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THE

RIFTER

TM

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Megaversal® Martial Arts
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The Rifter™ Number Three

A sourcebook, G.M. & Player's guide, and sourcebook for
Rifts® and the entire Palladium Books® Megaverse®!

Second Printing — June, 2000

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Palladium Books® Presents:



#3

RPG Guide and Megaverse® Sourcebook

Coordinator & Editor in Chief: **Wayne Smith**

Supervising Coordinator & Typesetting:
Maryann Siembieda

Contributing Writers:
Wayne Breaux Jr.
Lee Casebolt
Randi Cartier
James M.G. Cannon
David Haendler
William Muench
Apollo Okamura
Kevin Siembieda
Andrew Smith
Rodney Stott
Steve Trustrum

Knights of the Dinner Table: **Jolly Blackburn**

Contributing Editors:
Alex Marciniszyn
Jim Osten
Julius Rosenstein

Cover Painting: **Wayne Breaux Jr.**

Base on the RPG rules, characters,
concepts and Megaverse® created by **Kevin Siembieda**.

Interior Artists:
Apollo Okamura
Wayne Breaux Jr.
Ramon Perez Jr.
Roger Peterson
Scott Johnson
Michael Dubisch
Kent Buries
Vince Martin
Matthew Plog
Michael S. Wilson
Ka Xiong

and other Palladium Madmen
Cover Logo Design: **Steve Edwards**

Credits Page Logo: **Niklas Brandt**
Keylining: **Kevin Siembieda**

Special Thanks to Mike Wilson, a new guy you'll be seeing more of, Apollo for his well written article and handsome artwork, to all The Rifter contributors, and you guys and gals who support our efforts.

Our apologies to anybody who got accidentally left out or their name misspelled.

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— July, 1998 —

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Publisher and author Kevin Siembieda talks about delays and finding role-playing game products in the stores. The facing illustration is a scene from *Wolfen Wars* by artist Michael Dubisch.

Page 8 — Mastering the Game

Game Master and **storytelling** tips from artist and G.M. Apollo Okamura. Really insightful stuff.

Page 11 — Palladium Fantasy RPG® Critters, Magic and Herbs

Randi Cartier, freelance writer for the soon to be released *Old Kingdom books*, tosses out some interesting and fun odds and ends for the Palladium Fantasy Role-Playing Game, 2nd Edition. Including a pair of monsters, a few magic items and herbs. Illustrated by Michael Wilson and Scott Johnson.

Page 15 — Knights of the Dinner Table™

More silliness from KoDT creator Jolly Blackburn.

Don't forget the KoDT comic books are available from Kenzer & Company, 1935 S. Plum Grove Rd., Suite 194, Palatine, IL, 60067.

Page 17 — Palladium News, Info, & Coming Attractions

A report on *Heroes Unlimited*™ 2nd Edition, *Skraypers*™, new, 28 mm *Rifts*® miniatures from Agents of Gaming (August), a sale on Palladium's old minis, the re-release of two *Robotech*® RPG titles, hype for *Rifts*® *Warlords of Russia* and *Mystic Russia*, *Rifts*® *Australia* and a glimpse into the future of Palladium's release schedule.

Page 25 — Everybody's Kung Fu Fighting

Wow! A martial arts extravaganza for this issue of *The Rifter*™ starts here. William Muench presents some thoughts about martial arts and offer eight, new, optional martial arts fighting styles suitable for use in *Nightbane*® (or just about any Palladium RPG). On page 35, O-Ken Wa is suggested to have survived into the time of Rifts Earth. Illustrated by Michael Wilson and Roger Petersen.

Page 39 — Revised Grappling Rules and New Martial Arts

Lee Casebolt adds to the martial arts mayhem with his own views and insight on various moves, particularly "grappling."

He also provides three additional, optional martial arts fighting styles and wrestling as a form of combat. All are suitable additions to *Ninjas & Super Spies*™ and/or *Heroes Unlimited*.

Page 44 — Mystic China™

Conversions for Rifts®

Andrew Smith offers optional conversion notes, suggestions, and some new powers and abilities for using the martial arts, chi, and mystic powers in *Rifts*®. Most artwork is from *Mystic China*™ by Vince Martin and Roger Petersen, with a few new items by Breaux.

Page 61 — The Xiticix

Artist and writer Wayne Breaux Jr. takes us into the Xiticix Hive to give us greater insight and understanding about the humanoid insect aliens known as The Xiticix. This is *official Rifts*® material and beautifully illustrated (as beautiful as a butt ugly humanoid insect can be). It includes information on the Xiticix in their larva form as well as *other* members of the hive, including the Warrior, Hunter, **Drone/Worker**, Nanny, Digger, and Queen! Written and illustrated by Wayne Breaux Jr.

Page 78 — Spatial Mage, Optional Player Character

Steven Trustrum offers up the Spatial Mage. He does so with *Rifts*® in mind, but notes this optional mage can be used in *Nightbane*®, *Heroes Unlimited*™, and other games. Art by Apollo Okamura.

Page 90 — Primorder

Rodney Stott presents an optional world to explore in the tradition of the *Rifts*® *Dimension Books*. World background, the two primary races, weapons, and items of note are presented with artwork by Apollo Okamura and Wayne Breaux Jr.

Page 99 — The Siege Against Tolkeen

The next three chapters in David Haendlers *Rifts*® saga. Art by Apollo Okamura.

Page 107 — Hammer of the Forge

The next chapter in James M. G. Cannon's *Phase World*™ story.

Page 110 — Errata & Clarifications

Corrections for errors and omissions from *Heroes Unlimited Second Edition* and *Rifts*® *Coalition Navy*™. By Kevin Siembieda and Julius Rosenstein. A TW correction for *The Rifter* #2 as well.

The Cover

This issue's cover is an acrylic painting by Wayne Breaux Jr. It depicts the multi-limbed *Hunter Xiticix* ready to defend its hive.

Optional and Unofficial Rules & Source Material

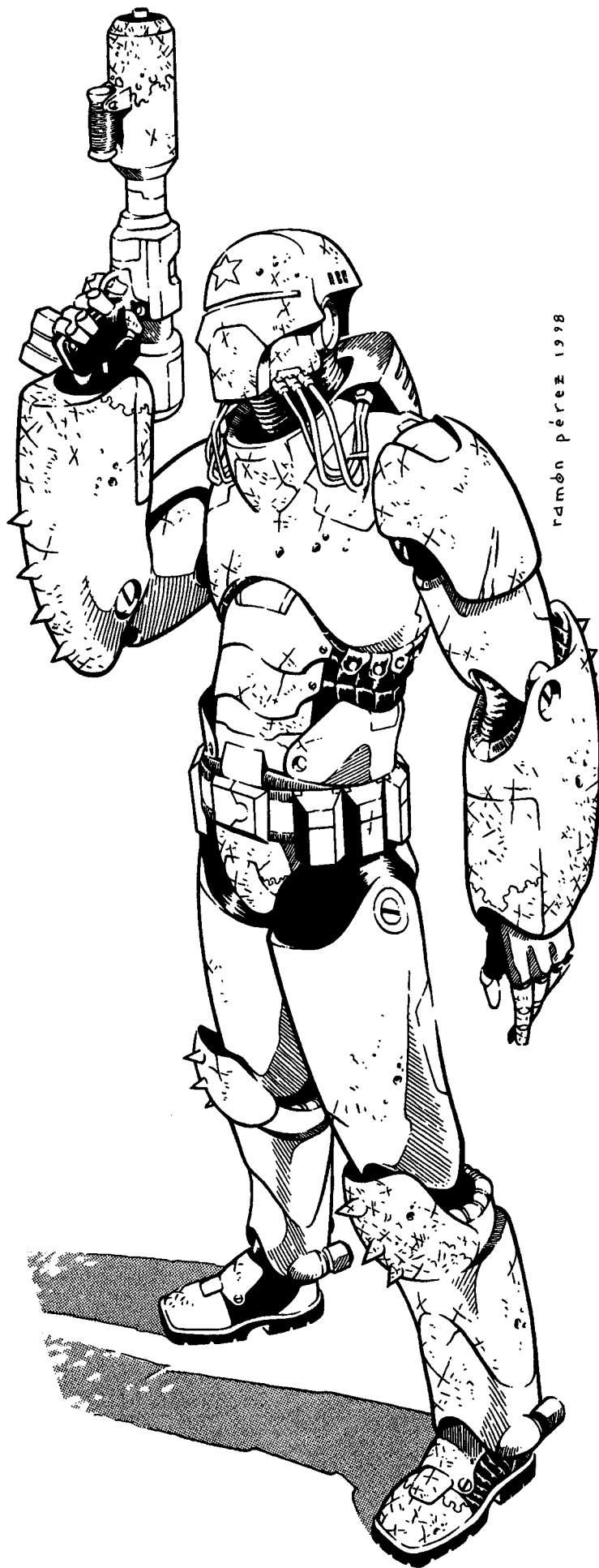
Please note, that the vast majority of **rules**, tables, characters, equipment, adventures and stories are "optional" or "alternative" things one can include in his campaign or enjoy reading. They are not "official" to the main games or world settings. For example, the story, *Siege Against Tolkeen*, is likely to be very different than Siembieda's "official" world book(s) when it comes out. As for optional tables and adventures, if they sound cool or fun, use them. If they sound funky or inappropriate for your game, ignore them.

All the material in *The Rifter*™ has been included for two reasons: One, because we thought it was imaginative and fun, and two, we thought it would stimulate your imagination with fun stuff that you can use (if you want) or which might inspire you to create your own wonders.

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Coming Next Issue ...

- Dark Magic suitable for *Nightbane*® and *BTS*.
- More adventure and madness with *ARCHIE-3*.
- Magic & magic items for *Palladium Fantasy* & other settings.
- The next chapter of the *Hammer of the Forge*.
- The continuing saga of *Siege Against Tolkeen*.
- More *Knights of the Dinner Table*.
- More G.M. tips.
- The latest news and developments at Palladium.
- Source material for the *Palladium Megaverse*®.
- Fun and surprises.





From Behind the Desk of Kevin Siembieda

Welcome to the third issue of *The Rifter*™. Every issue seems to develop some sort of a theme all on its own, this issue seems to focus on **Rifts**® and the **martial arts**. Of course, we have the usual goodies too — news, coming attractions, game master tips, Knights of the Dinner Table and fan fiction.

All in all, we think it's another good issue. Since Number Four comes out in October, we're hoping to give it a **Horror/Halloween** theme. I can tell you that an adventure and ideas for *ARCHIE-3* are scheduled (not that it's too Horrific or anything, but Archie is always *kinda* creepy).

Editor in Chief, Wayne Smith, is always proud to point out that *The Rifter*™ gets published on schedule (so far). He teases me about it because most of Palladium's 1998 schedule has been so knocked out of kilter that we'll probably never catch up (sorry). I think the staff and I take a lot of solace in the fact that when a book does finally come out, it's usually pretty damn good. Still, we feel bad that we let our fans down with being so late. As many of you know, we've been trying to get books out faster and on schedule, but so far, to no avail. Part of the problem is that the creative process takes time. Another is that the real world keeps getting in the way. Family crises, business matters, poor health or injury, relationships, and so on. Ironically, I think a big part of the problem with delays in 1998 is trying to set up the people, procedures and schedule to avoid delays! How's that for a kick in the head? Always something.

Well, maybe someday (soon?) we'll get on schedule (hey, look at *The Rifter*™!). Until then, know that Palladium Books will continue to produce the most fun, exciting, imaginative and attractive games we can squeeze out of us. Big books at comparatively low prices.

The search for RPG books?

It seems this last year or two, *Wizards of the Coast's* purchase of a couple game companies (most notably TSR, and I suspect a few more in the future) has created an atmosphere of conjecture about other buyouts, mergers, distribution and a changing industry. This is probably fueled by similar events in the automotive, computer, comic book, film and other industries. Once again, I'd like to assure Palladium fans that we are doing very well, and have no desire to sell the company, nor merge with or buy anybody else.

There seems to be a heaping amount of trash-talk about distributors and the direct market distribution system. We at Palladium Books happen to think that most of our 60 or 70+ distributors are doing a good job getting Palladium products to the stores and into the hands of our fans. We also think it's a good thing to have dozens of distributors selling our stuff —

strong competition, aggressive sales, and widespread distribution are good things, no?

If gamers are having trouble getting Palladium products, they can help their store to carry (old and new) game products by making certain to tell the manager exactly what products (Palladium and others) that they want to see and buy. This line of communication is super-important, because that's how the store owner knows what to buy. For example, the store may carry every **Rifts**® product because he has a bunch of *Rifts Fans* who frequent his store and consistently buy the items. However, he may not bother carrying **Heroes Unlimited**®, **Robotech**®, or the **Palladium Fantasy RPG**® for any number of reasons (had a bad experience with a different brand, doesn't know about them — hey, there are thousands of **RPGs** and sourcebooks available, so a store owner **can't** possibly know about every **RPG** and sourcebook — etc.). This might also apply to things the store might consider secondary items like *Rifts*® *T-shirts* or *Rifts*® *miniatures*. Remember, the store owner can't possibly know if those regular *Rifts Players* "might" like to try one of the other Palladium games (or other **RPG** products) unless those gamers tell him. Let the **manager/owner/buyer** know what you want. This is incredibly effective, because you share a symbiotic relationship with the store operators. They want to sell you product. If you tell them about product you honestly want to buy, the store will be all too happy to get it and sell it.

Please Note: Most stores can *special order* ANY **RPG** books from their distributor. It might take 1-6 weeks, but they can get it (and Palladium keeps 98% of all items in stock at all times). So if there's an **RPG** product you know you want to buy, tell your local comic book or hobby store owner and he *should* be able to get it. If there's a whole bunch of people interested in a variety of things, let him know that too, and maybe he'll expand his regular selection. Just be honest and *buy* whatever items you special order. Don't stiff the store with it (most role-playing items and special orders are not returnable); remember, they're doing you a favor.

Of course there are other ways to get Palladium and other **RPG** products. Most companies have mail order or on-line services where one can get product. But let's face it, getting product in a store is probably the most convenient and fun, so work with the store and see what happens.

That's it for this time around. Maybe next time I'll actually have real words of wisdom. Okay, probably not, but I'll ramble on about something.

— Kevin Siembieda
President, Palladium Books Inc.

Really Mastering the Game

By Apollo Okamura

Does your campaign have the makings of a true piece of literature? It can. And maybe it should.

Role-playing games are a truly unique form of entertainment. Unlike video games and board games, role-playing games build an original, unique story, and it's up to the Game Master to provide a good role-playing experience for the players. In other words, it's up to the G.M. to see that everyone has fun.

Being a good Game Master involves a lot more than knowing the rules and refereeing. It calls for quick wit, theatrical flair, and a good sense of dramatic timing — among other things. It involves creating a plausible series of events, a story of sorts, out of the actions of the player characters — a good game master is a story teller above all. Role-playing games are about stories and "role-playing," not missions and objectives. Many adventures are created because the G.M. has simply found a new monster that he wants to throw at the party, or has a great idea for a dungeon **design**, or just wants to try out a particular situation. Those are all good ways to start, but the designing shouldn't stop there.

No matter how you construct your campaign, adventures remain the heart of the action; adventures are the way player characters interact with and shape the world. The player characters might build mighty empires, take the first steps toward divine ascension, or wield legendary artifacts, but if they don't have adventures that stimulate and entertain, the campaign is doomed. Unfortunately, most of the work that often goes into an adventure is simply its physical structure and the combat situations it offers, rather than the role-playing opportunities the scenario could have. Even in a fantasy role-playing game, happenings need to have some sort of logic behind them; if there is a huge dungeon below the city, then someone must have built it.

If you want your fantasy game to satisfy you the way a good fantasy novel does, you will need more than magical swords and talking dragons. You need to deal with setting, character, conflict, theme and plot elements, including exposition, development, climax and conclusion. No story is complete without including each of these characteristics in some way.

Setting: The place and time in which a story's events occur. It includes things such as terrain, weather, society, **era/time** period, season, and can include a tone or mood that the G.M. is trying to sustain. It is an environment with which the characters interact. The Game Master should give the locations of adventures careful consideration. Is the campaign best suited as a wilderness, dungeon, or city adventure, or does it involve a combination of these? The G.M. should never describe the setting merely so that the characters have a place to stand. They should never just be there for the sake of being there. The setting itself is vital to a good story. Make sure you clearly understand and use the features of a given setting that make it unique. After all, why would something be different if it wasn't important?



Characters: Characters are the people and the other beings that inhabit the setting of a story. While non-player characters (NPCs) aren't generally as dynamic as the player characters, they are not entirely static either. Though for the most part not as influential as player characters, they each have their own lives, motivations, goals, hopes and dreams. They will live out their lives whether the player characters interact with them or not. NPCs are what help to move the adventure, to give it a sense of continuity, as well as set benchmarks for the player characters. They are the supporting cast, providing **help** as well as causing trouble. Major NPCs should also **learn** from their experiences, growing just as the player characters do. NPCs should never be **throwaway** characters, for they are the very breath of life of any good campaign.

Conflict: This is the basic part of any story. Without conflict, there would be no story to tell. Conflict is the opposition of forces — but note that this opposition need not be a violent one. In any world where more than one person exists, conflict is all around. Every conflict can be placed into one of four basic categories: person vs. person, person vs. environment, person vs. society, and person vs. self.

Person vs. Person: Here is your basic bad guy against good guy scenario. This kind of conflict is as important to character development as it is to the plot. This should be easy enough to cover for most Game Masters, as most role-playing games go over this pretty thoroughly.

Person vs. Environment (or Nature): Fighting against the elements, whether natural or manmade, is often necessary to establish the tone and character development in the story. Again, it validates the character as a part of the setting, rather than adventuring in nothingness.

Person vs. Group (or Society): This type of conflict usually exists to support a theme concerning individual freedom or worth, because the individual is almost always the one doing the right thing by being true to himself. Unfortunately, all too often the player characters can afford to "be themselves" in a conflict with society, and they will persevere no matter what. This is because they are the movers and shakers of the world, the ones with the power.

Person vs. Self (the Moral Conflict): There is frequently a lack of the need to deal with moral choices in many role-playing scenarios. Either we ignore the entire issue of choosing, or the choices are so obvious that the players really have no choice. Handling moral choices shouldn't be dropped in merely for flavor like some spice. It is the meat of the recipe, when it comes to developing a character with values and insights in the world he or she is influencing. When right or wrong are at stake, deciding a course of action should often be a monumental, life-changing task. Moral choice is no easy thing to incorporate into a fantasy campaign — but without it, players can never even get close to experiencing the satisfaction that good literature brings.

Theme: A theme is an underlying statement, moral or question that attempts to impart itself into the adventure. Looking at your standard campaign objectively, one might come up with "themes" like:

- Might makes right.
- Kill first, and don't bother asking questions later.

- The end justifies the means, unless the means justifies the end.

Fantasy novels, on the other hand try to share lessons such as:

- Power corrupts; absolute power corrupts absolutely.
- There are two sides to every story.
- The needs of the many outweigh the needs of the few.

If dealing with "theme" sounds a lot like the conflict of morals, that's because the two are intricately linked. A theme is an author's statement of what he would do in the same situation — what moral choices he would make.

Introducing a theme to an adventure means that you are looking at a specific issue in a way that is likely to be thought-provoking. However, that doesn't mean that the players will necessarily think about the theme. Don't preach. Challenging and examining people's assumptions and beliefs is healthy and constructive; battering them with your own is not. The best idea is to stick to general principles which players can easily understand and deal with sensibly: revenge, community, hatred, responsibility, continuity and change, technological progress, education, love, etc. Try stating your theme in a question format: What does it take to be a hero? What is being a **man/woman/elf/wizard** all about? Themes that are questions are great ways to introduce "theme" to the campaign, without the G.M. needing to have all the answers at once.

Plot: This is the sequence of events of the adventurer's lives. A plot provides a unifying theme or story to the adventure; it deals with the adventure's who, what, when, where, why and how. The plot sets an adventure's tone and form, and helps provide the epic scope that separates a simple "monster and treasure hunt" from a heroic venture. In role-playing games, unlike literature, the plot is an ever evolving creation generated by both the G.M. and the players — spontaneously, simultaneously, and with sometimes purposely random events. It is no wonder that a good plot is hard to establish, especially when the player characters don't necessarily stick to the G.M.'s carefully **crafted** plans. Yet even in the purposeful chaos of gaming, the Game Master does have some control where the story could go. The Game Master's responsibility is to make sure that the rest of the world goes on as it normally would, with or without the player characters. That way, something is always happening (the very definition of a plot), and the player characters can choose to react as they wish. While the Game Master should be concerned with keeping the player characters at the center of the story, the world should not revolve around them. Give the players the feeling that the world is an active place, and that their characters can choose to jump in when and where they please.

When initiating a plot, think about the events that lead up to the adventure's first encounter, and then create a description of the state of affairs when the player characters get involved. List the various objectives the player characters might attempt during the story, and how they might accomplish those goals. This kind of groundwork allows you to create an adventure that seems believable to the players and gives them a sense that there is more for them to discover if they just dig a little deeper. Remember though, this should not be and is not definitive, as players always have a knack of finding their own ways of doing things. A good plot is not rigid, always let the players decide

what to do in setting the course of the plot. This not only makes them feel as if their characters really have control, but it saves the G.M. a lot of work. The Game Master's job then becomes both incorporating their desires and plans, and placing entertaining hindrances along the way. Be careful though, not to start thinking of the players as enemies, or the story will become less important, and the game will be more of a power struggle.

Create the game with the characters in mind, involving the player characters' personal goals and quirks, and then the Game Master's responsibility will become a process of adapting and embellishing. The story should evolve and crystallize through the actions of the characters. It is the spontaneous actions, reactions and interactions of the characters that breathes life into the plot and can carry it to places that even the Game Master may never have dreamed.

Subplots: These are secondary storylines or objectives. Such side adventures may seem to take the player characters off track, but should help develop the main story. Subplots identify the players to other parts of their **characters'** lives, things such as: what they do during their downtime, how they make a living, who their friends and acquaintances are, what their hobbies are, etc. Game Masters should design subplots to give the player characters a sense of individuality, that each character is important, and beneficial in the gaming world. This being the case, subplots should cater even more so to the aspirations and goals of the player characters than the main plot. When handled right, they allow players to empathize with and become more involved with both their characters and the game world. Part of this involves continuity. These incidental encounters used in campaigns will depend upon the nature of the game that the G.M. is running, and upon the player character's actions. Let the players benefit from the subplots. Mostly, characters should gain more from these side adventures than they lose. Most of all, don't impose them. Subplots are meant to be fun for the players, not an embarrassment or burden. With this in mind, subplots can add greatly to the depth and color of the continuing adventures and the characters.

Story Structure: This is the heart of the story, further defining the plot and breaking it into manageable chunks: exposition, development, climax, denouement, and rewards.

Exposition: This is the beginning of the adventure: introducing the characters, how they know each other, and why they are undertaking this venture in the first place. Exposition is vital in creating player interest and setting the scene and circumstances. Without a strong introduction, a story will fail to keep players interested enough to make them want to finish what they started. Unfortunately, this is one of the weakest elements of a typical campaign. At the beginning of an adventure, the characters typically are strangers who just happen to be in the same place at the same time. This would never work as the exposition of good fantasy literature, so why should it be an acceptable part of a role-playing experience?

It is possible for your players to create characters not as isolated strangers, but as people who know each other to some degree. Not all the characters need to know all the other characters, but if everyone knows at least one other character from some experience, no matter how minor it might seem, you have the potential for interesting relationships between the members of a player character party. Having characters share

past experiences helps create conflict — the kind of conflict without which stories cannot exist. Remember; stories are about people and the conflicts in their lives.

The exposition should provide hints about the main conflict or objective of the adventure, enough that the players become amply curious to continue with the story. This can come as some sort of encounter, whether it is a victimized NPC or hostile creature, as long as it relates **information** to the player characters in some way — preferably not as a long speech but as answers to the player character's questions. One cautionary note, always have a backup in case things go awry, as they often do. An adventure can end more quickly than it started if the only source of information is destroyed before getting to the player characters.



Development: This is the meat and potatoes of the adventure. After exposition, the story develops through several encounters which all enhance the story, escalating until they reach the climax. The main plot develops, enabling the players to slowly **learn** more, gaining clues, and allowing tension to build as the players realize the full extent of the dangers they face ahead. Combat increases, providing information on the enemies' motivations, strengths and weaknesses. Non-combat also provides the best opportunities for role-playing, providing hints, riddles and flavor to the adventure. Not all encounters need advance the plot. Subplots and random encounters can create an unexpected danger or challenge and give the player characters a chance to relieve tension or flex their muscles in combat. Players should also be developing their own characters' own personalities, quirks, goals and relationships. Much like the adventure, the player characters are a part of a bigger story, a con-

tinuing framework that lives and breathes on its own. When handled correctly, the story can become reward enough, overshadowing the effect of treasure and magical rewards; tell a good story and the players not only will have more fun, but they'll also participate more actively in the game. It is no surprise that deep role-playing games often catch fire and turn into the most intense, memorable campaigns of all.

Climax: Staging the climax is perhaps the most important part of the adventure. It is what the whole adventure has been built up to. The setting of the climax must be dramatic, including fascinating visuals or perilous terrains. Players must feel threatened by the danger their characters face and excited at the chance of overcoming it. The final outcome should always be in question. Generally, the climax to a standard game adventure is a fight with the biggest, baddest monster or NPC around in order to complete the goal of the story. That's not a bad thing, because role-playing games are often built around that person vs. person conflict.

First, let the players think they know what the climax is going to be, and then change it. Then, when their characters have reached what they think is the pinnacle of excitement, really let them have it. Give them one more obstacle to overcome, and one more monster to evade or fight, and then just one more stuck door or deadly trap, so that they are straining on the edge of their abilities. **That's** what excitement is all about. A good fantasy adventure never lets their heroes emerge clean *and* victorious. They only get one or the other.

Conclusion: Assuming the adventurers are triumphant, this part of the plot should be the most enjoyable. A time of relative calm where wounds are tended to and loose ends are tied. It is a reflection on what has transpired and where any remaining questions are answered - at times foreshadowing antagonists of the next adventure. Of course, the conclusion is not without its rewards, although not all rewards need be bags of gold or magical items. Social status, land, titles, information or the eternal gratitude of an NPC are also worthy rewards. For some, simply surpassing all the obstacles and coming out victorious is reward enough. If a strong theme had been established then the chance to see what effects the characters' heroism had on the world becomes the big payoff. Most importantly, rewards should play an active part of the campaign and in the advancement of the lives of the characters. For the players, the reward is the self-satisfaction of playing their characters well, transcending the odds and the lasting memories of an exciting adventure.

Role playing games are stories of legends and legendary heroes, not just monsters, maps and treasures. Think about all the components that go into making an adventure and all the parts that make each session as memorable as the next. As long as you consider the campaign world in its entirety, what makes it exist, and the consequences of those that exist in it, the story and campaign will continue to live and breathe on its own. **Storytelling** and true interaction of the players are the real magic of role-playing.



PALLADIUM™

From the Dangerous, to the Magical, to the Just Plain Useful

By Randi Cartier

The Rock Stinger

The Rock Stinger is an unusual type of segmented insect that dwells mainly in rocky areas, subterranean systems and ruins. They have no eyes or nose, but are not blind, as they have sensitive areas on the head that sense thermal images, up to 100ft (30.5 m) away. They are also equipped with sensitive feet that are able to sense vibrations on or in the ground up to 200 ft (61 m) away. The nearly featureless head has a circular mouth, located on its underside. There is a long rasping tongue located at the back of the mouth, and the front maw of the creature is a circular ridge of bone equipped with sharp, saw-like teeth. The creature is able to move the bony ridge in a quick circular motion, acting like a drill to cut through soft tissue as well as bony plates or metal armor. Once penetrating the prey with its teeth, the insect extends its tongue into the prey and proceeds to feed.

The insect itself ranges in size from 4 inches (9.6 cm) to 3 ft.(.9 m) depending on maturity. It has a long, segmented body, covered in a flexible shell. The Rock Stinger has a unique method of camouflage and protection: by gluing rock and stone debris to its outer shell, it is able to blend into its rocky habitat as well as protect itself. It has 14 pairs of long, segmented legs ending in pincers, and a soft underbelly (A.R. 5). The last segment of the insect is elongated and mostly hollow. Inside is a flexible stinger, equipped with a nasty, long lasting paralysis poison. Upon paralyzing its prey, the creature will crawl upon the victim and proceed to devour it. Many unwary adventurers and parties have blundered into a nest of these creatures and not survived the encounter.

Frequency Encountered: Uncommon

Number Appearing: 2D10+4

Alignment: Considered Anarchist

The Eight Attributes: I.Q.: 1D4(low animal intelligence), M.E.: 1D4, M.A.: 1D4, P.S.: 3D6, P.P.: 3D6, P.E.: 3D6, P.B.: 1D4, Spd.: 1D4

Natural A.R.: A.R. of 8+1D6 (varies by the type of rock present), Underside of creature: A.R.: 5.

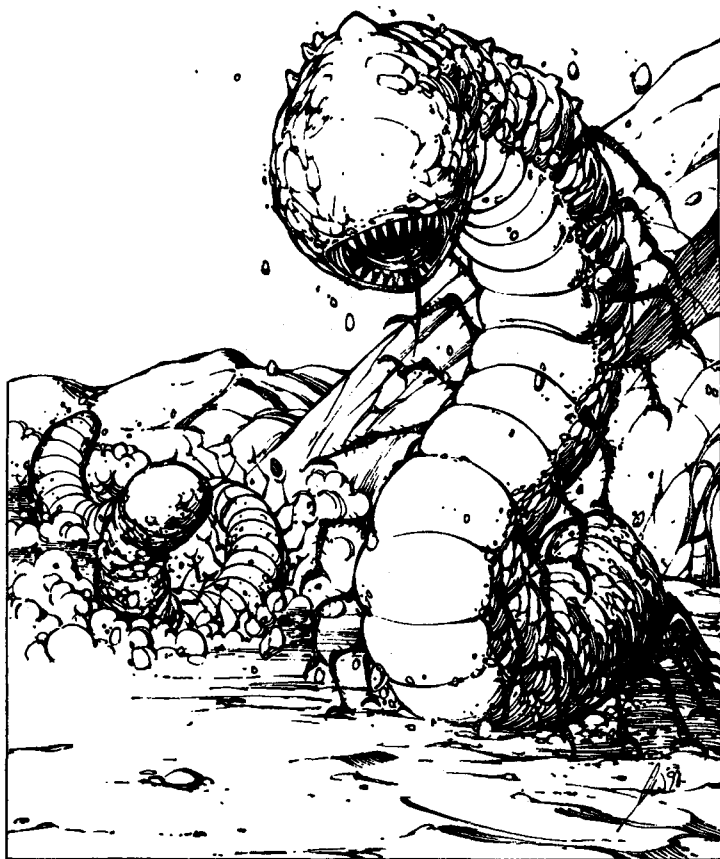
Hit Points: Small: 2D6, Medium: 4D6, Large: 6D6

S.D.C.: Small: 2D6, Medium: 3D6, Large: 5D6

Horror Factor: 13, 15 in group.

P.P.E.: 1D6

Natural Abilities: Climb: 60%, Prowl: 75%, Swim: 25%, Camouflage: 90%, Sense **Vibrations/Movement** with 90% accuracy, up to 200 feet (61 m) away. Can also sense heat with thermal sensitive patches up to a 100 ft (30.5 m) area.



Natural Armor/Camouflage: This insect is equipped with a set of two glands between each segment of its body. Once a newly hatched Stinger has allowed its soft outer shell to harden, it secretes a fluid from each of its glands which is akin to a powerful contact cement. Once its outer shell is covered, the insect will roll and maneuver itself onto rock debris and gravel until it is covered in the debris. It will then rest until the rocky covering has hardened. The rock it has attached to itself provides a protective **A.R.**, which varies slightly, depending on the type of rock available. If it wants to remove any rock from itself it either pulls or chips it away or can secrete a dissolver from its second gland onto the area to be removed and cast off the rock in that area.

Paralysis Stinger/Venom: The Rock Stinger has a flexible, foot-long (.3 m) stinger nestled in the hollow last segment of its body, coiled and ready to strike. The venom is a powerful neuro-toxin, able to paralyze the victim once injected. The venom is -4 to save (vs. non-lethal poison) due to its potency. The venom is unusual in respect to the length of the victim's paralysis. It lasts for a matter of hours, not minutes, providing the insect with plenty of time to feed on its prey. Victims are paralyzed for 1D4+2 hours.

Attacks Per Melee: 2

Damage: Bite- Small: 2D4, Medium: 3D4, Large: 4D4, Stinger: 1D4 plus paralysis.

Bonuses: +3 to **Strike/Parry** with the Stinger. +5 to roll with **fall/impact**, +2 to save vs. magic, +5 to save vs. poison, drugs and disease. Immune to Mind Affecting magic, psionics or drugs.

Magic: None

Psionics: None

Value: Paralysis Venom Sacks (2): 50 gp. each (must be refined once removed from body), Glue Sacks (5-50): 50 gp. each, Dissolver (5-50): 75 gp. each.

Average Life Span: 3 to 5 years

Habitat: Rocky hillsides, mountainous areas, ruins, subterranean areas and rock quarries.

Range: Old Kingdom Mountains, Algor Mountains, Mt. Nimro and the surrounding area, the Land of the Damned, and the southwest mountains of the Baalgor Wastelands.

Language: None

Enemies: Everything

Allies: Nest fellows

Size: 4 inches (9.6 cm) for small young, to over 3 feet (.9 m) and up for a mature adult.

Weight: Small: 6 oz. to 1 lb. (.17-.45 kg), Medium: 2 to 20 lbs. (.91-9.1 kg), Large: 21 to 50 lbs. (9.1-22.7 kg) and up.

Notes: Rock Stingers live in a large group, a little like a hive, acting together to bring down prey. Alone, a stinger is not much of a threat, but in a group they are devastating. Long range tactics, usually involving magic are recommended. To the unwary, they look like an area of rocks or outcroppings.

Each mature adult lays 5-8 eggs, once per year in the spring. They are buried by the mother, underground, then reburied and hidden by rocks. Upon hatching, they burrow to the surface, and are ravenous. Often adults leave food nearby as the time of hatching approaches, to accommodate the hunger of their young. The hive will protect the young until their shells are dry and armored.

The Stinger's rasping mouth is also good for burrowing beneath the dirt, and often people will find a network of tunnels beneath the area of the hive. These insects prefer to feed on flesh, but can survive on plant matter when victims are scarce. A hive will move locations if seriously threatened, or if the food supply remains scarce for too long.

The Banshee Wolf, or "Howler"

Banshee Wolves, or Howlers as they are sometimes called, superficially resemble the Northern Timber Wolf, as to general size and build. Upon closer examination they are slightly larger and stockier, and have the unusual addition of an extra pair of legs. Their fur is a blue-gray in color, and is long, with white highlights. They also have a large ruff of fur behind the head, of a lighter blue-gray color. The animal has piercing blue eyes, a large, flat, black snout, a broad forehead and large, pointed ears. The Howler is equipped with large fangs and claws, and is very cunning and cautious.

Frequency Encountered: Rare.

Number Appearing: 1D4+3.

Alignment: Considered Anarchist to Miscreant; predatory monster.

The Eight Attributes: I.Q.: 1D6, (high animal intelligence), M.E.: 2D6, M.A.: 1D6+2, P.S.: 3D6, P.P.: 3D6, P.E.: 5D6+12, P.B.: 3D6+2, Spd.: 3D6

A.R.: 9

Hit Points: P.E. plus 10.

S.D.C.: 1D4x10.

Horror Factor: 10 individually, 13 in a pack.

P.P.E.: 2D6.



Natural Abilities: Night Vision: 100 ft (30.5 m), Prowl: 65%, Track by smell: 80%, Swim: 55%, Climb: 55%, leap up to 6 ft (1.8 m) high, and 20 ft (6.1 m) lengthwise.

Howl of Fear: The Banshee Wolf is able to emit a Howl or Cry of Fear, once per melee. The area of the Howling effect is 40 feet (12.2 m) long and 10 ft (3 m) wide. This ability affects the victim exactly as the Fear Spell on page 191 of the Palladium RPG. Anyone in the effect must save versus Horror Factor at a -2 penalty or suffer the effects as per the spell. This effect lasts 1d6+1 rounds before fading. Each Howl of Fear must be saved against separately.

Attacks Per Melee: 3

Damage: Bite inflicts 3D6+4; 2 claws: 1D6 plus P.S. damage bonus each.

Bonuses: +3 on Initiative, +3 to Strike and Parry, +3 to Dodge, +6 Damage, +1 vs. Magic, +8 to save against Horror Factor.

Magic: None.

Psionics: None

Value: Fur, 180 gp.; if captured alive, 500 gp. and up, depending on condition.

Average Life Span: 12 to 16 years.

Habitat: Temperate Forests, Forested Hills, occasionally Plains.

Range: Great Northern Wilderness, Old Kingdom, Eastern Territories, Western Empire, Land of the Damned, and occasionally Byzantium.

Language: None; barks, growls and howls.

Enemies: Humanoids, other Howlers and Wolves (other than its pack), other large predators.

Allies: Its own pack.

Size: 4 to 5 ft. (1.2-1.5 m) at the shoulders (solid muscle), with a 6 to 8 inch (12.5-20.3 cm) stubby tail.

Weight: 80 to 175 lbs. (36-80 kg).

Notes: These are pack animals just like their cousin the wolf. There is a larger, dominant male, and the pack of males, females and young. A typical pack consists of 2D6+4 lesser males and females, and 1D6 young, along with the pack leader. Hunting is done together by the whole pack, attacking in tandem to bring down larger prey. They tend to stay away from inhabited areas, but are known to bring down a stray group of adventurers if found in their territory, or if meat is scarce. They are protective of their territory and their young, driving away any intruders. They are cunning and quick, and will eat most large and small animals, and the occasional bird or fish. If meat is scarce, perhaps due to weather or environmental changes, they are known to approach inhabited areas and raid for livestock, and scavenge in food storage areas, smokehouses and stables. They will attack humanoids if desperate or threatened.

Litters of 2-5 pups are born in the spring, after a gestation of 12 weeks. They are nursed in communal dens, usually in small abandoned cave systems or nooks dug into the sides of hills or banks of streams and rivers. Raising, feeding and protection of the pups is also communal. They are usually not domesticated.

Magical Treasures



Chain of Command

This small-linked, gold or silver chain is usually 12 to 18 inches long and is unusually heavy for its size. The chain is very attractive in appearance. In order for the chain to function, the owner, upon receiving the item, must spill a drop of his blood upon the chain. The chain will absorb the blood and become **bright** and shiny. The chain can magically function in one of two ways.

One is as a death curse by a former owner. At the time of death a final command is installed into the chain. The command remains in the chain inactive until the chain is picked up and worn. Once worn, the victim must save vs. magic at -6 to be unaffected by the last command. If the victim fails to save against the magic, the command is instilled into the mind of the victim and he is forced to carry it out. In this particular form, the chain is treated as a cursed object. The magic can only be removed as by a curse upon a object, by a high level Cleric. The difference being it can be attempted more than once. If the victim saves against the curse, it becomes inactive, dull and lusterless, waiting to be sensitized to it's new owner.

The second way of using the chain is by instilling a command into the chain by the owner, then placing it around the unsuspecting neck of the victim. The victim is allowed a save vs. magic at -3 to force off the compulsion of the object. If unsuccessful, the victim will carry out the command to the best of his ability. Once the command is carried out, the chain **teleports** back to the owner, if within 500 miles. The chain cannot force the victim into suicide or death. If the command is against the alignment of the victim, (such as killing a friend or innocent), the victim is allowed another saving throw against the chain's effect with a +3 to save. If the victim still does not save against the magic, he will carry out the command, no matter the deed. If the owner is killed, the chain becomes dull and lusterless, and can then be sensitized to a new owner. Cost: 50,000 gp. Rare.

Flotation Ring

This is a silver-blue ring engraved with etchings of waves upon it. The ring will expand or shrink to fit the finger of the owner. Upon activation the ring creates a ring of energy around the owner when in water enabling the bearer to float upon the surface of the water. The ring will operate in any rough weather preventing the owner from drowning or submersion. Upon removal from water i.e. rescued, washed up on shore etc. the ring is deactivated. Note: The ring does not protect from exposure to the elements, starvation, dehydration or aquatic predators. It simply will keep you afloat. It does not give the bearer the skill of swimming. The affect of the ring lasts for 6 hours or upon removal from the water, as described above. It can be used twice a day. Cost: 35,000 gp. Rare.

Ring of Burden

This is a plain, metal finger ring, that when placed on the ground expands into a flat disc of energy 5 feet (1.5 m) in radius. Once loaded with items, the disc will then float two feet off the ground and follow the owner at a leisurely walking pace, as long as there is sufficient space for travel. If the disc is blocked or there is insufficient space for movement the disc will hover in place. The disc cannot be tilted or upset in any way. The disc is able to carry up to 700 **lbs**. The ring is usable twice a day with a duration of 3 hours each time. Cost: 20,000 gp. Uncommon.

Shield of Repulsion

This small, magical metal shield is a bane to attackers. Upon a successful parry by the wielder, the shield magically knocks back the attacker from the wielder 2D6+5 feet (2.1-5.2 m), and causes the attacker to lose one melee action. The attacker is al-



lowed a save vs. magic against the power of the shield. If successful there is no effect. The shield's ability is useable 4 times per day, decided by the wielder when to use the ability. Cost: 4,000 gp. Uncommon.

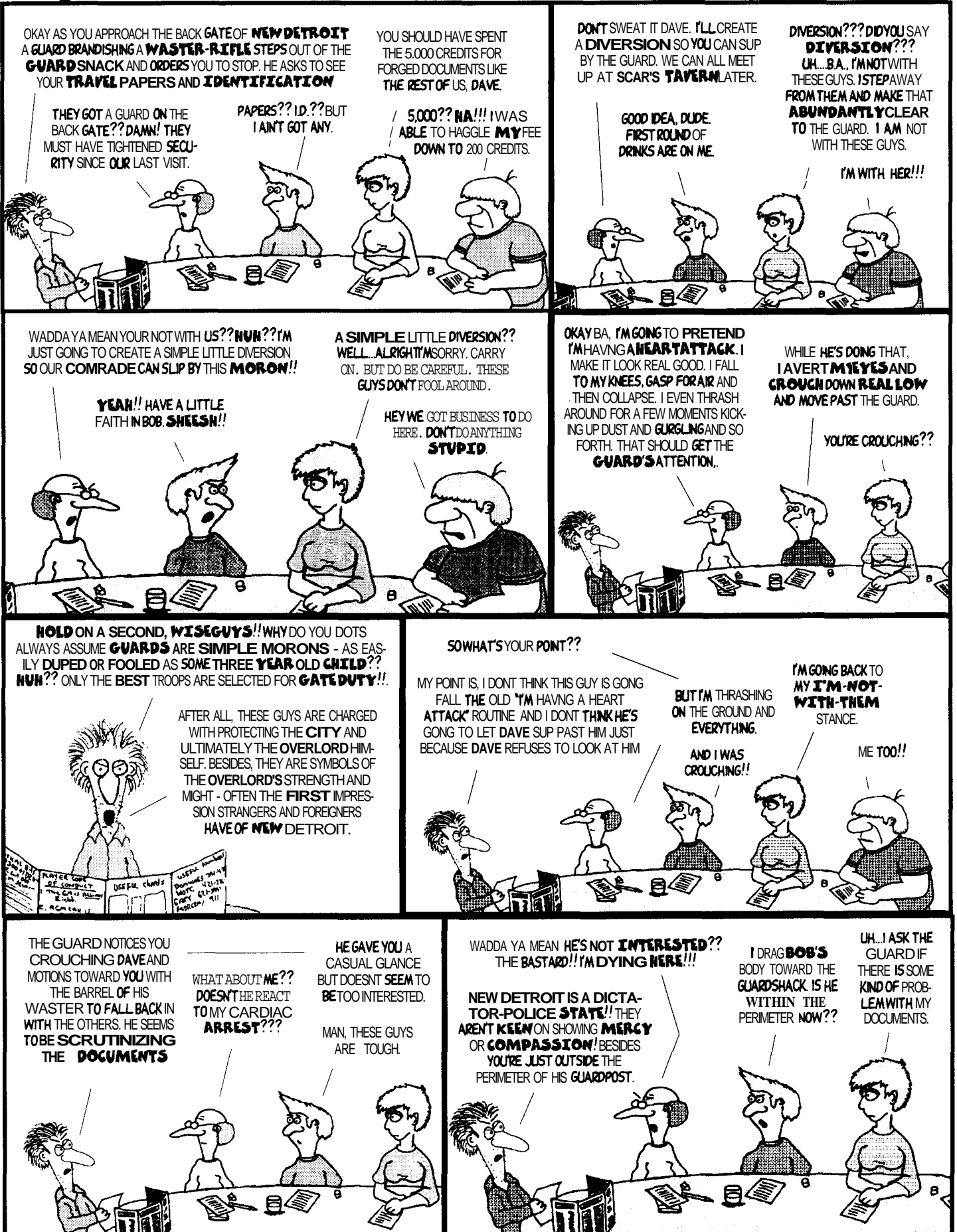
Useful Items

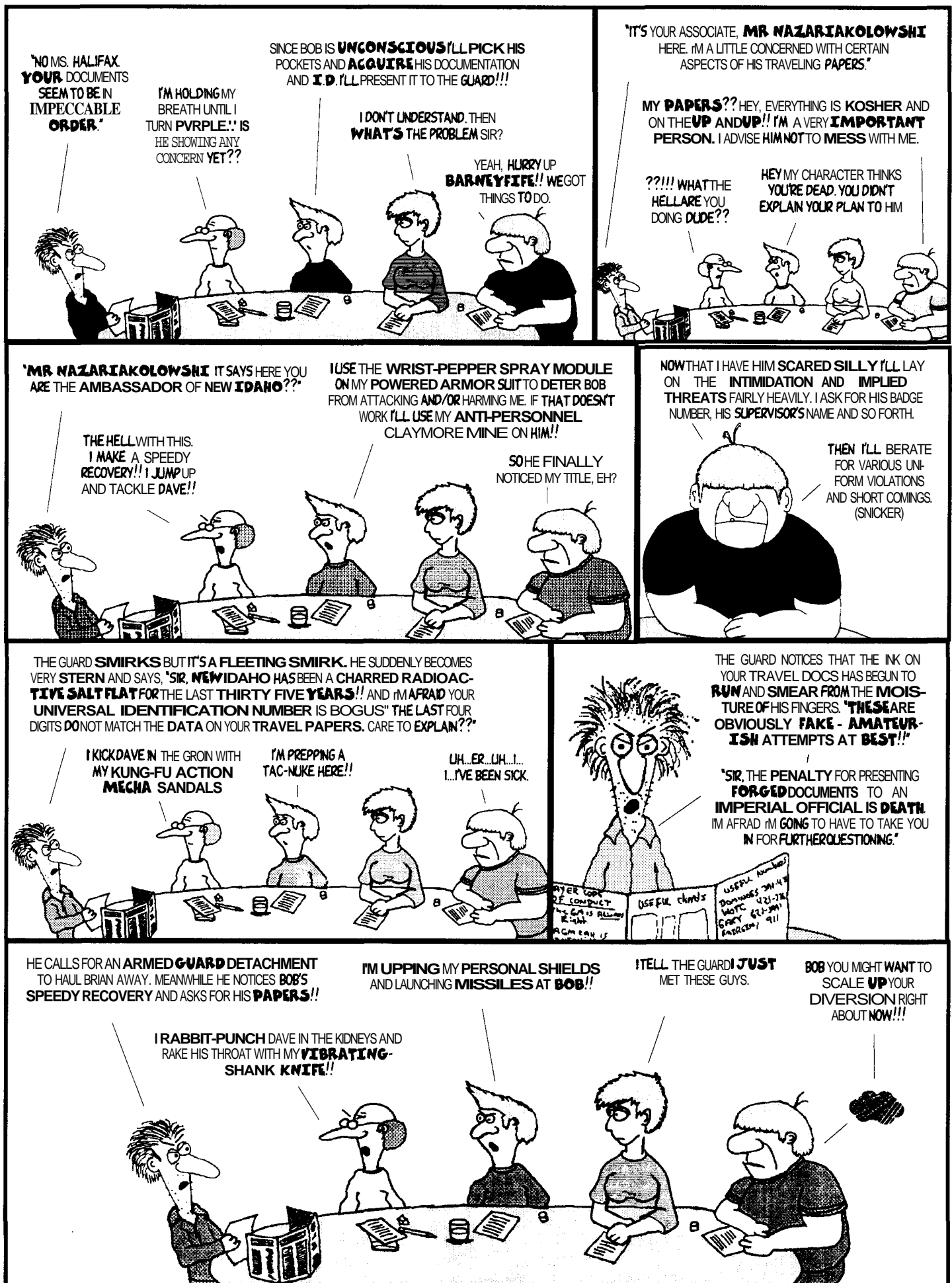
Goodstock Herbs

These are a variety of a dozen or so herbs known to farmers, herbalists and animal keepers that, depending on the property of each herb, can increase health, growth, milk or speed, or provide a glossy coat, hard hooves, etc. in domestic animals. **Ironhoof** is just one example of these herbs. Others will be described in future books, but nearly anything the G.M. can imagine may be available, at anywhere from two to a thousand times the price of normal feed or **seasonings/herbs**.

