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A Rifts® Chaos Earth® Sourcebook

Rise of Magic™

By Kevin Siembieda

For use with Rifts® & Chaos Earth®



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Dedication

To my dear father, Hank, who gave rise to my imagination with his encouragement and drawings at the dining room table, and who never tried to shackle or limit my dreams. Thanks, Dad. Everything I create is ultimately inspired, in part, by you and Mom.

– Kevin Siembieda, September 2003

For Rifts® Chaos Earth® . . .

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Rifts® Dark Conversions™ (Nightbane, demons & more)
Rifts® Bionics Sourcebook
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Rifts® Book of Magic™
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The cover is by artist *Mark Evans* and depicts four of the new breed of practitioners of magic to rise from the Apocalypse: A Demonbringer (the big guy), a Technophite (in red), a Chaos Wizard (who apparently picked up a magic sword from a demon he slew), and a D-Shifter.

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Palladium Books® Presents:

A Rifts® Chaos Earth® Sourcebook

Rise of Magic™

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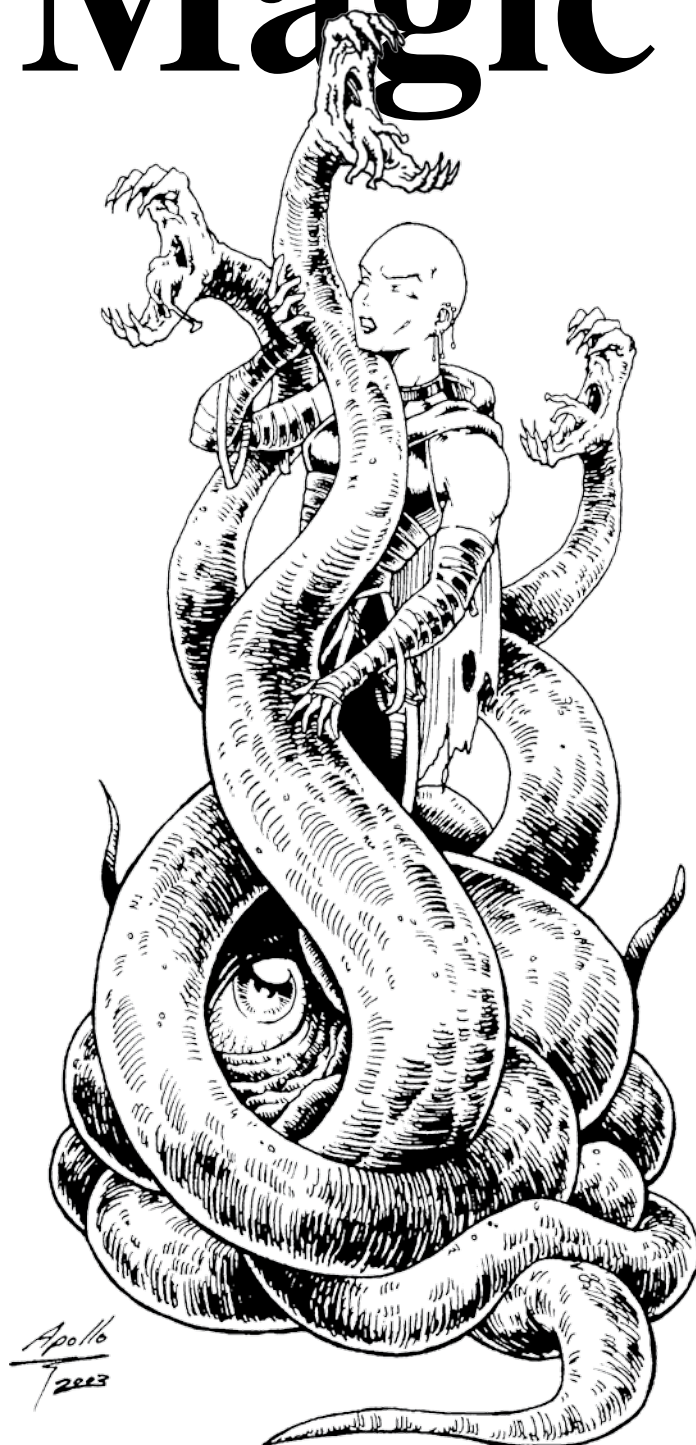
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– Kevin Siembieda, 2003

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A Look Back

Excerpts from the Journal of Lieutenant General Lindsey Sawyer

It's been a few months since command of NEMA in the Midwest fell to General Lindsey Sawyer, but her journal provides some perspective about the Great Cataclysm and the rise of magic.

December 31, 2098, day nine since the world began to crumble. Pandemonium still reigns, and there's no sign of it letting up.

We left Atlanta, Georgia in flames on Christmas Day. There was nothing we could do. The situation was completely out of hand. If we stayed, my troops and I would just be another part of the death toll. I have never witnessed such destruction in my entire life. By now the entire city must be reduced to smoldering ruins. I can't imagine more than 20-30% of the civilian population managing to escape, and even those numbers might be far too optimistic.

It took us six days to reach Chicago. I lost 10% of the NEMA troops under my command along the way, but we picked up 350 more Peacekeepers – and saved a few thousand civilian lives, too, most of which should be making their way to Chicago as I write these words.

I started this journal so I can keep everything straight in my own mind. It probably doesn't matter, but I thought I should memorialize some of this before I forget or . . .

It is painfully clear that the entire infrastructure of our nation has been shattered and the government is gone. Communications are rare and anarchy reigns. It's like the damn Dark Ages. From what I can tell, two thirds of the North American continent has been virtually destroyed, maybe more; ablaze, flooded or under siege by elements that defy description. Where cities remain reasonably whole, many are plagued by riots as a dog-eat-dog, end of the world attitude engulfs the population, and that's where absolute mania, terror, and chaos have not already won out completely. On our trek from Atlanta to Chicago we found carnage and destruction of Biblical proportions: entire cities and towns toppled by quakes or burnt to the ground from one disaster or another. Many have been devastated by the freak storms, earthquakes and volcanic eruptions – but nearly as many suffer self-

inflicted devastation. There is an incredible amount of damage from panic and paranoia, often laying waste to entire communities. It's unbelievable.

The things we have borne witness to have been more terrible than I can find words to describe. It saddens me how quickly the dark side of humanity rises to the surface. Without a prevailing government or law enforcement, people have gone crazy. With so many believing this is the end of the world, people have lost control and do brutal, insane things to one another. The carnage is endless and everywhere. It seems like only one in every ten cities has survived, and even those are shattered communities at war with fear, the unknown, the elements and themselves. Most have fractured into a thousand warring factions. Mobs of rioters, bands of looters, gangs of rapists, and madmen fill the streets looking for victims. Others wander like zombies, oblivious to the horrors around them, or search through the wreckage of civilization for missing loved ones or some morsel of food. It tears at your heart. No amount of training can prepare anyone for this.

We came across a number of places where the entire community has decided that this is the final reckoning foretold in the Bible. These people have accepted their fate, so they gather in and around the churches and city halls where they wait and pray for the angels to come for them. We offered to escort them to Chicago, or to help set up some sort of defensive camp and come back as soon as we can, but they refused. They are so sure this is "the End," that they refuse to lift a finger to help themselves. They just wait in prayer. I lost a dozen or so of my own men to this kind of apathy – soldiers who simply stop fighting and wait for the angels of death to claim them.

I wish I could say they were right, that we could all be embraced by the warmth of God and let this nightmare end, but if this is the end of the world, it's not the Armageddon from the Bible. I don't think any angels will be coming to carry the good folk to their heavenly reward. At the same time, I don't think God would want us to just give up the ghost. It's not His way, and it sure isn't mine. When I go down, I'll go down fighting. It never ceases to amaze me how many people are willing to give up. I know they are in shock, but still.

One town around Nashville committed mass suicide to speed along their trip to heaven. We'd seen our share of suicide already. Here and there, we would find an entire church or civic center filled with a few hundred to a thousand people who ended it all – but never an entire town. It was a shocking sight. A quick reconnaissance showed no survivors, no signs of combat or looting. Spray painted on the wall of the largest church were the words, "Gone to meet the Lord." The welcome sign indicated there *were* 8,572 people in that town. It breaks my heart to see this kind of needless loss, but maybe the road they've chosen truly is the easier path.

Of course, we have also seen our share of evil done in the name of God. It seems a good number of people have decided this is the "wrath of God," punishing them for allowing any number of transgressions in the eyes of the Lord. To purge themselves and stop the Almighty's wrath, they've gone on killing sprees, or embraced the "doom we've brought on ourselves." We call them Doomsayers; lunatics who invite and encourage riots, madness and destruction. We've seen whites gunning down blacks, blacks attacking whites, Muslims and Christians at each others' throats,

homosexuals hung from church steeples – you name it, we've encountered it. I'm surprised by how many of the old prejudices I thought had vanished fifty years ago have resurfaced with a savage vengeance.

As I look over the words I have written, I realize how woefully inadequate they are to describe the horror, the carnage, the magnitude of destruction. Words convey the basic notions, but fall terribly short of reality. Bedlam. Horror. Armageddon. None of them capture the reality of it all. The hell we're walking through defies description. There has never been anything like this. Maybe I need pictures to accompany this journal, but even images can only convey so much. They can't capture the entirety of it all. Nothing could. Our senses are assailed by so much all at once.

The tastes. Death – mixed with the chalky ash that falls from the sky like snow. Charcoal and the sweet tinge of burning flesh fill your mouth and nostrils with every gulp of acrid air.

The smells. The scents of burning brick and wood, bone and flesh, oil and rubber, sweat and blood, death and tears mixed in with the stench of sulfur, ozone and a thousand other odors. Each assails our senses and hammers at our sensibilities to make our heads swim and stomachs wretch. NEMA troops in environmental body armor don't have it so bad, but the civilians, or if your suit is ruptured, oh God, the ash and grit is suffocating. It burns the eyes and fills your nose and mouth as if you're sucking sand. The snows don't bring relief, they just give us wet gunk to choke down. The civvies try to protect themselves with goggles and scarves and air filters, but it only helps to a point.

The noise. The cacophony of sounds – the screams, shouts, crying, laughing, gunfire, explosions, sirens, the crackling of fire, the tumbling of buildings, the screech of twisting steel, the sounds of digging, running footsteps, the pleas for help, the prayers to God, the bellows of hate, the moans of agony, the whimpers of fear, and cries of...of things not of this Earth.

The sensations. The constant rush of light and motion. The sting of hot ash carried by icy winds, the fist in your stomach, the ache of tired muscles, the throbbing of your temples, the dryness of your mouth (like a desert) and the annoying moistness of perspiring hands. Sometimes you can't even feel your body from the cold or the hunger or the exhaustion. You barely notice your surroundings because you seem to be walking through a dream – a nightmare – detached from everything around you, including yourself. All of it crashing into one another, never stopping and you can't escape. It's unbelievable. Like nothing I have ever seen.

I keep saying that, don't I? But it's true, it is unlike anything anyone has ever seen or could imagine. I wish to God I wasn't living through it, though the alternative is an unmarked grave, and I'm not ready for that.

I realize now that I confide my thoughts and emotions to this journal to deal with it all. To give release to the thoughts, fears and innermost secrets I don't dare show or voice to my troops. I'm a General. My soldiers need to see a strong, determined and confident face. A leader who listens to their fears and replaces them with hope. I must smother my own uncertainties and give my troops a shoulder to lean on. I try to convince myself that we are doing all we can and that we will bring an end to this nightmare somehow, even if it's just some small place lost in the midst of madness. I have to convince myself of this so I can be strong



for them. We have to trust that our unity, strength, courage and sacrifice will save the day or else we have no purpose and will all end up waiting for the angels in some no-name church.

I'm supposed to be getting three hours of sleep before the next shift, but I'm too wired to sleep. It's New Year's Eve and the brass is concerned that the coming of the new year might trigger more lunacy, rioting and God knows what else. My forces go on shift in another twenty minutes, and I want to be there with them.

January First, 2099. No New Year's celebrations, just another day in Hell. Any celebration among the civilians was kept to quiet hugs and softly spoken prayers. For me and my crew, it was snuffing out fires, fending off monstrous assailants, and helping more than two thousand people find shelter and food for the night. They just keep coming, the disenfranchised and the homeless. Sergeant Nelson calls them the "walking wounded," but we're not much better off. The good news is, nothing outside of the usual happened today. We stood on duty from midnight to 1800 hours, and now my troops and I are going to get some much needed rest. We're off for the next 24 hours. I feel like I could sleep for a week.

January Second, 2099. Slept like I was dead for 14 hours straight. Woke up with a pounding headache and feeling like I could sleep another day away. Exhaustion and stress can do that to the body. I'm still alive, and now that I've had my cup of coffee I'm starting to feel like I'm back among the living too. I guess that's a start. I have to shower for a briefing and run.

January Fourth, 2099. Coming to Chicago was the right thing to do. We've been here a whole five days, but I already know this was a good decision. Chicago is a central location in the heart of the country. From here our NEMA forces can reach most parts of the US, Canada and Mexico with relative speed, or so the theory goes. For now, we are doing all we can to secure the Chicago metropolitan area. Casualties are only at about 1.5 million, and less than 30% of the city and surrounding suburbs have been destroyed. Rioting has been kept at a minimum and the local government and civilian population have rallied behind NEMA. Compared to Atlanta and the trip here, this is paradise, if you can call 18-hour shifts paradise.

The weird blue lines of energy that slice through the city are elsewhere, too. It's unknown whether they are some side effect of the worldwide catastrophe – or if they are the cause. Some places, like Chicago, have several of these lines or zones of blue light, other places, none at all. Half the time the light doesn't seem to do anything except radiate from the earth. The other half of the time freak lightning storms, tornadoes and strange rainstorms gestate and roll out from them, storms that unleash hail the size of grapefruits, or rain that pours down rocks, frogs, fish, insects, slime and small animals not of this Earth. The most dramatic destruction to property is along these Blue Zones, forcing people to flee or die. These zones of blue light are usually a half mile to one mile wide and many miles long. I've been told bigger and longer ones exist in Minnesota and elsewhere, and I believe it. We saw some big S.O.B.'s on our way through the Ohio valley, and I'm told that part of the country is covered with Blue Zones.

The trouble with the Blue Zones only starts with freakish storms and eerily illuminated nights. They seem to be magnets for trouble and conduits for what I can only describe as supernatural phenomena and monsters. I can't believe I'm writing this, but ghosts and monsters seem to haunt the Blue Lines. This is not hysteria or shell shock; I've seen them myself. Ghostly white vapors, half human, half mist, as well as glowing lights and specters that look rather like holographic projections. This has led a frightful number of people to believe the Blue Zones are portals to Heaven and Hell, and attract the dead. Somehow I doubt it, but I don't have a better explanation for the moment.

January 8, 2099. The Blue Zones are definitely trouble. Don't ask me to explain it, but they are portals to other worlds, dimensions or realities. I've seen creatures one can only describe as aliens, demons and monsters appear inside the Zones without warning. I've also seen giant portals tear through the sky to reveal an alien landscape on the other side. Sometimes these portals remain open for a few seconds, sometimes minutes, other times hours. When we're lucky, nothing comes out of the Rift, but other times wild animals, monsters or . . . *demonic* beings rush out from them, and I mean real demons. Fire and brimstone monstrosities that seem driven to torment and kill humans out of instinct or sheer evil. It sounds impossible, I know, but I'm living it.

So far, the Chicago Blue Zones haven't coughed up anything we can't handle, but I'm afraid it's only a matter of time before they do. Word is that Detroit, Windsor, Cincinnati, Louisville and other places are overrun with monsters and demons. People are already talking about the demon plagues sent to punish us and finish the job of tearing down human civilization.



The demon plague. Three days after we arrived at Chicago, I was asked to coordinate and lead a D3R operation into St. Louis. The Chicago NEMA Command Center had picked up a distress call from Missouri and, being in such close proximity, we responded immediately. St. Louis, from what we could determine, had survived the worst of the cataclysm. It fared worse than the Chicago area, but was holding its own. Then, one day, the Blue Lines that crisscrossed the east and west banks erupted with energy. When we arrived an hour later, the inferno that was St. Louis, burning on both sides of the river, made Atlanta seem like a backyard barbeque. Reconnaissance Teams Three and Four estimated 200+ square miles (320+ sq km) around St. Louis were ablaze, another 100 miles (160 km) had already been reduced to smoldering rubble and the St. Louis Arch was glowing with such

Technically, I guess we don't know what these things are for sure, but we called them demons. Thousands of them. Each as strong and powerful as a Chromium Guardsman, as fast and mobile as the Silver Eagles. It took an entire squad to take down just one of the most powerful creatures, and if that squad didn't include a pair of *Silver Eagles* and a *Bulldog*, the soldiers would not have survived. Some of these "creatures" used melee weapons like swords and clubs, but most struck with tooth and claw, and some shot fire or energy bolts from their eyes or hands. Others called down lightning from a cloudless sky, opened up fissures in the earth, and some – some seemed to call upon what I can only describe as "magic." Some could fly, turn invisible, create clouds of gas with the wave of a hand and ensorcel my men with swirling lights or verbal commands.

We barely got out of St. Louis by the skin of our teeth. I lost 23 out of 160 soldiers under my command in less than thirty minutes and the rest of the company suffered heavy damage. We never did find the people who sent the distress call; the signal was dead by the time we arrived. We did rescue and escort about 120 people back to Chicagoland, but none of them were from St. Louis itself. Personally, I'd be surprised if anyone living in St. Louis survived the day.

As I've written before, life since 12-22 is unreal. All of it.

At any rate, I have been placed in charge of internal defense, intelligence and security for Chicagoland – that’s the megalopolis of Chicago, its surviving 3.7 million people and the surrounding 14 cities, townships and suburbs accounting for an additional three million lost souls looking to me to keep them safe. From what I can tell, we may be one of the largest surviving communities in the nation. Of course, we’ve lost contact with the outside world and 95% of our own country. We get only intermittent reports from our brethren in Canada, and Mexico is a black hole. It’s anyone’s guess what’s happening in Mexico or the rest of the world, but I doubt it’s good news.

While optimism is running high at the moment, and NEMA is undoubtedly North America's best hope, there are mounting problems. The winter is unusually cold and fierce. Snow levels have already exceeded the norm and there are still 10 weeks of winter yet to go. This is presumably the result of the ash cloud from the super-volcano that covers the globe, and may be helped along by the fallout from the nuclear missiles in the Southwest. In short, we are suffering the effects of a *nuclear winter*.



On other fronts, storms over Lake Michigan are off the charts, strange lights over the lake are a constant and a number of civilian and military aircraft and boats have vanished without a trace. The Minneapolis and St. Paul region of Minnesota is another Blue Zone center that has reduced those cities to ruin and unleashed all manner of alien and supernatural life forms. Reconnaissance reports warn that the state of Kentucky has vanished, and is replaced by an alien jungle even in the dead of winter.

There have also been an increasing number of paranormal incidents that can only be described as “psychic phenomena,” incidents of Extra-Sensory Perception among the civilian population as well as NEMA operatives. Things like prophetic dreams and sensing imminent danger.

January 22, 2099. My optimism has faded. Things have gone from bad to worse.

1) Demons are penetrating our defensive perimeter via the Blue Zone influence. We cannot stop them from breaching our defenses, as they use the Blue Zones to bypass them and appear right in our midst. So far, our quick response teams and patrols have been able to keep things under control, but for how long?

2) The demon plagues keep coming. There is no doubt that the country is being overrun by demons. We’ve identified 30 different species, if such a designation is appropriate for these creatures. They seem to be coming from the Blue Zones and dimensional Rifts, especially those outside of the geographic region of Chicagoland. We are evacuating people from the Zones, but have met with confusion and resistance from the civilian population. Some don’t want to leave their homes, others don’t see the Blue Zones as dangerous and others seem to actually find comfort living in the blue light twenty-four seven. Meanwhile, newly arrived refugees as well as criminals and roaming gangs see these abandoned city streets and buildings as the perfect refuge for them, so we are constantly driving squatters away from them.

I’m quietly formulating plans to move our entire operation away from the city of Chicago; it’s too dangerous. My plans have been met with heavy resistance within NEMA Command and amongst my own officers who like what we have established here. I point out that St. Louis seemed to have survived the worst until its Blue Zones erupted and the onrush of demons decimated everything within 200 miles. As far as we know, the St. Louis Rift has never closed – waves of demons and horrors emerge from it around the clock. Our squads on perimeter patrols routinely slaughter a hundred or more so-called demons and two to ten times as many aliens every single day, and that doesn’t include the ones we catch within the city parameter. The death toll is alarming, and though I have no remorse about slaughtering demons at sight, it troubles me that we are killing so many alien humanoids.

3) Alien invaders, like something out of a sci-fi movie, have been appearing, mostly outside Chicagoland, but within our defensive perimeters and along our borders as well. This can only be another effect of the Blue Zones and the weird, trans-dimensional energy that flows through them.

The aliens, dubbed Dimensional Beings, or “D-Bees” for short, are not savage monsters or demonic super beings, but mortals like us. Most are scavengers, scared out of their wits, so they aren’t an honest-to-god invasion force. At first, we thought they

might have been responsible for the cataclysm, but most of them seem as confused and terrified as we are, and there is no organized military force among them, so that seems an unlikely scenario. If the aliens mean us no harm or are somehow victims in all of this like us, they are no help to us either. They don’t speak our language (obviously) and run from or attack us at first glance. Intelligence has identified six different humanoid alien life forms with others suspected. I swear I feel like I’m living an episode of the *Twilight Zone*.

At this stage we can’t afford to be kind or compassionate. Personally, I have stopped asking how and why about anything, and simply respond to each new crisis. It’s every man for himself and I have to look out for the humans under my charge. God forgive me, but these D-Bees are just more monsters we have to hold at bay or exterminate. It sounds cruel and callous even as I write the words, but I don’t see any alternative. It’s us or them, and I chose us.

4) The weather is unrelenting. Between the snow, the ash, and unstable atmospheric conditions, the use of any kind of ‘chopper or aircraft is out of the question. Even the Silver Eagle power armor units have a difficult time of it, especially at high altitudes. That means we’re snowed in until spring unless the snow lets up. We’re limited to ground forces and have mobilized the heavy metal: *Chromium Guardsmen*, *Bulldogs*, *Mastiffs*, and *Gunbusters*, as well as grounded *Silver Eagles*. However, the deep snow is hampering their movement as well. I only hope if we’re snowed-in for the winter, it also keeps the demons and monsters out. Of course, that also means NEMA can’t mount effective rescue and recovery efforts for people outside our immediate jurisdiction. Those not already here are on their own – and I fear the death toll for them from this winter is going to be horrific.

January 30, 2099. It’s been confirmed, where two or more Blue Lines meet, an energy flare or surge can occur at random and rip open a portal in space and time. At least that’s what the eggheads say. I saw one firsthand this morning, and that’s sure as hell what it looked like to me: some sort of wormhole to someplace beyond the veil. So now we know where the aliens are coming from and how the demons are managing to circumvent our defenses. It also means we now have to worry about alien beings as well as monsters and demons popping right into the heart of Chicagoland. In my estimation, this is an insurmountable obstacle. It is impossible to contain or monitor the Blue Lines around the clock, though we are establishing posts at each junction point. Still, we don’t know if the enemy can appear on other points within the Blue Lines, or how long these portals stay open, or how many things can come crawling out at a time. I have never felt more naked and vulnerable than today. After all our hard work, we find out that these intruders to our world can just appear out of nowhere at a moment’s notice. It leaves us completely vulnerable to the enemy. I think only a handful of us in command realize the full ramifications of this revelation, which is the way we want it. If word leaked out to the public, there would be widespread panic. For the moment, it remains our secret. We’re stuck here for the duration of winter, so we have to make the best of it. I only hope nothing comes out of one of these wormholes that NEMA can’t handle. In the interim, I’m putting my best teams on assessing the situation and presenting counter-

measures. (**Editor's Note:** See the *Chaos Earth*TM sourcebook, *Creatures of Chaos*TM for that appraisal, countermeasures and a swarm of Chaos Demons.)

Love lost, empty future. February 14, 2099. It's Valentine's Day, and I keep thinking about the Valentine's Day massacre, not love. I fear my enthusiasm for rebuilding has been buried under the snow and ice of the worst winter in recorded history. It's been eight weeks since the cataclysm struck and there's no sign of anything getting any better. We're starting to see more of our share of monsters and weirdness. It's only a matter of time before one of my squads runs up against something they can't handle, our own Valentine's Day massacre.

The entire Midwest is being clobbered by a succession of the worst snowstorms in over two hundred years. Snow removal is impossible except in the heart of Chicago, leaving much of Chicagoland immobilized and people freezing to death in sub-zero temperatures. Lack of adequate food and shelter for those outside our little oasis is quite literally, murder. I should be thankful that we have maintained the power plants and control enough of the city to keep most of our 6.7 million people warm, dry and safe. Mostly. On average, we find 6-36 people killed from one cause or another every day; most either frozen or slain by some unknown cause. As terrible as that may sound, we're doing much better than the rest of the world. It just eats at me that we are so isolated and unable to help the multitudes beyond our narrow borders. Every time I look out on the horizon I think about the tens of thousands dying out there every day. It makes me angry, sad and helpless, and I hate feeling helpless most of all. I joined NEMA to save lives – and I feel like I'm failing miserably.

People are starting to accept what I've known all along. There is no resurgent government. We're on our own. There won't be a mass rallying of NEMA troops to our side. I think most are dead. Those that survive in places like Manitoba and Quebec are in the same boat as we are, and doing all they can to stay alive themselves.

Our security and defenses are stretched thin. The civilians are increasingly frightened and worried. I don't blame them. There is a disturbing rise in the number of "unexplained" phenomena among our own human population, especially in and around the Blue Zones.

There's been some radioactive fallout too, but nothing deadly.

We've been taking things one day at a time. It's the only effective strategy, but here I am, one of the leaders of our sorry compound, and I can't stop wondering if there really is a future, or if we are doomed to day after day of uncertainty, death and bizarre events. Of course, we don't have any alternative. We have a good plan in place and good people working hard to maintain the status quo. As long as we can stay alive, we have options. Death is the end of options.

I pray I can shake this depression, because right now, I feel like there is little hope for the future. I've missed the last two weeks' worth of journal entries because I haven't had the energy to write. Valentine's Day only makes matters worse. It gives us pause to stop and think about all the loved ones we've lost. It makes us miss the world that vanished last Christmas. It makes the last eight or ten weeks seem like a million years. It makes us feel alone and tired.

The Third Plague: Magic and Mind Powers. February 21, 2099. There's no time for recrimination and self-doubt. We have to keep moving forward and hope for the best.

It seems I've caught my second wind just in time, for now we are facing a new crisis, another event without precedent. The new plague is *magic* and *psychic abilities*.

I finally understand now, the power of an idea. An idea is like a contagious disease that sweeps through a community, infecting the whole population in a matter of days. There have been unconfirmed "incidents" of magic and psychic phenomena since the cataclysm began. At first, these events were ignored, buried under the sorrow and immensity of the crisis. We were all too busy staying alive to give any time to these fanciful notions, yet almost from the beginning the signs were there. People had prophetic visions and dreams. Ordinary people would know, with no explanation, that a loved one was alive, and in some cases, exactly where they were trapped beneath rubble or hiding from the world outside. I personally witnessed this several times. I tended to ignore those who mixed their psychic vision with fire and brimstone or spiritualism, but I'm sure they were as real as anything else in our world gone mad. These were random, isolated occurrences, but now people are starting to control their abilities, to repeat these visions and realizations. There's no known scientific explanation for any of this, or for the appearance of demons and monsters, for that matter, but we have to accept that magic is real, psychic powers are real, and both represent a problem. They empower the masses, but without guidance or control, people are running amok. They are using their powers to extract revenge or get the upper hand on others and even to enslave or dominate their fellow man. Roving gangs of wizards and psychics are quickly rising to the top of the trouble list as they engage in criminal activity, ignore NEMA sanctions and take the law or their community's defense into their own hands.

All of this would be bad enough, but things, as always, are even more complicated. Not everyone who manifests magical or psychic powers is evil or self-serving. Some are so terrified that they commit suicide (the suicide rate is up 29% in the last three weeks). Others try to master their abilities with the goal of helping others, but get in over their heads or are victimized by those who fear them. The vast majority of people who remain ordinary and powerless often regard these "gifted individuals" as freaks, monsters or demon worshipers, and frequently lash out against them. One hundred and twelve people have been killed by mob justice in the last two weeks, their only crime that they created a magical or psychic effect. The lucky wielders of magic who get outed are spared – but driven away, usually into the wilderness or the Blue Zones where their powers only seem to grow. Only the luckiest, most clever and resourceful keep their abilities a secret and avoid persecution.

Such behavior may sound reprehensible and cruel, but there is reason to fear those who wield this magic. Many have cast their lot with demons, choosing to worship or serve a hellspawned master in exchange for personal power and/or the protection of a supernatural being. There are also those among the Doomsayers who wield magic and use psychic abilities to create further mayhem and death. And many use their powers, whatever their source, to dominate and rule over others. How widespread the rise of magic may become is yet to be seen, but it is already hav-



ing a profound impact on the civilian population and driving civil unrest.

A lot of theories have been flying around about how magic works. Most of them involve the Blue Zones and talk about a previously undiscovered, or alien, form of energy that gives substance to people's thoughts. I don't know, and I don't much care. All it means for NEMA is another set of X-factors and trouble to deal with. Another subject that defies logic and isn't covered in the rule books. I fear it will be a serious internal problem that will not be easily or favorably resolved.

Not all people can use this energy to power their thoughts, but some can (an estimated 10-15% at this point, possibly more, we don't know yet), and some are learning to do so with alarming speed and proficiency. What's worse, everyone seems to be trying it. That's what I mean about ideas being like a virus. One person realized the Blue Zones can breathe life into our thoughts, and the next thing you know, everyone is trying to manifest what is in their imagination. What amazes me even more is how *quickly* people just accept the idea of magic and mind powers. Everyone, and I mean EVERYONE seems to be talking about "magic and ESP" – and actively trying to discover if they have special powers. I realize it's human nature, but overnight, magic and ESP are accepted as being part of our lives! That's where the polarization begins, too. A lot of people instantly fear and reject the idea. I think I fall into that category; I find such "power" unnerving,

unnatural and best left alone. Others believe magic is their new salvation, but I think it's grasping at straws. Still others see it as a way to get a leg up, better their own odds for survival or rule over others. All three factions are at odds and I worry this is the crisis that will tear apart everything we've started here.

Under more peaceful circumstances this transition could be fun and exciting, but it worries me. A lot. Magic and psychic abilities change the environment. They create a whole new reality and a cavalcade of new potential threats and enemies, enemies not easily identified as a demon or monster, but who may serve one. And the potential for the abuse of this power has only begun to emerge.

Yesterday, I headed up an investigation to examine a ten foot diameter circle of springtime. Here we've been getting hammered with one snowstorm after another sweeping in from Lake Michigan; more than seven feet of accumulation since the cataclysm. Yet, in the suburb of Carol Stream is a circle of green grass, flowers and 70 degree temperatures (Fahrenheit). It turns out a little girl is responsible for it. Emilia. Nine years old. She said mommy was sad and wanted the snow to go away, so she went out and thought real hard and wished it was gone. The little darling said she wanted to make it all go away, but this little patch was all she could do. She guessed that's why mommy cries even more now, because there's only one little circle of flowers, and she hides from her so she can't see mommy crying. Truth is, the

mother is on the brink of losing it. She's afraid of her daughter, not sure if little Emilia is an angel or a monster. She told me she is afraid of what the child might do with the next one of her "wishes." She's afraid to be alone with her own daughter. The father and half the family are gone – missing and presumed dead. Emilia is being taken care of by her Aunt Lisa, Uncle Scott and their three boys. Thankfully, these relatives see Emilia's gift as a miracle and a blessing. Good for them. Good for Emilia, at least until something goes wrong, as we've seen young wizards with good intentions unleash powers beyond their control.

I find myself wondering what else Emilia can do just by "wishing." Her Aunt and Uncle say they haven't seen her do anything else, and certainly the cutie has tried to wish up ice cream and candy by the gallons, not to mention ponies and presents, but all without success. However, as she and I were walking, hand in hand, from her house to the green in the backyard, we were hit by a blast of icy wind. The bone-chilling kind. Emilia frowned and said, "That just won't do," and I swear, the wind stopped. At least around us, it did. Then the little darling looked up at me with her angelic face beaming with pride, and said, "I don't like cold winds. Do you? I like it when the wind listens to me."

Personally, I think there are different – I don't know – different "aptitudes" or "disciplines" of magic. That's what I put in my report. For example, I don't think little Emilia can actually make or wish for things to appear or happen. I think she's like a *druid* or something that can manipulate nature or the elements. That's different than the ones who can draw upon the Blue Zone energy and use it to create things out of midair or hurl bolts of energy. Nor is little Emilia allied to any demonic forces that I could see. One of my squads had to take down a *Demon Caller* today, and when the dust cleared we had two men down, one in critical condition, the rest were banged up but okay. At least they neutralized the Demon Caller and slew the two monsters under his thrall. That's what I mean about magic causing more trouble. Pretty soon those who can control magic to some degree are going to use it. While some will use it to help people, we're going to see plenty of lowlifes using it to rob, manipulate, and hurt others. It's like giving a loaded gun to just anyone, the person receiving the gift will use it as his personality and morals dictate. How we conduct ourselves and what comes next is left to us. Only in this case, the gun is invisible and the Blue Zones may provide an infinite amount of ammunition.

