pronunciation: "tear vol"

Alignments: Any, but most are Principled (25%), Scrupulous (35%), Unprincipled (15%), Anarchist (10%), or Aberrant (10%).

Attributes: I.Q. 3D6+1, M.E. 3D6+1, M.A. 3D6+1, P.S. 5D6+6 (Supernatural), P.P. 3D6+6, P.E. 3D6+6, P.B. 1D6+1, Spd 3D6.

Size: 8-12 feet tall (2.4 to 3.6 m).

Weight: 250-500 pounds (112.5 to 225 kg).

M.D.C.: P.E. attribute number x3, plus 2D6 M.D.C. per level of experience. In addition, most get cyber-armor.

Horror Factor: 12

P.P.E.: 4D6

Natural Abilities: Mega-Damage hides and bone, sword-fists that inflict M.D., keen vision, good hearing, heals twice as

fast as normal humans plus sword hands and other limbs that might be damaged or lost *regenerate* within 3D4 weeks if broken or severed. The leg joints (including ankles, knees and hips) are double-jointed and the feet and toes are prehensile, enabling the D-Bee to use them like hands. However, the feet are not quite as agile and articulated as human hands, so they don't offer the same precision or proficiency – all skills requiring manual dexterity or precision suffer a skill penalty of -10%, including Piloting, Mechanics, Medical, Demolitions and so on. Firing a gun with the feet is done with a penalty of -2 to strike.

Also see Bonuses and Psionics.

R.C.C. Skills: Regardless of a chosen O.C.C., all Sword Fist have the following skills in addition to O.C.C. skills. All speak their native dolphin-like language as well as American (+20%) and one Language of choice (+15%). 70% are also Literate in American or a written language of choice (+15%), plus Dance (+15%) and W.P. Paired Weapons.

Available O.C.C.s: Any Men of Arms or Adventurers & Scholars O.C.C.s, except Juicer, Crazy, Glitter Boy, and Robot Pilot. Lean toward soldier types.

Experience Level: 2D6 or as set by the Game Master for NPCs. Player Character should start at first level. Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Supernatural Strength or by weapon. **Note:** All undead as well as those demons and supernatural beings vulnerable to *bone* suffer double damage from the Sword Fist.

A Bone Sword Fist does 2D6 M.D. in addition to Supernatural P.S. damage as a blade weapon, 1D4 M.D. additional when used to strike with the blunt, flat, side of the sword.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee round, +2 on initiative, +1 to roll with impact, +1 to save vs Horror Factor at levels 1, 2, 4, 6, 8, 10, 12, and 15.

Natural W.P. Sword Ability (special): +1 to strike, parry and *disarm* with sword fists at levels 1, 3, 4, 6, 8, 10, 12, and 14; +1 to pull punch/sword strike at levels 1, 2, 3, 5, 7, 9, 12 and 15. Critical Strike (double damage) with the roll of a Natural 17-20, and Critical Strike from behind. Normal cutting and stabbing damage is equal to the character's Supernatural P.S. punch damage +2D6 M.D.; power punch does double damage, but counts as two melee attacks. The Sword Fist is so skilled that a successful pulled punch/strike can inflict whatever reduced amount of damage the warrior may desire to inflict, including S.D.C./Hit Point damage as low as 2D6 S.D.C. points.

Vulnerabilities: Difficulty speaking most humanoid languages and the obvious disadvantage of not having fingers and a thumb, but long sword-like appendages.

Psionics: All Sword Fist are Minor Psychics with the following powers: See the Invisible (4), Sense Evil (2), Sixth Sense (2), plus one psychic Sensitive power of choice. **I.S.P.:** M.E. x2 plus 1D6 per level of experience.

Magic: None. Most Sword Fist aren't particularly interested in the pursuit of magic, preferring to rely on their natural physical powers. This might again reflect the humanoid's difficulty in speaking human languages, making spell casting difficult.

Standard Equipment: As per O.C.C. Their favorite weapons are their natural sword-fists and items that can be used with the feet.

Money: Sword Fist easily find work as enforcers, hit men, mercenaries, soldiers, bodyguards, detectives and heroes. Consequently, they tend to be among the more affluent nonhumans. Player Characters start with 3D4x1000 credits and some basic equipment.

Cybernetics & Bionics: Tend to avoid them, except for cyber-armor and a few basic implants. They will, however, consider bionics for prosthetics.

Habitat: A few hundred live in the Chi-Town and Iron Heart 'Burbs, others have traveled to the New West, Canada and Mexico. Fewer than one thousand are believed to exist in all of North America.

Alliances and Allies: Cyber-Knights, Justice Rangers, Tundra Rangers, Reid's Rangers (vampire slayers), the people of Arzno and other heroes and champions.

Rivals and Enemies: Evil in all its guises, especially monsters, demons, and evil supernatural beings. Many Sword Fist are concerned about the Vampires of Mexico, the Kingdom of Monsters in Calgary, and the Federation of Magic.

Note: Originally appeared in *Rifts® World Book 11: Coalition War Campaign*.

Tokanii

By Julius Rosenstein & Kevin Siembieda

The Pecos Empire is infamous for being a D-Bee haven composed largely of bandit gangs. Like the Mongols or the Huns of old, they ride forth from their homeland in Lone Star (Texas) and raid other, more civilized people, particularly the Coalition States and territories around them – Lone Star bases and patrols, El Dorado/Arkansas, Missouri, and Iowa – as well as other people and places in New Mexico, Arizona, Colorado, Oklahoma, and Kansas. Unlike the aforementioned barbarians of Asia, the bandits of the Pecos Empire have an entirely American Western appearance and fancy themselves as “cowboys” and “desperados” in the tradition of *Billy the Kid* and *Butch Cassidy and the Sundance Kid*. Even the Tokanii, who are as alien and monstrous looking as they come, think of themselves as cowboy outlaws.

The Tokanii (pronounced “Toe-Kah-Knee”) originally came from a planet covered with jungles and filled with man-sized to giant, T-Rex sized dinosaurs and other predatory monsters. They had achieved the equivalent of a *Bronze Age culture* when disaster struck. A huge asteroid crashed into the planet with enough force to totally disrupt the environment. Clouds of ash and dirt blotted the sun from the sky, earthquakes shook the planet and strange storms unleashed torrents of acid rain and bolts of lightning that seared and hammered the surface. Temperatures dropped, crops withered, livestock perished and disease ran rampant.

Millions perished in the initial bombardment. Hundreds of thousands more perished in the aftermath. The planet and all life on it seemed doomed. Finally, two Tokanii tribes joined forces to have their shamans combine their powers to open up a “divine gateway to another land” (i.e. a dimensional portal) to flee

to a new world. The people were afraid, but agreed. A Rift was opened and the Tokanii made a literal leap of faith to parts unknown. Considering that *Rifts Earth* has become a sort of dimensional nexus, it was not surprising that the Tokanii ended up here.

In this case, the Tokanii appeared in Lone Star territory near the mountains and canyons known as *The Bend*. The aliens quickly fled this desolate and frightening place and headed north into Coalition territory. The Coalition Military had only recently discovered the Lone Star Complex and didn't react kindly to a hundred thousand alien beings suddenly sweeping through the plains. In typical fashion, Coalition troops moved in and slaughtered the Tokanii without mercy.

Although pitted against modern weapons, the Tokanii, by virtue of their numbers, Mega-Damage bodies and sheer ferocity (and aided by whatever magic their shamans could muster), managed to put up a valiant fight, giving around 10,000 a chance to escape. When the tribe finally took sanctuary in the eastern forests they encountered new hostile forces in the form of other frightened D-Bees, bandit raiders, monsters, and dinosaurs. However, there were also tribes and bandits who befriended and helped the fugitives, and the Tokanii survived.

That was 56 years ago. Their Mega-Damage bodies and orientation as warriors in a hostile environment made it easy for them to adapt. The Dinosaurs of the New West only made things feel more like home, and the discovery of Mega-Damage weapons was a welcome surprise.

Tokanii resemble demonic skeletons or black-skinned demons covered in an exoskeleton of tan to warm gray bone plates. A pair of large horns rise from the forehead of their long skeletal faces, and a mane of jet black hair crowns their head and neck. The eyes are round and tiny, and flash like a cat's at night. The mouth is long and filled with 6-8 inch (15-20 cm) long teeth that are visible even when the mouth is closed. Their arms are thick, muscular and oversized for the rest of their body. The hands are even larger, at least six times the size of a human's and twice the size of their head. Short, retractable cat's claws come out of their fingertips and three toes. The hands and feet are evolved for climbing giant jungle trees twice the size of American Redwood trees and sheer cliff facings. Their demonic appearance has not made their life easy, as they frighten just about everybody they encounter and are often mistaken for being devils or demons. The Tokanii's reputation for savagery doesn't make them any less threatening to those who know they are mortal D-Bees.

Tokanii clans are ruled by the strongest and/or most cunning warriors. The clan chieftains must answer all challenges or be deposed. Since each combatant may bring whatever weapons he wants to these contests for leadership, the victory frequently goes to whoever has the superior armament and skills. The loser is usually killed, and all his possessions, wife and family become the property of the victor. Only a Tokanii may challenge to rule the tribe.

Today, there are three main tribes: The Tokae (pronounced Toe Kay) and the Kreenae (pronounced Kree Nay), both members and descendants of the two original tribes who fled through the Rifts, and the Ronii (pronounced Roe Knee), who splintered off from the Kreenae and have befriended the Pervic Simvan tribe.



Population Breakdown 109 P.A.:

Tokae 27,500; subdivided into 24 clans.

Kreenae 23,100; subdivided into 21 clans.

Ronii 16,700; subdivided into seven clans.

The Tokae live primarily in the eastern forests of Texas/Lone Star, Louisiana and Arkansas where they have made CS bases, outposts, military patrols, and human settlements their primary targets. Their level of aggression and savagery falls somewhere between the merciless Kreenae and the more civilized Ronii.

The Kreenae are the most savage, war-like and aggressive. They roam the lower, southern forested areas in the east, around Austin, Temple, Bryan, Huntsville, Tyler, Trinity, the Gulf Coast and lower Louisiana. They sometime ride into the plains and desert, but having been jungle people, prefer forest areas.

All Tokanii have a strong clan mentality and tend to view the world as clans. Thus, groups of outsiders and their friends or associates are perceived as a "rival clan." However, the Kreenae are the most savage and merciless. Any person from a rival clan who is responsible for a crime or insult against a Kreena Tokanii clan forces a leader or warrior to lead an equal number of Tokanii to challenge or attack the offending party in a *fight to the death*, or become the subject of a vendetta until they are driven from the land or wiped out. Unlike the Simvan and most other cultures, the barbaric Tokanii cannot be appeased with apologies, gifts of weapons or valuables, nor punishment of the offending individual(s) – Kreenae settle for nothing less than the offenders' *death*! All Tokanii warriors have a twisted sense of family honor, camaraderie and justice, but the Kreenae are the

most savage, murderous and unforgiving. In fact, most wilderness people consider them (and sometimes all Tokanii) terrible monsters to be avoided or destroyed. The Kreenae have played a large role in the Pecos Empire's reputation for barbarism.

The **Ronii** (Roe-Knee) are the only Tokanii who have abandoned their life in the forest for the plains and prairies. This is, in part, an effort to get away from their vindictive cousins, the *Kreenae*. There are hard feelings between the two tribes, because their division weakened the original tribe, and the Kreenae feel betrayed. The other reason was their lasting friendship with the *Pervic Simvan*. The Ronii and Pervic Simvan are strong allies, and the Simvan tribe have taught the Ronii warriors to be excellent riders of both the horse and exotic four-legged monsters. The Ronii aren't too bad at riding the *Ostrosaurus*, but don't care to tame bipedal dinosaur predators. They'd rather ride four-legged dinosaurs and monsters, and hunt and eat the biped dinosaurs. **Note:** Most other Tokanii are ground and tree dwellers who seldom learn to ride animals or vehicles.

The Ronii Tokanii are among the most civilized, tolerant and modern of the three tribes. They have forsaken many of their old beliefs and ways (like forest dwelling and refusal to ride animals), to better adapt to their new environment. They are anxious to learn more about the varied people and places of their new homeland and welcome strangers, new experiences, travel, and education.