Ironhoof

This low growing, slate colored creeper has the virtue of increasing the strength of the hooves of livestock (goats, sheep, cattle, horses). Applied as an **ointment/poultice** to damaged hooves (split, chipped or infected), or put into feed to create hardened hooves. This enables the animal to travel with a less change of damage to the hooves or going lame (-20% chance). If applied to damaged hooves it will heal the hoof/foot in one day. The plant must be fed in raw form to the animal once a week to keep the effect of the hardened hooves. Cost: 50 gp. per feed.





Palladium News, Info, & Coming Attractions

By Kevin Siembieda (the guy in the know)

News

Wow! Fans love **Heroes Unlimited™, 2nd Ed.**

The 352 page, action-packed, superbeing role-playing game is selling ... well ... "super" (sorry, I couldn't help myself from using that pun, forgive me).

Sales probably have something to do with the fact that **Heroes Unlimited** lets players create virtually any superhuman, comic book style character they can imagine and is packed with a gazillion (okay, maybe it's more like 200) different super abilities, plus psionic powers, magic spells, enchanted weapons that instill super abilities, Mega-Heroes, bionics, robotics, power armor, super-vehicles, vigilantes, martial arts **masters**, and other good stuff.

My favorite fan comment about the size and heft of the **RPG** has been something like: Not only is **Heroes Unlimited, Second Edition** a great game, but "it *can* also be used as a blunt weapon." You know, I'd bet he's right.

The release of **Skraypers™** for use with **Rifts®** or **Heroes Unlimited™** has only fueled the excitement.

Skraypers™ outlines an entire alien planetary system (seven worlds), with a focus on Seeron, the homeworld of superhuman heroes fighting against the Tarlok invaders. I think the Tarlok are the kind of memorable villains that people will love to hate. The Seeronians include three different species of humans along with Bio-Freaks (monstrous mutants) plus 11 additional alien races available as villainous NPCs and as player characters.

One of the things I'm most proud of about **Skraypers** is that this sourcebook really works equally well for **Rifts®** and **Heroes Unlimited™**. I've tried this dual purpose gig before with **Mutants in Orbit™** for use with both **TMNT®** and **Rifts®**. The end result was really a book split in half — I was disappointed with it, although most people seemed to like it. Ah, but with **Skraypers™**, *all* the material presented (other than maybe 30 pages which are specifically for **Rifts®** and reprinted powers from H.U. 2 with M.D.C. stats) is completely useable for either game. I mean, you can just pop the villains, aliens, heroes, and entire planetary system in one environment into the other, S.D.C. or M.D.C., and run with it with little or no conversions.

Plus, the entire premise and environment fits snugly into either **RPG** setting as if it were designed specifically for that one alone!

Of course I had the highly inspirational artwork and concepts of *John Zeleznik* to work with. Man oh man, you have never seen Johnny Z like this. I found his black and white artwork to be as breathtaking and dynamic as his paintings, and from the initial fan response flooding the office, most of you guys and gals out there agree. But don't take my word for it, check it out!

New series of **Rifts** Miniatures & Miniatures Combat Game — Coming August '98

The new **Rifts®** miniatures from **Agents of Gaming™** look awesome!

We have seen and enthusiastically approved the first dozen or so "greens" for the new **Rifts** miniatures line. "Greens" are the original, 28 mm sculptures used to make the molds for the production miniatures. They are called "greens" because the material used is green in color.

The "greens" we have seen thus far are absolutely fantastic. The detail is amazing, many of the figures are posed for action, and all are one hundred percent accurate to **Rifts®**. If **Agents of Gaming™** can hold the detail and quality when they press 'em, these will be some of the nicest minis on the market — at least in my opinion.

The ones we've seen include the following:

- **CS Psi-Stalker™** in full body armor.
- Six, gorgeous Dog Boys™
- A Shadow Beast (as depicted in *Rifts® Federation of Magic*).
- The Magi (as depicted in *Rifts® Federation of Magic*)
- And some butt-kicking CS soldiers.

We're told more CS troops, Glitter Boys and other characters are in the works, as well as the **Splugorth** Slaver and Barge (inspired by the **Rifts® RPG** cover). We can hardly wait!

As of the writing of this column, we have not yet seen the miniatures combat rules or artwork for packaging (blister cards, box art, etc.), however *John Zeleznik* will be doing a bunch of it.

The **Agents of Gaming™** hold the official license to produce **Rifts®** miniatures and everything they do must be reviewed and approved by Palladium Books, so everything that comes out will have our stamp of approval. Now that we've started to see the

masterpieces these guys are producing, all of us at Palladium are very excited and can hardly wait until the Miniatures Game and Blister Packs of figures start hitting the store shelves. AoG is shooting for a Gen Con release (and will definitely have samples at the show), but in an effort to keep the quality and do things **right**, we suspect the product won't be ready to ship until the end of August or beginning of September.

We don't know the prices on these items yet, or whether you can purchase them directly from Palladium Books, or not. We'll keep you posted, so stay tuned!

What about the old Rifts® Minis from Palladium?

The old 25 mm minis are still in stock and available at some stores or directly from Palladium Books via mail order. Palladium is currently selling most blister packs at the blow **out-price** of \$4.00 each. I've got to warn you, while some of these are beautiful (the CS SAMAS and CS Skycycle, both hefty, \$6.00 packs, and the CS Deadboy Soldiers and Atlantis packs come to mind), the new 28 mm figures from AoG should be superior. Still, these are pretty cool. Heck, we don't have any plans to press more of these old figures, so maybe they'll become rare, coveted *collector items* (limited to runs of approx. 3000-5000 each and some are running low).

Hey, if you want 'em, we have 'em. Just send your order and check to *Palladium Books, Dept. R, 12455 Universal Drive, Taylor, MI 48180* — Palladium will also take telephone, credit card orders.

Rifts Miniature Check List

- ___ 8001 Glitter Boy #1 (our best selling figure)
- ___ 8002 Xiticix Pack (3 figures)
- ___ 8003 Coalition Soldiers #1 (4 figures; super hot!)
- ___ 8004 Coalition Dog Pack #1 (4 figures; hot!)
- ___ 8005 Men of Magic (4 Rifts figures)
- ___ 8006 Cyborgs #1 (4 figures; hot!)
- ___ 8007 Simvan & Ostrasaurus (a beauty & a steal at)
- ___ 8008 Coalition Skelebots #1 (4 figures; hot!)
- ___ 8009 Coalition SAMAS (2 large, beautiful figures; hot!); \$6.00
- ___ 8010 Coalition Sky Cycle (an incredible piece!! Hot!); \$6.00
- ___ 8011 Coalition Dog Pack #2 (4 different figures)
- ___ 8012 Juicers & a Crazy (4 dynamic figures)
- ___ 8013 Cyborgs #2 (4 new, great figures!)
- ___ 8014 Atlantis Set #1 (Overlord & 3 others; incredible)
- ___ 8015 Damaged Skelebots #1 (3 figures, one dead on base)
- ___ 8016 Cyber-adventurers #1 (cyber-knights & a new juicer)
- ___ 8017 Rogues & Scout #1 (4 figures, nice)
- ___ 8018 Brodkil & Witchling (2 giant figures, one small)
- ___ 8019 Damaged Skelebots #2 (4 battle damaged bots)
- ___ 8020 Psi-stalkers & Scouts #1 (4 figures, nice)

Palladium's Web Site

For the latest news, comments, and fun, straight from Palladium, check out our Web Site at www.palladiumbooks.com — managed by V.P. **Maryann** Siembieda. Join the 11,000+ other gamers who use our site regularly.

Coming Attractions

New Robotech® RPG stuff

Actually old and new.

Ghost Ship

Due to popular demand, we have reprinted this 48 page, Robotech® RPG classic exactly as it originally appeared 10 years ago.

Written by: Chester Jacques with some additional stuff by Siembieda.

Cover by: Kevin Long — one of his best.

Number of pages: 48

Retail price: \$7.95 plus \$1.00 for postage and handling if ordered from **Palladium**, but it should be in stores everywhere right now.

Return of the Masters

Robotech® RPG Book Six

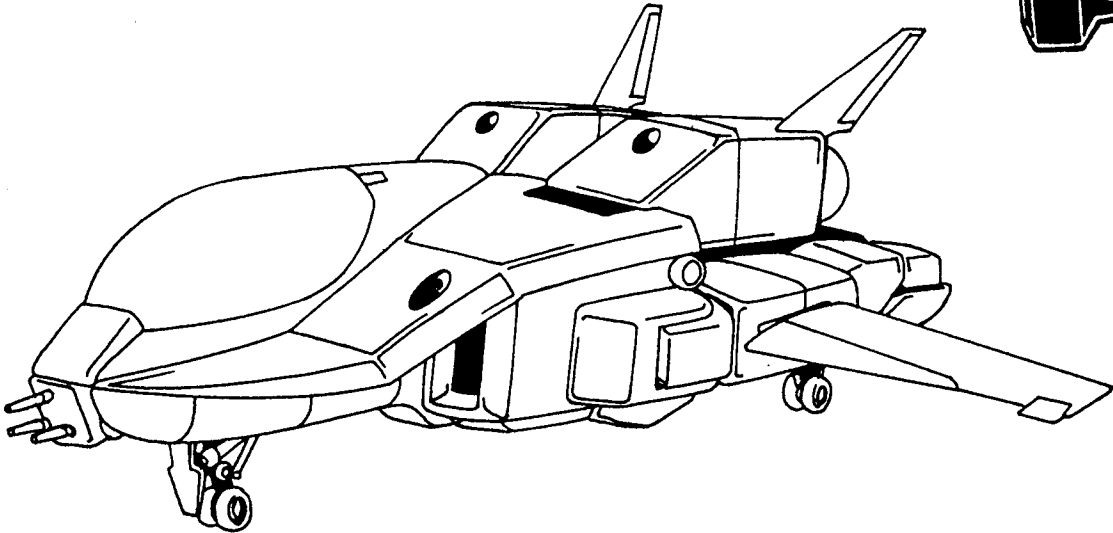
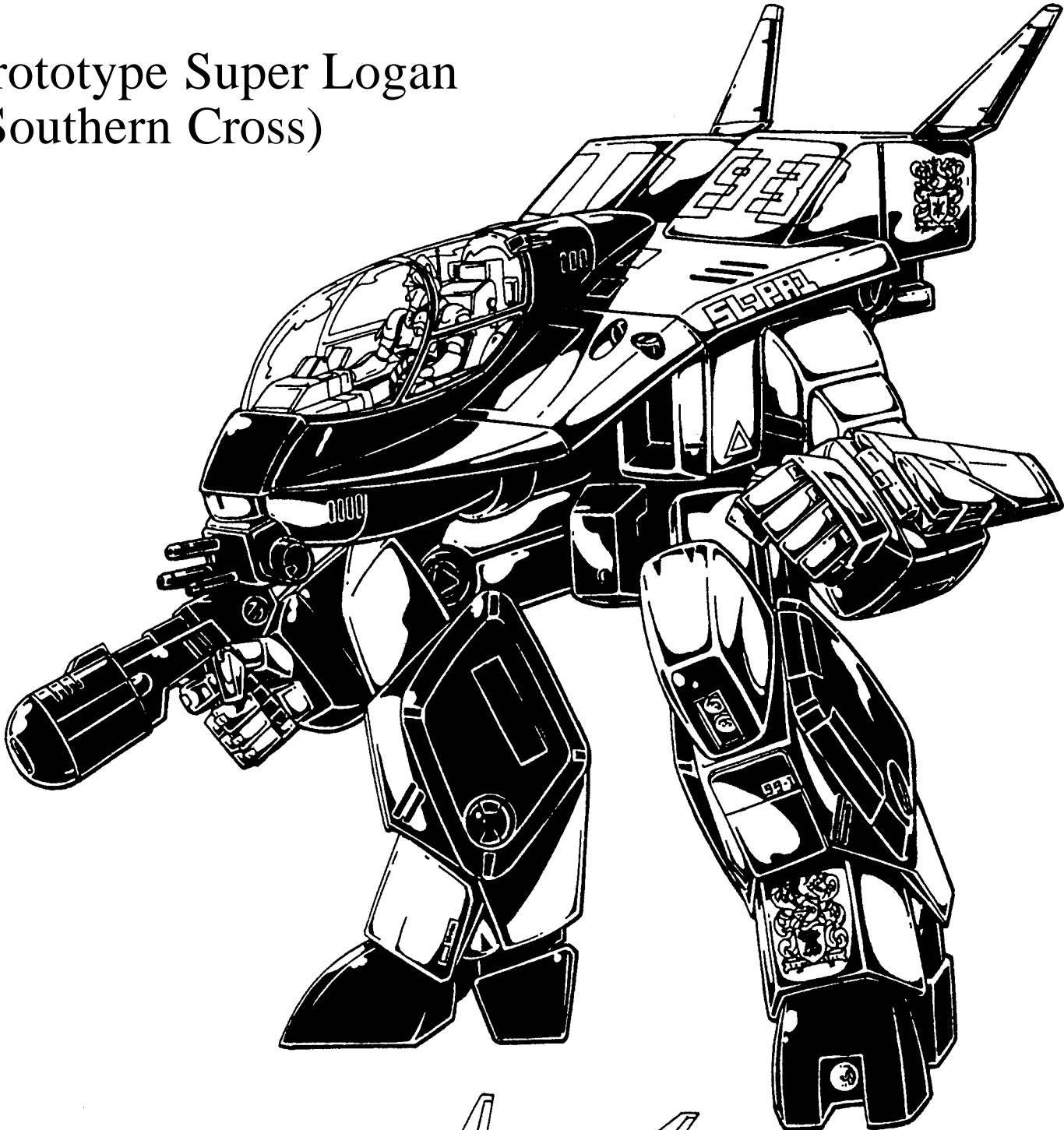
The original 88 page sourcebook has been expanded to 128 pages with 40 pages of completely brand new material by **Wayne Breaux Jr.** (with input and some additional stuff by Kevin Siembieda). We don't remember exactly why the original book was only 88 pages, because Palladium has never done any other books at that page count. To bring it more in line with our other books and to give our fans even more cool stuff, we decided to add 40 new pages of material, making it 128 pages — we always try to give our fans more bang for their buck.

We hope this bigger book doesn't bug any of our old fans who are completists and may feel compelled to buy the new, expanded edition. Palladium only pressed 20,000 copies of the *original Return of the Masters* book (with over 125,000 copies of the RPG sold and an estimated half million Robotech players), so we figure most people never got a chance to buy it in the first place. Those who do have the *original* version have something of a collector's item, so even if they decide to buy this new, revised and expanded edition, **they'll** have two unique books.

New stuff includes:

- Two adventures
- Seven new prototype Mecha designs including the *Super Logan*, *Super Alpha*, *S.Cross Battloid*, *Hunter-Killer Bioroid*, and others.
- More background and info about Thailand, maps and great art.
- Written by: Jonathan **Frater** with 40 additional pages by Wayne Breaux Jr.

Prototype Super Logan
(Southern Cross)



Breaux!

- Cover by: Kevin Fales — a battle above the moon.
- Number of pages: 128
- Retail price: \$12.95 plus \$1.00 for postage and handling if ordered from Palladium, but it should be in stores everywhere right now!

The Russians are Coming ...

The Russians are Coming ... to Rifts®

Rifts® World Book 17:

Rifts® Warlords of Russia

I've been working on **Mystic Russia™** and **Warlords of Russia™** simultaneously and I think both are going to be fun additions to Rifts Earth.

I don't know what you guys are expecting, but these are going to be two really fun, interesting and wild books.

One of the benefits of the *two* **Rifts® Russia** books is that it helps to tie together and cement the European continent, giving players the opportunity to use and combine characters from **Triax & The NGR**, **Rifts® Sourcebook 3: Mindwerks™ (Poland & NGR)**, **Rifts® Africa**, **Rifts® England** and, to a lesser degree, **Rifts® Japan** and **Atlantis**. Of course, characters from the CS, Free Quebec and North America in general can be brought into play, especially if they have connections with, or

Lomon P é r e z

1998





reasons for going to, the NGR or England. Western Russia is a combination of high and low technology, superstition and magic, barbarism, patriotism, and the roots of civilization pitted against monster hordes (some of the old villains like Gargoyles and Brodkill plus a whole new menagerie based on Russian myth and wild imaginings, but most of those appear in *Mystic Russia*).

The two books also offer some hints about Mongolia and China, and will, ultimately, serve as a connecting piece to this part of the world as well.

Russia is basically a wild, open frontier where men and supernatural beings are battling for domination of the region.

- Written by: Kevin Siembieda and Kevin E. Krueger.
- Interior art by: Ramon Perez, Wayne Breaux Jr., Scott Johnson and others.
- Cover by: John Zeleznik.
- Number of pages: 224
- Retail price: \$20.95 and should be in stores everywhere in mid-August!

Rifts® World Book 18:

Mystic Russia™

The title, **The Magic of Russia** has been changed to **Mystic Russia™** because I think it sounds better.

Russian history and myth are very interesting and unique. As a country, it has been influenced by Scandinavia, Western Europe, the Middle East, Mongolia and China, yet, at the same time keeping its own identity and building a unique set of gods,

myths, and superstitions. From a game design point of view, this means lots of cool monsters, demons and different types of magic. I have personally made sure to incorporate as much Russian based myth, monsters and magic as possible — and I think I've succeeded in capturing the Russian flavor and inspiration. I had an absolute blast writing this book, with additional suggestions and material from Kevin Krueger.

- The Mystic Smith who can create magical weapons and tools.
- Russian Gypsies, witches, werewolves and others.
- Bizarre and dangerous demons, ghosts and spirits.
- The old gods ...
- D-Bees and monsters from beyond the Rifts, and more.
- Written by: Kevin Siembieda and Kevin E. Krueger.
- Interior art by: Ramon Perez, Wayne Breaux Jr., Scott Johnson and others.
- Cover by: John Zeleznik.
- Number of pages: 160
- Retail price: \$16.95 and should be in stores everywhere in mid to late September.

Rifts® Australia

Rifts® Australia is the next bad boy that will hit the store shelves in October. This one has it **all** ...

- Mutants and ancient gods.
- Dream Time magic and Song Lines.
- Dream Time monsters, demons and gods.

- The wise and mystical Aborigines (several O.C.C.s).
- The Outbackers; wild, savage humans and D-bees who live in the wasteland that is the Outback — more dangerous than ever.
- The last vestiges of civilization and high technology.
- The fortified cities of Perth and Melbourne and more!
- Number of Pages: 224
- Retail price: \$20.95 and should be in stores everywhere in October.



Palladium Fantasy RPG Book 8:

The Western Empire, 2nd Ed.

This is the first new sourcebook for Palladium Fantasy in a year — and the first of many (at least three annually). It explores the people, wonders and corruption of the Western Empire. Tons of history and world information plus key characters and cities, political intrigue, magic, herbs, city generation rules, adventures and more.

- Written by: William Coffin
- Number of Pages: 224
- Cover by: Brom
- Interior Art by: Kent Buries, Scott Johnson, Dubisch and others.
- \$20.95 retail, and should be in stores everywhere by August.
- The two Old Kingdom books follow this Fall.

Tentative new RPGs for 1999

RECON®: Modern Combat RPG

The Mechanoid Invasion®: Mechanoid Space™ RPG (definitely a 1999 release) And maybe a fun, new licensed property.

Sheesh, having re-read the preceding ramblings, I hope I'm not gushing and ranting too much over our books. It's just that I'm really excited about all the fun products and plans we have in the works.

A Glimpse into the future ...

The rest of 1998 is scheduled, plus we're already planning 1999 and have several books actually in production (the theory being that we can actually release future product on time ... well, okay ... a third on time. Would you believe at least half of them on time? At any rate, that's our goal).

I'm delighted to say that we will be supporting Palladium's *entire* product line from **Heroes Unlimited™** and **The Palladium Fantasy RPG®** to **Rifts®** and **Robotech®**, plus we're looking at releasing a few new role-playing games.

Listed below are books actually in the works. A few of these *may* see release in the Fall of 1998, but most will be out in 1999. All those listed below are currently in some stage of creation (i.e. being plotted or written, etc.). **Note:** We have so much in the pipeline I may have forgotten a few.

Palladium Fantasy RPG®

Palladium Fantasy: Old Kingdom Lowlands — Fall, 1998
 Palladium Fantasy: Old Kingdom Mountains — Fall, 1998
 Palladium Fantasy: The **Baal-gor** Wastelands (late '98?)
 Palladium Fantasy: Wolfen Wars (sorry, 1999)
 Palladium Fantasy: Mount Nimiro (the giants kingdom)
 Palladium Fantasy: The Eastern Territory (1999)

Heroes Unlimited™, Second Edition

Heroes Unlimited: Delphineous' Guide (Fall 1998?)
 Heroes Unlimited: Hardware Unlimited (Fall 1998?)
 Heroes Unlimited: The Atorian Galaxy Guide (Fall 1998?)
 Heroes Unlimited: The Nursery (1999)
 Plus some other stuff we're kicking around.

Rifts® RPG

Rifts®: Australia — 1998
 Rifts®: Canada — 1998
 Rifts®: Grand Paladins — 1998
 Rifts®: Free Quebec — 1998
 Rifts®: Dimension Book: Anvil Galaxy — 1998
 Rifts®: Scotland (early 1999)
 Rifts®: Zulu Nation (1999)
 Rifts®: Black Market (1999)
 Rifts®: Zeleznik Special Project (1999)
 and a number of other things we're kicking around.

Robotech®

Oops, I can't remember the names of the two books currently being written.

Hey, *Rifts® fans!* If you enjoy *Rifts®* and butt whipping, mega-damage combat and you've never taken a peek at **Robotech®**, you might want to do so. All the giant bots (called **mecha**), weapons, spaceships, vehicles and weapons are M.D.C. and pretty cool. **Robotech® II: Sentinels RPG** also includes alien races that might make fun additions to space-based campaigns, particularly *Phase World/Three Galaxies* based ones, **Skraypers™** or **Aliens Unlimited™**.



BL'X'7



Everybody's Kung Fu Fighting

Martial Arts: They're not just for Ninjas & Superspies Anymore

By Wayne Smith

Imagine this: you're a Game Master, and you've got a player who wants his character to know a martial art, but he doesn't want to pick a martial artist O.C.C. and devote his life to it. What do you do? I say encourage it. Martial arts are fun and exciting, and are a great way to spice up a game. Just picture it, after a long, hard campaign, the adventurers finally meet their most feared adversary. They now have two choices: a) they can blow him away with a volley of mini-missiles, or b) the characters face him in one-on-one unarmed combat. Which would you rather see as a Game Master?

Besides the excitement factor, martial arts are useful tools in many other situations. In Rifts, even though M.D.C. monsters roam the wilderness, and M.D.C.-clad warriors chase them, what do you do when you're hanging out in a bar, in a city where you had to check your weapons and armor at the front gate, and some Juicer punk starts harassing you? Just try and take him on with Hand to Hand: Expert, and see where that gets you. Even when you're out in the field, wearing your body armor, fighting off hordes of Xitcix, what do you do when you get overrun, and one of them lands two feet in front of you? You don't shoot him with missiles, unless you think you might enjoy getting caught in the blast radius. You might be able to get off a shot or two with your laser rifle before you run out of ammo, of course at that range, your enemy might just grab your weapon. On the other hand, why not give the monster a spinning hook kick to the face? Follow that up with a roundhouse or two, then sweep its legs and wrestle it to the ground, where you can hold it in place long enough for your buddies to come over and finish it off. Not to mention, hand to hand combat with monsters looks a lot more impressive than blasting at them from hundreds of yards away.

Now for the next question: How can you justify having characters who learned martial arts growing up in a devastated, war torn world like that of Rifts? Well, there's no denying that martial arts would be rare in Rifts, but I find it hard to believe that they could completely die out. Martial arts masters who survived the devastation caused by the Coming of the Rifts would certainly teach their secrets to their families, and others around them, to be sure their arts didn't perish with them. Out in the middle of the wilderness, it seems it would be common sense to teach your family and friends how to better defend themselves. In more civilized areas, some folks would be eager, and might pay top dollar, to learn one of these ancient fighting styles, especially in a chaotic world where might makes right. Some individual moves or techniques would be forgotten, and other new ones added, but the martial arts would surely survive in some form.

Finally, the inevitable question from the players: "How much is this gonna cost me?" Well, that'll depend on a couple of

things. First, you need to be sure that the character can reasonably learn the martial arts. To start, the O.C.C. of the character must be permitted to select Hand to Hand: Martial Arts. If this skill is not available, the character *can not* study a martial art. Secondly, if the character is not allowed boxing as an O.C.C. related skill, he can not choose a martial art (with the possible exception of Tai-Chi Ch'uan; G.M. discretion). And finally, the player should come up with a good explanation of why, where and how the character studied this fighting style. This is an excellent opportunity for character development, because understanding his history is a good way to understand a character.

If the character meets all of the above criteria, then comes the cost of learning the martial arts. First, the character must have Hand to Hand: Martial Arts. If necessary, spend the required "Other" skills to raise the Hand to Hand skill to this level. Then for an ordinary, Non-Exclusive martial art form, spend an additional four skill selections from the character's "Other" skills. An Exclusive form costs six skill selections (see **Ninjas and Superspies** for more information about Exclusive and Non-Exclusive martial art forms). This may seem a bit high, but remember that most martial art forms include additional learned skills, not to mention mystical powers. If a certain O.C.C. lacks the required number of skill selections, then that O.C.C. simply requires too much intensive training to give the character time to learn the martial arts. Alternatively, the G.M. may allow the player to exchange two secondary skills for each skill selection needed to select a martial art (i.e. three "Other" skills plus two Secondary skills for one Non-Exclusive martial art form). It is inadvisable to let any character study more than one martial art form in this manner, even if he has a sufficient number of free skill selections.

And that's all there is to it. The players are happy, because they get to do all sorts of nifty Kung Fu moves. The Game Master is happy, because the players might stop shooting up everything in sight and start to take a more "personal" approach. Who knows, if they're chasing after criminals, or a bounty, they might actually bring 'em back alive for once. All in all, martial arts should make the game more interesting and fun, and that's what it's all about, isn't it?

The articles below are by a couple of fellows who love martial arts even more than I do, William Muench and Lee Casebolt. As William mentions in his prelude, his fighting styles are purely fictional, and are not meant to be confused with any modern styles. Then Lee shares with us his revised (optional) grappling and wrestling rules, a detailed expansion of the Palladium combat system, followed by a few authentic martial art forms.

Combining Martial Arts and Nightbane®

*In this corner, Bruce Lee,
and in the far corner, the Nightlords!*

By William Muench

I have always loved martial arts. Since the age of ten years old I have studied Tae Kwon Do, Isshin-Ryu Karate, and Aiki-Judo (a derivative form of Aiki Jujitsu). With this background, it only made sense for me to incorporate martial arts into my games. When I first began playing games by Palladium Books I was only playing Palladium Fantasy RPG, 1st Edition, and had never heard of Ninjas & Superspies (and Mystic China wasn't out yet). Then, one day when I was in my local gaming store, I saw Ninjas & Superspies.

I fell in love.

This was the way combat should be; this was the depth that it required. Ever since then, almost all of my characters have had a martial arts form when I could get away with it. This, of course, led to the problem that the books didn't always have *quite* the form I was looking for. It was missing a few moves, or it just didn't have the right feel. In some cases, there wasn't anything close to what I wanted. My solution was to write up my own martial art forms and customize them exactly the way I wanted.

A few years later, Nightbane was released and I fell head over heels in love with the dark, violent atmosphere, the war in the shadows (literally), and the endless possibilities. Naturally, the first thing I did was incorporate martial arts into my games. A friend of mine, Dennis Richards, melded the world of Mystic China with that of Nightbane and told me that they work extremely well together. There's nothing better than a psychotic Demon Hunter chasing down Hounds in Manhattan.

The only problem with combining martial arts with the world of Nightbane is rather simple. A normal human, even one that is highly trained, is going to get ripped limb from limb if they try to attack a Hound or Ashmedai with their bare hands. My solution to this was to design martial art forms that incorporate weapons in order to help level the playing field. A martial artist with a pair of **nunchakus** will fare much better than he would without. The weapon allows him to do a few things that will help him when fighting supernatural monsters. He can keep more distance between himself and the target, decreasing his chance of getting hit and likely maimed or killed. By using a weapon rather than his body, he won't get hurt when he punches the rock hard armor of the Hounds. Weapons also generally do more damage than the **unaugmented** human body. When fighting creatures that can regenerate extremely quickly, doing a lot of damage in a short amount of time is extremely important.

With these facts in mind, I would just like to make some quick disclaimers regarding my martial arts. First off, every single martial art I have designed is absolutely one-hundred-percent fictitious. They come straight from my own mind. The names come from the small Chinese glossary in Mystic China. In other words, the martial art called "Chi Kung" bears no relation to the real like martial art of the same name (at

the time I wrote up Chi Kung, I didn't know that there was a real martial art with the same **name**). Second, most of my martial arts are relatively powerful. This is because they are designed for the Nightbane world, which has a higher power level than the world of Mystic China or Ninjas & Superspies. Humans need every advantage they can get in their fight against the supernatural. Hopefully the martial arts that follow will give you and your players that edge.



Bishoudo

Bishoudo is the creation of a master martial artist who lives in New York City. He began teaching students how to defend themselves with a minimum of weapons in the late 1960's. This led to the development of a martial art that focuses on knives and kicks. Instruction is available only in New York City from the master. The knives, which have 6-inch, double-edged blades, are often kept strapped to the individual's forearms and then allowed to slide into the hand when needed. Because of their extensive training, practitioners of this art can perform locks and holds even with knives in their hands.

Entrance Requirements: None, other than being clean of drugs and staying out of trouble with the law.

Skill Cost: 5 years

Costume: Street clothes, preferably with loose sleeves.

Stance: Weight balanced on the balls of the feet, front foot at a 45 degree angle forward, back foot perpendicular. The forward arm's elbow is at a 90 degree angle, with the hand roughly level with the shoulder, holding a knife in a reverse grip (blade towards the forearm), ready to slash, parry, or strike with the pommel. The back hand is drawn across the body, about chest level, with the other knife held in a normal grip, ready to thrust or stab.

Character Bonuses:

+2 to P.P.

+1 to M.E.

+4 to Spd.

+10 to S.D.C.

Combat Skills:

Attacks Per Melee: 3

Escape Moves: Roll with Impact, **Backflip**, Maintain Balance.

Basic Defensive Moves: Dodge, **Parry**, Automatic Parry.

Advanced Defenses: Disarm

Hand Attacks: Strike, Palm Strike.

Basic Foot Attacks: Kick Attack, Spinning Hook Kick (Special! A kick that involves bringing the back leg fully around the body, spinning on the front leg, and delivering a kick to the head with the heel of the foot. Does 2D6 damage straight to hit points on a strike of 15 or higher, not including bonuses, and if successful has a 20% chance of knocking the target out for 1D6 melees. 1D8 to SDC if the strike roll is lower than 15 or if done to a target other than the head. Almost always done after a punch or Crescent Kick and can only be performed once per melee), Tripping / Leg Hook, Drop Kick, Crescent Kick.

Jumping Foot Attacks: None

Special Attacks: None

Holds/Locks: Wrist Lock, Elbow Lock, Automatic Wrist Lock, Automatic Elbow Lock.

Weapon Katas: W.P. Knives - Paired (Special, see below).

Modifiers to Attacks: Pull Punch, Critical Strike.

Special Knife Attacks:

Pommel Strike: Striking the opponent with the pommel of the knife rather than the blade. Does 1D4 damage.

Slash: A strike using the length of the blade to make a long, shallow wound. Does 1D6 damage.

Thrust: A simple thrust with the knife, putting a lot of muscle into it. Because of the wind up required, it is easier to avoid (+1 to opponent's parry or dodge roll). Does 1D6+2 damage.

Stab: A quick thrust, not quite as powerful. Does 1D6 damage.

Skills Included in Training

Martial Art Powers: Select two powers from either Martial Art Techniques or Arts of Invisibility. In addition, the character gets the Zanshin technique. If desired, any number of powers other than Zanshin can be traded, one-for-one, for any basic skill program (excluding physical).

Languages: None

Skills: None

Philosophical Training: None, other than it being stressed that a person should only defend himself and not seek out combat. The instructor usually throws in speeches about staying off of drugs and staying out of trouble with the law as well.

If this is your primary martial art form then the following other forms can be learned in a shorter time: Jujutsu (4 years), Moo Gi Gong (4 years), Yu-Sool (5 years).

Level Advancement Bonuses

1st Critical Strike from behind, +3 to roll with impact, +2 to Pull Punch.

2nd +2 to damage with knives, +1 to strike.

3rd +1 attack per melee, +2 to parry & dodge.

4th +3 to lock & hold, +1 to maintain balance.

5th +2 to damage with knives, Knockout on a natural 20.

6th +1 attack per melee, +2 to disarm.

7th Knife & Kick Pairing (the character can parry with either one or two knives and attack with a kick, simultaneously. See below for an example), +1 to maintain balance.

8th +1 to parry & dodge, select one additional martial art power from Arts of Invisibility or Martial Art Techniques.

9th +2 to strike, critical strike on a natural 18, 19 or 20.

10th +2 to damage with knives, select one body hardening exercise, can use spinning hook with Knife & Kick Pairing.

11th +2 to roll with impact, +1 attack per melee.

12th Death blow on a natural 20, +2 to damage with knives.

13th +2 to maintain balance, Knockout on a natural 19 or 20.

14th +1 attack per melee, +2 to hold & lock.

15th Gains the Shift Internal Organs power from Mystic China, +1 to dodge & parry.

Example of Knife & Kick Pairing: When attacked, the character can parry the attack with a knife and simultaneously counter-strike, using any of the following kicks: kick attack, crescent kick, or tripping / leg hook. Or the character can parry two attacks (as per normal paired weapons), and kick. Example: your opponent does a twin strike at you with his two sai. You do a double parry and a kick attack to the chest, all in one action. At 10th level, a spinning hook can be used in addition to the other types of kicks.

Why Study Bishoudo?

Because knives are fun. Where else are you told to run with a knife in your hand? Or your teeth. It's quite useful because you can't carry a larger weapon most places and is good against multiple attackers who are in hand to hand range.

Chi-Kung Martial Arts

This is a generic martial arts form taught to many government agents around the world. It is simple, but offers great versatility. Because of that simplicity it can be taught in about 2 years, making it viable for government operatives who don't want to spend 8 or 10 years mastering a martial art. Against other martial artists it may not fare so well, but it is still quite useful. Because no martial art powers are taught, more time can be spent on basic techniques. One thing it has on its side is that it is very aggressive. Another is that it is one of the only martial arts to encourage the use of an automatic pistol.

Game Mechanics Note: I would allow this martial art to be learned by any government operative, *as long as it makes sense*. It would probably cost them 1 more skill than normal Martial Arts or Assassin.

Entrance Requirements: P.P. of 12, P.E. of 10

Skill Cost: 2 years

Costume: Anything, preferably something that will not restrict movement. All moves can be done in boots or shoes.

Stance: Varies, but can include a normal posture, a boxing stance, the cat stance, or a fighting stance with the front foot pointing forwards and the back foot pointing perpendicular to the front, with 65% of the weight on the back foot and the hands raised in a guard.



Character Bonuses:

- +1 to P.P.
- +1 to P.S.
- +1 to P.E.
- +3 to Spd
- +10 to S.D.C.

Combat Skills:

Attacks Per Melee: 3

Escape Moves: Roll with Impact, Maintain Balance.

Attack Moves: Handstand, Backflip, Leap, Cartwheel.

Basic Defensive Moves: Dodge, Parry, Automatic Parry, Backflip.

Advanced Defenses: Disarm, Entangle, Multiple Dodge.

Hand Attacks: Strike, Knife Hand, Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping / Leg hook, Drop kick (can be used with a leg hook), Crescent Kick, Wheel Kick, Roundhouse Kick, Axe Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Elbow, Knee, Pistol Whip (1D8 damage), Body Flip, Choke.

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock, Leg Hold, Body Hold, Neck Hold.

Weapon Katas: WP Knife, WP Automatic Pistol.

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Behind.

Skills Included in Training

Martial Art Powers: None! Rather than focus their energies on martial art powers, students learn more basic moves.

Languages: None

Skills: W.P. Knife, W.P. Automatic Pistol.

Philosophical Training: None, except loyalty to your country is first and foremost.

Note on W.P. Automatic Pistol: The training of using a pistol in conjunction with a martial art brings up some limitations. The character cannot punch with the hand holding the pistol, only pistol whip. He cannot perform holds or locks when holding a pistol, and he cannot perform any body flips (automatic or normal).

Because of the generic nature of this martial art, any secondary form can be learned in a shorter time: subtract one year from the skill cost.

Level Advancement Bonuses

1st +3 to roll with impact & pull punch, +2 to cartwheel and handstand.

2nd +2 to strike, +3 to parry & dodge.

3rd +1 attack per melee, +2 to damage.

4th Critical Strike on Natural 18-20, +2 to maintain balance.

5th +2 to disarm, +2 to entangle.

6th +1 attack per melee, +2 to parry & dodge.

7th Gains Automatic Body Flip, +2 to cartwheel.

8th Gains Automatic Wrist & Elbow Locks, +2 to handstand.

9th +1 attack per melee, +2 to damage.

10th Death Blow on Natural 20, +2 to body flip.

11th Gains Automatic Dodge, +2 to damage.

12th +2 to parry & dodge, +3 to strike.

13th +1 attack per melee, +2 to roll with impact & pull punch.

14th +3 to backflip, +2 to disarm & entangle.

15th +1 attack per melee, +1 to maintain balance.

Why Study Chi-Kung?

Chi-Kung is a purely physical martial art. It is relatively easy to learn and is an effective fighting form. Because of the total lack of mental training, against a chi master or similar opponent, Chi-Kung is at a disadvantage, but against untrained opponents, it is extremely deadly. Against physically trained opponents, they have a good chance of winning.

Chiang Di Chuang: Spear of the Earth's Strength

Chiang Di Chuang is a very powerful martial art. There are no frills or mysticism to it. Everything is about strength and hardening the body to withstand damage. Chiang Di Chuang was developed by a master of Tiger Claw Kung Fu who felt that in order to defeat your enemy, the only object needed was your body. To this end he developed what is one of the most physically demanding martial arts ever. His students did not hold the same ideal. After his death the art mutated into its current form, a synthesis of the original martial art and a spear based form. The spear art was added after a group wielding long spears attacked their dojo. Rather than make a suicide attack on their en-

emies, those that survived adopted their opponents' ways in order to defeat them. After a dozen years of learning and perfecting their new martial art, they attacked their rivals, defeating them to the last man. Since that time the spear has been an integral part of the art.

A student of Chiang Di Chuang is, without exception, very strong. Their stances are strong and they often seem immovable. Their deeply rooted stances do allow for greater power behind their strikes but greatly limit their maneuverability, so more emphasis is placed upon blocking and parrying attacks rather than dodging. Instruction consists of constant practice combat, both bare handed and with practice spears. Constant battering combined with an extensive outdoor training regimen leads to incredible endurance.

As a side note, although students may learn how to use weapons other than the spear, few do so. If a student does learn another weapon, however, it is usually the staff.

Entrance Requirements: None

Skill Cost: 7 years (5 as a secondary martial art form).

Costume: Anything outside the dojo, but training is conducted in a normal martial arts uniform. Senseis (black belts) are indicated by the addition of a black hakama (loose trousers) to the uniform. All practitioners, no matter the rank, wear a plain white belt in order to remind them that they are always learning. Like all belts, it is never washed.

Stance: A low straddle-legged stance, feet roughly twice shoulder's width. Hands are either in a guard or holding a spear pointed at the opponent.



Character Bonuses:

+3 to P.S.

+1 to P.E.

+20 to S.D.C.

Combat Skills:

Attacks Per Melee: 2

Escape Moves: Roll with Impact, Maintain Balance, Breakfall.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Power Block, Circular Parry.

Hand Attacks: Strike, Claw Hand, Knife Hand, Double-Knuckle Fist, Double Claw Strike (Special, see page 91 under Tiger Claw Kung Fu in Ninjas & Superspies).

Basic Foot Attacks: Kick Attack, Snap Kick.

Jumping Foot Attacks: None

Special Attacks: Elbow, Forearm, Knee, combination Grab/Head Bash (see T'ang Su Karate, page 106 of Ninjas & Superspies).

Holds/Locks: None

Weapon Katas: W.P. Spear at 2 levels higher than the character's current level (1st level martial artist would start with W.P. Spear at level 3).

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from behind.

Skills Included in Training

Martial Art Powers: Select two powers from Body Hardening Exercises or Special Katas. In addition, all students receive the Stone Ox technique. If desired, any number of powers (excluding Stone Ox) can be traded, one-for-one, for any basic skill program (excluding physical).

Languages: Chinese

Skills: W.P. Spear

Philosophical Training: Buddhist

If this is your primary martial art form then the following other forms can be learned in a shorter time: Zanji Shinjinken-Ryu (4 years), T'ang Su Karate (4 years), Shao-Lin Kung Fu (6 years), Fu Chiao Pai (3 years).

Level Advancement Bonuses

1st +2 to maintain balance, +2 to damage, +1 to pull punch.

2nd Add one attack per melee, +1 to parry and dodge.

3rd +1 to breakfall, +2 to roll with impact.

4th +1D6 damage with spears, +2 to strike.

5th Select one (1) additional power from Body Hardening Exercises or Special Katas, +1 to damage.

6th Add one attack per melee, +1 to parry and dodge.

7th Critical strike on a natural 18-20, +1 to maintain balance.

8th Select one (1) additional power from Body Hardening Exercises or Special Katas, +1 to breakfall.

9th Death blow on a natural 20.

10th Add one attack per melee, +2 to damage.

11th Select one (1) additional power from Body Hardening Exercises or Special Katas, +1 to maintain balance.

12th Critical strike on a natural 17-20, +1 to parry and dodge.

13th +1 to strike, +1 to damage, +1 to pull punch.

14th Add one attack per melee, +2 to breakfall.

15th Select one (1) additional power from Body Hardening Exercises or Special Katas, +3 to damage.

Why Study Chiang Di Chuang?

Chiang Di Chuang is a very powerful martial art. Its focus, almost exclusively, is on inflicting damage to your opponent

and being able to handle what he dishes out to you. With the long reach and power of a spear, Chiang Di Chuang allows a student to take on multiple attackers as easily as single ones and dispatch them quickly. One of its best points is that you do not necessarily need a spear in order to get the most out of this art.

Gen Kuei Do: The Way of the Sai Ghost

Gen Kuei Do, the Way of the Sai Ghost, is an ancient martial art taught in the mountains of China. Bao Chan, an ancient master of martial arts, retreated to the mountains in order to develop his skills in peace. One such skill involved the use of gen, or sai as they are more commonly known. After a dozen years he developed the precursor to Gen Kuei Do, at that time a purely physical martial art. During this time many students had sought him out after hearing of his prowess. One student was An Yu, an already accomplished martial artist who had learned the secrets of Tien-Hsueh Touch Mastery. He concealed these abilities from Bao Chan, and after mastering Gen Kuei Do, killed Bao Chan in combat. He then took over the dojo and turned it into a school for assassins.

Once he controlled the dojo, An Yu combined his knowledge of subterfuge, the Arts of Invisibility, and Chi Mastery with the physical martial art which Bao Chan had already created. The result is the current incarnation of Gen Kuei Do. He began training assassins and made quite a good living by killing. His descendants have continued in the tradition of assassination and the school of Gen Kuei is still alive today. Due to their small numbers, however, they are neither as powerful nor infamous as the ninja of Japan, but they should be no less feared.

Note: This martial art was created in China for use with the Gen, more commonly known as the Sai (its Japanese equivalent). Due to the fact that people are more familiar with the term *Sai*, it will be used throughout the rest of this description.

Entrance Requirements: None

Skill Cost: 8 years (5 as a secondary martial art form).

Costume: Anything outside the dojo, but training is conducted in a traditional silk kung fu outfit.

Stance: Low stance with the back foot perpendicular, the front foot resting lightly on the ball of the foot, pointing forward.

The hands hold sai in various positions outlined the section on W.P. Sai, below.

Character Bonuses:

+1 to P.P.

+1 to P.S.

+1 to P.E.

+1 to M.E.

+5 to Spd

+10 to S.D.C.

+10 to Chi

Combat Skills:

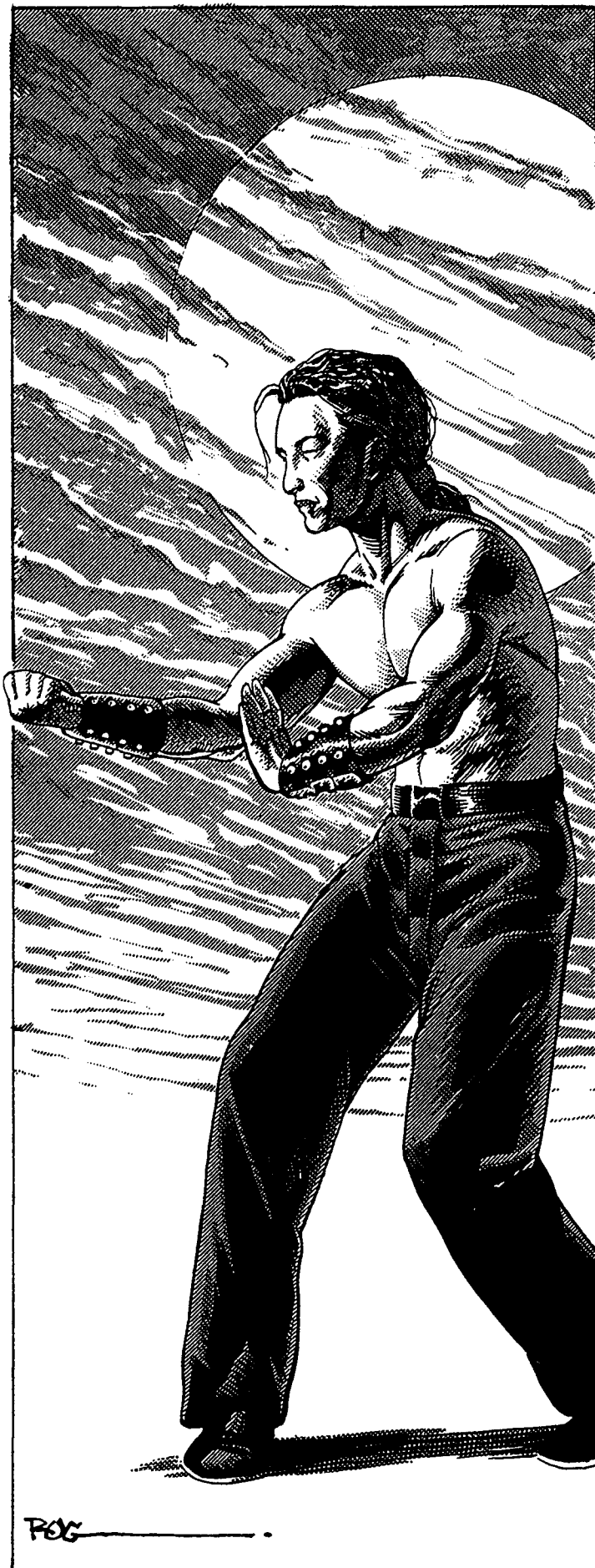
Attacks Per Melee: 3

Escape Moves: Roll with Impact, Maintain Balance, Backflip.

Attack Moves: Leap

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Backflip, Entangle, Disarm.



Hand Attacks: Strike, Knife Hand, Fingertip Attack.

Basic Foot Attacks: Kick Attack, Tripping / Leg Hook, Roundhouse Kick, Wheel Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Elbow, Body Flip/Throw, Leap Attack.

Holds/Locks: None

Weapon Katas: W.P. Sai (Paired), at 2 levels higher than the character's current level (1st level martial artist would start at level 3).

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from behind.