As for psychic abilities, that's a whole other ball of wax I'd rather not get into right now. I'm still trying to wrap my head around magic. I can say with complete confidence, however, that psychic abilities are real. I know, because it was getting too dark in here and I just hit the wall switch to turn on the lights without leaving my chair. I flipped that switch using telekinesis. I didn't want telekinesis. Didn't try to make it happen. Just one day about a week ago, it started to happen. The tech boys call people like me, who have only one or two minor ESP abilities, "Latent Psychics." I haven't told anybody about it yet. I don't relish the idea of becoming a lab rat or looked at differently by the troops. Besides, I don't have any great power. All I can do is unbutton my blouse without using my hands and move small objects like a cup of coffee, a pen, or knife. I can flick switches from across the room, open doors and make my sidearm fly into my hand, but that's about it. Nothing to write home about. I sure don't get vi-

sions or speak to dead people, all I can do is move knickknacks with my mind. Nothing anybody needs to know about, except you, Dear Journal.

– *From the Journals of Lieutenant General Lindsey Sawyer*



When Chaos Reigns

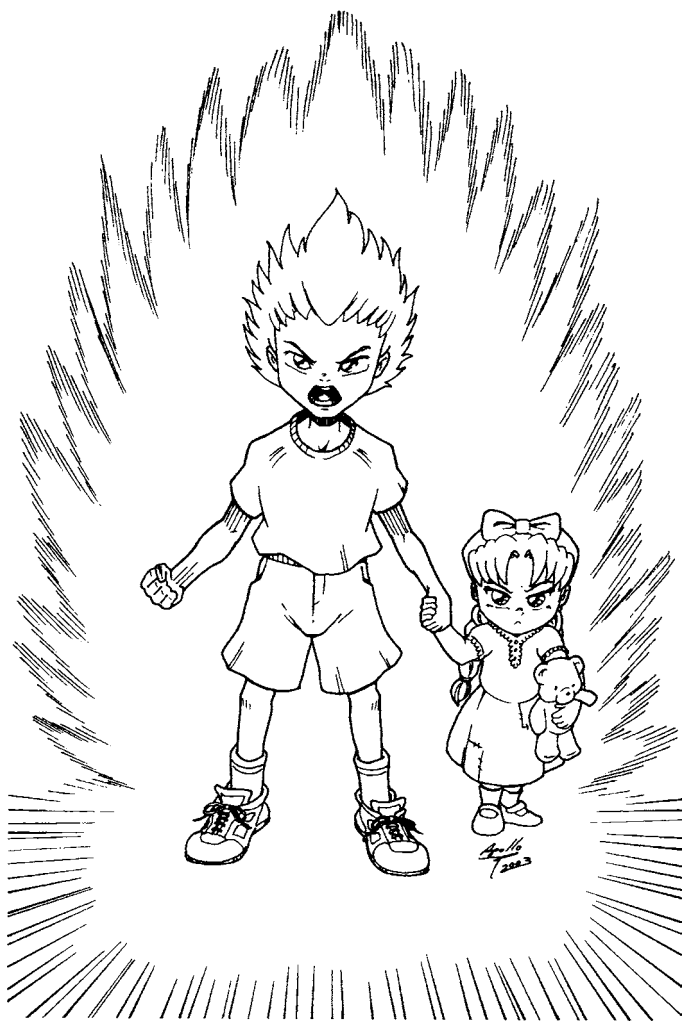
These are desperate times – the end of the world as people know it. Human civilization is gone. Jobs – gone. Laws and law enforcers – gone. Food, water, electricity, other amenities taken for granted – gone (or fading fast). Most people will say and do almost anything to survive.

A new enemy is Dimensional Beings (called "D-Bees" for short) flooding onto the planet through the Rifts, aliens often uprooted from their own worlds against their will and thrown into the hell that is Chaos Earth. They don't want to be here, but here they are nonetheless. With no way of getting home, they too struggle to survive, competing for what slim resources remain in the wake of the Great Cataclysm. Most humans regard them as nothing more than monsters and alien invaders, and destroy them on sight. Most D-Bees realize this quickly and the battle lines are drawn.

The real monsters, however, are the demons, dragons and other horrors that come from the Rifts or appear in the Blue Zones. Many are enigmatic creatures who have crawled out of the pages of ancient myth and legend. Creatures that both threaten humanity and offer some measure of salvation . . . for a price. That price is often worship, allegiance and servitude, in exchange for their often questionable protection. With nowhere else to turn, it is a price many humans are willing to pay.

While NEMA forces have created a handful of oases of law, order and (fleeting) safety, they are too few and too far between. NEMA cannot begin to accommodate the needs of every survivor in North America, and even at the Chicago stronghold they are quickly being overwhelmed. Soon NEMA will have to turn people away and face threats from their fellow humans.

NEMA can barely handle the aftershock of the demon plagues when a new danger appears from within the human population they struggle to protect. A rapidly growing multitude of humans (and D-Bees) have discovered the wonders and power of *magic*. A power that is both liberating and corrupting, exhilarating and confusing. A power that has created its own stream of problems, and is getting worse.



The Rise of Magic

Thirteen year old James Mitchell discovered he had “the power” the same way most people who use magic do; one day it just happened.

The first magic outburst came when Daddy was screaming at Mommy. Little Melissa was crying and begging him to stop. It wasn’t fair, Mommy didn’t do anything wrong. She was just scared and confused, just like Daddy and everyone else, that’s why she dropped the food down the hole in the floor. It was an accident. They weren’t that hungry. They’d eaten two days ago. They could wait another day. He and Melissa tried to tell him that, but Daddy wouldn’t listen, he just kept screaming at her.

When Daddy hit her the first time, Jimmy and Melissa screamed for him to stop. Daddy bellowed and told them to shut up, and hit her again. That’s when it just happened. Jimmy shouted, “stop,” and Daddy went flying out the window as if a giant, invisible fist had just whacked him a good one.

Somehow Jimmy knew he had done it. Later, Melissa would tell him he glowed blue and that a “sparkle of light” flew out of his hands when he shook his fist at Daddy. He didn’t remember or notice any of that the first time he used his power. He didn’t mean to push Dad out the window either. He just wanted him to stop. He just wanted to push him away from Mommy, and somehow he did, with his mind and emotions, and the energy of the

Blue Lines. He didn’t mean to hurl Daddy out the window (even though Melissa said “good”). They were on the fourth floor of a wrecked apartment building – Daddy couldn’t survive the fall. Mommy recoiled in horror and called them monsters . . . it wasn’t fair. Melissa didn’t do anything, she was only seven. If anyone was a monster it was him . . . it made Jimmy mad. Really mad. He had saved her. They needed her more than ever, but Mommy was shaking like a leaf, looking at the broken window and back at Jimmy, saying, “What have you done, what have you done?” Little Melissa was sobbing hysterically now, screaming, begging for “Mommy, Mommy, Mommy . . .” Jimmy’s head was swirling and he could hear his heart pounding up in his ears. He barely remembered what happened next. Mother screamed and pushed Melissa away from her like she was one of those scary aliens. Melissa fell hard and was bleeding. The next thing Jimmy remembers is comforting Melissa. It was quiet now, with Mommy slumped over in the corner.

No one came to investigate the screaming. People hardly ever do until the screaming stops, and then it’s usually to take whatever food and clothes are still good. They were on their own now. He was glad Daddy was gone, he had hit Mommy too often even before the cities died, but he missed Mommy. He loved her. He didn’t mean to do it. Melissa tells him it’s better that Mommy just fell asleep like that, because she’s not afraid and crying all the time anymore. Melissa has the power now too, though she hasn’t learned to use it very well, but she’s still little. She says she learned by watching and trying to be like her big brother. They’ve also learned the power comes easier in the Blue Zones, and even though NEMA soldiers keep trying to chase them (and others) away from the Blue Line, that’s where they live – sneaking back when the soldiers move on or aren’t looking. They have learned that the power comes easier (and sometimes unexpectedly) when they are angry or scared, emotions that are their constant companions in the ruins of the bygone world.

A few short weeks after the Great Cataclysm, incidents of magic began to appear across the Earth. As noted, the first to discover magic have done so by accident. With the ley lines overflowing with energy at a high few planets ever experience, the power of magic is available to be plucked from the air and has been accidentally harnessed by individuals driven by powerful emotions. *Potential Psychic Energy* (P.P.E.), after all, is a type of natural resource that can be syphoned by the mind of intelligent beings and used to fuel what humans crudely refer to as magic. Under the unusual conditions on Chaos Earth, where ley lines have literally exploded with energy on such a scale that it transcends space and time at focal points (i.e., ley line nexus junctions), even those with no knowledge or belief in magic are, sometimes, able to create magical effects. In this case, powerful needs and emotions of certain individuals in high stress situations are able to unwittingly draw on the seething, erupting and overflowing energy of ley lines (or “Blue Zones,” as NEMA calls them) and, through force of will (whether motivated by terror, anger, love, panic, etc.), create magic. Half the time the person responsible is not aware that he or she has caused the “event.”

Even when the individual does realize he is responsible, he is unable to replicate it because it was the crisis of the moment that gave him the force of will and focus to do magic. When the crisis passed, the capability to perform magic passed with it, restricting the spell effect to a one time, fluke event.

Human beings, however, are incredibly curious and adaptable, so once word about freak “magical events” began to spread, people began trying to find ways to use magic themselves. Not everyone, however. In fact, less than 10% of the human survivors have given the pursuit of magic any serious consideration, and of them, maybe half have a real chance of developing spell casting capabilities if they work long and hard at it.

Children and teenagers have proven to be the core demographic when it comes to developing magical talents. This is true for four simple reasons: **One**, youngsters are the most willing and able to suspend their belief in the reality that they’ve been taught, and accept the concept of magic as part of a new reality. The first precept in the discipline of magic is to *believe*. If one cannot believe, truly, wholeheartedly believe, magic forever eludes them. Modern adults can’t really believe magic is possible because it is contrary to everything they have ever known (until now). Thus, most cannot cast a spell at a ley line nexus even if their life depended on it. The faith and hope of the young, on the other hand, enables some of them to believe deeply enough to take to magic like a duck to water. **Two**, youngsters have a much greater amount of Potential Psychic Energy (P.P.E.) within them to begin with. Unlike adults who have already spent much of their *potential* on natural talents, skills and careers, youngsters are a work in progress. They have yet to realize their potential, and the resurgence of magic makes its pursuit one of their new possible life choices. Those with sufficient natural talent, conviction and heart can embrace magic and become a spell caster instead of an artist, engineer, teacher, or any number of other occupations. **Third**, while adults are either busy trying to survive and provide for their families, or buried under the emotional despair over everything they’ve lost, youngsters are much more emotionally adaptable. They tend to accept their lot and make the best of it, which under the circumstances, makes them more stable and at peace in the new world. And **Fourth**, youngsters have more free time to dream and devote (truly devote) to the pursuit of magic. Those who want it with every fiber of their being are the only ones likely to find it.

Magic, a new problem

Magic is as much a problem as it is a godsend. Individuals who can use magic, even a little bit, have a distinct advantage over those who cannot, especially amongst the civilian population. Gangs led by spell casters are starting to crop up, as well as small bands made up entirely of practitioners of magic. Truth be told, with everything else they must deal with, NEMA has no idea how many mages and psychics may be on the loose, but spell casting leaders, gangs and cults are already starting to emerge as centers of power.

For those who are so inclined, spell casters can use magic to carve out their own little power base (it’s too soon to talk about empires) and subjugate others. Some of these practitioners of magic have begun worshiping dark forces (Alien Intelligences,

dark gods and demons), others are independent powers unto themselves. Still others garner support from ordinary people by using their developing mystical abilities to protect all who accept them as their leader (or god, as the case may be). Desperate and terrorized, many people turn to these new masters of magic to help them survive the chaos. Most are tiny operations, little more than a neighborhood gang that controls a few city blocks or a particular resource, but the number of spell casters and magically endowed superhumans is growing, and so is their audacity to challenge NEMA’s authority. The most ambitious mages dream of magic as a tool with which to carve out their own kingdom and to become a new power in a bizarre world of chaos, even if it’s only for a short while.

Most cities that have survived the initial cataclysm are splintered into hundreds of rival factions. Chicago and its suburbs are one of the few exceptions, due in large part to pure luck and the presence of NEMA forces. At places divided by strife, each faction vies for supremacy over resources, territory and people. Many are concerned only about their own survival and welfare, often at the expense of those weaker than they, making most cities and towns places of war and constant violence as one group is pitted against another in their battle to steal supplies and maintain control. Rather than destroy their enemies, they often absorb rival groups and territorial holdings into their own, growing larger and stronger with each conquest. While this can make for a strong group, vendettas and rivalries with other factions quickly burns up what resources and gains the current conqueror may have acquired, leading to their inevitable destruction and the emergence of a new power-hungry leader. The larger and stronger the group or community, the bigger a target they become to challengers who want what they have. Few large groups can maintain their power base for long and most are inevitably shattered, broken into several smaller bands or completely destroyed. Magic, therefore, is the great equalizer in the age of Chaos, because it lets a small group of leaders or defenders overcome a larger force of challengers. Magic, even in the hands of a few, can alter the odds against a well-armed or numerous enemy, or prove to be an invaluable asset when it comes to fighting supernatural foes and creatures of magic.

Ultimately, magic adds an additional component to an already uncertain and volatile mixture. A good number of magic users are benevolent, well-intentioned and kind, but others are just wild and reckless souls armed with a new toy. Virtually all of the new mages are playing with a source of power they have no genuine knowledge about or control over, and, as noted earlier, more than two-thirds are wild-eyed “kids” dealing with raging hormones and struggling to find their place in the world. More than a few mages have unleashed monsters or caused wholesale destruction by accident, destroying themselves or those around them. Others have tried to tackle supernatural opponents far beyond their current capabilities and paid the ultimate price.

For all the talk of power-hungry maniacs, bullies and street punks, the overwhelming majority of would-be wizards are well-meaning, idealistic young people with surprising courage and commitment to help others. Most see themselves as heroes and saviors with the ability to save the world – or at least their little part of the world – after they figure out how to use their powers. Learning and wielding magic is tough, dangerous, hard work, but

it is also an exciting challenge and a chance to be “somebody.” To be a “superhero.” For many of them, especially the young, the chaos represents a great adventure and magic powers give them a chance to make their mark on the world. Many will perish in pursuit of their dreams, however, unprepared for the supernatural forces and true masters of magic that await them. Then again, this is the apocalypse, and tens of millions will die over the winter from one cause or the other. At least these young wizards have a fighting chance and can shine brightly for a brief time before their lights get snuffed out, fighting to the bitter end in a blaze of glory.



Random Blue Zone Dangers & Phenomena

One of the following occurs every hour or two on the seething ley lines/Blue Zones. Roll percentile dice for random determination or the G.M. can pick one. Sometimes these events happen more frequently than even once per hour, but that is up to the G.M. (No more than one effect every 20 minutes, and only when the ley line is in some momentary state of disruption or agitation, like when a dimensional portal opens up, a demon lord or god appears, or there is some stellar event that causes the ley line to swell with increased energy.)

01-05% Anti-Gravity Anomaly. A strange, dull buzzing fills the air and everyone in the affected area (typically a quarter of the Blue Zone with the center in the middle of the length) floats up into the air 10-20 feet (3-6 m) and hangs there. One can move by using a swimming motion, but maximum speed is a factor of

1D4. Shooting a gun will push the shooter 3D6 yards/meters in the opposite direction at a speed of 10. While hovering suspended in the air, the characters are fairly helpless and cannot air swim higher or lower, just side to side. Duration: 1D6+1 minutes.

06-10% Bright Sun. Despite its name, the magical effect can occur day or night. When it does, the entire Blue Zone is filled with near-blinding light that radiates from everywhere (within the line itself). Those without protective tinted glasses or goggles must shield their eyes with their hands, arms or hood and squint.

Penalties: Without sunglasses the character can only see about six feet (1.8 m) in front of him and suffers a -2 penalty to initiative, -2 to strike, parry and dodge and Land Navigation is -30%. In addition, the light is so blinding that it makes reading anything from a sheet of paper, book or computer screen impossible (washed out). Those with a pair of quality sunglasses or tinted goggles can see for 30 feet (9.1 m) and are only -1 on initiative, strike, parry and dodge, Land Navigation is -10%, and the character can read books and see computer screens.

Duration of the Bright Sun Effect: 5D6 minutes.

11-15% Cascading Energy Field. Sparks of white and green energy rain down in a wall that resembles a waterfall of energy. The cascading energy field slowly rolls along the Blue Zone and is fairly easy to avoid, though a short sprint is probably required. If the shower of sparks should strike a practitioner of magic the character feels warm and at peace, however, he cannot cast a spell or work any type of magic for 1D6 minutes. Psychics are similarly affected. Ordinary people without magic or psionic abilities suffer no ill effects and, in fact, see any injuries healed for 1D6 points of damage (simple, cold or flu-like illnesses also vanish completely). Running through the shower of energy does NOT have multiple magical effects. Duration: As noted. Note: The Cascading Energy Field usually straddles 90% of the width of the line and runs from one end to the other. It creates its magic effects as it passes, then moves on down the ley line, never settling in one area for any length of time.

16-20% Dance of the Dead. A gruesome magical effect in which all the dead within the Blue Zone (both the recently deceased and those long dead) rise up, clawing their way out of the rubble (or shaking their fists and swiping at the air if stuck). The animated dead mindlessly roam the length of the Blue Zone, lashing out at any living creature (human and animal) they encounter. It is easy to hide from these walking dead, plus a holy symbol will cause them to shy away in search of easier prey, and the *Turn Dead* magic spell can send as many as 1D4x100 away! Duration: 1D6x10 minutes. Note: See the *Animate and Control Dead* spell for basic stats on these animated skeletons and corpses.

21-25% Energy Drain. With no warning, the Blue Zone energy ebbs away, drained by some mysterious force as if a circuit has been flipped to reduce the energy flow. Only 2D6 points of P.P.E. are available to any spell caster while the drain is in effect. Furthermore, characters who enjoy magical M.D.C. protection in the Blue Zone will see their normal M.D.C. reduced by half. Duration: 1D6x10 minutes.

26-30% The Fleeing. All Entities and ghostly spirits suddenly rush shrieking out of the Blue Zone. How or why this happens is beyond human perception, because there is no apparent change in the Blue Zone that humans can see, not even practitioners of magic or psychics. Duration: 1D6x10 minutes.

31-35% Halo Effect. When this happens the auras of living things shine forth with luminescence for all to see. The overall effect is impressive and attractive, but those who can “read” auras are able to see everything the psionic power of See Aura provides. Furthermore, illusions are shown for what they really are (those previously fooled by the illusion get to roll to save vs illusion/magic with a bonus of +5 to save). This phenomenon is also likely to reveal the true nature of supernatural beings, dragons, and other shape changers, for their aura is most definitely *not* human. Duration: 2D6 minutes.

36-40% Howling Wind. A strong, howling wind appears without warning. The wind (about 30 mph/48 km) kicks up dirt and grit into the air and the noise of the wind is such that talking is difficult. One must shield one’s eyes and shout to communicate; can be heard no more than 10 feet (3 m) away when shouting loudly. Duration: 3D6 minutes. Note: Wind will blow away sheets of paper and other light materials.

41-45% Hypnotic Lights. These mesmerizing lights may appear as swirling balls of energy or the rainbow-like display of the Aurora Borealis. In either case, the display is beautiful and worth watching, except that it has a hypnotic effect on all viewers. Characters must roll a 16 or higher to save vs magic in order to have the willpower to NOT look at the lights. A failed save means the individual is transfixed by the lights and loses all sense of time, urgency and purpose, and just stands there transfixed for the duration of the light show. Penalties: Any attacker that comes along gets the first attack (those transfixed do not get to roll initiative, their attacker has it), and though the transfixed characters can fight back, they do so as if in a mental fog; reduce the number of attacks and all combat bonuses by half. Likewise, skill performance takes twice as long and is done at -20%. Otherwise, there is no adverse effect. Duration: 3D6 minutes.

46-50% Lightning Bolt. A single lightning bolt appears out of nowhere and zeros in on the any practitioner of magic presently casting a spell, otherwise any practitioner of magic or supernatural being is next and psychics are targeted after that if no magic user is present. Damage: The bolt does 4D6 M.D. and knocks its victim off his feet (loses initiative and two melee actions). Duration: Instant; one blast. A *practitioner of magic* or *psychic* can sense it coming a heartbeat before it strikes and can try to dodge without benefit of bonuses (a natural, unmodified die roll). Needs 15 or higher to dodge. Ordinary folk never see it coming until they are struck. Note: Only one individual is struck by a single bolt of lightning.

51-55% Lightning Storm. A full-fledged lightning storm is particularly devastating, with numerous lightning bolts streaking down from the sky as the storm rolls across the ley line. Damage: Every humanoid caught in the storm takes 2D6 points of damage (S.D.C. damage to Hit Point beings and M.D. to Mega-Damage beings and Zone Wizards) per *melee round*. Duration: The shower of lightning lasts 1D6 melee rounds. Note: Zone Wizards often try to teleport out of harm’s way when these storms appear.

56-60% Phantom World: The ghostly image of an alien world appears along one third of the Blue Zone. Can be fascinating and dazzling, but is also a bit disorienting as the image is superimposed on reality, blurring vision and confusing the actual situation in the real world. Penalties: -1 on initiative, -2 to strike,

parry and dodge. Also can NOT sense or see Entities or the invisible when this happens. Duration: 1D6x10 minutes.

61-65% Power Surge: A wave of magic energy rolls through the Blue Zone. Any practitioner caught in a power surge convulses as energy crackles around him or her, and is then swept up and carried away 1D6x100 yards/meters before dropping to the ground. The mage is rendered unconscious for 2D4 minutes and can NOT cast a spell or use any special abilities for 5D6 minutes, even when on a ley line.

66-70% Rain of Creatures. Squishy, icky, slimy, foul smelling alien . . . things . . . fall from the sky in a light rain. They could be worms, larvae, slugs, fish-like creatures or god only knows what. They are no larger than a man’s hand and are often as small as a thumb. Most are still alive and squiggling around. The slimy things do no physical damage, die within an hour, but stink up the place for 1D6 days. Duration of the rain: 3D6 minutes.

71-75% Rain of Slime. Some kind of non-toxic slime pours down from the gathering clouds. The cold, wet goop is disgusting and clings to everything. Even after the rain is over, the slime covered ground is treacherous to navigate until the slime dries up – which takes 6D6 minutes. Movement Penalties: Travelers moving at more than 20% of their speed attribute slip and fall, taking 1D6 S.D.C. points of damage, and lose initiative and two melee actions every time they fall down. Ground vehicles traveling faster than 10 mph (16 km) will slip, slide and crash. Duration of the Slime Rain: 2D6 minutes.

76-80% Rain of Stones. Stones ranging from the size of peas to marbles fall from the gathering clouds overhead. Damage: 3D6 S.D.C./Hit Point damage every minute unless one can find suitable shelter (a vehicle, slab of overhanging cement, etc.). In addition to the damage, the sound from the clattering stones is deafening, making it difficult to hear over the din, even when shouting. Duration: 2D6 minutes. It is also interesting to note that the stones vanish 1D4x10 minutes after the storm ends.

81-85% Time Warp: 1D6 more hours pass while in the Blue Zone than the characters realize/perceive.

86-90% Vanish. The individual (practitioner of magic or ordinary Joe) caught in this effect vanishes, as if he or she has popped out of existence. Zone Wizards can sense a dimensional distortion or anomaly coming and may attempt to teleport out of harm’s way before it hits (roll initiative at +2 to succeed; requires a 16 or higher to pop out in time). The victim of vanishing feels momentarily disoriented as if floating and not knowing which way is up. The sensation seems to last only for a minute or two before the character returns to normal. In reality, however, much more time has passed. Duration: Roll on the following table to see how long the character has been gone.

01-20: 1D6 minutes.

21-40: 1D6x10 minutes.

41-60: 2D6 hours.

61-80: 4D6 hours.

81-00: 1D6 days.

91-95% Ley Line Storm appears with all its dangerous ramifications.

96-00% Dimensional Portal Opens! And who knows what may crawl out of it (actually, there is a 01-50% chance that nothing comes out). This is a two-way portal, so the characters may step through it to another place and time if they dare.

Chaos Earth®

Magic O.C.C.s

The New Sorcerers

Blue Zone Wizard
 Chaos Wizard (predominantly teens and children)
 Hater
 Helper
 Protector
 Sneak
 Warrior
 D-Shifter

Servants of Evil & Darkness

Chaos Witch
 Demonbringer
 Demon Caller
 Demon Disciple
 Demon Worshiper
 Death Mage (Necromancer)
 Domsayer

The magic Occupational Character Classes (O.C.C.s) described in the pages that follow represent the new resurgence of magic. They are not the well defined and systematic disciplines of magic found in other societies (or other game books). There is no known history of magic on Chaos Earth, nor any *system* of magic because humans have not known or practiced the mystic arts for thousands of years. Most practitioners of magic on Chaos Earth are figuring things out and making up their craft as they go along. The outcome and direction their magic takes is based on their personal goals and the direction they want their magic to follow, combined with a common shared experience with other experimenters in the use of magic. Consequently, the magic of Chaos Earth wizards is crude, unrefined, and unpredictable. Its practitioners are like babes in the woods who have only begun to study and learn the secrets of magic. It will take generations before they develop a genuine methodology for the mystic arts or consistent control over magic. Thus, the sorcerers of Chaos Earth are either talented, self-taught amateurs or neophytes with otherworldly beings serving as their mentors (and even they lack any true comprehension about the forces they wield). At best, the different types of magic – *Chaos Magic*, *Blue Zone Magic*, *Necromancy* and *Witchcraft* – reflect the *approach* by which people have chosen to *acquire* magic, not an actual discipline, philosophy or art form.

O.C.C. Design Notes

The abilities of some Chaos Earth practitioners of magic may be similar to **Rifts®** or other Palladium RPGs, while other times they are extremely different. That's because the setting for Chaos Earth and the level of mystic energy is vastly different from those in other settings. Remember too, that while some of these Chaos

Earth O.C.C.s will eventually be developed into the disciplines of magic found on Rifts Earth (i.e. the Zone Wizard becomes the Ley Line Walker and so on), during the days of Chaos Earth, these are all fledgling magicks being discovered and developed for the very first time. Consequently, some of the abilities and spells change over the decades, and some are completely forgotten or lost with the passage of time.

Presented in the pages that follow are the various types of magic as they manifested during the early days of Chaos Earth. Most remain this way for the first 50-75 years of the ensuing Dark Age before they start to grow into the more familiar mystic arts presented in **Rifts®**. Furthermore, some special abilities disappear after the Ley Lines stop seething and settle down to a more consistent level of power. At the onset of the Great Cataclysm, the ley lines/Blue Zones are overflowing and bursting with energy. That is what sets off the magical chain reaction of the cataclysm to begin with, and continues to seethe and cause considerable atmospheric and trans-dimensional disturbances. All of this serves to reconfigure the planet Earth, link it to thousands of different worlds, open doorways through which supernatural beings can enter our realm of existence and pluck innocent aliens from their home worlds and bring them to Chaos Earth. The lines have restored magic to Earth, amplify psychic abilities and turned the planet into a dimensional nexus point for much of the Megaverse.

Blue Zone Wizard O.C.C.

Also known as a Line Wizard

Remember, the citizens of Chaos Earth come from an age of science and technology. Their only knowledge of magic comes from fairy tales, ancient myth and works of fiction. They can scarcely believe it is real, relegating magic to the alien, mysterious and frightening. Thus, in their ignorance, the first of a new generation of practitioners of magic see the Blue Zones (ley lines) as the obvious and tangible source of magic. They assume the blue light radiating from the earth is some sort of energy supply that, believe it or not, can be channeled by the human mind and used to rearrange molecules into . . . anything. While some look for a "scientific" explanation, others do not care. They simply accept that the Blue Zones are the source of magic and the courageous ones set out to learn how to use that energy. This is a dangerous prospect during the first decade or two after the cataclysm, because the magic energy levels rage out of control with an intensity that is not only reshaping the planet Earth, but sending shockwaves throughout the Megaverse that will last for eons.

Attempts to "tap" the Blue Zones are dangerous because the ley lines are more powerful at this point in time than at any time in Earth's history or future (the ley lines are comparatively calm and settled in the future known as *Rifts Earth*, roughly half as potent as they are now in the early years of the Great Cataclysm). The ebb and flow of energy is such that Ley Line Storms appear without warning 1D6 times a day, sometimes more often than that. Rifts appear not only at nexus points (those are just the largest), but randomly at any point along the line! Areas along the ley lines fade in and out (like Fadetowns) or are replaced with alien landscapes (and often alien flora, fauna and intelligent or



demonic life forms). They attract Haunting Entities and other Entities and supernatural beings, and spit out monsters that appear at random out of thin air.

Those humans who dare try to tap or command the power of the Blue Zones are often ravaged or destroyed by the very forces they seek to control – struck down by a Ley Line Storm, atomized

by a bolt of energy while casting a spell, turned into a phantom who straddles two or more realities, torn from Earth against their will and hurled to some world a million realities away, and a hundred other less pleasant ways to meet one's end. Still there are those who are not dissuaded, and come to the Blue Zones to learn and master some form of crude magic. One such intrepid soul is the **Blue Zone Wizard**. In another two hundred years they will be known as *Ley Line Walkers*, masters of ley lines and the most adept spell casters on the planet. At this moment in time, however, they are equal parts bold and ignorant, pioneers standing on the cutting edge of a new science, harbingers of an entire new age.

Individuals possessing strong willpower, determination and a natural aptitude for magic can draw upon the mystic energy of the boiling ley lines. However, they do so without a true understanding of magic or exactly how they are able to do what they do. Those who manage to successfully and continually draw on the ley lines (or as NEMA calls them, the "Blue Zones"), and turn that energy into spells or physical manifestations are called **Blue Zone Wizards**. Actually, they go by a number of names including **Blue Mages**, **Line Wizards**, **Zone Wizards**, and **Zoners**. Which one an individual sorcerer goes by tends to depend on his personality and personal preference. Academics and sorcerers seeking formality, respect and recognition of magic as a legitimate art usually go with Blue Zone Wizard, Line Wizard or Blue Mage. The less formal, wild or down to earth ones use *Zone Wizard* or just plain *Zoner*, despite whatever negative connotations may come with the term. NEMA and most ordinary folk have quickly taken to using these terms as well.

Zone Wizards, like most Chaos Earth practitioners of magic, are undisciplined and wild, flying by the seat of their pants. They wield a force they neither understand nor can truly control. They have, through observation, experimentation and force of will, figured out that the ley lines/Blue Zones are energy conduits that can be tapped by the human mind and used to perform *magic*. They don't know where the Blue Zones come from, why they have appeared, how they work, or exactly what the lines can do. Any spells or magic abilities are the result of trial and error, along with basic repetition. In this initial period of discovery and experimentation, knowledge is shared between many of the fledgling Blue Zone Wizards. There is no formal group nor organization, though individuals trying to learn about Blue Zones may gather and practice together in small groups, clans or brotherhoods. Those willing to share their knowledge do so, those who work in secrecy shun all others.

The only reason there seems to be a cohesive nature to Zone Wizards as a "group" is because they all dress similarly and seek to master the magic of the Blue Zones. Their stylistic garb is not intended to be a uniform or sign of unity like gang colors, but a coincidence born from necessity. The Great Cataclysm has choked Earth's atmosphere with floating volcanic ash, sulfur, dust, debris particles and grime. Depending on what is burning or rotting at the time, the air may also be filled with various putrid odors, toxic chemicals, and noxious fumes. When the wind kicks up, it sends dust, ash and debris particles back into the air to pelt, blind and sting those outside. In addition, the nuclear winter has dropped temperatures to below freezing in many places. In such a hostile environment, one must wear a gas mask or air filter and

protect the eyes with goggles, a visor, or other type of covering. Since most practitioners of magic rise from the ranks of the common man, they don't have access to military equipment and must rely on military surplus, scavenged gear, ordinary doctor's masks, hardware store air filters, scarves, bandages and similar wrappings to cover their nose and mouth. Hoods, ski masks, and knit pullover caps cover the head (motorcycle helmets and similar full head coverings don't work because they steam up and frost over from the wearer's breath in a matter of 1D4 minutes). Hooded winter jackets, raincoats, ponchos, and rain slickers are common outer coverings. Hooded cloaks have become especially popular since they are easy to make from blankets, bed coverings, leather, animal skins, fur, canvas, plastic sheeting, tarp; almost any kind of fabric or light material. The hood covers and protects the eyes, face and head, and helps hold in body heat. The cloak provides additional protection to the upper body from wind and cold (and if a waterproof fabric, from rain, sleet and snow). Though the hood of the cloak provides reasonable protection for the eyes, whenever possible, goggles, visors or other type of protective eye coverings are highly recommended. Some Zone Wizards resemble hooded mummies, but all in all, their appearance is impressive and rather memorable, if a bit menacing.

This garb – face covering, goggles, hooded cloak and body wrappings – has, inadvertently, created a rather distinctive “look” for Zone Wizards that makes it possible to identify these practitioners of magic. It is a unique appearance that distinguishes them from NEMA forces who wear environmental body armor, power armor, and standard uniforms. Most ordinary folk avoid going outside whenever they can, and when they do, they wear conventional articles of clothing and run back to shelter as quickly as possible. Furthermore, since the Blue Zones have been classified as “off-limits” by NEMA, these strips of abandoned buildings and city streets have been taken off the Chicagoland power grid, making them all the more inhospitable. Thus, Zoners are in defiance of NEMA and on their own, yet another reason to cover and conceal their faces.