Tokanii – Optional Player Character and NPC

Pronunciation: "Toe-KAH-nee"

Alignment: Any, but most are anarchist or evil – only the *Ronii* tribe have about 10% Scrupulous, 28% Unprincipled, 20% Anarchist, 22% Aberrant and the rest various evil alignments.

Attributes: I.Q. 2D6+3, M.E. 3D6, M.A. 2D6+3, P.S. 4D6 (Supernatural), P.P. 3D6+3, P.E. 4D6+3 (Supernatural), P.B. 2D4 (by human standards), Spd 3D6+6. **Note:** The Tokanii have the equivalent of Supernatural P.S. and P.E.

Mega-Damage: P.E. attribute number x3 +4D6 M.D.C. per level of experience. The older and more experienced they are the tougher they get, so also add 10 M.D.C. for every 20 years of age. The bones of their exoskeleton represent 90% of their overall M.D.C., so when a Tokanii's M.D.C. is reduced by 80%, he knows he is in mortal danger.

Size: 7-9 feet (2.1 to 2.7 m).

Weight: 350-550 lbs (158 to 248 kg).

Horror Factor: 13

P.P.E.: 4D6

Disposition: Tokanii are generally bold, confident and alert warriors who take risks and love to fight and compete. This is true even of the females. The older males tend to be irritable, rude and belligerent. However, most of them do not go out of their way to harass others (even outsiders), provided they are shown the proper degree of respect. However, those who don't get the respect they demand are cruel, punishing and even murderous. They'll beat, torture and kill those who offend them, and sometimes eat them when they are finished.

Tokanii's Mega-Damage bodies, fighting prowess and ferocity put them in great demand as shock troops for raiders and bandits. Since this often gives the Tokanii the opportu-

nity to pick up better weapons, many (especially young warriors) join outlaw gangs to prove themselves as warriors and to enjoy the fun and challenge of combat. Coming home with a collection of weapons and equipment is a sign of wealth and power.

Average Life Span: 1D6x10+180 years. Physical maturity is attained by age 20, but most behave like energetic and risk-taking teenagers until about the age of 70. Females give birth to 1D4 live young after an 18 month pregnancy and do not birth again for at least eight years. Females can bear young till the age of 90.

Natural Abilities & R.C.C. Bonuses: Supernatural Strength, M.D.C. bone body armor, nightvision 300 feet (91.5 m), hawk-like color vision, and climb 95%/90%.

Bone Regeneration (special): Tokanii are covered in M.D.C. bone that serves as a natural body armor (80% of their M.D.C. is in these bones). Any horn or bone that is broken or damaged in any way, will regenerate at a rate of 2D6+4 M.D.C. per day.

Regenerate Hands and Feet (special): The only parts of the Tokanii's body that aren't protected by bone are their hands and feet. Consequently, when these appendages are lost (roughly 10 M.D.C. per each foot, 28 M.D.C. per each hand, 20 M.D.C. per claw) they can be completely regrown in a matter of 1D4+2 weeks!

R.C.C. Skills of the "Tokanii Warrior":

Barter (+10%)

Language: Native Tongue: Tokanii

Language: Other: American or Spanish (+20%)

Identify Plants & Fruits (+15%)

Land Navigation (+15%)

Radio: Basic (+10%)

Recognize Weapon Quality (+20%)

Running

Swim (+10%)

Skin & Prepare Animal Hides (+15%)

Track Animals (+15%)

Wilderness Survival (+20%)

W.P. Blunt

W.P. Energy Rifle

W.P.: Three of choice.

Hand to Hand: Expert (cannot change this skill).

Ronii Skill Exclusive: All Ronii Warriors also get Horsemanship and Horsemanship: Exotic Animals (+30% each) and *can* select any skills from Communications, Military, Piloting and Rogue skill categories. Remember too, Ronii can choose to select other O.C.C.s.

R.C.C. Related Skills: At first level the character can select four R.C.C. Related Skills, plus one skill at levels 2, 5, 8, and 12. **Note:** Other than Ronii, most Tokanii care nothing about learning to read or higher education.

Communications: Any, except high-tech skills.

Cowboy: Any.

Domestic: Any (+10%).

Electrical: None.

Espionage: Any.

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

Mechanical: None.

Medical: First Aid and Holistic Medicine only (+5%).

Military: None.

Physical: Any; except Gymnastics.

Pilot: Motorcycle, Hovercycle, Hover Vehicle (ground), or Truck only, but most (98%) have no interest in Piloting skills.

Pilot Related: None.

Rogue: Any (+5%), except Computer Hacking.

Science: Mathematics only.

Technical: Any (+5%); except Computer Operation, Computer Programming and other high-tech or civilized skills (Law, Philosophy, etc.).

W.P.: Any.

Wilderness: Any (+10%).

Secondary Skills: Select three skills at level one from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, and one additional at levels 2, 4, 8, and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Available O.C.C.s: Ronii tribesmen are the only Tokanii who can deviate from the *Tokanii Warrior R.C.C.* and select any *Men at Arms O.C.C.*, *Wilderness Scout*, or any *Practitioner of Magic O.C.C.* (less than 1% have taken up the study of magic, but this may change with new generations).

Experience Level: 1D8 or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Supernatural P.S. or weapon.

The claws on the massive hands inflict 2D6+2 M.D. + Supernatural P.S. damage in claw strikes. Power claw strikes inflict double damage but count as two melee attacks.

Head butt with horns is the same as a punch attack.

A goring/stabbing horn attack does 2D6 + Supernatural P.S. damage.

A bite attack does 2D4 M.D.

Bonuses (in addition to those from attributes and skills): +1 attack per melee round, +1 on initiative, +2 to strike and parry, +2 to pull punch, +2 to roll with impact, +3 to save vs poison and drugs, +3 to save vs disease, +8 to save vs Horror Factor, and resistant to fire/heat (even M.D. fire does half damage).

Vulnerabilities: Their demonic appearance and arrogance both work against them. They believe they are the best warriors in the world, which means they tend to underestimate their opponents as well as technology and magic.

Psionics: Same chance of being psychic as humans.

Magic: Typically none. Only Tokanii Shamans, who are effectively *Mystics*, possess magic among the Kreenae and Tokae Tokanii. Only members of the *Ronii tribe* can select any magic O.C.C.

Standard Equipment for Tokanii Warriors: One weapon for each W.P. and 1D4+2 E-Clips for energy weapons, Vibro-Sword (2D6 M.D.), survival knife or hatchet (1D6 S.D.C.),

backpack, 1D4 large sacks, utility belt, two canteens or waterskins, and 30 feet (9.1 m) of rope. *Ronii tribesmen* also start with a good quality horse or exotic riding animal. **Note:** Never use armor or power armor or most high-tech equipment. Mainly interested in energy weapons, Vibro-Blades, and M.D. clubs, maces, morning stars, hammers, and spears. Love magic items but start with none. Most of what they own is what they steal in raids and take off the bodies of fallen opponents.

Money: Tokanii Warriors start with 1D6x100 credits and 2D6x1,000 in tradeable goods.

Cybernetics and Bionics: Won't consider them.

Habitat: Mainly Lone Star and the Southwest.

Slave Market Value: 3D6x10,000 credits. Coveted for heavy infantry soldiers, gladiators and other combat roles.

Allies and Enemies: Primarily other Tokanii. They have a "them and us" attitude toward most strangers. Otherwise, most are members of the Pecos Raiders and other bandits of Texas and get along with other *known* desperados and anyone that a known bandit associate vouches for.

Rivals and Enemies: The Coalition Army is hated above all others. Even rival Tokanii clans will break off their own battle to join outsiders in battles against the Coalition Army. Although individuals may be looked upon as friends, the Tokanii are suspicious of outsiders and other races in general.

Only the Pervic Simvan and Ronii Tokanii tribesmen are true friends and allies in every sense of the word.

Note: Originally appeared in *Rifts® World Book 13: Lone Star*.

Trimadore

By Kevin Siembieda

The Trimadore is a strange looking humanoid D-Bee. They have a long neck that is thick at the base and tapers near the head. The head is comparatively small, the nose a small bump, the eyes are green and almond-shaped, the ears tiny and round, and the lips are just a thin line. The arms are as long as the legs, and both are thin appendages. Trimadore only have two, long fingers and a thumb, and their wide feet have only two toes.

Trimadore are generally quiet, peaceful people with a knack for electronics, mechanics and building. They are constantly taking equipment apart, studying it and putting it back together. They are also excellent at jury-rigging different systems and cobbling things together. Trimadore usually make their own body armor from scrap parts and are always puttering around with something. Their mechanical aptitude makes them ideal for becoming builders, Operators or Techno-Wizards. Even those who choose a life of adventure or combat have gentle dispositions and are quick to accept surrendering opponents and take prisoners. There are believed to be less than a quarter of a million Trimadore in the world, but half are in America and Canada.

Trimadore – Optional Player Character and NPC

Pronunciation: "trim ah door"

Also known as "Fixers."



Alignments: Any, but most are Scrupulous (25%), Unprincipled (30%) or Anarchist (25%).

Attributes: I.Q. 3D6, M.A. 3D6, M.E. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D4, Spd 3D6.

Size: 7-8 feet tall (2.1 to 2.4 m).

Weight: 180 to 220 pounds (81 to 99 kg); tall, thin and lanky.

Hit Points: P.E. attribute number +1D6 points per level of experience.

S.D.C.: 2D6 plus any acquired from Physical skills.

M.D.C.: By armor or other external means only.

Horror Factor: 9

P.P.E.: 1D6

Disposition: Soft spoken, polite, kind and friendly. Generally positive and cheerful, compassionate and merciful. Gentle souls.

Average Life Span: 3D6+56 years. Trimadore reach physical maturity by age 18. Females give birth to a single baby after a nine month pregnancy and can bear young till the age of 44.

Natural Abilities: Perfect 20/20 vision, good hearing, a keen sense of touch and an innate mechanical aptitude (almost on a savant, genius level). The long arms offer an extended reach (5-6 feet/1.5 to 1.8 m).

Trimadore Mechanic R.C.C.: This D-Bee is a natural Mechanic.

R.C.C. Skills:

Computer Operation (+20%)

Computer Programming (+10%)

Electrical Engineer (+10%)

Field Armorer (+20%)

Jury-Rig (+20%)

Language: Native Tongue: American (adopted language).

Literacy: Native Tongue: American (+15%).

Math: Basic and Advanced (+30%)

Mechanical Engineer (+15%)

Military Fortifications (+10%)

Pilot: Hover Vehicle (+10%)

Pilot: One of choice (+10%).

Recognize Weapon Quality (+20%)

Salvage (+20%)

Sensory Equipment (+15%)

W.P.: One of choice.

Hand to Hand: Basic, can be changed to Expert for the cost of one R.C.C. Related Skill or to Martial Arts (or Assassin if evil) for the cost of two skills.

R.C.C. Related Skills: Select five other skills from any of the available categories below. Plus two additional skills at levels 3, 6, 9, and 12.

Communications: Any (+10%).

Domestic: Any.

Electrical: Any (+10%).

Espionage: None.

Mechanical: Any (+15%).

Medical: First Aid only.

Military: Any (+10% to all Demolitions and Trap skills).

Physical: Any.

Pilot: Any (+10%).

Pilot Related: Any (+10%).

Rogue: Computer Hacking only (+6%).

Science: Any.

Technical: Any (+10%).

W.P.: Any.

Wilderness: None.

Secondary Skills: Select four skills at level one from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, and one additional at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Available O.C.C.s (optional): Instead of selecting the Trimadore Mechanic, above, one of the following O.C.C.s may be selected. Headhunter, Merc Soldier, City Rat, Cyber-Doc, Operator, Preacher, Rogue Scholar, Techno-Wizard, Vagabond (any) or similar O.C.C.s.

Experience Level: 2D6 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the Experience Table of the O.C.C. to determine level advancement. The Trimadore Mechanic uses the same Experience Table as the *Operator*.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per P.S. or weapon.

Bonuses (in addition to those acquired from attributes and skills): +2 on initiative, +1 attack per melee round, +2 to roll with impact, +2 to pull punch, +1 to save vs disease and poison, and +1 to save vs possession. +1 to save vs Horror Factor at levels 1, 2, 3, 4, 5, 6, 8, 10, 12, and 14.