Note on W.P. Sai: What follows is an expanded version of W.P. Forked. Sai are very versatile weapons, which like many Oriental weapons were originally farming implements. There are three general ways to hold a sai: *open*, *closed*, and *extended*. Holding one *open* is simply grasping it by the hilt either with your index finger and thumb bracing the prongs or with your index finger and thumb on the center of the cross-guard. Holding one *closed* is when the center prong is held against the forearm and the pommel is pointing forwards. Note that the tip of the sai should extend roughly 1 or 2 inches (2-5 cm) past the elbow. *Extended* is grasping the sai roughly near the tip, hilt outstretched. This position is used to hook targets with the prongs. A note on sai: Sai used in combat have a sharpened tip, unlike most sai used today in practice. This makes them extremely deadly because of the relatively large holes they make in people rather than narrow gashes associated with most knives.

Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 12 and 15. +1 to parry at levels 1, 4, 7, 10 and 13. +1 to strike when thrown at levels 3, 8, 13 and 15. +1 to entangle at levels 1, 4, 6, 8, 12 and 14.

Special Strikes: A variety of special strikes are listed below that can be used to flesh out combat. Anyone who knows W.P. Sai can use any of the following moves with the GM's permission.

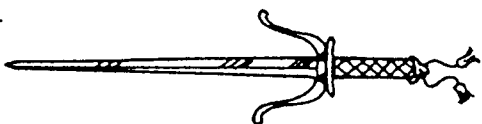
Thrust: A simple stabbing motion with the sai, usually angling up under the breastbone. Does 1D8 S.D.C. plus P.S. bonuses.

Pommel Strike: Striking using the pommel in a closed position. Does 1D4 S.D.C. plus P.S. bonuses.

Hook: Hooking a part of the opponent's body, generally the back of the neck, and pulling them towards you. This can be used in the following ways - a) Pulling an opponent from combat to grappling **range**. b) Body Flip/Throw: Does a total of 2D6 S.D.C. damage (1D6 from the hook, 1D6 from the **throw**). c) If two sai are used, you can pull an opponent into a thrust, doing 2D6+4 S.D.C. damage. Roll to strike to see if you've hooked your opponent and then roll to strike to see if you've stabbed them. The second roll is +4 to strike. This takes two attacks to perform and can only be used once per **melee**. d) Disarming an opponent as a defensive move. Gives +3 to disarm with sai only.

Side Strike: Striking your opponent with the side of the center prong. Does 1D4+1 S.D.C. damage plus P.S. bonuses.

Elbow Strike: Due to the prong projecting past the elbow when held in a *closed* position, sai add +4 S.D.C. damage to elbow strikes.



Skills Included in Training

Martial Art Powers: Select one power from Arts of Invisibility, and one power from Chi Master abilities. If desired, any number of powers can be traded, one-for-one, for any basic skill program (excluding physical).

Languages: Chinese

Skills: W.P. Sai (Paired)

Philosophical Training: Buddhist

If this is your primary martial art form then the following other forms can be learned in a shorter time: Zhanji Shinjinken-Ryu (4 years), Gui Long (5 years), T'ang Su Karate (4 years), Shao-Lin Kung Fu (6 years).

Level Advancement Bonuses

1st +2 to roll with impact and pull punch, +1 to maintain balance, +1 to back flip.

2nd +2 to strike and parry, and +1 to dodge.

3rd Add one attack per melee, +1 to leap.

4th +1 to entangle, +1 to body flip/throw, +1 to damage with sai.

5th Select one (1) additional power from Arts of Invisibility or Chi Mastery abilities, +1 to disarm.

6th Knockout/stun on a natural 19 or 20, +1 to strike and parry.

7th Add one attack per melee, +2 to back flip.

8th +2 to leap, +1 to entangle, critical strike on a natural 18, 19, or 20.

9th Select one (1) additional power from Arts of Invisibility or Chi Mastery abilities, +2 to damage with sai.

10th Double Chi, +1 to strike.

11th Add one attack per melee, +2 to roll with impact and pull punch.

12th Death blow on a natural 20, +2 to body flip.

13th +1 to entangle, +1 to strike, +1 to **backflip**, +1 to disarm.

14th Add one attack per melee, +2 to parry and dodge.

15th Select one (1) additional power from chi master abilities, +2 to maintain balance.

Why Study Gen Kuei Do?

Sai are very good defensive and offensive weapons. Regardless, who doesn't like poking people with sharp pointy objects? Like most weapon forms, Gen Kuei Do can be used without sai but it loses a great deal of its effectiveness. Strengths include a wide variety of techniques and it also teaches the rare arts of Invisibility and Chi Mastery. It is not as effective against multiple attackers as some arts, but it can still hold its own.

Lei Feng Do: The Way of the Thunder Wind

Lei Feng Do, the Way of the Thunder Wind, was designed by Lei Meng in the early 1900's. Lei had traveled extensively in Japan and learned how to use the nunchakus (a weapon that consists of two lengths of wood connected with a cord or chain). He quickly became enamored with the weapon and upon his return to China he began developing a new martial art form based around the use of the nunchakus without being totally dependent upon them. The result was Lei Feng Do, a very fast style which can be used both empty handed or with a pair of nunchakus. It



cannot be used with two pair of **nunchakus**. Currently, training is available in China, Japan, and other places scattered throughout the world. It is not a major, well known martial art.

Lei Feng Do is a very fast martial art. The natural spinning motion of the nunchakus lends itself to rapid strikes and blocks. In addition, Lei Meng teaches a doctrine of meditation and Zen techniques which include the exploration of the mind. Although this is not as intensive as some mind-oriented martial arts, by the time the martial artist has mastered Lei Feng Do he is able to use a few mental abilities.

Entrance Requirements: P.P. of 12

Skill Cost: 9 years (5 as a secondary martial art form).

Costume: Anything outside the dojo, but training is conducted in a traditional silk kung fu outfit.

Stance: Low stance with the back foot perpendicular, the front foot resting lightly on the ball of the foot, pointing forwards. The front hand is held out in a knife-hand position and the back hand is holding a **nunchaku** up under the arm, or drawn back in a fist at shoulder level if the martial artist is empty-handed.

Character **Bonuses:**

+2 to P.P.

+1 to P.S.

+1 to P.E.

+1 to M.E.

+5 to Spd.

+15 to S.D.C.

Combat Skills:

Attacks Per Melee: 3

Escape Moves: Roll with Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Combination Parry/Attack, Circular Parry, Multiple Dodge, Entangle.

Hand Attacks: Strike, Knife Hand.

Basic Foot Attacks: Kick Attack, Tripping / Leg Hook, Crescent Kick, Axe Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Body Flip/Throw (see below), Choke (see below).

Holds/Locks: Neck Hold/Choke (see below), Wrist Lock, Automatic Wrist Lock.

Weapon Katas: W.P. Nunchaku, at 2 levels higher than the character's current level (1st level martial artist would start at level 3).

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from behind.

Note on Choke & Body Flip/Throw: Chokes (both the normal choke and the neck **hold/choke**) and body flips/throws can be performed with nunchakus, adding +4 to damage. Do not include W.P. bonuses or the damage bonus given at levels 4, 7, and 13.

Note on Nunchakus: A good pair of nunchakus will do 1D8-2D6 S.D.C. Striking with the butt of the nunchakus does 1D4 S.D.C., but some practitioners put small blades on the ends of their nunchakus (increases the damage to 1D6 S.D.C.). Also, depending on how realistic a game you want, you should note that nunchakus are noisy weapons and unless they are properly secured it will be hard to prowl while carrying them. This only applies to chain nunchakus.

Skills Included in Training

Martial Art Powers: Select two powers from Martial Art Techniques, Special Katas or Body Hardening. If desired, any number of powers can be traded, one-for-one, for any basic skill program (excluding physical).

Languages: None

Skills: W.P. Nunchaku (use W.P. Chain bonuses)

Philosophical Training: Zen

If this is your primary martial art form then the following other forms can be learned in a shorter time: Zhanji Shinjinken-Ryu (4 years), Gui Long (5 years), Tae Kwon Do (4 years), T'ang Su Karate (4 years), Shao-Lin Kung Fu (6 years).

Level Advancement Bonuses

1st +2 to roll with impact and pull punch, +1 to hold, +1 to maintain balance.

2nd +2 to parry and dodge, +1 to body flip/throw.

3rd Add one attack per melee, +2 to strike.

4th +1 to entangle, +2 to damage with nunchakus.

5th Select one (1) additional power from martial art techniques, special katas, or body hardening, +1 to hold.

6th Knockout/stun on a natural 19 or 20, +1 to parry and dodge.

7th Add one attack per melee, +2 to damage with nunchakus.

8th +2 to maintain balance, +1 to entangle, critical strike on a natural 18, 19, or 20.

9th Select one (1) additional power from martial art techniques, special katas, or body hardening, +1 to body flip/throw.

10th +2 to parry and dodge, +1 to strike.

11th Add one attack per melee, +2 to roll with impact and pull punch.

12th Death blow on a natural 20, +2 to hold.

13th +2 to damage with nunchakus, +1 to entangle, +1 to strike.

14th Add one attack per melee.

15th Select one (1) additional power from chi mastery abilities or *zenjoriki*.

Why Study Lei Feng Do?

Nunchakus are cool, no doubt about it. This form does not require a pair of nunchakus, but it is greatly enhanced if wielding them. It also provides good defenses against multiple attackers in addition to good offensive capabilities.

NPC Character:

Lei Meng, the creator of Lei Feng Do

Lei Meng studied in a monastery during the last years of the 19th century. Early in the 20th century he traveled to Japan upon his *musha-shugyo* and learned a great deal. One evening he saw a man practicing with the nunchakus and was mesmerized. The speed with which the man used them was incredible, and Lei Meng convinced the man to teach him. After a few months Lei Meng had learned most of what the man could teach him about the nunchakus and he continued on his journey. When he returned to China he began to formulate a new martial art based on the use of the nunchakus. After years of study he came up with Lei Feng Do, the Way of the Thunder Wind. When he was on his deathbed in 1987 Luan E, a fallen goddess-deity, visited him. She had encountered him on his *musha-shugyo* and remembered his abilities as a warrior. In return for his companionship and protection she offered to confer immortality upon him. Although he did not fear death, Lei saw a chance to learn about more of the world and took it. Now he stands by Luan E's side as protector, companion, and consort.

Attributes: I.Q.: 14, M.E.: 19, M.A.: 12, P.S.: 21, P.P.: 24, P.E.: 25, P.B.: 18, Spd.: 24.

Alignment: Principled

Disposition: Very pleasant and polite. Extremely honorable.

Hit Points: 68 S.D.C.: 86 Chi: 46

Height: 5'7" **Weight:** 150lbs **Age:** 122, but currently immortal.

Martial Art Form: Lei Feng Do, 15th level.

Special Abilities: Eight Horse Stomp, Warrior Spirit, *Iai-Jutsu*, Stone Ox, *Chi-Atsu*.

Attacks Per Melee: 7

Description: A very handsome oriental man in extremely good shape, apparently about 25 years old, with black hair parted down the center. He often wears only a pair of black silk kung fu pants, china flats, and an emerald green sash. Tucked into the back of the sash is his pair of nunchakus, "Lei Feng" (extremely high quality spiked ironwood nunchakus, 2D6 S.D.C. or 1D8 S.D.C. when striking with the butt).

Luan Mo: The Beautiful Devil

Luan Mo (Beautiful Devil) is a combination of dance and martial art that is only open to women. It is one of the most graceful arts while remaining very useful in a fight. A woman in San Francisco who was obsessed with beauty created it in the early 1900's. She was already a master of a variety of martial arts, in fact she was an enlightened immortal. After a decade of study and perfection, she arrived at Luan Mo, the Beautiful Devil. She herself became known as Luan-Mo-E, the Beautiful Devil Goddess.

Luan Mo is both defensive and offensive, combining kicks and gymnastic abilities to good effect. It contains some punches, but not many. One of the real trademarks of this art is the use of a skirt. By using a long skirt, the martial artist can screen her attacks and distract her opponent. In addition, all students are taught the art of using one or two fans. The combination of dance-like moves, the skirt, and the fans creates an incredible sight.

Entrance Requirements: Female gender, P.P. of 12.

Skill Cost: 8 years, 5 as a secondary martial art.

Costume: Anything, although a long skirt is preferred.

Stance: Varies, but when using the skirt the practitioner will often be standing with her feet together and be holding the skirt up to almost shoulder height so that it drapes to create the image of a wing.

Character Bonuses:

+2 to P.P.

+1 to P.E.

+1 to M.A.

+4 to Spd.

+10 to S.D.C.

Combat Skills:

Attacks Per Melee: 3

Escape Moves: Roll with Impact, Backflip, Maintain Balance.

Attack Moves: Handstand, Backflip, Leap, Cartwheel.

Basic Defensive Moves: Dodge, Parry, Automatic Parry, Backflip.

Advanced Defenses: Disarm, Multiple Dodge.

Hand Attacks: Strike, Knife Hand, Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping / Leg Hook, Drop Kick (can be used with a Leg Hook), Crescent Kick, Wheel Kick, Roundhouse, Axe Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Elbow, Knee, Body Flip.

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock, Leg Hold, Body Hold, Neck Hold.

Weapon Katas: W.P. Fan, W.P. Paired Fans, W.P. Skirt (see below).

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from behind.

Notes:

W.P. Skirt: Luan-Mo incorporates the use of a long skirt to mask the practitioner's kicks. By spinning and whipping the skirt she can conceal the position of her legs. However, while using the skirt she cannot use any punches, locks, weapons, or anything else that requires her hands. At 7th level she can



use her skirt with only one hand, freeing the other to punch or use a weapon.

Bonuses: +1 to strike with kicks at levels 1, 3, 6, 9, 12 and 15.

+1 to entangle or parry with skirt at levels 2, 4, 7, 10 and 13.

W.P. Fan: The art of using a fan as a weapon is ancient in the orient. Martial artists can perform all moves while holding two fans, except for palm strike and knife hand (which can be used if they are only wielding one fan). **Bonuses:** +1 to strike at levels 1, 3, 5, 8, 11 and 14. +1 to parry at levels 2, 6, 9, 12 and 15. +1 to throw at levels 4, 7, 10 and 13.

Skills Included in Training

Martial Art Powers: Select one power from Martial Art Techniques or Special Katas. Any power can be traded for one basic skill program, excluding physical.

Languages: None

Skills: W.P. Fan, W.P. Paired Fans, W.P. Skirt, Dance (+30%).

Philosophical Training: None, other than you shouldn't take any crap from men.

If this is your primary martial art form, then the following other forms can be learned in a shorter time: Tae Kwon Do (4 years) or Jujutsu (4 years).

Level Advancement Bonuses

1st +2 to roll with impact & pull punch, +1 to cartwheel and handstand.

2nd +1 to strike, +2 to parry & dodge.

3rd +1 attack per melee, +1 to damage.

4th +2 to backflip, +2 to maintain balance.

5th Select one additional martial art power from specialty katas or martial art techniques. +2 to hold & lock.

6th +1 attack per melee, +2 to parry & dodge.

7th Gains Automatic Body Flip, +2 to cartwheel.

8th Gains Automatic Wrist & Elbow Locks, +2 to handstand.

9th +1 attack per melee, +2 to damage.

10th Critical Strike on a Natural 18-20, +2 to body flip.

11th Select one additional martial art power from specialty katas, or martial art techniques. +2 to backflip.

12th Death Blow on a Natural 20, +2 to disarm.

13th +1 attack per melee, +2 to roll with impact & pull punch.

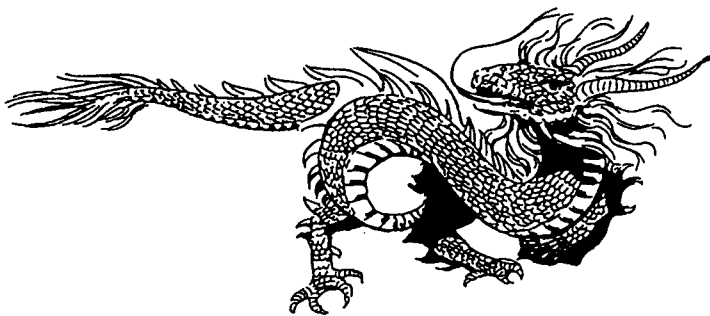
14th +2 to parry & dodge, +1 to strike.

15th +1 attack per melee, +1 to maintain balance.

Why Study Luan-Mo?

Luan-Mo is an art of beauty that is nevertheless effective. Many women are seen as easy prey. This is a way to fix that misconception.





Mo Long Kung: Attack of the Devil Dragon

Mo Long Kung is another martial art form used by governments around the world. But, unlike Chi-Kung, it combines some special powers also. Because of this further dedication, this martial art takes a great deal more time to master (it should cost at least three more skills than martial arts, with a minimum of four skill selections).

Entrance Requirements: P.P. of 12, P.E. of 10

Skill Cost: 5 years

Costume: Anything, preferably something that will not constrict movement. All moves can be done in boots or shoes.

Stance: Varies, but can include a normal posture, a boxing stance, cat stance, or a fighting stance with the front foot pointing forwards and the back foot pointing perpendicular to the front, with 65% of the weight on the back foot and the hands raised in a guard.

Character Bonuses:

+2 to P.P.

+1 to P.S.

+2 to P.E.

+5 to Spd.

+10 to S.D.C.

Combat Skills:

Attacks Per Melee: 4

Escape Moves: Roll with Impact, Maintain Balance, **Backflip**.

Attack Moves: Backflip, Leap.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Disarm, Multiple Dodge.

Hand Attacks: Strike, Knife Hand, Spinning Backhand (special, does 1D8 damage).

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping / Leg Hook, Drop Kick (can be used with a Leg Hook), Crescent Kick, Wheel Kick, Roundhouse Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Elbow, Knee, Body Flip.

Holds/Locks: Wrist Lock, Elbow Lock.

Weapon Katas: W.P. Knife

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from behind.

Skills Included in Training

Martial Art Powers: Select a total of two powers from among Body Hardening Exercises (except Chi-Gung), Arts of Invisibility (except for Chi Invisibility), or Specialty Katas. Any of

these powers can be traded, one for one, for any basic skill program, excluding physical.

Languages: None

Skills: W.P. Knife, Gymnastics.

Philosophical Training: None

Level Advancement Bonuses

1st +3 to roll with impact & pull punch, +2 to strike.

2nd Choose one additional power from among body hardening, arts of invisibility, or specialty katas. +3 to parry & dodge.

3rd +1 attack per melee, +2 to damage.

4th Critical Strike on a Natural 18-20, +2 to maintain balance.

5th Gains Automatic Body Flip, +2 to **backflip**.

6th +1 attack per melee, +2 to parry & dodge.

7th +2 to disarm, +2 to damage.

8th Gains Automatic Wrist & Elbow Locks.

9th +1 attack per melee, +2 to strike. •

10th Death Blow on a Natural 20, +2 to maintain balance.

11th +2 to damage, +2 to disarm.

12th +2 to parry & dodge, +1 to strike.

13th +1 attack per melee, +2 to roll with impact & pull punch.

14th +3 to backflip, +2 to disarm.

15th +1 attack per melee, +1 to maintain balance.

Why study Mo Long Kung?

It's a relatively quick form to learn for those characters who don't want to spend a decade learning how to kill someone. It combines good offensive capabilities with the ability to defend against multiple attackers.

O-Ken Wa: Great Sword Harmony

O-Ken Wa is a martial art form practiced by many people who use a sword for its real purpose: to kill. Created nearly half a millennia ago by a Japanese Immortal (Companion Immortal from Mystic China), the art is utterly deadly. O-Ken Wa focuses on the use of two swords and the practitioner's feet. There are almost no hand attacks in this art. In the **Rifts** timeline, the Immortal who created O-Ken Wa survived the Coming of the Rifts and still wanders China. Because of that, this is one of the few martial arts that survived the Coming of the Rifts.

Entrance Requirements: P.P. of 13

Skill Cost: 8 years

Costume: Anything, preferably with loose pants so that kicks are not constricted. Two swords roughly 2.5 to 3 feet long.

Stance: Weight balanced on the balls of the feet, front foot at a 45 degree angle forward, back foot perpendicular. The forward arm's elbow is at a 90-degree angle, with the hand roughly level with the shoulder, holding a sword pointed towards the opponent. The back hand is drawn across the body, about chest level, with the other sword held pointed towards the opponent.

Character Bonuses:

+3 to P.P.

+1 to P.S.

+1 to P.E.

+5 to Spd.

+15 to S.D.C.

Combat Skills:

Attacks Per Melee: 4

Escape Moves: Roll with Impact, **Backflip**, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry, Backflip.

Advanced Defenses: Disarm

Hand Attacks: Palm strike

Basic Foot Attacks: Kick Attack, Tripping / Leg Hook, Drop Kick (can be used with a Leg Hook), Crescent Kick, Wheel Kick, Roundhouse Kick, Axe Kick.

Jumping Foot Attacks: Jump Kick, Flying Reverse Turning Kick.

Special Attacks: Elbow, Forearm, Knee.

Holds/Locks: None

Weapon Katas: W.P. Swords - Paired, at 2 levels higher than the character's current level (1st level martial artist would start at level 3).

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from behind.

Skills Included in Training

Martial Art Powers: Select two powers from either Martial Art Techniques or Arts of Invisibility. In addition, the character automatically gets **lai-Jutsu**. If desired, any number of powers other than lai-Jutsu can be traded, one-for-one, for any basic skill program (excluding physical).

Languages: None

Skills: W.P. Paired Swords

Philosophical Training: None, other than your swords may be your only friends at times.

If this is your primary martial art form then the following other forms can be learned in a shorter time: Zanjī Shinjinken-Ryu (4 years), Gui Long (5 years).

Level Advancement Bonuses

1st +2 to strike, parry and dodge.

2nd +2 to damage, +2 to **backflip**, gains Chagi (kick practice).

3rd +1 attack per **melee**, +2 to disarm.

4th +2 to strike, +1 to pull strike, critical strike on a natural 18-20.

5th Death Blow on a natural 20, +2 to parry and dodge.

6th +1 attack per **melee**, +2 to damage.

7th Sword & Kick Pairing: the character can parry with either one or two swords and attack with a kick, simultaneously. See below for an example, +1 to maintain balance.

8th +2 to parry and dodge, select one additional martial art power from Arts of Invisibility or Martial Art Techniques.

9th +1 attack per **melee**,

10th +2 to strike, critical strike on a natural 15-20

11th +1 to damage, +1 to parry and dodge, select specialty kata or art of invisibility.

12th +2 to roll with impact, +1 attack per **melee**.

13th +2 to maintain balance, Knockout on a natural 19 or 20.

14th +1 to strike, parry, and dodge.

15th +1 attack per **melee**.

Example of Sword & Kick Pairing: When attacked, the character can parry the attack with a sword and simultaneously counter-strike, using any kick except wheel kick and jumping / flying kicks. Or the character can parry two attacks (as per normal paired weapons), and kick. IE: Your opponent does a twin strike at you with his two sai. You do a double parry and a kick

attack to the chest, all in one action. Sword & Kick pairing takes one action / attack.

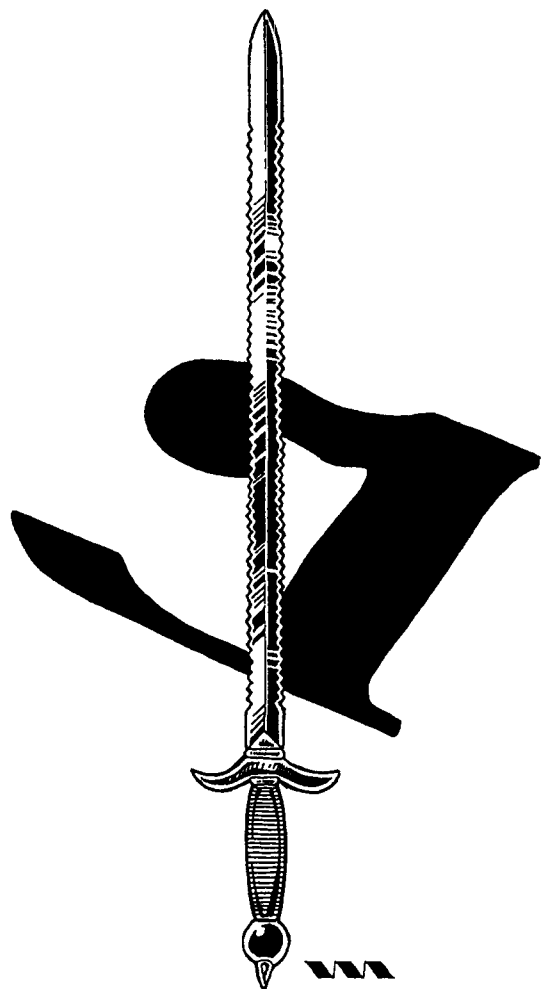
Why Study O-Ken Wa?

O-Ken Wa is an extremely deadly art with a sword. The purpose of O-Ken Wa is to kill, plain and simple. Although not offering any mind-oriented abilities, why should it? A sound body is the perfect weapon.

Notes:

1. Sword Chi can be used with this martial art (if you already possess it, since you can't get it through O-Ken Wa). One quarter of your chi goes into each sword.

2. This is one of the few martial arts that can be learned in Rifts Earth (with G.M. permission) due to the fact that the originator is still alive. If used in Rifts Earth or other high magic environments, note the following: chagi provides the character with the ability to do a power kick. This kick cannot be used with sword & kick pairing, because of the wind up needed.



Yung Huo Jen: The Eternal Fires of the Sword

During the **mid-16th** century, a man known only as The Vagabond spent his life wandering Asia searching for physical and spiritual perfection. Over the span of his journeys he traveled from the northern islands of Japan to the Ural Mountains. The

Vagabond eventually reached the highest of **states**, that of an Enlightened Immortal. Prior to this, however, his journeys took him through dangerous territory. In order to protect himself he developed a variety of martial arts in a quest to seek perfection. Yung Huo Jen is one of the arts he developed during the middle portion of his wanderings. Even with Yung Huo Jen's power and mystic abilities, The Vagabond was not content. After teaching the art to a few disciples who traveled with him for years, he abandoned the art and moved on to another. His disciples, however, formed a dojo secreted away in a valley of the Himalayas. To this day their descendants spread their knowledge to others who come to their dojo. Currently there are nearly five dozen practitioners of Yung Huo Jen in the valley, studying, perfecting, and seeking physical and spiritual balance. Another two dozen students wander the world in search of enlightenment.

Students who wish to learn Yung Huo Jen must journey to the only dojo in the world, deep in the Himalayan Mountains. Training is balanced between **grueling** physical instruction and equally taxing mental exercises. The final test involves **musha-shugyo**, a traditional period of wandering where the student seeks his position in the cosmos. Some students have wandered for decades before finding their place. Some precocious students have only had to wander for a few years while the most dismal students have never found their place and have died before the truth was revealed to them.

Important Note: Because Yung Huo Jen incorporates so many techniques and because training is so intense, Yung Huo Jen counts as two martial art forms (and is of course an Exclusive form), just like Ninjitsu and Thai Kick Boxing.

Entrance Requirements: M.E. of 10, P.P. of 11.

Skill Cost: 14 years. This does not include the period of **musha-shugyo**. The minimum period of wandering ever known was three years.

Costume: Anything outside of the dojo. Training is conducted in a hakama, a loose jacket, and china flats (the lightweight shoes worn by many **kung fu** practitioners).

Stance: Weight balanced on the balls of the feet, front foot at a 45 degree angle forward, back foot perpendicular. The forward hand is held out in a knife hand position while the rear hand is either on the sword hilt or holding the drawn sword.

Character Bonuses:

+3 to P.P.

+1 to P.S.

+1 to P.E.

+15 to S.D.C.

Combat Skills:

Attacks Per Melee: 4

Escape Moves: Roll with Impact, **Backflip**, Maintain Balance.

Attack Moves: Cartwheel, Handstand, Leap, Somersault.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: **Backflip**, Combination Parry/Attack, Disarm.

Hand Attacks: Strike, Knife Hand.

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping / Leg Hook, Drop Kick (can be used with a Leg Hook), Wheel Kick, Roundhouse Kick, Axe Kick.

4th +2 to leap, +1 to handstand, +1 to dodge.

5th Select one additional martial art power from Martial Art Techniques or Chi Mastery abilities, +1 to disarm.

6th Critical strike on a natural 18, 19, or 20, +1 to maintain balance.

7th Add one attack per melee, +1 to dodge.

8th +2 to strike, +2 to parry.

9th Death blow on a natural 20, +1 to maintain balance.

10th Add one attack per melee, +1 to leap.

11th Select one additional martial art power from Martial Art Techniques or Chi Mastery abilities, +1 to cartwheel.

12th +1D6 to damage with any type of sword, +2 to disarm.

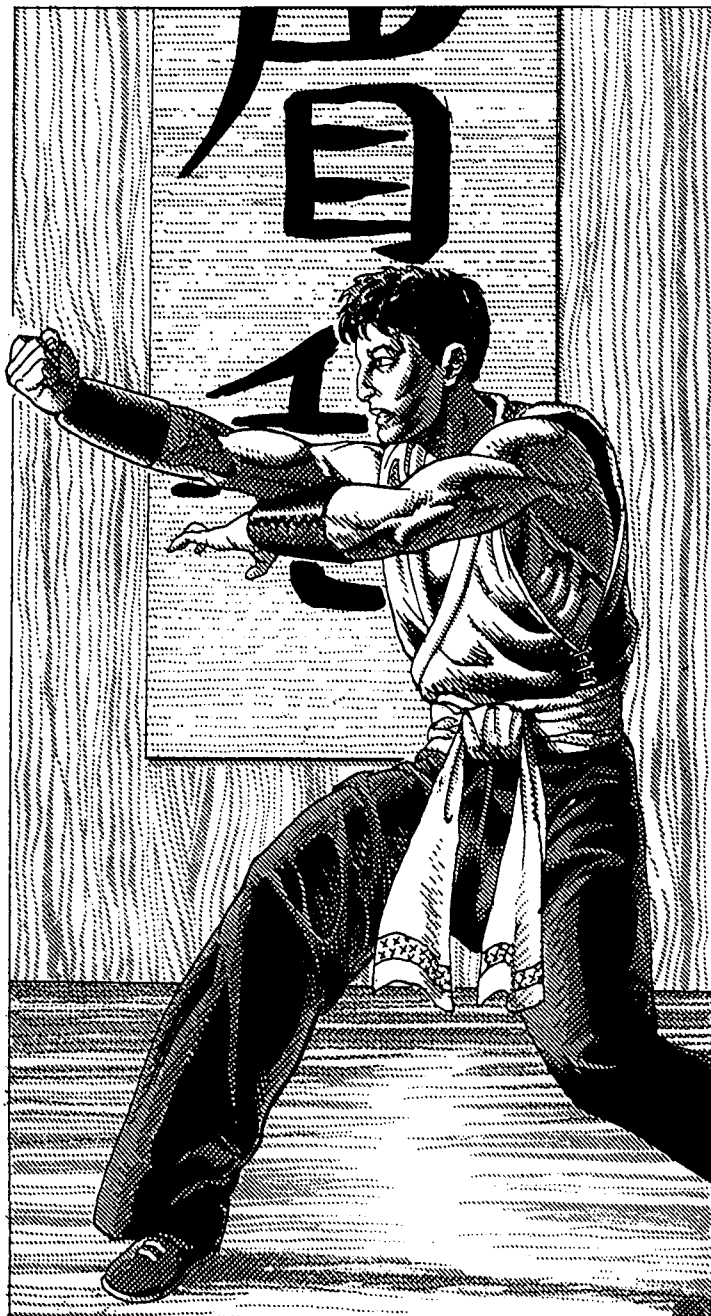
13th Add one attack per melee, +1 to dodge.

14th +2 to strike and parry, +1 to handstand.

15th Select one additional martial art power from Martial Art Techniques or Chi Mastery abilities, +2 to pull strike.

Why Study Yung Huo Jen?

Yung Huo Jen is one of the ultimate sword martial arts. Combining deadly speed with amazing acrobatic skills, it is capable of taking down most human opponents in a matter of seconds. Its only possible weakness is against multiple attackers.



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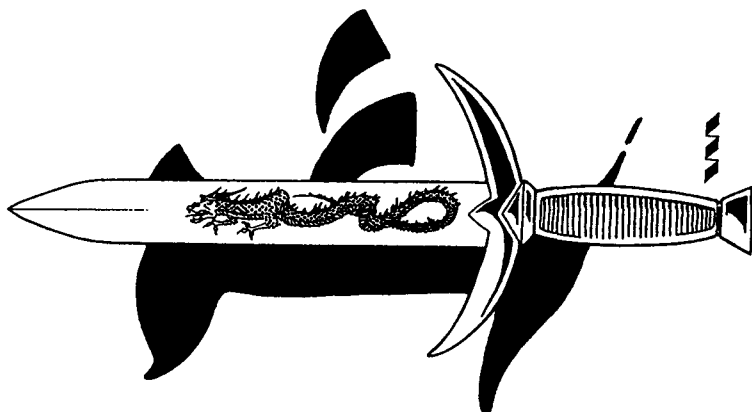
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Revised Grappling Rules and New Martial Arts

By Lee Casebolt

One of my favorite aspects of the Palladium system is it's combat rules. Simple, reasonably accurate, and easy to modify - everything I look for in a game. That said, I'm less than satisfied with their treatment of the grappling aspect of hand to hand combat. This is not really a knock on Palladium, as I don't think any other system has done any better. Ergo, I present the (Optional) Revised Grappling Rules for the Palladium system. Primarily of use to those who include a lot of martial arts in their games, it is (I hope) a reasonable mix of realism and **playability**.

Overview: In other words, what's grappling, and why would you bother? "Grappling", simply, is the aspect of combat concerned with grabbing your opponent and using that grip to do unpleasant things. The usual choices are throwing them to the ground **and/or** bending their limbs in painful ways. Why would you bother, when it's much easier to just **punch/kick** someone? Several reasons. First, you may find that your opponent is extraordinarily difficult to hurt with kicks and punches (In Palladium terms, they have a high AR **and/or** lots of SDC). In these cases, it may be simpler to throw, lock, or choke. In other cases, you may need to defeat them with a minimum of harm. In this case, lots of knuckle marks are a Bad Thing, and a simple joint lock can restrain them, with no permanent harm done. Finally, you may find that they are a better **puncher/kicker** than you. In this unfortunate case, it may be best to use an approach with which they are (hopefully) unfamiliar.

Grappling, in the Palladium system, has been grossly simplified. Example - Ninjas and Superspies lists over half a dozen distinct kicks, but only one **Body Flip/Throw**. Off the top of my head, I could list off twenty or more throws; I'm sure many of the rest of you could, too. The point is, a single **Body Block/Tackle** or **Body Flip/Throw** listing actually represents a wealth of technical knowledge. This in mind, I think it's important to remember how greatly different throwing and locking is from kicking and punching. For this reason, I'm introducing the following modifications and clarifications to hand to hand combat, as it relates to grappling:

Non-Grappler Penalty: If you've never seen a joint lock or hip throw, your odds of defending against one drop significantly. Therefore, **non-grapplers** (defined as anyone with no **Hold/Lock**, **Body Flip/Throw**, **Body Block/Tackle**, **Crush/Squeeze**, **Choke** or **Pin/Incapacitate** techniques in their combat skills) defend against grappling attacks at -4. Those with grappling attacks other than the type being used (i.e., your opponent tries to throw you; you don't have **Body Flip/Throw**, but do have **Elbow Lock**) defend at -2.

Grappling Rolls: As stated earlier, grappling is significantly different from punching and kicking. Therefore, bonuses to Strike from a martial arts form do NOT apply to grappling techniques (as listed earlier). P.P. and other bonuses still apply. Bo-

nuses to **Body Flip/Throw** in current martial arts forms should be extended to include other grappling attacks.

Specifics: Or, what do I do with all these techniques? Many of the techniques need radical modification from their Ninjas and Superspies (TM) descriptions. Updates are below.

Body Block/Tackle: Anyone can rush up, grab someone, and try to pull them to the ground. That's a fair distance from the crisp double-leg tackle of a trained wrestler. As it stands, one would think that you get tackled, take your **1d4** damage, lose your attack and initiative, and get on with your life, right? Wrong. Being **Body Block/Tackled** means first taking your damage, then losing your attack and initiative, and then dealing with life laying on your back (or worse, on your face) underneath a skilled martial artist who wants to hurt you. How this works in Palladium terms - opponent tackles. You attempt a defense and fail, hitting the ground. Take **1d4** damage, plus bonuses, as modified by attempts to Roll with **Punch/Fall/Impact** or **Breakfall**. You've now lost an attack, which means the person on top of you gets to try and hit, lock, or choke you now. You've also lost initiative, which means they get to try it again. Assuming you've used only Automatic defenses to this point, and that you're still conscious and not locked or held, NOW you get to either hit, lock, or choke them back, or try to stand up. Fun, huh? Also see **Groundfighting**, below, for more details.

Body Flip/Throw: Very similar to **Body Block/Tackle**, above, with a few minor detail differences. Obviously, the damage is different. You knew that. With a **Body Flip/Throw**, there is also somewhat more control over the situation, in that you, as the thrower, can elect to either follow your opponent to the ground, resulting in a situation very much like that discussed above, or you can (usually) remain standing, in which case you now have a somewhat stunned opponent lying at your feet. This is where the fun begins. They've lost one attack, which means it's your turn. At your option, you may either kick them (Snap Kick or Kick Attack) while they're down, or follow up with some sort of Elbow or Wrist Lock. They've also lost initiative - your turn again, with the same choices. At this point they will probably attempt to stand up. Feel free to do nasty things while they do so.

Ch'in Na: Ch'in Na is unique among the grappling styles in that it alone does not have a **Body Flip/Throw** attack. I recommend converting its Strike bonuses to Grappling bonuses.

Choke: According to Ninjas and Superspies, a Choke does **1d6** damage, plus bonuses, for every melee round it's held, directly to hit points. Sounds pretty good, but not quite accurate. A good choke will result in unconsciousness long before then; usually within 3-5 seconds, certainly well under 15. The new, improved, revised choke rules - **1d4** + bonuses, divide by two. This is the damage done to hit points per melee attack. In addition, the victim of the choke must Save vs. Pain (14+) at every attack; failure results in unconsciousness. The Choke may be broken as a Hold, see below.

Crush/Squeeze: The overhead swing of grappling - not pretty or all that technical, but pretty painful if it connects. Unchanged except for escape rules, which are the same as those for Holds; see below.

Grab: Even styles which do little or no actual grappling include some grabbing, frequently in the form of a **Combination Grab/Kick** or similar technique. Largely unchanged, except to

note that, if the initial grab is unbroken (as per Hold, below) the attacker may maintain it for future Combination **Grab**??? attacks, with no need to re-roll the Grab.

Groundfighting (NEW!): Fighting from a prone position is significantly different from fighting on your feet. It has some advantages, as well as its own penalties. First of all, "groundfighting" can be defined as combat between two people in prone or supine positions. Groundfighting, by its nature, takes place almost exclusively in grappling range (see **Ninjas** and **Superspies** for details of combat ranges), with the attendant limitations on techniques allowed. Furthermore, striking an opponent is somewhat more difficult, depending upon your position. Position in groundfighting, unless you have specific training otherwise, essentially breaks down to "top" and "bottom". The fighter on top, usually the one who performed the Tackle or Throw that got everyone in this position to begin with, may attack at no penalty. The fighter on the bottom is at -3 to Strike, and -1 to any grappling attacks, and has a -2 to Damage as well. The fighter on the bottom may attempt a variation of the Body Flip/Throw to reverse positions; this does no damage but improves one's position dramatically.

Finally, it's important to mention what is either the best or worst of circumstances - where one fighter is standing, and the other is prone at their feet. In this instance, the standing fighter may attack with a **Hold/Lock**, Snap Kick, Kick Attack or weapon, while the prone fighter may attempt Snap Kicks or Kick Attacks in response. The standing fighter is +6 to Strike and +4 to Damage, the prone fighter is -2 to both Strike and Damage (above listed groundfighting penalties are not counted in this instance). Note further that, in cases where two fighters are engaged in a **groundfight**, a third party may intervene. In these cases, in addition to the bonuses listed above, said third party will nearly always count as "behind" for purposes of "critical strike or **knock-out/stun** from behind" effects.

Holds: Without going into unnecessary detail, holds are potentially painful **twistings** and bendings of the body. Overall, Palladium's treatment of Holds is quite good. However, a few alterations are in order. First is the issue of escape. Escaping a Hold is not just a matter of agility (PP) and luck (d20). The proper use of power and technique is at least as important. Therefore, escaping from Holds (as well as Chokes and **Crush/Squeeze** attacks) requires a bit more math than previously. Add each combatant's PS, PP, Grappling bonus (if any), and the escapee's grappling penalty (if any) to d20, highest roll wins, with ties going to the holder.

Second is the issue of damage from holds. According to **Ninjas** and **Superspies**, Holds do no damage. This is not strictly true. A Hold is not the most efficient damage-producer, but it can cause some tissue damage when done by a particularly strong **and/or skillful** martial artist. A character may do up to **his/her** damage bonus per melee attack with a Hold. This damage may not be reduced with Roll with **Punch/Fall/Impact** or Breakfall. Hold damage is SDC only; a Hold will never do Hit Point damage.

Finally, there is the difficulty associated with standing Holds. Holds attempted against a standing opponent receive a -2 modifier; this counts towards both the initial Hold attempt and subsequent attempts to maintain the Hold. Holds attempted against

prone opponents (by either a standing or prone fighter) do not receive this penalty.



Joint Lock: Joint Locks are similar to holds, but involve either the **hyperextension** or **hyperflexion** of a joint. The issue of joint locks is somewhat more involved than Holds, though some of what was mentioned above still applies. The penalty for attempting a standing Lock is the same as that for a Hold. More importantly, a joint lock, unlike a hold, poses a very real threat of structural damage. The **lock-er**, if he wishes, may simply maintain the lock as a restraining measure, or attempt to **dislocate/break** the joint being locked. Attempting a break takes one attack, and both combatants roll as they would for Hold escapes. In this case, ties go to the defender. Results of a successful break vary according to the joint in question:

Finger - Minor problem. **1d4** damage to hit points, cannot punch with that hand, but Palm Strikes and Knife Hands are allowed.

Wrist - **1d6** damage to hit points, cannot use that hand. Elbow strikes and parries still possible. Overall penalties include -1 PP and -2 PS.

Elbow - Serious problem. **2d6** damage to hit points, cannot use that arm. Reduce PP and PS by 40%, -5 to Strike or Parry.

Ankle - **1d6** damage to hit points. Reduce Spd by 25% if in a cast, 40% if not, and -2 to Dodge. No kicking except in groundfighting.

Knee - Another serious problem. **2d6** damage to hit points, double penalties for ankle. No kicking except in groundfighting.

Note that while damage is done directly to hit points, breaks will never reduce hit points below **1**; broken limbs are terribly painful, but almost never kill you.

Neck Hold/Choke: Fundamentally unchanged, but note the new escape rules for Holds.

Pin/Incapacitate: Largely useless in my opinion. I strongly recommend dispensing with it entirely and replacing it with Body Hold wherever it appears.

Sticky Hands: This technique from Mien Chuan is unique; it's not exactly a grappling technique in the strictest sense, as there's no actual grabbing involved. However, at the same time it has many of the same characteristics. Therefore, for the purposes of the rules in this article, it should be considered a grappling technique, with the appropriate penalties for non-grapplers.

Wrestling (Optional): I've never been happy with this skill as presented.

An updated, more accurate version includes the following bonuses:

+1 PS

+1 PP

+2d6 SDC

Includes the Arm, Body, Leg, and Neck Holds, Body Block/Tackle, and Body Flip/Throw techniques.

+2 to Roll with **Punch/Fall/Impact**

+2 to Maintain Balance

+2 to Grapple

Hung Gar Kung Fu

Hung Gar is the most widespread and popular of the five dominant Southern Chinese **kung fu** styles (the others being Lau, Choy, Lay, and Mok). "Gar" translates as family or clan, while "Hung" refers to the style's creator, Hung Hei Goon. Hung Gar, then, is the kung fu of the family of Hung. Legends say that Hung originally learned the **Shao-lin** Tiger system from Master Gee See. From this basis, Hung added elements from the White Crane, which he learned from his wife, as well as movements and techniques from the Dragon, Snake, Leopard, and Five Elements Fist systems.

Techniques were added and modified to reflect both Hung's own personality and the environment in which he lived. Southern China is a land of river cities, where wet ground and crowded spaces are the rule. For this reason, Hung Gar employs strong stances, low kicks, and a variety of ambidextrous, simultaneous blocks and strikes which are best employed in tight quarters.

Hung Gar physical training is **grueling**, building both strength and endurance, while it's philosophical aspect stresses honesty, directness, willpower, and righteousness in all matters.

Hung Gar is one of the most popular of kung fu styles, with training available in most densely populated areas.

Entrance Requirements: Any alignment, but tends towards Principled, Scrupulous, Aberrant, and others with a strong sense of honor. Minimum P.S. and P.E. of 12 required.

Costume: Standard kung fu uniform.

Stance: Many stances are used, but tend towards very deep, strong stance. See Horse Stance under Special Katas.

Character Bonuses:

Add 2 to P.S.

Add 1 to P.P.

Add 1 to P.E.

Add 2 to Spd.

Add 15 to S.D.C.

Combat Skills:

Attacks per Melee: Three (3)

Escape Moves: Roll with **punch/fall/impact**, maintain balance

Basic Defensive Moves: Dodge, parry, automatic parry

Advanced Defenses: Multiple Dodge, Power Block/Parry, Combination Parry/Attack

Hand Attacks: Strike (punch), Power Punch, Claw Hand, Palm Strike

Basic Foot Attacks: Snap Kick, Kick Attack, **Tripping/Leg Hooks**

Special Attacks: Death Blow, Elbow, Knee, Forearm, Combination **Grab/Kick**

Holds/Locks: Arm Hold, Elbow Lock

Weapon Katas: Select one from W.P. Straight Sword, W.P. Sabre, W.P. Staff, W.P. Butterfly Swords (Paired), W.P. Trident, or W.P. Chain Whip

Modifiers to Attacks: Pull punch, **Knock-Out/Stun**, Critical Strike, and Critical Strike from Behind

Special Katas:

Horse Stance: One of the most basic of martial arts stances, the Horse Stance can provide a devastating fighting foundation when mastered. A master of the Horse Stance cannot be moved if he does not wish to be moved, and this same strong root adds power to his strikes. Bonuses: +8 to Maintain Balance, +2 to Damage. On the downside, the character cannot move, kick, dodge, or perform any other action which would cause his feet to leave the ground.

Skills Included In Training:

Martial Arts Abilities and Powers: Select two (2) abilities from Body Hardening Exercises (including Demon Hunter) and Special Katas (not including **Chi** Katas). These powers may be exchanged, on a one-for-one basis, for basic skill programs (excluding physical).

Languages: Chinese (Cantonese dialect)

Physical: Swimming

Philosophical: Taoism

Level Advancement Bonuses

1st +1 to Strike, +1 to Damage, +1 to Maintain Balance, Critical Strike from behind

2nd +2 to Roll with **punch/fall/impact**, +1 to **Parry/Dodge**

3rd +1 attack per melee, Critical Strike on Natural 18 or better

4th +1 to Roll with **punch/fall/impact**, +1 to **Parry/Dodge**

5th +1 Attack per melee, +1 to Damage

6th Add one Martial Arts Power from Body Hardening Exercises (including Demon Hunter) and Special Katas

7th +1 Attack per melee, Death Blow on Natural 19 or 20

8th +2 to Maintain Balance

9th **Knock-out/Stun** on Natural 18, 19, or 20

10th +1 to Damage, +1 to Strike

11th Add one Martial Arts Power from Body Hardening Exercises (including Demon Hunter) and Special Katas (including **Chi** Katas)

12th +2 to **Parry/Dodge**, +1 to Strike

13th +1 Attack per Melee

14th Add one **Zenjorike** Power

15th +1 Attack per Melee, +1 to Damage

Why Study Hung Gar Kung Fu?

A well-rounded system, with powerful offensive and defensive techniques, as well as basic weapons training, that excels at short-range combat. Its primary weakness is a lack of internal skills.

Kalaripayit

Entrance Requirements: None

Skill Cost: 8 years (5 years as a secondary form)

Kalaripayit is one of the indigenous martial arts of India. It's study is primarily limited to villagers and rural areas of India; few outsiders have the opportunity to study this art.

The art is very complete, offering training in striking and grappling techniques, as well as weapons training and even Atemi (called **marma-adi**). Training includes a combination of strenuous exercise, forms work, and sparring practice. After students have demonstrated proficiency in their technique, marma-adi study begins, and the student learns the workings of the body, both how to harm and how to heal.

A master in combat seeks first to avoid conflict, then to defeat his attacker with a minimum of force, using temporarily disabling strikes initially, then escalating his assault as necessary.

Costume: Typically shorts or a loincloth/wrap, with shirt optional; kalaripayit is *not* the most formal of martial arts.