Ironically, the focus of study and experimentation for Zoners is based on the *false assumption* that magic *only* comes from the Blue Zones and that one must be on or near a ley line to cast magic. They don't yet realize that all living creatures have a certain amount of Potential Psychic Energy (P.P.E.) and that humans with a natural aptitude for magic can learn to build and draw upon their inner potential for magic (or psionics). They don't know that practitioners of magic can become *living batteries of P.P.E.* and cast spells anywhere. In that regard, their ignorance is working against them because they mistakenly believe they must live and work on or near the Blue Zones to weave magic. This limits their mobility, makes them easy to locate (or avoid) and hampers their growth in the study of the mystic arts. It also puts them at odds with the demons and monsters that appear in the Blue Zones and enter through dimensional Rifts. On the other hand, it works in their favor in the sense that Zone Wizards are intently studying (and with time will understand) ley lines and how best to use them in ways other sorcerers will never imagine.

For now, Zone Wizards can *only* cast spells and work magic when in or near a Blue Zone. They do not even consider trying to cast magic away from a ley line, because they don't believe it is possible. This limits the scope and range of their abilities (i.e.

must be in close proximity to a Blue Zone), but it also places them among the most disciplined and powerful of the new breed of sorcerers. For one thing, they are unwittingly building and drawing on their own personal P.P.E. reserve which supplements their Blue Zone spell casting. For another, the fulminating ley lines provide a greater amount of available P.P.E. (and will for the next twenty or so years), enabling the Zoners to syphon 1D6x10 P.P.E. points of energy at any given *moment*, double (2D6x10) at key times of increased energy flow like noon and midnight and at nexus points – x100 during Summer and Winter Solstice, the Equinoxes, and eclipses. The large amount of available energy means the Zoners can cast the equivalent of high level magic spells even as novices, and as long as they remain in or near (within 1000 feet/305 m) a Blue Zone they have an endless source of power and can cast an endless succession of spells.

Rifts® Historical Note: The Zone Wizard is the predecessor to the *Ley Line Walker*. The Zoner's functional garb, born from the harsh conditions of Chaos Earth would, over the generations, become something of an identifying uniform and badge of honor. Thus, the air mask and wrappings would be kept long after they are necessary, while the goggles were abandoned and the hooded cloak is sometimes substituted with elaborate headdresses, wrappings or stylized head gear. Also, with time and experience, their mastery of magic will increase beyond the Blue Zones/ley lines, though they will forever remain the masters of Ley Line Magic. Ironically, some of the earliest and most intuitive abilities of the Zone Wizards of Chaos Earth would be forgotten or turned into something completely different over the centuries. Thus, the powers of the Zone Wizard are basic, crude and different compared to the Ley Line Walkers of the future who are true “masters” of spell casting and the ley lines.

Limitations of the Blue Zone Wizard:

1. Can only cast spells when on a ley Line or within 500 feet (152.4 m) of a line, +50 feet (15.2 m) per each additional level of experience (i.e. 550 feet/168 m at 2nd level, 600 feet/183 m at 3rd level, and so on). The Zoner doesn't even try casting spells when not near a Blue Zone.

2. Can only cast one spell, or work one magical effect, per melee round (15 seconds). **Note:** Many of the Zone Wizard's abilities are not actual spells so much as they are magical effects based on a desire or need and Zen-like concentration and focus (see abilities).

3. Available P.P.E. from Blue Zones/ley lines is unpredictable and inconsistent, hence the range of 10-60 P.P.E. is determined by a roll of 1D6x10. This means a spell that requires more energy than another may not work (i.e. if a spell requires 12 P.P.E. and only 10 points is rolled as being available, it does not work). The wide swing of available energy reflects both the constant, unstable ebb and flow of the ley lines and the Zoner's own lack of understanding, knowledge and experience in casting magic. As a result, a Zone Wizard can always cast a spell that requires 1-10 P.P.E. points, but those requiring 11-60 P.P.E. are the luck of the draw.

Furthermore, the Zone Wizard does not know how much energy is necessary to cast most magic spells, because the mage

does *not* yet have a clear understanding of magic, how P.P.E. works, or that one spell may require a small amount of P.P.E. and another might require a great deal more. Consequently, the Zoner and other magic practitioners of Chaos Earth use a scattershot approach to magic, always trying to draw upon as much energy as possible, and either the magic works or it doesn't for reasons unknown. For now they believe magic to be somewhat unreliable and inconsistent. However, the character does realize that a certain range of magic (i.e. spells that are equivalent to 1-4th level) can *usually* be cast in the Blue Zone without failure.

4. Another limit for low level Zoners. Magic is completely new to Zone Wizards, so they aren't used to "channeling" magic energy through their bodies. Heck, until they reach a higher understanding (i.e., reach 4th level experience), they don't even realize what they are doing, and even Blue Zone energy must be syphoned and channeled/directed through the spell caster to perform magic. Consequently, low level Zoners 1-3, can *NOT* cast more than a total of 15 spells (that are actually *successful*) per 12 hour time period without feeling incredibly fatigued and weak. After 15 spells have been cast, the Zone Wizard can try to cast additional spells for several minutes (see "e" below), but does so with the following penalties:

- a) Each spell costs *double* the usual P.P.E. to cast.
- b) The duration, damage and range of the spell are reduced by half.
- c) The character's Speed attribute, attacks per melee round and all bonuses are reduced by half, but can still cast one spell per melee round.
- d) The Zone Wizard's M.D.C. (available whenever in a Blue Zone/near a ley line) is reduced by half and the character's S.D.C. is reduced to zero.
- e) Danger of collapse. The Zone Wizard can only continue to cast magic beyond 15 spells for one minute per each Physical Endurance (P.E.) attribute point. Thus, a character with a P.E. of 8 can only cast spells for another eight minutes. A P.E. of 15 means he can continue to try to cast spells for another 15 minutes, and so on. However, if the Zoner pushes himself like this, he is in danger of collapsing and falling into a coma. Roll to save vs coma and death (+20% to save). Worse, if the character is not found and taken to receive medical attention as soon as possible, the Zoner suffers from the elements (frostbite and hypothermia during the winter) and is vulnerable to attack from demons, monsters, and predatory animals as well as human cutthroats.

Note: From fourth level and on, the Zone Wizard develops a tolerance for magic and comes to realize he is channeling mystic energy. Armed with this knowledge, the mage develops relaxation and meditation techniques that rejuvenate his capacity to weave magic, enabling the character to cast one spell per melee round indefinitely, encumbered only by the normal fatigue considerations that apply to any human.

5. The inherent danger of the Blue Zone/ley lines. In addition to the obvious limitation of only being able to perform magic from the Blue Zones, the Zone Wizard is vulnerable to attack from the supernatural beings and predators that are also attracted to ley lines and the promise of magic energy. Demons and creatures of magic regularly stalk the Blue Zones or come

to them to enhance the casting of their own magic. Meanwhile, Entities and many demons are attracted to ley lines like moths to a flame, and then there is the danger of the Blue Zones themselves. The ley lines of Chaos Earth are much more powerful and much *less* stable than those on most other worlds or Rifts Earth 300+ years in the future. Right now and for decades to come, they surge and seethe with unpredictable amounts of energy which is the cause of numerous storms of many varieties, as well as the opening of dimensional portals, dimensional anomalies, random feats of magic, strange phenomena and explosive reactions. See the random effects table presented earlier, as well as the section on *Blue Zones – Demon Zones* and *Chaos Storms* on pages 14-18 of **Rifts® Chaos Earth™ Sourcebook: Creatures of Chaos** for details on the types and frequency of these strange events. Furthermore, the nature of Blue Zone Wizards makes them living "lightning rods" for these events and many practitioners of magic are injured and killed by them on a regular basis.

Special Abilities of the Blue Zone Wizard:

1. Becomes a Mega-Damage being whenever on or within 500 feet (152.4 m) of a Blue Zone/ley line. This is a sort of invisible force field reminiscent to the form-fitting Armor of Ithan spell. Total M.D.C. is 20 points +1D6 per level of the Zone Wizard's experience. Best of all, damage to the force field regenerates at a rate of one M.D.C. per melee round (four M.D.C. points per minute). So as long as the character can avoid taking significant amounts of damage, he has a renewable means of personal defense. **Note:** The Zoner does not have to concentrate or will the M.D.C. protection to activate; it happens automatically and remains "on" as long as the Zoner remains on or close to a Blue Zone.

2. Fire Energy Bolts. Zone Wizards can focus their minds to draw upon the ley line energy to hurl bolts of energy. **Damage & P.P.E. Cost:** 3D6 S.D.C. points of damage costs 2 P.P.E., 4D6 S.D.C. damage blast costs 3 P.P.E., 6D6 S.D.C. costs 4 P.P.E., 1D6 M.D. costs 6 P.P.E., 2D6 M.D. costs 8 P.P.E., and 3D6 M.D. costs 10 P.P.E. **Duration:** Instant. **Attacks per Melee:** Each blast counts as one melee action/attack, but does *not* count as a "spell" and can be fired with a thought. **Range:** 300 feet (91.4 m on a ley line) +50 feet (15.2 m) per level of experience. **Bonus:** +2 to strike, but the target must be within the character's line of sight. **Note:** These energy bolts can be fired at will as long as the Zone Wizard is on or within 500 feet (152 m) of a Blue Zone.

3. Energy Fist. The Zone Wizard's hands crackle with blue energy and tiny lightning bolts. A punch does 2D6 M.D. **P.P.E. Cost:** 6. **Duration:** One melee round per level of experience, but its activation *counts as a spell*.

4. Calm Storms, including Ley Line Storms. **P.P.E. Cost:** 50. **Duration:** 10 minutes per level of experience for Ley Line Storms and 30 minutes per level for natural storms and strange rains. The magical influence reduces the intensity and natural duration of the storm by half. **Note:** To calm a storm it must be over a Blue Zone, but the effect works on the entire storm system, including the portions that are away from the Blue Zone out to a one mile (1.6 km) radius per level of the spell caster. Of course, Ley Line Storms and strange rains only occur along a Blue Zone. *Counts as a spell.*

5. Float on Ley Lines: The Zone Wizard can float or walk through the air along the length of a ley line/Blue Zone at a maximum Speed of 10. To do so, the Zoner must open himself to the line's energy and concentrate for one melee round (15 seconds). At the start of the next melee round he rises up 2-15 feet (0.6 to 4.6 m), as he desires, and he can walk through the air anywhere throughout the Blue Zone. Does *not* count as a spell nor does it require the expenditure of any P.P.E. Must actually be *on* the ley line.

6. Blue Zone Regeneration. The mage can absorb the mystic energy of the ley line to triple (due to the great amount of energy) the natural rate of healing. This means the character will recover 1D6+4 Hit Points or S.D.C. per 24 hour period he is on or near the line. Wounds and burns heal with little sign of scarring and bones mend as good as new. Zoners can also perform an instant rejuvenation once every 24 hours in which any toxins/poisons and infections are purged from the body and 4D6 Hit Points and 4D6 S.D.C. are instantly restored.

7. Sense the Coming of a Ley Line Storm (automatic). The Zone Wizard can "sense" or feel a disturbance on the ley line and tell if it is a natural storm or a Ley Line Storm, what direction it is coming from, and approximately when it will reach his current position (accurate within 1D4 minutes).

8. Sense the Opening of a Dimensional Portal (automatic). The Zone Wizard is slowly making a connection with the ley lines themselves. As a result, he can "sense" or feel a disturbance on the Blue Zone/ley line and tell if it is a dimensional portal opening up. The mage can also tell approximately where the Rift is located, how far away it is and how long the Rift is open. He cannot tell if anything enters or exits the portal, or what world it may be connected to.

9. Sense Power Surge (automatic). Knows when the ley line is surging for some reason, and if he and his companions should seek cover or run or teleport out of the Blue Zone when a severe power surge happens.

10. See and Communicate with Entities (automatic). Effective only when on or within 100 feet (30.5 m) of a Blue Zone/ley line, revealing even Entities whose natural state is invisible energy. Likewise, the mage can see invisible Elemental beings active in the Blue Zone, but not those turned invisible by magic or supernatural abilities, just those whose natural state is that of invisibility. Communication is done by speaking, but somehow the Zoner's link to the ley line translates his words into something the creature can understand, and vice versa.

11. Sense Supernatural Beings and Demons. Effective only when on or within 100 feet (30.5 m) of a Blue Zone/ley line, but requires concentration and the expenditure of P.P.E. points. When activated, the Zoner can tell if there is one, a few, many or a multitude of supernatural beings within 1000 feet (305 m) +200 feet (61 m) per level of experience. He can also sense approximately how many are Greater Demons (again as one, a few, many, or a multitude) and exactly how many demon lords or gods are present, though he cannot tell exactly what kind of beings they are. Duration: Five minutes per level of experience. P.P.E. Cost: Four points, but does NOT count as a spell.

12. Teleport Out of a Blue Zone. The Zone Wizard can teleport to just outside of the Blue Zone whenever he needs or wants to do so. This is especially effective in escaping Ley Line Storms, Power Surges, the opening of dimensional Rifts and other sudden or freak events in a Blue Zone. This is not to a specific location on or near the Blue Zone but to the nearest point outside the line. This is one-way teleportation that can be performed with just a thought. Duration: Instant. Limitations: Can only teleport himself at first level, and one additional person at experience levels 2, 4, 6, 8, 10, 12 and 14. P.P.E. Cost: 30 points and *counts as a spell*.

13. Initial Spell Knowledge: In addition to the special abilities described above, the Zone Wizard also knows 14 spells: Pick six *Chaos Magic* spells (any, see the *Chaos Wizard O.C.C.* for spell list & descriptions) and two additional spells from *Wizard Invocations* Spell Levels 1, 2, 3 and 4 (that's eight total), or four spells from Levels 1 and 2.

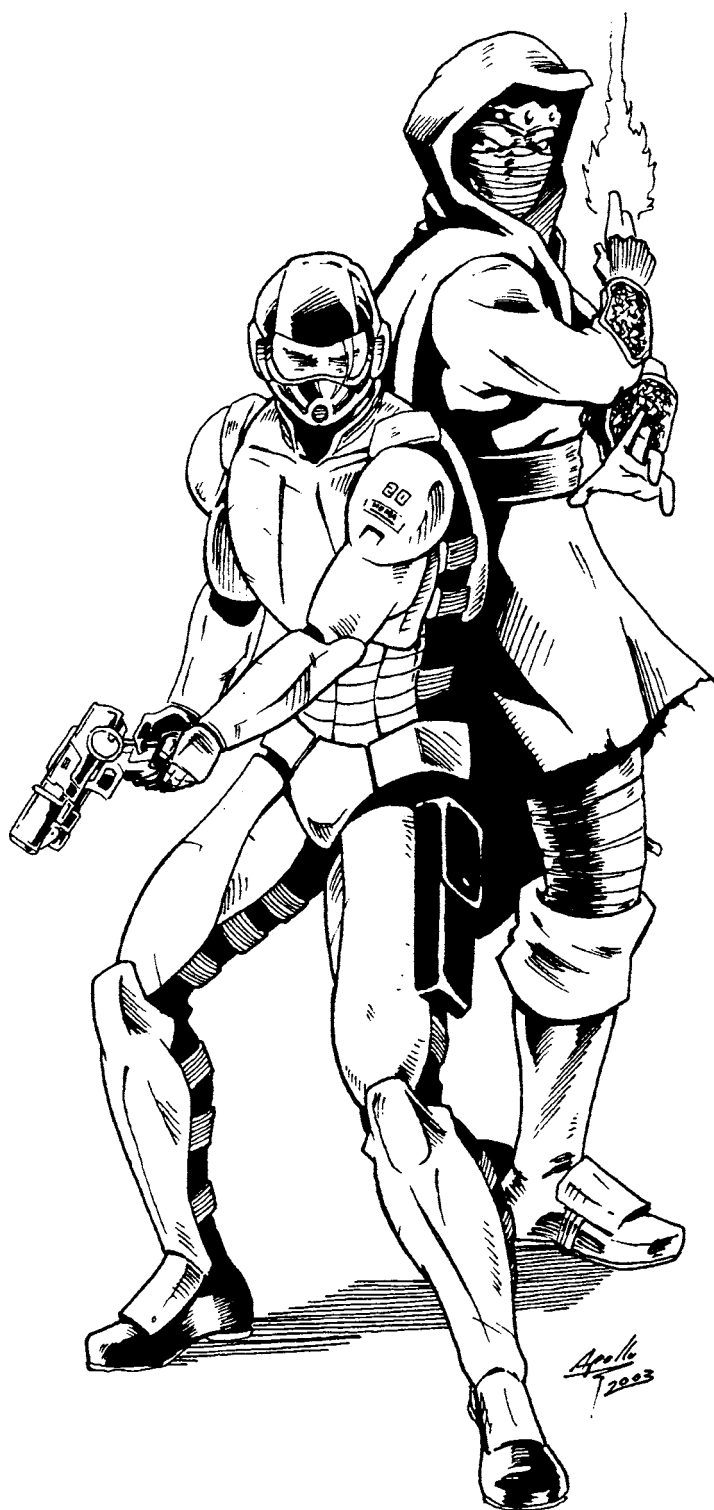
14. Learning New Spells: The Zone Wizard has no formal means of finding or learning new spells in a scholarly sense because Zoners are basically recreating magic from scratch. That also means there are no "known" spells or any place or person to go to where the secrets of magic can be found and taught. While it is true that some demons and other supernatural beings are willing to teach magic to mortals, Zoners are smart enough to resist this temptation and avoid making deals with supernatural forces. (Those who are willing to sell their souls or lives in exchange for magic or superhuman abilities are described elsewhere in this book.)

Wizard Invocations: Zone Wizards can figure out and successfully develop/learn *two* new *Wizard Invocations/spells* for each new level of experience. The spell can be selected from *Chaos Magic* (any) or *Wizard Invocations* of a level equal to or less than the mage's own experience. That's two spells, period, *not* one from each spell level. Most spells should reflect the logical needs and desires for magic under the apocalyptic circumstances (i.e. a good number of combat, hiding and healing related magic) and the Zone Wizard's study of and link to the Blue Zones. The spell descriptions for *all* *Wizard Invocations* can be found in the **Rifts® Book of Magic** and most, not all, are found in the **Rifts® RPG**. A complete alphabetical listing of the spells described in the **Rifts® Book of Magic** is found in the back of this book.

In the alternative, the Blue Zone Wizard *may* select TWO spells from the special category of *Dimension & Ley Line Magic*. This choice should be left entirely to the player and is a direct result of the Zone Wizard's study of Blue Zones and the dimensional aspects of the lines. Thus, *Dimension & Ley Line Magic* is available exclusively to the Zone Wizard! **Note:** Descriptions for *all* traditional *Wizard Spell Invocations* and *Ley Line Magic* are found in the 352 page **Rifts® Book of Magic**, along with a ton of other M.D.C. based types of magic, magic items and information. *Chaos Magic* is described in the pages of this book in the section about the *Chaos Wizard O.C.C.*

List of Dimension & Ley Line Magic: Exclusive to the Blue Zone Wizard and described in the **Rifts® Book of Magic**.

- Anti-Magic Cloud (140)
- Close Rift/Dimensional Portal (200+)
- D-Step (50)



Ley Line Fade (20)
 Ley Line Ghost (80)
 Ley Line Phantom (40)
 Ley Line Restoration (800)
 Ley Line Resurrection (2000)
 Ley Line Shutdown (3000)
 Ley Line Storm Defense (180)
 Ley Line Tendril Bolts (26)
 Ley Line Time Capsule (15)

Ley Line Time Flux (80)
 Ley Line Transmission (30)
 Mystic Portal (60)
 Reality Flux (75)
 Re-Open (Dimensional) Gateway (180)
 Rift to Limbo (160)
 See in Magic Darkness (125)
 Summon Ley Line Storm (500)
 Time Hole (210)
 Time Slip (20)
 Warped Space (90)

Remember, in addition to learning how to cast spells, the Zone Wizard also learns about the many habits, random events, ebbs and flows, dangers and powers of the Blue Zones (see special abilities). Some would argue Zone Wizards are the most fluent and powerful of the new breed of primitive sorcerers, and they do wield considerable power. However, because they are convinced their power comes exclusively from the Blue Zones, they are powerless away from ley lines and do not even try to cast magic outside of the Zones.

15. Secret P.P.E. Reserve. Unknown to the Blue Zone Wizard, the character has a personal P.P.E. base or reserve of energy equal to the character's P.E. attribute number plus 1D6+1 per level of experience (starting at level one). This extra P.P.E. is often drawn upon unconsciously when the Zoner needs it most – in other words, it is tapped by desire and intense emotion and added to the P.P.E. available from the Blue Zone to cast spells that require more than the 10-60 P.P.E. points available at the moment from the ley line.

16. Zoner O.C.C. Bonuses: +1 to save vs magic, +2 to save vs Horror Factor, +1 to save vs illusion magic, +2 to save vs possession. Spell Strength starts at 12 and increases at experience levels 3, 6, 9 & 12. Opponents need to roll higher than the Wizard's current spell strength (13 at level one, 14 at level three, 15 at level six, 16 at level 9 and 17 at level 12). Ritual magic does not yet exist on Chaos Earth, nor does Techno-Wizardry, Tattoo Magic, Shifting, Conjuring and many other schools of magic that will be invented over the decades or brought from alien worlds.

Blue Zone Wizard O.C.C.

Age: Roll on the following tables for random determinations, or make selections to carefully construct your character. Ignore the modifiers and alterations presented under the Chaos Wizard O.C.C. for the different ages except as noted below. The Zone Wizard is more formally trained, methodical and scholarly in his approach to magic.

01-15% Early Teens (under 16): +2D6+4 P.P.E. to the Secret P.P.E. Reserve.

16-70% Late Teens (17-19 years): +1D6+2 P.P.E. to the Secret P.P.E. Reserve.

71-85% Early Twenties: +1D4+1 P.P.E. to the Secret P.P.E. Reserve.

86-00% Twenty-Six Years or Older: +1D6 to physical S.D.C.

Alignment: Any, though most tend toward Good (30%) and Selfish (32%) alignments.

Attribute Requirements: I.Q. and P.E. of 9 or higher, other than that, a burning desire to learn magic is all that is necessary. A high M.E. is also helpful, but not required.

O.C.C. Skills: Mainly common skills known to most people of Chaos Earth.

Speak, Read and Write (Literacy) Native Language at 88% +1% per level of experience (typically English or Spanish in the US, English or French in Canada, and Spanish or English in Mexico).

Speaks one Foreign Language of choice (+5%).

Basic Math (+10%)

Computer Operation (+15%)

Lore: Demons & Monsters (+10%)

Pilot: Two of choice (non-military; +10%).

One Domestic skill of choice (+10%).

Hand to Hand: Basic can be selected as one of the O.C.C. Related Skills, or Martial Arts for the cost of two.

O.C.C. Related Skills: The people of Chaos Earth were members of an advanced civilization and culture before the ley lines erupted and Armageddon ensued. Consequently, most are highly educated, with a high school education and some college or trade school type training for most adults. As a result, pick one Skill Category in which the character is a "skilled professional" and choose THREE skills from it, with each getting a +20% skill bonus. Then select an additional eight skills from any of the available categories listed below.

Communications: Any.

Domestic: Any (+5%).

Electrical: None. Only available for selection as a "skilled professional."

Espionage: None.

Mechanical: Automotive and Basic Mechanics only. Other skills in this category are available only for selections as a "skilled professional."

Medical: First Aid only. Other skills in this category are available only for selections as a "skilled professional."

Military: None. Only available for selection as a "skilled professional" (i.e., ex-soldier or law enforcement occupation).

Physical: Any, except Acrobatics, Gymnastics, Wrestling and Boxing unless this category is selected, making the character a "skilled professional" athlete.

Pilot: Any (+5%), except military vehicles and power armor even if ex-military.

Pilot Related: Any.

Rogue: None.

Science: Advanced Math (+15%) and Astronomy (+10%) only. Others are only available for selection as a "skilled professional" (scientist, lab technician, etc.).

Technical: Any (+5%).

W.P.: Any Ancient or S.D.C. firearms; no energy weapons to start unless a skilled professional in the military or law enforcement. Energy weapons can be selected as Secondary Skills picked up along the way.

Wilderness: None.

Secondary Skills: The character gets two Secondary Skills at levels 1, 4, 6, 9 and 12. These are additional areas of knowl-

edge that do not get the advantage of the bonus listed in parenthesis. All start at the base skill level and normal restrictions apply.

Standard Equipment: Most survivors of the initial cataclysm have only the clothes on their backs and a few items they have salvaged or scavenged. Zone Wizard gear includes an air filter or gas mask, pullover knit cap, scarf or wrapping cloth for the face and head, wrappings for the hands and feet, a hooded cape or cloak (may be water resistant), a pair of warm boots or combat boots, several pairs of socks, a pair of gloves, goggles, a pair of sunglasses or an extra pair of tinted goggles, 1D4+2 sets of clothing, a heavy jacket or coat, belt, satchel or duffle bag, backpack, survival knife (does 1D6 S.D.C. damage) or pocket knife (1D4 S.D.C. damage), 1D4 rolls of bandages, pocket computer, paper notebook, 1D6 markers and one mechanical pencil, flashlight, disposable cigarette lighter, roll of duct tape, utility belt or 20 feet (6 m) of rope, canteen, and may have an S.D.C. firearm but only if a W.P. was selected for it.

Money: Has 1D6x1000 in credits (which range from half their original value in Chicagoland to no value at all depending on where one goes) and 1D6x100 credits worth of tradeable goods. May or may not have a job that continues to pay any kind of salary or offers trade goods (like food, room and board, etc.) in exchange for services. Most survivors of Chaos Earth pool their resources and work together with NEMA (or some other leader), sharing whatever the community has to dole out. Many Zone Wizards become obsessed with magic and ley lines and only do enough work to survive or perform magic to get the food, supplies and equipment they need. Those who choose to live entirely in the Blue Zones may get supplies by raiding bandits, D-Bees and others they consider to be enemies of NEMA, the local community or humanity.

Cybernetics: None and avoids them like the plague (cybernetics interfere with magic).





Chaos Wizard O.C.C.

Also Known as “Street Wizard” & “Kid Wizard”

The indomitable spirit of youth and the power of imagination unleashed have created a new breed of humans, those that can draw upon and command mystic energy. They call themselves Chaos Wizards or Street Wizards (adults and irritated NEMA soldiers have a habit of calling them “Kid Wizards”), and like to think they represent a new age of magic.

The suspension of disbelief and the power of conviction (true, heartfelt conviction) are easier for the young than most adults, so it is the young who are most profoundly affected by the return of magic energy. An estimated 75% of *all* fledgling practitioners of magic appearing among humans are teenagers or younger, and of the 25% who are adults, most of them make pacts with supernatural beings in order to use magic. Those under the age of ten have difficulty focusing their thoughts and willpower well enough to draw on their own P.P.E. or that of the Blue Zones to create magical effects, though there are exceptions. Similarly, most people over the age of 25 are too jaded, frightened or too locked into a particular mindset to free their spirits enough to embrace, channel and cast magic.

Among *Chaos Wizards*, 10% are children 9-12 years old, 45% are ages 13-16, 30% are 17-19 years old, 12% are between the ages of 20-25, and only 3% are 26 years or older. *Teens* and *pre-teens* share the most potential for using magic precisely because they are going through a physiological and emotional transformation from child to adult. Their sense of transition opens their minds to endless possibilities and the wonder of the world around them. The fact that they long for secrets and adventure, and strive

to find their place in the world gives them a unique perspective and a willingness to try almost anything, including magic. Even when they suffer from uncertainty and personal anguish, or feel lost and out of place, most teens still hold on to their dreams and believe they can accomplish anything if they want it badly enough. Teens and youngsters are also more willing to let go of the past, welcome new ideas and fantastic possibilities, accept things on faith, and embrace that which they do not understand with stubborn conviction. For them, the new and unknown may be scary, but it is also romantic and exciting, encouraging them to reach out and be different: in this case, to grab hold of new ideas and unleash their inner potential through magic. Those who can perform magic feel important and strong in a place and time where even armor-clad warriors feel frightened and weak. This sense of empowerment and exuberance combined with the sense of indestructibility that naturally comes with youth makes these new wizards extremely bold and brazen, encouraging them to step out of the shadows to take their place in the forefront of a *new world order*.

Unfortunately, many teens and youngsters lack the maturity and expertise to use magic well, and wield it out of spite, anger, lust for power, or an intense need to prove themselves. It is this mix of magic fueled by the hot emotions and boiling teenage chemistry that drives most Chaos Wizards to be reckless, daring, violent and/or unpredictable. Though many use their newfound power with care and for good causes, others use it with reckless abandon or selfish motives. For them, magic is a gift that makes them powerful and important, and they use it to *make* others bow down before “them.” These bullies demand respect whether they’ve earned it or not, and lash out at those who don’t give it to them. Many also believe their power gives them a license to do

whatever they want (who's going to stop them?), and the worst of the lot expect innocent bystanders to get out of their way when they unleash magic. The most aggressive and violent Chaos Wizards gather in gangs and use their powers to have cruel fun at the expense of others, or to make a grab for power, lord over others or to exact savage revenge.

Other Chaos Wizards, whether acting as an individual, pair, small group or gang, see themselves as superheroes, and go into the streets as self-styled vigilantes intent on doing away with evildoers. To their way of thinking, they are helping NEMA keep the innocent safe by tracking down and attacking evil wizards, raiders, demons and monsters, but all too often they stir up a hornets' nest of trouble, harm more than they help, or fall victim to a more powerful or ruthless enemy. Even Chaos Wizards with the best of intentions tend to act before they think, jumping into conflicts without considering all the consequences or the potential for collateral damage. Unprepared for what they are up against, but full of spit and vinegar and convinced they will triumph, teens and children – specifically Chaos Wizards – have jumped to the top of recent casualty lists. The cause of death may be officially listed as murder by demon or criminal, but more often than not, a Chaos Wizard falls victim to his own exuberance by taking on more than he can handle. Still, for what they lack in patience, tact and strategic planning, they make up for with sincerity, tenacity, raw courage and pure heart.

Chaos Wizards do NOT have genuine control over the magic energies they wield, and have absolutely no understanding of magic. They are mostly teenagers and young people (ages 12-25) who exhibit a natural ability to perform magic. Unlike Zone Wizards, they do not rely on the Blue Zones, but still tend to hang out in or near them because they make it easier to cast familiar magic or unleash rarer, more powerful spells (drawing on the ambient ley line energy). Chaos Wizards have developed and draw upon their own inner P.P.E. to work their magic, not that they know it. Most Chaos Wizards have no idea how or why their magic works, only that it does. When away from a ley line, they tend to spend their P.P.E. until it's gone. Fueled by spur of the moment ideas, boiling teenage emotions and desires, and buoyed by a sense that anything is possible, Chaos Wizards are among the most daring and foolish of the magic O.C.C.s. They tend to see every opportunity as a potential adventure and chance to show off.

At least half of these mages unleash their magic for personal fame and glory, the rest for power, revenge or other personal gain. They aren't hedonists, just kids who tend to be thrill seekers, shortsighted and looking for instant self-gratification, especially in the ever-changing, apocalyptic atmosphere of Chaos Earth. Though many teens are well intentioned, thoughtful, intelligent, and reasonably mature, even the most grounded Chaos Wizards willingly embrace change and chaos. They don't know if they will live to see the next day, so they spit in the face of doom, have adopted a devil-may-care attitude of live fast, have fun and, if it comes to it, die young and leave a good looking corpse. As a result, most are wild, reckless daredevils and risk takers who consider tackling any challenge or opponent. To their credit, most are also clever, tricky, streetwise individuals who think fast on

their feet. Those who gather in groups of other Chaos Wizards or people with the same adventurous, hell-on-wheels attitude also tend to develop strong personal ties with their "buddies," which helps them work well as a team and cover each other's backs. They aren't crazy, nor do most have a death wish, though many regularly take their life into their own hands. They live on the wild-side and, if they think they can take on an opponent or pull something off, they go for it. Such is the split-second decision making, exuberance and cocksure confidence of youth. Always looking for action, they jump at the chance for some "fun and excitement" involving magic, monsters and mayhem. It's what they live for.

Chaos Wizards have already earned themselves a reputation as swashbuckling daredevils, but they are also emerging as a powerful and dangerous new type of brigand for NEMA and law-abiding people to reckon with. In fact, evil Chaos Wizards and the *Chaos Witch* are among the most aggressive, self-serving and savage magic users to emerge from the carnage. Both use their mystic might to take power, steal supplies and dominate others. The worst become gang leaders, bushwhackers, raiders, assassins, criminal kingpins, and tyrant lords who would be kings. The best try to use their powers for good but may do just as much harm if they are too wild and excessive.

Chaos Wizards & Youth Gangs

Youth gangs have become one of the most immediate and threatening dangers in the apocalyptic world of Chaos Earth. For one thing, there are thousands of orphans living entirely on their own or with too little adult supervision. The number of homeless refugees is overwhelming, and many are children, teenagers and young adults. Even those with adult supervision are often left on their own for hours (or days) on end or go out into the ruins and forbidden zones to scavenge, explore and play. Ironically, it is the indomitable spirit and curious mind of youth that contributes to the problem with young people discovering magic – they aren't afraid of it.

The suspension of disbelief and the power of conviction are easier for youngsters than adults, so they are most profoundly affected by magic. They seize it and hold it and mold it with their dreams, desires and emotions. In many ways, they do represent a new power and promise for the future. However, without any humans with experience or knowledge in the ways of magic, they are left on their own in learning to master the mystic arts and to find their way in the world. Thus, these kids tend to reject adults ("What do they know?") and stick to their "own kind" – other spell casting youths. Thankfully, most of these youth gangs also reject demons, demon worshipers and other inhuman forces. They see themselves as a bold, independent new power unto themselves. They have to experiment and figure things out on their own, without the benefit of an experienced mentor, human or inhuman. This contributes to the pride they take in being a breed apart from the average Joe, that they are, in effect *superhumans* possessing great (magical) power. How they use that power varies with each individual group and the traumas and injustices they have already suffered.



Building a Chaos Wizard character

Roll on the following tables for random determinations, or make selections to carefully construct your character.