Vulnerabilities: Clearly inhuman appearance can be a liability.

Standard Equipment for the Trimadore Mechanic: The clothes on their back, body armor of their own construction (50-100 M.D.C.), utility belt, backpack or satchel, tool kit, flashlight, multi-optic band, visor, portable language translator, pocket computer, knife, an energy weapon of choice, and some personal items. Favorite weapons are lasers and multi-weapon systems. Otherwise as per O.C.C.

Psionics: Limited. All Trimadore possess the powers of Mind Block (4), Object Read (6), Speed Reading (92) and Telemechanics (10). I.S.P. 2D4x10 plus M.E. attribute number and 2D4 I.S.P. per level of experience. Considered a Major Psychic.

Magic: Techno-Wizardry fascinates the Trimadore, who find this new alien technology to be wonderful. Other areas of magic are not pursued.

Bionics & Cybernetics: Tend to avoid major bionic reconstruction, but may get numerous implants and augmentation.

Money: The incredible skill of the Trimadore Mechanic puts these odd looking D-Bees in high demand and nets them good money as an Operator/mechanical engineer. The Player Character starts with 2D6x1,000 credits and 2D6x1,000 credits worth of spare part. Otherwise, by chosen O.C.C.

Habitat: As they enjoy travel and exploration, Trimadore can be found anywhere. In North America, they are most common in the Domain of Man, around modern cities and civilization, including the 'Burbs of Chi-Town, Iron Heart and Free Quebec, Lazlo, New Lazlo, Kingsdale, MercTown, Azno, Ciudad Juarez and the Pecos Empire, as well as the Federation of Magic and the Magic Zone.

Slave Market Value: 5D6x1,000 credits.

Alliances and Allies: None per se, tend to gravitate toward other like-minded people and those tolerant of D-Bees. They'd get along great with Faerie Bot D-Bees.

Rivals and Enemies: None per se, although they recognize the CS as a threat to all D-Bees, and have no love for Xiticix, supernatural monsters or evildoers.

Note: Originally appeared in *Rifts® World Book 11: Coalition War Campaign*.



Vanguard Brawler

By Kevin Siembieda

Vanguard Brawlers are notorious bruisers and thugs. Many have worked their way up the ladder from street punk, mugger and thug to gang leader. Others find work as bounty hunters, mercenary soldiers, athletes, bodyguards, bouncers, enforcers, and hit men. Though they will work for most other races, they tend to congregate among their own kind, typically gathering in family clans and gangs. Their name *Vanguard "Brawlers"* fits these D-Bees well, as they are inclined to use their fists, violence and intimidation as the answer to all their problems or to get what they want. They are just natural brawlers who enjoy roughhousing, wrestling and being "tough." In addition to their

strong-arm tactics, Vanguard Brawlers are cunning and resourceful street warriors who think fast on their feet and aren't afraid to get a little bloody (their own or the blood of someone else). Most have a head for strategies and make good military, gang and criminal leaders.

Vanguard Brawlers have tough, scaly, Mega-Damage skin, but are not reptilian, and they only have sufficient M.D.C. to withstand a few energy blasts, but then, most Vanguard Brawlers only need a few seconds to vanquish their opponent. For additional protection, many wear some sort of body armor, particularly to protect the head, arms and legs. Two rows of sharp, hook-like spines protrude from their back and must have once served as a natural defense. Any creature leaping onto the Brawler's back impales or gouges itself on one or more spines (typically 3-6 spines per row). The exact shape, size, appearance and number of the spines varies with every Brawler and can be used as a means of identifying individuals, who otherwise all tend to look very similar. The color of the skin is a pale blue-green with larger scales and nodules that are a yellow or powder green. The nose is small and located directly between the eyes.

Vanguard Brawler –

Optional Player Character and NPC

Also known as “Brawlers,” “Spiny Brawlers” and “VBs.”

Alignments: Any, but Anarchist (33%), Aberrant (20%), Miscreant (26%) and Diabolic (15%) are the norm.

Attributes: I.Q. 3D6+2, M.A. 2D6, M.E. 3D6, P.S. 4D6+4 (Robotic), P.P. 3D6+4, P.E. 4D6+4, P.B. 2D6, Spd 3D6.

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 220-320 pounds (99 to 144 kg).

M.D.C.: P.E. x2 plus 1D6 M.D.C. per level of experience. Additional M.D.C. protection must come from body armor, force fields or magic.

Horror Factor: 11; VBs have a rep for violence.

P.P.E.: 1D6

Disposition: Vanguard Brawlers do not suffer from hot tempers or rash behavior. Just the opposite, they are generally smart, cool and calculating. They are just physical and aggressive by nature, and inclined to use their superior strength and toughness to their advantage. This makes them natural warriors, thugs and leaders. They love to be active, and enjoy challenges, physical games and sports, military strategies, tactics and combat.

Average Life Span: 3D6+48 years. Physical maturity is attained by age 16. Females give birth to 1D4 young after a 10 month pregnancy, and can bear children till the age of 40.

Natural Abilities: P.S. equivalent to Robot Strength. Keen hearing and sense of smell (can track by scent at 30% +2% per level of experience, +10% to follow a blood scent), can see the infrared spectrum of light, and is a natural climber.

R.C.C. Skills: All Vanguard Brawlers have the following skills regardless of their chosen O.C.C.: Climbing (+20%), Boxing, Roadwise (+20%), Streetwise (+20%), and can upgrade to Hand to Hand: Expert, Martial Arts, or Assassin for the cost of only ONE O.C.C. Related Skill, regardless of what the O.C.C. might allow.

Available O.C.C.s: The D-Bee's natural physicality draws them toward physical, rather than intellectual O.C.C.s, such as: Bandit, Gunfighter, Gunslinger, City Rat (any), Headhunter, Highwayman, Pirate, Sailor, Saloon Bum, *Bounty Hunter, *Master Assassin, *Safebreaker, *Smuggler, *Professional Thief, *Freelance Spy, *Super-Spy, Sheriff, Saddle Tramp, Merc Soldier, Vagabond, Vagabond Fighter/Street Thug, and most any type of soldier or criminal O.C.C. **Note:** O.C.C.s with an asterisk (*) can be found in *Rifts® Mercenaries*, while western sounding ones are in *Rifts® World Book 14: New West*.

Vanguard Brawlers don't have any interest in magic; too much studying and not enough fighting. Nor do they care for other scholarly occupations such as Body Fixer, Rogue Scientist, or Operator for similar reasons. Even Professional Gambler is too lazy and sedentary for them. They like action and physical activity. In fact, 90% of Vanguard Brawlers are completely illiterate, not because they are dumb, but because they find book learning too dull and boring. Likewise, they don't like Glitter Boy or Robot Pilot O.C.C.s because they feel too removed from the action inside power armor or robots. They cannot become Juicers or Crazies because their alien physiology is incompatible. Partial bionic reconstruction is fairly common, but most Brawlers who have undergone full conversion become incredibly bitter and mean, because they lose touch with their natural, physical bodies.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the experience table of the chosen O.C.C. to determine level advancement.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per Robot Strength or by weapon.

Bonuses (in addition to those acquired from attributes and skills): +2 on initiative, +1 attack per melee round, +1 to disarm, +2 to pull punch, +2 to roll with impact, +1 to save vs disease and poison, +1 to save vs possession, and +1 to save vs Horror Factor at levels 1, 2, 3, 4, 5, 6, 8, 10, 12, and 14.

Vulnerabilities: Clearly inhuman appearance makes disguise difficult and makes them a target of human supremacists. The spines on their backs make it difficult to wear full, human body armor or clothing without costly customization. Their aggressive nature can also work against them in certain situations. Bored out of their minds after a day or two when forced to sit still or engage in routine work.

Psionics: None.

Magic: None, though their high P.E. makes most of them resistant to magic, as well as disease and poison.

Standard Equipment: As per chosen O.C.C.

Money: As per chosen O.C.C.

Bionics & Cybernetics: As per O.C.C. Tends to avoid full conversion bionics, but may get partial bionic augmentation and cybernetic implants.

Habitat: There are believed to be as many as 500,000 to 800,000 Vanguard Brawlers living in North America, with most of them found in the American Midwest and Domain of Man. There are also a fair number operating as bandits and criminals in the Pecos Empire. They have a preference for city life, unless off adventuring, fighting someone else's war, or muscling their way toward a big score.

Slave Market Value: 1D6x10,000 credits as soldiers, warriors, man-hunters and gladiators.

Alliances and Allies: None per se, but tend to get along well with humans, Larmac, Bruutasaur, Quick-Flex Aliens, Malvoren, Fingertooth Carpetbaggers, Kraks, Grackle Tooth, City Rats, and military and criminal types.

Rivals and Enemies: Groot Hunters and N'mbyr Gorilla Men are considered rivals. The Coalition is an enemy, and they don't like Ganka or any *plant or insect-like D-Bees*. Depending on their profession, the authorities or rival gangs or criminal organizations may be rivals or enemies as well. Being proud "city-folk" through and through, they have a bad habit of judging wilderness people as "farmers," "dumb hicks," "savages," and "barbarians."

Note: Originally appeared in *Rifts® World Book 11: Coalition War Campaign*.

Vernulians

By Kevin Siembieda

Vernulians are giant serpents with four octopus-like tentacles as arms, complete with suction cups. The head is more reminiscent to that of a salamander, but the eyes are disturbingly human. The large mouth is also filled with very human-looking teeth. They are most common in northern Mexico, where they are known as the "Children of Cihuacoatl," i.e., the children of the Aztec goddess known as "Serpent Woman."

There are two distinct factions of Vernulians currently found on Rifts Earth: *Military Special Forces* and *political refugees*. The former are scouts sent to Rifts Earth to determine if it is suitable for conquest or colonization. So far, the assessment has been that Rifts Earth, itself, is too volatile and unstable, in several categories, to make a suitable colony world. However, it is ideal as a *launch point* for invasion operations and raids of other worlds, as well as a potentially valuable *resource* for the accusation of new, "alien technologies," including magic items. As such, it has been recommended that several military operations be established at strategic locations in North, Central and South America.

All Vernulian soldiers on Rifts Earth are *Special Forces* assigned to Black Ops missions. Some are to locate and eradicate all political refugees. Others have the task of establishing strategic, military outposts and to secure "Rift access" and/or acquire "alien technologies." All are top secret missions, as the militaristic Vernulians do not want the CS or other Earth military powers to know about their activities for fear of reprisal. All Black Ops soldiers are highly aggressive, ruthless commando-types and merciless in combat. They are, generally, condescending toward, and dismissive of, intelligent mammalian life forms, and are secretive, manipulative, cruel and murderous. They attack at the slightest provocation and kill Earthlings (humans and warm-blooded D-Bees) for pleasure and food, as much as to keep their military presence and operations a secret. Vernulians feed on *mammals*, and frequently feast on humans and D-Bees taken captive for interrogation or because they've seen too much. They are also skilled at making attacks in northern Mexico and the American Southwest appear like the work of vampires or bandits. Think Coalition Military as alien snake-people and you have the general idea.



Vernulian refugees see Rifts Earth as a means to escape from the oppressive and desperate lives they must endure on their home world. Vernulians discovered the use of dimensional Rifting to other worlds 59 years ago. In 101 P.A., a group of political discontents rioted and managed to send approximately 1200 political refugees through a dimensional portal to Rifts Earth. Two similar incidents, one in the winter of 105 P.A. and another in 106 P.A., have sent an additional 6900 to Earth. The first batch appeared in *southern Mexico* and quickly dispersed into the forests of Mexico, the Yucatan and South America. Later escapees appeared in northern Mexico and have traveled into the border towns and cities on both sides of the Rio Grande, as well as into the New West and Pecos Empire.

The refugees who escaped to Earth are of great concern to the Vernulian government. They consider even a tiny number of refugees successfully escaping to another world as an embarrassment. Worse, it gives other people hope and inspires further unrest, rioting and attempts to escape the Vernulian home world. As a result, the government has dispatched termination squads to hunt down and kill rebels on Rifts Earth. The despotic Vernulian government is one of subjugation, injustice and cruelty. Their world is a place where a vast majority of people live in abject poverty and constant terror, while the elite enjoy opulence, wealth and privilege.