Stance: Generally a very low posture, with arms bent to cover the face and body from attack. Motion is emphasized over strong stances.

Character Bonuses

+1 PS

+2 PP

+1 PE

+15 SDC

Combat Skills

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Leap, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Circular Parry, Disarm, Multiple Dodge

Hand Attacks: Strike (punch), Knife Hand, Palm Strike, Fingertip Attack

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick

Special Attacks: Death Blow, Elbow, Forearm, Body Flip/Throw, Choke

Holds/Locks: Arm Hold, Body Hold, Wrist Lock

Weapon Katas (Pick Two): WP Dagger, WP Staff, WP Three-Direction Knife, WP Spring Sword

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear

Skills Included In Training

Martial Arts Powers: Select three from among Atemi Abilities, Body Hardening Exercises, and Special Katas. These powers may be traded, one for one, for basic skill programs (except physical) as desired.

Language: Tamil

Philosophical Training: No formal training, though a pacifistic attitude is generally encouraged.

If this is your primary martial arts form, the following forms may be learned in a shorter period of time: Jujutsu (5 years), Shao-Lin Kung Fu (6 years), Yu-Sool (6 years)

Level Advancement Bonuses

1st +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical Strike or Knock-Out/Stun from behind

2nd +1 to Strike, +1 to Leap

3rd +1 to Disarm, +2 to Damage

4th Select one additional power from Atemi Abilities, Body Hardening Exercises, or Special Katas

5th Critical Strike on Natural 18, 19, or 20

6th Death Blow on Natural 20

7th +1 Attack per Melee

8th +1 to Strike, +1 to Parry/Dodge

9th +1 to Maintain Balance, +1 to Disarm

10th Select one additional power from Atemi Abilities, Body Hardening Exercises, or Special Katas

11th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

12th +2 to Parry/Dodge

13th +1 to Strike, +1 to Leap

14th +1 to Disarm, +2 to Maintain Balance

15th Select one additional power from Atemi Abilities, Body Hardening Exercises

Why Study Kalaripayit?

A very complete form, it offers attacks at every range of combat, and also teaches both weapon skills and Atemi Abilities.



Kodokan Judo

Entrance Requirements: None

Skill Cost: 8 years (6 years as a Secondary Martial Arts Form)

Founded in 1882 by Jigoro Kano, Kodokan Judo is a synthesis of many classical Jujutsu styles (of which Kano was an avid student), selected in accordance with Kano's personal philosophy on combat - "to make the most efficient use of mental and physical energy..." by first giving way to an opponent, then using his own energy to defeat him. Among the changes he made in the techniques was that of eliminating many of the most dangerous, uncontrolled techniques, on the theory that techniques which can be safely practiced may be better learned by students.

Judo techniques are divided into three primary categories - Nage-waza (throwing techniques), **Katame-waza** (grappling techniques), and Atemi-waza. Emphasis is first on throwing techniques, which Kano believed superior both as physical tools and as spiritual exercise, then on grappling, with striking techniques being practiced almost wholly in kata form. Like the Jujutsu which preceded it, Judo has many defenses against unarmed attacks, as well as knife, club, sword, and gun attacks.

In combat, the judoka generally will wait until attacked, then avoid the initial attack and counter with a throw. If necessary, the throw may be followed by a pinning technique, joint lock, or choke.

One of the most popular martial arts in the world, judo instruction can be found almost anywhere, but most truly advanced teaching is done at the Kodokan school in Tokyo.

Costume: Standard judo uniform

Stance: Natural posture, about a 45 degree angle from opponent, with knees slightly bent. Hands are kept up at about shoulder level, held open to grab opponent at the arm, sleeve, or collar at the earliest opportunity.

Character Bonuses:

+1 MA

+1 PP

+2 PE

+10 SDC

Combat Skills

Attacks per Melee: 2

Escape Moves: Roll with **punch/fall/impact**, Breakfall, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Automatic Body Flip/Throw, Automatic Roll, Disarm

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike

Basic Foot Attacks: Snap Kick, Kick Attack

Special Attacks: Body Flip/Throw, Critical Flip/Throw, Choke, Elbow, Knee, Body Block/Tackle

Holds/Locks: Body Hold, Leg Hold, Arm Hold, Elbow Lock

Weapon Katas: None

Skills Included In Training

Martial Arts Powers: Receives the Kangeiko/Shochu Geiko Body Hardening Exercise automatically. In addition, select two Powers from Atemi Abilities, Martial Arts Techniques, and Special Katas. These Powers may be exchanged, one for one, for any basic skill program, excluding physical.

Level Advancement Bonuses

1st +3 to Roll with **Punch/Fall/Impact**, +1 to **Parry/Dodge**, +1 to Breakfall, Critical Strike from behind

2nd +1 to Body Flip/Throw, +1 to Disarm

3rd +1 to Body Flip/Throw (does 2d6 Damage, instead of the normal 1d6), +2 to Maintain Balance

4th +1 Attack per Melee, Critical Strike on Natural 18, 19, or 20

5th +2 to Roll with **Punch/Fall/Impact**, **Knock-Out/Stun** on Natural 20

6th Select One (1) Additional Martial Arts Power from Atemi or Martial Arts Techniques, or Special Katas, +1 to Disarm, +1 to Parry/Dodge

7th +1 to Body Flip/Throw, +1 to Breakfall

8th +1 Attack per Melee, +1 to Maintain Balance

9th +2 to Roll with **Punch/Fall/Impact**, +1 to Damage

10th +1 to **Parry/Dodge**, +1 to Body Flip/Throw

11th +1 Attack per Melee, Select One (1) Additional Martial Arts Power from Atemi, or Martial Arts Techniques, or Special Katas

12th +1 to **Parry/Dodge**, +1 to Strike

13th +2 to Roll with **Punch/Fall/Impact**, +1 to Maintain Balance

14th +1 Attack per Melee, +1 to Body Flip/Throw (does 4d6 instead of 2d6 damage)

15th Select One (1) Additional Martial Arts Power from Atemi, Martial Arts Techniques, or Special Katas

Why Study Kodokan Judo?

Fans of hard-hitting, impact-based martial arts should look elsewhere, but for those who prefer the option of subduing an opponent with minimal harm, judo is an excellent choice. A strong defensive martial art that holds up well against multiple attackers.

Wrestling

Entrance Requirements: None

Skill Cost: 8 years (6 as a Secondary form)

Though often forgotten or ignored in martial arts discussion, wrestling is actually the world's oldest martial art. Organized wrestling was known to the ancient Greeks, Egyptians, Jews, and Indians, among others. Paintings on the interiors of Egyptian pyramids depict wrestlers using holds and other techniques still practiced to this day.

Wrestling as commonly seen today has devolved to either sport with limited combat application (amateur freestyle, collegiate, and Greco- Roman), or so-called "sports entertainment" (professional wrestling). Both styles sprang from the professional wrestling contests frequently sponsored by traveling carnivals in the late 19th and early 20th centuries. The carnival would frequently have a "champion" who would offer prize money for those who could defeat him, or simply last a given period of time. These champions frequently developed a number of dangerous (now illegal) techniques, called "hooks", for dispatching local challengers who threatened to go the distance. Up until very recently, some of the most formidable martial artists in the world could be found working as "professional wrestlers"; either former carnival "hookers", as they were called, or men who had trained with such. Currently, training in this method of wrestling is available in only a few schools, located in Florida, southern California, and Missouri in the US, Alberta in Canada, and Tokyo, Japan.

The wrestler seeks to immediately close with his opponent, controlling his body **and/or** limbs to immobilize, then throw or lock them into helplessness.

Character Bonuses

Add 2 to PS

Add 1 to PP

Add 2 to PE

Add 15 to SDC

Combat Skills

Attacks per Melee: 3

Escape Moves: Roll with **Punch/Fall/Impact**, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: None

Hand Attacks: Palm Strike

Basic Foot Attacks: Tripping/Leg Hooks

Special Attacks: Body Block/Tackle, Body Flip/Throw, Critical Flip/Throw, Elbow, Knee, Forearm, Choke, Neck Hold/Choke, Crush/Squeeze, Headbutt (SPECIAL! Can be performed only when in grappling range. Does 1d4 damage.)

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Elbow Lock, Ankle Lock (SPECIAL! Performed like a Leg Hold, but treated as a Wrist Lock for escape purposes), Knee Lock (SPECIAL! Performed as a Leg Hold, but treated as an Elbow Lock for escape purposes)

Skills Included In Training

Martial Arts Powers: Receives the Kansetsu-Waza, Grasping Hand Atemi Ability automatically. In addition, select one Body Hardening Exercise.

Languages: None

Level Advancement Bonuses

1st +2 to Maintain Balance, +3 to Roll with Punch/Fall/Impact, Critical Strike from Behind

2nd +2 to Hold/Lock*, +1 to Body Flip/Throw

3rd +1 to Damage, +1 to Dodge

4th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

5th +2 to Body Flip/Throw (Does 2d6 damage, instead of the usual 1d6), Critical Strike/Throw on Natural 18, 19, or 20

6th Select one additional Martial Arts Power from Body Hardening Exercises

7th +1 to Hold/Lock*, +2 to Maintain Balance

8th +1 to Strike, +1 to Parry/Dodge

9th +1 Attack per Melee

10th +2 to Roll with Punch/Fall/Impact, +1 to Damage

11th +1 to Body Flip/Throw, +1 to Maintain Balance

12th +1 Attack per Melee

13th +2 to Dodge, +1 to Hold/Lock

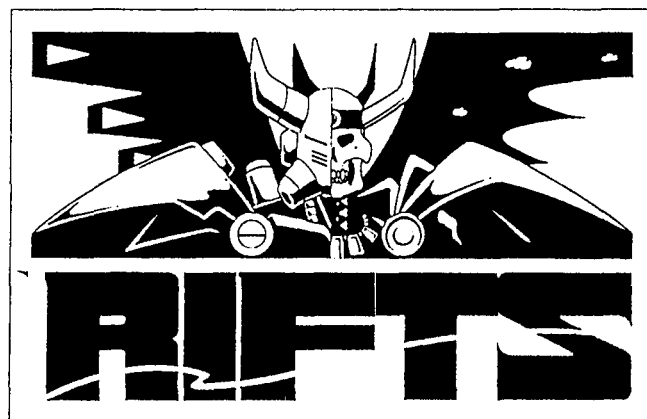
14th +2 to Maintain Balance, +1 to Roll with Punch/Fall/Impact

15th Select one additional Martial Arts Power from Body Hardening Exercises or Martial Arts Techniques.

* - Bonuses to Hold/Lock also apply to attempts to escape or maintain Holds, Crush/Squeezes, and Chokes.

Why Study Wrestling?

Most martial artists are lost in a grappling situation; the wrestler lives there. Provides excellent physical training as well. Weaknesses are a difficulty with multiple attackers and a lack of "internal" training.



Mystic China Conversions for Rifts®

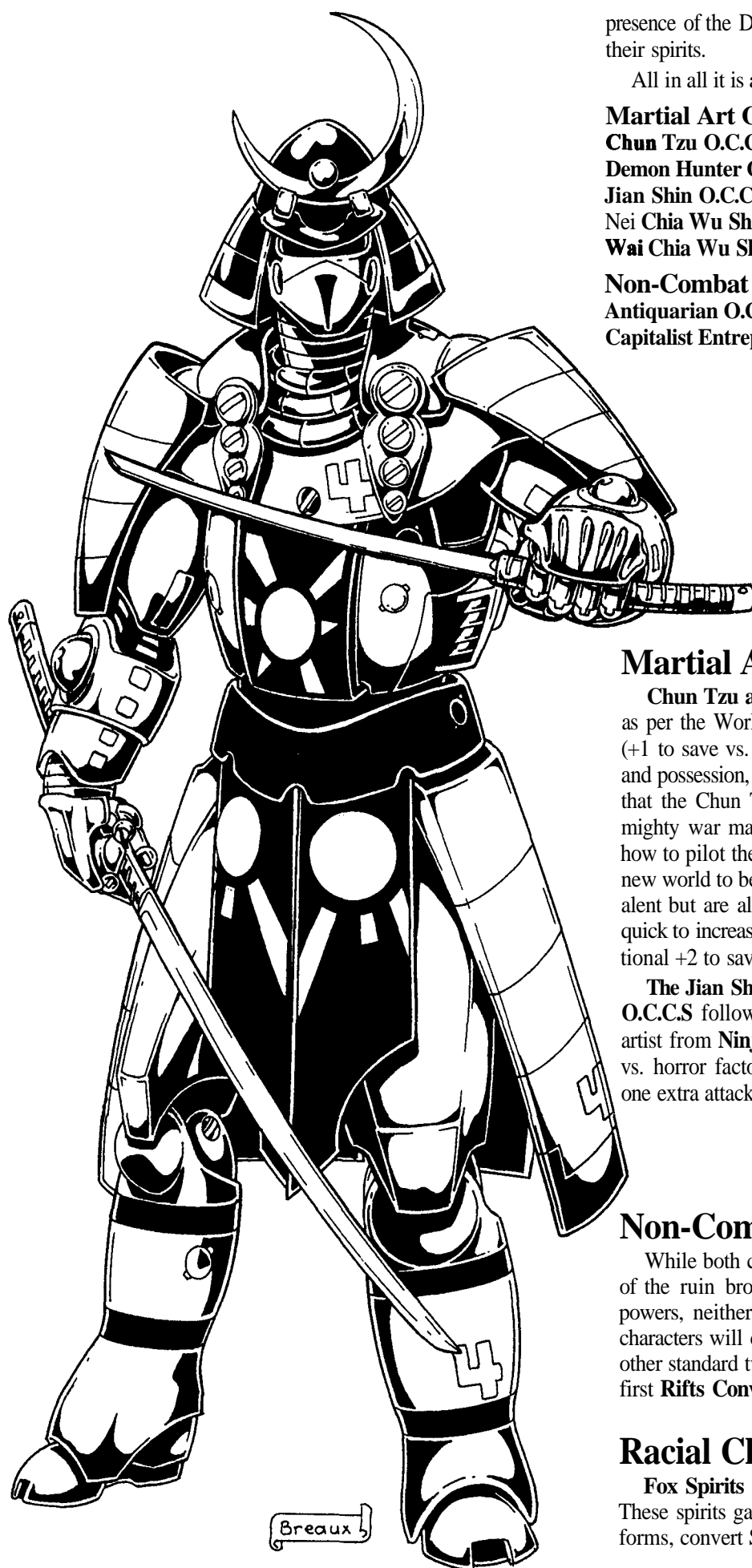
By Andrew Smith

Editor's note: Actually, this piece is a little more than the title would lead you to believe. Andrew Smith has not only written up conversions for bringing characters from the **Ninjas & Superspies / Mystic China** universe into **Rifts**, he has also added to the existing material. He's included new descriptions of the Chi magic incantations, a fascinating article discussing the nature of the mysterious force known as Chi, and even an optional table for calculating hand to hand damage for martial artists with supernatural strength. For more detailed descriptions of the powers and spells converted here, see **Mystic China**.

Character Class Conversions

The world of **Mystic China** is similar to that of **Beyond The Supernatural** in many ways. Most characters who are generated in either setting are accustomed to the presence of powerful creatures of the night, both good and evil. Supernatural energies are not foreign to them, and yet should any of these characters find their way to the world of **Rifts** they will still be surprised at what they see and experience. The increase in mystic power will be felt in the bodies and spirits of those attuned to the mystic arts. It is a world of power and a world of terror.

Regardless of their initial experience, it will not take long for anyone from **Mystic China** to assimilate into the new environment. Geomancers in particular will be overjoyed at the visible



presence of the Dragon Lines they have for so long felt only in their spirits.

All in all it is an easy transition for them to make.

Martial Art O.C.C.s

Chun Tzu O.C.C. (Philosopher Martial Artist)

Demon Hunter O.C.C. (Fu Yao Da Chia)

Jian Shin O.C.C. (Weapon-based Martial Artist)

Nei Chia Wu Shih O.C.C. (Meditative Martial Artist)

Wai Chia Wu Shih O.C.C. (Open Hand Martial Artist)

Non-Combat O.C.C.s

Antiquarian O.C.C. (GuDong Chia)

Capitalist Entrepreneur O.C.C. (Shang Ren)

Racial Character Classes

Fox Spirit R.C.C. (Hu Ching)

Reformed Demon R.C.C. (Shan Muo)

Psychic Character Classes

Mang Wu P.C.C. (Blind Mystic)

Fang Shih P.C.C. (Geomancer)

Tao Shih P.C.C. (Immortalist)

Wu Shih P.C.C. (Chi Arcanist)

Martial Art O.C.C.s

Chun Tzu and Demon Hunter Character Classes are treated as per the Worldly Martial Artist from **Ninjas and Superspies** (+1 to save vs. magic, +2 vs. horror factor, +2 vs. mind control and possession, plus one extra melee attack). It should be noted that the Chun Tzu will likely fall in love with the robots and mighty war machines which now exist and will want to learn how to pilot them. Similarly, the Demon Hunter should see this new world to be like shooting fish in a barrel. Demons are prevalent but are also more powerful, so the hunter will need to be quick to increase his arsenal. Demon Hunters also gain an additional +2 to save vs. horror factor and possession.

The Jian Shih, Nei Chia Wu Shih and Wai Chia Wu Shih O.C.C.s follow the same conversions as the Dedicated Martial artist from **Ninjas and Superspies** (+2 on initiative, +4 to save vs. horror factor, +2 vs. **psionics**, magic and possession, plus one extra attack per melee round).

Non-Combat O.C.C.s

While both characters will have suffered a great loss because of the ruin brought by the rifts, in terms of sheer combative powers, neither the **Antiquarian** or **Capitalist Entrepreneur** characters will change. They should be treated exactly like any other standard twentieth century characters as per page 36 of the first **Rifts Conversion Book**.

Racial Character Classes

Fox Spirits and Reformed Demons. Supernatural beings! These spirits gain a Chi increase of **1D4x10**. When in physical forms, convert S.D.C. to M.D.C. and double it.

Psychic Character Classes

Mang Wu/Blind Mystic. Double the character's P.P.E. and Chi and increase the gain of Chi by a further 2D6 for each advancement.

Tang Shih/Geomancer. Triple the character's P.P.E., add 1D4x10 to Chi, double all increases (per level) in P.P.E. and add 2D6 to each advancement of Chi. They also gain the Line Walker abilities of **Sense Ley Line and Magic Energy and Read Ley Lines** while they are on **Rifts Earth**. Being as attuned to the Dragon Lines as they are, they may also glean a further 50% of the P.P.E. normally available from ley lines.

Tao Shih/Immortalist. Triple P.P.E. and add an additional 3D6 P.P.E. for each level of experience. Chi is increased by 1D4x10 and each increase gains a further 2D6. New spells cannot be learned normally for the Tao Shih due to the change of magic style. See the section under **Chi Magic and Celestial Calligraphy** for more details. Likewise, finding all the necessary papers and inks for inscribing Celestial Calligraphy may prove to be difficult.

Wu Shih/Chi Arcanist. Triple the character's P.P.E. and Chi base and add an additional 4D6 P.P.E. and Chi for each level of experience. The **Sense Magic** ability is increased to be like that of the Ley Line Walker.

Chi in the Modern World

An extract from an essay by Dr. Thomas **Starchild**, a researcher at the University of **Lazlo, Lazlo**.

Defining Chi and its Purpose in the Universe.

"Chi, according to **Taoists** and their ilk, is defined as the life force of the universe. It is the energy which sustains all living beings and which is necessary for healing and growth in bodies. However, limiting it to these purposes would be a grave travesty of the truth. Chi also serves as a means by which a person may gain enlightenment. As Chi flows through all parts of the universe, it carries knowledge and enlightenment which may be gained by focusing on the flow of Chi, to draw from it what it has gathered in passing through countless other beings and spirits.

"This is the purpose behind Chi meditation, to focus the body on the universe, and so to gain enlightenment from its own secrets, carried in the flow of energy. Not surprisingly, the great masters of the mystic Chi arts are renowned for their wisdom, having learned it from the universe itself.

"One of the most interesting facets of Chi is its bipolar nature. Just as magnetic and electrical energy have opposing polarities, so too does Chi. Most places in the universe flow freely with strong currents of what we shall call "positive" Chi, and this Chi is housed in the bodies of the living. Humans and many non-humans are beings of positive Chi and store it in their bodies for healing. Having no Chi, or even "negative" Chi in a being of positive Chi is a dangerous situation as it prevents healing from taking place. When a being has weak Chi, resistance to

physical and mental diseases is low and the being suffers from a general feeling of malaise.

"Similarly with beings of negative Chi. An absence of it or a presence of positive Chi in them prevents their healing and will eventually cause death.

"Chi is a force of the universe in much the same way as magical energy is a force in the universe. The ancient scholars of the orient could identify the so-called Dragon Lines and many a master of Feng Shui has seen them also in the western world, coinciding directly with the Ley Lines identified by **druids** and other spiritists. This leads to the theory that magic energy and Chi are but different manifestations of the same energy. Again we can look to the energies of magnetism and electricity and see that as fields of both kinds are present around the flow of electricity, so do Chi and magic energy coexist along the same lines of cosmic energy flowing in the universe.

"Chi also has connections with psychic strength. Chi can be thought of as the physical version of psychic energy, relying on the health of the *body*, as opposed to the health of the *mind*.

"The world as we know it today is one where the presence of Dragon Lines is irrefutable. Their glowing blue energies flow across the land like mighty rivers, carrying many things which mankind has not yet learned. These Dragon Lines are places of power, where the energy in the body is enhanced and where beings may more closely attune to the universe.

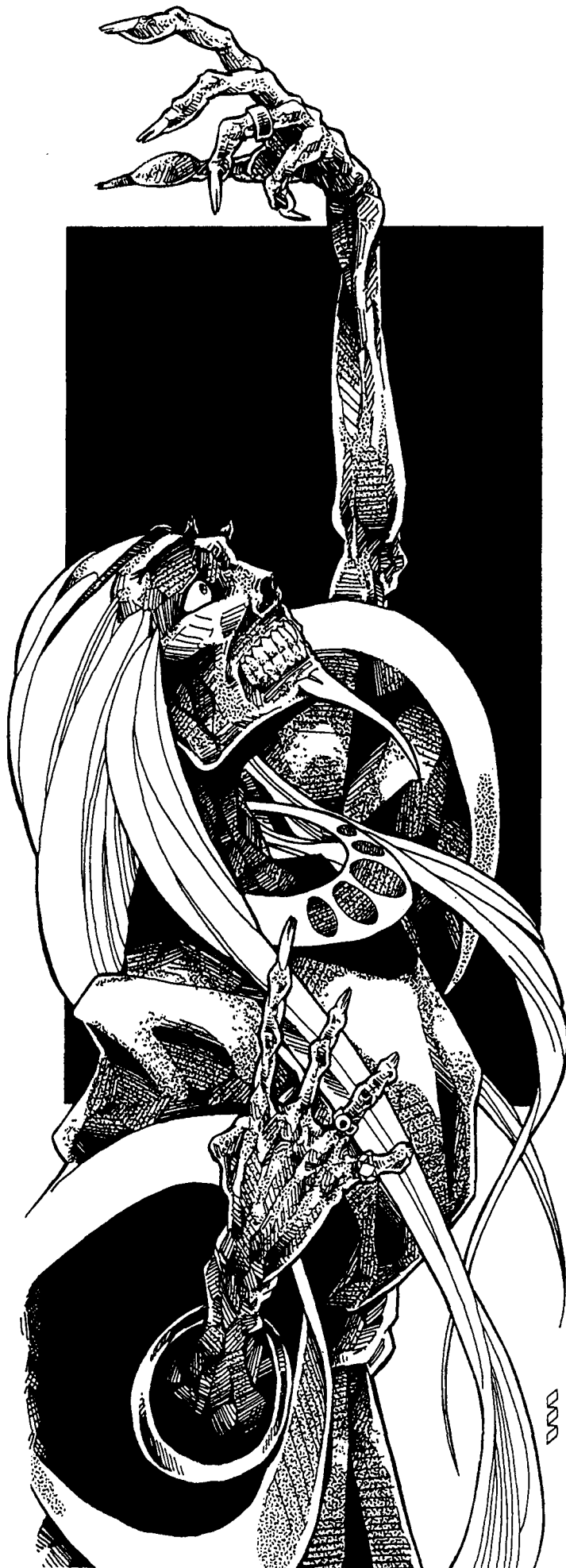
Identifying Places and Creatures of Negative Chi

"Across the many dimensions of the **Megaverse** there is an ultimate balance of positive and negative Chi. This is the philosophy of the Tao, that there is balance. However, this does not mean that these balances take place locally. One area of positive Chi might be bordered by another on all sides, and those bordering regions might themselves be surrounded by Chi of similar polarity.

"Places of positive Chi can be easily identified by humans, especially those with an appreciation of, and a close bond with, natural environments. Places of natural beauty are places of positive Chi. A waterfall. A forest. An ocean. All such places are brimming with positive Chi.

"Negative Chi is also noticeable to humans. In much the same way as a fresh flowing stream contrasts a pool of stagnant and polluted water, so positive Chi is contrasted by negative Chi. Dark and foreboding caverns beneath the ground can hold strong streams of negative Chi in them. Wrecked and abandoned houses draw negative Chi from the universe and it is thought that fears and hauntings are the result of this gathering of negative Chi. Surprisingly, there can be beauty in negative Chi, in the light of the moon. As we know, the light from the moon is but a reflection of the light emitted by the sun, so it is the *reflective* nature of moonlight which qualifies it as a source of negative Chi.

"As this relates to the Ley or Dragon Lines, Chi can be positive or negative in either case. Wherever there is positive Chi, there is also a small amount of negative Chi, and vice versa. So even where a Ley Line flows through a beautiful place and the Chi is strong in the positive, a small amount of negative Chi will be present. Likewise for underground Ley Lines, the dominant



kind of Chi will be negative, but a small amount of positive Chi can be gleaned, even in the darkest of places.

"The type of Chi commonly found in any given region of the universe gives a clue to the kind of creatures which inhabit that region. On Earth, for example, there is a prevalence of positive Chi and so the most common kind of creature to be found on Earth is one of positive Chi. The planet of Wormwood it is another matter. The darkest side, ruled by The Unholy, is an area of negative Chi unrivaled by most other places in the universe. The remainder of the planet is strong in the flow of positive Chi. This clear distinction gives the planet an exciting nature where the Tao plays out its balancing act in the lives of those who live there, guiding their destiny carefully.

"So we come to identifying the Chi nature of commonly encountered creatures. Since most creatures on earth are positive Chi creatures, the identification which follows will focus on those of negative Chi and even then only on the common traits carried by these creatures.

"Negative Chi is said to be the force of unlife, not necessarily of death. There are creatures in the universe which live but are dead; the undead. And it is the undead who are creatures of negative Chi. They are animated by that very force and by its power they are resistant to so many things which threaten creatures of positive Chi.

"Sunlight is known to be a carrier of positive Chi and therefore any being which is damaged by sunlight can be said to be a creature of negative Chi. This includes vampires first and foremost as being negative Chi creatures. Their deadly vulnerability to sunlight serves only to identify how much negative Chi is housed inside of them. Other kinds of undead aren't as affected by sunlight. Zombies and mummies are among these but they are a special case. While many class them as being undead, their apparent resistance to the ravages of sunlight points to another characteristic of **their** kind which is beyond simple animation by Chi.

"Generally, it is thought that the creatures are simply animated corpses, and nothing more. They aren't sentient in any way and are incapable of independent thought. This is thought to be the reason why these creatures are very weak in regards to negative Chi.

"There are other beings in the universe which are of negative Chi. The Chinese called them **Infernals**. The people of the middle east of Earth knew them as demons. Whatever they are called, these "evil spirits" are of pure negative energy in their natural state and wherever their home dimension may lie, that place is sure to be strong in negative Chi streams. They are known to be able to survive on Earth so it can also be presumed that they have some kind of protection from the flow of positive Chi. To exist on Earth in such a way, demons take up a physical presence, one which has a barrier against the flow of positive Chi. Just how strong this barrier is varies from species to species. No such creatures have yet volunteered themselves for study so strengths are as yet unknown."

Game Notes

All creatures untrained in gathering Chi will have an amount of Chi equal to their P.E. attribute. Creatures with supernatural P.E. or who have supernatural regeneration powers have double their P.E. in Chi.

The Chi available from Ley Lines is triple the amount of available P.P.E. This Chi may only be gleaned by Chi mages for use in Chi spells, or by beings with Dragon Chi or Dark Chi absorption abilities. Additional Chi may *not* be gained through the use of the spell **Convert P.P.E. to Chi**.

Chi polarity at a ley line is a matter of conditions and the environment. Because of the dominance of the sun, a ley line above ground will flow with positive Chi during the day, even if the moon is also visible. However, under the **nighttime** light of a full or new moon, the Chi becomes negative. A ley line flowing through a place of negative Chi will flow with negative Chi, even during the day.

A solar eclipse will also be sufficient to alter the polarity of all Dragon Lines to become negative. In fact, the dominance of the moon over the sun at this point will cause the amount of negative Chi to be double what is normally available!

A lunar eclipse will diminish all negative Chi available down to a mere one-fifth of what is normally available. All other effects due to celestial conditions are as normal (see **Rifts** pg. 163 for more details).



Chi Magic & Celestial Calligraphy

There are many differences between the magic of the Wu Shih and **their** contemporaries, and the magic of mages in the world of **Rifts**. The two styles are so completely alien to each other that the use of Chi magic on Rifts Earth should pique the interest of any practitioners of magic there. Beings with abilities to sense magic will feel the magic being used but it will feel different from all other types of magic.

Immunities and Saving Throws.

Creatures immune to normal magic must make a saving throw and will suffer one-half the effects of Chi Magic if that saving throw is failed. However, such creatures get a +2 to save vs. Chi Magic. This is due to the different nature of Chi Magic from Western Magic.

Geomantic Magic.

While the connections between Chi and P.P.E. are undeniable, many aspects of Geomantic Magic are designed to work only on the manipulation of Chi. Therefore the effects which any given Geomantic spell might have on P.P.E. is merely incidental.

Celestial Calligraphy for Western Magic.

One might think that converting a bit of western magic to Chi magic would be simple. However, the process is complicated by a number of factors.

Chi magic relies on the silence of the mind and the focus on manipulating the energies rather than the invocation of power words, gestures, rituals and sometimes even the names of ancient supernatural entities.

Celestial magic works by using the elements of the universe in harmony with the energies of the universe. Paper (wood) and ink (water) are combined in the inscribing of the spell, in a kind of storage. The element of fire is brought into the mix in order to release the premeditated manipulation of those energies.

Scholars have speculated that it is possible to inscribe *any* magic as Celestial Calligraphy if the words and gestures could be appropriately translated into purely written form. It means creating a spell which, although the effects are the same as another spell, is completely new. So any being which has the knowledge and skill to create spells of both western and Chi magic could *theoretically* make Celestial Calligraphy out of any spell.

While this makes a great idea for a possible campaign involving characters from Mystic China adventuring in Rifts, it should definitely not be something that the PCs could do by themselves.

Conversions for Chi Magic

Only the differences between the spell descriptions outlined in **Mystic China** and how the spells behave on **Rifts** Earth are detailed here. See **Mystic China** for the original descriptions of these and other spells.

Level One

Chi Mask

Range: Self

Duration: Twenty melee rounds (5 minutes) per level of experience.

Saving Throw: None.

Cost: Three P.P.E.

Used to change the appearance of the caster's Chi (i.e. higher or lower, positive or negative), this spell does not conceal the amount of P.P.E., I.S.P. Or any other details of the caster's aura from anyone with the appropriate awareness powers.

Convert P.P.E. to Chi

Range: Self

Duration: Instant

Saving Throw: None.

Cost: One P.P.E.

This spell cannot be used to siphon Chi from a Ley Line, as it focuses on changing the P.P.E. to Chi *within* the body. Each point of P.P.E. converted turns into six points of Chi.

Convert Positive Chi to Light

Range: Self

Duration: One melee round per point of Chi.

Saving Throw: Standard

Cost: One P.P.E.

The light created by this is true sunlight and inflicts damage accordingly, in addition to a horror factor of 14 against those who take damage from sunlight.

Sense 27 CM - Earth/Dragon Energy (Geomantic)

Range: One hundred feet (30.5m)

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

Saving Throw: None

Cost: One P.P.E.

As well as providing a sense of the Dragon Chi natural to the area, this spell also gives the caster a general feel for the P.P.E. of **Rifts** earth. Both the **Earth Chi Flow** and **Flow of Chi** aspects of this magic allow the caster to feel the presence of Ley Lines within the spell's range.

Level Two

Draw Confining Arc of Chi (Geomantic)

Range: Touch

Duration: Ten minutes per level of experience.

Saving Throw: None

Cost: Four P.P.E.

As with many elements of Geomantic Magic, this spell not only affects Chi, but can be used to affect the P.P.E. available from Ley Lines. In addition to the normal effects on the Chi available from the Ley Line, the P.P.E. available from the **Arc of Gathering Chi** may be doubled, but not tripled. Visually the ley line will appear to diminish and intensify into the arc drawn by the Chi Mage and flow out of the focal point of the arc. An **Arc of Deflecting Chi** can also be drawn in a ley line and will behave like a rock in a stream of water, guiding the energy around those protected by the arc. This effect is also visible.

Fill Object with Chi

Range: Touch

Duration: Permanent

Saving Throw: None

Cost: Five P.P.E.

The damage inflicted by objects filled with Chi is done direct to the Chi points of the target. Remember that for this to work the flesh or skin of the creature must be touched with the weapon. It will not affect characters in body armor or power armor unless the armor is breached. Similarly for full conversion Borgs.

Objects filled with Chi will also inflict double their normal damage against supernatural creatures and creatures of magic. Mega-damage is delivered to M.D.C. creatures, and vampires take normal damage. Rail gun rounds may be filled with Chi but each individual **flechette** in the round must be filled separately and not as a whole.

Sense Infernal Influences

Range: 80 feet (24.4m)

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

Saving Throw: None

Cost: Two P.P.E.

This spell allows the detection of **Infernals**, and the demonic activities they may be engaged in or responsible for (like a portal to an Infernal place). Due to the biological relation between Infernals, demons and gargoyles, this spell will also make the caster aware of the presence of gargoyles. Likewise for any undead, particularly vampires. The range of detection for gar-

goyles is reduced to half, however, since **their** relation to true Infernals is somewhat distant.

Level Three

Draw Flowing Spiral of Chi

(Geomantic Magic)

Range: Touch

Duration: Ten minutes per level of experience.

Saving Throw: None

Cost: Eight P.P.E.

Unlike the **Confining Arc of Chi**, the flowing spiral of Chi cannot be used to gather P.P.E. into one place or to disperse it. While it can be used on a ley line to draw out the Chi from the ley line (see **Game Notes** above), the P.P.E. does not follow the spiral.

Exhale Burning Cloud

(Living Chi)

Range: Self

Duration: Up to four melee rounds (one minute) per level of experience.

Area Affected: Can exhale up to 20 cubic feet (A sphere 3.4 feet / 1 meter in diameter - or 0.57 cubic meters) of smoke, once per melee round.

Saving Throw: None

Cost: Six P.P.E.

Flame clouds caused by this fusion of elemental fire and Chi will ignite combustible materials as per normal (50% chance). Damage inflicted to beings in the cloud will be 1D6 points of S.D.C. or M.D., depending on the will of the spell caster.

Replenish Vajra

Range: Touch

Duration: Instant

Saving Throw: None

Cost: Five P.P.E. plus Vajra requirement.

Not only can this spell recharge the lost P.P.E. and Chi of a **Vajra**, it can also be used to recharge the P.P.E. of a Talisman created by conventional magic. P.P.E. cost remains the same for this purpose (five P.P.E. plus the amount of P.P.E. to be recharged).

Level Four

Exhale Electrostatic Fog

(Living Chi)

Range: Self

Duration: Up to four melee rounds per level of experience.

Saving Throw: None.

Cost: Eight P.P.E.

As with the **Burning Cloud**, this fusion of Chi with elemental metal will have its normal effects on combustible materials (75% chance of ignition) and will inflict damage to all electrical devices trapped within it. This includes mega-damage power armor and robots! All those affected will take 3D6 points of S.D.C. or M.D. per melee, depending on the whims of the caster. Similarly, all other damage which can be inflicted by the cloud may be of a mega-damage **variety**, except that which comes from using the cloud to bridge the gap between people and a house-type power outlet (5D6 to a single target; 1D6 to a

group). Since this damage comes from the power outlet and not the magic of the cloud, the damage is unchanged.

Invoke Chi Zoshiki

Range: Self

Duration: Four melee rounds (one minute) per point of Chi expended.

Saving Throw: Standard

Cost: Nine P.P.E.

As with the Art of Invisibility, Chi Zoshiki can hide the caster from the sight of anyone, regardless of which device they are using to detect the caster. This is because it clouds the *minds* of those affected, and not the body of the caster. This also applies to those in robots or power armor.

Live on Positive Chi (NEW!)

Range: Self

Duration: Four hours per level of experience.

Saving Throw: None

Cost: Eight P.P.E.

Created by a Living-Dead Immortal working with a rogue Infernal, this nifty piece of magic allows for the same effects of its counterpart spell **Live on Negative Chi** to be enacted for creatures of Negative Chi who have sustained a Positive Chi infection (allowing them to heal normally even while infected with Positive Chi). All other effects stay the same.

Note: Knowledge-of how to cast this spell is *extremely* rare. Many Enlightened Immortals have yet to learn of its existence, despite its simplicity.

Purify Ingredient

(Alchemical)

Range: Touch

Duration: Instant

Saving Throw: None

Cost: Eight P.P.E.

In the age of technology and supercomputers, this spell has a little known, but very potent use. The semi-conductive materials used in most, if not all computers are made from a pure substance which is *deliberately tainted* with another substance. Without entering into a technical discussion on the matter it is this process which allows the semi-conductor to behave as it does. Using this spell on a semi-conductor will purify it, removing the added impurities and rendering that component unusable!

Since the process of adding impurities is also used in the creation of industrial ceramics, this spell will go so far as to inflict damage to mega-damage armors and structures. The damage inflicted will be 1D6 M.D. per level of experience of the caster. Damaging M.D.C. body armor in his way may not be immediately apparent, as it just turns the affected area into an S.D.C. material. The next time the affected armor takes damage, however, the comparatively brittle S.D.C. section will break away and/or disintegrate quite easily.

Level Five

Circle of Non-Ignition

Range: 120 feet (36.6m)

Duration: Three minutes per level of experience.

Saving Throw: None.

Cost: Twelve P.P.E.

This spell usually prevents both natural and magical fires from being started within its area of effect. However, the caster of a spell which purports to ignite a **fire** in the circle is allowed a saving throw versus magic at -2. A successful save will allow the magical fire to be lit, but even then the fire will burn at half the normal effect. This is especially true for fireballs initiated within the circle but has no effect on the **River of Lava** spell, as it is not really fire.

Fly with Stream of Chi

Range: Self

Duration: Four minutes per level of experience

Saving Throw: None.

Cost: Sixteen P.P.E.

Since Chi flows in two distinct ways, flying with Chi is also accomplished in two ways. By using this spell in an area of Chi, the caster may float along with the Chi as the spell originally states. When the spell is cast for use on a Ley Line the caster's speed will be increased considerably because of the increased Chi. See the section on Chi in Ley Lines under **Game Notes** for more details.

Level Six

Draw Alternate Line of Natural Chi

(Geomantic Magic)

Range: Touch

Duration: Ten minutes per level of experience.

Saving Throw: None

Cost: Fifteen P.P.E.

This is one of the few Geomantic spells that will affect Ley Lines. When cast on a Ley Line, the line will bend to the will of the caster in the same way as the stream of Chi will.

Looping the line back on itself will have the possibility of creating a new nexus point (28% chance) with the usual effects made manifest for it (increased P.P.E. available, increased spell potency, etc.; see **Rifts** page 163 for more details). However, the loop will only last one melee round per level of experience.

Level Seven

Bring Forest to Life

Range: 40 feet (12.2 m) in diameter, centered on the spell caster.

Duration: Special. The spell only works in darkness, twilight, or under heavy cloud cover. At the first glint of sunlight, the spell will dissipate.

Saving Throw: None, however, no tree can be *forced* to take human form, the tree must be willing.

Cost: Thirty P.P.E.

Any trees which choose to be transformed will be as normal tree people. Since they are originally made of wood they will inflict full damage to vampires and other creatures affected by wood.

Note: While this magic is powerful and can be cast on a Millennium Tree, the chances of any Millennium Tree choosing to undergo the transformation is minimal. What form the Tree

would take after transformation is open to **speculation**, but it would most certainly be a being of exceptional power. After the spell had worn off the Tree would be tremendously weakened and would be as a normal (albeit enormous) tree for 4D6 months.

Invoke Animus of Pure Chi

(Living Chi)

Range: Self

Duration: Thirty minutes per level of experience.

Saving Throw: None.

Cost: Thirty-four P.P.E.

An invisible Animus is set up inside the spell caster, which serves as a kind of Living Chi Alarm. It is commonly used for defensive purposes to protect the spell caster while he is asleep or when the character leaves the body in Pure Chi Form.

Attributes of the animus are essentially the same as the caster, and are *not* considered to be supernatural.

Ignite Positive Chi

Range: Twenty feet (6.1m)

Duration: One melee round for every five points of Chi, to a maximum of eight melee rounds (two minutes).

Saving Throw: None.

Cost: Twenty-two P.P.E.

The ignition of an area's positive Chi into creating magical sunlight has serious effects for creatures which take damage from sunlight. Light produced this way will inflict *double* the normal damage to those creatures as long as they remain in the twenty foot (6.1 m) radius. From there out to 200 feet (61 meters) the damage is halved (normal sunlight damage), and beyond that no damage is sustained.

The horror factor of 15 is still applicable to all such creatures which can see the area of the ignition.

Level Eight

Draw Spiral Line of Chi

(Geomantic Magic)

Range: Touch

Duration: Ten minutes per level of experience.

Saving Throw: None

Cost: Twenty-five P.P.E.

In much the same way that the **Confining Arc of Chi** gathers or disperses cosmic energy, so too does the **Spiral Line**. The major difference is in the actual effect which this spiral has on the flow of P.P.E. If a spiral is drawn within a ley line the effect on that ley line is akin to turbulence in flight. While not causing disturbances equal to that of a Ley Storm, the basic principle is the same.

When a spiral is drawn in this way, roll percentile dice and consult the following table.

01-15 Super energy release! The spell works, but to a level far beyond what was anticipated. P.P.E. available from the ley line is tripled and Chi available is doubled.

16-65 The spell works as normal.

66-85 Reversed polarity. Instead of gathering or dispersing the kind of Chi intended, the opposite kind of Chi will be affected; i.e. negative instead of positive, or vice versa.

86-00 The energy becomes destructive, gouging a deep trench in the earth down to half the line's normal height. The ley line sinks with the newly dug trench until only half it is visible above the previous ground level. Anything entering the ley line at this point will suffer **2D6x10** points of mega-damage each melee round. Anything within 30 feet (9.1 m) of the line will suffer 5D6 points of mega-damage each melee. Ley line **teleportation** or flight across this disturbance is impossible; attempted **teleporters** materialize at the edge of it. No P.P.E. is available from this section of the line while this is occurring. The caster is also likely to die from this result.

Invoke Animus of Elemental Wood

(Living Chi)

Range: Self

Duration: Five minutes per level of experience.

Saving Throw: None

Cost: Sixty-five P.P.E.

All aspects of this Animus are as normal, with the following modifications:

Blue Animus (Positive Chi). For every point of Chi invested, the Animus will provide one point of M.D.C. protection.

Glowing Jade Animus (Negative Chi). The absorption of magic remains the same. For example, 15 points of Chi in the Animus will prevent *any* magic using less than 15 P.P.E. from working on the Animus or the caster of the Animus.

Level Nine

Control/Enslave

Creature of Pure Negative Chi

Range: 30 feet (9.1 m)

Duration: One day per level of experience.

Saving Throw: Standard

Cost: Fifty P.P.E.

Allows the spell caster to control, and attempt to enslave, a demonic being. This applies to all negative Chi beings, including vampires, **Infernals**, demons and gargoyles.

Draw Wall of Chi

(Geomantic)

Range: Touch

Duration: Ten minutes per level of experience.

Saving Throw: None

Cost: Thirty P.P.E.

The effect of this spell is as per the description given in **Mystic China**, with only one effect on ley lines. If the ley line passes through an opening like a hallway, room, archway or cave, then the spell may be used to full effectiveness in blocking P.P.E. However, ley lines are usually much larger than Chi streams, which often **makes** them impossible to block with this spell.

Note: This spell cannot be used to close rifts.

Invoke Animus of Elemental Fire

(Living Chi)

Range: Self

Duration: Five minutes per level of experience.

Saving Throw: None

Cost: Seventy P.P.E.

As with the other **Evoke Animus** spells, little conversion is required.

Flaming Red Animus (Positive). The M.D.C. protection created by this Animus is equal to the amount of Chi invested in it. Damage from contact with the Animus is 1D6 S.D.C. per point of Chi invested, or 1D6 M.D.C. damage per two points of Chi invested.

Glowing Ruby Animus (Negative). Anyone forced to stay within a foot (0.3 meters) of the Animus will take 1D6 S.D.C. per melee round; if at least 25 points of Chi are invested, victims take 1D6 M.D. per melee round.

Level Ten

Evoke Animus of Elemental Metal

(Living Chi)

Range: Self

Duration: Five minutes per level of experience.

Saving Throw: None

Cost: Seventy-five P.P.E.

Similar to the other Evoke Animus spells above.

Quicksilver Animus (Positive). The M.D.C. armor is equal to ten times the amount of Chi invested in the Animus.

Crackling White Animus (Negative). Robots and power armor do not take damage from this animus unless they have sustained heavy damage (70% in any area) and have some electrical component exposed. When this is the case, they take 1D6 M.D. per point of Chi invested. Otherwise, this is not a Mega-damage attack.

Inflict Mudra of Immobility

Range: Forty feet (12.2m)

Duration: Indefinite (Special!)

Saving Throw: Standard, once per day.

Cost: Sixty-four P.P.E.

Although the Mudra were designed by humans for a human physiology and spirituality, this spell is effective on any creature capable of meditating. It will lock different creatures into various different positions, dependent on such factors as physiology, anatomy and natural meditative style.

Draw Tangle of Chi

(Geomantic)

Casting Time: Two minutes for every ten square feet of area (0.9 square meters).

Range: Self

Duration: Ten minutes per level of experience.

Saving Throw: None

Cost: Eighty P.P.E.

The P.P.E. component of Ley Lines is not affected by this magic, which completely disrupts the flow of Chi within its area of effect.

Mask of Demon

Range: Self

Duration: One hour per level of experience.

Saving Throw: None

Cost: Sixty P.P.E.

This spell disguises the caster's Chi spirit to resemble that of a powerful Infernal, as per the normal spell **description**, plus

anyone who looks at the aura of the caster (must be able to see auras or Chi spirits) is subject to a horror factor of 16.

Level Eleven

Bring Wood to Life

Casting Time Required: One half hour.

Range: Touch

Duration: Eight hours or until touched by sunlight.

Saving Throw: None

Cost: One hundred P.P.E.

As with **Bring Forest to Life**, creatures made from this spell will be a terror for vampires and their ilk. Pieces of wood which are already magically endowed will turn into exceptionally beautiful people. If the wood has an alignment (rune weapon, for example) the transformed appearance will reflect the alignment of the wood.

Create Vajra

Casting Time Required: Six hours per pair of points.

Range: Touch

Duration: Permanent

Saving Throw: Standard

Cost: Fifty P.P.E. per pair of points.

There is no change for this spell. However, while the Vajra is identical in principle to the Talisman, it is worth noting the differences inherent in their power source. While a Vajra may hold any kind of spell, a Talisman may not hold Chi Magic spells. This is because the creation of a Talisman does not allow for Chi to be fed into it. All in all, the Talisman may be considered to be a lesser version of a Vajra, with fewer abilities and less power.

Evoke Animus of Elemental Earth

(Living Chi)

Range: Self

Duration: Five minutes per level of experience.

Saving Throw: None

Cost: Eighty-five P.P.E.

This is the most powerful Animus of all the elements which may be fused with the internal Chi of the caster.

Golden Animus (Positive). Makes the caster nigh-invincible, granting 50 points of M.D.C. protection per point of Chi invested! In addition, the strength which is gained (one point per two points of Chi) is supernatural, and physical attacks will inflict damage accordingly.

Glowing Yellow Animus (Negative). The damage done by touching this Animus can be either S.D.C. (to S.D.C. targets) or M.D. (to M.D.C. creatures and metals), and is 1D6 to organic materials and 2D6 to metal surfaces. Mega-damage ceramics (which includes most armor) take no damage from this Animus.