Chaos Wizard Age Modifier Table

Includes Alignment, Attributes, Hit Points, M.D.C., & Education

01-10% Child: 9-12 years old (1D4+8). Spell Modifiers: As a child, the character does not yet have the strength of will or focus to use magic at full power. Thus, every time a spell is cast the results vary – roll on the Child's Spell Modifier Table.

Child Attributes: I.Q. 1D6+5, M.E. 1D6+4 (1D6+6 for girls), M.A. 2D6, P.S. 2D4+2, P.P. 1D6+2, P.E. 2D4+2, P.B. 2D4+3, Spd. 2D6+2. Note: Re-roll attributes and P.P.E. at *Early Teens*. Starting P.P.E.: 6D6+30. Add 2D6 per level of experience. Ley Line/Blue Zone P.P.E. (This is the amount of energy the character can draw from a ley line, per melee round, to cast a spell): 40 points per level of experience. Hit Points: 1D6+6. S.D.C.: 2D4 (boy), 1D6 (girl); the combined Hit Points and S.D.C. +24 become M.D.C. points when on a ley line/Blue Zone. Education & Skills: Basic Math, Literacy: Native Language (typically English or Spanish), Bicycling, Computer Operation, and two Domestic Skills of choice or the Physical skills of Running and Swimming or Climbing, all at the base skill level. Skills start at level one and advance with experience; no bonuses apply. Children tend to look toward older, bigger people to help take care of them. Experience Level Penalty: Needs to accumulate an extra 2000 points to make each new level.

11-55% Early Teens: 13-16 years old (1D4+12). Teen Attributes: I.Q. 2D6+2, M.E. 2D6 (3D6 for girls), M.A. 2D6, P.S. 1D6+4 (2D6+4 for boys), P.P. 2D6, P.E. 2D6, P.B. 2D6, Spd. 3D6+6. Note: Add bonuses at *Late Teens*. Starting P.P.E.:

5D6+20. Add 2D6 per level of experience. Ley Line/Blue Zone P.P.E. (This is the amount of energy the character can draw from a ley line, per melee round, to cast a spell): 30 points per level of experience. Hit Points: 2D6+3. S.D.C.: 2D6 (+4 for boys); the combined Hit Points and S.D.C. +12 becomes M.D.C. points when on a ley line/Blue Zone. Education & Skills: Basic Math (+1D6%), Literacy: Native Language (typically English or Spanish), Land Navigation (+2%), Bicycling (+4%), Pilot Automobile (-5%), Computer Operation (+10%), Hand to Hand Combat: Basic, two Science or Technical skills of choice, and two Domestic skills of choice *or* the Physical skills of Running and Swimming *or* Running and Climbing. Skills start at level one and advance with experience. Bonuses apply only where indicated. Experience Level Penalty: Needs to accumulate an extra 1200 points to make each new level.

56-85% Late Teens: 17 or 18 or 19 years old (pick one). All bonuses are added to the die rolls of the Early Teen. Attribute Bonuses: I.Q. +2, M.E. +2, M.A. +1, P.S. +2 girls (+4 for boys), P.P. +1, P.E. +2, P.B. +2, Spd. +1D4. Starting P.P.E.: 5D6+12. Add 2D6 per level of experience. Ley Line/Blue Zone P.P.E. (This is the amount of energy the character can draw from a ley line, per melee round, to cast a spell): 25 points per level of experience. Hit Points Bonus: +1D6. S.D.C. Bonus: +1D6 (+6 for athletic boys); the combined Hit Points and S.D.C. +6 become M.D.C. points when on a ley line/Blue Zone. Education & Skills: Basic Math (+1D6%), Literacy: Native Language (typically English or Spanish), Land Navigation (+4%), Bicycling (+6%), Pilot Automobile and one additional Pilot skill of choice (conventional vehicles including Boats, Motorcycle, Hovercycle, Hover Craft, Water Skiing and Water Scooters), Computer Operation (+12%), Hand to Hand Combat: Basic, two Science or three Technical skills of choice, and three Domestic skills of choice *or* three Physical skills of choice (excluding Acrobatics and Boxing). Skills start

at level one and advance with experience. Bonuses apply only where indicated. Experience Level Penalty: Needs to accumulate an extra 600 points to make each new level.

86-97% Young Adult: 20-25 years old (19+1D6). All bonuses are added to the die rolls of the Early Teen and bonuses of the Late Teen. Attribute Bonuses: I.Q. +1D4, M.E. +1D6, M.A. +1D6, P.S. +1D4 girls (+1D6 for boys), P.P. +1D6, P.E. +1D6, P.B. +1D6, Spd. none. Starting P.P.E.: 4D6+10. Add 1D6+2 per level of experience. Ley Line/Blue Zone P.P.E. (This is the amount of energy the character can draw from a ley line, per melee round, to cast spells): 20 points per level of experience. Hit Points Bonus: +1D6. S.D.C. Bonus: 1D6 (+6 for athletic boys); the combined Hit Points and S.D.C. +8 become M.D.C. points when on a ley line/Blue Zone. Education & Skills: See O.C.C. skills.

98-00% Adult: 26 years or older (1D10+25), but not yet middle-age. Attributes: Roll starting with Early Teens and add bonuses from Late Teens and Young Adult, or I.Q. 3D6+1, M.E. 3D6 (+1 for females), M.A. 3D6, P.S. 3D6 (+1D4 for athletic males), P.P. 3D6 (+1 for athletic males or females), P.E. 3D6, P.B. 3D6, Spd. 3D6. (+1D4 for athletic females and +1D6 for athletic males). Starting P.P.E.: 3D6+8. Add 1D6+1 per level of experience. Ley Line/Blue Zone P.P.E. (This is the amount of energy the character can draw from a ley line, per melee round, to cast spells): 15 points per level of experience. Hit Points Bonus: +1D6. S.D.C. Bonus: +2D6 (+6 for athletic boys only); the combined Hit Points and S.D.C. become M.D.C. points +2 M.D.C. when on a ley line/Blue Zone (be sure to include additional Hit Points from levels of experience and S.D.C. from Physical skills, if any). Education & Skills: See O.C.C. skills.

P.P.E. Note: *Starting P.P.E.* does not decrease as the character ages due to the fact that the character became a Chaos Wizard at that early point in life, turning early *potential* into part of his or her permanent P.P.E. Base. The P.P.E. listed under each age group is what the character starts with when he first discovers magic.

Available Ley Line P.P.E. decreases with age but stops at 20 points per level of experience even when the individual ages beyond that of Young Adult.

Age Note: Characters starting out young – under the age of 19 – will remain children or teen characters for much of their fictional life as playing characters. After all, we are only in the first few months of the Great Cataclysm. The Apocalypse has just begun, and a year or two of real world game playing is likely to only cover a few months in the time of the fictional characters.

Child's Spell Modifier Table

Roll on this table each time a Chaos Wizard under the age of 13 casts a spell.

01-20% Nothing happens. No magical effect. No P.P.E. is spent, but two melee attacks/actions are used up in the futile attempt. Try again. Only two tries per melee round.

21-40% Half the usual power and duration.

41-60% Double the usual power and duration.

61-80% Double the range and increase the power by 50%.

81-00% A different magical effect entirely. Roll on *Magical Mayhem Table* for random results.

Optional: Magical Mayhem Table

For whatever reason, whenever a Chaos Wizard casts a spell there is usually some problem, side effect or collateral damage.

If desired, roll on the following table *every time* an adult Chaos Wizard casts a spell. Unlike younger spell casters, they are more proficient at channeling the necessary energy, even if the end result is not what was intended. Regardless of the outcome, the P.P.E. spent is the amount of the desired spell whether it works or not. The negative results cannot be altered, stopped or cancelled by the Chaos Wizard who caused them. They must go through the duration indicated.

Note: At the Game Master's discretion, these side effects *may* lessen (occur one out of every three or four times a spell is cast instead of every time) or go away completely as the character grows in experience (i.e., this problem disappears by 6th or 7th level). Reminder, full spell descriptions are found in the **Rifts® Book of Magic™**.

01-10% The spell went off without a hitch! Works exactly as intended.

11-30% The spell is twice as powerful as it should be. Double the range and damage.

31-50% The spell is half as potent as it should be. Reduce range, duration, damage, etc., by half.

51-55% Spell does not work, instead the mage and everybody within a 30 foot (9.1 m) radius of him are engulfed in a Cloud of Smoke (same as the spell). Duration: Two minutes.

56-60% Spell does not work, instead the target of the spell is struck by a burst of energy that does 2D6 M.D. Maximum range: 500 feet (152 m). Duration: Instant.

61-65% Spell does not work, instead the target of the spell is turned Invisible (same as the spell: *Invisibility: Simple*)! Duration: Three minutes per level of the spell caster.

66-70% Spell does not work, instead the target of the spell is made Invulnerable (same as the spell of *Invulnerability*). Duration: One melee round per level of the spell caster.

71-75% Spell does not work, instead the target of the spell is instantly made spotlessly clean (same as the *Cleanse* spell). Duration: Instant.

76-80% The spell works fine but the Chaos Wizard is *Blind* (same as the spell). Duration: One minute per level of the spell caster and it cannot be cancelled early.

81-85% The spell works at half power, but there is also an explosion that inflicts 1D6 M.D. to everything within a 20 foot (6.1 m) radius of the spell caster!

86-90% The spell works at half power, and every living creature within a 20 foot (6.1 m) radius of the spell caster (friend or foe) is instantly healed for 4D6 points of damage (Hit Points or S.D.C., or M.D.C. if a Mega-Damage creature).

91-95% Spell doesn't work at all, instead a flock of 1D4+4 *Magic Pigeons* appear. All function as per the spell. If it's not a life and death situation, this may be the time to write home.

96-00% Spell works perfectly at full power, but the spell caster is transformed into a harmless (ideally cute) animal (same as the *Metamorphosis: Animal* spell). Duration: One minute.



Special Abilities of the Chaos Wizard O.C.C.:

1. Becomes a Mega-Damage Being. Whenever on or within 1000 feet (305 m) of a ley line/Blue Zone the character automatically turns into a Mega-Damage being. The combined Hit Points and S.D.C. of the character plus 2 points per experience level become physical M.D.C. Best of all, damage to the force field regenerates at a rate of one M.D.C. per melee round (four points per minute). So as long as the character can avoid taking a significant amount of damage, he has a renewable means of defense. **Note:** The Chaos Wizard does NOT have to concentrate to activate this defense mechanism; it automatically engages one minute after entering a Blue Zone.

2. Initial Spell Knowledge by Type of Chaos Wizard: Varies with orientation. Chaos Wizards can be divided into five distinct variations or classes based on the Wizard's overall personality and goals. In short, the Chaos Wizard's spell casting abilities and approach to magic are a direct response to his values and attitude in life. Of course, this outlook and general intention are shaped by the character's upbringing, past and recent trauma. Some want to *help* or *protect*, others want to *fight back* or *exact revenge*, some are quiet and curious and prefer to *sneak* around in the background, and some are *powder kegs* of anger and hate who use their magic to destroy and hurt. Ultimately, this outlook shapes the magic of the Chaos Wizard into one of the five Chaos Wizard O.C.C.s below.

Hater Chaos Wizard: Haters are the most dangerous and deadly of the Chaos Wizards because they are angry at or hate

almost everything in the world, especially demons, monsters and D-Bees. They tend to be (make random roll or pick one): 01-33% Moody and sullen, but lashes out if threatened or pushed around – the anger inside quietly smolders below the surface. 34-66% Outspoken, aggressive, pushy and angry (this character doesn't take crap from anybody), or 67-00% a fireplug who is openly angry, aggressive, rude, hostile and violent. The character has a hair-trigger temper and a dislike for authority and rules on top of everything else. Each type of *Hater* sees violence and retribution as the answer to every problem, but the angry fireplug often borders on the homicidal. All are children of chaos who go with the flow and react to whatever comes their way, usually with violence.

Alignment: Any, but most lean toward Anarchist and Aberrant.

Education: As per Age Modifier Table, but change Hand to Hand: Basic to Expert, and one W.P. of choice (any); this character likes to inflict damage when he fights.

Chaos Magic: This character's natural inclination is to develop/learn magic that frightens, hurts, kills or causes problems and impediments (including energy blasts, walls, clouds, noise/disturbances, etc.). *Starts with* the following *Chaos Magic*: Boom Box (3), Cherry Bomb (7), Demon Strength (5), Debris Barrage (15), Debris Cloud (3), Power Fists (8), Racket (4) and three of choice. Plus these *Wizard Invocations* (the P.P.E. number in parenthesis is doubled when away from a ley line/Blue Zone): Agony (10), Blind (3), Call Lightning (8), Dessicate the Supernatural (25), Energy Disruption (6), Spoil (15), and Sorcerous Fury (35).

Helper-Fixer Chaos Wizard: This character is devoted to helping others and fixing things, from relationships to machines.

Alignment: Any, but most lean toward Principled, Scrupulous, and Unprincipled.

Education: As per Age Modifier Table, but anxious to learn new skills that help people, so gets an extra 1D4 Secondary Skills and may include the Medical, Electrical and Mechanical skill categories (no bonuses).

Chaos Magic: The predominant types of magic selected by this character are limited to those that help, calm, repair, heal and mend. *Starts with* the following *Chaos Magic*: Campfire Sphere (4), Environmental Protective Cloak (5), Magic Box (8), Move Debris (6), Rain Wash (5), Renew (Revitalize Food, 15), Soothe & Heal Burns & Itching (25), and six of choice. Plus these *Wizard Invocations* (the P.P.E. number in parenthesis is doubled when away from a ley line/Blue Zone): Create Water (7), Cure Illness (8), Greater Healing (15), Heal Wounds (5), Lifeblast (8), Magic Pigeon (10), Mend the Broken (5+), and Tongues (6).

Protector Chaos Wizard: This mage is determined to protect, shield and shelter others, fighting mainly in self-defense or to rescue others from a terrible fate; never fights for revenge or with the intent to kill.

Alignment: Any, but most lean toward Principled, Scrupulous, and Unprincipled.

Education: As per Age Modifier Table, but can select a different, better Hand to Hand combat skill (Expert or Martial Arts) at no extra cost.

Chaos Magic: The predominant types of magic selected by this character are limited to those that help (provide assistance, food, etc.), protect, defend and shelter others. *Starts with* the following

Chaos Magic: Air Bridge (3), Debris Wall (8), Hide (3), Home Free (12), Life Line (3), Lookout (4), Shield Bubble (30), and five of choice. Plus these *Wizard Invocations* (the P.P.E. number in parenthesis is doubled when away from a ley line/Blue Zone): Armor of Ithan (5), Expel Demons (18), Implosion Neutralizer (6), Negate Magic (15), Purification (Food & Water; 10), Repel Animals (4), and Sheltering Force (10).

Sneak Chaos Wizard: This Wizard is intrigued by conspiracies and secrets, and loves to hang in the background and sneak around, spying and stealing. The character is not necessarily a bad person, but definitely has a bit of larceny in their blood. They embrace anarchy and live for adventure. For the Sneak, laws and rules are guidelines (or challenges to defy), and the end usually justifies the means, especially for a good cause or to right an injustice. They see nothing wrong with reading other people's diaries, eavesdropping, or breaking into a home, business, or vehicle to look around, spy or "borrow" something.

Alignment: Any. Plain ol' sneaky adventurers tend to be Scrupulous, Unprincipled and Anarchist. Among dedicated thieves, the best are Robin Hood types who steal from evildoers, monsters and the enemy: Unprincipled and Anarchist. The worst are out and out thieves or ruthless spies trading in secrets for their own profit: Anarchist, Miscreant, or any evil alignment.

Education: As per Age Modifier Table, but select an additional two skills from the categories of Espionage or Rogue (both get a +5% bonus).

Chaos Magic: Spells that focus on *stealth, observation, and thievery*. Starts with the following *Chaos Magic*: Air Climb (4), Blind Man's Bluff (6), Break Glass (3), Call Waiting (2), Case (4), Eye Spy (6), Hitcher (4/12), and four of choice. Plus these *Wizard Invocations* (the P.P.E. number in parenthesis is doubled when away from a ley line/Blue Zone): Calling (4), Escape (4), Dispel Magic Barriers (10), Featherlight (5), Frequency Jamming (7), Memory Bank (6), and Shadow Meld (5).

Warrior Chaos Wizard: Typically bold, daring and heroic types who see life as both a challenge and an adventure. They are self-proclaimed fighters, the most idealistic of whom see themselves as superheroes and defenders of justice, the innocent and the weak. Others believe they are a power unto themselves and aren't going to let anyone push them around. Whether they fight for a cause, against an injustice or for their own profit, they both tend to be adventurous and daring, confident (often overconfident) and brave. Chaos Wizard Warriors enjoy combat and welcome challenges.

Alignment: Any.

Education: As per Age Modifier Table, but change Hand to Hand: Basic to Expert, and one W.P. of choice (any); this character likes to inflict damage when he fights.

Chaos Magic: This character's natural inclination is to develop/learn magic that involves self-defense and combat. Starts with the following *Chaos Magic*: Blaster Hands (5), Fast Fists (10), Fly Like a Superhuman (20), Magic Shield (5), Sharp Eyes (5), Smoke Bomb (2), Super-Charge (15) and four of choice. Plus these *Wizard Invocations* (the P.P.E. number in parenthesis is doubled when away from a ley line/Blue Zone): Armor of Ithan (5), Circle of Flame (5), Crushing Fist (6), Fire Ball (5), Force-

bonds (13), Frostblade (7) or Lightblade (10), and Negate Magic (15).

3. Learning New Spells: The Chaos Wizard has no formal means of finding or learning new spells in a scholarly capacity, but they somehow intuitively gain 1D4 new spells every new level of experience. Spells should be selected from *Chaos Magic* (any) or some *Wizard Invocations*, and selections are limited to Spell Levels 1-4. Only certain starting spells may exceed fourth level. (Invocations are found in the **Rifts® Book of Magic**, pages 88-114; and an alphabetical listing with page numbers is found at the end of this book.) Unlike the Blue Zone Wizard, the Chaos Wizard is not limited to casting one spell per melee round.

4. Secret P.P.E. Reserve. Unknown to the Chaos Wizard, the character has a personal P.P.E. base or reserve of energy that varies with the age at which the character first discovered his potential for magic; see the *Age Modifier Table* presented earlier. The Chaos Wizard unknowingly draws on this P.P.E. reserve to cast his spells when away from the ley lines (a.k.a. Blue Zones). Expended P.P.E. recovers at a rate of 1D6+4 per hour of sleep/rest or meditation away from ley lines and 2D6+4 P.P.E. when in a Blue Zone (on a ley line).

5. O.C.C. Bonuses: +1 to save vs magic, +3 to save vs Horror Factor, +1 to save vs possession. Spell Strength does NOT increase, so for spells in which an opponent gets a "saving throw," the defending character needs only to roll a 13 or higher to save. Ritual magic does not yet exist on Chaos Earth.

Chaos Wizard O.C.C.

Alignment: As per orientation: Hater, Helper-Fixer, Protector, Sneak or Warrior.

Attribute Requirements: None. A high I.Q. and P.E. are recommended (12 or better), but not required.

Gender: Split roughly 50/50 male and female.

O.C.C. Skills for Adults: Mainly common skills known to most human survivors of Chaos Earth. **Note:** See the *Age Modifier Table* for characters under the age of 20.

Speak, Read and Write Native Language (typically English or Spanish in the US, English or French in Canada and Spanish or English in Mexico) at 88% +1% per level of experience.

Speaks one Foreign Language of choice (+5%).

Basic Math (+10%)

Lore: Demons & Monsters (+10%)

Pilot: Two of choice (non-military).

Two Domestic skills of choice (+10%).

Two Technical skills of choice (+15%).

Hand to Hand: Basic (can be upgraded to Expert for the cost of two O.C.C. Related Skills or Martial Arts for the cost of three).

O.C.C. Related Skills for Adults: The people of Chaos Earth were members of an advanced civilization and culture before the ley lines erupted and Armageddon ensued. However, since most Chaos Wizards are teenagers or young adults, their formal education is unfinished and most had not started a career before the Great Cataclysm struck. **Note:** See the *Age Modifier Table* for characters under the age of 20.

Select an additional ten (if 20 or older) from any of the available categories listed below.

Communications: Any (+5%).

Domestic: Any (+10%).

Electrical: Basic Electronics and Computer Repair only.

Espionage: None.

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

Medical: First Aid only.

Military: None.

Physical: Any, except Acrobatics and Boxing.

Pilot: Any conventional vehicle.

Pilot Related: None.

Rogue: Any.

Science: Advanced Math (+5%), Chemistry (+5%) and Astronomy (+10%) only.

Technical: Any (+5%).

W.P.: Any Ancient or S.D.C. firearms; no energy weapons to start.

Wilderness: Dowsing, Land Navigation, Roadwise, Spelunking and Wilderness Survival only.

Secondary Skills for Adults: The character gets two Secondary Skills at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All start at the base skill level and normal restrictions apply.

Standard Equipment: Most survivors of the initial cataclysm have only the clothes on their backs and a few items they salvaged or scavenged. Chaos Wizard gear includes an air filter, leather jacket or something fashionable, a pair of gloves, a pair of boots or sneakers, several pairs of socks, sunglasses, 1D4+4 sets of clothing, a winter coat, belt, backpack, survival knife (does 1D6 S.D.C. damage) or pocket knife (1D4 S.D.C. damage), pocket computer, small paper notebook, 1D6 markers and one mechanical pencil, flashlight, disposable cigarette lighter, utility belt, canteen, and may have an S.D.C. firearm but only if a W.P. was selected for it.

Money: Starts with 1D6x100 credits worth of tradeable goods. Probably doesn't have a job and relies on scavenging, gambling and trading of goods or their magical services for food, room and board, supplies, etc. Anarchist and evil characters may actively engage in robbery, mugging and raiding. Good characters pool their resources and work together, and they may also follow and try to help NEMA and other heroes and adventurers, whether they want their help or not. Chaos Wizards adopted or hired by a community outside NEMA control will provide for the Wizards' basic needs and share with them whatever resources the community has to dole out. Chaos Wizards looking for fame and wealth may demand a particular type of payment, reward, and/or services under the threat of leaving, as well as demand the respect and accolades of those they claim to serve and protect. Many Chaos Wizards cling to a self-image as "Robin Hood" types who steal from bad guys (bandits, monsters, etc.) and give to themselves, sharing with others they like or choose to help. Many others see themselves as superheroes and others as the new order meant to take over and rule the world. There are, of course, many other shades of characters from generous heroes to foul villains.

Cybernetics: None and avoids them because cybernetics interferes with magic.

Perceived Allies: This will vary dramatically from individual to individual or gang to gang. In most cases there is an adult friend or family member who the youngster trusts and confides in. For some, it is one or both parents, for others a big brother or sister, or aunt or uncle. In other cases, it may be a teacher, NEMA soldier or different type of sorcerer, a friendly neighbor or a vagabond scavenger. Independent Chaos Wizards (i.e. kids and teens), youth gangs, and D-Bees may be counted among the individual's allies. Those of good alignment or who seek to help people and/or to restore human civilization or battle evil/monsters will consider NEMA troops to be trusted authority figures, friends and allies even if they don't have personal contact with anyone specific within the organization.

Perceived Enemies: Youngsters tend to be idealistic and have a black and white, "them and us," outlook and Chaos Wizards are no different. Thus, demons, monsters, Necromancers, and other practitioners of dark or alien magic are regarded as the *enemy* to be driven away and/or destroyed. Raiders, bandits, slavers and other evildoers who prey on innocent people (especially children and families) are also seen as the enemy.

Chaos Magic

Chaos Wizard Spell Notes

Range: The listed range is usually *double* for the Chaos Wizard when in or near (within 1000 feet/305 m of) the Blue Zone, but as listed when *away* from the Blue Zone.

Damage: May be greater in the Blue Zone.

Duration: Often doubled in the Blue Zone.

Saving Throw: Never changes.

P.P.E. Cost: The P.P.E. cost is *double or triple* for Chaos Wizards when *not* on or near a Blue Zone (within 1000 feet/305 m of a ley line), and always double or triple (as indicated away from the Blue Zone) for any other Magic O.C.C. to perform.

Air Bridge

Range: Self.

Duration: Two melee rounds (30 seconds) per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

The spell caster is able to create an invisible platform made from a cushion of air to bridge gaps in order to go from rooftop to rooftop, cross over holes in the roof or floor, or to cross chasms and ravines, etc. The bridge can go completely straight across or be angled slightly up to 25 degrees. The bridge must start on solid ground at the end where the spell caster is standing and end anchored to the other side. Maximum length is 20 feet (6.1 m) per level of experience. Maximum speed to cross is the same as the Wizard's Spd attribute. Popular with the *Sneak* and *Helper*.

Air Climb

Range: Self or one other by touch.

Duration: Two melee rounds (30 seconds) per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

The spell caster is able climb up air, straight up or at a 45 degree angle, as if he were climbing an invisible rock mount or angled wall with easy hand- and footholds that only he can see. The climb must always ascend (i.e., up and over) and never goes completely horizontal/across (see Air Bridge for horizontal movement), and should end/take the climber to a destination that ends on solid ground (i.e., an open window, rooftop, ledge, tree branch, etc.). Maximum height is 30 feet (9.1 m) per level of experience. Maximum climbing speed is half the character's Spd attribute. Popular with the *Sneak* and *Helper*.

All-Nighter

Range: Self.

Duration: Three hours per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: None.

P.P.E.: 2; double the cost away from the Blue Zone.

The spell enables the Wizard to engage in intense physical or mental activity (hard labor, run, dance, play, read, study, research) or do whatever, regardless of the level of exertion or length of time, for three hours per level of experience beyond his normal tolerance level without feeling exhausted or suffering the penalties for fatigue. However, after the "all-nighter" or "long haul" (i.e., sleepless night) the character will feel exhausted and want to sleep for the next 10 hours. If not able to sleep 10 hours, impose the following penalties: -2 on initiative, -1 on all of the character's combat bonuses, and -15% to perform skills. Returns to normal after 10 hours sleep or rest.

Blaster Hands

Range: Self for the magical enchantment. Shooting range is 30 feet (9.1 m) per level of experience; double in a Blue Zone.

Damage: 2D6 M.D. +1 M.D. point per level of experience (doubled to 4D6 +2 M.D. for *Chaos Wizards* in a Blue Zone).

Duration: One melee round (15 seconds), double in a Blue Zone. Each blast counts as one of the Wizard's melee attacks/actions.

Saving Throw: Opponents may try to dodge the blast at -10 to dodge, bonuses to dodge still apply.

Bonus: +1 to strike.

P.P.E.: 5; double away from the Blue Zone.

This magic enables the Wizard to shoot energy bolts from his hands; point and shoot. Popular with both the *Warrior* and *Hater*, but *Haters* inflict an extra 1D6 M.D. due to the intensity of their inner rage and desire to hurt.

Big

Range: Self only.

Damage: Increase the character's normal P.S. by 50% and add +2D6 S.D.C. damage inflicted by physical attacks in addition to

the damage bonus for increased strength. (**Note:** P.S. remains on the human level. Only if the *Demon Strength* spell is also cast does P.S. become *Supernatural Strength* and do damage accordingly.)

Duration: Two minutes per level of experience; double on ley lines/Blue Zones for Chaos Wizards.

Saving Throw: None.

P.P.E.: 10; double away from the Blue Zone.

The spell caster can grow to double or triple his normal size (typically in the range of 8-20 feet/2.4-6.1 m for most humans depending on their age). Weight also doubles or triples and the magic affects clothes and all. At giant-size the character can lift and carry the equivalent of his P.S. attribute number as if it were double x50 pounds (22.5 km) in weight. Spd is increased by 50% due to the length of his strides, and S.D.C. (or M.D.C. when in the Blue Zone) is increased by 20% due to his mass. The number of attacks and other bonuses are unchanged.

Blind Man's Bluff

Range: 10 feet (3 m) per level of experience; requires line of sight.

Duration: Two minutes per level of experience; double on ley lines for the Chaos Wizard.

Weight Limitation: 10 pounds (4.5 kg) per level of experience. Size is a factor only when trying to sneak it away in front of someone.

Saving Throw: None.

P.P.E.: 8; double away from the Blue Zone.

Exclusive to the Sneak Chaos Wizard. This spell is used to make one particular item/object seem not to be where it was just a minute ago. Spectators don't actually see the item vanish before their eyes, instead, one minute the item is there in the sorcerer's hand or sitting on a table, and the next moment, after looking away ("I only left the room for a second."), it's gone, as if someone took it. Anyone looking for it can't see it, touch it or sense it, yet in reality, the item is right where it was, just shifted into another dimension so it cannot be perceived by the physical senses. When the spell is cancelled or the duration of the spell elapses, it reappears right where it was (and for the taking of the Sneak who has positioned himself to block the view of its reappearance to slip it under his cloak and make good his escape). This spell is commonly used to hide a particular object from an enemy or to borrow or steal items. Since the spell can be cast at a distance, provided the spell caster can see the item, he/she is seldom implicated in its disappearance. Similarly, the technique can be used to hide something others are looking for or to sneak a weapon or piece of contraband past a security point. ("Gun? What gun? I don't have a gun. Of course you can search me. I always cooperate with the law."). It can also be used to bluff and perform confidence schemes as well as to trick others into thinking one is a nice guy or helpful. ("Can I help? Hey, I found it. It must have fallen off the table." Or, "Is there a reward for it if I find it?")

Blue Zone Lightning

Range: Line of vision (normal or with optical enhancements; i.e., binoculars, etc.), but limited to targets in the Blue Zone/on the

ley line. Line of sight is a must! Most basic optical enhancements have a maximum range of 2000-5000 feet (610 to 1524 m).

Damage: 1D6 M.D. per level of experience.

Duration: One melee round (15 seconds), double in the Blue Zone. Each blast counts as two of the Wizard's melee attacks/actions.

Saving Throw: Opponents may try to dodge the blast at -10 to dodge.

Bonus: Automatically strikes as if a 15 to hit was rolled.

P.P.E.: 8; double away from the Blue Zone.

This magic enables the Wizard to generate a lightning bolt anywhere on the ley line where he can see his target with his own eyes or via binoculars or other form of optical enhancement. The lightning only hits targets on or within 100 feet (30.5 m) of a ley line/in the Blue Zone. The spell caster may choose to adjust damage by increments of 1D6. If used with subtlety, one or two blasts are likely to be mistaken for a random Blue Zone event and not an attack. Popular with both the *Warrior* and *Hater*, but *Haters* inflict an extra 1D6 M.D. at the same P.P.E. cost due to the intensity of their inner rage and desire to hurt.

Boom Box

Range: Self.

Duration: Five minutes per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

Popular among *Sneaks* who use it as a diversion and *Haters* who use it to instigate fights, this spell amplifies the level of sound projected from an electronic device (radio, music player, loudspeaker, machine sound, etc.). The volume can be increased by two to ten times (as desired by the spell caster) the device's normal volume. This can make a radio or music player suddenly blare like a megaphone to cause a distraction or create a disturbance, interfere with a conversation or communications, to make someone angry or to attract attention. ("Someone find that thing and turn it off." Or, "Hey, you! What do you think you're doing? I said turn that thing down and I mean it! You hear me? You want trouble?!"). The magic overrides the control mechanism of the device, so once the sound begins to boom at a deafening volume it cannot be turned down and it continues to play at the level the spell caster desires.

It can also, at the spell caster's discretion, be set to literally "boom" – explode – if it is unplugged, the batteries/power supply removed, or the item smashed to make it stop (just turning it off doesn't work). The explosion only does 1D4 M.D. to a two foot (0.6 m) radius, but the blast is loud enough that S.D.C. glass has a 01-50% chance of shattering and anyone within a 50 foot (15.2 m) radius of the device is temporarily deafened for 1D4+2 minutes. During this time they lose one melee attack per round, are -4 on initiative, -2 on all combat maneuvers (strike, parry, etc.), -20% to perform most skills and unable to perform any skill that requires two-way communications or listening and responding to sound. Even after hearing returns, the victims' ears ring for 1D4 hours.

Break Glass

Range: Self.

Duration: The capability lasts for two minutes per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

Exclusive to the Sneak Chaos Wizard. A spell that enables the mage to shatter glass without making a sound. He simply traces his finger in the shape, size and location he desires to break from the glass (typically a circle, square or rectangle – making an X from corner to corner breaks the entire pane), casts the spell, and the glass falls away as quiet as snowflakes. Used for breaking and entry, snatch and grab jobs, vandalism and mischief.

Bubbles

Range: 20 feet (6.1 m) per level of experience; line of sight.

Duration: Two minutes per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: Standard.

P.P.E.: 2; double away from the Blue Zone.

This spell may be used to create a distraction, play a practical joke, or to mark someone by drawing attention to him. The victim of this enchantment unleashes a flurry of bubbles every time he speaks a word. Popular among *Sneaks* and *Helpers*.

Call Out (for assistance)

Range: The Call goes out to inhuman beings for a one mile (1.6 km) radius.

Duration: The Call is instant, but the response comes in 1D6 minutes, half that time in a Blue Zone.

Saving Throw: None.

P.P.E.: 8; double away from a Blue Zone.

A magic distress call goes out to *supernatural beings* and *creatures of magic* (dragons, Faerie Folk, etc.) within a one mile (1.6 km) radius, and magically attracts one or a traveling pair to respond. The problem is the creature that responds may *not* come to help at all. Roll on the following table to determine the creature's intention or reaction to the situation.

01-20% Comes to take advantage of the situation, which may mean helping the character who called, but for his own (perhaps more insidious) purpose. In the alternative, the creature may come to help the character's opponent or to rob, kidnap or kill the character(s) as soon as the rival (first opponent) is dealt with.

21-40% Comes only to watch the show – won't lift a finger to help either side. May take bets on the sideline or cheer.