Vernulian refugees are much more friendly and open-minded. They respect all intelligent life forms and have a high regard for the freedom and civil liberties of all people. So terrible is life on their home world that hundreds of thousands of Vernulians are willing to riot, seize control of a teleportation compound, and see tens of thousands killed in the process, so that a few thousand might escape to live free. Even the monsters, magic and terrors of Rifts Earth are better than the oppressive and desperate life they must endure at home. Most Vernulians are kind, gentle and loving. They wish only to live in peace. However, a life of persecution, and now one of uncertainty in a weird and hostile, alien world such as Rifts Earth, has made even the nicest Vernulian a bit paranoid, secretive, and suspicious of all strangers. Worse, some have become the cold-hearted and cruel monsters the Coalition States claim they are. These individuals are as bad as any member of the Vernulian military. They lie, cheat, steal, and do whatever it takes to survive, including murder. They see humans and D-Bees as victims and prey to be used, captured, killed and eaten, and nothing else. As a result, Vernulians have a reputation for being unpredictable and dangerous "monsters." Fortunately, this is true of only about a quarter of the refugees, the rest are idealists and dreamers in search of peace, freedom and prosperity.

Vernulian – Optional Player Character and NPC

Also known as "Serpent People," "Demon Serpents," and "V-Snakes," and in Mexico as "Cihuacoatl," and "Children of Cihuacoatl."

Alignment: Any, but *military Vernulians* lean toward Unprincipled (5%), Anarchist (25%), Aberrant (35%), Miscreant (20%) and Diabolic (10%), while *refugees* tend to be Scrupulous (15%), Unprincipled (35%), and Anarchist (30%).

Attributes: I.Q. 3D6, M.A. 4D6, M.E. 4D6, P.S. 4D6 (Augmented), P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd 4D6.

Size: 2D6+8 feet (3 to 6.1 m) long and can rear up on their tail as high as three quarters of their overall body length.

Weight: 3D4x100 lbs (135 to 540 kg).

M.D.C.: Main body: 1D6x10 +P.E. attribute number and 1D4 M.D.C. per level of experience. Each tentacle has 2D6+10 M.D.C.

Additional M.D.C. Protection: Soldiers have a force field generator collar that creates an invisible force field with 160 M.D.C. Only 30% of the refugees have a similar force field device with 100 M.D.C. Both regenerate lost M.D.C. at a rate of 10 points per hour. The character may also wear custom-made M.D.C. body armor.

Horror Factor: 14

P.P.E.: 6D6

Disposition: Varies, but Vernulian soldiers tend to be confident, aggressive, cold-hearted and calculating. They do whatever it takes to get the job done and look down upon humans and warm-blooded D-Bees as "dumb animals" waiting to be conquered or eaten; they prey on humanoids. Military personnel are cruel to mammalian based life forms and consider reptilian people to be superior. Ruthless in combat.

Refugees tend to be the exact opposite, quiet, pleasant, and unassuming, but all fear and distrust other life forms, especially humans and other mammalian life forms. They

dream of living productive, happy lives, free of oppression and terror. 75% have entirely given up the practice of eating humanoids, and feed on rabbits, guinea pigs, rats, mice and other small mammals, as well as chickens and other birds.

Average Life Span: 3D8+76 years. Physical maturity is attained by the age of 10. Females give birth to 1D6 live young after a 12 month pregnancy and can give birth till the age of 55. **Note:** It is impossible for humanoids to tell a male from a female without a thorough physical examination.

Natural Abilities: Has perfect color vision that does not deteriorate with age. Vernulians can swim across the surface of water or through it, can hold their breath for two minutes per P.E. attribute point, and can tolerate depths up to 600 feet (183 m).

The four tentacle arms are sensitive and strong prehensile limbs suitable for delicate work and operating machines (though not as well as articulated fingers and hands). They also make climbing fast and easy, and the octopus-like suction cups enable them to climb sheer vertical walls and smooth surfaces like glass, marble, ice, etc., as well as rope, trees, and other surfaces. In fact, Vernulians can swing through trees like moneybags when they want to, provided the tree branches can support their weight. Their serpentine bodies also mean they can move holding their upper body erect to simulate the walking of humanoids (half their normal Spd), or slither like a snake (maximum Spd). Serpentine movement provides a low visual profile ideal for prowling, hiding, and surprise attacks, as well as squeezing through small openings as narrow as 9 inches (23 cm) in diameter. Each tentacle has an extended reach compared to a humanoid arm (half the length of the Serpent's body). Damaged tentacles or tail section heal and reform at a rate of 2D6 M.D. per 24 hours and can completely regenerate within 1D4+3 weeks if destroyed or chopped off.

Also see R.C.C. Skills, Bonuses, and Psionics.

R.C.C. Skills: All Vernulians have the following skills regardless of a chosen O.C.C.: Climbing (+30%), Swimming (+25%), Prowl (+20%) and W.P. Paired Weapons. Their telepathic nature also allows Serpent People to learn one new spoken language every level of experience and enjoy a +25% bonus.

Available O.C.C.s: Serpent People are intelligent, high-tech beings roughly on par with the technology of the CS circa 102 P.A. That means they can, theoretically, select ANY O.C.C. However, magic is a new concept. Thus, Vernulians back home do not practice magic, nor do the military forces sent to establish a beachhead on Rifts Earth. Only refugees will consider a practitioner of magic as an O.C.C.

Military characters may be the equivalent of most Man at Arms O.C.C.s, except for the Juicer, Crazy, Glitter Boy and Cyber-Knight O.C.C.s. Most are the equivalent of a Coalition Grunt, Military Specialist, Technical Officer, Elite RPA Pilot, Ranger, Commando or Special Forces, RCSG Scientist or most other Men at Arms O.C.C.s, including Bounty Hunter, Gunfighter, Gunslinger, Bandit, Headhunter or even Combat Cyborg (20% are full conversion cyborgs!), Pirate, Sailor, Wilderness Scout and so on.

Refugees can be any O.C.C., but are most likely to be one of the *Adventurer and Scholar O.C.C.s*. Magic is a new con-

cept for them and there are very few practitioners of magic among the current generation, but that could change with the next generation or two.

Experience Level: Military Characters: 2D4+1, Refugees: 1D8, or as set by the Game Master for NPCs. Player Characters should start at first level.

Attacks per Melee: As per Hand to Hand Combat Skill.

Damage: As per P.S., weapon or psionics.

Pinning Body Flip: Counts as one attack, opponent loses one attack and initiative, suffers 2D6+P.S. damage bonus, and there is a 01-70% chance that the serpent can entangle/pin the off balance individual. Being pinned means the opponent is held in a position where he cannot move or attack unless the Vernulian releases him.

Special Entangle: The Vernulian can entangle/pin one opponent with two arms and attack him with another pair of arms. While pinned, the victim cannot physically strike back and takes damage until he can break the hold and roll out of the way or return the attack, or until someone else pulls the Vernulian off of him. While a victim is pinned or entangled, the Serpent Person can maintain his hold while parrying or parrying and striking someone else with the other two arms, but does so at half his usual bonuses, and if he dodges, the victim is let loose. To break free, a victim can try to wiggle, roll, or power (using P.S.) his way loose. Each attempt counts as two melee attacks for him, one for the Vernulian. Roll initiative on a D20, bonuses apply only for the Vernulian, high roll wins. If the victim is successful, he is free.

Constriction Attack/Bear Hug: This can be done by wrapping the serpentine body or two tentacles around an opponent and squeezing to inflict crushing damage. It doesn't matter if the victim is pinned or free to attack. Each crush/squeeze attack does the equivalent of punch damage +P.S. damage bonuses. Can only break free by pulling the tentacles off but needs a combined P.S. 10 points higher than the Vernulian's P.S., or by chopping the tentacles off.

Attacks Per Melee: As per Hand to Hand Combat skill and bonuses.

Bonuses (in addition to those acquired from attributes and skills):

Military: +3 attacks per melee round, +1 to strike, +4 to parry, +3 to automatic dodge (the act of dodging does not use up a melee attack), +4 to entangle, +2 to disarm, +4 to pull punch, +2 to save vs Horror Factor, and +2 to save vs poison.

Refugees: +2 attacks per melee round, +1 on Perception Rolls, +2 to parry, +2 to dodge (this is *not* an automatic dodge), +2 to entangle, and +2 to save vs poison.

Vulnerabilities: Their serpentine body and tentacles cause fear and distrust in humans and most warm-blooded people, and make disguise impossible. In fact, many people consider them demons or monsters and react accordingly at sight. -10% skill penalty when using complicated devices, such as computers, that are designed for humanoids.

Psionics: Major Psychics with the powers of Telepathy (4), Telekinesis (varies), and Mind Block (4), plus select a total

of four additional psionics from the categories of Healing, Sensitive and/or Physical. I.S.P.: 1D6x10 plus M.E. and 1D6+1 per level of experience.

Magic: None, except by O.C.C. (rare).

Standard Equipment: As per O.C.C. **Note:** Vernulian made weapons have concealed triggers that are activated by Telekinesis rather than physically depressing a trigger, but the shooter must still point and aim. Telekinesis may also be used to operate human equipment, including guns and computers.

Body Armor: The Vernulian military has created an energy field generator collar that creates an invisible force field of 160 M.D.C. for military applications and 100 M.D.C. for commercial work applications. M.D.C. regenerates at a rate of 10 an hour. Limited to 12 hours a day use or the system temporarily overloads and shuts down for 24 hours. Consequently, the device is engaged only when needed. The device also provides warmth to keep the body metabolism high (peak combat) during cool periods, like desert nights.

Serpent Power Armor: An impressive and frightening sight is one of these four-armed serpents in robot-looking armor. M.D.C. by Location: Head: 100, tentacles (4): 100 each, main body: 300, hover jets (6 underside): 25 each, main hover jets (2 on back): 75 each. The jets are used for low altitude flying (maximum height is 300 feet/91 m), maximum speed is 400 mph (640 km); military use only.

Bionics & Cybernetics: **Serpent Borge:** Standard Full Conversion: Roughly the same as the human, Combat Cyborg, with a P.S. 30, P.P. 26, Spd (slithering/loping with arms) 50 (35 mph/56 km). Optional Bionic Legs (biped Spd 88 or 60 mph/96 km), or quadruped (Spd 220 or 150 mph/240 km running), but only 20-30% add bionic legs. Detachable jet pack: Spd 365 (250 mph/400 km; 70% prefer the jet pack rather than add legs). Standard Bionic Weapons: One retractable Vibro-Swords (3D6 M.D., giant size) or one set of retractable Vibro-Claws (3D6 M.D.; four, 10-inch hooked blades pop out the front of a tentacle). Two Tentacle Blasters (same as human forearm blasters), Tail-mounted blasters (same as laser rod, but bigger with double the range and +2D6 M.D. to the blast damage). **Body Armor:** Medium Infantry: 300 M.D.C. **Other Bionic Features:** Plus 1D4+3 additional bionic or cybernetic weapons or implants.

Money: As per O.C.C.

Habitat: As of 109 P.A., most Vernulians inhabit northern Mexico and the American Southwest, but can be found anywhere in the Americas.

Slave Market Value: 2D4x10,000 credits as exotic slave servants, warriors and gladiators.

Alliances and Allies: None per se. Though refugees try to be accepting of all other people, even humans, and wish to live in peace. They view slavers and tyrants with disdain.

Rivals and Enemies: Vernulian soldiers consider all Earthlings and intelligent mammals as the enemy and prey. Other reptilian people are seen as rivals.

Note: Originally appeared in *Rifts® World Book One: Vampire Kingdoms*.



Vintex Warriors

By Kevin Siembieda

The Vintex only have bits and pieces of their heritage preserved in writing and lore, but the short story is, they were "designer soldiers" genetically tweaked by their leadership to be the best they could be in combat. They were not slaves, but were second-class citizens with most life decisions made for them by the higher ups in Vintex society. That all changed for the Vintex sent to Rifts Earth in the early days of the Dark Age. The Vintex warriors were part of an alien invasion force that was first overrun by the undead horrors of the First Zombie Plague, and then decimated by demons and other monsters from the Rifts. When the dust cleared, fewer than 100,000 Vintex Warriors remained out of an invasion force that had started out at one million. Moreover, the warriors' leadership had been obliterated. The surviving 100,000 troops waited for reinforcements and new lead-

ers to offer the grunts direction, but they never came. It was not a Vintex Warrior's place to formulate battle plans, just to exercise them, so the Vintex dug in and waited as their numbers continued to be whittled away. As the largest standing army in North America, the Vintex were targeted by every demon plague and would-be conqueror who rose from the chaos and landed on the continent.