Level Twelve

Evoke Animus of Elemental Water

(Living Chi)

Range: Self

Duration: Five minutes per level of experience.

Saving Throw: None

Cost: Ninety P.P.E.

Black Water Animus (Positive). This Animus provides no physical protection for the caster other than that which may be gained by siphoning Chi from a body of water with Positive Chi in it. M.D.C. gained in this way equals 1 point (or 2D6 S.D.C.) per each point of water-Chi absorbed.

Black Ice Animus (Negative). The mega-damage protection afforded by the **Animus of Elemental Water** is five points per point of negative Chi invested. The character is also invulnerable to all cold-based attacks, even magical ones.

Ride the Yin Tiger

(Living Chi)

Casting Time Required: One hour

Range: Self

Duration: One day per level of experience.

Saving Throw: None

Cost: Two Hundred P.P.E.

The Yin Tiger, or White Tiger, is a beast feared like none other in the realms of those who know Chinese Lore. Enlightened Immortals and Fox Spirits alike will openly show concern and even fear when the Yin Tiger or its actions cross their paths. In **Rifts** there are a number of equally disconcerting effects which are experienced by those who encounter someone using this spell.

Yin Blood. A normal, healthy human being will look extremely sickly, their blood no longer being its normal shade of red but rather a milky gray color. This color change is brought through to the skin which hints at what lies beneath.

Control Undead/Living Dead. ANY undead will be forced to do as this character commands without question, unless they are aware of this power and can use powerful enough magic to break the hold of this spell. There is no saving throw.

Shape Shift to Tiger Form. The usual penalties are imposed on this character, as with the bonuses (i.e. no regular bonuses or combat skills apply, only has 5 attacks per melee, +4 to strike, +4 to dodge). The damage inflicted by this character is mega-damage (4D6 claw, 5D6 bite damage) but is not effective against vampires.

Walk to Other Worlds. This gives the character the innate knowledge of how to use dimensional pyramids.

Spit Dragon Pearl

Range: Fifty feet (15.2 m)

Duration: Permanent

Saving Throw: None

Cost: One Hundred and twenty-five P.P.E..

Dragon pearls are rare enough on the 20th century Earth of **Mystic China**, but on **Rifts** Earth they leap into another league altogether. To the untrained eye they will appear only as normal pearls, rare enough to the general populace. To jewelers and mages however, it will be another matter again. The pearl is of exceptional quality and gives off a faint aura of Chi magic. The amount of money gained for selling one of these is variable, depending on the buyer and how much they want it. Unless they are in cahoots with someone who can produce them at a dime a dozen, a buyer would be very unlikely to ever encounter one again.

The damage inflicted by spitting one at a target (+8 to strike) is 1D6 S.D.C. per point of Chi invested, or 1D6 M.D.C. per two points of Chi.

Level Thirteen

Control/Enslave

Through Negative Chi

Range: 30 feet (9.1 m)

Duration: One day per level of experience.

Saving Throw: Standard

Cost: Three hundred P.P.E.

This spell is ineffectual against any creature of negative Chi, and only works against creatures of positive Chi which have been *infected* by negative Chi.

Level Fourteen

Draw Helix of

Dragon Summoning/Command

(Geomantic)

Casting Time Required: One hour.

Range: Self

Duration: One day per level of experience.

Saving Throw: Standard

Cost: Eight hundred P.P.E.

While this was created to control the Chinese dragons it is still effective against all types of dragons. Although many dragons are unfamiliar with the ways of Chi magic it will not take them long to learn that the Helix has power over them and the death of the caster is the only way to freedom.

Weep Beans of Life

Casting Time Required: One melee round.

Range: Self

Duration: Special

Saving Throw: None

Cost: Four hundred P.P.E.

These beans cannot be successfully planted anywhere near the corrupted Tree of Life in the Black Forest (see **Rifts Sourcebook Three: Mindwerks** for details), but if planted near a normal Tree of Life the amount of Chi pervading the area will **double**, and be in addition to any flowing from Dragon (ley) Lines.

The bean's effects on **Rifts** earth are as follows:

Pill of Regeneration. This will completely heal any creature which is dependent on positive Chi for healing, in addition to adding 25 years to their lifespan (this effect is not cumulative).

Note: If a Juicer going through detoxification could get a hold of one of these miraculous pills (an that's a big "if"), not only would the detox be a complete success, he would suffer none of the normal penalties; his attributes would all be back to normal, and it would be as if he had never had the Juicer procedure done! Even if the Juicer were to wait until it was normally too late for a detox to work, even if already experiencing the symptoms of Last Call, the Pill of Regeneration would help the detox to succeed, although with the normal penalties and possible side-effects.

Cracking open a Bean of Life. The 500 points of positive Chi released with this action is akin to dropping the Chi equivalent of a nuclear bomb. Any and all creatures of negative Chi within one mile (1.6 km) will be forced to return to their native

dimensions or be destroyed utterly, with no hope of regeneration. Greater demons and **Infernals** may save vs. magic. Even a successful save will destroy half of their remaining **Chi**, while an unsuccessful one will have the results as stated above.

Planting a Bean of Life above ground. All effects as per normal.

Planting a Bean of Life below ground, in stone or concrete. As per normal but the Chi flow circling the beanstalk is doubled on **Rifts** earth.

Psychic sensitives will notice the presence of a Bean of Life, as will anyone else who can see auras.

Level Fifteen

Draw Yin Yang Symbol

(Geomantic)

Range: Touch

Duration: Special

Saving Throw: None

Cost: Two thousand P.P.E.

Exactly what destructive force this will release is unknown but the most likely candidates for this dubious honor are the Four Horsemen of the Apocalypse, regardless of whether they have been defeated before. Theoretically this could draw them back to earth countless times, but after a while it is more likely that they will seek out and kill or torture the pesky spell casters who insist upon taking them from their own business.

Other likely results are the summoning of a Black Steel Centipede or two, or natural disasters of earth. Note that these disasters are being powered by the destructive forces of the Tao and will wreak havoc on an extraordinary scale (the subcontinent of India sinking beneath the surrounding continental plates, for example).

Remove Heart

Casting Time Required: Seven days

Range: Touch

Duration: Permanent

Saving Throw: Special

Cost: Seven hundred P.P.E.

This spell is as per normal with the exception that magic rich environments will turn the Secret Heart into a mega-damage structure with 30 points of M.D.C.

Chinese Alchemy

If there's one distinguishing characteristic of **Rifts** Earth, it's that it's swarming with all sorts of aliens, demons, D-Bees and mutants. As if the infinite combinations of elixirs and potions didn't make finding the Elixir of Immortality difficult enough to discover, the addition of an infinite number of other creatures to try it on could make it nigh impossible! The exact effects **of** any potion made through Chinese Alchemy on any species other than human is almost beyond **prediction**, although one thing is certain, most are likely to be hazardous to **non-humanoids** and a high proportion **of** humanoid races.

For an Immortality Elixir being tested on non-humans, use the table of side-effects on page 103 of **Mystic China**. In addition, all effects on the test species are doubled where applicable.

As a campaign idea, some of the more evil Alchemists might have set up shop in Atlantis or at least in a place where they can get access to slave markets. The ready availability of so many test subjects makes this opportunity almost too great to resist. Combine this with a few potions and spells of mind control and protection, and the Alchemists can live out their days in Atlantis quite happily, performing services for the general populace and continuing their experiments in any of the millions of nooks and crannies in cities like **Splynn**.

Mudra

While many mystics, psychics and men of magic know how to meditate to recover lost **P.P.E.**, the style of meditating using a Mudra is something foreign to them all. Precise positioning of the body in relation to the body's flow of Chi and the flow of Chi in the environment is what Mudra are about. The meditator places himself into the universe like the final piece of a jigsaw puzzle, and allows the universe to flow through him, enabling, empowering and enlightening.

Saving Throws: In **Rifts** most Mudra will be unchanged with only a few exceptions. Any and all saving throws vs. magic, psionics or Chi are as written. Within 300 feet (91 m) of a Dragon (ley) line these bonuses increase by +1 and if performed on a Dragon Line, the bonus increases by +2. A nexus point will increase this to +5.

Damage Capacity: Only the Third, Fourth, Fifth and Thousandth Mudra of **Unmoving** provide quantitative physical protection. The protection they grant should be multiplied by a factor of fifty (50) and, where possible, converted to mega-damage amounts (100 S.D.C. equals 1 M.D.C.). On a Dragon line, the multiplier is 75 and on a nexus the multiplier is 100. For example, the Third Mudra of Unmoving would normally provide 60 M.D.C., 90 M.D.C. while on a ley line, or 120 M.D.C. while on a nexus point.

Special: The Mudra for the Evocation of Power. While certainly powerful, the power contained within a person is not sufficient to have any effect on robots or power armor through the use of this Mudra. The amounts of energy which the nuclear power supplies generate is far beyond that which this Mudra can channel. However, if enough Chi is available (more than 100 points) then a robot or power armor will suffer from a completely random action. This may be anything from a little finger moving by itself right up to triggering the self-destruct of the machine. Greater amounts of Chi will have greater effects on the device.

Infernals, Servitors and Immortals.

While commonplace in the life of the Chinese mystics of **pre-rifts** China, most of these beings will have little or nothing to do with the rest of the planet, especially on a world where so many other supernatural intelligences have set up kingdoms. However, **Rifts** is a truly unpredictable world and anything can happen - especially with an imaginative G.M. at the helm.

Wandering Infernals

Angry Po Spirits (Po Chien)

Bodiless Ghosts (Kuei Ksien)

Possessive Entities.

All these entities are themselves unchanged, but be sure to note the changes in their individual abilities if they are roaming the magic-rich environments of the **Rifts R.P.G.**

Infernal Servitors

Brass Snakes (Tou She)

Iron Dogs (Tieh Gou)

Quicksilver Monkeys (Hung Hou)

Copper Pigeons (Tong Ko)

Black Steel Centipede (Hei Lou Kung)

White Lead Leopards (Hu Fen Pao)

In high P.P.E. environments all of these creatures undergo the same transformations:

Increase S.D.C. to M.D.C. and increase by fifty percent except where noted in Mystic China.

All are supernatural creatures, inflicting damage according to their strength, as modified by the energy of the environment.

Note: The Black Steel Centipede is truly a horrifying creature. It's sheer size (at least 2000 feet (610 m) long, weighing in at 3000 tons) and metal construction are beyond anything even a Gene-Splicer could create. Combining this with its ability to turn invisible at will should strike terror in the hearts of entire nations. Should a Hei Lou Kung find its way to **Rifts** earth it will be by means of the **Draw Yin Yang Symbol** spell. Other summoning spells *may* be able to set it loose on the world, but this will immediately draw the attention of Chuan Lun Wang, King of the Tenth Hell and at least two other **Yama Kings**. How they react to this news will depend on how the centipede is used and whether or not the **summoner** poses a threat to the Yama Kings. Needless to say, any threat to the power of the Yama Kings will be met with swift action, but still within the confines of the extremely complex Laws of the Ten Hells.

Infernal Demons

(In descending order of rank)

Demon Overlords

Horned Ushers

Sycophant Demon

Adjutant Demon

Bureaucrat Demon

Intermediary Demon

Envoy Demon

Warrior Demon

Attendant Demon

Minion Demon

Since these **Infernals** share similar strengths and weaknesses, identical conversions apply to them all:

Base S.D.C. is changed point-for-point to M.D.C. and then doubled. It can be raised at the usual rate of Chi exchange (1 point of M.D.C. for each point of Negative Chi).

All attributes are supernatural in magic-rich environments such as **Rifts** earth.

Add 1D4x10 to all Chi stores.

Should any of these demons find their way to China or Japan they will inevitably encounter the Oni. The Oni are known to the Infernals and are generally considered to be at an uneasy truce with each other. However, in much the same way that soldiers of allied armies will try to outperform each other, the same thing will happen between these two hordes of demons.

Brawling is common, especially since both species are prone to the activity.

However, when it all comes down to it, Chinese Infernals are **only** slightly more powerful than the Oni and this will be made obvious should any fights break out. The only real difference is due to the greater attention paid by Infernals to the development of Chi and supernatural powers, despite their weaker physical forms. Should any Infernals from the higher echelons lend their weight to such a battle, their sheer power and superior organization will swing the tide against the Oni's rampaging barbarism.

False Paths to Immortality

Yin Immortals

Immortals of Sleep

Undead or Living-Dead Immortals

Alchemical Immortals

Possessed Immortals

Heartless Immortals

Damned Immortals

Ginseng Immortals

Companion Immortals

All false **Immortals** are merely humans who have managed to prolong the moment of death in each of their unique ways. Accordingly they are no different in a magic-rich environment than they are otherwise, with the exception of the effects of the powers they may have accumulated during their long lives. With the coming of the rifts, even the most "basic" knowledge and techniques used to become a **Yin**, **Alchemical**, **Heartless** or **Ginseng Immortal** have been lost by the general populace, and they are therefore the rarest of all the false immortals. **Companion Immortals** are likely to have been taken away from the planet to some other dimension by their fallen deities as a means of protection. The remaining immortals are still as prevalent as before the rifts came.

It is important to note that these immortals are perversions of nature, and will be viewed as such by many other beings who encounter them. Millennium Trees, Druids and various others will see them as such, particularly the **Ginseng Immortals**. On the other hand, Gene Splicers and the people at **Mindwerks** will look on immortals as wonders of achievement. Being able to cast off the shackles of death (through alchemy especially) is a testament to the pursuit of mastery over the body. Of course, these people would be even more pleased to have the opportunity to be able to "study" the immortals intimately and according to their own twisted senses of truth-seeking.

Ti Hsien:

Enlightened Immortals

The Enlightened Immortals are still on Earth. To this day their numbers have not decreased in any significant way and it appears as though that situation will remain intact for some time to come. They are, by all means, eminently powerful creatures and have little or no trouble surviving in the ravaged world of **Rifts**. Their formidable powers of Chi Mastery and Zenjoriki make them a match for any of the demons which the rifts bring in.

Many Enlightened Immortals have seized upon the opportunities presented by the new dimensional gateways to explore even more distant realms than they might have reached before.

They are highly respected by any **Cosmo-Knights** they encounter and are equally feared by vampires.

Some of them are taking upon themselves the responsibilities of educating wanderers and other people in the devastated world. Long-forgotten fighting styles and mystic arts are again surfacing in tiny pockets around the world. However, not all Immortals see it this way. Many see the disaster as yet another opportunity to learn about life. The reactions and machinations of humanity as it struggles to rise above this new hurdle are of tremendous interest to them and often their inquisitive nature is enough to prevent them from actively interfering in this struggle.

Each level of refinement remains principally unchanged. Details were omitted from **Mystic China**, such as numerical characteristics for the Immortals, because these Immortals are of such power that they are far and above anything the PCs are likely to play. However, since they are not as powerful as gods, and gods have been given the luxury of such details, so too will the Enlightened Immortals. In many places the details are given a great deal of flexibility so as to allow for the infinite variations of these enlightened lives to take their course.

Attributes

S.D.C.: While they are incredibly powerful, Immortals are not indestructible and seem to have a minimal amount of capacity for taking damage. Included in this amount is S.D.C. gained from various Body Hardening Techniques they are likely to have picked up in their long lives. **100+1D4x10 S.D.C..**

M.D.C.: In any magic rich environment, such as Rifts Earth, these immortals become powerful M.D.C. beings, mostly due to the tremendous amount of supernatural energy they house within themselves. It be calculated as follows

M.D.C.=(P.E.+2D4) x 100. Their rate of healing doubles with each new refinement, starting at double the healing rate of a normal human for First Time Refined Immortals.

P.P.E.: **1D4x100+1D100**, per refinement, except for sixth time.

I.S.P.: **2D6x10+1D6**, per refinement, except for sixth time.

Chi: **1D6x100+1D100**, per refinement, except for sixth time which is **2D6x100+50**.

Powers. One thing is certain about Immortals: they have lived several lifetimes. While not implicitly stated it is most likely that in each lifetime the Immortal will have pursued a number of areas of study, including, but not limited to, Martial Arts skills, Chi magic, P.P.E. magic and so forth. It is less likely that they will have seen fit to devote time to studying skills of technology, but this in no way should restrict a G.M. from making a NPC Immortal who had been a warrior in armies from the ancient Chinese dynasties and a computer programmer in downtown New York. Since their main objective is to learn about the universe, and they are very curious about the world of mortals, learning the skills of this world is not unheard of.

First Time Refined

Attributes: As per a fifteenth level human practitioner of Hsien Hsia (3 attacks per melee, +3 to parry and dodge, +2 to strike, +2 on initiative, +2 to maintain balance, +1 to roll with **punch/fall**) with the following modifications. M.A. is a minimum of 20, or add a bonus of +2. Similarly for M.E. (minimum of 18, or +2) and P.E. (minimum 15, or +1). Other attributes seem to be less important to Enlightened Im-

mortals as they are not immediately concerned with internal alchemy.

Powers:

All **Zenjoriki** powers.

Hsien Hsia Kung Fu at **15th** level ability.

Perpetual Reincarnation

Internal Alchemy

1D4 Chi Mastery skills from Positive, Negative and Neutral Chi Mastery categories.

Second Time Refined

Attributes: M.A.: +2, M.E.: +1, P.E.: +2, I.Q.: +1

Powers:

As per First Time Refined, in addition to the following.

ALL Chi Mastery skills.

Unity of Chi, being able to store positive and negative Chi concurrently. The amount of Chi is given above as being the total of both positive and negative Chi.

Third Time Refined

Attributes: M.A.: +1, I.Q.: +1

Powers:

As per Second Time Refined, in addition to the following.

Eye Contact Divination.

Note: By this stage the Immortal is likely to know at least 75% of all Chi magic spells in addition to some western magic (minimum 60%) and a notable proportion of most other schools of magic (30%-40% minimum). This includes Temporal Magic and the Magic of Wormwood. The immortal will also be skilled in just over half the Martial Arts powers, save for the Dim **Mak** in the case of immortals with good alignments. This may not necessarily be true as there may be some cosmic reason only the Enlightened Immortals know about for a good immortal to have this power.

Fourth Time Refined

Attributes: M.A.: +2, M.E.: +1

Powers:

As per Third Time Refined, in addition to the following.

Gifts from the Dragons Kings of the West, East, South and North.

Fifth Time Refined

Attributes: M.A.: +1, M.E.: +1, P.E.: +1

Powers:

As per the Fourth Time Refined, in addition to the following.

Animus Control through Internal Alchemy (be sure to see the modifications to the **Evoke Animus** spells above).

Note: By this stage the Immortal is likely to know all Chi magic spells, most western magic (minimum 80%) and a large proportion of most other schools of magic (50%-60% minimum). This includes Temporal Magic and the Magic of Wormwood. The immortal will also be skilled in just about all of the Martial Arts powers.

Sixth Time Refined

Attributes: M.A.: +2, P.E.: +2, I.Q.: +1

Powers:

As per Fifth Time Refined, in addition to the following.

Yin Blood transformation.

Note that no P.P.E. or I.S.P. are gained in this refinement. This is because the White Tiger is a very demanding master in the exclusive development of Chi in the Immortal.

Seventh Time Refined

Attributes: M.E.: +1, P.E.: +1

Powers:

As per Sixth Time Refined, in addition to the following.

Animus detachment.

Internal Alchemy allows these Immortals to alter themselves right down to the level of their DNA, allowing them to take on the form of any creature they can imagine.

Eighth Time Refined

Attributes: P.E.: +1, I.Q.: +2

Powers:

As per Seventh Time Refined, in addition to the following.

Create Immortal Child

Ninth Time Refined

Attributes: M.A.: +2, M.E.: +1, P.E.: +1, I.Q.: +1

Powers:

As per Eighth Time Refined, in addition to the following. Ubiquity.

Note: Using an Immortal of this level in a campaign means the G.M. can take enormous liberties with the amount of power the Immortal actually has. Their chief goal in life is to **learn** and experience everything they can as part of giving their enlightenment a new dimension. And while they traditionally do not seem to be drawn to psionics, there is no real reason that they wouldn't know a few psychic abilities.



New Power Description: Internal Alchemy

As stated in *Mystic China*, the Enlightened Immortal is privy to the secrets of Internal Alchemy, *Nei Tan*. While this is primarily used to create the Elixir of Immortality within the

body, it can also be used for a number of other purposes. Having gained mastery of their inner workings, the Immortal may be able to produce a number of effects. Poisons may be instantly negated by the Immortal. The need to breathe air might also be changed as the Immortal learns greater control over the Alchemy. To a certain extent, the martial arts technique of **Vital Harmony** is a lesser version of Internal Alchemy.

At the Seventh Refinement the Immortal may also alter his DNA so as to physically transform into whatever creature is desired. This takes some time in meditation but the end result is as permanent as the Immortal desires it to be, further changes depending on his own whims.

However, most Immortals prefer to remain in a humanoid form. The reason for this is known only to these Immortals and they don't seem to be generous in giving out this knowledge.

Common Uses for Internal Alchemy

Negating Poisons. This is done quite simply as soon as the poison is in the system. Then the Immortal can either change the poison or change their own innards' chemicals to counter the poison. Concentrating for only two actions is required. One to identify the poison, and the other to neutralize it.

Changing Pigments. Each part of the body which has coloration is full of a pigment of some kind to give it that color. Altering these is a matter of one action of concentration for each (eye color, skin color, hair color, etc.).

Elemental Change. This use tends to make its appearance only after the seventh refinement and entails the changing of the very elements that the Immortal is made of, thus increasing damage capacity, or changing what he is vulnerable to. Changing the skin to be made of stone is not unheard of. This use will require two rounds of focus.

Additional Limbs or Organs. Feel like a new set of arms? Or perhaps you feel like going for a bit of a fly and can't be bothered with casting a spell which will run out sooner than you'd care about. Just grow an extra set of arms, or some wings. Perhaps a third eye in the middle of the forehead will dazzle the ladies. All these things are possible with the Internal Alchemy possessed by those Immortals who have control over their DNA. Each change will take 1D4 melee to accomplish.

These are but the tiniest sample of examples of what can be accomplished by the Immortals' use of Internal Alchemy. And they are an imaginative lot.

Martial Arts Powers

Advanced Atemi — Tien Hsueh Abilities

Using Atemi abilities on non-humans is different from using them on humans, as the vital points of different creatures are not the same, especially creatures of magic. To be able to use it effectively on another non-human the Atemi expert will need to observe the creature for at least five minutes under normal activity, or four melee rounds in combat. Only defensive actions may be taken during this time.

The observation time required for creatures of magic is double that of non-creatures of magic. Creatures which are very similar to humans, like elves or dwarves, will require only half the time in observation.

Enlightenment Strike, Blindness, Tien Hsueh Amnesia and Long-Distance Dim Mak are unchanged except as above.

Chi Block will require double the amount of observation time for non-humans and creatures of magic. It has no effect on the ability of the victim to control their P.P.E. or I.S.P.

Finger-Snap Tien Hsueh will have an increased effect on any creature which has hearing superior to humans. Initiative is at -5 and dodges are at -9 when "propped up". In addition, the duration of the effects is increased by 50%.

Puppet Dance Tien Hsueh is unchanged when dealing with non-humans, but the time required for experimentation is increased to 4 melee rounds.

Advanced Chi Mastery

Radiate Positive Chi, Heal the Mind, and Chi Weight Control positive Chi skills are unchanged.

Chi Overcharge and **Divert Incoming Chi** neutral Chi skills are unchanged.

Fill Object with Chi turns the filled object into a supernatural object, having both a physical and a Chi manifestation. See the Level Two spell of the same name in the **Chi Magic** section for more details.

Control Negative Chi, Negative Chi Polarity and Inflict Negative Chi Illness negative Chi skills are unchanged. It should also be noted that they are ineffectual against creatures of Negative Chi.



Demon Hunter

Body Hardening Exercises

Ao Dan Jong, Control Revulsion, Eternal Clarity (Yung Chin), Laugh at Pain and Feign Death/Coma/Unconsciousness are all techniques which, while building up the character's body and mind, are not affected by the magic-rich environment of places like the world of Rifts.

Demon Wrestling is a skill which does have a number of benefits which should be noted here. All damage inflicted using this technique against mega-damage transformed **Infernals** is mega-damage! This applies to any creature biologically related

to them, including gargoyles, Oni and other demons. Strength should be considered as supernatural in these situations. However, these additional effects are limited to those with the **Demon Hunter O.C.C.** because it is their single-minded devotion to hunting and killing demons which grants them this power.

In addition, the saving throw of **Resist Chi Influence** is also useful in preventing practitioners of magic from stealing P.P.E. The bonus to save is +4.



Chi Katas

Blind Man's Kata, Chi Ball Kata, Chi Defense Kata and Mending Chi Kata remain unchanged. The Blind Man's Kata expert may have trouble in areas with strong Chi (greater than 150) and near ley line nexuses.

Dragon Line Kata permits a character to gain a sense for the location of a ley line out to a range of half a mile (800 m).

Yin-Yang Kata has the conversion listed in **Mystic China**. All supernatural creatures and creatures of magic will take normal damage from all strikes delivered by a martial artist who has given himself over to the Tao.

Additional Martial Art Techniques

Light Body Climbing, Sung Chi, Shift Internal Organs and Vital Harmony are unchanged.

Eight Horse Stomp does not affect those in robots or power armor, but is still effective against those in body armor.

Sword Chi Technique creates a magic weapon for as long as the Chi is in the sword. This grants the weapon extra powers against mega-damage beings by allowing it to inflict double damage against all of them. Sword Chi *can* be worked on rune weapons but only those with a Good alignment, because the technique only works with positive Chi.

Additional Zenjoriki

Disincorporate, Mind Walk, Spirit Burst and Two Minds are not affected by the environment of **Rifts Earth** at all. The effects of **Spirit Burst** will be noticed by even the dumbest psychic, however, and will cause great concern in them all. Other than that, the effects are the same.



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Specific Martial Arts Techniques

Many martial arts have techniques which are specific to that art, some of which are altered in the world of **Rifts**.

Bak Mei (White Eyebrow) King Fu

Chum As per the original description

Chuk As per the original description, including the double damage to all demons. This also applies to any other creature of negative Chi.

Gui Long (Dragon Spirit) Kung Fu

Sword Chi Healing. The amount of healing per point of Sword Chi is 3 points in S.D.C. beings and 2 points in M.D.C. beings.

Sword Chi Resonance. Significant swords which may be detected include rune weapons, no matter the strength. This is especially true for the 'true' Samurai swords in Japan.

Sword Chi Storage. In addition to the amount of Chi which the sword gains from being handled, it also draws in Chi from the surroundings, amounting to an extra 1D6 of Chi for the sword pool.

Hsing-I Kung Fu

Hua Chin. To supernatural beings, it will destroy 10% of their mega-damage up to a maximum of 50 points, in addition to the destruction of 1D6 points of Chi and the damage normally done by the blow.

Mien-Ch'uan (Cotton Fist) Kung Fu

Sticky Hands. This is a special Atemi taught only to students of this martial art, but it still follows all the normal rules for Atemi, above, when used against non-human targets.

Tong Lun Kung Fu (The Praying Mantis Style)

Gou Strike and Negative Gou. This technique provides the warrior with a strike (at -3) which will do 1D6 points of mega-damage to M.D.C. beings.

Lau. This is unchanged and does NO damage to mega-damage beings.

Gou Grip and Tsai Grip. To supernatural beings this does nothing other than allow the martial artist a solid grip on an opponent.

Gou Combination. If done successfully to mega-damage beings, this will inflict 2D6+4 points of M.D.

Triad Assassin

This cannot be transferred for use with any kind of energy pistol, except under the extremely unlikely case that Arsenic Handshake Waih himself had the time to work on the new art.

Optional Damage Table for Supernatural Martial Artists

Supernatural Strength

PS.	D4	D6	D8	D10
00-15	4D6*	6D6*	1D6x10*	1D4
16-20	1D6	1D8	1D8+3	2D6
21-25	2D6	2D8	2D8+4	4D6
26-30	3D6	3D8	3D8+5	6D6
31-35	4D6	4D8	4D8+6	1D4x10
36-40	5D6	5D8	1D4x10	1D6x10
41-50	6D6	1D6x10	1D6x10	2D4x10
51-60	1D6x10	2D4x10	2D6x10	2D6x10
61-70	2D6x10	2D6x10	3D6x10	4D6x10
71-80	3D6x10	4D4x10	4D6x10	4D6x10+20
81-90	4D6x10	4D6x10	5D6x10	6D6x10
91-100	5D6x10	6D4x10	6D6x10	6D6x10+20
101-110	6D6x10	6D6x10	1D6x10	1D6x20
111-120	1D6x20	1D4x20	2D6x20	1D6x20+20
121-130	2D6x20	1D6x20	3D6x20	2D6x20
131-140	3D6x20	2D4x20	4D6x20	2D6x20+20
141-150	4D6x20	2D6x20	5D6x20	4D6x20

Values marked with an asterisk are S.D.C. value only.

As always, the use of this table is entirely up to the G.M.

With the large amounts of Chi which are available in various locations around the world of **Rifts**, the martial artist can quickly become a potent force of destruction. Obviously, enhancing strength is the most likely choice for physical combatants. The supernatural strength tables of the first Conversion Book don't go far enough to account for the different techniques of martial artists.

This table is used by correlating the damage dice in the top row with the strength down the side. For example, a being with supernatural strength of 27 who strikes with a jump kick doing 2D6 (from the table in **Mystic China**) will inflict 3D8x2 mega-damage, because each D6 of his original damage is changed to 3D8.

There is a side effect to this which should be noted. Any character expending such a large amount of Chi as to give them

inordinate strength will be **penalized**. Using any more than 50% of a character's store of Chi will require a saving throw vs. coma for that character to remain conscious. This is only applicable to Martial Arts abilities and not for Chi Magic.

The proportion is calculated as 50% of the character's normal, post-rest Chi level and the saving throw applies even if using **Dragon Chi**. For example, Kato is next to a ley line where he can glean 20 points of Chi using Dragon Chi. His normal level of Chi is 33 points. Should he use any more than 16 points of Chi in that round he will have to make the saving throw. This applies even if half the Chi he uses that round comes from the ley line.



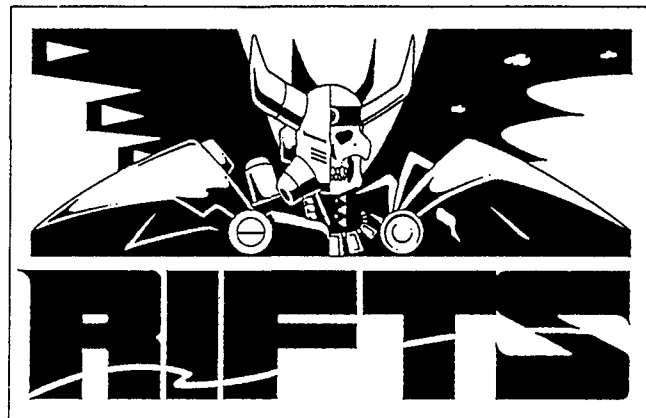
Learning new abilities on a distant world.

One of the main problems encountered by martial artists who have found their way to another world is being able to learn new techniques for their Martial Art. While they may have witnessed unlearned techniques in action in the dojo at home, observing and performing are two different things. Therefore, the character cannot learn any more martial arts techniques in the new world unless someone who already knows it will teach it to them. There are, of course, exceptions to this rule.

The first exception is for those characters who intend to learn a new skill based on previous knowledge. Certain abilities lend themselves to learning other abilities. For example, the **Chi-Atsu** ability will give the Chi Master insight into the workings of the **Heal the Mind** Chi Mastery skill but not into learning the **Eight Horse Stomp**.

To take this to the limit, the Atemi abilities are all very closely related and the Atemi expert will already have a working knowledge of the pressure points of a body. With enough practice he should be able to teach himself a new power of Atemi. Finding subjects to practice this on may be a problem, especially considering the mishaps which will occur during the learning process.

Rather than provide a specific list of which powers can provide assistance in learning other powers, I recommend that the G.M. use common sense in dealing with this issue, as long as this helps to keep the game interesting without harming balance.



The Xiticix

By Wayne Breaux Jr.

Special thanks to "Jeff at RfC for suggesting the idea of a Xiticix article. I enjoyed doing it and only wish I had time to get your real name by the time this went to print.

Xiticix. Perhaps one of the best known of the monsters from the Rifts. They've been around since the game first appeared, with a starring role in the Game Master's section of the basic rule book, but that entry only gives us half a page of solid text and about a full page of stats. Surely there is much more to these alien insects than those little tidbits of information. There just may be. Read on and enjoy.

Document #335-6A7

To: Intelligence Processing Office; Supernatural Affairs Unit; Chi-Town Division

From: Major Samuel **Haim**; Intelligence Commander and Fort Barron borderpatrol base commander

Subject: Possible Discovery of new Xiticix strains.

Priority: None at the time of this report.

I have put no priority on this file due to the source from which it was acquired. That source is currently considered less than credible. The attached files contain logs of the interviews with a somewhat unstable wilderness scout named Orion Greenfeld. The body of my report is a condensed and extrapolated compilation of the most coherent and credible of **Greenfeld's** claims. I have eliminated the most conflicting of his rants, but as per Coalition guidelines, they are included in the full transcripts. I will be readily available for the next few weeks if any clarifications are needed.

In summary, Greenfeld claims that he and a group of cohorts entered a large Xiticix Hive complex to rescue a captured companion and while they were there, he witnessed first-hand the appearance of the creatures and their activities which are detailed in this report. Whether the scout actually experienced the inner workings of a Xiticix hive and truly saw these new strains of the other dimensional monsters is as yet unsubstantiated. A recon team is currently being assembled to make a cursory probe into the scout's claims and I have requested a Psi officer from nearby Fort **Perrion** in the hopes he can find something in **Greenfeld's** head to support these claims. Further reports will detail the findings of both efforts.

As part of this investigation, I have reviewed the existing files available to me on the Xiticix. Much of the information I found there coincided with the statements given by Greenfeld as they pertained to the worker, **warrior**, and queen. The discrepancies were very few. The one thing that I did not find within the files was information on whether the known hives are located on or near ley lines. The possible significance of this fact will become apparent as the report progresses. If such information is available it may be imperative that I add it to my files, thus I am officially requesting the verification and forwarding of that information in accordance with article 776 of the Coalition States Intelligence Protocols.

In closing, I state once more that efforts are under way to verify the information in this report. Unfortunately, the limited resources of this remote outpost may delay final results. If any of this can be substantiated I will dispatch an additional report immediately with a priority attachment based on the level of our findings.

Signed and authenticated,
Major Samuel Haim

CS Intelligence Commander and Fort Barron border patrol base commander

Growth and Life Cycle of the Xiticix

"I tell ya, them **biguns** was eatin them people alive and it made them there things on their behinds glow when they chewed. Few minutes later they would spit up **this...**(hand motion as he searches for a **word**)...**sludge**. They'd stack the sludge in holes in the wall and it **grewed** like a **fungis**. Then they and them other ones would feed it to the **lil nits**."

Excerpt from the debriefings of Orion Greenfeld

The life cycle of all Xiticix begins with the Queen. Within her chamber deep in the bowels of the hive, she will spend her entire life producing eggs and ordering the hive through chemical excretions. Because she will never leave, and hardly ever moves about, the Queen's chamber is almost exactly the same size in every hive. Some Queens can not even leave their chamber once they reach full maturity and size for the entrance is too small. Once the queen makes an egg, the workers and "Nannies" then move the eggs to the birthing chambers where they are attended and protected until the proto-Xiticix inside is ready to emerge. All of the hive's inhabitants are charged with protecting the queen and the eggs, but only the nannies and some drones watch over the young on a daily basis. Warriors meander about the birthing chambers, but they do not help. Their sole purpose there is for defense, should the need arise. Likewise, the Queen is surrounded by servants, mostly drones, and fed by nannies of her own. She also has a large contingent of warriors and hunters that remain in her chambers as protection.

Despite information that the Queen maintains a minimal population and doesn't lay additional eggs until that number drops, the "Nannies" are apparently able to coat the eggs with some form of secretion that allows them to be stored, possibly in some form of suspension, until a later date. It is not known how many eggs are stored this way and why. Perhaps they are special eggs, like those which will produce a Queen, which are held in reserve for dire emergencies. Regardless of the reasons, it is not known how these eggs are brought out of their stasis when the

time comes to do so, but one can assume that it is also the nanny that does so, reversing what she did previously. In normal situations, however, after a three month gestation period, the eggs open and a milk white and rather amorphous Xiticix "Nit" crawls out.

The nit is little more than a slug with a number of small beady eyes, ill formed antennae, and no legs or arms. Now that it is out of the egg, the nit will be directly cared for by the nannies and any extra workers that might be drafted into service. The growing nits are fed a vaguely fungal substance that the nannies produce by ingesting live victims and converting their P.P.E. into a solid, storable medium. The fungus, or "Sludge" as Orion calls it, is essentially pure P.P.E. stored in a solid form. It is this regular infusion of magical energies that eventually turns the nits into M.D.C. adults (or powerful non-M.D.C. supernatural predators in S.D.C. environments). Whether the Xiticix would be M.D.C. **creatures** in the magic rich environment of Rifts without the sludge diet is unknown. It is also unknown whether the process can be duplicated without ingesting live creatures by building the hive on a ley line or nexus point. Ingestion of the sludge may also explain the high natural P.P.E. of the insect creatures. Further investigation would be called for, but if all currently known hives are located on nexus points, it would explain why these new strains of Xiticix are previously unrecorded. Most of them would be unnecessary to the growth of the Xiticix and the hive in a situation where the creatures could simply absorb the magical energies directly.

At the end of their first year, the nits are armored by a developing exoskeleton and will soon begin to show signs of the body type and abilities that will carry them through life. At this stage they are known as "Grubs." It will be another six months before wings really form, but by that time their entire exoskeleton will be in place, though it will be slightly less durable than that of adults. At the end of the second year, the grub will be fully formed and ready to begin performing duties around the hive. Another half a year will pass before the newly adult grub is as powerful as a fully grown adult, during which time they take on more and more demanding tasks. For example, young "Diggers" might do repairs and clean-ups until strong enough to actually help construct anything. Likewise, warriors will protect less than vital areas of the hive until tough enough to guard those more important areas. Young warriors and "Hunters" rarely leave the hive or participate in hunts or patrols. It isn't until the end of the Xiticix's third year (second grub year) that it is considered an **adult**, though not fully grown, Xiticix.

Expansion of the Species

If the area around the hive is particularly bountiful (adult Xiticix can apparently survive on flesh and normal plants and do not require the P.P.E. diet they did as nits and grubs), the queen may decide to allow another hive to be formed, or she may simply sense that a second hive is needed. When this happens, she excretes a specific chemical that causes a handful of the developing nits to become new queens. Usually, one new queen will develop for each of the birthing chambers of the hive. While these new queens are developing, the pace of other eggs in the chambers will increase and more young will grow in a simultaneous period. The population boom will provide the support needed by the new queens to go out and found their new hives. While these rapidly developing youngsters are maturing, none



Warrior Xiticix

of them will leave their respective chambers, and they will even tend to gather amongst themselves within their respective chambers.

Upon reaching their second year, each egg chamber will have a young queen, at least one pair of nurses (two to three times that number are more common), a dozen diggers and a like amount of workers, and almost three dozen warriors. Each of these mini hive populations will then be set free to form a new hive. Each prospective queen and her entourage will battle the others and compete for living space until only those that the surrounding **eco-system** can support will remain. The losers are destroyed completely. There is no assimilation of any survivors, except for the occasional nanny. Nannies will sometimes be captured and assimilated because of their key role in the growth of the new hive. Instead of going out into the world to find her destiny, sometimes a new queen will not even leave the hive. She will move into the queen's chamber where she will make an attempt to destroy her mother and take her hive. If the usurper should be **successful**, the hive will accept her as the new queen and she will move smoothly into that role.

Once the new hive (or in truly abundant areas, multiple hives) is established, the survivors go into overtime. The diggers build as fast as they can produce resin, the queen lays eggs constantly, and the nurses stockpile "sludge" for the prospective brood of new nits. Warriors will secure territory, though minor at first, and stand vigilant over the construction of their new home. The whole time, necessary structures are quickly built and fortified. Once the basic needs of the hive are met, the aliens settle in and wait for their first grouping of eggs to grow and mature. During that waiting period, the drones often have to double as warriors until the second year comes and the first of the young become large enough to pull some of the weight. By this point, the population of Xiticix can quadruple or more within the span of a few months. The first two years of waiting are the hardest for the struggling hive. Once the new hive is established and the queen begins to lay eggs, the scent of the individuals belonging to it will quickly shift and these Xiticix will enter into a lifelong antipathy and deadly antagonism with their mother hive.

In another instance, if the queen in an existing hive is killed, dies, or can no longer perform her duties as queen, a new queen will begin to develop automatically. This is likely a result of the hive collective duplicating en masse the chemical which causes new queens to develop, or it could be an instinct within the queen that can not be overruled. Regardless of the stimulus involved, one of the existing young begins to change. In this case, a partially developed grub can even shift its physiology and grow to become a queen, possibly resulting in a queen that resembles another type of Xiticix, even if only superficially (such as one which began as a hunter having a green exoskeleton). Due to the emergency nature of such cases, the newly developed queen undergoes an accelerated growth cycle and can reach maturity within two months. This kind of queen tends to be more violent and aggressive than those that mature naturally, a fact that may explain why certain hives send more frequent raids against nearby humans than others. It can also explain a radical and unexplained change in the patterns or habits of an existing hive.

Hive Defenses and Xiticix Combat Tactics

"Then them **warriors** showed up. And let me tell ya they looked jus like ants an stuff, jus'a **swarmin** and buzzin, cept'n they **wuz** as big as a man. Then them guns o theirs went off, but you only knew it cause things around ya started poppin and breakin under the impact o' the bullets. Damned guns are silent as hell. Always hated them techno-wiz doo-dads myself. Yessir I do."

Excerpt from the debriefings of Orion Greenfeld

Defending the Hive

The task of defending the hive and its territories from intruders is the job of the warriors. They are a constant presence flying about the towers of the hive complex and across the lands claimed by the alien insects. A number of special towers on the edges of a hive typically house hundreds of warriors. In the larger complexes, *each* of those large towers can hold hundreds of warriors, with as many as a dozen towers ringing the place. Warriors not only fly around the hive and its perimeters, but they can also be found walking the grounds, sitting on the towers, clinging to the bridges, and crouched within the entrances. Unlike ants that spend their time just under the surface until disturbed, the Xiticix are always active, even when not agitated. But when something disturbs them, they are literally everywhere pouring from the hive like ants from a disturbed mound. The vast numbers of these aliens that are riled by and respond to such disturbances, even when they are minor threats or scares, can be directly attributed to the chemical communications used by the Xiticix. Once a single Xiticix signals a threat or alarm, others who detect it will do likewise, forming a chain of chemical alarm that eventually includes the entire hive. It would not be strange to see thousands of agitated warriors take to the air around a large hive simply because a Coalition Sky Cycle barreled overhead at 500 miles per hour, even if the offending machine is already dozens of miles away. Such basically unfounded alarms will have the hive stirred up for 1D4 hours.

The hive itself is part of the Xiticix defenses. It is an M.D.C. structure, surely not an intentional development on the part of the Xiticix, but definitely an evolutionary one. Anything that could kill an M.D.C. insect would only be stopped by something at least as strong, such as an M.D.C. wall. Of course, when constructing with a mixture of M.D.C. resin and S.D.C. mud, the resulting building materials will be less resistant to damage than if the entire building were made of M.D.C. resin, but the materials required for solid M.D.C. constructions would take quite some time and are largely unnecessary to the aliens. Their defenses are instinctual and the current mud-resin towers serve them quite well; however, reports have been made of entire chambers being lined or reinforced with pure M.D.C. resin. These are typically the egg chambers and other sensitive areas. Typical towers in a hive commonly have approximately 20 M.D.C. for every ten to twelve feet (3 - 3.7 m) of height (about one story) or 100 M.D.C. for a five story tower. Solid resin construction is approximately five times as durable, or about 100 M.D.C. per 10-12 foot (3 - 3.7 m) section of tower.

Further defensive traits of the hive include the placement of entrances and creative uses of chemical trails. The only en-

trances to the hive are through elevated openings located many stories (usually 5 to 7) above the ground. Obviously, the easiest way to reach them is by some form of flight power, but climbing to them can be done if one can avoid detection by the many numerous eyes watching for such alien activities. Once inside the towers, getting to the truly sensitive areas can be difficult for they are all located at the base of the towers, below the actual ground level. The majority of the areas within the towers themselves are the living spaces of the warriors and workers. Furthermore, the tunnels within a hive form an intricate maze of interconnected tunnels and rooms with little or no discernible pattern, which will easily baffle and confuse most non-Xiticix invaders. The creatures themselves have no problems finding their way, however, for when instinct fails them, chemical trails always point out the way to go. Lastly, some hives even have fake or false tunnels and traps, often combining those two traits by leading intruders into unused areas filled with pitfalls and other dangers, but luckily, these latter features are pretty rare.

Beyond the hive proper, the open territories claimed by the hive can extend as far as a 150mile (240 km) radius and are patrolled by warrior groups, though the occasional worker or digger groups out collecting mud for construction are not at all uncommon. Typical warrior patrols consist of 4+1D4 warriors, though at certain points, patrols will overlap or join each other increasing their numbers. As one gets closer to the hive, the frequency of patrols will increase and they will often get larger. At ten miles, extreme caution is a necessity, and even animals are rare within five miles (8 km) of the hive. Intruders this close to the Xiticix's home are killed without thought or prejudice. Disguising oneself with Xiticix scent glands is about the only way to decrease the odds of being detected when traveling so close to a hive.

Combat and Tactics

As noted in all of the Xiticix entries below and the original Rifts basic book entries, the insect aliens are supernatural predators, "considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect." What this means for combat can be a bit tricky, however. Exactly what kind of instincts do the Xiticix have? What kind of predators do they think like? They look like insects, but do they act completely like bugs? It might take an animal behavioral expert to sort it all out, but a number of things are pretty obvious and they are noted in the following text.

Xiticix are rather insect-like in their combat activities. If one gets riled, they all get excited and everyone of them starts moving about rapidly, if not actually attacking something. This is general Xiticix behavior and has been noted repeatedly in Coalition battle reports, but the cunning of some of the new varieties discussed here differs somewhat, most prominently in the Xiticix Hunter. The queen uses insect-like tactics and the nanny very much mimics her, but each has been known to use more human tactics from time to time, such as diversionary or holding type engagements to allow important members of the hive to escape (such as the queen or a queen-to-be nit). The hunter on the other hand operates more like a wolf, though its common tactics are notably similar to what are known as "lone wolf tactics. When in the presence of other Xiticix, however, the hunter tends to organize them more along the lines of the pack tactics nor-



mally attributed to wolves. In the latter case, the insects attack in groups or in turns, **holding** some of their numbers for reserves and wearing down the strength of the victim with hit and run tactics. The hunters also seem to be more cautious and rarely fight to the death, a trait largely passed on to the Xiticix fighting under their command; however, when defending a hive all Xiticix, including hunters, will fight to the death in its defense.

In general, without the influence of nannies, queens, or hunters, the Xiticix will attack first with their TK rifles, firing as they close the range to the enemy (they cover approximately 500 yards/1500 feet/128 meters/per melee when flying). Once they reach melee range, they change to spears, bayonets and swords in an attempt to overwhelm the target, very much resembling insects as they do, swarming in massive numbers in an attempt to incapacitate and kill the offender (or capture them for return to the hive for use as food). Remember that each Xiticix warrior weighs 500 pounds (227 kg), so even rather strong characters can be borne to the ground by a handful of them (four of them weigh about 2000 pounds/907 kg or one ton). The creatures also have superhuman endurance and can wait quite some time for extra tough victims to quit struggling at the bottom of a pile-up. Note that enemies which kill more than a dozen Xiticix (in one fight, the critters do not keep tallies) will be considered dangerous by the hive and killed with no mercy. In such a case, tactics will differ slightly as the insects sense the threat they face. They are likely to fall back, if such an option is available,

and attempt to bring the dangerous enemy down with ranged weapon's **fire**. If a leader-type is present, this tactic is guaranteed to be employed.

Battling Xiticix inside their hive is a very dangerous endeavor, even if you have a sizable army at your disposal. The width of their tunnels limits the heavy support you can bring and the sheer number of the bugs you will face almost assures your ranks will be somewhat overwhelmed, if not overrun. Smaller groups may be able to sneak in by covering themselves with Xiticix scent, but if detected they will have the take on the hordes of swarming warriors alone. When such battles occur inside the hive, the Xiticix will rely heavily on swarming tactics, but layered ranks of warriors firing TK guns down long tunnels shouldn't be too uncommon, especially near the chambers of the queen and those of the eggs where the leader types will most assuredly take command.