41-60% Comes to kill the character and his/her comrades for daring to call and bother it, or comes to help the character's adversary, especially if their opponent is also inhuman.

61-80% Will help only if the character(s) promises to help it with a little problem or do it a favor (neither can be good). Will attack the group if they promise and then break their word.

81-100% Comes to help with no strings attached. Does so because it hates whoever the group is up against, because their adversary is an old rival or enemy, or just for fun and excitement.

Call Waiting

Range: Immediate.

Duration: The message will “wait” for 24 hours per level of the spell caster, double if it is cast on a ley line.

Saving Throw: None.

P.P.E.: 2; triple away from the Blue Zone.

This spell enables the Wizard to leave a two minute (per level of experience) verbal message for a specific person. He simply casts the spell and speaks. When he says the word, “end” or “call me,” a small white bubble appears. The bubble hangs and waits, floating in the air at the location it was created and placed. When the person the message is meant for comes within 100 feet (30.5 m) of it, the bubble silently drifts over to him and pops, releasing the message for that person to hear. All Chaos Wizards and many Zoners will recognize a message bubble when they see one as soon as it starts to drift toward them; those unfamiliar with magic may be startled and miss part of the message. **Note:** The bubble waits out of the way and in an inconspicuous place until the person it is meant for arrives. However, if it is discovered and popped (it has one M.D. point) by someone other than who it was meant for, there is a sudden, garbled, flurry of sound, like a needle pulled across a vinyl record and then nothing. Only the one it is meant for can activate and hear the message. Popular among *all* Chaos Wizards.

Campfire Sphere

Range: Self.

Duration: One hour per level of experience; double on ley lines for the Chaos Wizard.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

This magic creates a sphere of yellow and orange magical energy that flickers and warms a 20 foot (6.1 m) diameter as if it were a campfire. Those sitting closest are the warmest, but those at the edge of its influence also feel nice and toasty. The advantage of this magic is that the sphere emits warmth and light, but does not burn if touched or exposed to combustibles; great for use outdoors under dry conditions and indoors where children are present or where starting a real fire would be dangerous. Additionally, the Campfire Sphere does not emit smoke which might attract predatory monsters or brigands for miles away. Popular among *Protectors*.

Case

Range: Self.

Duration: Two minutes or until the designated room or area has been examined.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

Available exclusively to the Sneak Chaos Wizard. This magic enables the mage to accurately “case” or size-up a room or area with a quick, but careful look around. The magic enables the character to identify and locate locking mechanisms, concealed safes and panels, secret doors, surveillance systems (alarms, cameras, trip wires, electronic eyes, etc.), other security measures (such as concealed weapons, sensors and silent alarms), and guards,

watchdogs, and undercover agents/surveillance teams who may be posted in or outside the area being cased. In addition, the Case spell also lets the character assess the level of ease or difficulty to break in and do what he plans to do, the approximate time it should take if all goes well, the best way in and the fastest way out. Requires the casting of one spell for every individual “room” (large or small) or segregated area involved in the job.

Cat Drop

Range: The spell can be cast upon oneself or one other up to 300 feet (91.4 m) away; line of sight required. The height one can survive is 20 feet (6.1 m) per level of the spell caster’s experience, double for Chaos Wizards when in a Blue Zone.

Duration: Instant.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

This spell enables the person it is cast upon to fall, drop or jump from a high place and land, without injury, on his feet like a cat. Great for cat burglars and *Sneaks*, as well as for surviving unintended falls from high places.

Cherry Bomb

Range: Touch/placement or thrown approximately 100 feet (30.5 m).

Damage: 1D6 M.D. per level of experience, but the Wizard can regulate the total damage as he desires in increments of 1D6. Most Haters go with the maximum.

Duration: Lasts for two minutes per level of experience (double on ley lines) or until the stem is broken or pulled. Explodes 15 seconds after the stem is pulled or five minutes after the stem is broken in half.

Saving Throw: None.

P.P.E.: 8; double away from the Blue Zone.

A nasty, time-delayed explosive *exclusive to the Hater and Warrior Chaos Wizard*. The Wizard magically generates a small, red sphere shaped like a cherry complete with a stem, about twice the size of a real cherry. If the stem is broken in half, the sphere will explode in five minutes. This is done when the mage wants a time delay or places the explosive “device” on a vehicle or person so it explodes a bit later or elsewhere.

Pulling the stem is like pulling the pin on a hand grenade, only with a comparatively long detonation time of 15 seconds. This allows the Hater to quietly place or roll the bomb and make good an escape, or he can hold on to it, counting down the seconds (one/1000, two/1000, three/1000, etc.) until he is ready to toss it like a hand grenade, with as much or as little time before it explodes as he might desire.

Chill

Range: 20 feet (6.1 m) per level of experience; requires line of sight.

Duration: One melee round per level of experience; double on ley lines when cast by a Chaos Wizard.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

The spell sends a wave of cold that chills its victim to the bone. Victims are distracted by the numbing cold and are -1 on initiative, -1 to accurately aim and shoot, and -10% to perform skills.

Chillin'

Range: Other by touch.

Duration: Two minutes per level of experience, double on ley lines when cast by a Chaos Wizard.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

The spell has a calming effect on the person it is cast upon, helping the character stay cool and calm even in the face of terror and death; +5 to save vs Horror Factor and +3 to save vs magic or psionic fear attacks. Will also temporarily negate a phobia but at half the usual duration.

Come Over

Range: Voice contact in person or over a radio or other long-range electronic communications systems.

Duration: Instant.

Saving Throw: +3, but applies only if the individual doesn't want to "come over."

P.P.E.: 12; triple away from the Blue Zone.

A teleportation spell that is able to teleport someone talking to the Wizard on the other end of a communications device (radio, telephone, and similar). The "Come Over" teleportation instantly pops the individual to the location where the Wizard is located, but this is a one-person, one-way mode of travel. No limit to the distance. As long as the character's voice is heard loud and clear, meaning a good connection, he or she can be teleported over. A bad connection has a 01-30% chance of working. Failure means the P.P.E. is spent to no effect, likewise if the person resists and rolls a successful saving throw.

Demon Strength (Supernatural)

Range: Self or one other, but to affect others it costs double the usual P.P.E.

Duration: Thirty seconds (2 melee rounds) per level of experience; double on ley lines/Blue Zones for Chaos Wizards.

Saving Throw: Standard, but applies only if the recipient doesn't want the enchantment.

P.P.E.: 5; double away from the Blue Zone.

This magic gives its recipient the equivalent of Demon Strength. Add 10 points to the character's P.S. and make it *Supernatural Strength* for the duration of the spell.

Debris Barrage

Range: Self, with the barrage of debris flying 100 feet (30.5 m) per level of the spell caster.

Damage: 2D6 M.D. per attack on each individual; double damage when performed in a Blue Zone.

Duration: One melee round; double on ley lines for Chaos Wizards.

Saving Throw: Dodge (needs a 15 or higher).

P.P.E.: 15; double away from the Blue Zone.

The spell caster can magically grab and hurl large chunks of debris with devastating velocity to inflict 2D6 M.D. per each chunk leveled at each target. The true power of this spell is that debris can be simultaneously hurled at two different targets per level of the spell caster. A third level Chaos Wizard can hurl debris at six different targets at once, *or* at two targets with three waves of (2D6 M.D. each) debris flying in rapid succession. Each barrage counts as all of the character's melee attacks/actions for that melee round, and automatically has a 15 to strike, requiring targets to roll 15 or higher to dodge (bonuses still apply).

Debris Cloud

Range: The cloud may be created up to 220 feet (67 m) away.

Duration: Two minutes (double on ley lines) if made and left unattended, or as long as its creator remains within range and keeps concentrating to maintain the cloud. During this time, the Wizard can NOT engage in any other action or activity, not even speaking more than a half dozen words at a time or performing another skill. He must maintain his focus on the cloud or it will collapse. Most Chaos Wizards don't have the patience or focus to keep it in place for more than 10 minutes, but theoretically it can be maintained for one minute per M.E. attribute point.

Size of the Cloud: 10x10x10 feet (3x3x3 m) per level of experience or any size in between.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

The spell creates a cloud made of fine volcanic ash and dust particles. Those caught inside the cloud are temporarily blinded (-10 to strike, parry, dodge and all other combat moves). The cloud also fouls radar (knocks it out while inside the cloud), communications (garbles the sound and reduces effective range by half) and knocks out any sensors involving light waves or motion (bounces off the moving particles). Likewise, lasers fired into the dust/particle cloud do half damage because some of the energy is spent burning through the dust.

Debris Wall

Range: The wall may be created up to 60 feet (18.3 m) +10 feet (3 m) per level of experience away from the spell caster.

Duration: Two minutes (double on ley lines) if made and left unattended, or as long as its creator remains within range and keeps concentrating to maintain the wall. During this time, the Wizard can NOT engage in any other action or activity, not even speaking more than a half dozen words at a time or performing another skill; he must maintain his focus on the wall or it will collapse. Most Chaos Wizards don't have the patience or focus to keep it in place for more than 10 minutes, but theoretically, it can be maintained for one minute per M.E. attribute point.

Size of the Wall: 10x10x5 feet (3x3x1.5 m) plus an additional 5x5x2.5 feet (1.5x1.5x0.76 m) per each additional level of experience or any size in between.

Saving Throw: None.

P.P.E.: 8; double away from the Blue Zone.

The vast urban settings of Chaos Earth have been reduced to ruins and toppled cities across the globe. Concrete, metal, and

glass debris is everywhere. This spell enables the Wizard to magically form a wall made of flying and floating debris. The Debris Wall can stop Mega-Damage blasts and projectiles that inflict up to 16 M.D. per blast (anything greater punches through the wall, loses 16 M.D. and strikes blind at those on the other side). The formation of the wall is impressive as it seems to be held in place by air or an invisible force with the debris particles slowly moving like rippling water. Anyone pressing against the debris will feel as if they are pushing on a sand pile with some large chunks of stone sticking out from it. He'll also feel air movement in and around the wall as if a cushion of air was holding the wall in place. A vehicle can be driven through the wall, but it will suffer 2D6x10 M.D. **Note:** One of the cool things about this wall is that when a blast or something punches a hole through it, the opening immediately seals (in 1D4 seconds) with more floating debris. When the spell ends, the debris falls to the ground in a heap.

Double Dare

Range: Twenty feet (6.1 m) and the victim must be able to see and hear the Wizard.

Duration: Five minutes or until the challenge is completed.

Saving Throw: Standard. Considered mind control.

P.P.E.: 10; double away from the Blue Zone.

The Wizard can compel someone to accept a challenge by "Double Daring" him to. In this case, a magical enchantment is at work that drives the victim to accept and perform an immediate challenge. The challenge may be with the mage or someone else, or require a test of skill or power to a duel with a stranger. The dare must be something that can be done within the next few minutes at or near the location the challenge was issued, and can be deadly serious or silly. However, the enchanted victim is *NOT* compelled to accept anything that is suicidal or against his alignment. The challenge may be dangerous or potentially deadly, but as long as the charmed character honestly believes it is something he can accomplish/win he will accept the dare. **Note:** Once the dare is accepted it can NOT be stopped, not even by cancelling the spell. It must be seen through to its completion.

Dust Blast

Range: Self.

Damage: Varies.

Duration: Instant; counts as two of the mage's attacks/actions.

Saving Throw: Dodge at -3.

P.P.E.: 4; double away from the Blue Zone.

This spell can be used one of four ways. The first is to blast an opponent with a strong gust of wind that is carrying a heavy amount of dust. Getting hit (a roll to strike of 10 or higher hits) covers the victim in dust, but more importantly, makes anyone whose mouth is not covered choke and gag for one melee round (cannot speak or cast spells for the duration), blinds anyone whose eyes aren't protected (-10 to strike, parry, dodge, etc.) for two melee rounds, and coats their entire body in powdery dust and dirt.

The second effect is to hit them with a hammering blast that covers them with dust but also inflicts 1D6 M.D. and sends the individual staggering, causing him to lose his balance and one melee attack.

The third is to deliberately cover goggles, windshields, windows, camera lenses, etc. with a covering of dust that makes visuals impossible until the victim wipes the dust clean (takes one full melee round). Limited to one human-sized target or equivalent such as the front window of a vehicle, or two or three windows close together, and similar.

The fourth is an air-dust mixed blast directed at a specific target/item held by an opponent (gun, tool, scanner, etc.) or located on a table, desk, etc. The blast is designed not to inflict damage but to knock the item from the hand (basically a disarm attack at +4) or to send an object flying 1D4x10+20 feet (9.1 to 18.3 m) away. The Dust Blast inflicts 1D6 S.D.C. damage and the impact to objects from the fall does another 2D6 S.D.C. at least on hard surfaces, 1D6 on grass or soft surfaces, and no damage in snow, water or cushioned surfaces.

Eavesdrop

Range: Self.

Duration: Two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

The spell caster can listen in on a conversation up to 30 feet (9.1 m) away as if he were standing right next to the speakers. However, he is oblivious to anything being said or going on around him for as long as he's eavesdropping. A physical nudge or attack will snap him out of this state, break contact with the conversation he's been eavesdropping on, and make him instantly aware of what's going on around him.

Environmental Protective Cloak

Range: Self or as many as two others by touch, or cast at a distance on one other up to 20 feet (6.1 m) away.

Duration: 30 minutes per level of experience; double for Chaos Wizards on a ley line.

Saving Throw: None.

P.P.E.: 5; triple away from the Blue Zone.

The spell creates an invisible aura of protection that enables the enchanted individual to function in the harsh environment of Chaos Earth without a gas mask, air filter, goggles or heavy protective clothing. Basically, the spell blocks the dust and grime, keeps the air temperature around the character at a constant 65 degrees Fahrenheit (a sweater or light jacket will warm him up to around 72 degrees) and keeps the character dry. A favorite spell for Chaos Wizards playing or working in the Blue Zones or outdoors.

Eye Spy

Range: Self.

Duration: Two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

Whatever the spell caster sees and hears, one designated comrade (or someone he knows) also sees and hears in real time as it is happening. Great for sharing information with another, coordi-

nating actions or letting a partner see if one is getting in trouble or not. A favorite of the *Sneak* and *Helper*.

Fast Fists

Range: Self.

Duration: The capability lasts for two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 10; double away from the Blue Zone.

Doubles one's physical attacks per melee round, provided that the attack is entirely fisticuffs or involves a one-handed blunt weapon. The level of damage is not enhanced by this spell, just the number of attacks.

Finger Paint

Range: Self, touch.

Duration: Two minutes per level of experience; double on ley lines/Blue Zones. Once dried (in a matter of minutes), the paint lasts about 1D4+2 months outdoors before it chips completely off or wears away. It can also be scrubbed off with a lot of elbow grease.

Saving Throw: None.

P.P.E.: 5; double away from the Blue Zone.

The Wizard can write in brightly colored paints using just his finger as if it had been dipped in finger paint, only the supply of paint appears out of nowhere and lasts for as long as needed or the duration of the spell, whichever is shorter. The painter can change the color of the paint with a thought and use the magic to write messages, riddles, slogans, code words, clues, graffiti, symbols or pictures that might mean something to his comrades, pictures that are just silly or entertaining, arrows pointing the way (or the wrong direction), and similar. The paint will stick on walls, rocks, the side of buildings, paved roads, plaster, steel girders, glass, wood, plastic and most other materials and surfaces. Colors are restricted to the basics, red, yellow, blue, green, orange, pink, purple and white. **Note:** Also see *Paint Remover*.

Fast Food

Range: Self.

Duration: The capability lasts for two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 15; double away from the Blue Zone.

An impressive spell that lets the mage duplicate one whole food item or an entire compact "package" of food. A package of food means the Wizard can duplicate a hamburger or sandwich of any kind, or a bag of light food like potato chips or popcorn or a loaf of bread, as long as it weighs less than one pound (0.45 kg). One whole food item means he can duplicate an entire leg of lamb, rack of ribs, baked ham, whole chicken, duck or turkey, or a single baked potato, ear of corn, apple, and so on, regardless of size as long as it is one, whole food item and weighs 25 lbs (11.2 kg) or less. If the item, like a turkey or chicken, has been cut into pieces the mage can only duplicate one piece such as a slice, or drumstick or a chicken breast.

The duplicated food tastes exactly like the original and has all of its fat and calories, but half the nutritional value, nutrients, vitamins and protein. The Fast Food duplicate can NOT be duplicated, but the genuine article can be replicated up to *four* times. A fifth go at it will turn the original food item into sawdust! A favorite of the *Helper*.

Firecracker

Range: Self; can be thrown about 50 feet (15.2 m).

Damage: 2D4 S.D.C.

Duration: The capability lasts for two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

A small sphere about the size of a marble that explodes with a loud "bang," five seconds after its creation. Create, place or toss and move out of the way. Used for pranks to startle people, to blow-up light S.D.C. objects, and for noisy play.

Fly Like a Superhuman

Range: Self.

Duration: Five minutes per level of experience; double in Blue Zones.

Saving Throw: None.

Bonuses: +2 to dodge when in flight.

P.P.E.: 20; triple away from the Blue Zone.

Hover and fly like a wingless, costumed hero at 15 mph (24 km) per level of experience. Maximum altitude is 6000 feet (1829 m; double in the Blue Zones). Comic books, computer-games, role-playing games, and movies were the natural inspiration for this obvious kid adored power.

Ghetto Blaster

Range: Touch.

Duration: One melee round per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

This spell turns a radio, music player, microphone, walkie-talkie, or other piece of sound generating equipment into a lethal weapon. Point and shoot to fire magical bolts that do 1D6 M.D. to most targets and 3D6 M.D. to electronics, including computers, radar systems, sensors, power armor, robots, and most modern vehicles (which rely on computers, sensors, and all kinds of electronics). A favorite of the *Hater*.

Ghost

Range: Self or one other up to 20 feet (6.1 m) away; line of sight.

Duration: One melee round per level of experience; double in Blue Zones.

Saving Throw: Standard if unwilling.

P.P.E.: 30; double away from the Blue Zone.

This magic turns the recipient of the spell into an intangible, ghostly figure made of blue energy like that of the Blue Line. While a Ghost, the character cannot touch, speak or be heard in the

physical world, but he can walk through walls, descend through floors and go through solid materials as if they weren't there. In the Blue Zone the Ghost can also float through the air at half of normal running speed (50 feet/15.2 m maximum height). Furthermore, the Ghost cannot be harmed by physical attacks and electrical attacks do one tenth their normal damage as S.D.C. The character is also impervious to cold, heat, toxic gases, odors and other environmental conditions. However, the character is still vulnerable to psionic attacks, mind control magic, and other ghostly beings, including Entities and Astral Travelers. Unable to affect the physical world as a Ghost, the spell is best for snooping around, scouting, sneaking into a high security zone (though cameras and sensors will "see" and detect the ghost image), or to survive a devastating explosion or deadly environment. A favorite of the *Sneak*.

Go

Range: Touch.

Duration: One minute (4 melee rounds) per level of experience; double for Chaos Wizards when on a ley line and the spell is used against *humans/mortals*. 30 seconds (2 melee rounds) per level against lesser demons, sub-demons and other lesser beings, and only 10 seconds per level against greater demons and creatures of magic. Demon lords, demigods, gods, angels, Elementals and adult dragons are *impervious* to this spell.

Saving Throw: Standard.

P.P.E.: 7; double away from the Blue Zone.

A mind control spell that requires a verbal command that tells the victim to go away or go someplace else. ("Go away," or "Go back home," or "Go outside," "Go to Mike's Tavern," or "Go to the car.") Any simple "go away" type command without a destination will have the victim leave the immediate vicinity, but not for long (half the usual duration) because he doesn't know where he's going and that confusion breaks the spell. Telling the victim to "go home" or a *specific place* within 10 miles (16 km) will send the character headed that way.

Victims who fail to save vs magic immediately turn around and leave with their minds in a fog as if they have momentarily forgotten what they were doing. Upon reaching their destination or the spell duration elapses (whichever comes first), the victim snaps out of the enchantment as if waking from a daydream, wonders what he is doing here, and will remember what he had been thinking and where he was going when he fell victim to the enchantment. Whether the victim returns or not will depend on his reasons and circumstance. Though entranced, the victim's other senses are unimpaired and he can defend himself as normal if attacked, drive a vehicle if that's how he arrived and so on. A favorite of the *Protector* and *Sneak*.

Heat Up

Range: Touch.

Duration: One melee round per level of experience; double for Chaos Wizards when on a ley line.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

Can warm or reheat food, defrost food, toast bread, boil an egg, boil a cup of coffee or a pot of water just by touching or

holding it for one melee round (15 seconds). In the alternative, the character may warm a person by placing his hand on the person's back, shoulder or other area of the body. After one melee round the individual feels warm and content; any cold or freezing body part (i.e., fingers, toes, ears, etc.) will feel warm and wonderful for 15 minutes. **Note:** The hand itself never gets any hotter than usual, and cannot be used to burn or hurt a living creature nor set combustibles on fire. A favorite of *Helper Chaos Wizards*.

Hide

Range: Self.

Duration: The capability lasts for two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

Kids and teens are agile and energetic and think nothing of squeezing and climbing through debris and curling up in small, tight cubby holes to hide or watch unseen. This magic spell makes the Chaos Wizard invisible to all forms of optics and sensors. As long as the character stays quiet and is trying to hide in a place of concealment (under debris, under a bed or desk, behind a piece of furniture, covered by a tarp, inside a box, barrel, cabinet, heating vent, tunnel, cave, hole, etc.) he cannot be seen. The only way he can be discovered is if someone looks directly inside his hiding place, at which point the character's cover is blown and he can be seen even by the naked eye. A favorite of *Sneaks* and *Protectors*.

Go Seek

Range: Touch; three miles (4.8 km) per level of experience (double in the Blue Zone).

Duration: The capability lasts for two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

An enchantment that lets the spell caster follow the person, item or vehicle it has been cast upon without the individual knowing it – or when a friend might want a pal to be able to follow his trail for any number of possible reasons (rescue and espionage being the big two). *Sneaks* love it for obvious reasons, and *Helpers* and *Protectors* to keep an eye on children and troublemakers.

This magic is most effective on those who don't understand or use magic, because Go Seek tracer magic is detected and seen by the psionic abilities and magic spells of See Aura, See the Invisible, and Sense Magic, as well as Detect Concealment and Second Sight, plus the Energy Disruption spell, Negate Magic spell and Protection Circle: Simple (and Superior) negate the trace the moment the victim steps into the circle or is hit by the spell. A favorite of the *Protector* and the *Sneak*.

Hitcher

Range: Self.

Duration: Five minutes per level of experience, double for Chaos Wizards in the Blue Zones when hitched to a physical ride. Instant for teleportation.

Saving Throw: None.

P.P.E.: 4 to hitch a physical ride (on a vehicle) and 12 P.P.E. to hitch a ride on a teleportation; double the cost for both when away from the Blue Zone.

The magic enables the mage to hitch a ride on a vehicle by grabbing hold and hanging on, only the magic makes this an effortless task without any danger of falling off, regardless of how fast one may be moving or how bumpy or disruptive the movement may be. Can be combined with any of the *Skate* spells, *Hide* or *Small*. There must be an available hand-hold or place to hide.

In addition, for triple the usual P.P.E., the spell caster can “hitch a ride” with the caster of any teleport magic, including *Come Over*, *Home Free* and *Skate Warp*, and appear wherever the teleporter appears. **Note:** The spell caster must have a clear line of sight to the teleporter and be within 20 feet (6.1 m) of him. The Hitchhiker himself may be visible to the teleporting character or hidden. All that matters is that the *Hitchhiker* has clear visual contact with the teleporter, the person teleporting doesn't have to see him.

Home Free

Range: Self.

Duration: Instant.

Saving Throw: None.

P.P.E.: 12; double away from the Blue Zone.

Can teleport to an established and frequently used hideout or one's domicile/home/living place. This spell is such that it is limited only to these two types of locations. The spell caster can teleport himself and one other person for every two levels of experience. This teleport is to a very familiar and safe place, so it is perfect every time.

Hot Foot

Range: 50 feet (15.2 m).

Duration: Instant results, lasts for 1D4+1 melee rounds or until the fire is stomped out.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

This spell sets its victim's shoe or other foot apparel on fire! This usually has the effects of, a) damaging/ruining the footwear, and b) causing its victim to scream, shout, jump up and down, and spend the entire next melee round working to snuff out the fire. Makes an excellent diversion (as well as practical joke) because the character whose shoe is on fire is so busy trying to put the fire out that he doesn't notice anything else going around him, allowing other characters to sneak in or out, do something quickly (15 seconds or less), and similar. Furthermore, the character whose shoe is on fire attracts the attention of people around him who come to help, move out of his way, or watch with amusement or fear, and therefore they don't notice anything else going on around them, especially if it is in the background, quiet or subtle.

Hot Rod

Range: By touch.

Duration: Five minutes per level of experience; double on ley lines for Chaos Wizards.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

The magic increases the maximum speed of any given vehicle by 50% without the driver losing control or suffering any speed or maneuvering penalties. The magic also keeps the engine from overheating or any other mechanical problem happening as a result of the great speed. The spell caster must be in or on the vehicle and touching it for the duration of the spell to maintain the impossible speed.

Jackrabbit

Range: Self or cast upon another up to 60 feet (18.3 m) away; line of vision.

Duration: One minute per level of experience; double on ley lines for Chaos Wizards.

Saving Throw: Standard if the magic is unwanted.

P.P.E.: 4; double away from the Blue Zone.

The recipient of the enchantment can run at *triple* his normal Spd attribute and runs in a fast, zigzag pattern like a Jackrabbit. Not only is the character's speed increased substantially, but his erratic motion makes him a very difficult target to hit with gunfire and other ranged weapons or thrown objects. Shooters/attackers are -5 to strike and the Jackrabbit character is +2 to dodge any attack he sees coming.

Leap Frog

Range: Self or another up to 100 feet (30.5 m) away; line of sight required.

Duration: One melee round, double for Chaos Wizards on ley lines. Each leap counts as one melee action.

Saving Throw: None.

P.P.E.: 2; double away from the Blue Zone.

This spell enables the enchanted individual to leap completely *over* a person, object or barrier. Thus, he can leap *over* an individual, wall, fence, tree, house or other barrier to land behind or on the other side. Maximum height the character can leap over is 20 feet (6.1 m) per level of experience. This spell cannot be used to leap up *to* a rooftop or high place, or different location unless it involves leaping *over* someone or a barrier to get to the other side.

Life Line (rope)

Range: Self; line of sight up to 100 feet (30.5 m) +20 feet (6.1 m) per level of the spell caster.

Duration: Two minutes per level of experience; double on ley lines for Chaos Wizards.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

The spell caster can make a length of rope appear out of nowhere, with one end in his hands and the other in the hands or the feet of a character in need of rope or a life line. The person in need may have fallen overboard or down a hole, be at the bottom of a well or sewer or ravine, out on a ledge, trapped on a rooftop, the other side of a chasm, and so on. The Life Line is used only to *rescue* and pull the character up, out or to the other side.

Lookout

Range: Self or other by touch.

Duration: Two hours; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

This spell works to keep the individual wide awake and alert to suspicious sounds and activity; no chance of falling asleep.

Bonuses: +1 on initiative, +2 to save vs magic or psionics that induce sleep or attack the senses.

Magic Box

Range: Touch and requires an opaque box with a lid.

Duration: 15 seconds for the magic to work, repairs are permanent.

Saving Throw: None.

P.P.E.: 8; triple away from the Blue Zone.

Exclusive to the Helper. Turns an ordinary square or rectangular box into a magical device. Anything that is broken and placed inside, and the lid closed, is magically put back together in one melee round, good as new! Only works on S.D.C. items or an item with less than 8 M.D.C. The entire object must fit inside the box and the lid shut for the magic to work.

Or the box can be used to make it look as if the object placed inside has vanished (i.e., the box looks empty – only the spell caster can see the item is still inside). Sneaks are envious of this last trick but can't learn the spell.

Magic Shield

Range: Self.

Duration: Two minutes per level of experience, double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 5; double away from the Blue Zone.

A semi-transparent force field shaped like a shield (round, rectangular, V-shaped, or whatever the spell caster envisions) appears on his arm. The Shield seems physical and real enough, has 60 M.D.C. and can parry and block physical attacks with a +1 bonus when the almost weightless Magic Shield is used. Common among *Warriors*.

Magic Wheel

Range: 10 feet (3 m) or touch; requires line of sight.

Duration: One hour per level of experience, double for Chaos Wizards on a ley line.

Saving Throw: None.

P.P.E.: 7; double away from the Blue Zone.

Creates a glowing energy wheel that can be handled and placed over the rim in place of a physical wheel as a temporary, magical *spare*. Can range in size from an inline skate wheel or a toy's wheel to one for a car, truck or heavy construction vehicle. The Magic Wheel is impervious to normal wear and tear and has 50 M.D.C. Common among *Helpers*.

Move Debris

Range: 10 feet (3 m) +3 feet (0.9 m) per level of experience.

Duration: Results in two melee rounds (30 seconds, half that for Chaos Wizards using the spell in the Blue Zones). Results remain in place until physically altered, knocked in.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

Common among *Helpers* and *Protectors*, this spell can be used in three basic but impressive ways. 1) To clear a 10 foot (3 m) diameter space of junk, rocks and debris to create a relatively level and flat surface – the debris magically floats up and piles into low mounds all around the circle. Ideal for a campsite or establishing a base camp, parking place, and similar uses. The size cleared is increased five feet (1.5 m) per level of experience. This spell (unless used repeatedly for days on end) is NOT suitable for clearing huge amounts of debris or dense mountains of rubble larger than a two story house. Collapsed office buildings, skyscrapers and other large, heavy metal and concrete structures (bridges, towers, tunnels, etc.) blown up or knocked down cannot be cleared with this magic, though a small area within the debris mound can be.

2) Uncover or unbury something or someone covered in debris. In this case, the debris is magically moved out of the way as if a pair of giant invisible hands were pushing it aside or digging up a narrow tunnel or hole. The *length* for a narrow passage through debris toward the desired location/depth is double the diameter, so a first level character can go 20 feet (6.1 m) deep or long, but the tunnel will be only shoulder width; a second level mage 30 feet (9.1 m), a fourth level character 60 feet (18.3 m) and so on. The tunnel or trench is reasonably sturdy but can't take a great deal of abuse or damage without causing a partial collapse.

3) The debris is moved and formed into a lean-to style shelter; a sort of three-sided hut. The structure is very sound and can be small to accommodate one or two people or large enough for six normal-sized humans. One of the characters will need to find a tarp, branches, plank of wood, sheet of metal, etc. if they want to cover the front door-like opening or for concealment.

No Trace

Range: Self.

Duration: Two minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 7; triple away from the Blue Zone and for any character other than the *Sneak*.

This magic makes it so the character (typically a *Sneak*) leaves no obvious trace he was there – no footprints, no fingerprints, no grease smudge, no fallen debris (trash, candy wrapper, cigarette butt, lint, hair or items that might be dropped by the enchanted character). Only effective when trying to be quiet, sneaky, prowling – the spell is broken when combat engages or the character takes any other extreme or violent action.

Noise Maker

Range: Self.

Duration: One minute per level of experience; double for Chaos Wizards when on a ley line.

Saving Throw: Standard.

P.P.E.: 3; double away from the Blue Zone.

A magic sphere of sparkling light, about the size of a grapefruit, appears in the air and begins swirling around madly. The damnable thing unleashes a sound that is a combination of loud grinding and screeching. Those who fail to make a saving throw are especially annoyed and impaired by the noise, and are -1 on initiative and -15% to perform skills. Those who save don't suffer any penalties but still find the noise disturbing and everybody must shout to be heard. Monsters, villains and fugitives will hear the ruckus from a mile (1.6 km) away.

Note: The Noise Maker can be destroyed to stop the racket, but it has 20 M.D.C. and is +5 to dodge all attacks, including gunfire and energy bolts.

Out of Place

Range: Self.

Duration: The capability lasts for two minutes per level of experience; double on ley lines.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

The spell caster can tell if anything is out of place at a hideout, home or sanctuary. Thus, the character can tell if his home or desk has been disturbed, things moved about, locks picked, drawers opened, paper shuffled, furniture moved, and so on. Though the magic does not indicate who is to blame, it makes known that someone else has been snooping around. A favorite of the *Pro-tector*, *Hater* and *Sneak*, the last of which likes the spell when it works to his favor and hates it when it can incriminate him.

Paint Remover

Range: Self.

Duration: Two minutes per level of experience; double for Chaos Wizards using the magic in the Blue Zones.

Saving Throw: None.

P.P.E.: 3; double away from the Blue Zone.

With a wave of the Wizard's hand he can remove any magical "Finger Paint" he has created in just a few seconds. The work of another mage requires him to physically rub the surface with a brush or cloth to remove it. Paint Remover also works on non-magical paint, but costs twice the usual P.P.E. and requires twice the physical work.

Piercing

Range: Self or other by touch.

Duration: One melee round (15 seconds) to do the piercing (as many as one per each of the character's melee actions). The piercings can be kept in place indefinitely and don't hurt when removed.

Saving Throw: None.

P.P.E.: 5; double away from the Blue Zone.

The spell caster or the recipient of the magic can stick small, narrow objects (earrings, safety pins, needles, nails, screws, hooks, butter knives, pencils, pens, sticks, etc.) through his skin anywhere on his body: Ears, eyebrows, cheeks, lips, tongue, belly button, nipples, chest, shoulders, anywhere. The piercing does not hurt one bit and is usually done for personal ornamentation, disguise, dramatic effect, or to freak out conservative people, especially if multiple piercings are performed in front of someone who is disgusted by piercings or not expecting it (Horror Factor 10). When a piercing is removed, the opening instantly closes up as if it was never there; no scar.

Pinch

Range: Self.