For nearly 20 years the warriors defended their position in the Canadian Province of Manitoba, reluctant to do anything but defend themselves. Eventually, they came to accept that they were on their own. For the first time in their lives, there was no leader to tell them what to do. No war to be fought. They were free, and that freedom was terrifying. Making decisions and finding their own fate was a brand new concept. Why home world abandoned them is unknown, though speculation is that some dimension-spanning horror from Rifts Earth used a dimensional portal to invade and enslave or destroy the Vintex people at home.

Bred and trained only for war, the Vintex continued to survive the Dark Age as they had the previous 20 years, by raiding others and taking what they needed. They had no other skills, and knew no other way. Over time, a new generation would accept other D-Bees, learn new skills and become a bit more worldly. The Vintex would actually establish a kingdom they called the *Vintex Imperium* and remain a major power for 120 years before finally collapsing under the weight of its own people, a weak social structure and a series of sieges from barbarians and new monstrous invaders.

Today, an estimated 300,000 to 400,000 are believed to be scattered across the continent. At least 30,000 call the Pecos Empire their home, 100,000 are scattered across the New West, and another 100,000 are believed to be scattered across western Canada. Individual Vintex, merc squads and small clans (5D6+30) may be encountered anywhere on the continent, particularly at political hot spots where war rages or the promise of conflict threatens to erupt. At least 14,000 Vintex died in the Tolkeen-Coalition War, most serving as mercenaries and hired guns, their numbers not on any official roster or population census.

Even after more than 250 years of freedom, the Vintex have not changed much. Designed to be soldiers, most find it easy to live that role. What passes for Vintex society is basic military structure and order. Even within the family, the father is the Commander, mother is Second-in-Command, the eldest child (male or female) is next in line, and so on by age and birth order. Vintex tend to have a rather bleak, stern and pragmatic view of life. They expect to fight to survive, sell their services to others and fight their battles, or earn a living as a lawmen, mercs, raider, monster slayer or adventurer, because that is simply what they do best. Fighting and killing come natural to the Vintex, and they actually enjoy the physical challenges, mental focus, and the emotional excitement of combat. Fighting is literally in their blood, genetically etched into the fiber of their being. While a Vintex may focus on skill sets other than combat, such as mechanics or healing, all are, by nature, born fighters. Their physical orientation also means they like mixing it up in battle with melee weapons, guns, and man to man, rather than being enclosed inside a combat vehicle, giant robot or even power armor.

Vintex Warriors have Mega-Damage hides and muscles as hard as steel, but they still wear light, medium and partial M.D.C. armor for additional protection. Their bodies are humanoid: a pair of human-like arms, hands, legs and feet. The head is human-shaped with a pair of eyes and ears, but no lips, just a thin horizontal line, and no apparent nose, just three tiny slits located between the eyes. The hair is wavy, coarse and wiry, jet black with streaks of silver, and sometimes worn long and down or tied into a ponytail, but long and up in a variety of styles is the most popular. Eyebrows are also thick, long and bushy, and most males wear a goatee or Vandyke beard. Skin color is a yellow or light orange with black or dark red splotches across the shoulders, back and chest. Vintex also have a thick, dinosaur-like tail that is the same color as the rest of the D-Bee and speckled with the same dark red or black splotches. Females have smooth tails that are a bit more slender, while the males' end with 4-6 sharp spikes reminiscent of a stegosaurus. Some people seem to believe the Vintex may have evolved from a race of warm-blooded dinosaurs, but nobody, the Vintex included, have any idea if that is true or not.

Vintex Warriors - Optional Player Character or NPC

Pronunciation: vin TEX

Also known as "Dark Age Hunters" and "Iron Skin Soldiers." Recognized as a warrior and survivor from the Dark Age, they are often referred to as the "Dark Age Hunters."

Alignment: Any, but lean toward Scrupulous (25%), Unprincipled (30%), Anarchist (15%) and Aberrant (15%).

Attributes: I.Q. 2D6+3, M.E. 2D6+3, M.A. 2D6+3, P.S. 3D6+11 (Augmented), P.P. 2D6+9, P.E. 2D6+7, P.B. 2D6, Spd 3D6+13 (average Spd is 22 or 15 mph/24 km).

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 200-250 pounds (90 to 112.5 kg), all muscle.

M.D.C.: 6D6 +P.E. attribute number, and an additional 2D6 per level of experience starting at level one. May also wear partial or full body armor, though customization to accommodate the tail will be necessary for full and environmental armor.

Horror Factor: Not applicable.

P.P.E.: 2D6+5

Disposition: Born warriors, Vintex enjoy the thrill and challenges of fighting. They aren't quite adrenaline junkies, but they like combat, physical competitions and risk taking. They are highly competitive, self-assured and aggressive. However, they appreciate life, compassion, imagination, music, literature, art and creative minds, and secretly wish they had talent in those areas. As a result, they respect and admire artists, writers, historians, scholars and other thinkers and imaginative and creative people. Vintex see themselves as lowly grunts bred to destroy and kill. And while a soldier has his place and purpose in the world, the Vintex respect and value artistry, imagination and creativity, because they are things they cannot do. Thus, the Vintex are warriors with the hearts of poets.

Average Life Span: 6D6+99 years. Reach physical maturity by age 15. Females give birth to one or two young after a 10 month pregnancy and bear children till the age of 65.

Natural Abilities: Mega-Damage body, Augmented P.S., quick reflexes, excellent vision and other senses, bio-regenerates 2D6 M.D.C. every 24 hours, and can completely regrow a lost tail in six months.

Prehensile tail (special): The tail of a Vintex is flexible and prehensile enough to pick up and carry young, packages and weapons, but not articulated enough to fire a gun or use a weapon in combat (-3 to strike even with a blunt weapon). However, they are used for balance, hanging upside down, swimming and for striking an opponent, behind or to the side of the D-Bee. +10% to balance, +2 to strike, +1 to parry, and damage is 2D6 S.D.C. from a tail strike for a female, and 3D6 damage from a male's spiked tail. Only the male is able to deliver an M.D. "power" tail strike as per Augmented P.S. (Typically 1D4 M.D., sometimes 1D6 M.D.; counts as two melee attacks.)

Superior Aim (special): Vintex have such good aim and balance that they can fire a gun from a moving vehicle, running, hanging upside down or in mid-leap without penalty (roll as normal and include the usual bonuses), and automatically get the Targeting skill.

R.C.C. Skills:

Acrobatics

Boxing

Combat Driving

Language: Native (+4%, American is the adopted, "Native" tongue).

Literacy: Native Language (+10%)

Climbing (+15%)

Land Navigation (+10%)

Math: Basic (+12%)

Military Etiquette (+20%)

Pilot: Vehicle of choice (+12%; Hovercycles, rocket bikes, motorcycles and fast cars are their favorites).

Radio: Basic (+15%)

Rope Works (15%)

Sign Language (+10%)

Swimming (+15%)

W.P. Ancient: Three of choice.

W.P. Modern: Two of choice.

W.P. Rope

W.P. Targeting

Hand to Hand: Martial Arts or Commando, pick one.

Area of Specialty (takes the place of R.C.C. Related Skills):

Select Five skills from any ONE of the following categories. These skills are either the warrior's MOS (area of specialization) or skills for an occupation other than a soldier. All Area of Specialty skills get a bonus of +15%.

Communications: Any.

Cowboy: Any.

Domestic: Any.

Electrical: Any (including Computer Operation form Technical).

Espionage: Any.

Horsemanship: Any.

Mechanical: Any.

Medical: Any.

Military: Any.

Physical: None.

Pilot: Any, except Submersible, Tanks, Robot and Power Armor skills.

Pilot Related: None.

Rogue: Any.

Science: Any.

Technical: Any.

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select two skills from the Secondary Skills List found on page 300 of *Rifts Ultimate Edition*, at levels 1, 3, 5, 7, 9 and 11. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

O.C.C.s: Although a Vintex may take up a particular line of work and call himself an assassin, bounty hunter, gunslinger, lawman/sheriff, mercenary, soldier, spy, etc., they do *NOT* select an O.C.C. ALL have the R.C.C. Skills and subsequent Area of Specialty described above.

Experience Level: 2D4+1 or as set by the Game Master for NPCs. Player Characters should start at first level. **Note:** Use the same Experience Table as the *Military Specialist*.

Attacks per Melee: As per Hand to Hand Combat & Boxing skill.

Damage: As per Augmented P.S., combat skill, or weapon.

Bonuses (in addition to those acquired from attributes and skills): +1 attack per melee round, +1 on initiative, +3 to strike, +1 to parry and dodge, +3 to disarm, +1 to entangle, +4 to pull punch, +1 to roll with impact, +3 to save vs Horror Factor, impervious to most diseases.

Vulnerabilities: None per se, though their obsession with war and physical combat has its disadvantages.

Psionics: None.

Magic: None.

Standard Equipment: Suit of medium armor or non-environmental armor (4D6+40 M.D.C.; the tail is usually left unarmored), set of clothing, pair of leather boots, pair of leather gloves, one weapon for each W.P., 1D6+3 E-Clips for each, backpack, satchel, bedroll, two canteens, 1D4 pieces of white chalk, one can of red, orange or white spray paint (to mark a trail, tag a target, etc.), notebook and 1D4 pens or markers, pocket mirror, wooden cross, language translator, and some personal items.

Money: Typically makes a living as a man-at-arms and earns the equivalent pay as such O.C.C.s, plus starts with 1D6x1,000 credits in trade goods or Black Market items.

Cybernetics and Bionics: Starts with none, but Vintex are not opposed to them, especially to replace a lost limb.

Habitat: Throughout North America wherever there is a battle or war to be fought.

Slave Market Value: 1D4x10,000 credits and coveted as elite warriors, raiders, bounty hunters and gladiators.

Alliances and Allies: They understand and get along best with other warriors, especially *Psi-Stalkers*, *Malvoren*, *Squilbs*, *Blucies*, and *Rogue Dog Boys*, who are like long lost brothers, and respect Cyber-Knights and Lynn-Srial as noble and honorable warriors. However, they respect and value those with skills to create, heal and imagine more than they do their own lives. Thus, they appreciate Body Fixers, Operators and Rogue Scientists, and revere Rogue Scholars, historians, artists and thinkers above all others. Erin Tarn is practically a god in their eyes, and certainly the greatest hero of the age.

Rivals and Enemies: Vintex respect power, order and military strength, consequently the Coalition States and Free Quebec are regarded as the two greatest military powers on the continent. However, they are seen and accepted for what they are without undue fear or hatred. From the Vintex military point of view, the CS does what it does because it is an imperial power. Vintex hate demons and other supernatural beings, with *Worm Wraiths* (New West) and vampires (New West & Mexico) at the top of their hate list. They aren't too fond of creatures of magic or psychics either. They view *Simvan*, *Brodkil*, *Xiticix*, *Witch Wolves*, *Deer Horn*, and similar creatures as barbarians and savages; *Loaks*, *Vernulians*, *Gankas*, *Forest Wardens*, *Chasseur Vert*, *Drizzit*, *Spinne*, *Xiticix* and the *Minions of Splugorth* as dangerous aliens.

Xiticix

The Xiticix are insect-like humanoids who have been slowly taking over the northern half of Minnesota and the southern half of Manitoba. It has only recently been determined that as they grow in number, they are becoming more aggressive and that the insectoids could represent a danger to all life on the planet!

Xiticix are so alien that they are not viable as Player Characters. They are NPC monsters. For more information on the Xiticix, see *Rifts® Wold Book 23: Xiticix Invasion*. The Xiticix danger is also discussed in *Rifts® Sourcebook One, Revised & Expanded*.