On the flip side, outsiders will more commonly engage the Xiticix outside the hive while the insects are on patrol. The standard battle tactics will be employed in this scenario, especially since the aliens can often start firing on targets from the full extent of their **weapon's** range. The main difference here is that they will be limited in numbers because patrol sizes rarely exceed twenty members and are more often about half a dozen to ten members total. Always remember the death chemical given off by all Xiticix that are killed (see below for details), for it will summon every other patrol that can detect it to come investigate the source of the distress. Of course, the closer one is to the **hive**, the closer together the patrols are and the quicker a chemical alarm will be responded to. Victims that are well armed also have the advantage of long-ranged weapons, specifically missiles that are quite effective against far away groups of flying targets.

Raiding Swarms

So far, we have been discussing the reactions of the aliens on a rather small scale as they deal with intruders and enforce their territorial boundaries, but what happens if something big happens, like a major assault on the hive (whether by a rival hive or an army) or a natural disaster that causes significant damage? Basically, it stirs up a hornets nest. The immediate reaction will be obvious as hordes of warriors stream from the hive to repel the assault, attack the enemy and re-secure the areas around the hive. Once the immediate excitement passes, the aliens will remain agitated for several days (**1D4** days for significant events, **2D4** for especially strong ones that impact **10%** of the hive, and up to **1D6** weeks if as much as 25% of a hive is **affected/damaged**). This agitation usually translates into very high levels of aggression and increased patrols. Raiding swarms are also almost guaranteed.

A raiding swarm is sent out after an attack with one simple mission: retaliation. Whether that retaliation is justified or the aggressor is known does not matter. The destructive outing is aimed at the nearest things that the Xiticix do not care about and commonly includes human settlements. Raiding swarms leave the Hive territory to conduct their raids, unless there is something significant within the territory to attack (possibly the army that assaulted them in the first place). In the case of a human army attacking a hive, the aliens do not distinguish between **humanoids** and will lash out at the nearest ones without realizing their innocence or guilt. In other cases, the human settlements

may simply make convenient targets, or they might shoot at the Xiticix without knowing their real target and draw down the wrath of the aliens by accident. Raiding swarms have no interest in capturing food and attack for pure death and destruction. They will rely on ranged attacks almost exclusively, raining TK bolts down on people and buildings with no mercy and no preference in targets (unless they are attacked, in which case they return the aggression with vigor).

In addition to retaliation, there is one other reason for raiding swarms. When the hive expands and the Xiticix go out to aggressively claim new territories, they use raiding swarms for it. When a new hive is founded, it will be several years before it has enough of a population to secure any significant territory, but once that happens raiding swarms will be constant as the queen establishes the full operating territory of the new hive. This expansion will not only terrorize humans within the claimed territory, but if it reaches into the territories of an existing hive, the resulting clashes could spark a war between the two hives. In this case, raiding swarms from both of the hives could terrorize the neighboring areas as they lash out in all directions.

Special note related to raiding parties: When a young Xiticix is accelerated to maturity to become a queen, she often develops aggressive tendencies, as mentioned previously. When this happens, the rest of the hive takes a step up the aggression scale with her, and raiding swarms become common even when there is no tangible reason for them.

Notes on Xiticix Weapons

The ranged, mega-damage TK guns of the Xiticix are the same as they've always been, but now that these alien predators are properly classed as supernatural d-bees, with supernatural strength, their melee weapons are to be considered M.D.C. weapons. They are made from the pure mega-damage resin that goes toward building the hive, making them strong and difficult to break, even for the **supernaturally** strong Xiticix. Add the damages listed to the supernatural punching damages given in each entry when using a specific weapon. Note that a Xiticix armed with more than one melee weapon will attack in rounds, employing a different weapon with each of its attacks.

1. **TK-Rifle Bayonet**: 4D6 M.D., but does not add to supernatural punching damage.
2. **Short Sword**: Adds 1D6 M.D. to supernatural punching damage.
3. **Spear**: Adds 2D4 M.D. to supernatural punching damage.
4. **Biting damage**: Unless otherwise noted, all Xiticix cause 3D6 M.D. when biting (do not add supernatural punching damage).

The Xiticix poison changes slightly now that damages are no longer S.D.C. When an M.D.C. creature fails to save against the poison, it will suffer a loss of attack capabilities while vomiting and convulsing (lose 1 attack and will be -2 to strike, parry, and dodge for 1D4 melees). Repeated poisonings will extend the duration of **disorientation**, but will not increase the penalties (they are not cumulative). S.D.C. creatures that are poisoned and survive the attack (either by having enough S.D.C. to live through the bite or because the Xiticix chose to do no damage and simply injected the poison) suffer double penalties (losing two at-

tacks and suffering -4 to strike, parry, and dodge) and double duration. They also experience painful damage (6D6 S.D.C.). Non-mega-damage creatures are usually injected in order to incapacitate them for transport to the hive.

Xiticix Revisited

"All names given for the new variety of Xiticix are directly from the references of Orion Greenfeld. They have been preserved not only for accuracy, but because most of them seemed appropriate to the descriptions received from the Greenfeld."

Excerpt from the official report of Major Samuel Haim

All special insect powers are by Kevin Siembieda

Insect-like Vision

AH Xiticix have the equivalent of multi-faceted insect eyes, and most of them have half a dozen of them. Their vision is admittedly poor when compared to that of humans, but it also has a much wider field and they tend notice more, especially things that we would consider behind us.

1. 340 degree field of vision
2. Infrared and Ultraviolet Vision: Can see a into these spectrums and operate quite well at night.
3. Polarized sight: Can tell direction (95%) by the position of the sun and direction of sunlight. Also not adversely affected by sunlight or other bright lights (such as the blinding flash spell).
4. Hardened eyes: 10 M.D.C. (or 50 S.D.C.) each.
5. Optics bonus: +2 on initiative, +1 to strike and +2 to dodge.

Antennae

Antennae function sort of like arms and hands that can hear and smell. The sensitive antennae can feel motion, wind, changes in temperatures, and touch objects. In this capacity, the antennae can be used to feel around in darkness and to identify food, friends and enemies. The typical antenna is covered with thousands of tiny tubercles and scent-sensitive hair, making it super-sensitive to odors. The Xiticix can smell and identify a range of smells twice as great as the best hunting dog, at twice the range.

Note: Sonic and vibration weapons, and supernatural abilities based on sound or vibration, inflict an additional die of damage (e.g. 3D6 for what is usually a 2D6 attack) and temporarily knock out all of the Xiticix's special antennae abilities for 3D4 melee rounds per blast.

Antennae: Smelling Powers

1. Track and maneuver by smell alone: 75%; roll once for every 1000 feet (305 m). Double the range to follow the chemical secretions of other Xiticix; the range is four miles (6.4 km) for smelling the chemical alarm of other Xiticix (automatically recognizes the alarm smell) and 2 miles (3.2 km) for smelling the marking scent of hunters (75% chance to detect). A failed roll means the scent trail is temporarily lost; two successful rolls out of three means the trail has been recovered. Can smell the scent of human blood up to three miles (4.8 km) away.
2. Identify common, known smells, and other insect's chemical smells: 90%. Range: 1200 ft (365 m).
3. Remember and identify a specific unusual scent: 50%. Range: 1200ft (365 m).

4. Smell large fires and the coming of rain: 60%. Range: two miles (3.2 km).

5. Automatically recognize the scent of fellow hive members and the queen. Note: Covering oneself in the scent of a Xiticix will enable a person to pass through their territory unmolested. Unfortunately, the only way to get the fluid to cover oneself with the scent is to kill a Xiticix and remove its scent gland (one gland holds enough fluid to cover four humans).

Antennae: Touch Powers

1. Accurately identify common, known objects or substances: 65% (30% if uncommon).
2. Identify temperature (within 1D6 degrees): 75%; includes air temperature as well as that of a touched object.
3. Accurately detect wind direction: 85%.

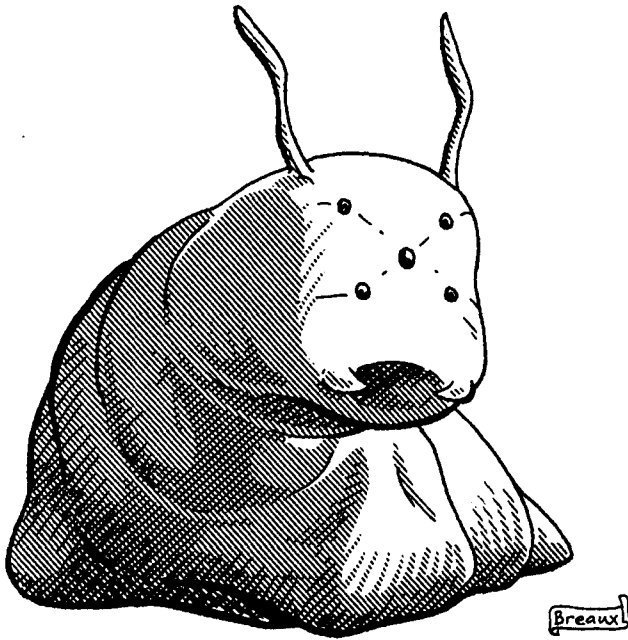
Antennae: Hearing/vibration/motion sensing abilities

1. Track by sound alone: 66%. Can locate human prey by following the vibration of a running car, robot engine, voices, noise from movement, or even the audio transmission of a radio. Range: 1000 ft (305 m).
2. Detect movement and track by motion detection alone: 50%. Can follow and locate prey by following the air vibrations caused by movement (not sound per se, but air movement) Range: 500 ft (152 m).
3. Feel the vibrations of an approaching ground vehicle(s), giant robot, herd of animals, and giant animals up to six miles away (9.6 km). Running or walking humans 2000 ft (610 m) away. Flying vehicle or large animal 4000 ft (1219m) away.
4. Hear Ultrasonic sound, super keen hearing: Average range 2000 feet (610 m).
5. Communicate with ultrasonic sound: Average range: 2000 feet (610 m). Can also produce and communicate using sounds audible to humans.

Xiticix Chemicals

The Xiticix have special glands capable of releasing a number of different chemical scents for several reasons, ranging from communication and identification to tracking.

1. Chemical Alarm: The warning scents include danger, attack, and death (of the sender). The scents can be smelled a distance of about four miles (6.4 km). The alarm scent can only be smelled by other Xiticix and characters with **advanced/superior** sense of smell (including dog boys).
2. Chemical Death: When a Xiticix is killed or loses 80% of its M.D.C., it releases a strong chemical that reeks of death. This warns other Xiticix that one of their members has just been violently slain, signaling danger. Any warrior that detects either the chemical alarm or the chemical death will move to investigate, but diggers, nits, grubs, and workers will move away, though they will give off their own chemical alarm as they do, which could in turn summon more warriors to investigate.
3. Other chemicals that are possessed by only a select few of these other-dimensional creatures are detailed in the entries for those specific types below.



Nits

"I tell ya they **lookt** like maggits, but was more like the size of my **dawg**."

Excerpt from the debriefings of Orion Greenfeld

When a Xiticix emerges from its egg, it is almost three feet long and completely helpless, when compared to the M.D.C. adults of the species. These "nits" are rather larvae-like and are the babies of the Xiticix colony. The small things depend on the grown adults, especially the nannies and workers whose job it is to see that they are fed, to protect and care for them. Every meal the nit eats is a fungus like sludge that contains pure magical energies. This diet allows them to grow into M.D.C. creatures as they mature. They remain in a weak, S.D.C. state for almost a year before their natural armor begins to grow and they mature into a grub. It is as yet unknown whether P.P.E. can be absorbed directly by the nit (as in the case of a ley line running through the hive) to transform it into an M.D.C. creature naturally, without the need for the sludge diet. If such is the case, however, the role of the nannies and hunters would be unnecessary and none of them would develop within the hive. Perhaps this is why they are previously undocumented.

Nits are not aggressive and will not attack except out of necessity. Even when they are attacked, their first instinct is to flee, but if such a course is not possible they will lash out (often ineffectually) with **unarmored**, toothless bites. Nits never leave their birthing chambers, and those that do are often killed by the warriors in the Queen's chambers because they are not supposed to be there. Nothing and no one is allowed near the queen unless she announces it beforehand through chemical messages.

Nit

Alignment: Survival-minded creature, considered Miscreant.

Attributes: Not really applicable. Mental stats are animal or lower and physicals are rarely over 10. Speed is a paltry 6.

Size: Approximately 3 ft (9 m) long.

Weight: 50 lbs.

M.D.C.: None.

Hit Points: 4D6

S.D.C.: 5D6; **A.R.:** 7

Horror Factor: 6 when alone or 8 if a dozen or more are wiggling about together.

Average Life Span: 1 year before maturing to a grub.

Disposition: Hungry and slow-witted. It is a baby after all.

Natural Abilities: None.

Combat Skills: None.

Attacks Per Melee Round: One (1)

Bonuses: None

Weapons: The nit is only able to bite for 2D6 S.D.C.

P.P.E.: 2D10

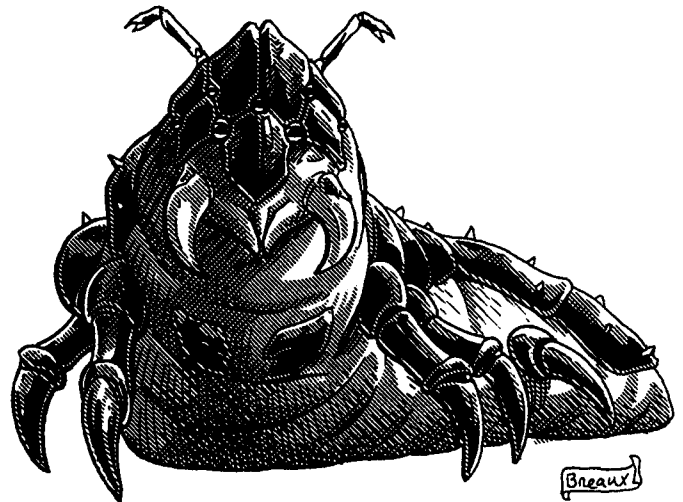
Grubs

"**Theys** **musta** been older ones or **sumptin**. Kinda like de maggits but wit some armor on em and **lil** claws."

Excerpt from the debriefings of Orion Greenfeld

Around the end of its first year of development, a nit will develop the first plates of its exoskeleton. At this stage, the armor covers the head, shoulders, back, and most of the legs, but its ultimate shape is still undeterminable. That development comes later. These are the young, possibly teenage equivalents of the Xiticix in that they are maturing steadily, but have not yet grown large enough to take their place in the hive. They remain in the Nit chambers with their younger, helpless siblings and act as auxiliary guards in case of attacks. They are, of course far from deadly in combat, but are capable of contributing to the defense of the egg chambers. Grubs have rudimentary chemical control that the nits do not, and those that wander out of the egg chambers are not necessarily killed if they send a chemical "announcement" beforehand. This is rare, though, and most grubs are killed if they trespass.

After a year of development, the grub begins to grow the appendages and body shape that will determine its place in the hive. Exactly what that place will be depends on the needs of the hive. Up to this point in its development, the young Xiticix can become any kind of adult, even a queen if it is needed, because its development is not predetermined by genetics, but is instead influenced by the chemical given off by the queen. Those chemicals are a kind of manpower request that ensures the needs of the hive are met in order to ensure its future **survivability**. As the second grub year grows to a close and the creature approaches its third birthday, it is finally a fully developed Xiticix. Although still rather small (about 5 ft tall), it is strong enough to take its place as a working member of the hive.



The combat abilities of a grub depend on its age. A two year old grub is little more than a partially armored nit, but it is faster, tougher, and has some natural weapons. These still young Xiticix will fight only in self defense or if ordered to do so by a nanny, a warrior or the queen. Their battle tactics are straight-forward and direct; they charge and bite. If a number of them are present (as is the case in most egg chambers), they swarm and attack in bunches trying to bear down their target under combined weight. Once in combat, the things rarely break off or give up and tend to fight to the death. A grub that is almost three years old will look very much like the adult it will shortly become, but other than its **light**, partially developed M.D.C. exoskeleton and not quite full sized weapons, it has none of the special abilities or chemicals of its adult version (older grubs are actually young Xiticix of a specific type, and thus their stats are given in the respective entries of each adult type of insect).

Grub

Alignment: Considered anarchist or miscreant.

Attributes: **I.Q.** 1D6+2 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. **M.E.** 3D6, **M.A.** 1D6, **P.S.** 3D6, **P.P.** 3D6, **P.E.** 3D6, **P.B.** 1D6, **Spd.** 3D6 running (grubs have wings, but can not fly yet).

Size: 3 to 4 ft. (.9-1.2 m) in year two, and 4 to 5 ft (1.2-1.5 m) in year three.

Weight: Up to 200 lbs. (91 kg) through year two and passing 300 lbs. (136 kg) in year three.

M.D.C.: 6D6 for second year and 1D4x10 for third year.

Damage Capacity for Non-M.D.C. Worlds: Hit Points: 4D6 for both; **S.D.C.:** 1D4x10 for second year and 2D4x10 for third year; **A.R.:** 10 for second and 11 for third year.

Horror Factor: 7 individually or 9 for a group of ten or more.

Disposition: Determined and relentless. More animated than the nits, but not as intelligent as even the young adults.

Natural Abilities: None have developed to any notable levels yet.

Combat:

Attacks Per Melee Round: Three

Bonuses: +1 to dodge

Weapons: None, other than bites and claws. Bites inflict 4D6 S.D.C. and claw slashes do 3D6 S.D.C.

P.P.E.: 3D6+10

Nannies

"I tell ya it was feedin dem lil nits wit da sludge stuff! Like some . . . nanny or a . . . nurse or sumptin. No lyin."

Excerpt from the debriefings of Orion Greenfeld

The "Nannies" or "Nurses" are somewhat hulking creatures with bright yellow markings and long arms. Their mouths and mandibles are somewhat larger than most other Xiticix and excepting the Queen, they are the largest of the Xiticix reaching about 12 ft (3.7 m) in height and a little more than a thousand pounds (455 kg) in weight. They are often hunched over, a pose common in feeding the nits, but their legs are a bit longer than other Xiticix. They lack the wings and flight abilities of most of their kind, and their head more closely resembles that of the queen than other Xiticix, with an extra antenna and larger horns. Also like the queen, these insects have a number of roughly oval shaped organs on their abdomens that glow when they process



P.P.E. into sludge. The nannies move with deliberate care and slowness as they go about their duties of feeding and tending the nits and grubs, but they can move quite quickly when they have

to. Their size makes them powerful, but it is their ability to process the sludge necessary for the development of the young into M.D.C. creatures that is the true strength of the nannies. Warriors and workers alike will protect a nanny as readily as they do the young. The only other Xiticix that can produce the sludge is the Queen.

Xiticix sludge is produced when a nurse (or the Queen) imbeds P.P.E. energy into a solid substance. This is done through a supernatural process that has yet to be recorded elsewhere in the Megaverse and it only occurs inside the bodies of these rare Xiticix. When a nanny performs the operation, large rounded organs on her thorax glow brightly and a few moments later she regurgitates an amount of the sludge, which is either fed to nearby nits or stored in alcoves carved from the upper areas of the egg chambers (very large hives will have separate rooms for this storage and nannies that work full time producing it within those rooms). The nanny can use her own P.P.E. for the process, but it can only produce limited amounts of sludge and is likely only used in emergencies. The usual method of making sludge involves the capture of live specimens (commonly humans) who are then devoured alive. Their flesh provides the solid matter needed to form the deep red sludge and as they perish, their doubled P.P.E. is absorbed by the nanny and transferred into the waiting materials. This process, or more accurately the resulting magical energy in a portable form, may explain the rumors some people have heard about practitioners of magic organizing raids on Xiticix hives for no apparent reasons. It is quite probable that they know of this phenomenon and seek to secure the transportable P.P.E. for their own use (the sludge can be drained of P.P.E. and used by any practitioner of magic to augment **their** own magical reserves. One pound of sludge holds the equivalent of 20-24 P.P.E. points).

The nannies spend nearly their entire lives in the egg chambers tending to and protecting the young Xiticix, both nits and grubs. Unlike the nits and grubs, the nanny can leave the egg chambers to move about the hive, but such actions are rarely necessary. If anyone should threaten their charges, the nannies will seek to remove the young from harms way, if possible, and barring that, they will fight ferociously to defend them. As previously mentioned, the nannies can be quite fast and their size makes them powerful adversaries in combat. In addition to raw physical attacks, the nannies can also spit a powerful acid and can secrete a more deadly version of the warriors' poison.

Nanny

Alignment: Considered **anarchist**, but cares instinctively for the young and will protect them, even through self-sacrifice.

Attributes: **I.Q.** 3D6 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. **M.E.** 5D6, **M.A.** 1D6, **P.S.** 7D6, **P.P.** 3D6, **P.E.** 4D6, **P.B.** 1D6, **Spd.** 3D6 running (The nannies cannot fly). All physical attributes are **considered** supernatural, including P.S. See the Rifts Conversion book for details, as well as the general damages listed below under combat.

Size: 12 ft (3.7 m)

Weight: 1,100 lbs. (500 kg)

M.D.C.: Young: 2D6x10+30, Fully Grown: 3D6x10+50.

Damage Capacity for Non-M.D.C. Worlds: Hit Points: Young: P.E.x2, Fully Grown: **P.E.x5**; S.D.C.: Young: 4D6x10, Fully Grown: **1D4x100**; A.R.: Young: 12, Fully Grown: 14.

Horror Factor: 10 individually or 12 for a group of six or more.

Disposition: Protective and dedicated normally, but aggressive and dangerous when the young are threatened.

Natural Abilities: 1. Process P.P.E. into a solid form. The act takes 4D4 melees and requires a significant amount of P.P.E. One pound of sludge requires 25 P.P.E. points and will end up holding 24 (for each 25 points invested, one is lost).

2. Spit Acid: Like the Hunter below, the Xiticix Nanny can spit a powerful acid out to a maximum range of 80 ft (21.3 m). She is +2 to strike with this attack. The acid covers 1D4 square feet and does 1D4 M.D. per melee round for up to 2D4 melee rounds. Unless it can be removed via magic, psionics, or dousing with saltwater (a natural **neutralizer** for the substance), the acid will continue to do damage until it becomes inert. Removal of damaged armor or equipment as soon as possible is often advisable.

3. Poison: The nanny's mandibles can also be coated with the most powerful version of the Xiticix poison. It has double the penalties of the normal poison described above, but the duration is the same.

4. "Call to Arms" Chemical: This special chemical not only tells all Xiticix of a hive that smell it that they are required to fight, it actually stimulates their equivalent of adrenaline and urges them to do so. This makes all Xiticix under its influence eager to enter battle and hypes them up for it. Warriors and hunters are naturally aggressive and are already unafraid in combat, so this chemical has the most affect on non-combat Xiticix like workers and grubs. Workers, diggers, and grubs exposed to the chemical add one extra attack per melee round, +1 to strike, parry, and dodge, and +2 to initiative and damage for the duration of the battle. Other Xiticix are less dramatically affected, but still excited by the chemical, which gives them one extra attack per melee and +2 to all damage. The nanny can affect all Xiticix within 1,000 feet (305 m).

Combat:

Attacks Per Melee Round: Four (4) attacks per melee round.

Bonuses: +1 to strike, parry and dodge, +4 to roll, and +1 on initiative (all bonuses are doubled when the nanny is protecting young Xiticix) in addition to any bonuses from attributes.

Weapons:

1. **TK-Rifle:** 4D6 M.D. Rarely used by the nannies.

2. **Short Sword:** 1D6 M.D. plus supernatural punching damage. Commonly available in the egg chamber for defense reasons, but nannies prefer their natural weaponry.

3. **Spear:** 2D4 M.D. plus supernatural punching damage. Commonly available in the egg chamber for defense reasons, but nannies prefer their natural weaponry.

4. **Hand to Hand Combat:** The supernatural P.S. of the nanny means that punches do mega-damage. Damages below are representative of an average nanny's **strength**, and may increase for those that are extraordinarily strong (30 P.S. or higher. See the Rifts Conversion Book for actual damages).

Critical strike on an 18-20.

Restrained punch: 4D6 S.D.C.

Normal punch: 2D6 M.D.

Power Punch: 4D6 M.D. (counts as two attacks)

Bite attack: 3D6 M.D. plus poison. **P.P.E.:** 2D6x10+30



The Queen

"Ummm . . . she scared the crap outta me. Thirty feet tall and black and pissed . . . I . . . just ran away."

Excerpt from the debriefings of Orion Greenfeld

The queen Xiticix, as you probably know, originally appeared in the basic Rifts book. The stats below are essentially unchanged and reprinted for convenience, but a bit of elaboration on the queen is also given.

The queen is the largest of the Xiticix, towering 20 ft in height and weighing a ton. She is at the least impressive and at most pretty **freakin** scary in her black chitin armor, crowned head and large abdomen with glowing oval organs. The abdomen is the life-blood and survival of the species, for it contains the egg sac from which all Xiticix of a given hive have come. It is the queen who lays all of the eggs and only the queen can tell those eggs what they should grow up to be. If nature should fail and the queen become unable to perform any of these tasks, the hive might well die, because it is also the queen who tells a young Xiticix or an egg that it needs to become a queen when it grows up. Everything in the hive is controlled and directed by the chemical excretions of the queen. Those subtle smells and activators not only show emotion and carry warnings, but they also can trigger latent genes or abilities that allow specific growth and development, such as a young grub becoming a nanny as it grows, or even a queen.

Xiticix are not only insect-like in their appearance, but also in their social structure. The gathering of these creatures within a local area, the hive, is organized along a hive mentality. The queen directs and everyone else just goes about their tasks until ordered to do otherwise. Just one more reason the queen is truly the heart of the hive. She is not unlike a brain controlling a body made up of hundreds or thousands of individual Xiticix. The queen spends her time in her chamber laying eggs and producing the chemicals necessary for the daily workings of the hive. This can include stimulating the growth of the young or turning up the drive to work in diggers, and in times of trouble, it includes plenty of egg laying. The queen is always protected by an elite guard of warriors or hunters (4D6 of them, with a minimum of eight). In addition, she is attended by six to twelve workers and possibly a nanny or two. All of that protection is rarely used, however, for the queen's chambers are far from the elevated entrances to the hive on the lower levels of the subterranean tunnels. Invaders would have to fight through or avoid at least half of the hive's defenders to reach her.

If the queen should be threatened, her protectors will rush to defend her and she will almost immediately send out a chemical to summon even more defenders (chemical has a range of one mile and travels 200 ft per melee round). Once that is done, it is likely she will use the call to arms chemical then move into battle herself, though supporting her defenders at range using psionics is more likely. Despite her status and importance, the queen should not be underestimated in melee combat. She is the largest and most powerful of the Xiticix and can easily handle herself on par with any warrior.

Queen

Alignment: Considered anarchist.

Attributes: I.Q. 3D6+1 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. M.E. 5D6, M.A. 1D6, P.S. 7D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd. 5D6 running or 3D6x10 flying. All physical attributes are now considered supernatural, including P.S. See the Rifts Conversion book for details as well as the general damages listed below under combat.

Size: 20 ft (6.1 m)

Weight: 2000 lbs. (900 kg)

M.D.C.: Young: 4D6x10, Fully Grown: 1D4x100.

Damage Capacity for Non-M.D.C. Worlds: Hit Points: Young: P.E.x3, Fully Grown: P.E.x10; S.D.C.: Young: 5D6x10+25, Fully Grown: 1D6x100+50; A.R.: Young: 13, Fully Grown: 16.

Horror Factor: 12

Disposition: She's the Queen, what do you expect? She's the boss within the hive. If she ever encounters intruders, it means they have breached all of the hive's defenses, and they will be attacked immediately.

Natural Abilities: 1. Process P.P.E. into a solid form: Identical to the nanny's ability, but the queen is not as efficient as the specialized nannies and loses one P.P.E. in conversion for every five used in the sludge (i.e. 25 P.P.E. points will result in one pound of sludge with 20 P.P.E. points stored in it).

2. Psionics: The Queen is considered a major psionic and has the following powers: telepathy, empathy, empathic transfer, sixth sense, see the invisible, sense magic, impervious to poison, impervious to cold and fire, levitation, mind block, group mind block, psi-sword, **psi-shield** and super telekinesis.

3. Poison: The queen's mandibles are coated with the most powerful version of the Xiticix poison, the same as the nannies. Double penalties, but normal duration.

4. "Call to Arms" Chemical: Identical to the chemical produced by the nanny, but can cover a 3,000 foot range.

5. Produce M.D.C. bonding resin: The queen can produce the resin used to build the M.D.C. hive structure. This resin is identical to that described under the Xiticix Digger, but each six-foot (1.8 m) glob only has 150M.D.C.

Combat:

Attacks Per Melee Round: Four (4) attacks per melee round.

Bonuses: +1 to initiative, +1 to parry, +3 to roll and +1 to dodge, in addition to any bonuses from attributes.

Weapons: 1. Can use any of the Xiticix melee weapons and TK-Rifle.

2. Hand to Hand Combat: The supernatural P.S. of the queen means that punches do mega-damage. Damages below are representative of an average queen's strength, and may increase for those that are extraordinarily strong (30 P.S. or higher. See the Rifts Conversion Book for actual damages).

Critical strike on an 18-20.

Restrained punch: 5D6 S.D.C.

Normal punch: 3D6 M.D.

Power Punch: 6D6 M.D. (counts as two attacks).

Bite attack: 4D6 M.D. plus poison damage.

I.S.P.: 3D6x10

P.P.E.: 4D6x10

Workers

"Thems was all over the place. Everywhere you turned. Just a trudging along about dere work."

Excerpt from the debriefings of Orion Greenfield

Workers are already well known to most people. They are among the original Xiticix presented in the Rifts basic book. The stats below are unchanged and reprinted for convenience, but a bit of elaboration on the worker is also given.

The workers are a kind of auxiliary caste within the hive. They are given orders by the other specialized types of Xiticix as well as being directed by them to do specific tasks. A group of workers might be directed by a digger to construct a wall. The digger provides the building resin and guidance while the workers do the labor. They also help out nannies by feeding the nits sludge already produced, and tend to the needs of the queen. Their primary task, however, is the transport of items within as well as outside the hive. They can move nits and eggs to and from egg chambers (at the queen's direction), carry sludge from one chamber to another, move debris from the hive corridors, and bring adult food to the proper storage chambers, among other things.

Full grown workers are about as tough as young warriors, but they only fight when necessary, which is usually when the hive itself is attacked. Workers do not generally have weapons on hand, but they have a pair of oversized pincers that make excellent natural weapons when necessary. Workers do not ordinarily fight well, even when defending their lives, but if the queen, a hunter, or a nanny releases a chemical urging them to fight, they are as ferocious as any warrior.

Workers are the most numerous of the Xiticix, but not likely to be the variety seen by most observers, as they don't often venture far beyond the hive.

Worker

Alignment: Considered Anarchist

Attributes: I.Q. 2D6+1 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. M.E. 5D6, M.A. 1D6, P.S. 6D6, P.P. 4D6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running, 3D6x10 flying. All physical attributes are now considered supernatural, including P.S. See the Rifts Conversion book for details as well as the general damages listed below under combat.

Size: 6 ft (1.8 m)

Weight: 400 lbs. (180 kg)

M.D.C.: Young: 6D6+6, Fully Grown: 1D4x10+10.

Damage Capacity for Non-M.D.C. Worlds: Hit Points: Young: P.E.x2, Fully Grown: P.E.x5; S.D.C.: Young: 2D6x10+30, Fully Grown: 4D6x10+60; A.R.: Young: 9, Fully Grown: 11.

Horror Factor: 8, or 10 for a swarm of 10 or more.

Disposition: Largely non-aggressive laborer until attacked or riled to battle by other Xiticix higher on the hierarchy.

Natural Abilities: Can carry twice the weight normally allowed by their P.S. score (P.S. x 100 lbs./45 kg).

Combat:

Attacks Per Melee Round: Four (4) attacks per melee round.

Bonuses: +1 to parry, +2 to roll and +1 to dodge in addition to any bonuses from attributes.



Weapons: 1. Hand to Hand Combat: Never uses any weapons except for the sword and hand to hand attacks. The supernatural P.S. of the worker means that punches do mega-damage. Damages below are representative of an average worker's strength, and may increase for those that are extraordinarily strong (26 P.S. or higher. See the Rifts Conversion Book for actual damages). Workers have a pair of arms with articulated hands and a pair with giant pincers. The pincers can be quite effective in combat when used like giant scissors to snip and cut one's opponent.

Critical strike on an 18-20.

Restrained punch: 4D6 S.D.C.

Normal punch: 2D6 M.D.

Power Punch: 4D6 M.D. (counts as two attacks).

Bite attack: 3D6 M.D. plus poison damage.

Pincer attacks: 4D6 M.D.

P.P.E.: 1D6x10+10

Warriors

"I already told you dey were everywhere. **Swarmin** and shootin and hacking. At first they **wern't** too many round, but once they got excited, there was more of 'em than dem worker ones."

Excerpt from the debriefings of Orion Greenfeld

The final bug in the familiar trio from the Rifts basic book, the warrior is perhaps the most recognized of all Xiticix. The stats below are unchanged and reprinted for convenience, but a bit of elaboration on the warrior is also given.

The warriors are the most common and readily recognized of all Xiticix. They are dark and imposing, six feet tall, broad shouldered, well armed and covered with M.D.C. chitinous black exoskeletons. They have large mandibles and carry TK guns and an array of bladed weapons. On top of it all, they can fly rather quickly. The warriors are the Xiticix that patrol the hive's territory looking for intruders and hunting for food, specifically live humans for the Nannies to make into sludge. While they are patrolling, they are constantly alert for the marking smell of the hunter that would signal a particularly important human (see the hunter entry for details). If such a scent is detected, they will pursue it with all haste. It is in this role of search and patrol that most people will get to see a Xiticix without having to engage one in combat, and this is the reason that warriors are the best known of these aliens. But the patrol of hive territory is not the most important task of the warrior.

The warriors are also the guardians of the hive. Everywhere you go in a hive there will be a warrior or groups of them moving throughout the tunnels. Some have regular posts at entrances or on the outside of the tower structures, but the majority of them simply spend their days constantly moving about the hive. Complex instincts and chemical trails ensure that all of the

hive's tunnels are patrolled and that the defenders do not end up all bunched in a single tower or area. In the event of an attack or combat within the hive, all Xiticix involved give off the danger chemical which summons any warrior that detects it. The chemical is also given off by those that detect it, eventually alerting the entire hive to the trouble. Once a disturbance has been detected, all warriors that can will respond to any outsiders (even other Xiticix that do not have this hive's scent) with deadly force. The Xiticix have animal **intelligence**, but operate on a more insect-like instinct level. They attack voraciously and non-stop. There is no investigating when something foreign is detected in the hive. A worker might investigate, but warriors never do. They simply respond. If something is not a Xiticix and it isn't part of the hive, then destroy it and have a worker take it out of the hive. That is how a warrior thinks.

In combat, warriors fight relentlessly until they die or the enemy does. In the hive, they will swarm over intruders as detailed in the tactics entry given previously. Outside the hive on patrols, the same overwhelming tactics will be used, but the target only has to worry about a handful or at the most a dozen of the large insects coming after him. Warriors attack first with their TK rifles, firing as they close the range to the enemy. Once in melee range, they change to melee weapons and attempt to overwhelm. If the enemy is too tough for such close quarters tactics (i.e. it is M.D.C.), the aliens will fall back if they are able, and attempt to bring it down with ranged weapons fire.

Warrior

Alignment: Considered anarchist

Attributes: I.Q. 2D6+2 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. M.E. 5D6, M.A. 1D6, P.S. 6D6, P.P. 4D6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running and **3D6x10** flying. All physical attributes are now considered supernatural, including P.S. See the Rifts Conversion book for details as well as the general damages listed below under combat.

Size: 7 ft (2.1 m)

Weight: 500 lbs. (227 kg)

M.D.C.: Young: **1D4x10+10**, Fully Grown: **1D6x10+20**.

Damage Capacity for Non-M.D.C. Worlds: Hit Points: Young: P.E.x3, Fully Grown: **P.E.x5**; S.D.C.: Young: 3D6x10+60, Fully Grown: 5D6x10+100; A.R.: Young: 9, Fully Grown: 12.

Horror Factor: 9, or 12 for a swarm of 10 or more.

Disposition: Aggressive, combative and downright violent when they need to be. Always active and easily agitated when not in combat.

Natural Abilities: None other than those common to all Xiticix.

Combat:

Attacks Per Melee Round: Five (5) attacks per melee round.

Bonuses: +1 to initiative, +1 to parry and +1 to dodge in addition to any bonuses from attributes.

Weapons: 1. **TK-Rifle:** 4D6 M.D. Carried by all Xiticix warriors.

2. **Short Sword:** 1D6 M.D. in addition to supernatural strength damage. Carried by all Xiticix warriors.

3. **Spear:** 2D4 M.D. in addition to supernatural strength damage. Carried by all Xiticix warriors.

4. **Hand to Hand Combat:** The supernatural P.S. of the warrior means that punches do mega-damage. Damages below are

representative of an average warrior's strength, and may increase for those that are extraordinarily strong (26 P.S. or higher. See the Rifts Conversion Book for actual damages).

Critical strike on an **18-20**.

Restrained punch: 4D6 S.D.C.

Normal punch: 2D6 M.D.

Power Punch: 4D6 M.D. (counts as two attacks).

Leap Attack: 5D6 M.D. (counts as two attacks).

Bite attack: 3D6 M.D. plus poison damage.

Note: The Xiticix (all of them) can secrete the poison, and warriors often coat their weapons with them, adding the poison effects to the damage of the weapon on a successful hit.

P.P.E.: **1D6x10+10**

Hunters

"Well, hell, that's why we went to the damn hive in the first place. That green bastard dropped in an' squirted ol' Role wit sumthin. Course only Bert, the doggie boy could smell it, but next day they came and scooped him up. Four of 'em. Jus' flew away pretty as you please. My fellow idjits figured we hadda go 'n save 'im."

Excerpt from the debriefings of Orion Greenfield

Hunters are immediately distinguishable from their fellow Xiticix by several characteristics, most obviously the green coloring of their exoskeletons. They also have a unique head shape with three long horns or spikes. Like other Xiticix, they have two sets of arms, but their second set is located on the upper back above the wings, and instead of ending in hands, this pair of appendages has deadly, curved blade-like weapons on its ends. The extra limbs are used to slash in melee combat as well as grasp and hold prey out of the way of the hunter as it flies or continues to engage others in combat.

The hunters are very swift and cunning. And in addition to their natural quickness, they also have abilities very much like those of the **psi-stalker**. They use the same instinctive hunting abilities to seek out and hunt down powerful sources of P.P.E., such as practitioners of magic. In this capacity, the hunters are vital to the propagation of the species, for only with a constant supply of P.P.E. can the nannies continue to make sludge for the young nits to feed on (thus ensuring their growth and strength). The large reserves of P.P.E. found in those people such as practitioners of magic are typically the equivalent of ten or more normal humans. Not only is it easier (well, sometimes) to bring in one mage than ten other humans, the P.P.E.-rich mages may actually be required for a nit to develop into a Nanny or Queen with adulthood.

When a hunter locates a promising humanoid (lots of P.P.E.), he will attempt to spray the target with a special chemical agent produced only by the hunters. The chemical has no scent (except to dog boys and others endowed with heightened senses of smell) and can not be washed off. It will wear off over a period of two weeks, though certain herbalists and alchemists might be able to neutralize the undetectable scent if they know it is there, and if they have a sample of Xiticix chemical gland to work with (doesn't necessarily have to be a hunter's gland, but if it isn't, there will be steep penalties as decided by the Game Master). This is the scent that the warriors search for while they are

out on patrols. If they should happen to detect it, the warriors will home in on it (if it is within range; 3 miles) and attempt to capture the target alive for transport to the hive.



Hunters are the only Xiticix that function alone and independently. they can spend weeks away from the hive hunting and marking targets, but as long as they retain their unique hive scent, others of their hive will welcome them back without a question and subordinates will obey them without a thought.

Hunters are fast and cunning, but they only fight if they have to. A lone target rich in P.P.E. is likely to be attacked by a hunter in an attempt to capture it, but any kind of strong resistance from the victim will result in the hunter spraying him with the marking chemical and fleeing. If the chosen victim is within a group and the hunter can not get him alone, a brief attack on the party will be made with the sole purpose of spraying the target, after which the hunter will flee. As noted in the Combat and Tactics section above, hunters are very cunning and can even formulate basic tactics. They can give orders to other Xiticix and will be obeyed, unless the queen is present and contradicts the orders. Also, like the nannies, hunters can spit acid (see below).

Hunter

Alignment: Considered Anarchist.

Attributes: I.Q. 2D6+4 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. M.E. 5D6, M.A. 1D6, P.S. 5D6, P.P. 6D6, P.E. 3D6, P.B. 1D6, Spd. 6D6 running, 3D6x10+40 flying. All physical attributes are considered supernatural, including P.S. See the Rifts Conversion book for details as well as the general damages listed below under combat.

Size: 7 ft (1.8 m)

Weight: 400 lbs. (180 kg)

M.D.C.: Young: 6D6+10, Fully Grown: 1D4x10+20.

Damage Capacity for Non-M.D.C. Worlds: Hit Points: Young: P.E.x3, Fully Grown: P.E.x5; S.D.C.: Young: 3D6x10+20, Fully Grown: 5D6x10+50; A.R.: Young: 9, Fully Grown: 12.

Horror Factor: 9, or 12 for a swarm of 10 or more.

Disposition: Mostly non-aggressive, even when marking targets, they simply fly in and spray, then leave. Hunters only really fight to defend themselves or when the odds are obviously in their favor.

Natural Abilities: 1. Camouflage: Much like a chameleon, the hunter can shift its colors and the patterns on its body to blend in with its surroundings. The process of changing takes one melee round, but when complete it gives the hunter a 98% prowl skill when standing still. Moving slowly (1/4 speed) lowers the percentage to 75%, while moving at up to half speed reduces it further (55%). At full movement rate, the percentage is a minuscule 20%. Note that these percentages (except for the "completely still" one) also apply when the hunter is flying, if it has taken the time to camouflage itself.

2. Spit Acid: Like the nanny, the Xiticix hunter can spit a powerful acid out to a maximum range of 80 ft (21.3 m). The hunter is +3 to strike with this attack; otherwise, it is identical to that of the nanny.

3. Call to Arms Chemical: The hunter also has the ability to "rally the troops" with this chemical stimulant. Identical to that of the nanny, 1000 foot (305 m) range.

Combat:

Attacks Per Melee Round: Six (6) attacks per melee round.

Bonuses: +3 to initiative, +1 to strike, +1 to parry and +2 to dodge in addition to any bonuses from attributes.

Weapons: 1. **TK-Rifle:** 4D6 M.D. Often carried by roving Xiticix hunters.

2. **Short Sword:** 1D6 M.D. in addition to supernatural strength damage. Often carried by Xiticix hunters.

3. **Spear:** 2D4 plus supernatural strength damage. Carried by all Xiticix hunters.

4. **Hand to Hand Combat:** The supernatural P.S. of the hunter means that punches do mega-damage. Damages below are representative of an average hunter's strength, and may increase for those that are extraordinarily strong (26 P.S. or higher. See the Rifts Conversion Book for actual damages). The extra arms of the hunter end in large sickle-like pincers. These can be used in melee combat to slash and snap opponents.

Critical strike on an 18-20.

Restrained punch: 4D6 S.D.C.

Normal punch: 2D6 M.D.

Power Punch: 4D6 M.D. (counts as two attacks).

Bite attack: 3D6 M.D. plus poison damage.

Double Pincer Strike: 1D4x10; each pincer does 4D6 M.D.

Ramming or head-butting: 1D4 M.D.

P.P.E.: 2D4x10+10

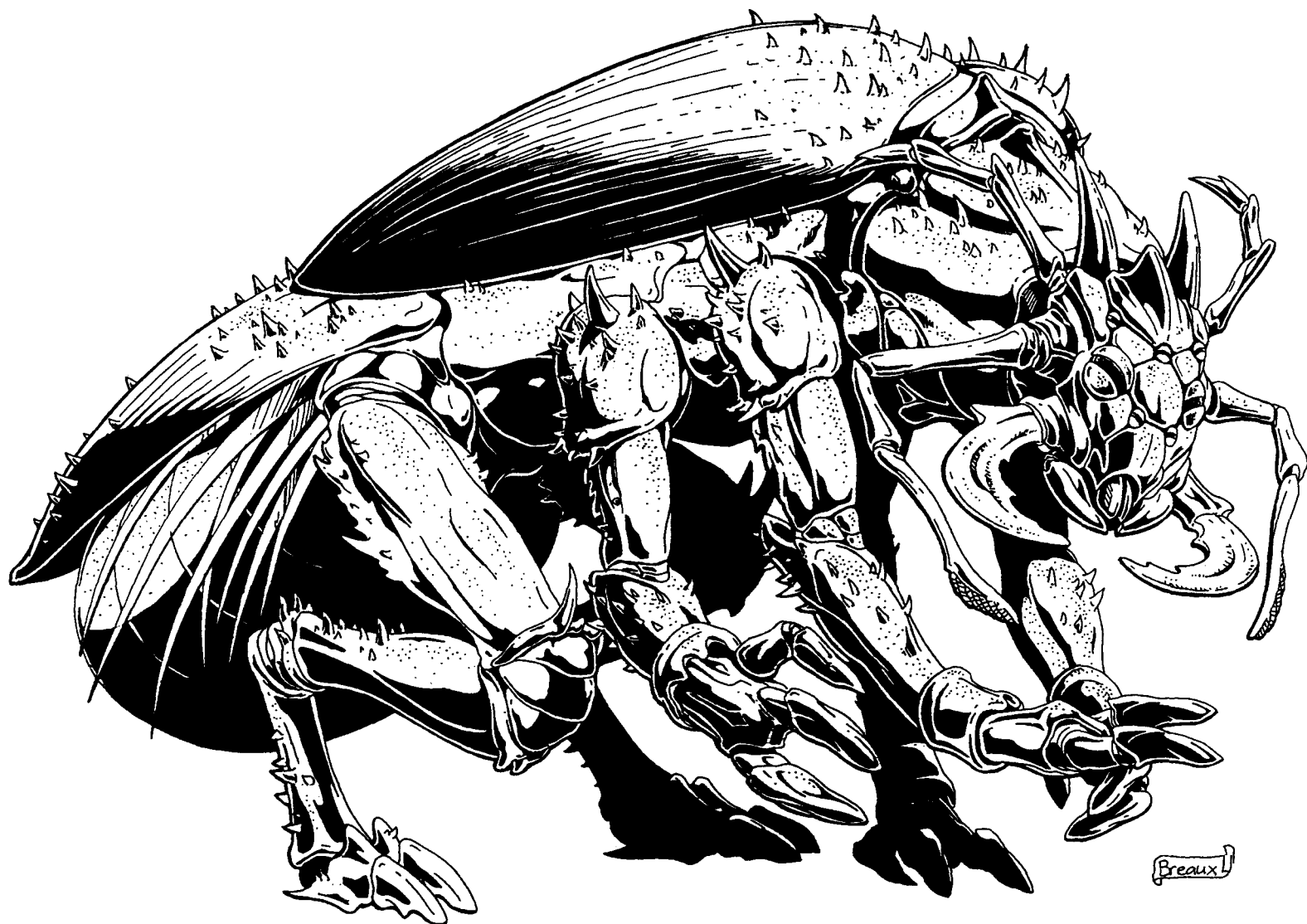
Diggers

"**Lookt** like big wasps, ya ask me. All hunched over and wigglin' their mouth and **fangs** to **bild** up dat mud. Sat for a **minnit** and watched . . . the group of '**em** musta added ten feet to dat wall while we **wuz dere**."

Excerpt from the debriefings of Orion Greenfeld

Diggers are the builders and maintenance-bugs of the Xiticix hives. Just like their fellow Xiticix, they have four arms, two legs and a set of wings, but despite those traits and some general resemblance to other Xiticix, these aliens have the most insect-like appearance of all. Most of them have an iridescent sheen to their blackish-blue carapace, which is very beetle-like on the back with long smooth curves and exoskeleton armor covering their wings when they aren't in use. The diggers spend much of their time hunched over on all six of their limbs, which contributes greatly to their insect appearance. When diggers find it necessary to fly, whether fleeing danger or moving quickly to another area of the hive, their wings unfold from their armored covers. These Xiticix are the noisiest of their kind when they fly.