Duration: One melee round, double for Chaos Wizards using magic on a ley line.

Saving Throw: None.

P.P.E.: 12; double away from the Blue Zone.

Exclusive to the Sneak. The slang term "Pinch" means "to steal." The spell enables the Wizard to use any one of the following Rogue skills at 97% proficiency: Concealment, Palming, Pick Pockets, Pick Locks, or Safe-Cracking.

Poof

Range: Self.

Duration: Two minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 25; triple away from the Blue Zone.

An intriguing spell that turns the spell caster into a cloud of smoke or mist, impervious to physical and energy attacks and which can slowly float away to escape/leave (not to advance or move forward). The cloud hangs low to the ground, never floating higher than five feet (1.5 m) above the surface, but can slide under doors, through cracks, and other small or narrow openings. Speed Factor for the cloud is 30% of the Wizard's Spd attribute.

Power Fists

Range: Self.

Damage: 4D6 S.D.C. against mortal S.D.C. opponents, or 1D6+2 M.D. against Mega-Damage opponents.

Duration: One melee round per level of experience; double in the Blue Zones.

Saving Throw: Parry or dodge as usual in hand to hand combat.

P.P.E.: 8; double away from the Blue Zone.

Exclusive to the Hater and Warrior. A great spell for characters with ordinary strength or a puny P.S. attribute, because the magic makes fists feel like jackhammer blows. Punches inflict 4D6 S.D.C. or 1D6 M.D.+2, whichever is appropriate for the adversary (S.D.C. against mortal opponents and M.D. against Mega-Damage creatures). In addition, the character can block and parry attacks from handheld weapons such as clubs, knives, swords, etc., but not energy blasts. **Note:** The spell caster can only use his fists/hands; no kicks, head butts or handheld weapons. May be combined with *Fast Fists* with devastating effect.

Quiet Walk

Range: Self or as many as two others by touch.

Duration: Two minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 5; triple away from the Blue Zone.

Characters enchanted with Quiet Walk move without making a noise. Not only are their footsteps silent, but there is no crunch of leaves or dirt underfoot, no creaking floorboards, no rustle of clothing or jingling of equipment, no noise whatsoever associated with movement. Maximum speed is half the character's normal Spd attribute. To go faster breaks the enchantment. **Bonus:** +15% to Prowl skill. A favorite of the *Sneak*.

Racket

Range: Area effect cast up to 300 feet (91.4 m) away.

Duration: Three minutes per level of experience; double for Chaos Wizards on a ley line.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

A spell intended to disrupt communications, cause a disturbance and create a distraction. A loud, persistent racket that can be tailored to sound like a few specific things: 1) A loud droning or clanking machine. 2) A loud, lively conversation one would expect at a party or convention hall. 3) A combination of loud music, laughter and talking. 4) Flock of loud chattering and chirping birds. 5) Loud traffic noise. 6) A loud alarm or siren going off. In all cases, the Racket forces people in the affected area to shout to be heard and/or move to a quieter location. A good spell for covering up other noises, creating a distraction, chasing people away, disrupting meetings, or just being annoying.

Rain Wash

Range: Self and/or up to 30 pounds (13.5 kg) of clothes/fabric hung out in the rain, plus 10 lbs (4.5 kg) per level of experience.

Duration: 20 minutes for the spell to work; half that time for Chaos Wizards on a ley line.

Saving Throw: None.

P.P.E.: 5; double away from the Blue Zone.

Exclusive to the Helper-Fixer. A spell that enchants anything worn by the spell caster and any clothing hung out in the rain to be washed clean by the rain as if machine-washed with soap and fabric softener. Dries without wrinkling and is protected from (and still cleans in) acid rain.

Renew (Revitalize Food)

Range: Touch or cast one foot (0.3 m) away per level of experience.

Duration: Takes five seconds to complete the renewing transformation. Permanent results.

Saving Throw: None.

P.P.E.: 15; triple away from the Blue Zone.

Exclusive to the Helper-Fixer Chaos Wizard. The spell makes old, dried out, burnt, spoiled, rotten, wormy and half eaten food (i.e., garbage) renewed, fresh, whole and deliciously edible as if



it were just bought or freshly picked. Can also revitalize drinking water, milk, juice, coffee (used coffee grounds), soda and other soft drinks. Vital for those living off the land or as scavengers.

Reverse

Range: 10 feet (3 m) per level of experience; line of sight.

Duration: Instant result, but can usually be switched back or negated with the flip of a switch.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

This spell switches any machine, device or vehicle that has a "reverse" setting into reverse. It is as simple as that.

Ring Around the Rosy

Range: 20 feet (6.1 m) per level of experience and affects one victim per level of the spell caster's experience, provided they are within a 20 foot (6.1 m) radius of each other and within the mage's line of vision.

Duration: One minute per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: Standard. Considered a form of mind control.

P.P.E.: 8; double away from the Blue Zone.

A silly sounding, but potent enchantment that compels its victims to spread their arms and start skipping and dancing in a circle while singing "Ring around the Rosy, Pockets full of posies." If more than one or two people are affected they will hold hands and form a circle. While they dance and sing they cannot fire weapons, attack or cast magic spells. Psychics can try to use

psionics but each psionic power counts at two melee actions and cannot be maintained for more than 1D6x10 seconds. **Note:** If the dancers are attacked the enchantment is broken and they can fight back, though they will not have the initiative for that first melee round. Otherwise, they dance and sing until the spell ends.

Sharp Eyes

Range: Self.

Duration: Five minutes per level of experience; double for Chaos Wizards on a ley line.

Saving Throw: None.

P.P.E.: 5; double away from the Blue Zone.

Hawk-like 20/20 vision, alert, notices the tiniest visual detail and movement (anyone trying to Prowl around or past is -10% to do so successfully). Quick to react, +1 on initiative and +2 to disarm. Nightvision 100 feet (30.5 m).

Shadow

Range: Self.

Duration: Ten minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 10; double away from the Blue Zone.

The ability to follow someone equivalent to the "Tailing" part of the Surveillance skill, but at 86% skill proficiency. See page 116 of the **Chaos Earth® RPG** for details on Tailing.

Shield Bubble

Range: Can be cast around oneself or others up to 100 feet (30.5 m) away; line of sight.

Duration: Ten minutes per level of experience (double for Chaos Wizards in the Blue Zones) or until all M.D.C. is depleted.

Saving Throw: None.

P.P.E.: 30; double away from the Blue Zone.

A semi-transparent protective force field in the shape of a dome or bubble. The Shield Bubble has 30 M.D.C. per level of the spell caster (double for Chaos Wizards while in the Blue Zones). When all M.D.C. is depleted, the Shield vanishes and those inside are vulnerable to attack.

Shield Wall

Range: 30 feet (9.1 m) per level of experience.

Duration: Ten minutes per level of experience (double for Chaos Wizards in the Blue Zones) or until all M.D.C. is depleted.

Saving Throw: None.

P.P.E.: 20; double away from the Blue Zone.

A semi-transparent protective force field in the shape of a wall. It is used to block doorways, breaches in a wall or the hull of a ship and other openings. The Shield Wall can be made as large as 12x12 feet (3.6 x 3.6 m) per level of the mage and has 20 M.D.C. per level of its creator (double for Chaos Wizards while in the Blue Zones). When all M.D.C. is depleted, the Shield Wall vanishes and those inside are vulnerable to attack.

Shine

Range: Self for the magical effect, 200 feet (61 m) for the light beam; double in the Blue Zones.

Duration: Five minutes per level of experience.

Saving Throw: Dodge or hide.

P.P.E. Cost: 2; double away from the Blue Zone.

The spell caster glows with a soft light that is bright enough for those within a three foot (0.9 m) radius to read by. In addition, the spell caster can point, holding out his arm with the hand out flat, as if motioning for someone to stop, and emit a light beam from the palm that works like a flashlight (200 feet/61 m +10 feet/3 m per level of the mage as the range for the light beam).

Shimmy

Range: Self.

Duration: One minute per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 2; double away from the Blue Zone.

The magical ability to climb rope or shimmy up or down a pole or tree with great speed and skill; equal to Climb: Rappel skill of 95%. Can climb at a speed of half his Spd attribute.

Skate

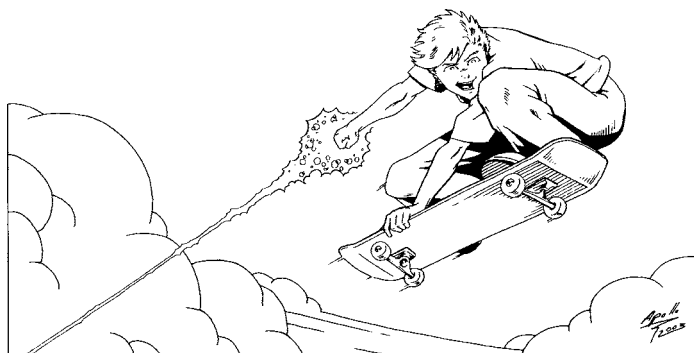
Range: Self or two others by touch.

Duration: Ten minutes per level of experience; double for Chaos Wizards in the Blue Zone.

Saving Throw: None.

P.P.E.: 12; double away from the Blue Zone.

Grants the recipient of the magic the ability to use any kind of skates, including ice skates, inline skates, old-fashioned roller skates, skateboards (all types) and snowboards. In addition, the character can perform all the usual stunts, tricks and maneuvers associated with the skates as if a trained professional. *Base skill* level is 50% +5% per each additional level of experience starting with level two; maxes out at 95%. Average maintainable speed (through the magic) is 20 mph (32 km) at half the normal fatigue level.



Skate in Air

Range: Self.

Duration: Ten minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 20; double away from the Blue Zone.

Used in conjunction with the *Skate* spell or a Skating skill to let the recipient of the magic skate in and through the air as if he were riding air currents, or “Air Skate” as it is called by Chaos Wizards.

Maximum maintainable speed (through the magic) is 50 mph (80 km) at half the normal fatigue level. Add 10 mph (16 km) if skating “with the wind” when the wind is blowing at 8-30 mph (13 to 48 km). Greater wind speeds negate the bonus due to air turbulence and gusting.

Maximum altitude is 1000 feet (305 m).

Skate Like a Demon

Range: Self.

Duration: Double the normal duration of the *Skate* spell; quadruple for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 25; double away from the Blue Zone.

Used in conjunction with the *Skate* spell or a Skating skill to let the recipient of the magic Skate ability move at impressive speeds. Add 10 mph (16 km) per level of the mage’s experience to the usual 20 mph (32 km) granted by the spell (same applies to those with the Skate skill too). May also be used to boost the speed of the *Skate in Air* spell, just add the speed from *Skate Like a Demon* to the normal maximum speed for Air Skating. Depending on the level of the Wizard, he may be able to exceed 100 mph (160 km).

Skate Warp

Range: Self.

Duration: Instant.

Saving Throw: None.

P.P.E.: 30; double away from the Blue Zone.

A spell that can be used in conjunction with any of the Skate spells. The skater must be going at maximum Skate speed (or at least half the maximum in the case of Skate like a Demon) to use this spell. As he zooms toward a solid wall or giant mound of debris and the spell is cast, just before he hits the wall/barrier, there is a flash, the cracking sound of lightning, and the skater is gone, warping through the physical barrier to appear safely and at full speed on the other side. Likewise, the character can Skate Warp to teleport from his current location up to 2000 feet (610 m) ahead, from the air or on the road provided he can see his destination point.

Lastly, this ability can be used to zoom into any dimensional Rift and return to one’s home dimension, though the skater may remain far from home. 01-50%: Appears 1D6x10 miles (16 to 96 km) from home or 51-00%: 5D6x100 miles (800 to 4800 km) from home.

Small

Range: Self only.

Damage: Reduce the character’s normal P.S. and Spd by 50% and adjust bonuses accordingly.

Duration: Two minutes per level of experience; double on ley lines/Blue Zones for Chaos Wizards.

Saving Throw: None.

P.P.E.: 7; double away from the Blue Zone.

The spell caster can shrink to one third his normal size, reducing a six foot (1.8 m) teenager down to just two feet (0.6 m) tall! The magic affects clothes and all. This spell is especially useful for squeezing through small openings and narrow tunnels, pipes and vents, to make an escape by slipping one’s bonds and through wide jail cell bars, as well as to hide, sneak around or pretend one is younger than he really is. The amount of Hit Points, S.D.C./M.D.C. and number of attacks and other bonuses are unchanged.

Bonuses: +1 to dodge, +10% to Prowl, and +5% to Tail (see Surveillance).

Smoke Bomb

Range: Touch, placement, rolled (up to 20 feet/6.1 m on a smooth surface) or thrown for approximately 100 feet (30.5 m).

Duration: Five seconds before the smoke goes off and it lasts for five minutes; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

Bonus: +1 to strike target area when tossed or rolled.

P.P.E.: 2; double away from the Blue Zone.

A glowing gray marble the size of a golf ball appears with a thin trail of gray smoke leading from it. The mage has five seconds to throw it, hand grenade style, before it goes off. Creates a thick cloud of smoke that covers a 10 foot (3 m) radius +5 feet (1.5 m) per level of experience. The color of the smoke is determined by its maker, but is limited to gray, red, yellow and green. May be used to mark an area or to create cover. People inside the cloud are -5 to strike, parry, dodge, disarm and entangle; visibility beyond two feet (0.6 m) is zero so they can’t see what direction they are going, will bang into obstacles and other people, may trip and fall (1D6 S.D.C. damage and lose two melee actions) and effectively stagger around blind.

Soothe Anger

Range: Area effect: 10 foot (3 m) radius or a dozen people, whichever is greater.

Duration: Instant result. Calm is tenuous.

Saving Throw: Standard.

P.P.E.: 10; double away from the Blue Zone.

Instantly cools hot tempers and allows for calmer heads to pause, think and respond without being colored by anger. However, tempers may boil after the initial calm and the magic has a lower chance of working the second and third time around when used on the same individuals (all parties are +3 to save the second time, and +6 the third time; has no effect by a fourth attempt).

Soothe & Heal Burns & Itching

Range: Other by touch.

Duration: One hour per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 25; double away from the Blue Zone.

Instantly takes away pain from burns or itching, and restores 1D6 Hit Points or S.D.C. damage every hour until the spell’s duration elapses. Burns and torn skin from scratching or rash heal without scarring. Note that the patient must rest or sleep during

this healing process. Physical activity breaks the spell and stops the healing.

Soothe Hunger

Range: Other by touch.

Duration: One hour per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 10; double away from the Blue Zone.

Takes away hunger pains, but does nothing to feed or nurture the recipient of this magic.

Soothe Pain

Range: Other by touch.

Duration: One hour per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 12; double away from the Blue Zone.

Takes away even excruciating pain for the duration of the spell, allowing the injured or ill character to feel tremendous relief and function at close to normal levels.

Speed Demon (a.k.a. Run like a Demon)

Range: Self or another by touch but at double the P.P.E. cost (60 points).

Duration: One minute (four melee rounds) per level of experience; double for Chaos Wizards in the Blue Zone.

Saving Throw: None.

P.P.E.: 30; double away from the Blue Zone.

Exclusive to the Hater and the Warrior. An impressive spell that gives the character incredible running speed and lightning reflexes: Can run at 200 mph (320 km) without damaging the footwear or feet, leap 20 feet (6 m) across, 10 feet (3 m) high, +3 to dodge while running, +1 to disarm, +1 to pull punch, and gets one extra attack per melee round.

Split Second Timing

Range: Self.

Duration: One key or critical action in a single melee round.

Saving Throw: None.

P.P.E.: 15; double away from the Blue Zone.

A spell that gives the recipient initiative and split-second timing to make good a daring move such as an escape, an amazing catch, a precision leap or throw, to snip the correct wire to the bomb with one second to spare, a quick last minute dodge, and similar. In all cases, roll a +6 to strike (in a non-combat sense), parry, dodge or disarm to accomplish the desired physical feat and skills are performed confidently, correctly, and quickly (+10%). *Split Second Timing* is a non-combat move, so the bonus and split second timing cannot be used to shoot or otherwise directly harm an opponent, but can be used to dodge one of his attacks, disarm, leap out of the way or onto a moving vehicle to make an escape, snatch away a hostage, stop a bomb, make a rescue, knock the bad guy away, and so on. Uses two of the character's melee actions/attacks for that round.

Sparkler

Range: Blinds anyone who looks into the sparks or if it is shot into their face.

Duration: One melee round.

Saving Throw: None.

P.P.E.: 4; double away from the Blue Zone.

A shower of brilliant sparks shoot from the spell caster's hands or mouth. The light is blinding and the sparks frightening because they are large and seem like they should burn and could start a fire. They don't do either, however, and the victim of the Sparkler attack remains blinded for only two melee rounds (30 seconds), but loses initiative for the next 1D4 rounds (always the last to strike) due to the spots floating in the eyes. Meanwhile, his opponent has probably taken advantage of his momentary blindness to subdue him or push past him, to make good an escape, or hide himself or others or incriminating evidence, etc. Those blinded are -10 to strike, parry, dodge for two melees. A favorite of *Protectors* and *Sneaks*.

Spider Leap

Range: Self.

Duration: Fifteen minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 6; double away from the Blue Zone.

This spell enables the mage to leap straight up and *stick* to the ceiling or the underside of a ledge or tree limb, towering vehicle, etc., up to 50 feet (15.2 m) high and hang there for quite a while without muscle stiffness, pain or fear of falling. Cannot walk or make horizontal movements other than dropping down to the ground below, landing on one's feet (or on top of an unsuspecting victim) without injuring oneself. +10% to remain unseen if quiet and unmoving (effectively a *Prowl* skill). May be used in conjunction with the *Chameleon* spell or the *Hide* spell if hidden in a corner, concealed by shadows, ceiling panels, or other ceiling structures. **Note:** Unless there is a reason to do so, most humans don't think to look up for anyone hiding there.

Spider Walk (a.k.a. Bug Walk)

Range: Self.

Duration: Ten minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 15; triple away from the Blue Zone.

Can climb on the side of walls, ships, pillars, girders, trees, and most surfaces, except glass, ice and force fields, at half the character's Spd. attribute.

Squirrel Run

Range: Self or another by touch but at double the P.P.E. cost (24 points).

Duration: Five minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 12; double away from the Blue Zone.

Can walk and run across tightropes, wires, narrow ledges and tree branches, as well as make leaps up to 15 feet (4.6 m) across and 10 feet (3 m) high like a skilled acrobat or agile squirrel. The character can run at full tilt (maximum Spd attribute) without fear of slipping or falling, and the enchantment makes that narrow cable or wire blowing in the wind seem as wide and sturdy as a five foot (1.5 m) wide walkway.

Super-Charge (a.k.a. Power Weapon)

Range: One weapon by touch.

Duration: Two melee rounds (30 seconds) per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 15; triple away from the Blue Zone.

This spell temporarily infuses an S.D.C. melee weapon (knife, spear, sword, club, etc.) with great magical energy. For the duration of the spell, the weapon will inflict the Mega-Damage equivalent of its normal S.D.C. damage; i.e. a knife that does 1D6 S.D.C. now does 1D6 M.D., a mace that does 2D6 S.D.C. now does 2D6 M.D., and so on.

In the alternative, this spell can be used to increase the damage capability of Mega-Damage melee weapons (Vibro-Blade, etc.) or M.D. magic weapons (rune sword, TW-weapons, etc.) by 25%. So a magical flaming sword that normally does 4D6 M.D. now does 5D6, a Vibro-Blade that does 2D6 now does 4D4 M.D., etc. **Note:** This magic does not work on long-range weapons like the bow and arrow, projectile weapons or energy guns. Casting this spell on the same weapon repeatedly has *no* cumulative effect.

Stink Bomb (a.k.a. Fart Blossom)

Range: Touch, placement, rolled (up to 20 feet/6.1 m on a smooth surface) or thrown for approximately 100 feet (30.5 m).

Duration: Five seconds to throw, the Stink Cloud remains for 1D4 minutes; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

Bonus: +1 to strike target area when tossed or rolled.

P.P.E.: 8; double away from the Blue Zone.

A glowing orange sphere the size of a golf ball with the vague shape and appearance of a rose appears in the spell caster's hand. The mage has five seconds to throw it, hand grenade style, before it goes off. Creates a thick orange cloud of gas that covers a 10 to 20 foot (3 to 6 m) radius (Wizard's choice on the size) and reeks of rotten eggs and sulfur.

People caught inside the cloud gag and choke, finding it difficult to breathe unless they lay flat to breathe in the less putrid air along the ground. Those who lay down and don't move escape suffering any lasting penalties once the cloud clears and avoid retching, but lose all their attacks/actions while they wait for the stench to disappear.

Penalties: While in the cloud of stench the olfactory sense is overwhelmed and rendered useless (can't smell anything else), the eyes and nostrils burn, the stomach turns, and victims cough, choke and stagger. Victims lose one melee attack/action, see their Spd attribute reduced by half and are -6 to strike, parry, dodge, disarm and all other combat moves. Those who fail to save vs

nonlethal toxin (16 or higher) vomit once every melee round they are inside the stink and lose another two attacks/actions that round. (**Note:** Those laying on the ground escape vomiting.)

After the Stink Cloud vanishes or after making one's way out of the noxious vapors, the victims still reel from after-effects as follows: Spd is reduced by 25%, -1 attack per melee round, and -2 on all combat bonuses for 1D4 melee rounds. Their stomachs remain upset for 1D4 hours and strong odors, sudden movement, high speed chases or spinning will cause the character to vomit, losing initiative and two melee attacks/actions. Furthermore, characters with sensitive noses/smelling abilities (like certain D-Bees, demons and monsters) cannot use their keen sense of smell to track, identify odors, etc. for one hour and abilities are half for 1D4 hours after that.

Stupid

Range: 20 feet (6.1 m) per level of experience.

Duration: Five minutes per level of the spell caster's experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: Standard. A form of mind control.

P.P.E.: 12; double away from the Blue Zone.

The victim of this magic can no longer remember how to perform the simplest skills until the spell elapses, and all combat bonuses are reduced by half. A popular spell among *Protectors* and *Haters*.

Swing

Range: Self or may be cast upon another at a distance up to 30 feet (9.1 m) per level of the mage.

Duration: One melee round (15 seconds); double for Chaos Wizards in the Blue Zones.

Saving Throw: Standard, if the magic is unwanted.

P.P.E.: 3; double away from the Blue Zone.

The spell caster or recipient of the spell can swing on a rope, cable, cord, wire, vine or similar length of material like a monkey; good speed and accuracy (+2 to strike a target or land at the desired location). Each swinging action counts as two melee attacks. Swinging kick attack does 3D6 S.D.C. damage +P.S. bonus damage if applicable. Characters with supernatural P.S. inflict the same M.D. as a punch +1D6 M.D. extra. In addition, the kick attack has a 01-80% likelihood of knocking human-sized to 10 foot (3 m) tall opponents off their feet, causing them to lose initiative (initiative goes to the swinger) and lose two melee attacks/actions from the fall and their effort to get back on their feet. Popular among *Helpers*.

Tag (you're it)

Range: The spell can be cast up to 100 feet (30.5 m) away.

Duration: One minute (4 melee rounds); double for Chaos Wizards in the Blue Zones.

Saving Throw: Standard. Considered to be a form of mind control.

P.P.E.: 5; double away from the Blue Zone.

The victim of this spell is magically turned into the guy everyone wants to "get" – as in beat the tar out of him. It only works in

situations where an angry individual or group of people is looking for the person responsible for some problem or situation, or are looking for a scapegoat to make suffer for their dilemma. This is an especially dangerous spell when lynch mobs are involved. The mob, however, is likely to realize they have (or are chasing) the wrong guy once the magic wears off. A favorite spell among *Sneaks* and *Haters*.

Transmutation: Weapon

Range: Touch.

Duration: Two minutes (eight melee rounds) per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 30; double away from the Blue Zone.

Limited to simple melee weapons. Can turn a handkerchief, pen or cell phone into a knife; a branch, broom or metal shaft into a sword or staff; an old shoe, salad bowl, stapler or short branch into a mace or hammer, and so on. The original object simply has to have the approximate length for the weapon it is turned into.

Transmutation: Object Vanish

Range: Touch or up to 20 feet (6.1 m) away; line of sight.

Duration: Five minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 40; triple away from the Blue Zone.

Causes an object to vanish from sight. Actually teleports to inside the spell caster's pocket, backpack or inside a container that he can see, perhaps even the pocket of the person he's tricking or victimizing. The spell also shrinks the object to make it easy to conceal; half to one tenth its normal size. Maximum Size & Weight of the Object: Seven feet (2.1 m) and 20 pounds (9 kg). Usually much smaller. Object returns to normal size as soon as it is removed from its hiding place.

Trip

Range: 12 feet (3.6 m) per level of experience; line of sight.

Duration: Instant result.

Saving Throw: The target is -1 to save vs magic.

P.P.E.: 4; double away from the Blue Zone.

A delaying tactic that causes an adversary, or someone giving chase or just running, to trip and fall flat on his face. Damage is minimal, 1D4 S.D.C., but the victim loses initiative and two melee attacks/actions, plus to renew the chase, it takes the character a full melee round to get back up to full speed. There is also a 01-50% chance that he dropped anything he was holding (weapon, stolen goods, communicator, etc.) and must use up two melee attacks/actions to recover it; which also gives an opponent a chance to grab it; roll for initiative to see who gets to it first.

Twenty Questions

Range: Touch.

Duration: Instant result.

Saving Throw: Standard. Considered a form of mind control.

P.P.E.: 12; double away from the Blue Zone.

An enchantment that compels its victim to answer any question put to him as directly and truthfully as possible. The person answering must tell the truth, but can give minimal detail and incomplete data, which may require the questioner to ask additional questions to get the info he wants. The first ten questions go off without a hitch, but after that, the person being interrogated can start to resist and leave out more data and make derogatory comments along with his answer.

Unlock

Range: 20 feet (6.1 m); line of sight.

Duration: Instant result.

Saving Throw: Not applicable, but some aware of the invasion can quickly relock or hold the locking mechanism to prevent it from opening; needs a P.S. of 10 or greater.

P.P.E.: 15; double away from the Blue Zone.

Exclusive to the Sneak. The spell magically unlocks doors and basic, non-electronic locking mechanisms in an instant, including key locks, tumbler locks, slide bolts and handcuffs. Has no effect on electronic locks.

Video Pirate

Range: Self or another by touch.

Duration: Five minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: None.

P.P.E.: 15; double away from the Blue Zone.

The spell breaks into video transmission signals to broadcast/transmit the mage's, or the recipient of the magic's, own image and message as if a video camera was running. The enchanted character must be touching a broadcast transmitter, cable box, cable junction or similar item to tap into the normal broadcast channel and send his message. Everyone with access gets the same message. Works for radio and audio-visual transmissions.

Video Transfer

Range: Self or another by touch.

Duration: Instant.

Saving Throw: None.

P.P.E.: 10; double away from the Blue Zone.

This spell burns words and/or images from the spell caster's mind onto any photographic medium as well as digital picture systems and computer screens. Each spell creates one image with as many as 12 words that would fit on a typical "page," or 200 words but no image.

Warm

Range: Self or another up to 10 feet (3 m) away; double in the Blue Zones.

Duration: 30 minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: Dodge or hide.

P.P.E. Cost: 4; double away from the Blue Zone.

The spell makes the person it is cast upon feel warm, dry and comfortable, no matter how cold or wet he was or what wet, cold

conditions he is forced to endure. Popular with *Helpers* and *Protectors*.

Water Bubble

Range: 30 feet (9.1 m) away per level of the Wizard's experience; line of sight.

Duration: Instant result, bubble lasts for 30 minutes per level of experience; double for Chaos Wizards in the Blue Zones.

Saving Throw: Standard.

P.P.E.: 4; double away from the Blue Zone.

The spell creates a bubble large enough for a child to a full-sized adult to comfortably hold onto and float on like a small rubber raft. Popular with *Helpers* and *Protectors*.

D-Shifter O.C.C.

The D-Shifter is one of the stranger, new, magic O.C.C.s. This character does not cast spells, but draws on ley line energy in a way that goes beyond the *Blue Zone Wizard*, or even the Ley Line Walkers of the future. Somehow the D-Shifter makes a permanent cosmic connection with the infinite Megaverse by becoming one with the ley line energy. How they accomplish this is a mystery even to them. It is assumed they have a natural predisposition to the metaphysical that turns them into a D-Shifter. The D-Shifters agree; most believe that it is their destiny.

All D-Shifters are open-minded, philosophical and accepting of new concepts, ideas, and the unknown. Perhaps most important, they see themselves and all intelligent beings as linked on a cosmic level. That *all life* is part and partner to all things in the Megaverse. This sense of *connection* and destiny gives the D-Shifter a calm and easygoing disposition that many people find disquieting, for not only does it help them to accept the chaos erupting all around them, but they seem to relish it. They embrace the anarchy, finding excitement and new challenges in it. "The very nature of life," they say, "*is constant change*. People must learn to accept transition, no matter how extreme, and welcome the voyage that life hands them."

As a result, D-Shifters seem positively delighted by the "coming of the New Age." Furthermore, they see themselves as witnesses to the death of one era and the heralds of the New Age, one they seem to think will bring wonder and enlightenment. Part of that enlightenment will come from the Earth's new, direct connection to the infinite "Megaverse," offering unlimited adventure and promise. D-Shifters are the first to speak of a *Megaverse*: infinite worlds, dimensions and realities connected by mystic energy that transcends space and time. This insight comes from the D-Shifter's union with the mystic energy and Megaverse they speak about via their "oneness" with the ley lines. Consequently, they do not fear the Blue Zones, and welcome encounters with new life forms and alien cultures. They seek new ideas, and love the fact that magic and psychic potential have become available to the common person.

Though D-Shifters are enthralled with the rapid changes and the birth of the New Age, they are not Pollyanna optimists or blind to the horrific dangers that come with this transition. Quite

the contrary. They recognize that demons are a scourge upon humanity and all mortal life forms, and must be destroyed and driven away. D-Shifters also recognize that dragons and other magical and supremely powerful beings will try to carve up the Earth for themselves, and others will try to rule over, enslave or threaten humankind in a variety of ways. D-Shifters, more than any other Earth-born characters, understand that the Earth is being permanently transformed into something radically different: a dimensional nexus where hundreds, if not thousands, of alien people and cultures will meet and clash. That the very planet is, in effect, a dimensional doorway to countless worlds and realities, and that such a place is rare even in the vastness of the Megaverse. They, more than any human at this moment in time, understand how bad things are and how much worse they will become. That in a few short years, humankind will teeter on the brink of extinction, and reality as we once knew it will be forever changed.

Like the world around them, D-Shifters are transformed. They are no longer human, but become lesser "creatures of magic" – beings who are, by their very essence, inherently magical. Thus, one cannot learn to become a D-Shifter; you are either born one or not. They claim they feel called to the ley lines and it is there that they find themselves and are reborn into D-Shifters – ex-humans turned into something new and different – Mega-Damage beings who can manipulate space and time, use the ley lines to transcend this world and who, somehow, possess an intuitive understanding of the Megaverse, their place in it, and what's happening to the planet Earth. That, by the way, seems to be their purpose: to help others understand and survive what's happening. Thus, D-Shifters are part teacher, part sorcerer and part dimensional adventurer. How they become what they are, or know what they do, is a mystery even to themselves.

To mark the D-Shifters as more than human, they radiate a soft, blue light and crackle with rippling energy whenever they use one of their inherent powers while in the Blue Zones. When away from the ley lines/Blue Zones, their physical bodies seem to become cloaked in shadow. And within the shadowy parts of their faces and bodies appear tiny sparks and flashes of light as if a hundred fireflies were circling around them underneath their cloaks, or as if the cosmos were reflected in the shadow of their being. Many believe that it is the Megaverse reflected in their shadow-enshrouded bodies. The D-Shifters neither confirm nor deny any theories, nor do they ever discuss the strange phenomena with anyone other than fellow D-Shifters. (See the cover depiction of the D-Shifter to understand exactly what we are talking about.) **Note:** Despite appearances, D-Shifters remain flesh and blood beings, though they are now Mega-Damage creatures and can transcend the physical plane, especially in the Blue Zones.

Abilities of the D-Shifter

Rather than cast spells, the D-Shifter draws and holds ley line energy inside them, not just as a living battery of magic energy but as a living *conduit* to the ley lines and the worlds to which they connect. Thus, the D-Shifter seems, on some level, to truly be one with the Megaverse. This "oneness" gives them the following abilities and powers.

Abilities are distinguished from “Powers” as things that come naturally, are automatic to the character, and don’t cost any P.P.E. to execute.

1. Becomes a Mega-Damage Being. Add the character’s Hit Points and S.D.C. together and double them; this amount is the character’s M.D.C. away from the Blue Zones. Whenever on or within 500 feet (152.4 m) of a Blue Zone/ley line, add 1D4x10+20 M.D.C. to that total, and the character regenerates M.D.C. at a rate of 1D6 per melee round! Away from the Blue Zones, the character recovers lost M.D.C. at a rate of 1D6 every 24 hours. **Note:** This also means the character’s Physical Strength becomes *Supernatural*, though nothing amazing. Just turn the character’s normal, human P.S. attribute into Supernatural – half of the D-Shifters have a P.S. of 15 or less, which does only 4D6 S.D.C. damage on a full strength punch and 1D4 M.D. on a power punch. About a third have a P.S. of 16-20 which does 1D6 M.D. on a full strength punch and 2D6 on a power punch, and only about 20% have a P.S. of 21-25. Remember, they started out as ordinary people, not heroes, professional athletes or anyone else with exceptional P.S., and that’s reflective in the average range of P.S.