Yeno

By Kevin Siembieda

Yeno are strange, rare D-Bees occasionally encountered in Central and Eastern Canada and the American Midwest. They are tall, thin humanoids with scaly yellow, red and orange skin, a melon head, and blazing yellow eyes. Their hands have only three fingers and a thumb, and their feet, only two large toes. Most seem to be in a perpetual state of anger and meanness. They are hot-tempered and easy to provoke. In fact, one popular saying about Yeno is, "You have to watch yourself around a Yeno, because they go to bed unhappy and wake up angry." Another is, "Yeno have the personality of an angry nest 'o hornets and an even nastier sting." Why the Yeno always seem to be in a foul mood is anyone's guess.

Yeno are also known as "Energy Weavers" or "Energy Men," because they can absorb, manipulate and unleash energy in a variety of ways. They can fire M.D. energy beams from their hands and eyes, and can generate a barely visible energy field around themselves for protection at the speed of thought.



One famous Bounty Hunter is quoted as saying, "Lest ya kill a Yeno in his sleep, them nasty buggers is damn hard to kill an' ya better be prepared for the fight of yer life." It is a famous quote and a popular Canadian folk tale because, according to the story, a moment later, she was killed by a blast in the back by a Yeno who took offense from her quip.

Yeno Energy Weavers are notorious for taking up the professions of assassin, killer for hire, bounty hunter, bandit or gunslinger (the latter may use a handgun as well as his own natural energy powers).

Yeno – Optional Player Character and NPC

Also known as "Energy Weavers" and "Energy Men."

Alignment: Any, but most are Anarchist (30%), Miscreant (30%) or Diabolic (30%).

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

Size: 6 feet (1.8 m) tall.

Weight: 140-180 pounds (63 to 81 kg).

Hit Points: 1D6 +P.E. attribute number, +1D6 M.D. per level of experience, starting at level one.

S.D.C.: 5D6+30 plus those gained from Physical skills.

M.D.C.: Via body armor or natural M.D.C. force field (see Natural Abilities).

Horror Factor: 11

P.P.E.: 2D6

Disposition: The behavior of Yeno border on antisocial. Most are ornery, cantankerous, hot tempered, intolerant of others, and quick to attack when threatened or annoyed. They are this way even with their own kind. Everything in life seems to be an annoyance or inconvenience to them.

Average Life Span: 6D6+170 years. Yeno reach physical maturity by the age of 19. Females give birth to a single young after a 10 month pregnancy and the baby is born in a rainbow of changing colored light.

Natural Abilities: Sharp, hawk-like vision and can see in all spectrums of light, including infrared and ultraviolet. Cannot be blinded by bright light or glare, and is resistant to all energy attacks (half damage), but takes full damage from kinetic attacks (i.e. M.D. punches, kicks, claw strikes, rail guns, explosives, etc.).

Fire Energy Bolts (special): Yeno can generate energy blasts that inflict S.D.C. or M.D. Damage increments can be any of the following, as the character desires: 4D6 S.D.C., 2D4x10 S.D.C., 1D6 M.D., 2D6 M.D. or 4D6 M.D.; character's choice. Each counts as one melee attack. Range: 1000 feet (305 m) +30 feet (9.1) per level of experience.

Blinding Flash (special): Can emit a beam at a specific target or an area effect flash of blinding light around his body. Effects are the same as the spell of the same name.

Generate Light (special): Can make hands glow to generate light equal to a low intensity lantern, but can only see about six feet (1.8 m) ahead of them, which does not put them at ease if trapped in total darkness.

Force Field (special): The force field has 2D4x10 M.D.C. +P.E. attribute number and an additional 3D6 M.D.C. per level of experience starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D6x10 for S.D.C., +1D6 H.P. per experience level; Natural A.R. 10, and the force field would be the equivalent of S.D.C. point for point and with an A.R. of 19.) To determine if the Force Field was raised in time to block an attack, roll for initiative, but the Yeno gets a bonus of +2 at levels 1, 3, 4, 6, 8, 10, 12 and 14 applicable ONLY to the raising of the force field! See the normal initiative roll under Bonuses. It can be maintained indefinitely while the Yeno is conscious and regenerates lost M.D.C. at the speed of 12 points per hour, double while sleeping or meditating. If the field is depleted, the Yeno cannot raise it again for at least one hour, and starts with only 12 M.D.C. (increases with each passing hour).

Available O.C.C.s: Nearly any, but the belligerent D-Bees lean toward Assassin, Spy, Bandit, Bounty Hunter, Gunfighter, Gunslinger, Commando, Special Forces, Merc Soldier, and other Men at Arms, military or criminal O.C.C.s, seldom any other professions. Never magic. Their alien physiology make Juicer and Crazy conversions impossible and they avoid bionic reconstruction.

Experience Level: 2D4 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the experience table of the chosen O.C.C. for level advancement.

Attacks per Melee: As per Hand to Hand Combat skill and bonuses. **Note:** When using energy blasts only, the character gets an *extra two attacks per melee*; not applicable to hand to hand combat or guns.

Damage: As per P.S., energy bolt or weapon. Yeno like powerful and accurate energy weapons.

Bonuses (in addition to attribute bonuses): +2 on initiative, +2 on Perception Rolls, +3 to strike with natural energy blasts (+1 at levels 3, 5, 7, 10 and 13), +1 to disarm, +1 to

pull punch, +2 to roll with impact, and +4 to save vs Horror Factor.

Vulnerabilities: Alien physical appearance makes disguise difficult. **Phobia:** Darkness. Tend to panic when *blinded* or trapped in *darkness*. Suffer from greater penalties (apply these penalties on top of the normal ones for being blind): -3 to all combat maneuvers (i.e. -13 for being blind), reduce the number of melee attacks and Spd by half and skill performance is -30%. Also dislikes small, cramped places and being in, on or over water; doesn't like boating.

Psionics: None, other than the art of Meditation at no I.S.P. cost.

Magic: None.

Standard Equipment: As per O.C.C.

Money: As per O.C.C.

Cybernetics and Bionics: Tend to avoid them. Getting more than half their body replaced with bionics reduces their energy powers by half (half damage, range, etc.).

Habitat: Can be found anywhere, but are most common in Manitoba, Ontario, Quebec, Wisconsin, Minnesota, the Dakotas and the New West. Originally, fewer than 2,000 were believed to exist throughout North America, but that number has since been adjusted to three times as many.

Slave Market Value: 1D6x10,000 credits.

Allies: Other killers, bandits and cutthroats. Though they don't show it and would never admit it, they rather like humans and Grackle Tooth. They hate Kraks, Fingertooth and other "nice" or friendly people.

Rivals and Enemies: Anybody who gets in their way, causes them trouble or gets on their nerves is an enemy. They have a strong dislike for the CS, Cyber-Knights, lawmen in general, Psi-Stalkers and Quick-Flex aliens. Generally speaking, they have little respect for life, and see most other races as inferiors or rivals. They hate the undead.

Note: Original appearance, *Rifts® World Book 20: Canada*.

Yhabbayar

By Kevin Siembieda, inspired by Mike Dubisch.

The Yhabbayar (pronounced: Yah-hab bay-are) of Psyscape are strange, little, humanoid D-Bees who were torn from their home world during a ley line storm and flung to Rifts Earth.

Yhabbayar appear as short, thin men and women of slight build, but with oversized heads, large, pointed ears and gentle features. They are not muscular and seem a bit flabby, despite their thinness. Most also look to be older, about 50-65 years of age, yet they are surprisingly alert, quick and have excellent reflexes like those of a 20 or 30 year old. Males are usually bald with a stringy crop of black or grey hair behind the ears. Most Yhabbayar females, however, have long, silky black hair, and their figure is thin and delicate. Both males and females stand only 4-5 feet (1.2 to 1.5 m) tall, but don't think of themselves as any less capable, strong or attractive as anyone else, including musclebound Juicers and D-Bees.

Virtually all Yhabbayar are something of a cross between an Oriental Guru, a child, and Yoda! A teacher, philosopher, warrior and child all rolled into one. Child because the Yhabbayar



retain a childlike sense of curiosity, outlook on life (it is always new and interesting) and innocence despite their centuries of experience and any tragedies they may endure in life. Although they can be hard taskmasters and sometimes speak in riddles, the Yhabbayar are always positive and usually helpful. As "enlightened" psychic masters, they often surprise people with a sudden and unexpected joke, pun or practical joke.

Bubblemakers. Yhabbayar are also known as the "Bubblemakers" or "Mystic Bubblemakers," because they have the power to mold, shape, and create bubbles with their minds from a simple water and soap solution and blowing into a metal hoop. These are no ordinary bubbles, but enchanted bubbles that seem to be alive, dance and change shape. They are used to lift spirits and to entertain. Only the Yhabbayar have this ability, because their alien brains have a different form and function, and are better equipped to imagine the dimensions of space, time, magic and the mind.

Bubble Magic

The Yhabbayar create magic bubbles by sitting with legs crossed and eyes closed, and entering a meditative, psionic trance. When this happens the little D-Bee rises 1-3 feet (0.3 to 0.9 m) into the air with the container of soapy solution floating in front of him. While in this state of awareness, the Yhabbayar has the equivalent of *Psychic Omni-Sight*, but without actually rising out of his body. This enables him to see and know what is

happening around him and respond accordingly by creating and sending bubbles at specific targets and opponents.

Without opening his eyes, a Bubblemaker picks up his hoop, concentrates and blows a bubble.

One *magic* bubble can be blown per melee action, although as many as a dozen non-magical ones can be blown per melee action for fun.

A magic bubble contains psychic or magical energy that, when it pops, unleashes a psionic effect or magic spell. To do this, the Mystic Bubblemaker must expend the same amount of I.S.P. or P.P.E. that he would need to cast that spell or use that psionic ability.

Instead of the magic or psionic effect happening immediately, it is placed inside the bubble. The bubble can then be mentally directed by the Yhabbayar to travel at a particular speed, go to a particular place, to strike a particular opponent, and so on. Thus, the Mystic can place an Empathic Transmission: Confusion into his bubble (or a psionic Healing Touch, or Healing spell, or Fire Ball, etc.) and send it at somebody close by or up into the air at somebody some distance away. When it finds and touches its target, the bubble "pops" and unleashes its magical or psionic affect. **Note:** The bubble can be popped prematurely if more than two M.D.C. is inflicted to it.

Most people don't know anything about this rare and ancient power and see these bubbles as harmless. An evil being might use this power to ambush and kill, but the Yhabbayar never unleash energy that can kill or cripple the unsuspecting, such bubbles are only for those who deserve their wrath.

Harmless, but Amazing Bubbles: These are ordinary S.D.C. bubbles that are completely harmless. However, the Bubblemaker can make them swirl and dance, hover, bob up and down, spin, fly in a circle, fly toward a particular person/target, look like animals, or make them really tiny, really large or seem to be filled with every color of the prism. Used mainly to entertain and make children of all ages laugh and play.

Enchanted Magic Bubbles: Such bubbles contain magic spells and require the proper expenditure of P.P.E. to cast the spell into the magic bubble. The behavior, properties and special features of a magic bubble with a spell inside are the same as a psionic one. The addition of special features requires the expenditure of extra I.S.P. as described below.

Psionic Powered Bubbles: Magic bubbles can be used as a means of communication, healing and help, which is what the Yhabbayar Mystics use them for most. One of the great things about them and the use of psionics, is the bubble can impart an ability that is normally limited to the psychic himself, to other psychics and non-psychics alike. The duration of this *hand-me-down power* is one third the normal first level rate, but can still be incredibly useful. Thus, the Bubblemaker can make a bubble that places a force field around the intended character when it pops on him, or gives him a Psi-Sword, or the ability to See Aura or mentally diagnose a disease/injury, and so on.

I.S.P. Cost: In addition to the cost of the psionic power itself, add these extra costs – applicable only to bubbles that contain *psionic* powers, not magic spells.

+2 if the bubble inflicts damage (Mind Bolt, Electrical Blast, Telekinetic Push, Evil Eye, etc.).

+3 I.S.P. for Healing powers.

+5 I.S.P. to temporarily give another person a particular psionic power (Telepathy, Resist Fatigue, Telekinetic Punch, etc., any except Super-Psionics or Mind Bleeder powers).

+10 I.S.P. to temporarily give to, or inflict on, another person any one Super-Psionic power.

Special Bubble Features for Extra I.S.P. Costs: Each of the following costs the Bubblemaker *extra I.S.P.* All are "line of sight" attacks, meaning the Mystic must see his target or opponent to send the bubble at him, unless stated otherwise.