Diggers are named for their powerful claws and mandibles, which can burrow and cut through even solid rock at tremendous rates. It is their relentless task to make sure that enough



living space is available for the members of the hive. From the time they dig the first tunnel and hollow out the queen's chamber through the growth of the hive, diggers constantly gnaw at the ground below the hive towers, creating a subterranean labyrinth rarely seen by outsiders (well, outsiders who leave to tell about it, anyway). In addition to their digging chores, these Xiticix also secrete the M.D.C. resins used to construct the towers of the hive complex. Thus not only are they necessary to create the tunnels below the hive, but more complex building chores on the surface are just as important and even more time consuming. The structures on the surface, unlike most of those underground, have to be maintained constantly. They are M.D.C., but even such structures can be damaged and will eventually deteriorate (it is made up of mud after all, despite the resin mixture).

Diggers will only engage in combat if they can not escape from an attacker, or if they are ordered to by a hunter, queen, or nanny (the Call to Arms chemical will also urge them into battle). Although not designed for such, the powerful claws and mandibles of the digger make deadly weapons, but the bug is far from an expert in their use as damaging implements. The most common tactic of these Xiticix is to lurch upward and bear down on an opponent, bringing all four of its claws down in one massive strike. If the attack knocks the target down, the digger will resort to biting with its mandibles while remaining on top of the enemy.

Digger

Alignment: Considered Anarchist.

Attributes: I.Q. 1D6+3 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect. M.E. 5D6, M.A. 1D6, P.S. 8D6, P.P. 2D6, P.E. 4D6, P.B. 1D6, Spd. 3D6 running and 2D6x10+15 flying. All physical attributes are considered supernatural, including P.S. See the Rifts Conversion book for details as well as the general damages listed below under combat.

Size: 9 ft (2.7 m)

Weight: 850 lbs. (385 kg)

M.D.C.: Young: 1D6x10+10, Fully Grown: 2D4x10+20.

Damage Capacity for Non-M.D.C. Worlds: Hit Points:

Young: P.E.x5, Fully Grown: P.E.x10; S.D.C.: Young: 3D6x10+25, Fully Grown: 200+5D6x10; A.R.: Young: 10, Fully Grown: 14.

Horror Factor: 9, or 11 for groups of 10 or more.

Disposition: Largely non-aggressive and task absorbed. Generally tends to ignore intruders and will only release a warning chemical if attacked.

Natural Abilities: 1. Digging, tunneling, and excavating: The digger can dig through the ground, leaving no passable tunnel behind him (only he can move through the ground using this power) at the rate of 20 ft (6.1 m) per melee round through dirt or sand, 12 ft (3.7 m) per melee round through cluttered ground (some rock or thick tree roots, etc.) and 5 ft (1.5 m) per melee round through stone or rock.

Tunneling is done at half the rate of digging and leaves a passable tunnel, in this case the size of the digger when hunched into digging position, about four feet across. Standard Xiticix tunnels (10 ft/3 m across) can be dug at a rate of 4 ft (1.2 m) per melee round, but finishing them as M.D.C. structures takes a bit longer (see excavating).

Excavating is used to form rooms and other underground areas, but like tunnels they are not permanent and need to be reinforced. Diggers can excavate 20 cubic feet (.57 cubic meters) of Earth per minute; however, reinforcing the room afterward requires half the time that digging it did (same thing with tunnels).

Tunneling and excavating can be used to make pit traps or to weaken floors. Traps like these are not common, but cannot be ruled out in a Xiticix hive. M.D.C. substances can not be dug, tunneled, or excavated normally, but can be torn through (see combat below).

2. Building: In addition to digging down, the digger also builds upward. Towers are built one tunnel and room at a time. A digger can produce enough resin substance to make an 18 ft (5.5 m) wall section when mixed with mud each melee round, but it will take him an hour to properly form that wall section. By the time it is done, the resin will be nearly hardened (another fifteen minutes or so and it will be).

3. Produce M.D.C. bonding resin: The digger, like the queen, can produce the resin used to build the M.D.C. hive, but the digger is specialized for the task and does it faster and with much stronger resin. This substance on its own is very tough, but limited in supply, thus requiring its mixture with mud in the construction of the hive's towers. A six-foot (1.8 m) **glop** of the stuff (enough to cover an average man) would have approximately 250 M.D.C. (150+3D6x10). When mixed with mud, it has the same M.D.C. per 18 foot (5.5 m) section of wall. A retarding enzyme secreted by the digger makes the resin workable and lengthens the amount of time it takes to become rigid. The **mud/resin** mix is worked with the hands and mandibles, requiring another enzyme to neutralize it and remove it from those appendages. Diggers can often be seen cleaning up in this manner by apparently "licking" their "lips" and hands.

In **combat**, the digger can spit a 3 ft (.9 m) glob of the resin once per melee round to a range of 40 ft (12.2 m). It is very sticky and hardens 1D4 rounds after it hits (when using it offensively, the digger will not add in the retarding enzyme). Once the resin hardens, it requires 150 M.D.C. of damage to remove (better be careful how you do that one or you'll kill the guy you're trying to save) and until it is, the victim is largely immobilized (-8 to all rolls and -30% to skills). Getting the stuff off while it is still liquid takes all of the character's actions for one melee round (or a total of 6 if the victim has more), and while it is stuck to the victim, the thick substance clings and imposes a -2 to all rolls. As noted, each glob contains three feet (.9 m) of resin which is enough to cover roughly half of a human sized target. A creature must be covered halfway to suffer the penalties listed and to be restrained completely once the resin hardens. Thus, a twelve foot (3.7 m) creature would have to be spit on twice. Being encased less than half way will impose a -4 to all actions once the resin hardens, but will not otherwise hinder or restrain the character (but he will have a big chunk of M.D.C. resin bonded to him until it is removed).

Note that neither the queen nor the digger will intentionally spit resin on the head of an opponent unless they have witnessed the creature use some form of dangerous attack (such as flaming breath) that originates from the head. If they do, the queen is likely to resort to a head shot with resin to negate such an attack, but the digger is not savvy enough to do it on its own. Hunters

and queens could suggest the tactic to the digger, however. Any creature hit in the head with resin must be freed before it hardens, at least if he needs to breathe. There is virtually impossible, save unique forms of magic, to remove a 180 M.D.C. block from around someone's head, even if that someone is an M.D.C. creature, before they suffocate.

If others help a victim to remove the resin, divide the number of melee actions required to do so by the number of people working.

Combat:

Attacks Per Melee Round: Four (4) attacks per melee round.

Bonuses: +1 to parry and +1 to dodge in addition to any bonuses from attributes.

Weapons: 1. TK-Rifle: 4D6 M.D. Rarely used by the Xiticix diggers.

2. Short Sword: 1D6 M.D. plus supernatural strength damage. The only weapon that might be regularly carried by the Xiticix digger.

3. Spear: 2D4 M.D. plus supernatural strength damage. Rarely used by the Xiticix digger.

4. Hand to Hand Combat: The supernatural P.S. of the digger means that punches do mega-damage. Damages below are representative of an average digger's strength, and may increase for those that are extraordinarily strong (36 P.S. or higher. See the Rifts Conversion Book for actual damages).

Critical strike on an 18-20.

Restrained punch: 5D6 S.D.C.

Normal punch: 4D6 M.D.

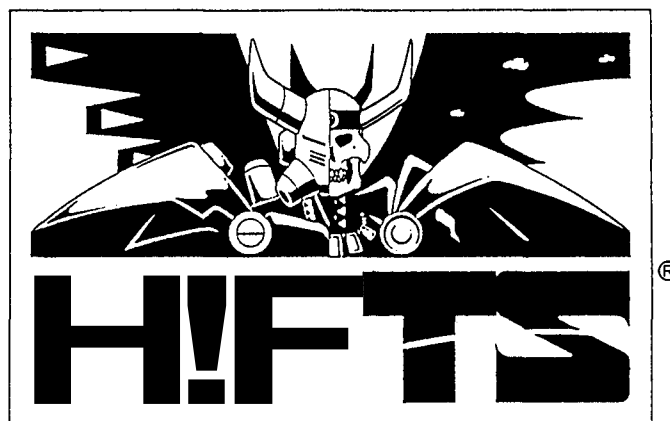
Power Punch: 1D4x10 M.D. (counts as two attacks).

Bite attack: 4D6 M.D. plus poison damage.

*Special Lunging Attack: 1D6x10 M.D. (counts as two attacks and must be used as the first attack of the round).

*This attack brings all four of the digger's powerful claws to bear at once on an opponent.

P.P.E.: 1D6x10



Spatial Mage

NPC and Optional Player Character O.C.C.

By Steven Trustrum

Note: Though designed with Rifts in mind, very little is needed to convert the Spatial Mage O.C.C. and Spatial Magic to Nightbane, PFRPG or Heroes Unlimited 2nd Edition.

What is it that makes this person one with the Megaverse and not another? Fate? Astrology? Divine intervention? Favorite cereal? Nobody knows.

What is known is that some people are born attuned to the dimensional energies that comprise the multiple dimensions of the Megaverse. These beings are very few in number and even then, the chances of a person realizing that he has this **attunement** are even rarer.

However, for those few that are found and trained by another, or who have the raw talent to learn on their own, the path of the Spatial Mage is theirs to tread.

The Spatial Mage is a master of spatial energies, able to warp and bend the reality of both physical and energy dimensions to his will; he can sense dimensional energies as easily as the rest of us feel hot and cold.

A Spatial Mage, like a Shifter, is more aware of the workings and energies of rifts than other men of magic. However, where as the Shifter might be considered a student of such energies, the Spatial Mage is its master.

Because the Spatial Mage is a fragment of the Megaverse itself, they are able to open and close rifts more easily than nearly any other being in existence, gods and alien intelligences included! This also allows the Spatial Mage the ability to control the energies of the Megaverse so far as to create a small dimension of his own, known as a "Dimensional Realm".

These beings tend to be either wandering scholars or adventurers, equipped with this-and-that from all manner of dimensions. Their travels through the Megaverse and the knowledge they gain from such wanderings also result in them usually being very eccentric.



Those Spatial Mages that decide to use their powers for the accumulation of wealth and power instead of knowledge are deadly foes indeed and are the distorted mirror images of their more benign brethren.

Spatial Mage Abilities

1. Sense the Opening and Closing of Rifts:

As per the Ley Line Walker ability, only all ranges are tripled.

2. Ley Line Phasing:

As per the Ley Line Walker ability.

3. Create Dimensional Realm:

Spatial Mages, at any time, may create a "realm", a pocket dimension of their own design. This is done by the creator permanently sacrificing some P.P.E. from his P.P.E. base. As the creator of such a realm goes up in levels, thus gaining more P.P.E., he can improve his realm by permanently sacrificing more P.P.E. into it.

More than one Spatial Mage may cooperate upon the creation of a realm, each sacrificing some of his P.P.E. into its development. However, each of those who contributes is considered the "creator" with regards to accessibility to that realm. Thus, none of those who have contributed to a realm's creation can lock out any of the other contributors as each has equal control (no matter each person's actual amount of P.P.E. sacrificed). See **Dimensional Realm Creation**, below.

4. Spell Casting:

At first level, the Spatial Mage can learn Spatial Magic or regular spells. Some of these spells operate the same (and have the same name) as their regular counterparts, yet are represented separately under the "Spatial Magic" section because their statistics differ, representing the Spatial Mage's greater ability to control dimensional energies.

At first level, the Spatial Mage knows 1D4 spells from each spell level 1 to 4. Each spell can be either a Spatial Magic spell or a normal spell, as the character chooses.

After first level, the character learns one new spell per level achieved, equal to or less than his level of experience. Note that Spatial Mages can learn spells from scrolls, guilds and similar means, the same as regular mages, so long as it is a type that they can learn.

The Spatial Mage can learn only the following regular spells, without any change to their description or statistics: Tongues, See the Invisible, Dispel Magic Barrier, Energy Field, Seal, Summon Familiar, Summon Greater Familiar, Sense Magic, Detect Concealment, Fool's **Gold**, Chameleon, Befuddle, Armor of **Ithan**, Negate Magic, Eyes of Thoth, Protection Circle: Lesser, Fireball and Ward.

Note that while Spatial Mages can learn the above mundane spells, it is not possible for non-Spatial Mages to learn spatial magic spells. Such mystical workings draw upon the energies of the **Megaverse** itself, something only beings such as the Spatial Mage O.C.C. are capable of.

5. P.P.E.

Beginning P.P.E. is **3D6x10** plus the P.E. attribute. The character gains 2D6 P.P.E. per level. Note that if the character's racial P.P.E., either at the beginning or per level, is greater, use that instead.

6. Bonuses: +3 to M.E., +2 to save vs. horror factor.

Attribute Requirements: None, the character is either born with the abilities or not.

Racial Restrictions: Nearly any race capable of using magic can be a Spatial Mage (Game Master's discretion).

O.C.C. Skills:

Lore: Megaverse (**New!**): The player is knowledgeable in the workings of dimensions, multiple planes of existence, theories concerning parallel worlds, etc. Base Skill: 25% + 5% per level.

Lore: Magic (+15%)

Basic Mathematics (+25%)

Languages: Speaks 5 languages, from any dimension(s) (+20%).

Literacy in native language and 3 other languages, from any dimension(s) (+20%).

Astronomy (+10%)

Hand to Hand: Basic can be bought at the cost of one "other" skill, Expert at the cost of two and Martial Arts at the cost of three.

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at levels three and six, and one at levels nine and twelve. All new skills start at level one proficiency.

Communications: Radio: Basic, Surveillance Systems and TV/Video only.

Domestic: Any (+10%)

Electrical: Basic only.

Espionage: Intelligence, Wilderness Survival and Tracking only.

Mechanical: Basic only.

Medical: Holistic Medicine or First Aid only (+5%).

Military: Camouflage only.

Physical: Any

Pilot: Any except Robots.

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+10%)

Technical: Any (+15%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets to select six secondary skills from the previous list. These skills do not get the advantage of the bonus listed. All secondary skills start at the base level.

Standard Equipment: Items are limited to several changes of clothing, a backpack, a few pens and pencils, a **notebook**, a pistol (energy or otherwise) with **1D4+1** extra clips, traveling shoes / boots, 50 feet (15.2 m) of rope, a crucifix, a survival knife and other common items.

Money: 2D4x100 in cash and 2D4x1000 in possessions.

Cybernetics: Avoids cybernetics and bionics as it impairs their magic.

Spatial Mage	8 50,921 - 70,920
1 0,000 - 2,240	9 70,921 - 95,920
2 2,241 - 4,480	10 95,921 - 135,920
3 4,481 - 8,960	11 135,921 - 185,920
4 8,961 - 17,920	12 185,921 - 225,920
5 17,921 - 25,920	13 225,921 - 275,920
6 25,921 - 35,920	14 275,921 - 335,920
7 35,921 - 50,920	15 335,921 - 295,920

Spatial Magic

Level 1 Spells

Alter Environment

Range: 5 foot (1.5 m) radius per level, up to 35 (10.7 m) feet away. It must be cast upon one object or person.

Duration: 2d6 minutes, plus 2 minutes per level.

Saving Throw: Standard if saving vs. the effects of altered temperature; otherwise, none.

P.P.E.: 3 per every 5 degrees Celsius (9 F) or 5% lighting change. If the caster wishes to affect both light and temperature levels, he must pay for the spell twice, though both affects are cast simultaneously.

The caster of this spell can cause changes in the environment around the target. These changes can be in either light level or temperature. Temperature changes affect the atmosphere within the area of effect, not the temperatures of creatures or objects within. However, because the temperature of the area is instantly altered, the change in temperature will begin to affect those objects within the area of effect (Game Masters may want to have damage caused to living creatures within the area of affect once the temperature is altered to a dangerous state).

Any lighting changes affect ALL light within, or while passing through, the area of effect. Thus, the light from a flashlight outside of the spell's range, directed at an area which has been turned totally black, will disappear upon touching the area, but will shine through to the other side. Likewise, those looking at an area of blinding light will not be blinded, as long as they are not within the area itself. Again, the Game Master should apply penalties due to alterations in the light level as he sees fit (although those blinded automatically lose initiative, and are at -3 to strike, parry and dodge).

The reason why the affects of both lighting and temperature must be left to the Game Master's discretion is the simple. The creator of the spell acknowledges the fact that to come up with rules explaining how each level of this spell would affect every existing level of lighting and temperature would be FAR too lengthy. Thus, the Game Master must exercise his will, depending upon the beginning factors upon which this spell will have an affect.

Laser Note: Because lasers are light, any laser passing through an area of altered lighting levels is affected as per the light within. Thus, a laser passing through an area of effect where the lighting was increased by 10% will in turn have its damage, if it strikes a target within that area, increased by 10%. Once the laser has passed beyond the area of effect, however, it is no longer affected by the spell and its damage potential returns to normal.

The degree to which these changes take place depends upon the caster's level, as shown by the chart below (effects are not cumulative):

- 1st - can raise or lower the temperature by 10 degrees Celsius (18 degrees Fahrenheit), or faintly (5%) dim or brighten the existing light levels.
- 3rd - can raise or lower the temperature by up to 25 degrees Celsius (45 degrees Fahrenheit) or dim or brighten the existing light levels by up to 25%.

5th - can raise or lower the temperature by up to 50 degrees Celsius (90 degrees Fahrenheit) or dim or brighten the existing light levels by up to 50%.

7th - can raise or lower the temperature by up to 75 degrees Celsius (135 degrees Fahrenheit) or dim or brighten the existing light to create white light (utterly blinding) or complete, pure darkness.

9th and every 2 levels beyond - can raise or lower the temperature by up to an additional 25 degrees Celsius (45 degrees Fahrenheit).



Astral Projection

Range: Self

Duration: 20 minutes per level of experience.

Saving Throw: None

P.P.E.: 2

This spell is essentially the same as the fourth level spell on page 172 of the **Rifts RPG**.

Banishment

Range: 300 feet (91 m)

Duration: 5 weeks per level of experience.

Saving Throw: Standard

P.P.E.: 15

This spell is essentially the same as the tenth level spell on page 183 of the **Rifts Rule Book**, except the "immediate area" which the entity must leave is one mile (1.6 km) instead of 600 feet (183 m).

D-Phase

Range: Self only

Duration: 30 seconds per level

Saving Throw: Not applicable

P.P.E.: 15

Same as the Temporal Spell in **Rifts World Book Three**:

England, pg. 74. However, unlike the temporal spell, the caster's movement rate is not reduced.

Expel Demons

Range: 20 foot (6.1 m) area per level of the caster.

Duration: Immediate, 3D6 hours.

Saving Throw: Special; lesser beings must save vs. 18, greater beings must save vs. 12.

P.P.E.: 20

This spell is essentially the same as the spell on page 51 of **Conversion Book 1**.

Featherlight

Range: Touch or up to 10 feet (3 m) away.

Duration: 10 minutes per level.

Saving Throw: None

P.P.E.: 6

Same as the spell on pg. 136 of the **Federation Of Magic World Book**, reducing an object's weight to that of a feather.

Implosion Neutralizer

Range: Can be cast on one explosive item up to 50 feet (15.2 m) away per level of experience, or two by touch.

Damage: Reduced

Duration: Special; varies.

Saving Throw: Not applicable

P.P.E.: 8

Same as the spell on pg. 137 of the **Federation Of Magic World Book**.

Mystic Portal

Range: 50 feet

Duration: 2 minutes per level of the caster.

Size: Up to a 30 foot wide and 60 foot tall (9.1 x 18.3m) portal / opening.

Saving Throw: None

P.P.E.: 8

This spell is essentially the same as the spell on page 184 of the **Rifts Rule Book**.

Spatial Senses

Range: Self; 15 foot radius per level.

Duration: 1 melee per level

Saving Throw: None

P.P.E.: 8

This spell results in the caster receiving a sort of 3-dimensional radar sense of his surroundings. The caster is aware of all senses within that area, be it textures, scents, sights, sounds, what have you. Of course, this makes it very difficult for others to sneak up on or attack the caster, thus the spell confers the following bonuses: +4 to initiative, +2 to parry and dodge, -35% to prowl for anyone within that area trying to avoid detection by the caster.

Teleport: Lesser

Range: 15 miles (24 km) per level of experience; touch.

Duration: Requires 1 full melee.

Saving Throw: None

P.P.E.: 3

This spell is essentially the same as the spell on page 177 of the **Rifts Rule Book**, except the success ratio is 99% and the weight able to be transported is up to 150lb. (68 kg).

Level 2 Spells

D-Shift Phantom

Range: Self only

Duration: 30 seconds per level.

Saving Throw: Not applicable

Limitations: Cannot move, speak, use psionics or cast magic in this altered state.

P.P.E.: 10

Same as the Temporal Spell in the England World Book, pg. 74.

D-Shift Two Dimensions

Range: Self only

Duration: 30 seconds per level.

Saving Throw: Not applicable

Limitations: Cannot move, speak or cast magic while in this altered state, but can use psionic powers that **don't** require speech or movement.

P.P.E.: 17

Same as the Temporal Spell in the England World Book, pg. 74.

D-Step

Range: Five feet (1.5 m).

Duration: One melee per level.

Saving Throw: None

P.P.E.: 30

Same as the spell on pg. 147 of the "Federation Of Magic" worldbook.

D-Warp

Range: 35 feet (10.7 m) per level to a path up to 5 feet (1.5 m) wide per level.

Duration: 1 melee, plus one melee per every 2 levels.

Saving Throw: Standard

P.P.E.: 10

This spell alters the spatial perceptions of beings caught within its area of affect if they fail to save. The victim(s) can no longer tell what is up and what is down, how far away something is, what color is which, etc. Essentially, the spell creates an EXTREME sense of vertigo like affects. For the duration of the spell the victim loses initiative, is minus half his actions/attacks, and is -2 to strike, parry, dodge and roll. Also, the character must save vs. poisons every melee at -8 or throw up. Any skills requiring physical dexterity, such as acrobatics, are performed at -30%.

Ignore 3-D Constraint

Range: Self only

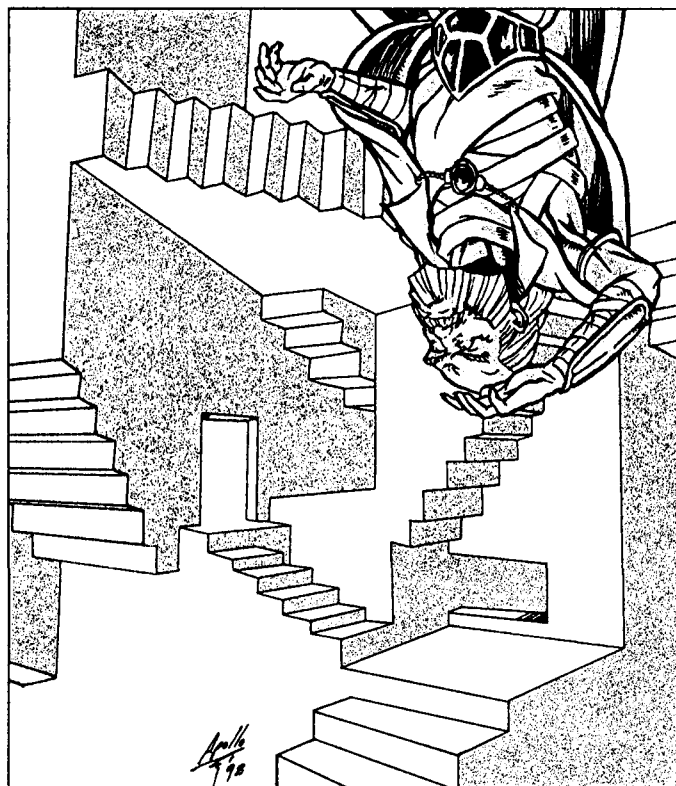
Duration: 2 melees per level

Saving Throw: None

P.P.E.: 14

This spell allows the caster to ignore the laws of 3-D movement, thus making him able to walk on ceilings and up or down walls as if moving horizontally. Also, should the character be knocked off a wall or ceiling, he will fall back towards that plane (the last that his feet touched).

The character can jump between two planes (such as from a wall to a ceiling) so long as it is within his normal jumping range; once his feet touch the new plane, that plane becomes the one towards which he will fall (his sense of "down").



Level 3 Spells

Close Rift

Range: 250 feet (76.2 m)

Duration: Instant results.

Saving Throw: Standard

P.P.E.: 45

This spell is essentially the same as the spell on page 189 of the Rifts Rule book, except the spell does not drain any permanent P.P.E. However, despite the Spatial Mage's incredible control over dimensional energies, permanent rifts such as the St. Louis Gateway STILL cannot be closed by them. This leads many Spatial Mages to believe it was created by a very powerful member of their brotherhood or by a being whose dimensional control dwarves even their own!

Dimensional Pockets

Range: Self only

Duration: Varies. Temporary pockets last up to 2 hours per level of the caster. Long-term pockets can exist for years; 1 year per level.

Saving Throw: Not applicable

P.P.E.: Temporary 10, long-term 70.

Same as the Temporal Spell in the England World Book, pg. 76.

Fold Object

Range: by touch

Duration: 1 hour per level of experience.

Saving Throw: None

P.P.E.: 5 per 10lbs. (4.5 kg).

This allows the caster to turn another object into a 2-Dimensional object, thus allowing it to be folded like a piece of paper. The caster may fold up to 50 lbs. (22.5 m) of a single object, per level of his experience. Note that living objects are not affected by this spell.

Warped Space

Range: Can be cast a distance of 250 feet (76.2 m) away.

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

Damage: None per se; varies.

Duration: Two melee rounds.

Saving Throw: None

P.P.E.: 60

Same as the spell on pg. 152 of the "Federation Of Magic" worldbook.

World Bizarre

Range: Can be cast up to 200 feet (61 m) away; radius affect.

Duration: Two melees per level of experience.

Saving Throw: Special

P.P.E.: 30

Same as the spell on pg. 145 of the "Federation Of Magic" worldbook.

Level 4 Spells

Alter Perception

Range: 35 feet (10.7 m) per level of experience.

Duration: 1 melee per level of experience.

Saving Throw: Standard

P.P.E.: 18 per person affected.

This spell can affect one person per level of the caster. Altering the way which reality is perceived by the target's senses, the spell makes it appear to the victim as though reality around him has become warped.

For instance, vision seems to be all out of proportion and constantly in flux, tastes, smells and sounds seem to be too loud or too soft for what they are (e.g.: explosions only as loud as a whisper) and not coming from the direction of their source and touch is the exact opposite of what it really is (e.g.: touching a rabbit would feel sharp instead of soft).

The victim's belief in these altered perceptions is so great that he can actually be affected by them. For instance, in the case of the rabbit, the Game Master might say the character takes 1D4 S.D.C. from the "sharpness" of the rabbit's fur or might cause the character to be deafened (in a similar manner as a Boom Gun) when someone tries whispering to him.

This spell creates such a sense of **disorientation** that the character suffers the following penalties: -5 to initiative, -8 to strike, -4 to parry, dodge, and roll with impact. All skills requiring physical dexterity, such as gymnastics, are at a penalty of -30%.

Curse of the World Bizarre

Range: 50 feet (15.2 m) or by touch.

Duration: 1D6 days per level of the caster.

Saving Throw: -1 to save.

P.P.E.: 65

Same as the spell on pg. 153 of the "Federation Of Magic" worldbook.

Dimensional Envelope

Range: Self only.

Duration: Varies. Temporary envelopes last up to 5 hours per level of the caster. Long-term envelopes can exist for decades; 30 years per level.

Saving Throw: Not applicable.

P.P.E.: Temporary 40, Long-term 250.

Same as the Temporal Spell in the England World Book, pg. 75.

Plane Skip

Range: Self and up to two others by touch.

Duration: Instant

Saving Throw: None

P.P.E.: 50

Same as the spell on pg. 151 of the "Federation Of Magic" worldbook.

Realm of Chaos

Range: Up to a 200 foot (61 m) radius around the caster.

Duration: One minute per level.

Saving Throw: -3 to save.

P.P.E.: 55

Same as the spell on pg. 148 of the "Federation Of Magic" worldbook.

Level 5 Spells

Astral Hole

Range: Self

Duration: One melee per level.

Saving Throw: Not applicable.

P.P.E.: 80

Same as the spell on pg. 152 of the "Federation Of Magic" worldbook.

Bottomless Pit

Range: 50 feet (15.2 m). The portal / hole appears to be about 5 feet (1.5 m) in diameter.

Duration: 5 minutes per level.

Saving Throw: Dodge

P.P.E.: 65

Same as the spell on pg. 153 of the "Federation Of Magic" worldbook.

Phase-Out Object

Range: By touch.

Duration: 1 melee per level.

Saving Throw: None

P.P.E.: 12 per 10 lbs. (4.5 kg) affected.

This spell allows the caster to cause an item to go "out of phase". What this means is that the object can be seen but it cannot be touched save by those objects or people that are themselves "out of phase" (such as through Phasetechnology). All attacks made against such objects merely pass through, as do people who would otherwise walk into the object, etc.

Only 10 lbs. (4.5 kg) of material may be phased out per level of the experience, and only one object may be affected per casting of the spell.

Redirect Damage

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

Duration: 1 melee per level of experience.

Saving Throw: None

P.P.E.: 85

This spell causes any damage from physical attacks, such as missiles, swords, lasers, punches, that are directed at the caster to have an affect on this spell's target. For instance, if the caster

uses this spell (targeting his attacker), when his attacker goes to punch him, the attacker would suffer the damage from his own attack.

The effects of this spell are caused by the caster warping a part of space around himself and the target, thus misdirecting the damage.

Magic and psionic attacks of a non-physical nature are not misdirected by this spell. There is also a maximum of 10 M.D.C. (1,000 S.D.C.) of damage which can be redirected per level of the caster; if the damage total is greater than the caster's maximum, it does only the maximum amount instead.



Warp Object

Range: 40 feet (12.2 m), plus 10 feet (3.5 m) per level of the caster.

Duration: 1 melee

Saving Throw: None

P.P.E.: 8 per 5 lbs. (2.3 kg) of object.

An object upon which this spell is cast becomes warped and its shape drastically altered. The affect that this has on the object is up to the Game Master. For instance, warped armor may only now offer half the protection they once did, arrows may only fly one-fourth as far as normal arrows, coins will not fit into coin slots, etc.

Only one object may be affected per casting of this spell and even then, up to a maximum of 5 lbs. (2.3 kg) of object per level of the caster.

Level 6 Spells

Dimensional Portal

Range: 15 feet (4.6 m)

Duration: 6 melees per level of the caster, or 3 minutes per level when performed as a ritual.

Saving Throw: None

P.P.E.: 100

This spell is essentially the same as the spell on page 190 of the Rifts book. While the Spatial Mage can traverse the dimen-

sions without the use of the spell, he must use it in order to take others with him (his dimensional travel ability affects only him).

Force Realm Entry

Range: Self and possibly others.

Duration: 1 melee

Saving Throw: None

P.P.E.: depends upon the realm which is being entered.

This spell allows the caster (and others if he decides to expend the additional P.P.E.) to enter a Dimensional Realm that has been sealed.

To determine if a realm may be successfully entered, add the spell caster's level to 10 and then subtract any penalties due to the barrier strength of the realm as well as the level of the creator of the barriers at the time of their creation. Roll 1D20 and if the roll is less than the target number, the realm has been successfully entered.

For example: a 6th level spatial mage is attempting to enter a restricted realm created by a 4th level spatial mage. The target number is $10 + 6$ (the caster's level) $- 3$ (restricted access) $- 4$ (the level of the realm creator) $= 9$. If the spatial mage attempting entry rolls a nine or less, he gains entrance, otherwise the barriers successfully repel his attempt.

Re-Open Gateway

Range: 35 feet (10.7 m)

Duration: 2 melee rounds per level.

Saving Throw: None

P.P.E.: 100

Same as the spell on pg. 155 of the "Federation Of Magic" worldbook.

Swap Places

Range: 75 feet (22.9 m) per level; line of sight. Self or one other person by touch.

Duration: One minute per level.

Saving Throw: None

P.P.E.: 170

Same as the spell on pg. 157 of the "Federation Of Magic" worldbook.

Teleport: Superior

Range: Self or others; distance of 1,000 miles (1600 km) per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: 110

This spell is essentially the same as the spell on page 190 of the Rifts book except the success ratio tables are as below and the amount of weight that can be **teleported** is 2,000 lbs. (900 kg) per level.

Chances of a successful Teleport:

1. **Teleporting** to a familiar location or a destination visible from one's starting point: 100%
2. A place seen only a few times before (2-6 times): 99%.
3. A place seen in a photo/video (the photograph / video image is being looked at during the moment of **teleportation**): 90%
4. A place never visited before, but described in detail: 70%
5. A place never visited before and known only by name or brief description: 40%

Results of an Unsuccessful **Teleport**:

1-30: Appear at the wrong place. No idea of present location, 3D6x10 miles off course.

31-85: Appear at the wrong place. No idea of present location, 1D6x10 miles off course.

86-99: Teleport several feet above the ground; everybody falls, suffering 1D6 damage.

00: Teleport into an object; instant death.

Level 7 Spells

Dimensional Teleport

Range: Another dimension.

Duration: Instant

Saving Throw: None

P.P.E.: 150

This spell is essentially the same as the spell on page 51 of Conversion Book 1 except he can transport **3,500 lbs.** (1575 kg). While the Spatial Mage can traverse the dimensions without the use of the spell, he must use it in order to take others with him (his dimensional travel ability affects only him).

Fourth Dimension Transformation

Range: Self only

Duration: 3 minutes per level.

Saving Throw: Not applicable.

Limitations: Distortion of space and time which can result in temporary **disorientation** or permanent insanity.

P.P.E.: 200

Same as the Temporal Spell in the England World Book, pg. 76. However, the Spatial Mage only has to roll on the possible side affects table if he fails two consecutive saves vs. insanity first.

Sanctum

Range: 100x100 foot room; can be created up to 1,000 miles (1600 kg) away.

Duration: The lifetime of the mage or until canceled.

Saving Throw: None

P.P.E.: 130

This spell is essentially the same as the spell on page 189 of the Rifts book.

Level 8 Spells

Annihilate

Range: 500 feet +100 feet per level.

Damage: Special

Duration: Instant

Saving Throw: Dodge

P.P.E.: 300

Same as the spell on pg. 158 of the "Federation Of Magic" worldbook.

Circle of Travel

Range: 1,000 miles (1600 km) per level of experience.

Duration: Indefinite - as long as both circles exist undamaged and the user has sufficient P.P.E. to activate it.

Saving Throw: Not applicable.

P.P.E.: 400 and 15 to activate (30 if taking others) Same as the spell on pg. 158 of the "Federation Of Magic" worldbook.

Dimensional Vortex

Range: The vortex can be created up to 20 feet (6.1 m) per level away from the caster.

Duration: Up to one melee per level of the caster.

Saving Throw: None

P.P.E.: Varies, see below.

This spell creates a vortex that draws all loose objects within its area of affect into it. Anything entering the vortex is thrown into the dimension to which the vortex was randomly opened to. The vortex itself appears as a swirling whirlpool of blue energy.

The size and power (chance of certain objects being drawn in) depends upon the amount of P.P.E. the caster decides to spend on it. Obviously, an object larger than the vortex cannot get sucked into it, even though it may be pulled towards it.

Vortex Size:

Tiny vortex = less than a foot (.3 m) in diameter

Small vortex = a foot and a half (.5 m) in diameter

Average vortex = five feet (1.5 m) in diameter

Large vortex = 10 feet (3 m) in diameter

Huge vortex = 25 feet (7.6 m) in diameter

Enormous vortex = 50 feet (15.2 m) in diameter + 5 feet (1.5 m) per each additional 10 P.P.E. spent, with a limit of an additional 5 feet (1.5 m) per level.

Object Size:

Small objects = objects smaller than man-sized

Man = man sized objects (including power armor)

Large = robots and regular sized vehicles

Huge = large robots (40 feet/12.2 m plus) and similar

The percentage beneath the object sizes is the chance that an object of that size will be drawn into the vortex if it isn't restrained. If an object is restrained (nailed down, held onto, etc.) then the percentage is reduced by 1/2.

Vortex Size	P.P.E	Small	Man	Large	Huge
Tiny	100	64%	24%	2%	—
Small	130	76%	38%	6%	—
Average	160	88%	48%	16%	2%
Large	260	99%	64%	38%	16%
Huge	340	99%	88%	48%	28%
Enormous	480	99%	99%	64%	48%

For each additional 5 feet of size added to the enormous vortex the P.P.E. cost goes up by 10 and the chance of being sucked in goes up by 2% to a maximum of 99%.

The dimension to which the vortex opens up is random and cannot be controlled by the caster. The Game Master can either pick the dimension or roll on the table below (note that if the dimension rolled is the same as that in which the object is already in, the object will simply be **teleported** elsewhere).

01-07: Wormwood
 08-14: Rifts Earth
 15-21: Heroes Unlimited Earth
 22-28: **Nightbane** Earth
 29-35: A planet in the **Charizolon/Skraypers** System
 36-42: Phase World
 43-49: Hell
 50-56: The Nightlands
 57-63: The Astral Plane
 64-70: Atlantis
 71-77: **Robotech** Universe (Macross)
 78-85: Robotech Universe (Southern Cross)
 86-92: Robotech Universe (**Invid** Invasion)
 93-00: Macross II Universe

Id Self

Range: Self

Duration: Varies

Saving Throw: Special

Limitations: Can summon only one id self per every 2 levels of experience, starting at 2nd level.

P.P.E.: 260

Same as the Temporal Spell in the England World Book, pg. 77.

Sanctuary

Range: 75 foot (22.9 m) radius per level of the caster.

Duration: 2D6 hours per level of the caster.

Saving Throw: None

P.P.E.: 500

This spell is essentially the same as the spell on page 53 of Conversion Book 1.

Dimensional Realm Creation

A dimensional realm is a (relatively) small dimension which is created through the sheer will and expenditure of mystic energy by a being that has the ability to manipulate dimensional energies like they were toys (such as spatial mages are capable of doing).

Another oddity about the realms created by spatial mages is that, should they choose to do so, more than one can combine their efforts and P.P.E. in their creation.

Size and Creation Points:

When a realm is being made by a Spatial Mage, he or she must first determine how big it is to be (in actual size, not in appearance). The larger the realm's actual size gets, the more P.P.E. must be spent in order to create it. However, the larger the realm, the more specialty points there are to spend on special features. All of the following can be selected as often as desired, to create either multiple realms or to add on to a previous one, provided P.P.E. are permanently spent.

1. **Tiny Realm:** This is as small as it gets as far as dimensional realms go. It is typically the size of a single bedroom apartment.

Permanent P.P.E. Cost: 10

Available Specialty Points: 50

2. **Small Realm:** Slightly larger than the tiny realm, this one is more along the lines of an average sized house.

Permanent P.P.E. Cost: 20

Available Specialty Points: 100

3. **Average Realm:** The most common kind of realm created by the Spatial Mage, these realms are about the size of a single city block.

Permanent P.P.E. Cost: 40

Available Specialty Points: 300

4. **Large Realm:** About the size of a small town, this realm is created by those Spatial Mages who have chosen to settle down or have lots of power to spend.

Permanent P.P.E. Cost: 100

Available Specialty Points: 500

5. **Greater Realm:** Usually restricted only to those who are very powerful, these realms are complex in their design and abilities and usually cover miles in area.

Permanent P.P.E. Cost: 250

Available Specialty Points: 800

6. **Grand Realm:** Only those beings with extreme power at their fingertips are capable of making these huge and majestic realms. Ranging in size from a large city to that of a small country, this realm is capable of containing its own civilization or society!

Permanent P.P.E. Cost: 1000

Available Specialty Points: 1200

Characteristics and Features of a Realm

(A) Accessibility:

This feature of a realm denotes how easy it is to enter the realm.

1. **Free:** The entrance is out in the open for all to see and can also be used by anyone, thus it is possible that people will accidentally just wander into it.

Specialty Point Cost: None

2. **Hidden:** There is some form of secret which must be performed in order to enter the realm. This could range from a secret knock on the door before opening, a password, going in backwards, etc. However, this secret method will only keep out non Spatial Mages. Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 20 P.P.E. per person being brought through with no penalty. Other Spatial Mages will notice that the entrance is there on a moderate perception roll though the exact means to enter need not be known, their spatial power alone allows them access.

Specialty Point Cost: 10

3. **Energy Barriers:** Surrounded by dimensional energies which have been channeled into forming mystic barriers with 200 M.D.C. (S.D.C.) per 10 square foot (.9 square meter) section. The barriers regenerate at a rate of 20 M.D.C. (S.D.C.) per melee round. Only people the creator specifies can cross the barriers without problems. Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 40 P.P.E. per person being brought through with a penalty of -1. Note that the energy shields do not have to be brought down first.

Specialty Point Cost: 15

4. Restricted: Similar to the Hidden selection, but the barriers will keep out Spatial Mages as well. To enter unbidden, the Spatial Mage must use the "Force Realm Entry" spell. The energy barriers are 300 M.D.C. (S.D.C.) per 10 foot (3 m) section and regenerate 30 M.D.C. (S.D.C.) per melee. Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 60 P.P.E. per person being brought through with a penalty of -3. Note that the energy shields do not have to be brought down first.

Specialty Point Cost: 25

5. Forbidding: Similar to the Restricted selection, except any being attempting to use the "Force Realm Entry" spell must do so at a cost of 80 P.P.E. per person being brought through with a penalty of -5. Note that the energy shields DO have to be brought down first.

Specialty Point Cost: 40

6. Fortified: Similar to the Restricted selection, but the energy barriers are 400 M.D.C. (S.D.C.) per 10 foot (3 m) section and regenerate 40 M.D.C. (S.D.C.) per melee (double both if number 6 is taken twice). Any being attempting to use the "Force Realm Entry" spell must do so at a cost of 110 P.P.E. per person being brought through with a penalty of -7 (-14 if selection 6 is taken twice). Note that the energy shields DO have to be brought down first.

Specialty Point Cost: 55

(B) Size:

In this section the Spatial Mage chooses the actual size of his realm. The same size can be purchased more than once to make the realm bigger.

1. Tiny: 100 cubic feet (2.8 cubic meters)

Specialty Point Cost: None

2. Small: 300 cubic feet (8.5 cubic meters)

Specialty Point Cost: 5

3. Average: 1000 cubic feet (28.3 cubic meters)

Specialty Point Cost: 10

4. Big: 1 cubic mile (4.17 cubic kilometers)

Specialty Point Cost: 20

5. Large: 10 cubic miles (41.7 cubic kilometers)

Specialty Point Cost: 35

6. Huge: 100 cubic miles (417 cubic kilometers)

Specialty Point Cost: 50

(C) Portals or Gateways:

Access to all dimensional realms MUST be achieved through some sort of permanent **entryway**, such as a door, a chest, or a tunnel in a hillside. Multiple portals can be bought, providing more than one entrance as well as diversity of types.

1. Fixed Portal: This is a stationary point that cannot be moved, nor can the entrance be changed to another place.

Specialty Point Cost: None for the first, 5 for each additional.

2. Astral Portal: The dimension can only be accessed from a specific point in the astral plane. Any astral traveler may see the portal no matter its defense (though gaining access is another matter).

Specialty Point Cost: 10



3. Movable Portal: Through means of some portable device, the character can enter his realm. Note that the item's opening must be large enough for the character to pass through. If the item is destroyed, so too is the portal.

Specialty Point Cost: 20

4. Automatic Transportation: The character can teleport into his domain at will. This ability has a base chance for success of 55% +4% per level of experience. It takes 3 minutes of concentration and only those who created the realm may use this ability (no P.P.E. cost)

Specialty Point Cost: 50

5. Instant Transportation: Same as number 4, above, but only takes one melee action of concentration.

Specialty Point Cost: 80

(D) Landscape:

The dimension can take on any appearance that the creator(s) can imagine, but is restricted by the amount of P.P.E. spent on it.

1. Featureless: Lacking of any features whatsoever, the realm's creator must decide how this "nothingness" will appear (mist, fog, complete blackness, etc.).

Specialty Point Cost: None

2. Single Structure and Simple Landscape: The entire realm exists within one building which looks out onto nothing. If anyone attempts to leave the single building by any means other than the portals attached to it (through a window for instance), they will encounter the realm's barriers. The number of rooms in the realm and their size depends upon the total size of the realm.

Specialty Point Cost: 10

3. Multiple Buildings: The realm exists as several structures upon a simple landscape (nothing, a field, wasteland, etc.). This

landscape extends only a few feet (2-30 ft / 0.6-9.1 m) from the buildings but appears to be infinite. The realm creator must decide whether attached portals will deposit people upon the landscape itself or within one of the buildings.

The size of the buildings on the outside has no bearing upon how big they are on the inside (that depends upon the total size of the realm) yet each building must be exited in order to enter the rooms within another, same as any other type of building.

Specialty Point Cost: 20

4. Lifelike: The realm has been detailed completely so that it takes on the existence of a complete landscape (with sounds and plants, as desired). Although it may appear to be real, the realm's plants (if any) are fakes but have the same appearance and S.D.C. as their real counterparts. In order to create a realm with real plants, see "G", later in this section or rules. However, the sky still remains featureless, detracting from the illusion of the realm being a "real" world.

The creator can design to put buildings within the realm or not, as he sees fit.

Specialty Point Cost: 30

5. Complex: Same as the lifelike selection, but with more detail. Items such as clouds (fake) and a lifelike sky, making the realm appear as a part of a "real" world. All constructs have double the amount of S.D.C. as their real world counterparts.

Specialty Point Cost: 40

6. Highly Complex: Multiple kinds of landscapes can be created along with the sky. For instance, part of the realm may be a mountain range with the creator's castle while at the base of these mountains is a sandy beach upon a body of water. All constructs have triple the S.D.C. of their real world counterparts.

Specialty Point Cost: 50

(E) Special Defenses:

While it may be hard for intruders to enter a realm, it is not impossible by any means. When those defenses which are meant to keep intruders out have been breached, it is up to the following special defenses (if purchased) to deal with such intruders.

Also, beyond the defenses mentioned below, it is possible for the realm to be guarded by simpler means (such as explosive mines and tripwires or mystical wards) but because such methods do not require the permanent expenditure of P.P.E., they are not looked at in this section.

1. None: The realm itself has no defenses other than its barriers. It is therefore up to any beings within the realm to deal with such invaders.

Specialty Point Cost: None

2. Alarms: If anyone except the creator, or those who are there with his permission, enter the realm, a mental alarm goes off in the creator's head. This alarm will alert the creator anywhere in the **Megaverse** that his realm is being intruded upon.

Specialty Point Cost: 5 (+5 to allow the spatial mage to mentally designate guests which will not set off the alarm). Alarms can be set in various parts of the domain.

3. Traps: These are traps built of the creator's mystical sacrifice and are thus part of the realm itself. Any trap envisioned can be created and only intruders with skills such as detect ambush and detect concealment may notice them; for all others, a



successful challenging perception roll (optional) may allow them to avoid the traps. The maximum damage a trap may do is 1D4x10 S.D.C. or M.D.C. (one or the other, as determined upon the trap's creation).

Specialty Point Cost: 25 per trap (+5 to allow the Spatial Mage the ability to mentally designate guests who shall not be attacked by the traps).

4. Dimensional Traps: These are dimensional portals that simply "shove" the invaders out of the realm. An intruder that is successfully attacked by one of these moving portals is dimensionally **teleported** to a random location, as per the table given with the "Dimensional Vortex" spell.

As many as 8 intruders can be teleported away at once per single trap! Afterwards, it becomes inactive until a new group of intruders enters the realm. This trap may be purchased multiple times by paying the base cost. Each additional purchase increases the amount of people teleported by six.

The portal attacks intruders with the following statistics: 3 attacks per melee, +3 to strike, immune to damage as it is not substantial and there is nothing to damage.

Specialty Point Cost: 35 per portal (+5 to allow the spatial mage the ability to mentally designate guests who shall not be attacked by the traps).

5. Spatial Mage Spell Spheres: These appear as jet black spheres, about one foot (.3 m) in diameter, which seem to absorb all light. They float through the air and attack any intruders within the realm. This attack is achieved by the creator of the realm, upon making the sphere, instilling it with a spell that he knows. When purchased, by type, the sphere is granted a P.P.E. base from which it will power that spell (note that the chosen spell cannot cost more to cast than the sphere's P.P.E. reserve). The sphere can take damage, some of which it can regenerate each melee, but if destroyed it is gone for good.

Sphere Type	P.P.E. Reserve	M.D.C. Total	M.D.C. Regeneration
Weak	30	45	1D10
Average	60	90	2D10
Strong	120	180	1D4x10
Powerful	240	360	2D4x10
Deadly	480	730	3D6x10

Specialty Point Cost: 5 for the Weak, 10 for the Average, 20 for the Strong, 40 for the powerful, 80 for the Deadly.

(F) Physical Laws:

Because the Spatial Mage's realm is a dimension of his own creation, he may decide which laws of physics apply and which do not.