2. Feel Ley Line Disturbance: Whenever the D-Shifter is on a ley line (in a Blue Zone), the character feels the ebb and flow of the ley line as if it were a living part of him. Consequently, the D-Shifter knows when a dimensional portal/Rift opens anywhere on the line, how long it is open, when it closes, if anyone (or “thing”) entered or exited the Rift, and whether the Rift is near or far or on a connecting line. Likewise, the D-Shifter feels the increased power of the Blue Zones at special times of the year and during cosmic events, as well as when something is draining or disrupting the flow of the line. Their connection to the lines of energy is so strong that D-Shifters also feel when demons spontaneously appear in a Blue Zone currently occupied by the character and whether they are near or far, or many.

3. Identify Dimensional Portal: The D-Shifter can sense where a dimensional portal leads to, i.e., what world or dimension lays on the other side. They can also sense whether that plane of existence is safe, hazardous or deadly to humans without having to enter it.

4. Impervious to Ley Line Storms & Weird Effects: The D-Shifter is the only being known to be unaffected by Ley Line Storms and other strange phenomena that spring from the ley lines/Blue Zones. Thus, storms and other disturbances generated in the Blue Zones roll over the D-Shifter without adverse effect. D-Shifters are aware of the storm and can feel the ebb and flow of energy, but suffer no penalties, discomfort or problems from it. This means they are not struck by lightning, are never teleported against their will, nor do they suffer power surges or side effects. Furthermore, D-Shifters can “feel” when a Ley Line Storm or other disturbance is occurring anywhere on the ley line or any connecting lines which they are currently on, and know if it is coming their way and how soon it will hit, accurate to within 2D6 seconds.

5. Recognize Dimensional Beings: From D-Bees to demons, the D-Shifter can tell at a glance whether someone is indigenous to a particular world, or not. Consequently, the character can always tell the difference between a native and a “visitor.” **Note:** In the case of creatures of magic who can change their shape, the D-Shifter cannot tell exactly what type of creature the being may

be, but will know it is a creature of magic and can probably make a good guess at what it is (dragon, Sphinx, Faerie Folk, etc.) even if it is disguised as a mortal. Also see Recognize the Supernatural.

6. Recognize the Supernatural: The ultimate *unnatural beings* or *dimensional visitors* are supernatural beings, and the D-Shifter can sense and see them for what they really are even when the beings are physically transformed to appear as human or animal, as well as see supernatural beings who *possess* mortals to anchor themselves to the physical plane of existence. The D-Shifter’s innate knowledge of the supernatural is equal to the skill, *Lore: Demons & Monsters* at a 95% skill proficiency and *Mythology* (as it applies to Earth) at 90%.

7. See Astral Beings & Entities: Though not truly supernatural beings, the D-Shifter can see Astral Travelers, as well as Astral beings. By *Shift Phasing*, the character can touch, attack and hurt Astral beings with their punches and magic. D-Shifters can also see supernatural beings, like Entities and Elementals whose natural state is *invisible*.

8. Flawless Travel from the Astral Plane back to the Physical. The D-Shifter can *Shift Phase* his entire body into the Astral Plane (if so desired), and still flawlessly return to the physical world. **Note:** D-Shifters don’t feel comfortable in the Astral Plane and seldom linger there for any reason, using it as a passage from one reality to another, or a temporary holding zone, rather than a destination to visit and explore. There is just something about the Astral Plane they don’t like.

9. Strange Attractions: The color blue: D-Shifters develop a fondness for the color blue, in all shades and tints.

Hooded capes and cloaks: They also like to wear (blue, of course) hooded cloaks and capes over their clothes, as well as gas masks to further conceal their features, even though, as creatures of magic, they don’t need any kind of air filtration system. Whether this is a psychological response or instinct to conceal their identity or to hang onto their humanity is uncertain. All D-Shifters, however, develop some inclination to wear blue and hooded garments.

Alien life forms: D-Shifters are curious about all alien life forms. This fascination makes them much more trusting and accepting of D-Bees and aliens, and can lead to hours of questions about the visitor’s home world, culture, and abilities.

10. P.P.E. Base. The D-Shifter’s P.E. attribute number added to a roll of 6D6+40. Add another 2D6+10 per level of experience. This is the P.P.E. available to use his Powers. Each Power indicates the amount of P.P.E. necessary to use it in the Blue Zones and typically costs double away from a ley line.

11. Bonuses: +2 to M.E. and M.A. attributes, +1 to save vs magic, +1 on initiative when dealing with the supernatural and dimensional anomalies, +4 to save vs Horror Factor, +3 to save vs possession (and even when they fail to save, the possessing spirit will find the D-Shifter an uncomfortable vessel, and leave when someone better comes along).

Powers of the D-Shifter

The powers and abilities of the D-Shifter work both on ley lines and away from them. The only difference is that the amount of P.P.E. necessary to work the magic is usually double away from the Blue Zones.

1. Energy Expulsion. As a living conduit to ley line energy, the D-Shifter can fire a variety of energy blasts, as noted above, at will and at minimal P.P.E. cost. Range: 100 feet (30.5 m) per level of experience, double in the Blue Zones. Damage: The D-Shifter can fire any of these energy blasts as he deems fit. *Energy Bolt:* 2D6 M.D., *Electrical Bolt:* 3D6 M.D., *Fire Blast:* 2D6 M.D., and *Lightning Bolt:* 5D6 M.D. If so desired, the D-Shifter can reduce damage by increments of 1D6. Duration: Each blast is instant and counts as one of the character's melee attacks/actions. Bonus: +2 to strike. P.P.E. Cost: Three, double when away from the Blue Zones.

2. Imitate/Duplicate/Recreate any Dimensional Magic Spell. Range: Self and others as limited by the actual spell. Duration: The duplication must take place within 10 minutes of having experienced or witnessed the spell. Limitations: All dimension, space, time and reality altering spells including *all* Ley Line Magic spells, Rifts and portals, teleportation magic, Temporal Magic, and similar. Spells like Fire Ball, Wind Rush, Fly, Blind, Charm, Healing, Invisibility, curses, etc. can *NOT* be replicated. P.P.E. Cost: One third normal for the spell in the Blue Zones, half when away from them.

The D-Shifter can mimic and repeat any spell or type of magic that involves space, time and dimensions at the same level of potency they have just witnessed or been subjected to themselves – and at one third the normal P.P.E. cost when on a ley line. This is not permanent knowledge, but the ability to duplicate an effect that has just recently happened in front of them. Thus, if an opponent has teleported away using a *Teleport* spell or walked through a wall thanks to a *Mystic Portal* spell, the D-Shifter can repeat the effect to follow the spell caster or to do the same magic to go someplace else (a place of his own choosing).

3. Re-Open Dimensional Portal. Range: Self. Duration: Can hold a portal open for 30 seconds per level of experience. P.P.E. Cost: 100 points.

This is the power to *re-open* a dimensional portal whether it was a random ley line event, a spell, ritual or man-made gateway. Typically, such portals appear at a ley line junction. The D-Shifter can only open a portal or Rift that has appeared within the last 24 hours and it opens to the last place the portal led to.

4. Shift Location. Range: Self. Duration: Instant; about 1-2 seconds. P.P.E. Cost: 30 points; double away from a Blue Zone.

This is the D-Shifter's version of teleportation. In the Blue Zones the D-Shifter can vanish in the blink of an eye to reappear *anywhere* on the ley line (or a connecting line) with 100% accuracy. In addition, the D-Shifter can teleport to his home or anyplace within 100 miles (160 km) with which he is intimately familiar (knows well and visits often), *or* any location he can see within 100 feet (30.5 m) per level of experience (i.e., he could teleport to a rooftop, or from a rooftop to the street below, and so on).

5. Shift Phase. Range: Self. Duration: One minute per level of experience; double in the Blue Zones. P.P.E. Cost: 15 points, double when away from a Blue Zone.

The character phases to straddle two dimensions simultaneously (one usually being the Astral Plane, and one the physical plane he starts out from). The effect makes the character fade, becoming semi-transparent. In this form, the ghostly D-Shifter is aware of what is happening around him in both dimensions, and he can react to events and speak to people in both dimensions. In

the physical world he moves at half his usual Spd attribute and can speak, but cannot make physical contact or attack physically or with any of his magic powers or abilities, except to Shift Phase back to the physical plane or blink out entirely by D-Shifting completely into the limbo of the Astral Plane. In the alternative, he can *Shift Location* to go home or elsewhere on the ley line.

While in Shift Phase, the character is intangible, like a ghost, and cannot be harmed by most types of magic, physical attacks or energy blasts. He does, however, remain vulnerable to psionic attacks and he cannot attack those in the physical world. While intangible, the D-Shifter can walk through walls and drop through floors, but cannot fly or float through ceilings.

6. Shift Through Time. Range: Self. Duration: The effect seems instant (only 1D6 seconds seem to have passed in the real world); witnesses 1D4+1 minutes of the past. P.P.E. Cost: 10 points, double when away from a Blue Zone.

The D-Shifter can go back to any moment in time he has personally experienced to observe a moment from his own past. This can be used to remember some forgotten detail (telephone number, combination to a lock, a passage from a book, etc.), or to remember an enemy's (or loved one's) face or to relive a moment from a particular event. However, the D-Shifter sees the event as if it were an out of body experience in which he is floating, unseen (he's not really there in the true sense of the word) and unable to influence the past event in any way whatsoever (can't speak/communicate, touch, use powers, psionics, etc.) – only observe as a phantom. Some believe no time travel is involved at all and that the power is really more like a bizarre version of Total Recall.

7. Shift to Heavy Mega-Damage. Range: Self. Duration: Two minutes per level of experience, triple in the Blue Zones. P.P.E. Cost: 12; double when away from the Blue Zones.

With a thought, the D-Shifter can increase his physical form to become a heavy Mega-Damage creature. Triple the character's usual M.D.C. and any damage he sustains is taken off the extra M.D.C. first. HOWEVER, while a Heavy Mega-Damage being, and for 1D6x10 minutes afterward, the D-Shifter cannot use any of his other powers! P.S. is unchanged.

8. Shift to Light. Range: Self. Duration: Five minutes per level of experience; triple in the Blue Zones. P.P.E. Cost: 14; double when away from a Blue Zone.

The D-Shifter turns himself into a creature of light. He retains a vaguely humanoid shape, but is completely made of light; any color he desires. In light form, the character can hover and fly (maximum speed is 200 mph/320 km, no limit to height and can even exist in the vacuum of space), observe, fire a light beam to use as a searchlight (600 foot/183 m range), and radiate light on par with a 300 watt light bulb (fills a 20 foot/6.1 m radius). The character can also see in all spectrums of light, cannot be blinded by light regardless of the intensity, is impervious to radiation and can go through the tiniest of cracks and openings. However, the light being cannot impact/harm the physical world, has trouble telling time (one minutes seems like a second or two) and has trouble *hearing* and remembering sounds and conversations (is a visual being when made of light). Suffers from night blindness (is blind, -10 to strike, parry and dodge) in the dark and dim light (anything less than a 60 watt bulb means he is blind) for 6D6 minutes afterward.

9. Shift to Pure Energy. Range: Self. Duration: Two minutes per level of experience, triple in the Blue Zones. P.P.E. Cost: 12; double when away from the Blue Zone.

The D-Shifter becomes a humanoid-shaped energy being who can hover and fly (maximum speed is 60 mph/96 km; maximum altitude is 3,000 feet/914 m), and is impervious to all forms of energy attacks. Punches and kicks do 2D6 M.D. and the character can fire any of his Energy Blasts at double their usual range and doing an extra 1D6 M.D. However, the D-Shifter feels drained for 2D6x10 minutes after he returns to normal, and feels like he's starving. During this period he is -2 on initiative, -2 to strike and on all other combat bonuses, Spd is -20% and he eats like a pig (double normal) if he gets the chance.

D-Shifter O.C.C.

Age: Roll on the following table for a random determination, or make a selection to carefully construct your character. Ignore the modifiers and alterations presented under the Chaos Wizard O.C.C. for the different ages except as noted below.

01-15% Early Teens (under 16), +2D6+4 to P.P.E. Reserve.

16-25% Late Teens (17-19 years), +1D6+2 to P.P.E. Reserve.

26-75% Early Twenties, +1D4+1 P.P.E. to P.P.E. Reserve.

76-00% Twenty-six years or older, +1D6 to physical S.D.C.

Alignment: Any, though the majority are Scrupulous (33%), Unprincipled (30%) or Anarchist (30%) alignments.

Attribute Requirements: None; one is or one is not a D-Shifter, however, an average to high I.Q., M.A. and M.E. are typical.

O.C.C. Skills: Mainly common skills known to most people of Chaos Earth.

Speak, Read and Write (Literacy) Native Language at 88% +1% per level of experience (typically English or Spanish in the US, English or French in Canada, and Spanish or English in Mexico).

Speaks one Foreign Language of choice (+5%).

Basic Math (+10%)

Computer Operation (+15%)

Dance or Sing (+10%; pick one).

Lore: D-Bees & Aliens (+10%)

Lore: One of choice (+10%) or Law (+10%).

Pilot: Two of choice (non-military; +10%).

One Domestic skill of choice (+10%).

Hand to Hand: Basic can be selected as one of the O.C.C. Related Skills, or Martial Arts for the cost of two.

O.C.C. Related Skills: The people of Chaos Earth were members of an advanced civilization and culture before the ley lines erupted and Armageddon ensued. Consequently, most are highly educated, with a high school education and some college or trade school type training for most adults. As a result, pick one Skill Category in which the character is a "skilled professional" and choose TWO skills from it, with each getting a +20% skill bonus. Then select an additional six skills from any of the available categories listed below.

Communications: Any.

Domestic: Any (+5%).

Electrical: None. Only available for selection as a "skilled professional."

Espionage: None.

Mechanical: Automotive and Basic Mechanics only. Other skills in this category are available only for selections as a "skilled professional."

Medical: First Aid only. Other skills in this category are available only for selections as a "skilled professional."

Military: None. Only available for selection as a "skilled professional" (i.e., ex-soldier or law enforcement occupation).

Physical: Any, except Acrobatics, Gymnastics, Wrestling and Boxing unless this category is selected, making the character a "skilled professional" athlete.

Pilot: Any (+5%), except military vehicles and power armor even if ex-military.

Pilot Related: Any.

Rogue: None.

Science: Advanced Math (+15%) and Astronomy (+10%) only. Others are only available for selection as a "skilled professional" (scientist, lab technician, etc.).

Technical: Any (+5%).

W.P.: Any Ancient or S.D.C. firearms; no energy weapons to start unless a skilled professional in the military or law enforcement. Energy weapons can be selected as Secondary Skills picked up along the way.

Wilderness: None.

Secondary Skills: The character gets two Secondary Skills at levels 1, 4, 6, 9 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All start at the base skill level and normal restrictions apply.

Standard Equipment: Hooded cloak or cape and a spare (may be water resistant). Hooded robe, air filter or gas mask, a pair of warm boots or combat boots, several pairs of socks, a pair of gloves, goggles, a pair of sunglasses or an extra pair of tinted goggles, 1D4+2 sets of clothing, belt, satchel or duffle bag, backpack, pocket knife (1D4 S.D.C. damage), 1D4 rolls of bandages, pocket computer, paper notebook, 1D6 markers and one mechanical pencil, flashlight, disposable cigarette lighter, roll of duct tape, utility belt or 20 feet (6 m) of rope, canteen, and may have an S.D.C. firearm but only if a W.P. was selected for it.

Money: Has 1D6x1000 in credits (which have half their original value in Chicagoland to no value at all depending on where one goes) and 1D4x100 credits worth of tradeable goods. May or may not have a job that continues to pay any kind of salary or offers trade goods (like food, room and board, etc.) in exchange for services. Most survivors of Chaos Earth pool their resources and work together, sharing in whatever the community has to dole out. Many D-Shifters become obsessed with destroying or chasing away demons and evil monsters from the Rifts and accept room and board, food, supplies and equipment as donations, rewards or as trade for services rendered. Those who choose to live entirely in the Blue Zones may get supplies by raiding demons and monsters and other enemies of NEMA, the local community or humanity.

Cybernetics: None and avoids them like the plague (cybernetics interfere with magic).

Note: One of the few O.C.C.s to treat D-Bees as equals and fellow victims of the Great Cataclysm, something others may

find abhorrent. D-Shifters are the least common of the new breed of Wizards and will disappear completely during the 200 years of the New Dark Age, wiped out, fundamentally changed or transcended onto some other plane of existence.

Servants of Evil & Darkness

The Rifts, a source of evil

Humans are only beginning to glimpse the *Megaverse* – the thousands (some say infinite number) of worlds that contain humanoid, alien and demonic life. Worlds that are disrupted by the tears in space and time that appear at ley line nexus junctions, places where two or more ley lines/Blue Zones cross. Call these tears dimensional portals, reality bridges, gates, doorways, wormholes, or “Rifts,” the bottom line is they create a two-way opening or doorway to an alien world. A world that may exist thousands, millions or billions of light years away, or an alien dimension that does not even exist on the same plane of reality. It is from such fantastic realms or dimensions that demons, Entities, so-called gods and other *supernatural beings* originate, beings who see themselves as beyond humans and other mortals, and who often wield psionics, magic powers and abilities that defy the laws of science. Beings who often operate on base emotions and instincts and who regard mortals as playthings, victims to torment and prey to devour. The people of Chaos Earth are only beginning to realize that these “things” are the demons, vampires, monsters and bogeymen of ancient myth, legend and superstition; weird and terrible creatures who thrive on torment, murder, blood and chaos. Thus, in a world gone mad and lost to strange forces, creatures of anarchy arrive like harbingers of a new age of chaos, carnage and magic.

Among the visitors from alien dimensions are supernatural beings willing to “teach” or “impart” superhuman and magical abilities upon those willing to make a deal.

The following O.C.C.s are, for the most part, intended as Non-Player Characters (NPCs) and villains with whom good characters, mages and NEMA have conflicts. A few, like the *Demon Caller* and *Death Mage*, may be player characters who are trying to use dark forces for good (or self-serving reasons) and select a Selfish or even a Good alignment.

Evil characters in league with demonic forces *may*, if the Game Master allows it, be made available to players as characters. However, sooner or later, the evil character is likely to be at odds with one or more of the good characters in the player group or betray the entire lot of them. Such a conflict is likely to lead to the villain being thrown out of the group, brought to justice and imprisoned for his crimes, or slain. Any of these results requires the player to retire the evil character and roll up a new one. Remember, role-playing is a *team* game, and a character at odds with the rest of the player characters can’t function for long as a lone individual working outside the group. (For one thing, it’s too much work for the G.M. to run a group that is splintered

and doing dramatically different things within the campaign. It’s a different story if the evil character is working toward a similar goal or has chosen to follow and hurt the other player characters and is shadowing the main group. Even then, however, the “villain revealed” should be turned over to the G.M. to use as an NPC, and the player should roll up a new character to join the rest of the team. It is never a good thing to have a *player* run a villain out to hurt other player characters, at least not in the long term. Villains are for the G.M. to play with impartiality and as part of a larger story.)

Evil Magic O.C.C.s

- Chaos Witch
- Death Mage (Necromancer)
- Demonbringer
- Demon Caller
- Demon Disciple
- Demon Worshiper (human henchman NPC)
- Doomsayer (human fatalist)

Chaos Witch NPC Villain

The Chaos Witch can be a male or female who derives their power from an outside, evil supernatural force. They have more control over their specific powers, or “gifts,” from an evil benefactor/master than other practitioners of magic, and may even know spells that the other Magic O.C.C.s do not. However, since the source of their power is an evil and corrupting force so alien that it is beyond most humans to imagine, these Witches are agents of evil, malignant creatures who are either self-serving individuals or pawns in the willing service of supernatural evil.

Chaos Witches are often born from vengeance, forsaking their soul for power to exact revenge and inflict suffering. Witches tend to thrive on fear and chaos, and enjoy enslaving, dominating and harming others. They are wicked creatures who forsake their humanity to become something different, to enjoy a brief moment of power and glory before the individual brings about his or her own violent end.

Witches are rapidly growing in number equal to the Chaos Wizards, as desperate, wicked and vengeful individuals turn to dark forces in a bid to survive and/or rule over other human beings.

Special Chaos Witch O.C.C. Abilities:

1. Becomes a Mega-Damage Being: As soon as a Chaos Witch cuts the deal with his or her evil supernatural master, the Witch receives 1D6x10+60 M.D.C. and an extra 20 M.D.C. when on a ley line. Recovers lost M.D.C. at a rate of 1D6+3 every 30 minutes.

2. Supernatural P.S.: Add 1D6 to the Chaos Witch’s P.S. and make it Supernatural.

3. Initial Spell Knowledge: Cloak of Darkness (6), Death Trance (1), Aura of Death (12), Escape (8), Fly (15), Tongues (12), and Metamorphosis: Animal (25), plus 1D4+4 spells of choice selected from Invocations levels 1-7. (See the **Rifts®**

Book of Magic, pages 88-159, for a complete list and descriptions of Invocations.)

4. Learning New Spells: At levels 3, 6, 9, and 13, the dutiful Witch *may* be granted one or two additional spells from his or her evil, supernatural master. Selections are limited to Invocations levels 1-7. If the Game Master allows it, the Chaos Witch may make spell selections from the *African Witch Magic* found in the **Rifts® Book of Magic**, pages 33-35, as part of the magic available to the character.

5. P.P.E. Reserve.: The Chaos Witch knows he or she has a finite amount of energy to draw upon to work foul magic. The Witch has a personal P.P.E. base of 2D4x10+20 and another 1D6+6 P.P.E. per level of experience, starting at level one. Expended P.P.E. recovers at a rate of 2D6 per hour of sleep, rest or meditation (2D6+12 P.P.E. when on a ley line/Blue Zone). The Chaos Witch can *NOT* draw upon the P.P.E. of the Blue Zones, however, to cast spells.

6. O.C.C. Bonuses: +2 to save vs magic, +4 to save vs Horror Factor, +1 to save vs possession. Spell Strength does NOT increase, so an opponent gets a “saving throw” of 13 or higher to save from the magic of a Chaos Witch. Ritual magic does not yet exist on Chaos Earth.

Chaos Witch O.C.C.

Age: Any, and it is among Witches and other Demon-based O.C.C.s where one finds the greatest number of adults (age 21 and up).

Attribute Requirements: None. A high I.Q. and P.E. are recommended (12 or better), but not required.

Alignment: Must be evil; 50% are Miscreant, 40% are Diabolic, and 10% are Aberrant.

O.C.C. Skills: Mainly common skills known to most people of Chaos Earth.

Speak, Read and Write Native Language at 88% +1% per level of experience (typically English or Spanish in the US, English or French in Canada and Spanish or English in Mexico).

Speaks one Foreign Language of choice (+5%).

Basic Math

Lore: Demons & Monsters (+20%)

Pilot: One of choice (non-military) (+10%)

One Domestic skill of choice (+10%).

W.P. Ancient: One of choice (often Blunt or Knife).

W.P. Modern: One of choice, including energy weapons.

Hand to Hand: Basic, may upgrade to Expert for the cost of one O.C.C. Related Skill, or Martial Arts or Assassin for the cost of two.

O.C.C. Related Skills: Select an additional 10 skills from any of the available categories listed below.

Communications: Any, except Scramblers and Laser.

Domestic: Any (+10%).

Electrical: Basic only.

Espionage: Any (+5%).

Horsemanship: General and Exotic Animals (+10%).

Mechanical: Automotive (+5%), Basic Mechanics (+5%) and Computer Repair, only.

Medical: First Aid (+5%) and Brewing (+10%) only.

Military: None.

Physical: Any, except Acrobatics.

Pilot: Automobile, Hover Vehicles, Motorcycle, Sail Boats and Motor Boats only.

Pilot Related: Any.

Rogue: Any (+10%).

Science: Any.

Technical: Any (+5%).

W.P.: Any Ancient or Modern.

Wilderness: Any.

Secondary Skills: The character gets two Secondary Skills at levels 1, 4, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All start at the base skill level and normal restrictions apply.

Standard Equipment: Most survivors of the initial cataclysm have only the clothes on their backs and a few items that they have salvaged, scavenged or stolen. Chaos Witch gear includes an air filter, 1D4+6 sets of clothing (many are quite fashionable), a pair of gloves, pair of shoes or boots, sunglasses, a winter coat, belt, backpack or satchel, large sack or purse, survival knife (does 1D6 S.D.C. damage) or pocket knife (1D4 S.D.C. damage), notebook, 1D6 markers and one mechanical pencil, flashlight, disposable cigarette lighter, utility belt, canteen, one ancient weapon and one S.D.C. or energy firearm but only if a W.P. was selected for it.

Money: Has 1D6x1000 in credits (which may have no value) and 1D6x100 credits worth of tradeable goods. May or may not have a job that continues to pay any kind of salary or goods (like food, room and board) for trade of services. Most survivors of Chaos Earth pool their resources and work together with NEMA (or some other leader), sharing in whatever the community has to dole out. Many Witches serve a greater power (read: demonic master) and do whatever it decrees. In such cases, “the master” usually provides for the Witch’s basic needs or the vile being *takes* what he or she needs. These are evil villains who survive by preying on the good and others weaker than they.

Cybernetics: None and avoids them because cybernetics interferes with magic.

Screamer Witches: See the Slithering Screamer in the **Creatures of Chaos™** sourcebook for this variation on the Chaos Witch.

Death Mage O.C.C.

A Necromancer Player Character or NPC Villain

The first human Death Mages are taught the secrets of Necromancy by demons and other evil supernatural beings. Being one of the few disciplined and formally taught practitioners of magic, Necromancers quickly rose to positions of power. With time, those first sorcerers taught by aliens and demons pass their knowledge on to fellow humanoids, perpetuating the mystic art.

Set in the present situation, the first are scary but welcomed and respected, using their magic to remove the dead, quell disease and fight monsters. In the early years of the Great Cataclysm, the dead litter the streets and plagues, riots and war add to the body count on a daily basis. The Necromancer can be a valuable, if

frightening asset, because the Death Mage can animate the dead and make them climb out of rubble, help in rescue operations, tear down and remove debris, and even help to rebuild, before depositing the animated dead into mass graves or funeral pyres. Likewise, animated dead can be sent into plague zones to help or to remove the dead without jeopardizing more human lives, as well as be used as zombie-like soldiers and defenders. The Death Mage was welcomed and respected in the early days. However, for every Necromancer who uses his dark magic for good, there are five who use it for evil or their own gain. It takes little imagination to see how a band of Necromancers can become a formidable force commanding a legion of animated dead – mindless zombies that feel no fear or pain and obey their masters without question or delay. Evil Death Mages are generally rebel leaders, ganglords and miscreants who use their magic for their own gain, for profit and conquest. However, the very nature of the magic is frightening and repugnant to most ordinary people, making even the Death Mages who use their powers for good an object of suspicion and fear.

Special Death Mage O.C.C. Abilities:

The range of abilities possessed by these early Necromancers is less developed than those of Rifts Earth, but are formidable nonetheless.

1. Animate & Control the Dead: The ability to animate and control dead bodies, skeletons, severed limbs, etc., as if they were giant puppets. P.P.E. Cost: 10 (half in the Blue Zones). Range: 300 feet (91.4 m) plus 20 feet (6.1 m) per level of experience (double in the Blue Zones). Duration: 10 minutes per level of experience (triple in the Blue Zones). Numbers: Can animate four corpses per level of experience, double that in the Blue Zones. Requires line of sight (must be able to see or know where the dead are buried) to animate them. May animate humanoids or animals which follow simple commands.

Stats of the Dead: Speed is 8, P.S. is 16, P.P. is 9, with two attacks per melee (double in the Blue Zones). *S.D.C. of the Dead* is 50 for small, 80 for human-sized and 140 for giant ones (but S.D.C. turns into M.D.C. when in the Blue Zones!). *Damage* from bites, claws, punches, and kicks are all the same: 1D6 S.D.C. (but 1D6 M.D. in the Blue Zones!). The use of any weapons must be kept to simple handheld items; guns are too complicated and can't be aimed. These dead puppets are mindless robots that do as they are told without fear or emotion; they feel no pain and are impervious to poison, gas, disease, mind attacks, illusions, heat and cold. Only total destruction will stop the animated dead – the only alternative is to slay or render unconscious the Death Mage who controls them.

2. Horror Factor. Death Mages are frightening and macabre, radiating their own Horror Factor of 7 at level one, but add one point to the H.F. at experience levels 3, 5, 7, 9, 11, 13, & 15.

3. Initial Spell Knowledge: The fundamentals of magic, including drawing on the doubled P.P.E. of victims slain as part of a blood sacrifice ritual, and the following spells: Animate Body Parts (2), Assemble Bones (2), Death Trance (1), Globe of Daylight (2), Hide Among the Dead (5), Necro-Armor (16) and a total of five additional Necromancy or Bone Magic spells selected from levels 1-3. (See the **Rifts® Book of Magic**, pages

184-199, for a complete list and descriptions of Necromancy and Bone Magic spells.)

4. Learning New Spells: The Death Mage may return to his Master upon reaching each new level of experience to learn two new Necromancy spells of equal or one level higher. In addition, the Necro Master/teacher *may* teach his servant a spell from any Invocation level known to him as a special reward, boon or favor for services well done, personal sacrifice in the line of duty or to perform a special mission. Available magic is always limited to Necromancy and Invocations available to the Necromancer. (See the **Rifts® Book of Magic**, pages 184-199.)

5. P.P.E. Reserve. The Death Mage knows he has a finite amount of energy to draw upon to work his dark magic. Personal P.P.E. base is 2D4x10+P.E. attribute number and another 2D6 P.P.E. per level of experience, starting at level two. Expended P.P.E. recovers at a rate of 2D6 per hour of sleep, rest or meditation (2D6+8 P.P.E. when on a ley line/Blue Zone). The Death Mage can only draw upon 10 P.P.E. per melee round from the Blue Zones to cast spells, but also knows about blood sacrifices and how to draw upon the P.P.E. released at the moment of a victim's death.

6. O.C.C. Bonuses: +1 to save vs most types of magic, +2 to save vs Necromancy spells, +6 to save vs Horror Factor, and is impervious to disease. Spell Strength increases by +1 at levels 4, 8, 12 and 15; starts at a strength of 12. +1 to M.E., P.E. and P.S. attribute, and +4 to Spd.

O.C.C. Considerations

Age: Any, with 20% being over the age of 25.

Alignment: Any, though the majority (60%) tend to be Anarchist or evil (any).

Attribute Requirements: I.Q. and M.E. of 10 or higher.

O.C.C. Skills: Same as the Chaos Witch.

O.C.C. Related Skills: Same restrictions as the Chaos Witch. Pick one Skill Category in which the character is a "skilled professional" and choose TWO skills from it, with each getting a +20% skill bonus. Then select an additional *seven* skills from any of the available categories listed.

Secondary Skills: Same as the Chaos Witch.

Standard Equipment: Basic gear, equipment and weapons similar to the Chaos Witch or Doomsayer.

Money: Same as the Chaos Witch.

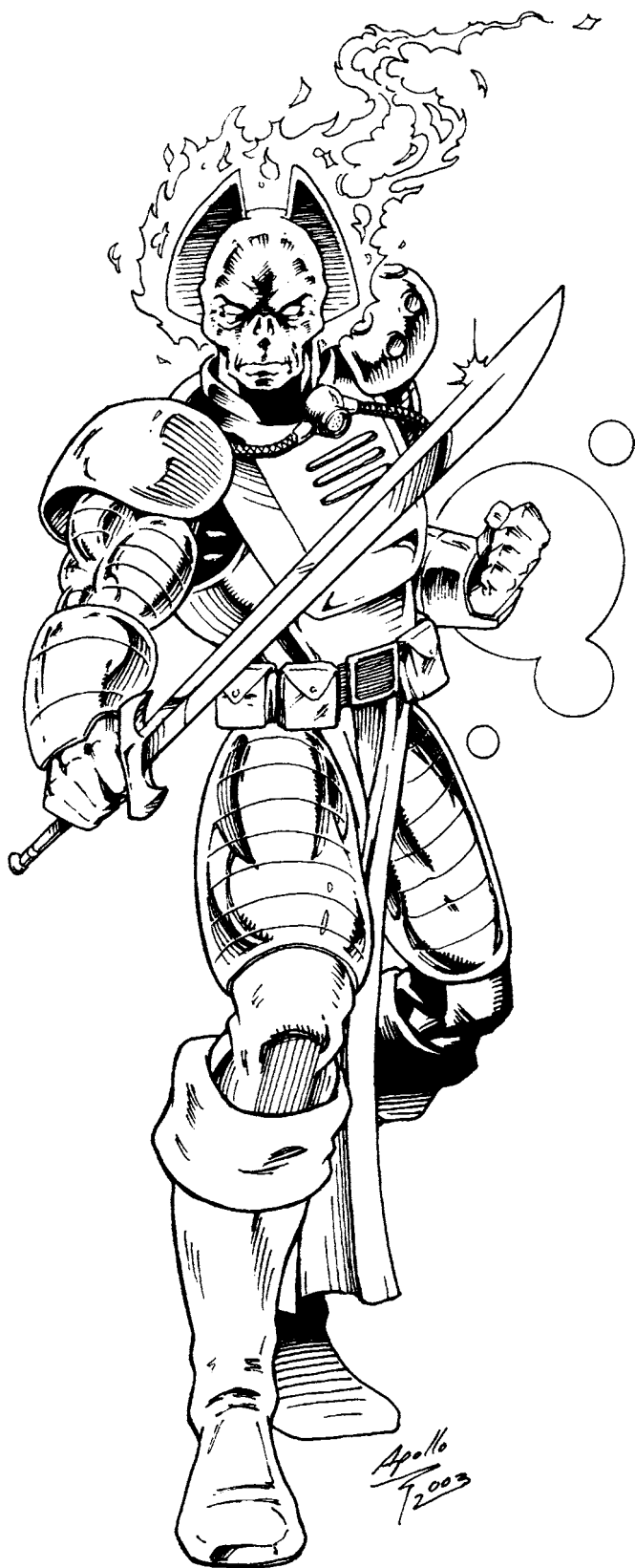
Cybernetics: None and avoids them like the plague (cybernetics interfere with magic).