Float in One Place: +1 I.S.P. to have the bubble float in one location, like a bobbing, aerial land mine. It can only be pushed or blown a few inches, bobbing around a swatting hand or sudden jet of air.

Special Program: +2 I.S.P. to psionically program the bubble to "pop" on contact or only on a specific person or type of person (i.e. CS trooper, Psi-Goblin, etc.). Those programmed for a specific person or category of person float around or harmlessly bounce off of all others.

Straight Arrow Strike: +2 I.S.P. to send the bubble flying like an arrow direct at a specific target (victim is -3 to dodge; a parry is futile as it will pop the bubble and unleash its magic or psionics).

High Floater: +2 I.S.P. to send the bubble floating high into the air and floating above and then down, like a silent bomb, on a specific person (-3 to dodge).

Surprise Attack: +4 I.S.P. to have the bubble bob and float in the air innocently before suddenly hurling at a particular person (-4 to dodge).

Zigzag: +4 to create a bubble that flies in a zigzag pattern (-3 for others to strike it).

Seek Out: +20 I.S.P. to create a bubble that can seek out and find a specific individual or place. The Bubblemaker must know that person or place very well to have the bubble find its target.

Extend Duration: +6 I.S.P. to extend the bubble's duration. The typical magic or psionic bubble vanishes within 30 seconds per level of its creator. The Yhabbayar can extend that time by double, per each expenditure of 6 I.S.P. *For example:* a 3rd level character can make a bubble that will last up to 90 seconds, but for a cost of 6 extra I.S.P. can extend it to 180 seconds or for a cost of 12 extra I.S.P. to 270 seconds, and so on.

Natural Bubble Characteristics: No I.S.P. cost for any.

- **Extended Range:** Many spells and psionic powers are limited in range, however, the magic bubble has the range of *Psychic Omni-Sight*, which is a 500 foot (152 m) radius, with the Bubblemaker at the center, so he can see and send his bubbles for 500 feet (152 m) in all directions.
- **Silent Attack:** Bubbles float or fly in complete silence, and their transparent nature makes them difficult to see (characters being attacked by a magic bubble are -1 to strike, parry and dodge an incoming bubble).
- **Surprise Attack from Above:** A bubble that drops down from on high has the equivalent of a Prowl 80%, and most people won't notice it until a second before it hits (-3 to dodge; parrying it will pop it and unleash its magic or psionics).
- **M.D.C. of a Magic or Psionic Bubble:** 2 points. An ordinary bubble has two S.D.C.

Hints about Magic Bubbles:

- The biggest and most elaborate bubbles typically contain illusion or dimension warping magic, or some high level spell that required a lot of P.P.E. (100 points or more).
- The smallest are typically attack/offensive in nature and often sent flying quickly at one's target.
- Those with a blue tint to them (provided there is sufficient light and/or time to see color) contain a *magic spell*.
- Those that look completely clear or have a faint rosy tint to them (provided there is sufficient light and/or time to see color) contain a *psionic attack or influence*.
- Typically a magic bubble is -3 to dodge.
- A parry is futile as the blocking action strikes and pops the bubble, unleashing its magic or psionic affect. Long-range energy attacks are the best way to hit a magic bubble from a distance; no strike penalty and it has only two M.D.C.

Note: Of course, the Mystic Bubblemaker has such control over his bubbles that he can bluff and fake people by creating one or more bubbles without magic or psionics contained inside of it. This can be used to create a distraction, cause confusion or misdirection, as well as bluff.

The Yhabbayar –

Optional Player Character and NPC

Pronounced: Yah-hab bay-are

Also known as “Bubblemaker” or “Bubble Mystic.”

Player Character Note: A Player Character will be a young Yhabbayar ready for adventure, to see the world, or to save the world from Nxla or other demonic and evil forces.

Alignment: Almost always good: Principled (26%), Scrupulous (50%), Unprincipled (20%), and Anarchist or other (4%). There is the rare evil or self-serving Yhabbayar.

Attributes: I.Q. 2D6+8, M.E. 2D6+8, M.A. 3D6+12, P.S. 2D6+8 (Supernatural), P.P. 2D6+10, P.E. 2D6+8 (Supernatural), P.B. 2D6+2, Spd 5D6.

Size: 4 to 5 feet (1.2 to 1.5 m) tall.

Weight: 90 to 120 lbs (40.5 to 54 kg).

M.D.C.: 4D6 +P.E. attribute number and 1D6 M.D.C. per level of experience. (On their native world, the Astral Plane and other places where magic energies are considerably weaker, they are Hit Point and S.D.C. beings. P.E. attribute number plus 3D6 points for Hit Points, +1D6 Hit Points per level of experience. 5D6 for S.D.C.)

Horror Factor: Not applicable.

P.P.E.: See Magic.

Disposition: Yhabbayar tend to be humble, well meaning do-gooders with a lust for life and personal freedom. They love to help others, bring laughter and joy, and help others find their path in life. They have an excellent sense of humor, like to laugh and make others laugh by acting silly, telling puns and playing innocent practical jokes (no chance of causing injury or mental distress). Despite their small stature and frail looking bodies, Yhabbayar Bubblemakers are usually supremely confident, courageous, self-sacrificing, and stand up for what they believe in. They hate cruelty, injustice, slavery and wickedness.

Average Life Span: 6D6x10 +140 years. Bubblemakers reach physical maturity by age 17, but spend the next 1D4x10+20 years meditating and finding self-awareness. After finding balance and awareness, the Yhabbayar leaves Psyscape and goes forth into the world. Regardless of their age, most appear to be 50-60 years of age. Females give birth to a single baby after a 24 month pregnancy, and only after finding self-awareness. They can bear young up to the age of 300, but tend to have 1-4 children in clusters close together, then wait 30-50 years before having another group of offspring.

Natural Abilities: 1. Sense Supernatural Evil: Fundamentally the same as the Mystic R.C.C. Range: 300 feet (91 m) plus 50 feet (15.2 m) per each additional level of experience. Along these same lines, the Yhabbayar Mystic can sense when a person is possessed by a supernatural force, and recognize magic enchantment. Base Ability: 70% +3% per each additional level of experience.

2. Opening Oneself to the Supernatural (special): Same as the Mystic O.C.C.

3. Sense Life (special): Like the Grey Seers (see *Rifts® Federation of Magic*), the Yhabbayar can sense life, birth and creation. This means he can sense when an animal or humanoid is pregnant within 72 hours after conception and tell whether it is a girl or boy (in the case of animals that give birth to litters, he can tell how many will be born). This ability also enables the psychic to sense whether a character is a healer or defender of life (lawman, hero, noble Cyber-Knight, etc.) or a destroyer of it (assassin or killer). The Yhabbayar can also sense the presence of supernatural good within 100 feet (30.5 m) +25 feet (7. m) per level of experience, but cannot pinpoint an exact location or identify their numbers. Similarly, he can recognize great good in an individual through close contact. No I.S.P. cost.

Also see Psionics, Magic and Bubble Magic.

Bubblemaker R.C.C. Skills:

- Art (+15%; professional quality)
- Boxing or Wrestling (pick one)
- Climbing (+10%)
- Land Navigation (+10%)
- Language & Literacy: Native Tongue: American
- Language: Other: Two of choice (+20%).
- Lore: Demons & Monsters (+10%)
- Lore: One of choice (+10%).
- Math: Basic & Advanced (+25%)
- Performance (+15%)
- Public Speaking (+15%)
- Philosophy (+20%)
- Sing or Play Musical Instrument (+15%)
- Swimming (+10%)
- Wilderness Survival (+10%)
- W.P.: One Ancient of choice.
- W.P.: One Modern Energy Weapon of choice.
- Hand to Hand: Martial Arts (cannot be changed).

O.C.C. Related Skills: At first level the character can select six other skills, plus one additional at levels 3, 6, 9, 12, and 15. Communications: Any (+10%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: None.

Espionage: Intelligence and Disguise only.

Horsemanship: General and Exotic Animals only.

Mechanical: None.

Medical: Any (+10%).

Military: Camouflage and Recognize Weapon Quality, only.

Physical: Any.

Piloting: Any, except military vehicles, power armor & robots.

Pilot Related: Any.

Rogue: Streetwise, Palming and Concealment only (+5%).

Science: Any (+10%).

Technical: Any (+10%).

Weapon Proficiencies: Any.

Wilderness: Any.

Secondary Skills: Select three skills from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition*, at levels 1, 3, 6, 10 and 14. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Available O.C.C.s: None.

Experience Level: 1D6+4 or as set by the Game Master for NPCs. Player Characters should start at first level. Use the same Experience Table as the Amorph on page 25 of this book.

Attacks per Melee: As per Hand to Hand Combat skill.

Damage: As per weapon, magic, psionics or bubble attack.

Bonuses (in addition to those acquired from attributes and skills): +1 on initiative at levels 1, 3, 5, 7, 9, 11 and 13, +1 to Perception Rolls at levels 1, 3, 5, 7, 9, 11, 13 and 15. +2 to save vs Horror Factor and illusions, +5 to save vs possession, and +1 to save vs poison and disease.

Vulnerabilities: Small size and appearance can sometimes cause a problem, and many people underestimate their capabilities. Need the simple, physical components to make bubbles.

Psionics: All Healing and Sensitive powers, plus Levitation. Select one additional psychic ability each from the Physical and Super-Psionic categories each level of experience. Mind Bleeder powers are not available. **I.S.P.:** 4D4x10 + the M.E. number for base Inner Strength Points, +15 I.S.P. per each additional level of experience starting with level 2. The Yhabbayar is a powerful *Master Psionic* and only needs a 10 or higher to save vs psionic attacks.

Magic: Basically the same as a Mystic, except starts with the following spells: All level one Spell Invocations, plus Float, Fly as the Eagle, Befuddle, Breathe without Air, Magic Pigeon, Tongues, Life Source, Restore Limb, and Mystic Portal. These are part of the Mystic's permanent spell casting capabilities. Once selected they can not be changed.

New Spells: Intuitively senses when he has reached a new metaphysical plateau (new level of experience), meditates, and at each subsequent level of experience, may select a total of 1D4+1 spells from any levels up to one level above his own (i.e. a 3rd level Yhabbayar could select spells from levels 1-4). Unlike the other magic O.C.C.s, the Mystic cannot be taught nor purchase additional spell knowledge.

P.P.E.: 2D4x10 plus P.E. attribute number. Add 3D6 P.P.E. per additional level of experience. The D-Bee can also draw P.P.E. from ley lines, nexus points, and other people, same as the Line Walker.

Standard Equipment: Set of simple clothing, set of traveling clothes, light M.D.C. body armor (seldom wear medium or heavy armor), one weapon for each W.P. and 1D4+1 E-Clips/ammo-clips for each weapon that requires one, a large sack, 1D4 small sacks, a backpack, shoulder bag, silver cross, six wooden stakes and a mallet (for vampires and other practical purposes), canteen, binoculars, language translator, sunglasses, pocket mirror, air filter, flashlight, cigarette lighter, several pens/markers and/or pencils, eraser, a sketch book used for drawing and making notes, waterskin with bubble solution, 1D6 rings for blowing bubbles, and many are into photography (skilled or not) and have a digital camera with a variety of lenses, plus a comb and other personal items. Likes to walk (and fly via magic), but may acquire a riding animal or TW vehicle at a later time.

Money: Has little need or desire for money or material things, except to spend it to help others and to acquire inspirational pieces of artwork. Gives away half of whatever money he comes into. Starts with 2D4x100 in Universal Credits and 3D4x100 in tradeable goods.

Cybernetics and Bionics: None and avoid getting any cybernetic or other forms of physical augmentation. However, Bio-System prosthetics will be considered should they become necessary.

Habitat: The Yhabbayar are primarily encountered in the Magic Zone and in Psyscape, where they are valued citizens and masters of philosophy, art and conceptual physics. However, over the last few years, they have taken to exploring the rest of North America. And from there, who knows?

Slave Market Value: 2D6x100,000 credits!

Alliances and Allies: The citizens of Psyscape (their adopted people) and most champions of good are regarded as allies. Yhabbayar are favorably disposed toward the leaders of Lazlo and New Lazlo, Cyber-Knights, Dog-Boys, Psi-Stalkers, all heroes and those who have good hearts and gentle souls. They judge every individual on his or her own merit, not by his race, occupation, wealth, power or reputation.

Rivals and Enemies: The forces of evil in all its forms. They hate injustice, cruelty, slavery, genocide and tyranny. The Minions of Splugorth, vampires and all evil, supernatural beings are their enemies, as are evil men.

Note: Originally appeared in *Rifts® World Book 12: Psyscape*.



Zenith Moon Warpers

By Kevin Siembieda

The Zenith Moon Warpers are sometimes confused with Werewolves, Dog Boys and Witch Wolves, because they are sleek, slender, attractive humanoids with the head of a canine. They are natural shapechangers who can assume a *completely human appearance*, however, Zenith Moon Warpers are forced to assume their natural wolf-humanoid form for a 1D4 hour period when the moon reaches its zenith in the sky. Likewise, their P.S., M.D.C. and I.S.P. increase by 20% whenever the moon is *full* or nearly full, about six days a month. This has led some to wonder if they are lesser supernatural beings or creatures of magic, but the verdict is still out on that matter. Certainly, these beings are influenced by the full moon, but that could be the simple fact that ley line energy increases during the full moon and this particular D-Bee may be more sensitive to the influence of magic.

In both human and human-wolf form, Zenith Moon Warpers are beautiful and seductive. Traits they use to manipulate, bedazzle, influence and trick humans and other people. The D-Bee possesses the predatory instincts of a hunter and a humanoid prowler. Resourceful and cunning, they are quick to take advantage of chance and crimes of opportunity. Evil and Anarchist Zenith Moons prey on other humanoids without remorse, robbing them blind or luring them into their beds with the promise of sexual favors, only to beat and rob them or slay and eat them

when they least expect it. Z-Warpers of good, Unprincipled or Aberrant alignment feed on animals and the blood and flesh of their enemies slain in fair combat, but all are opportunists. All Zenith Moon Warpers are cunning, resourceful beings who use their guile, seduction and shape-shifting powers to deceive, trick, manipulate, seduce, and otherwise get the upper hand on their opponents or victims. By the way, just about anyone who isn't a fellow Zenith Moon Warper or personal friend is seen as a potential adversary or victim. The D-Bees make excellent con artists, smugglers, thieves, spies and assassins.

Zenith Moon Warper –

Optional Player Character or NPC

Also known as “Z-Warper,” “Zenith Wolf,” and “The Midnight People.”

Player Note: People who learn the characters true nature (i.e. is a Zenith Wolf) are likely to view him or her as untrustworthy and dangerous. Furthermore, many people, the Coalition States included, fear and hate shape-changers and kill them on sight.

Alignment: Any, although most lean toward Unprincipled (10%), Anarchist (40%), Aberrant (20%) and Miscreant (10%).

Attributes: I.Q. 1D6+10, M.E. 1D6+12, M.A. 1D6+20, P.S. 2D6+12 (Supernatural), P.P. 2D6+12, P.E. 2D6+12 (Supernatural), P.B. 3D6+8, Spd 6D6+20.

Size: 5-6 feet (1.5 to 1.8 m) tall.

Weight: 120 to 150 lbs (54 to 67.5 kg); lean and muscular.

M.D.C.: P.E. attribute number plus 6D6+12 points to start. An additional 1D6 M.D.C. per level of experience. (In S.D.C. environments, the character has P.E. attribute number +5D6 points and +1D6 per level of experience for Hit Points. 6D6 S.D.C., plus those from skills. Natural A.R. 10.)

Horror or Awe Factor: 10, +1 at levels 4, 8, and 12.

P.P.E.: See Magic.

Disposition: Fiercely independent and selfish, though they may pretend to be kind, caring and your best friend. Natural born con artists, cheats and seductors, the D-Bees trick and use other people to get what they want. They love nothing more than to find a sugar-momma or daddy to sponge off of for as long as they can. However, most Zenith Wolves are always on the lookout for better opportunities and greener pastures. That means they seldom stay in any one place or with any one person even when they have it good. The promise of something better is always calling to them. However, when a Zenith Moon Warper truly falls in love, or makes a true friend, the D-Bee is 100% true and faithful to that individual(s). Perhaps because they trust so few people themselves, or perhaps because so many people fear and hate them (as shape-changers), Z-Warpers value love and friendship above all else – though material riches runs a close second.

Average Life Span: Once believed to live 600+ years, the truth is the D-Bee lives for 5D6+70 years. Full physical maturity is reached by age 13. Females give birth to one child after a 9 month pregnancy and can bear children till the age of 50. Children are usually raised by both parents.

Natural Abilities: High physical attributes, good speed and reflexes, and innate psionic and magic abilities reminiscent of a

Mystic. Z-Warpers are ambidextrous (able to use both hands with equal skill and control), double-jointed, have nightvision 1000 feet (305 m), swim 60%, climb 80%/70%, leap 10 feet (3 m) high or across (50% higher or farther with a running start), and bio-regenerate 3D6 M.D.C. points per hour.

Shapechange (special): Can assume a completely human appearance, and take on different facial appearances and skin tones, but are forced to assume their natural form for a 1D4 hour period when the moon reaches its zenith in the sky.

Powers of the Full Moon (special): P.S., M.D.C. and I.S.P. increase 20%, as well as being +2 to save vs poison, drugs, possession and mind control, +2 on initiative, +1 to strike, +1 attack per melee round, +2 to save vs Horror Factor whenever the moon is full or nearly full, about six days a month.

Also see psionic and magic abilities.

R.C.C. Skills:

Appraise Goods (+15%)

Cardsharp (+10%)

Concealment (+10%)

Escape Artist (+15%)

Intelligence (+10%)

Land Navigation (10%)

Language: Native Tongue: Gobblely

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

Pick Pockets (+15%)

Palming (+10%)

Seduction (+20%)

Streetwise (+10%)

Wilderness Survival (+5%)

W.P.: One Ancient of choice.

W.P.: One Energy Weapon of choice.

W.P.: One of choice (any).

Hand to Hand: Expert (cannot be changed).

R.C.C. Related Skills: Select six other skills at level one, plus select two additional skills at levels 3, 5, 8, 10 and 12. All new skills start at level one proficiency.

Communications: Any.

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Any.

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

Mechanical: None.

Medical: First Aid only.

Military: Find Contraband (+5%) only.

Physical: Any, except Boxing.

Pilot: Any.

Pilot Related: None.

Rogue: Any (+5%).

Science: Basic Math only (+10%).

Technical: Any (+10 to Lore skills only).

Weapon Proficiencies: Any.

Wilderness: None.

Secondary Skills: Select three skills from the Secondary Skills List found on page 300 of *Rifts® Ultimate Edition* at level 1, and one additional at levels 3, 6, 8, 10 and 14. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Available O.C.C.s: None, although the character may find employment as a thief, con artist, pickpocket, bounty hunter, spy or assassin.

Experience Level: 1D4+3 or as set by the Game Master for NPCs. Player Characters start at level one. **Note:** Use the same experience table as the Lanotaur on page 117 of this book.

Psionic Powers: Considered Major Psychics with the powers of Psychic Invisibility (10), Deaden Pain (4), Induce Sleep (4), Empathy (4) and two powers of choice from the Healing, Physical or Sensitive category. I.S.P.: 1D4x10 I.S.P. plus the M.E. attribute number tripled, and an additional 1D6+1 I.S.P. per level of experience.

Magic Abilities: The character can perform each of the following spells as a natural ability. Each use requires the appropriate expenditure of P.P.E.; in this case, *half* the P.P.E. of the



spell. Swap Places (300), Teleport: Lesser (15), Escape (8) and Tongues (12). P.P.E.: 2D4x10 +P.E. attribute number doubled, and 1D6+1 P.P.E. per level of experience.

Standard Equipment: A suit of personalized, light M.D.C. body armor, black jump suit, a set of camouflage clothing, as well as personal articles of clothing and jewelry, IR distancing binoculars, language translator, 300 feet (91.5 m) of durable rope, climbing & rappelling gear (harness, pitons, etc.), 1D4+1 sets of fake identification, knapsack, backpack, 1D4 large sacks, 1D4 small or medium sacks, canteen, and some personnel items. Also one weapon for each W.P., 1D4+1 ammo clips for such weapons, one survival knife, one Vibro-Knife (1D6 M.D.), and two smoke grenades. They love magic and TW weapons, but start with none.

Money: 2D6x1000 in credits and Black Market items worth 1D6x1000 credits. The services of the Zenith Wolves as thieves and spies are in fairly high demand, but pay varies from poor to high depending on the character's level of experience, reputation, employer and situation.

Cybernetics and Bionics: Avoid 'em completely in favor of natural powers; will only consider bionic prosthetics and organs if absolutely necessary, and then Bio-Systems will be preferred.

Habitat: Anywhere, but primarily found in the Magic Zone and Northeastern half of North America, particularly Eastern Canada, Maine, Vermont, Pennsylvania and Michigan, but can be found just about anywhere on the continent. They are a constant problem in the 'Burbs of Iron Heart and Free Quebec.

Slave Market Value: 2D6x10,000 credits.

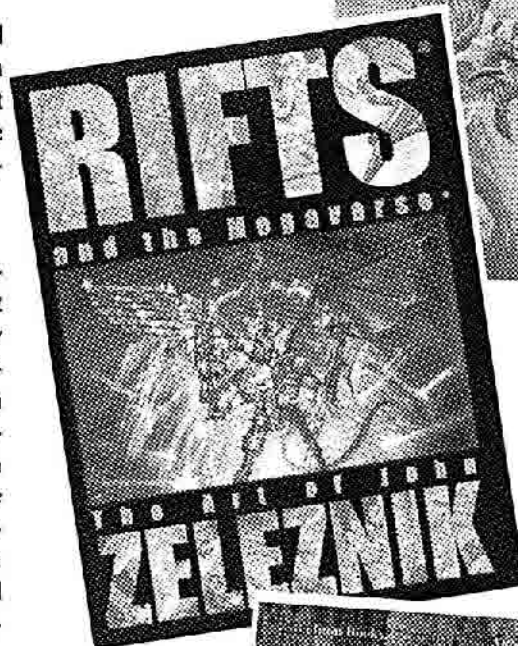
Alliances and Allies: None per se. Zenith Wolves are self-reliant, independent and out for themselves. They tend to trust only themselves and people they know very, very well. They don't even really trust other Zenith Moon Warpers, and certainly not other shape-changers, thieves or cutthroats. Selfish and ruthless themselves, Z-Warpers tend to regard most people as potential victims and fools to be used for their own personal gain and pleasure. For most, the end justifies the means. On the other hand, they hate slavers, tyrants and people who try to curtail the freedom of others, which may seem contradictory, but is actually true to their freewheeling and independent personalities. This can also lead to strange bed-fellows and allies, as well as a sudden change of heart, depending on the situation.

Rivals and Enemies: It is one thing for *them* to lie, cheat and rob others, even kill people, but most Z-Warpers hate bullies, tyrants, and beings who mistreat, enslave and torture others to prove how tough or powerful they are. There is no cunning or cleverness in such brutality, and Zenith Moon Warpers find such displays repugnant. Other shape-changers, thieves and assassins are seen as rivals, and they dislike soldiers, lawmen, and authority figures on general principle. They don't like or trust practitioners of magic nor creatures of magic either (further suggesting they are, themselves, D-Bees), and hate Loup Garou, Witch Wolves, the Minions of Splugorth and demons.

Note: Originally appeared in **Rifts® World Book 12: Pyscape**.



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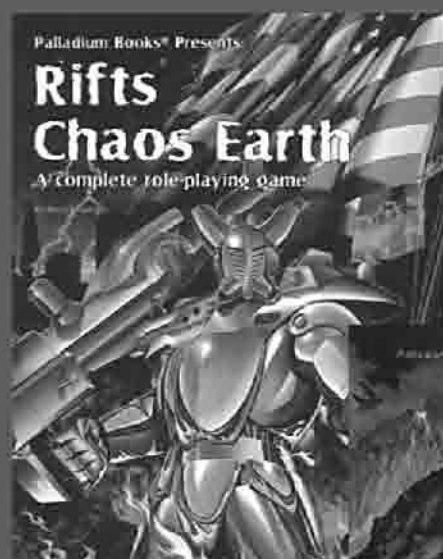
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