Note: Tends to treat D-Bees as inferior races to be subjugated, used and abused.

Demonbringer O.C.C.

Optional Player Character & NPC villain

The Demonbringer is usually an evil individual who joins with a demonic force in exchange for supernatural power. However, at least one third are self-serving Anarchist, Unprincipled and even good-aligned characters who foolishly hoped they could control the dark force inside them. Exactly what this evil "force" really is, no one knows. It is probably some kind of Possessing En-



tity or demonic symbiote that vanished during the Second Dark Age. (Perhaps the Rift it once used to access Earth closed? Which could mean the Demonbringer might one day reappear on Rifts Earth if that dimensional portal reopens.)

When becoming a Demonbringer, one feels the presence of a demonic energy force hovering invisibly, intangibly, around

them. Those who reject it and close themselves to the force are safe, and the evil being drifts away. Those who are curious and open themselves to the Demonforce feel warm and comforted, and hear the creature's petition for them to join forces and become one. The Demonforce (something more than a Possessing Entity) is unknown to the people of Rifts Earth in the future, but they claim to have existed in Earth's past, before and after the disappearance of Atlantis, even when ley line energy was at its weakest. They have been lured to Chaos Earth in droves by the immense amount of mystic energy which makes them much more powerful than under normal conditions. Still, they are unable to remain in the physical world of humans for more than 24 hours unless they link with an intelligent, living being. Animals are too dumb and limited to make an enjoyable host body, but humans (and other mortal Dimensional Beings/D-Bees) are a delight. The Demonforce enjoys their emotions, minds and conflicted natures, and loves to play to their more base and cruel desires and thoughts. Evil and mischievous, they can make the "union of mortal and demonic power" sound wonderful and enticing. They promise strength and power, revenge and respect, while underplaying the downside to this "union." Those who accept their offer, however, discover the ugly side of this exchange soon enough.

Abilities of the Demonbringer O.C.C.

1. Unleashing the Demon Inside. The mortal who accepts the Demonforce's offer mentally and physically merges with the force to become a tormented monster – two beings, one mortal, the other demonic, sharing one body. To use supernatural powers, the character must call upon and unleash the Demonforce inside, turning the human into a 7-8 foot (2.1 to 2.4 m) tall, armor-clad, sword swinging demon with gray M.D.C. skin, and a glowing, red skull for a head – in short, becoming a demonic creature. The skull can burst into flame or steam, and radiate light. While in human form, however, the Demonforce inside is completely buried and undetectable. Anyone who meets the character will only see an ordinary human. No amount of medical examinations or psychic probes will detect the demon inside, hence the name *Demonbringer*. Only a D-Shifter may sense that the individual is *possessed* (roll percentile dice: 01-60% the demon is not detected, 61-00% means he senses a possession), but even he can't be certain if it is a Demonbringer or some other possessing force.

When the demon is loose, the human is buried inside of him, but feels, sees, knows, and experiences everything the demon does. The same is true of the demon when the human is in control. In both cases, the repressed life force inside can telepathically communicate to the personality in charge. Often the evil demon encourages acts of murder, revenge and cruelty, and suggests its release to do all of the above in the character's name. Best of all, the Demonforce is quick to point out, no one will know the human is the one responsible because when the demon is out, there is no sign of the human (he's inside the demon). The demon also suggests being released to *protect* the mortal from danger.

The most satisfying relationships are those in which man and monster appreciate and enjoy each, switching back and forth with no fear of being held back or dominated by one or the other. This is most common among evil and crazy humans who relish their demonic split-personality. Conflict, frustration and uneven

domination occurs when the human is a good or selfish alignment who mistakenly believes his demonic partner can be managed or controlled by him. This is always a mistake because it won't happen. The Demonforce is too strong-willed and malicious. When unhappy or angry, the Demonforce will nag, mock and harass his human counterpart to the point of madness, or until the human relinquishes control of the physical body to the demon to shut him up. **Note:** The controlling force, human or demon, can relinquish his/its control at will and swap places at any time, and there are advantages to being a demon or human. The switch always involves clothing too, so the demon can hide from an enemy by turning human, and the human can destroy his enemies by turning demon. It can be a rewarding and working partnership with the right couple.

2. Human Becomes a Minor Mega-Damage Being. In human form, the character can survive as much M.D. as he has Hit Points, but the Mega-Damage attack hurts like the dickens and leaves cuts and abrasions. Any more damage than that, and the mortal is slain and the Demonforce let loose, with 24 hours to find a new victim or be cast out of the dimension. However, most mortals won't let themselves die that easily unless they are seriously suicidal. Thus, a momentary fear of death or desire to live/survive will instantly release the demon inside. If the character dies in human form the Demonforce is released and must find another body to share or it returns to wherever it comes from.

To determine the human attributes, skills, etc., use the basic stats from the Chaos Witch, only this character may be any alignment, from good to selfish to evil.

3. Turn into a Demon at Will: The human can switch to his demon self at will, however, the demon and human may have completely different alignments, goals, desires, needs, skills, and abilities. The human, for instance, may be a nerd, egghead, cripple, mechanic, or athlete. If the character dies in demon form, he returns to his human self and is clearly revealed to be a Demonbringer. As such, one can assume he will welcome another Demonforce and return to his evil ways unless slain and his head decapitated to prevent magical restoration or resurrection. Once a mortal has tasted supernatural evil and power, he longs to regain it, and other Demonforces can sense this. Until a new demon partner can be found, however, the human is diminished and functions at half his normal Hit Points, P.E., and Spd.

The demon can turn into his human self at will, but will only do so if he trusts his human partner will release him without making him beg or use trickery, or when the demon needs to hide.

The Demon Form is that of an armored warrior wielding a large sword. This is a complete and separate being from the human.

Demonic Alignment: Always evil; 36% Miscreant, 36% Diabolic, and 28% Aberrant. **Note:** The demon and human, though linked until death, are two completely different and distinct personalities and the player (or G.M. for NPCs) should roll stats for each. May be male or female.

Demonic Attributes: I.Q. 1D6+12, M.E. 1D6+10, M.A. 1D6+12, P.S. (Supernatural) 2D4+28, P.P. 1D6+14, P.E. 1D6+14, P.B. 1D6, Spd. 1D6+18.

M.D.C.: 4D6x10 +32.

Horror Factor: 12

Size: 7-8 feet (2.1 to 2.4 m) tall; 300-400 pounds (135 to 180 kg).

P.P.E.: 2D6x10 plus P.E. attribute number.

Demon Natural Abilities: In addition to the symbiotic union and switch capabilities, the demon form can see the invisible, has Nightvision 600 feet (183 m), can bio-regenerate 2D6 M.D. per melee round, is impervious to disease, resistant to poison (does one third normal damage and side effects last 10% their usual duration), and is impervious to normal cold and heat (magic and M.D. cold and heat do their usual damage).

Steaming Skull (Special): The demon can make his skull steam; does 2D6 S.D.C. damage per melee round to everyone within a 10 foot (3 m) radius.

Flaming Skull (Special): The demon can make his skull burst into flame and burn. Anyone coming within 10 feet (3 m) takes 1D6 S.D.C. damage from the heat. Flaming head butt does 2D6 M.D., and the demon can spit fire (range: 20 feet/6.1 m) that does 3D6 M.D. Whenever the skull is ablaze the demon is impervious to M.D. fire and heat, including plasma; otherwise the creature is only resistant (M.D. fire does half damage).

Glowing Skull (Special): The skull radiates with white light from the eyes, nose and mouth. When this happens the demon can see into the ultraviolet spectrum of light, has Nightvision 2000 feet (610 m), cannot be blinded by light attacks and can fire laser-like beams from the eye sockets (range: 1200 feet/366 m) that inflict 2D6 M.D.

Demon Vulnerabilities: 1. Weapons made of silver or ice inflict the equivalent S.D.C. damage as M.D. Can function in the day or night equally well. Ley lines offer no benefit or penalty.

Demonic R.C.C. Skills: Basic Math 85%, Climb 80/70%, Intelligence 60%, Interrogation 60%, Land Navigation 90%, Palming 60%, Prowl 50%, Streetwise 55%, Swim 80% and W.P. Sword. These skills do not increase with experience. W.P. Sword is the equivalent of 6th level.

Equivalent Level of Experience: 1D4+1

Attacks per Melee Round: Six.

Damage: As per Supernatural P.S., sword or special abilities.

Bonuses (in addition to Attribute bonuses): +1 on initiative, +2 to strike and parry, +2 to disarm, +3 to pull punch, impervious to Horror Factor and possession.

Psionics: None.

Magic: None.

Magical Amor: The demon appears in a rather high-tech looking suit of armor with 100 M.D.C. that regenerates as if alive at a rate of 4D6 M.D. per hour.

Magic Sword: Appears with the armored demon. Does 6D6 S.D.C. damage to mortal foes and 4D6 M.D. to Mega-Damage opponents; 1D6x10 M.D. to Water and Air Elementals and beings who cast those types of magic or are affiliated with those Elements.



Demon Caller O.C.C.

Individuals who believe they can summon and control demons, Entities and creatures of magic. They find they are most successful in the Blue Zones, but can call to demons anywhere.

The Demon Caller sincerely believes he or she can summon and control demons, which they can to a limited degree, but the truth is, most of the demons they command serve them willingly because it makes life more fun and interesting. Demon Callers are able to issue a sort of magical “call” that attracts demons, but they can’t exert any true power over the monsters who answer that call. Most demons, however, think Demon Callers are bold, impudent and crazy – but also interesting and amusing. Aggressive beings themselves, demons find the Caller’s blind faith, confidence and courage to be intriguing. The fact that most Callers are also evil and further the cause of chaos, destruction and suffering makes these crazy humans kindred spirits. Consequently, an amazing number of demons *choose* to serve the Demon Callers, pretending that they are somehow under the sway of their human “master” while all the while using and manipulating the Demon Caller for their own fun, amusement and gain. Some absolutely love playing this game, at least with Demon Callers who aren’t too abusive or belittling. However, if offended or angered, the demon won’t hesitate to rip his Demon Caller “master” to shreds. Of course, those who aren’t interested in this sort of “game” are free to walk away. The Demon Callers chalk up such failures as losing the battle of wills. Callers who strike the demon or otherwise invite its wrath are likely to be attacked, severely injured or slain.

Ironically, many of the Lesser Chaos Demons aren’t bright, and are confused by the Demon Caller’s brashness and commands. Since Lesser Chaos Demons need direction and leadership, they often accept these crazy, evil and/or power-crazed humans as a leader and follow their orders because it gives them the purpose they lack. Besides, the Demon Caller is probably sending them on missions they enjoy doing, like looting, stealing, kidnapping, killing, destroying, and so on. Likewise, lesser Entities are also easily confused and manipulated.

Special Demon Caller O.C.C. Abilities:

1. Call Demons: Most successful in the Blue Zones: 01-80% chance of success. 01-45% chance of success away from them. The character’s blind faith gives him the real ability to “call” and attract demons. 1D6 will respond when called in a Blue Zone, but only one or two away from a ley line.

2. Command Demons: Dull-witted Entities and Lesser Demons are most likely to accept the human as its leader or master and serve that individual to the best of their ability. As long as the Demon Caller gives the monsters work they enjoy and treats them like a well-liked pet or appreciated henchman, the demons are likely to remain loyal (especially if they have a free hand at accomplishing the mission and get to keep some loot). However, if the demons become disgruntled they will turn on the Demon Caller and abandon him, steal from him, torment him with cruel pranks, or attack and beat or kill him.

As noted above, Greater Demons only perpetuate the ruse of service if it amuses them or serves their purpose, ignoring the Demon Caller, walking away or killing him when the joke gets too old or their “faux master” becomes irritating. Demon Lords are not likely to play such games, but one never knows.

The Demon Caller is likely to have the best results if he lets his demons go free after they serve a particular mission. The exceptions being Lesser Demons who seek a strong hand to guide them and Greater Demons (having fun pretending to serve the human) who volunteer to stay on as a loyal servant.

Note: The Demon Caller can actually control and direct 1D4 Lesser Demons +1 per level of experience, but probably should never try commanding more than two Greater Demons at any give time. As ridiculous as it may seem, the Demon Caller actually commands Lesser Demons and those who are cunning masterminds and good leaders may win the true support and loyalty of one or two Greater Demons.

3. P.P.E. Reserve: The Demon Caller doesn’t really need or use P.P.E. like other practitioners of magic (mainly because he has no idea of what he is doing), but develops a reserve nonetheless. Since he desires his demons to perform/accomplish a particular mission or fulfill some purpose of his, the Demon Caller subconsciously allows his “minions” to draw upon his P.P.E. reserve to cast their own magic (in his name). Personal P.P.E. base is 1D6x10+P.E. number+1D6 per level of experience, starting at level one. Expended P.P.E. recovers at a rate of 1D6 per hour of sleep, rest or meditation (2D6+6 P.P.E. when on a ley line/Blue Zone). The Demon Caller can *not* draw upon P.P.E. from Blue Zones or from blood sacrifices.

4. O.C.C. Bonuses: +1 to save vs magic, +3 to save vs Horror Factor, and +1 to save vs possession.

Demon Caller O.C.C.

Age: Any, though 60% are 15-19 years old, 30% 20-25 years old and 10% older.

Attribute Requirements: None. A high I.Q., M.E., and M.A. are recommended (12 or better), but not required.

Alignment: 30% are Anarchist, 30% Miscreant, 30% Diabolic, and 10% other.

O.C.C. Skills: Mainly common skills known to most people of Chaos Earth.

Speak, Read and Write Native Language at 88% +1% per level of experience (typically English or Spanish in the US, English or French in Canada and Spanish or English in Mexico).

Speaks one Foreign Language of choice (+5%).

Basic Math

Lore: Demons & Monsters (+20%)

Lore: D-Bees/Aliens (+10%)

Lore: One of choice (+10%).

Pilot: One of choice (non-military; +10%).

One Communications skill of choice (+10%).

One Domestic skill of choice (+10%).

W.P. Ancient: One of choice.

W.P. Modern: Two of choice, including energy weapons.

Hand to Hand: Basic, may upgrade to Expert for the cost of one O.C.C. Related Skill, or Martial Arts or Assassin for the cost of two.

O.C.C. Related Skills: Select an additional eight skills from any of the available categories listed below.

Communications: Any (+5%).

Domestic: Any.

Electrical: Basic only.

Espionage: Any (+5%).

Horsemanship: General and Exotic Animals (+10%).

Mechanical: Automotive (+5%), Basic Mechanics (+5%), and Computer Repair only.

Medical: Animal Husbandry (+5%), First Aid (+5%), and Brewing (+5%) only.

Military: None.

Physical: Any, except Acrobatics.

Pilot: Automobile, Hover Vehicles, Motorcycle, Sail Boats and Motor Boats only.

Pilot Related: Any.

Rogue: Any.

Science: Any.

Technical: Any (+10%).

W.P.: Any Ancient or Modern (may have a stolen energy weapon).

Wilderness: Any.

Secondary Skills: The character gets two Secondary Skills at levels 1, 4, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All start at the base skill level and normal restrictions apply.

Standard Equipment: Most survivors of the initial cataclysm have only the clothes on their backs and a few items that they have salvaged, scavenged or stolen. Basic gear includes an air filter, 1D4+6 sets of clothing, a pair of gloves, a pair of shoes or boots, sunglasses, a winter coat, belt, backpack or satchel, large sack or purse, survival knife (does 1D6 S.D.C. damage)

or pocket knife (1D4 S.D.C. damage), notebook, 1D6 markers and one mechanical pencil, flashlight, disposable cigarette lighter, utility belt, canteen, and one weapon for each W.P.

Money: Has 1D4x1000 in credits (which may have no value) and 2D6x100 credits worth of tradeable goods. May or may not have a job that continues to pay any kind of salary or goods (like food, room and board) for trade of services. Most survivors of Chaos Earth pool their resources and work together with NEMA (or some other leader), sharing in whatever the community has to dole out. Most Demon Callers, however, dream of conquest, power and wealth, and work to become rich, famous and influential. These are villains who survive by preying on the good and others weaker than they.

Cybernetics: None and avoids them because cybernetics interferes with magic.

Note: Treats D-Bees as inferior races to be subjugated, used, abused or destroyed.



Demon Disciple O.C.C. & NPC Villain

Demon Disciples are demon worshipping sorcerers who have sworn lifelong or eternal allegiance to a demonic Master, whether it be a Lesser or Greater Demon, Demon Lord, Dark God or the avatar of an Alien Intelligence. They serve that specific demon or

his diabolic cause for the rest of their lives. In return, the demon teaches the character the fundamentals of magic, spell casting and a handful of formal Wizard Invocations. Pledging oneself to a supernatural power or creature of magic is the only way to learn formal magic on Chaos Earth, because the art of spell casting and other magicks were wiped out over Earth's history and have been long forgotten.

How much autonomy and personal freedom a Demon Disciple may enjoy depends entirely on his Master/teacher. Some demons allow tremendous latitude and let their student wander off and do as he or she desires as long as it adds to the chaos, hurts others and/or furthers the Master's cause/purpose/goals. Others are stern taskmasters who demand their Disciple stand at their side as an obedient servant/underling and do as they are told. Still others see their Disciples as little more than ignorant pawns and whipping boys to be used and abused for their Master's amusement and desires. In every case, the Disciple is expected to come running and do whatever is asked when the Master calls upon him, as well as come to the Master's defense and oppose his enemies whenever they are discovered.

Though reminiscent of the Chaos Witch, the Demon Disciple remains an S.D.C. creature, requiring artificial body armor and/or magic to survive in a Mega-Damage environment. Nor does the Disciple enjoy any special superhuman powers, instead he is taught the fundamentals of magic and a number of spell Invocations.

Special Demon Disciple O.C.C. Abilities:

1. Initial Spell Knowledge: The fundamentals of magic, including drawing on the doubled P.P.E. of victims slain as part of a blood sacrifice ritual, and the following spells: Armor of Ithan (10), Fear (5), Globe of Daylight (2), See the Invisible (4), Turn Dead (6), Tongues (12), and one additional spell of choice from each level 1-5 plus a total of 1D4+1 spells of choice selected from Invocations levels 5-9, unless the demon doesn't know high level magic. The creature can only teach what it knows, which is why Greater Demons, Demon Lords and Dark Gods are the most desirable Masters. However, desperate people may turn to lesser supernatural beings and tricksters to derive their knowledge and become hamstrung by an inferior teacher. This can be rectified by forsaking one demonic Master in favor of a different (presumably better) one, but such "treachery" will invoke the ire and vengeance of the previous evil Master. (See the **Rifts® Book of Magic**, pages 88-159 for a complete list and descriptions of Invocations.)

2. Learning New Spells: The Disciple may return to his Master upon reaching each new level of experience to learn a new spell of equal or lower level. In addition, the demonic Master *may* teach his servant a spell from any Invocation level known to him as a special reward, boon or favor for services well done, personal sacrifice in the line of duty or to perform a special mission. Available magic is always limited to Wizard Invocations.

3. P.P.E. Reserve: The Demon Disciple knows he has a finite amount of energy to draw upon to work his foul magic. Personal P.P.E. base is 2D6x10+P.E. attribute number and another 2D6 P.P.E. per level of experience, starting at level one. Expended P.P.E. recovers at a rate of 2D6 per hour of sleep, rest or medita-

tion (2D6+12 P.P.E. when on a ley line/Blue Zone). The Demon Disciple can only draw upon 20 P.P.E. per melee round from the Blue Zones to cast spells, but also knows about blood sacrifices and how to draw upon the P.P.E. released at the moment of their victim's death.

4. O.C.C. Bonuses: +1 to save vs magic, +5 to save vs Horror Factor, +1 to save vs illusion magic. Spell Strength increases by +1 at levels 3, 6, 9, 12 and 15; starts at a strength of 12.

5. The Master's Gift: A birthmark or tattoo that identifies the character as a servant of supernatural evil, but which also earns him one of the following bonuses (pick one): 2D6+6 extra P.P.E. or 5D6 S.D.C., or +1D4 points added to any one of the following attributes: I.Q., M.E., P.S. or P.E.

Demon Disciple O.C.C. Considerations

Age: Any, with 80% being over the age of 25.

Alignment: Anarchist or evil (any).

Attribute Requirements: Average to high I.Q. and a willingness to serve a Lord of Darkness.

O.C.C. Skills: Same as the Chaos Witch.

O.C.C. Related Skills: Same restrictions as the Chaos Witch. Pick one Skill Category in which the character is a "skilled professional" and choose TWO skills from it, with each getting a +20% skill bonus. Then select an additional *ten* skills from any of the available categories listed.

Secondary Skills: Same as the Chaos Witch.

Standard Equipment: Basic gear, equipment and weapons similar to the Chaos Witch or Doomsayer.

Money: Same as the Chaos Witch.

Cybernetics: None and avoids them like the plague (cybernetics interfere with magic).

Note: Tends to treat D-Bees as inferior races to be subjugated, used, abused or destroyed.

Demon Worshipers, NPC Villains

Generally speaking, Demon Worshipers don't cast magic or have any special powers. They are ordinary humans who have chosen to worship and serve demonic beings or other terrible monsters or aliens in exchange for their "lord and master's" protection. This makes them despicable mortal henchmen and sniveling lackeys.

Others see demonkind as the inheritors of the Earth and seek to garner positions of power within the unholy "new world order."

Those who turn to demonic powers for survival usually figure it is better to serve a Demon Lord and suffer the indignities from his hands than face certain death in a changing and frightening world.

As the servants of supernatural evil, Demon Worshipers are *villains* – liars, cheats, thieves, killers and worse. They are eager to dominate, hurt and enslave others, and willing to engage in whatever acts of evil and depravity their master suggests or requests of them, especially if they will see personal profit or re-

ward from it. These loathsome characters are Anarchist (20%) or any evil alignment, with 45% being Miscreant and 30% Diabolic.

Demon Worshiper O.C.C. Considerations

Age: Any, with 75% being over the age of 25.

Alignment: Anarchist or evil (any).

Attribute Requirements: None; just a willingness to serve a Lord of Darkness.

O.C.C. Skills: Same as the Chaos Witch.

O.C.C. Related Skills: Same restrictions as the Chaos Witch. Pick one Skill Category in which the character is a “skilled professional” and choose TWO skills from it, with each getting a +20% skill bonus. Then select an additional *ten* skills from any of the available categories listed.

Secondary Skills: Same as the Chaos Witch.

Standard Equipment: Basic gear, equipment and weapons similar to the Chaos Witch or Doomsayer.

Money: Same as the Chaos Witch.

Cybernetics: None; generally do not have access and avoid them for fear of interfering with the connection between Worshiper and demon.

Note: Tends to treat D-Bees as inferior races to be subjugated, used, abused or destroyed.

Doomsayers, NPC Villains

In this strange new era, the worst of the lot are the lunatics who serve supernatural evil because they think it’s the end of the world and who seek to join the chaos and bring about its end that much faster. Many of these people have taken a fatalistic outlook on the future and either want to grab some power (over others) before they die, or want to live it up and go out with a blast. These maniacs promote death and destruction, often forming death cults that promote the collapse of human civilization and the end of humankind. They don’t fight to usher in a new age or to make way for a new species of life, or anything that noble. Instead they simply work to topple human civilization and destroy the human race because they are anarchists who embrace and welcome death. They see entropy and the end of things as a natural part of the life cycle, and in their twisted minds, the end of humanity is upon them. The frightening part is that these Doomsayers take to the task with obvious glee and devotion. They instigate death and destruction with the expectant joy of a child on Christmas morning. They delight in every loss of life and engage in acts of rioting, murder and terrorism whenever the opportunity presents itself.

Doomsayers especially love to blow things up, creating disasters (usually by setting explosives or starting fires), inciting riots and acts of civil unrest, promoting mass panic and undermining authority (which usually leads to panic and rioting, which inevitably gives them to the chance to burn and blow things up – cars, fuel tanks, natural gas lines, power plants, etc.). They also engage in sabotage and wanton destruction (by committee and secret squads or by inciting a riot). To that end they’ll try to blow up



power plants and damage or destroy vital resources such as factories, communications systems, water purification plants, hospitals, weapons depots, supply lines, and so on. They also steal, damage or destroy medical supplies, food, drinking water, clothing and basic supplies whether on a tiny or large scale. The mob dynamic is their greatest weapon and many are good at working up a crowd. Each triumph of mayhem and destruction is cause for merriment and celebration that smacks of lunacy, which may explain why so many Doomsayers are willing to die. After all, their own demise puts them one step closer to the total destruction of humankind.

Doomsayers may come from any walk of life, and some can appear to be sane and ordinary for weeks at a time until the moment of truth arrives and they suddenly begin running around setting fires, blowing things up, shooting people and shouting to incite a fight, riot, or senseless act of violence in the name of rebellion, retribution, anger or hysteria. The more death and destruction they can help wreak the happier and more wild-eyed they become. One might think of them as a cross between extremist revolutionaries (promoting death) and Nero, one of the mad Emperors of Rome. And like Nero who, according to some legends, set fire to Rome and then played sad songs on his violin while the city burned down around his ears, the Doomsayers are the happy architects of destruction and hysteria.

Demon Notes: Doomsayers may openly or secretly support demons and monsters, and even pretend to worship them, but ultimately they do these things only because it helps their own agenda of tearing down civilization and destroying human life. Doomsayers never really worship demons or greater beings, though such beings may make useful pawns and vehicles of destruction (and are therefore worthy of their support).

O.C.C. Notes: Though not an actual occupation in the true sense of the word, Doomsayers are “born again anarchists” who, for the most part, have forsaken their old ways of life, job, family and thinking to dedicate themselves to death and destruction. That is their new, all consuming goal in life (or, death) and that’s what they do: destroy. They may use some of their old skills if and when such skills serve the cause of destruction, but other than that, most live off the land, killing and stealing to make ends meet, and causing trouble, sabotage and carnage wherever they go – often gathering in cults, clans and mobs of like-minded crazy people. Thus, most have adopted a new set of simple skills as listed below.

Doomsayer Non-Player Character Villain

O.C.C. Requirements: None, other than a fascination with death and giving oneself up to chaos.

O.C.C. Skills:

Math: Basic
Language, Native: Standard.
Literacy, Native: Standard.
Radio: Basic (+5%)
Computer Operation (+10%).
Jury-Rig or Salvage (+10%).
General Athletics or Aerobic Athletics.
Running or Swimming (+10%)

W.P. Blunt or Knife (the latter includes Vibro-Knives).

W.P. Automatic Pistol or Revolver (pick one).

W.P. Energy Rifle or Demolitions (+10%).

Hand to Hand: Basic, which can be changed to Expert at the cost of two O.C.C. Related Skills or Martial Arts for the cost of three skill selections.

O.C.C. Related Skills: Select six additional skills. All new skills start at level one proficiency.

Communications: Any.

Domestic: Any (+5%).

Electrical: Basic only.

Espionage: None.

Horsemanship: None.

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

Medical: None.

Military: Demolitions only (+5%).

Physical: Any.

Pilot: Basic vehicle types only (+5%); no military vehicles, power armor, robots or jet aircraft.

Pilot Related: None.

Rogue: Only Computer Hacking (+10%), Find Contraband (+5), Pick Locks (+5%), Seduction (+3%) and Streetwise (+4%) are available.

Science: None.

Technical: Any.

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

Wilderness: Land Navigation and Roadwise only.

Secondary Skills: Same as the Chaos Witch.

Standard Equipment: The clothes on their back and maybe a pair of military style fatigues and boots. A light, M.D.C. armored vest (covers chest and belly, 30 M.D.C., A.R. 11), gas mask or air filter, cigarette lighter, canteen or water jug, ski mask or knit cap, scarf, backpack, duffle bag or suitcase containing all their worldly belongings.

As for weapons, one for each W.P., 1D4 magazines or E-Clips for each, a conventional S.D.C. knife (1D6 S.D.C.), baseball bat or length of metal pipe used as a club (both inflict 2D4 or 2D6 S.D.C. depending on the size and weight as a blunt weapon), 1D4 flares, and one Vibro-Knife or 1D6 hand grenades or similar explosive that does 1D6x10 S.D.C. damage per charge.

Additional weapons, heavy weapons, explosives, gear and vehicles *may* be acquired or owned by NPC villains or the villain’s cult/group at the discretion of the G.M.

Money: Rarely more than a few credits; whatever they’ve managed to steal. Character starts off with 2D6x10 credits.

Cybernetics: Typically none; ordinary people gone mad.

Note: The majority of Doomsayers have no fear of death or dying for themselves and gladly sacrifice themselves to the cause. They see D-Bees as alien invaders to be destroyed along with everyone else.

Character Experience Levels

An experience table is provided for each Occupational Character Class (O.C.C.). A character involved in an adventure gains Experience Points for his thoughts, actions and deeds. As these Experience Points accumulate, the character will reach new plateaus indicating his continuing growth, development, and mastery over his abilities and skills. Each time a player's character gets enough Experience Points to reach the *next level*, his skill increases accordingly.

Blue Zone Wizard & Demon Caller

1	0,000 - 1,850
2	1,851 - 3,500
3	3,501 - 7,000
4	7,001 - 14,400
5	14,401 - 20,400
6	20,401 - 30,600
7	30,601 - 44,600
8	44,601 - 64,600
9	64,601 - 84,600
10	84,601 - 114,600
11	114,601 - 144,600
12	144,601 - 194,700
13	194,701 - 240,800
14	240,801 - 300,900
15	300,901 - 360,000

Chaos Wizard & Death Mage

1	0,000 - 1,750
2	1,751 - 3,100
3	3,101 - 6,200
4	6,201 - 13,000
5	13,001 - 18,300
6	18,301 - 28,300
7	28,301 - 46,400
8	46,401 - 66,500
9	66,501 - 86,600
10	86,601 - 120,700
11	120,701 - 152,700
12	152,701 - 228,800
13	228,801 - 278,900
14	278,901 - 338,100
15	338,101 - 398,200

Chaos Witch

1	0,000 - 2,000
2	2,001 - 4,000
3	4,001 - 8,000
4	8,001 - 16,000
5	16,001 - 22,000
6	22,001 - 32,000
7	32,001 - 50,000

8	50,001 - 70,000
9	70,001 - 95,000
10	95,001 - 130,000
11	130,001 - 180,000
12	180,001 - 234,000
13	234,001 - 285,000
14	285,001 - 345,000
15	345,001 - 410,000

Demonbringer & Demon Disciple (Mage)

1	0,000 - 2,100
2	2,101 - 4,200
3	4,201 - 8,400
4	8,401 - 17,200
5	17,201 - 25,400
6	25,401 - 35,800
7	35,801 - 51,000
8	51,001 - 71,200
9	71,201 - 96,400
10	96,401 - 131,600
11	131,601 - 181,800
12	181,801 - 232,000
13	232,001 - 282,200
14	282,201 - 342,400
15	342,401 - 402,600

D-Shifter

1	0,000 - 2,150
2	2,151 - 4,300
3	4,301 - 9,600
4	9,601 - 18,900
5	18,901 - 26,200
6	26,201 - 36,500
7	36,501 - 52,800
8	52,801 - 73,100
9	73,101 - 98,400
10	98,401 - 134,700
11	134,701 - 185,300
12	185,301 - 240,600
13	240,601 - 292,900
14	292,901 - 342,200
15	342,201 - 415,500

Demon Worshiper & Doomsayer

1	0,000 - 1,800
2	1,801 - 3,600
3	3,601 - 7,600
4	7,601 - 14,800
5	14,801 - 20,600
6	20,601 - 30,800
7	30,801 - 40,600
8	40,601 - 54,800
9	54,801 - 74,600
10	74,601 - 104,800
11	104,801 - 144,600
12	144,601 - 184,800
13	184,801 - 234,600
14	234,601 - 284,800
15	284,801 - 334,000

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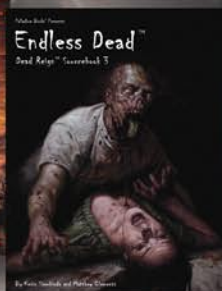
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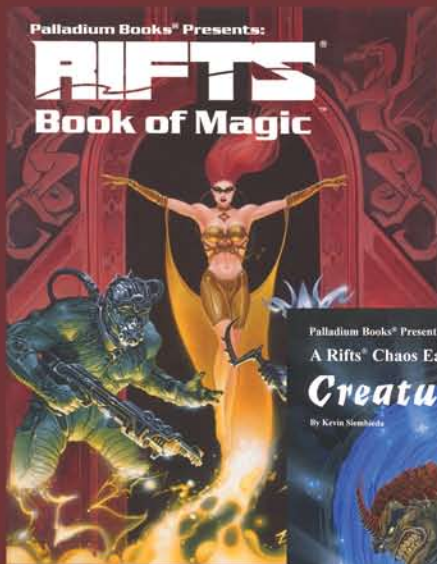
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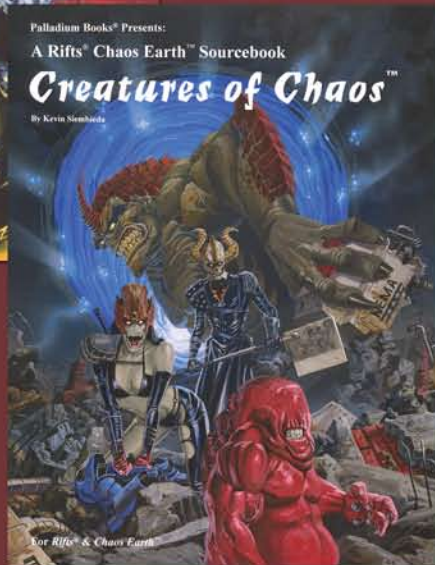
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