1. Same as Home Dimension: The physical laws of the creator(s) home dimension apply within the realm.

Specialty Point Cost: None

2. Tesseract: Any surface is considered "down", thus walls and ceilings may be walked upon and objects dropped will fall towards the nearest such surface. This affect is very confusing and disconcerting and thus those who are not used to it will suffer the following penalties (except flying creatures): -2 on all combat **moves/bonuses** when fighting creatures who have lived in the realm for several months (no modifiers if both sides are equally disoriented). Furthermore, characters with the skills of navigation, land navigation and tracking suffer a skill penalty of -30%.

Specialty Point Cost: 15

3. Specific Technology Nullified: A technology of the creator's choice, such as energy weapons, gunpowder, etc., will not work within the realm. This selection may be made multiple times to cancel out multiple technology types.

Specialty Point Cost: 25

4. No Magics or Psionics: This selection must be made separately for each, magic and psionics, and stops that particular choice from working within the realm. Note, however, that Spatial Mages have such a great control over their powers that the "No Magics" choice must be bought TWICE to stop Spatial Magic from working as well. If this is done, the creator's own spells will not work within his own realm.

Specialty Point Cost: 40 per category canceled and can be bought for psionics, magic, superpowers, **Nightbane** talents, and supernatural P.S.

5. Power Control: The creator of the domain is unaffected by any of the restrictions purchased. Thus, he can, for example, use magic or lasers while nobody else can.

Specialty Point Cost: 50

6. Others: Other changes, as desired by the player or Game Master, are possible as well.

Specialty Point Cost: Varies, though should range between 20 and 100 points, depending upon how powerful they are.

(G) Living Conditions:

Until certain living conditions are met, all within the realm is false and merely for appearances sake. In order to make the realm a truly self-sustaining pocket dimension, capable of supporting life, certain provisions must be made.

1. None: The realm is made up entirely of showpieces which are not equal to their "real" world counterparts. In other words, the fruit of the realm does not grow back and contains no nutritional value or taste, the water will slake no thirst, etc.

Specialty Point Cost: None

2. Soil Nutrients and Water: The earth of the realm is real, as is the water. Thus, seeds brought from elsewhere can be planted and an entire ecosystem can be transplanted into the realm. However, to make sure this transplanted environment is created properly so that it will not destroy itself, a skill roll of both biology and botany at -30% must be made. It is also up to the character to determine how he will get the plants and animals to his realm.

Special Point Cost: 15

3. Energy: The massive P.P.E. fields of the Megaverse which exist outside of the pocket dimension are tapped as a source of electrical power and can thus be used to power modern appliances and electrically powered equipment.

Specialty Point Cost: 30 points to supply power to one building, 40 for the equivalent of a city block, +10 per additional city block equivalent.

(H) Special Abilities:

A creator may bestow upon his realm certain special abilities which help to define its reality.

1. P.P.E. Source: The realm grants its creator(s) the capacity to draw P.P.E. from the sprawling Megaverse beyond its borders. This energy source will regenerate completely every 12 hours.

Specialty Point Cost: 1 per every 2 P.P.E. points in the source.

2. I.S.P. Source: Similar to the P.P.E. source only the Megaversal energies manifest in mental, not magical, energies.

Specialty Point Cost: 1 per ever 2 I.S.P. points in the source.

3. Magical Protection: The mystic nature grants its creator(s) added protection from magic so long as he is in his realm.

Specialty Point Cost: 3 points per +1 save vs. magic.

4. Psychic Protection: Similar to magic protection except it is affective against psionics.

Specialty Point Cost: 3 points per +1 save vs. psionics.

5. Enhanced Attributes: Drawing upon the energies of his realm, the creator's physical attributes can be enhanced while within his realm. This ability can only affect P.S., P.P., P.E., P.B. and Spd., with the specific attribute which is to be enhanced chosen when this special ability is created. The enhancement occurs automatically as soon as the creator enters his realm.

Specialty Point Cost: 5 points provides +1 to any 1 physical attribute or +5 to S.D.C. / M.D.C. Attributes other than P.S. cannot be raised higher than 30; P.S. can be increased to 60 and S.D.C. / M.D.C. up to 200.

6. Magical Abilities: The creator(s) allows himself to have the ability to "cast" a magical spell at no P.P.E. cost. The spell is cast as if the character were 5th level in strength and can be used as often as twice per melee. As many as 20 spells may be purchased in this manner, each separately. Each creator has access to these spells.

Specialty Point Cost: Equal to five times the cost in P.P.E. to cast the spell.

7. Psychic Abilities: The same as number 6, above, only it pertains to psychic abilities.

Specialty Point Cost: Equal to five times the cost in I.S.P. to activate the power.

8. Instant Travel: The creator has the ability to appear anywhere within his realm, instantly and with no cost in P.P.E.

Specialty Point Cost: 25

(I) Inhabitants:

Any beings that the creator may wish to have live in his realm must be brought there under his own means.

Primorder

A Rifts Dimension Supplement

By Rodney Stott

Towers of glass rise out of vast, shallow oceans and great tidal flats. Lightning crackles down, and as winds roar through slender glass spires, the air smells of ozone. In the distance, creatures that look like giant jellyfish float through the sky, and ley lines crackle with mystic energy. On the streets below, partially flooded by the incoming tide, creatures slowly move about. Looking closely at them you see that they are blob-like in appearance, and appear to have several eyes. As you travel overhead, near the outskirts of the city you see a large translucent blob rolling down the streets, engulfing some of the other creatures there. Soon more of the smaller beings turn up, and weapons fire occurs, until the monster flees back into the primordial soup it came from. In the distance you see the rocky crags of mountains and volcanoes. Traveling toward the mountains, you look down to see that the landscape below you is treacherous and nearly impossible to navigate. As you pass over the huge ravines and jagged ridges, the winds pick up even more, and the lightning gets more intense. You spot a cave, glowing eerily. Inside is another blob-like creature, which senses you, and speaks directly into your mind.

"Welcometo Primorder"

Primorder is a dimensional hotspot in the **Megaverse**, but unfortunately the atmosphere is toxic to most life forms. It is a world of shallow oceans, rocky mountains, storms and tectonic activity. The land and oceans are criss-crossed by powerful ley lines and, along with the normal storms, ley line storms rage across the planet. Yet despite the inhospitable climate, intelligent life has managed to evolve through both natural and magical evolution. The life is unlike almost anything in the Megaverse, however, consisting of simple creatures; many are single celled organisms, or simple collectives of cells. No true multi-cellular organism exists. And much of what life exists is in the seas.

Primorder

Primorder as mentioned above is very active in mystic energy. Ley Line storms are common events, along with heavy rift activity, which distributes the native life forms throughout the Megaverse and brings new creatures to Primorder. Unfortun-

nately, most new life forms that arrive there quickly perish in the toxic atmosphere, which contains large amounts of carbon monoxide, ozone, sulfur and other deadly compounds. This atmosphere requires visitors to wear environmental body armor with its own oxygen supply, but even these suits are soon damaged and fail under the harsh conditions imposed by the world itself.

There are two intelligent life forms that are native to this world, which have evolved into two separate societies. The Amoeboids have developed living technology and genetic manipulation, while the Plasms use psionics and magic to survive.

Cities of Primorder

The areas of Primorder explored by its inhabitants consist of 4 land masses rising out of a shallow ocean. The land masses are called Sasstook (by far the largest continent), Nuustos, Sulstar and **Notarn**.

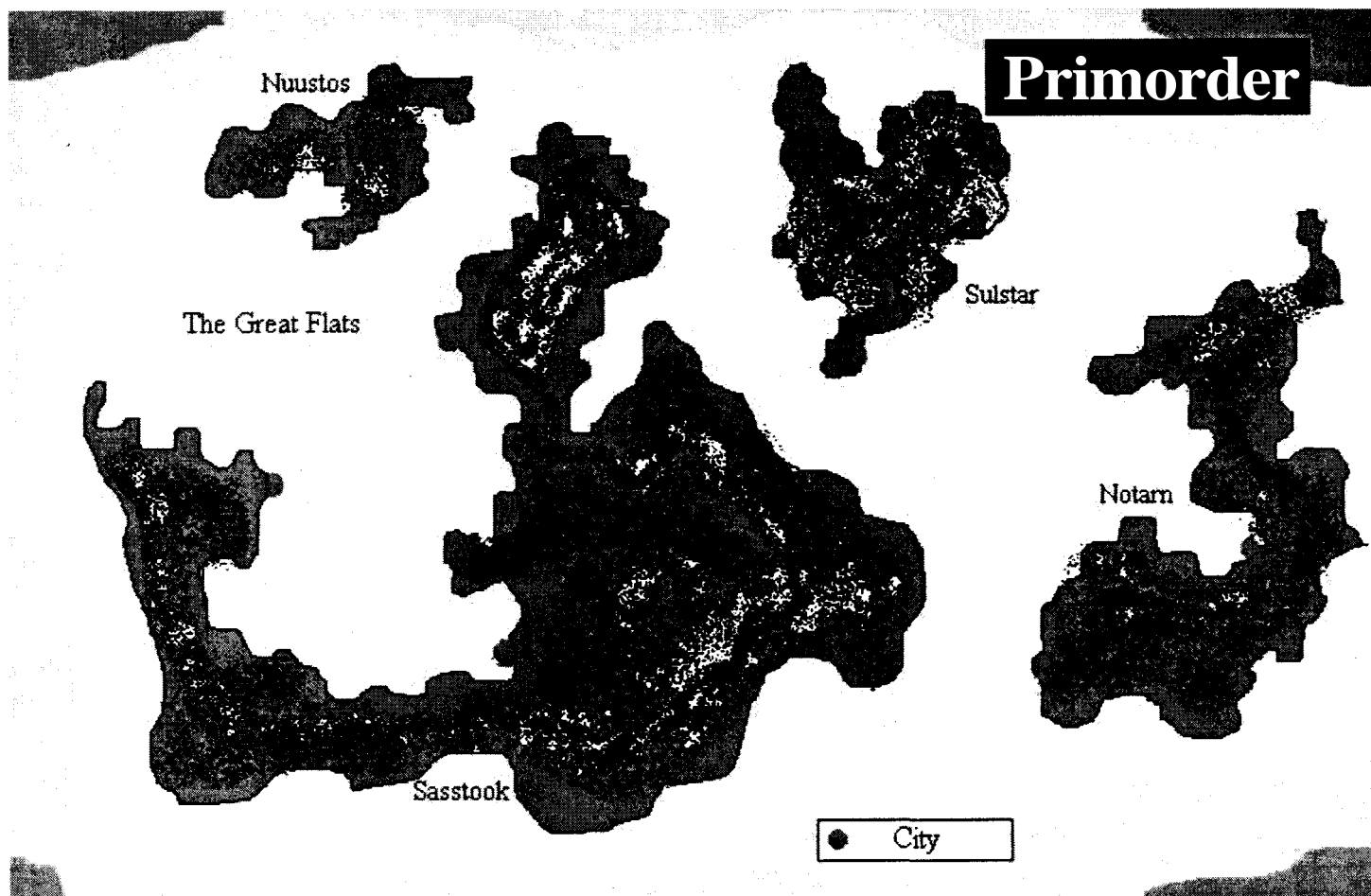
The major cities on these continents do not typically have proper names, other than a reference to their locations ("**North Notarn**," for example).

South Sasstook is the oldest, and largest, city state and the residents have recently opened a visitors' area in their city. Several spires have been sealed off from the elements to provide a breathable atmosphere for most visitors. This region of the city also houses a zoo of sorts as well as a dimensional market where one can purchase all manner of goods manufactured on Primorder.

North Notarn is the most recently established city state, at **around** 400 years of age. This city is small but elegantly **crafted** with its glass-coated spires rising above the ocean peaks.

Sulstar is known as "the ruined city." It was destroyed nearly two hundred years ago, during a civil war among the Amoeboids. The ruins serve as a reminder of the bloodiest fighting ever between the city states on Primorder.

The Great Flats are the shallow ocean beds that surround the islands. It is there that the majority of life on Primorder lives and dies. The Flats are a dangerous place, more so than the vast open fields and badlands combined. It is there that wild Jellies can rise up out of the water and quickly consume or destroy passing traffic, and ley line storms roll across the seas.



Primorder

Creating Primorder Characters

Primorder character generation is pretty much the same as any other type of character, except that no roll is made for psionics. Also, some of the normal skills function differently, or cannot be selected at all, and there are a few other skills to take their place.

Generally, skills that deal with high technology cannot be selected, as they are not appropriate to this setting. Such skills include Radio: Basic, Pilot Robots and Power Armor, Pilot Motorcycle, and Pilot Automobile. It is up to the individual G.M. to decide whether a particular skill is appropriate. Of course, characters who leave Primorder may be able to learn nearly any skill, as allowed by their O.C.C.

Piloting the Jelly Transport will require the equivalent of the Pilot Hover Craft skill (Pilot Jelly), and the **Man-o-War** Jelly requires the equivalent to the Pilot Tanks and APCs skill (Pilot Man-o-War).

The Amoeboid Race

A.K.A. "B.E.M." or Bug Eyed Monster

The Amoeboids are the dominant intelligent race living on Primorder. They are peaceful creatures who have mastered the art of self-control of their shapes. The Amoeboids can form humanoid shapes for a limited duration, which helps greatly in relations with humanoid creatures. They are about the same size as an average human, which actually makes them one of the smallest Amoebae-like creatures on Primorder. The Amoeboids have a variety of sensory organs providing sight and hearing, a primitive sense of touch, and an advanced sense of taste.

Encountering Amoeboids

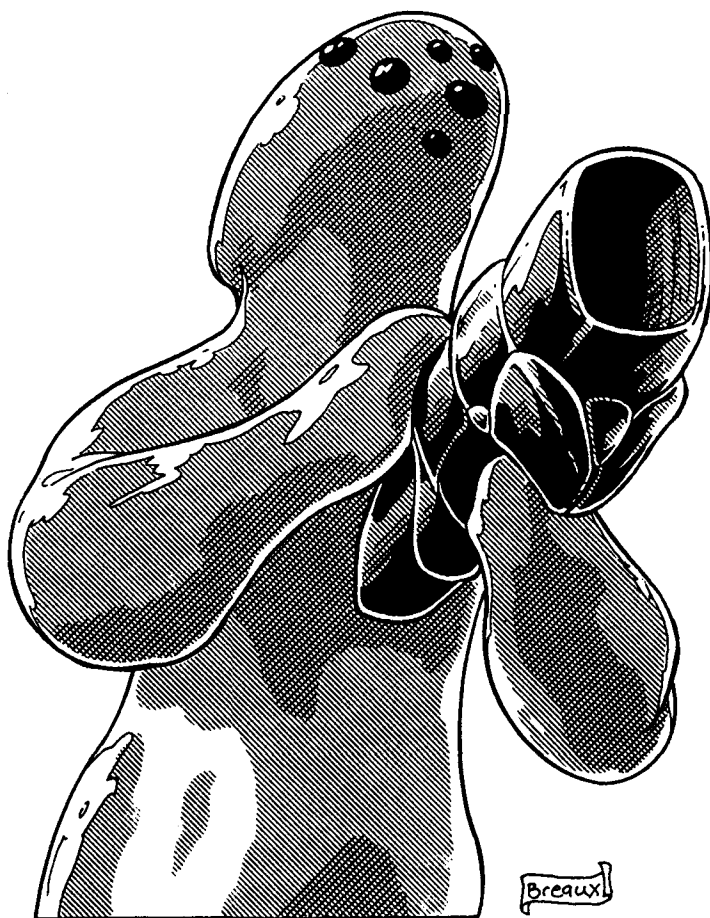
The Amoeboids are a social race, living in cities built on the tidal flats surrounding coastlines. Amoeboids do explore the generally uninhabitable regions of Primorder, and have a high technological level, with a specialization in organic chemistry and genetic manipulation. Away from Primorder, Amoeboids are generally feared for their appearance, forcing them to don disguises. These disguises usually take the form of encounter suits, which also protect them from hostile environments.

Amoeboid Cities and Technology

The cities of the Amoeboids are natural-looking structures rising out of the shallow coastal oceans, slender looking spires built of resin and glass. Many of these cities are ancient structures inhabited by countless generations of Amoeboids, and are filled with residences, laboratories and factories.

The **Amoeboids'** technology is mostly organic in nature, and they are masters of genetic manipulation (possibly second only to the Gene Splicers in skill and experience, at least with life forms native to their world). Light is emitted by photo-luminescent organisms; rifles and other weapons are simply grown. Energy Weapons used by the Amoeboids are actually modified creatures, able to emit a large, directed energy discharge (similar to an electric eel). Vehicles are creatures that have a compartment for the occupants, and are controlled by sensitive antennae or membranes, which the pilot manipulates. Technology not based on organic/genetic manipulation has recently started to make an appearance on Primorder, most of it imported from Phase World and other dimensions. **Unfortu-**

nately, due to the corrosive nature of the atmosphere, many items do not last long without the proper protection.



Amoeboids or B.E.M.s (Bug Eyed Monsters)

Attributes: I.Q.: 4D6 (highly intelligent), M.E.: 3D6, M.A.: 2D6, P.S.: 2D6, P.P.: 3D6, P.E.: 4D6, P.B.: 1D6, Spd.: 2D6
Size: 8 to 12 cubic feet (0.227-0.34 cubic meters).

M.D.C.: 3D6x10

Hit Points (non-M.D.C. worlds): P.E. x 5, + 1D6 per level.

S.D.C. (non-M.D.C. Worlds): 3D6x10

Natural Abilities: **Shape change:** The Amoeboid can change its shape, to a humanoid form or any other shape. The level of detail isn't very high (it will still look like a blob, just in the shape of a human, or whatever), but it might be convincing from a distance, especially if covered in clothing. The Amoeboid can hold its altered shape for one hour per level of experience, before it needs to revert to its natural form and rest for one hour.

Sees 360 degrees.

Cannot be knocked down in its natural shape.

Can create/extrude up to 6 appendages.

Attacks per melee: Characters without a hand to hand combat skill have 1 attack per melee, otherwise the standard two attacks plus those gained from Hand to Hand skills.

Bonuses: The Amoeboid has +4 to Roll with punches/falls.

Damage: The Amoeboid does not have supernatural strength, but can spit digestive juices up to 10 feet (does 1D6 M.D.), or it can engulf its prey; in that case, the digestive juices do 3D6 M.D. per melee.

O.C.C.s: The Amoeboid can select any O.C.C. except for Coalition military; they tend to be scholars or scientists, though warriors do exist in their culture.

Communication: The B.E.M.s communicate partially with sound, but their language is much more complex than most. It includes a large number of non-verbal signals, including posturing and bio-luminescent color changes. **Non-Amoeboids** cannot learn to adequately speak this language, but it may be possible to understand it through years of study. Amoeboids can learn other languages without difficulty.

Appearance: A B.E.M. looks like a pulsating, translucent blob in its rest state, which is most comfortable for them. The B.E.M. can assume other forms, but is limited in that they can manipulate only their shape. They still retain the same coloring and appearance, so they will still look like a B.E.M. even if in Human Shape.

They have several eye structures (4-6), allowing them to see in every direction.

Cybernetics: Due to their almost fluid nature, the Amoeboids are unable to receive cybernetics. The Amoeboids can however have implants placed within their body, but control of those implants is impossible. Such devices could include bio-monitors, timepieces, tracking devices, etc. The Amoeboid can also remove those devices at will as well as absorb other devices, so in effect they are their own carrying bag.

Reproduction: The Amoeboids reproduce through the process of uneven fission, essentially cell division on a large scale. The lesser Amoeboid produced is considered the child of the larger, and has none of the parent's memories. The child Amoeboid is not born complete, however, and must merge with another child Amoeboid within 48 hours of its creation, or it will die. Amoeboids fission every 4 years, and those who know the time is coming inhabit birthing towers, allowing the child Amoeboids to merge.

Lifespan: An Amoeboid can live up to 400 years.

Amoeboid Genetic Manipulator O.C.C.

Attribute Requirements: I.Q.: 16+, P.P.: 14+

The Genetic Manipulators are truly the maintainers of Amoeboid civilization. These scientists created most of the various organisms that serve the Amoeboids as tools, vehicles and weapons, and are constantly developing more creatures. Adventurers may find Genetic Manipulators just about anywhere in the Megaverse, sampling genetic structures. They would like to work with the legendary Gene Splicers, but most are afraid that they might in fact become subjects for further experimentation.

O.C.C. Skills:

Biology (+10%)

Computer Operation (+10%)

Chemistry (+10%)

Genetic Manipulation (+8%) *New Skill - see below for skill description.*

Medical Doctor -Amoeboid Medicine (+20%)

Pathology (+10%)

Literacy: Amoeboid (+25%)

Math: Basic (+20%)

Math: Advanced (+15%)

O.C.C. Related Skills

Select 14 skills at level 1, but 4 must be selected from science. Select 2 additional skills at level 3, 6 and 9, and 1 skill at level 12.

Communications: Any (+5%)

Domestic: Any

Electrical: Any (+5%)

Espionage: **Wilderness** Survival Only.

Mechanical: Any (-10%)

Medical: Any (+10%)

Military: Any

Physical: Any except Acrobatics, Gymnastics and Boxing.

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Any (+15%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: Select 6 secondary skills from the above list; no bonuses apply (penalties do apply, though).

Equipment: 1 **Nokhandar** (biothinker), **Bofharnn** "Energy Gun" (pistol or rifle form), **Crisgarn** "Bio-Armor" or Resin Armor (80 M.D.C., fixed shape). Other equipment will include bio-recorders and miscellaneous medical equipment.

Vehicle is a Gloaan "Jelly Transport" (uses the equivalent of the Pilot Hover Vehicle skill).

Money: The Amoeboid Genetic Manipulator starts with 1D6 x 100 credits, if he has traveled off-world.

New Skill: Genetic Manipulation

The ability to alter the genetic structures of organisms, and to mutate organisms to achieve a desired result. With this skill, a scientist could attempt to eliminate genetic disorders, or cause mutations which might instill supernatural powers, or even create a virus. These techniques also include gene splicing, where DNA determining certain traits is spliced into another organism, to give that organism the traits offered by that DNA. A failed roll at Genetic Manipulation will mean that the genetic changes did not work, roll on the following table:

01-20 The Subject suffers a lethal reaction and dies.

21-45 The DNA sequence altered does not take, the subject remains healthy.

46-50 The subject undergoes an unexpected mutation, instilling abilities totally unexpected by the creator.

51-70 The Subject suffers serious side effects, but the desired altered genetic structure remains.

71-80 The Desired manipulation seems to have taken hold, but 3D6 weeks later the subject suffers a lethal reaction and dies.

81-90 An unexpected mutation occurs; the subject remains healthy, but is physically changed forever. May include skin color changes, unsightly growths, or even extra limbs. G.M.'s discretion.

91-00 An unexpected mutation occurs; the subject's anatomy is drastically altered to the point that the body can no longer function in its natural environment. The body may require a different environment (atmosphere, temperature, etc.) or may be

able to be kept alive via life support machines, otherwise the subject will die within 1D6X10 minutes.

Base Skill: 15% + 3% per level of experience. The skill can only be attempted with the proper equipment.



The Plasm R.C.C.

The second race of intelligent beings living on **Primorder** are known as the Plasms. The Plasm is a large cousin of the Amoeboid, but instead of developing biological science and technology to interact with their environment, they developed psionic and magical techniques. The Plasms are intelligent, and generally passive, and most of them are effectively Mystics. They do look like Blobs, but have a pulsing color scheme.

Encountering Plasms

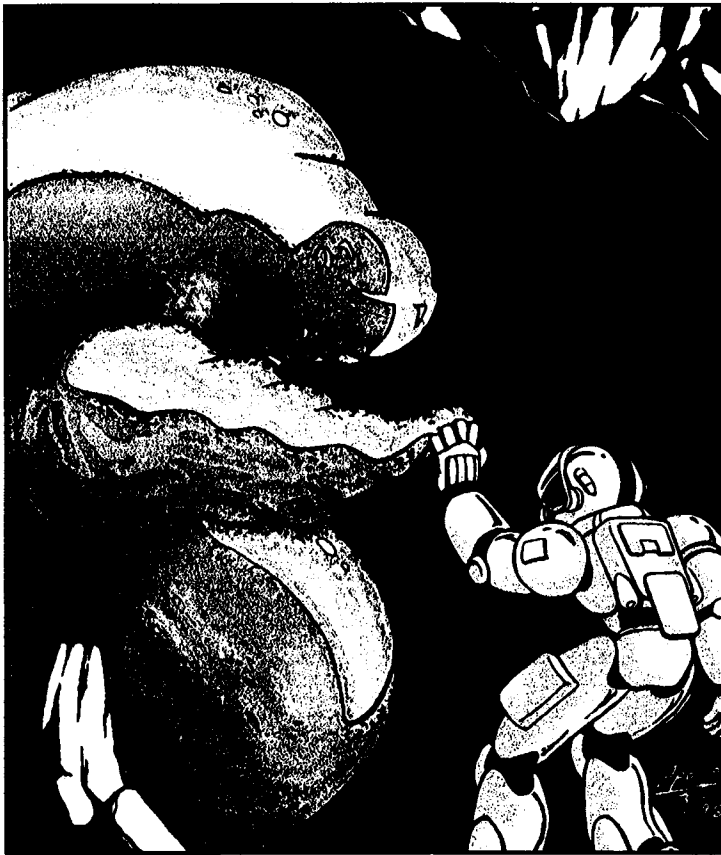
The Plasms have taken to living in remote areas of **Primorder**. They generally inhabit the rocky pinnacles and crevasses of the mountains, or the deepest rifts and chasms of the oceans. The Plasms are generally solitary in nature, though they can occasionally be found in the Amoeboid cities. Away from **Primorder**, the Plasms can be found in many areas as explorers, using magic and psionics to conceal themselves.

Plasms

Natural Abilities

1. Intangibility

Early on in its development, the Plasm developed the power of intangibility as a natural defense against predators. Duration: Multiple uses of the power can total up to 2 hours a day, per level of experience (so a 4th level Plasm can be intangible for 8 hours per day).



2. Psionics

The Plasm has a large number of psionic powers, mainly developed for self defense.

Clairvoyance — Note: Clairvoyance is continuous, with no I.S.P. cost, for an area 30 feet (9.1 m) out around the Plasm.

Exorcism

Sixth Sense

Total Recall

Telepathy

The Plasm can select one power from the Super category, and a total of 3 others from among the other categories (Sensitive, Healer, and/or Physical).

At 4th, 8th and 12th levels the Plasm can select 1 super psionic power or 3 lesser psionic powers.

3. I.S.P.

The Plasm has a base I.S.P. of **M.E. + 1D6x10**, plus 1D6+3 per level.

4. Sense Supernatural Evil

The Plasm is very attuned to its surroundings and can sense supernatural evil, similar in function to the Mystic, but with a slightly enhanced range. 400 ft, plus 20 feet per level.

5. Opening oneself to the Supernatural

A Plasm is able to open itself to the supernatural, in the same way a mystic can. (See **Rifts® RPG** pg. 85 for details.)

6. Initial Spell Knowledge

A Plasm, like a mystic, has an intuitive knowledge of magic, and can select 7 spells from levels 1 and 2. At second level, and for each level beyond 2nd, the Plasm can select one additional spell from any level up to and including its current level of experience (a Level 4 Plasm can select a spell from Levels 1-4).

7. Learning New Spells

Unlike a normal mystic, the Plasm has an understanding of the principles of magic, and can teach others the spells that it has developed, as well as learn new magic the same as any other mage.

8. Base P.P.E.

The Plasm has a Base P.P.E. of **3D6x10 + P.E.** and gains an additional 3D6 per level of experience.

9. Possession

While intangible, the Plasm can overlap another being, changing its shape to "fit" completely inside it, and attempt to possess that creature. This possession can only last for the time it can remain intangible. The Victim of the possession can attempt to save, but is at -2 to do so. The Victim's personality is suppressed, and will have no memory of what occurs while possessed. The possession is often used to hide the Plasm organism, as well as to help the Plasm communicate without being feared. When a Victim is possessed, the Plasm forms a hard, shiny outer layer around the victim with a slight glow to it. This layer also provides Mega-Damage protection, providing 2D6x10 M.D. If the creature being possessed is killed, the Plasm is destroyed as well.

10. Bonuses to Save

Saving throw vs. Psionics: 10 - The Plasm is considered a master psionic.

The Plasm receives a +1 to save vs. magic at levels 3, 6, 9, 12 and 15; a +4 vs. horror Factor, +1 at levels 3, 6, 9, 12 and 15; and gets a +1 to Spell Strength at levels 4, 8 and 12.

11. Shape Shifting

Like the Amoeboid, the Plasm is a natural shape-changer, able to alter itself to assume a **humanoid** form or nearly any other shape. The Plasm can hold its altered shape for one hour per level of experience, before it needs to revert to its natural form and rest for one hour.

Other Abilities and Notes:

Life Span: A Plasm has a life span of around 200 years.

Reproduction: The Plasm reproduces by budding, and produces offspring every 20 years. The Bud does not gain intelligence, or any natural powers (except for intangibility), until it is 6 years of age, when it develops sentience. At that point the bud seeks out an elder Plasm for instruction. This instruction period can last from 3 to 10 years.

Behavior: The Plasms are solitary in nature, and live among the crags and mountains, generally near ley lines and ley line nexuses.

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

Size: A Plasm has a volume of up to 20 cubic feet (0.57 cubic meters).

M.D.C.: 3D6x10, plus 1D6 per level.

Hit Points and S.D.C. (non-M.D.C. worlds): S.D.C. is equivalent to its M.D.C. x 2, with hit points equal to P.E. + 1D6 per level.

Experience Table: As per the Hatchling Dragon R.C.C.

O.C.C. Skills

Language: Select 3 (+25%)

Lore: Magic (+15%)

Lore: Demons and Monsters (+15%)

Land Navigation (+10%)

Prowl (+15%)

Hand to Hand Basic

O.C.C. Related Skills

The Plasm character can select 12 skills at level 1, and can select an addition skill at levels 4, 6, 9, 12 and 15.

Communications: Radio: Basic Only.

Domestic: Any

Electrical: None

Espionage: Any

Mechanical: None

Medical: Any except for M.D. in Cybernetics.

Military: Any

Physical: Any except for Acrobatics, Boxing and Gymnastics.

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Any

Technical: Any (+15% Language, Literacy and Lore skills).

Weapon Proficiencies: Any

Wilderness: Any.

Secondary Skills: The Plasm character can select 8 secondary skills from the previous list (no bonuses).

The Creatures of Primorder

Primorder is a dangerous place, with many single-celled organisms and simple life forms preying on each other in the shallow oceans and on land. Many of these creatures can also be found in other dimensions as well, as many creatures have been sucked through rifts. The two life forms listed below are just a couple of examples of the more dangerous predators that exist on Primorder.

The Blob

The Blob is an animalistic predator that is little more than a giant, single-celled creature. The Blob has a highly active reproduction cycle, separating into 128 separate Blobs once it has obtained full growth. Thankfully, the Blob is confined to the oceans and to shallow islands on Primorder. A few rare Blobs have evolved a magical invisibility to assist them while hunting, but most are nearly transparent, and are almost invisible in the water.

Encountering Blobs

The Blobs can be found all over Primorder, and are regularly hunted by the intelligent Amoeboids inhabiting the world. Blobs can be encountered throughout the **Megaverse**, as they can be drawn through the many rifts that dot the planet. A single Blob could dominate any world, after several reproductive fissioning cycles, unless it was hunted down and destroyed. Several worlds within the Three Galaxies have suffered this fate and are now considered uninhabitable to most other life forms. Due to this fact, and the disgusting appearance of the Blobs, many beings will actively hunt them down before they have time to reproduce.



Blobs

Attributes: I.Q. High Animal, P.S.: 4D6, P.P.: 3D6, P.E. 6D6, P.B.: 1D6-3 Spd.: 6D6

M.D.C.: Due to the magical nature of their home world, the Blob creatures are **supernaturally** tough; M.D.C. is 3D6X10 for young Blobs (smaller than 20 cubic feet/0.57 cubic meters) and 7D6X10 for full grown ones.

Hit Points (non M.D.C. Worlds): P.E. (+ 1D6 x volume)

S.D.C. (non M.D.C. Worlds): 3D6X10 (small) to 7D6X10.

Horror Factor: 12, +1 for every 20 cubic feet (.57 cubic meters) of the creature's volume; maximum is 17.

Size: No set size as such, Blobs can range from 1/2 a cubic foot (0.014 cubic meters) to 100 cubic feet (2.8 cubic meters).

Combat: (bonuses do not include Attribute bonuses).

Attacks per Melee: 2

Initiative: +2

Damage: +0

Strike: +2

Parry: +2

Dodge: -1

Roll: +3

The Blob has an external digestive system. The creature secretes very powerful digestive juices, and then may absorb the nutrients directly through the skin. The stomach acid and other digestive juices will even eat their way through M.D.C. armor (in fact, the Blobs consider it quite tasty). Damage is 4D6 M.D. per melee in contact with the acid. Once removed from the Blob, the acid will continue to digest and dissolve the intended meal (unless washed off) for up to 4 minutes before becoming inert. The Blob prefers to engulf its prey, making it nearly impossible for its food to escape before becoming digested.

Vulnerabilities: The creature is vulnerable to fire and cold (takes double damage).

Senses: The Blob creature is extremely sensitive to movement, and can sense movement up to 200 feet (61 m) away; otherwise the Blob is blind.

Environment: As stated above the Blob is an aquatic creature, but can survive almost anywhere (except in space, or desert environments). If in a hot or dry environment the creature needs a steady supply of moisture or it will dry out.

Reproductive Behavior: The Blob predator reproduces asexually, and once obtaining full size (100 cubic feet / 2.8 cubic meters, generally after about 6 months of life), the creature will undergo rapid cellular division, fragmenting into 128 smaller Blobs. The creature will prefer to be in the water for this cellular division, so will try to find a river or ocean before fission occurs.

Coloring: This being is transparent in color, though other, similar species (same stats) can be found on **Primorder**, and are other colors, such as Red, Green, Black, Blue, etc., and others have adaptive coloration, like a chameleon. 1% can turn invisible (magical invisibility).

The Sky Jelly

The Sky Jelly is a giant Jellyfish that developed levitation, and floats through the skies of Primorder, propelled by the wind. The Jelly has some measure of control over its levitation, and during violent storms and air turbulence/winds they often sink low to the ground, or underneath the surface of a lake or sea, if nearby, until the danger has passed. The Jellies are natural enemies of Blobs, and are immune to the digestive juices emitted by them.

Encountering Jellies

The Jellies can be found drifting through the atmosphere of Primorder, but they generally avoid most life forms, preferring to prey on the Blobs. Sky Jellies can be found throughout the Megaverse, and are feared by many a being, though they are easily avoided.

Sky Jellies

Attributes: I.Q. Low Animal, P.S.: 5D6, P.P.: 2D6, P.E. 6D6, P.B.: 1D6-3 Spd.: 2D6

M.D.C.: 4D6X10 Main Body; each of the 5D6 tentacles has 3D6 M.D.C.

Hit Points (non-M.D.C. Worlds): P.E. + 1D6X10

S.D.C. (non-M.D.C. Worlds): 1D6x30

Size: The Sky Jellies range from 5 feet (1.5 m) across, for a small specimen, up to 50 feet (15.2 m) across. The tentacles extend 2-3 times the width of the Jelly.

Combat (does not include combat bonuses):

Attacks per Melee: One attack per pair of Tentacles (yes, this means that the Sky Jelly may have up to 15 attacks per melee).

Initiative: -2 (This is only for the first melee round; these lazy creatures rarely initiate combat.)

Parry: -6

Dodge: -4 (tentacles +1)

Roll: -3

The Sky Jelly is a very lazy creature, preferring to just drift around with the wind. Once a victim wanders too close and has been caught, then the Jelly lashes out to neutralize the food, before drawing it up and into its stomach for digestion.

The tentacles contain a paralytic poison, which is injected into the prey. This requires the victim to make a save vs. poi-

son (non-lethal), or become paralyzed for 1D6 minutes. This poison is equally effective on M.D.C. creatures as well as S.D.C. creatures.

Once a victim has been paralyzed, it is then drawn up into the stomach of the Jelly and quickly digested. The digestive juices will do 3D6 M.D.C. to the victim, per melee, while in the stomach, and for 1D4 melees after being withdrawn from the stomach, if somehow rescued.

Natural Abilities: The Sky Jelly is immune to the digestive juices of the Blob. The Jelly also has a natural, constant levitation ability.

Vulnerabilities: The Sky Jelly takes double damage from fire and cold based attacks.

Senses: The Jelly has a primitive thermal sense, and is able to detect heat sources within 35 feet (10.7 m), and can also sense motion within 150 feet (45.7 m).

Environment: The Jelly originated in a marine environment but developed levitation in order to hunt more effectively, and venture onto land. The Jelly prefers to hunt in moist climates, generally over shallow water, swamps and other similar locations.

Reproductive Behavior: The Jelly reproduces itself through the process of budding. At any time there could be up to 3 buds developing on a mature Jelly (A Jelly matures after 2 years). The buds split from the parent when they reach 5 feet (1.5m) in size, which takes about six to eight weeks.

Coloring: This being is translucent in color, 3% have developed magic invisibility.

Living Construction Technology and Unique Items and Equipment Common to Primorder

The items appearing here are living creatures used by the Amoeboids. The Amoeboid Genetic Manipulators are so advanced that everyday tools used in Primorder society are actually living creatures that have been modified to suit certain needs.

Kouscha Flann "City Builder"

The City Builder is a creature similar to a giant jellyfish, which has been genetically engineered to produce a glassy resin that hardens into place, similar to the resin used on Wormwood. This material is used in the construction of the glass cities, as well as in the manufacture of other tools used by the Amoeboids.

The City Builder is a Jelly about 10 feet (3 meters) across, with a valve-like opening in the rear for a pilot, and sensitive control knobs for operation. The resin is secreted through an opening at the front of the jelly. The tentacles have been removed genetically, or "bred out," and the Jelly feeds through a straw, drawing liquid nutrients into the creature, as the stomach has also been removed.

Crew: 1 Amoeboid

M.D.C. by Location

Pilot Compartment: 30 M.D.C.

Main Body: 200 M.D.C.

Speed: The City Builder can propel itself at 15 miles per hour (24 kph), and can levitate up to an altitude of 300 feet (91 m).

Lifespan: The City Builder has a Lifespan of 10 years, and after 2 years can reproduce itself, via budding, once every year.

The City Builder requires regular feeding of nutrients to maintain its health, and silicon to produce the resin material.

Weapon Systems: None

Flann "Builder"

The Flann is a little like a smaller version of the Kouscha Flann, but is blob-like in appearance. The resin it produces is similar to that of the Kouscha Flann, but is more flexible, and has a longer setting time. The material produced by the Flann is used in just about everything, from containers and fixtures to body armor. An additive is sometimes added to Flann resin which allows the resin to remain flexible, yet keep its strength, allowing for extremely flexible armor, and flexible coatings for other items. When not in use, a Flann is kept in a nutrient pool; once withdrawn, it starts to produce the resin.

M.D.C.: The Flann has 10 M.D.C.

Lifespan: 1 Year

Kouscha Flann "City Builder" Resin

The Resin produced by the City Builder is a natural M.D.C. material that is semi-transparent in appearance. The resin is secreted as a liquid, and hardens within 30 seconds of being exposed to air.

A 10 ft by 10 ft (3x3 m) section of City Builder Resin wall, 6 inches (14.4 cm) thick, has 3000 M.D.C. (30 M.D.C. per square foot (.09 square meters), 6 inches (14.4 cm) deep).

Flann "Builder" Resin

The resin produced by the Flann is not as strong as that produced by the City Builder, but has several advantages. Because the resin takes longer to set, it can easily be poured into molds. An additive can also be used to keep the resin flexible even after it is set, which makes it ideal for body armor.

Flann Resin (Non-treated), has 25 M.D.C. per square foot (.09 square meters), 6 inches (14.4 cm) deep.

Flann Resin (Treated), has 3 M.D.C. per square foot (.09 square meters), 1 inch (2.4 cm) thick.

Glass

The Amoeboids also work with some non-organically produced materials, mostly glass. The Glass used by the Amoeboids is volcanic glass which, with certain additives to the glass mixture, becomes minor M.D.C. material. The glass is not usually transparent, and is a smoky brown to black in color. This glass is used in their cities, and often surrounds the resin walls.

Metal-working was almost unknown until recently, when contact with other dimensions started bringing new knowledge and ideas to Primorder. This technology is slowly catching on, but the corrosive atmosphere causes all sorts of problems for metal structures.

Living Support Technology

Solarrn "Feeders"

The Feeders are blob-like organisms, used for making the nutrient fluids needed to feed the other modified creatures used by the Amoeboids. The food and materials to be digested are placed into a large container, which must be non-digestible (Glass/Flann Resin), and then the Solarrn is placed into the con-

tainer. The Solarrn then pre-digests the food, at a rate of 10 liters (2.6 gallons) per hour.

M.D.C.: 5

Lifespan: 15 years

Zolgorn "Light"

The Zolgorn are small organisms, about 6 inches (14.4 cm) across, which are highly bioluminescent and provide the majority of artificial light for the Amoeboid civilization. The Zolgorn come in nearly every color imaginable, and in various output levels.

M.D.C.: 1

Lifespan: 1 year, before fissioning into 1D6 new Zolgorn.

The Zolgorn is required to be placed in a pool of nutrients, where it can feed at will. For this reason, Zolgorn come in a clear resin bowl, which is filled with nutrients that must be changed about every two weeks.

Dorfarrn "Energy Provider"

At first glance, the Dorfarrn is a pulsing, deep green blob, about a foot (.3 meters) in diameter. The Dorfarrn organism is actually a bio-electric generator, able to produce and store large quantities of electricity. This electricity can be used in normal power systems, or used by other compatible bio-electric systems. The output of a Dorfarrn is comparable to that of a small electric generator.

M.D.C.: 35

Lifespan: 3 Years before fissioning into 2 organisms.

Nockhamdar "Biothinkers"

The Nockhamdar are biological computers used by the Amoeboids. Used to perform complex mathematical operations, they are not as versatile as most computers, and are more like advanced calculators, faster than nearly any other computer when performing calculations. Results are displayed on a bio-luminescent screen. They are typically about 7 inches (16.8 cm) across, 3 inches (7.2 cm) deep, and 5 inches (12 cm) wide.

M.D.C.: 5

Lifespan: 10 years

Living Weapons of War

Gooshan "Rifle"

The Gooshan is a living rail gun, using bio-magnetism and bio-electrical pulses to accelerate a metallic projectile to high speeds. This rifle is a recent achievement by the Amoeboids, and is quickly gaining popularity. The rounds themselves have to be coated in Flann resin to prevent the ammunition from corroding in the harsh Primorder atmosphere.

The Gooshan itself slowly secretes an armored shell, which is complete by the time it reaches full size.

M.D.C.: The armored shell gives the organism 20 M.D.C.

Damage: 1D4 M.D. per round.

Range: 200 feet

Payload: The Gooshan can hold 10 rounds internally. Unfortunately, any rounds left in the Gooshan for a period of longer than 3 hours are digested.

Lifespan: 3 Years

Bofharnn "Energy Gun"

The Bofharnn is a living energy rifle. The creature can output large quantities of bio-electric energy, in short bursts, that can do quite a bit of damage. The creature it is based off of lives in the deepest waters of the oceans of Primorder. The natural Bofharnn is a single celled, elongated creature with a natural, bioluminescent glow, and it disables its prey with bio-electric charges. The altered (weapon) form develops an armored shell upon reaching maturity. The shell is not flexible, which makes the creature more or less immobile. Two different species exist of the modified Bofharnn, a pistol-sized creature and the full length rifle version. The Bofharnn is fed through the barrel of the weapon; food, just about anything with nutritional value, is inserted into the opening and quickly digested. It should be noted that the Bofharnn is not very **picky** about what it eats, and will attempt to ingest anything that is stuck more than two inches down the barrel, including the fingers of a careless user (1D4 M.D. to anything stuck down the barrel). The Bofharnn can also be connected to the **Dorfarnn "Energy Provider"** to provide extra electrical stimulus and bio-electricity to the weapon. This increases the payload of the weapon by 45 shots, and doubles the recharge rate. The Dolfarnn is worn like a backpack, and a pseudopod from the Dolfarnn connects it to the weapon.

M.D.C.: Pistol: 10; Rifle: 25.

Damage: 2D6+2 M.D.

Range: Pistol: 150 feet; Rifle: 500 feet.

Payload: 15 shots, 60 with Dolfarnn.

Recharge rate: One shot regenerates every 10 minutes, or every five minutes with Dolfarnn attached.

Lifespan: 3 Years

Living Armor

Crisgarn "Bio-Armor"

The Crisgarn Bio-Armor is a living creature that an Amoeboid dons like a suit of enhanced body armor. The armor is not intelligent, but physically augments the wearer. The Crisgarn Bio-Armor is extremely flexible and acts as a second skin for its user; in fact when the Amoeboid wearer changes shape, the armor can alter its shape to fit. This armor can also fit humanoids, but they are required to wear oxygen masks (if they need to breathe, that is), and the slimy interior is considered by most races to be uncomfortable, if not downright disgusting.

M.D.C.: 150

Lifespan: 8 years (does not reproduce).

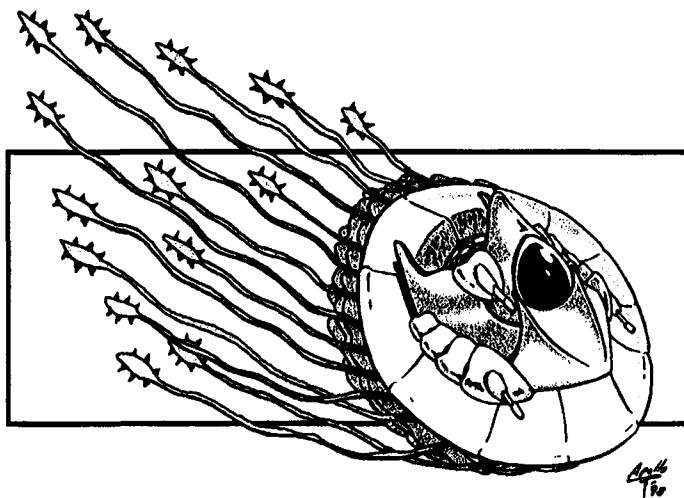
Nutrient Requirements: Requires 1 liter of nutrient fluids (**pre-digested** food) every 48 hours.

Bonuses: +4 P.S., +4 Spd., +1 P.P.

Bio-regeneration: The armor can repair itself at a rate of 3D6 M.D. per day providing the armor is fed well.

A note on Nutrient Fluids: An Amoeboid can produce nutrient fluids by partially digesting its food, and then instead of absorbing the nutrients, feeding it to the armor.

Environmental Protection: The armor provides little to no real environmental protection, allowing the Amoeboid wearing it to still breathe through its skin, but it can filter out most harmful substances present in the atmosphere including Tear Gas, most airborne toxins, smoke and other irritants.



Living Vehicles

Gloaan "Jelly Transport"

The Gloaan is a simple Jellyfish transport, and is the most common vehicle used by **Amoeboids** on Primorder.

The Gloaan is a small Jelly, about 10 feet across, with an opening in the rear for a pilot and passengers, and sensitive control knobs for operation. The tentacles have been removed genetically, and the Jelly feeds on liquid nutrients through a straw.

Crew: 1 Amoeboid, and up to 3 passengers.

M.D.C. by Location

Pilot Compartment: 30 M.D.C.

Main Body: 200 M.D.C.

Speed: The Gloaan can propel itself at 30 miles per hour (48 kph), and can levitate up to an altitude of 300 feet (91 m).

Lifespan: The Gloaan has a lifespan of 10 years, and after 2 years can reproduce itself, via budding, once every other year.

The Gloaan requires regular feeding of nutrients to maintain its health. It needs about 10 liters per day, but the Gloaan can store up to 3 days worth of nutrients.

Weapon Systems: None

Jacklourn "Man-O-War Armored Jelly"

The Jacklourn is the standard war machine used by the Amoeboids, and is a large, armored Jellyfish, armed with bio-electric cannons. This Jelly, unlike its builder and transport cousins, does have full tentacles and a fully functioning stomach. The armored shell is formed when fully grown.

Crew: 1 Pilot, and can have 20 passengers (soldiers).

Attributes: I.Q.: Low Animal, P.S.: 2D6+18, P.P.: 2D6, P.E.: 6D6, P.B.: 1D6-3 Spd.: 2D6

The **Man-O-War** has a low animal intelligence, but does not feel fear or anxiety, and is basically emotionless; it doesn't even feel pain.

M.D.C.: Thanks to the harsh environment of its home world, the Blob creature has M.D.C. equal to 2D6 x 100, plus 400 M.D.C. from the armored shell.

M.D.C. of the Tentacles: The Man-O-War has 5D6 tentacles hanging down from its body; each tentacle has 3D6 M.D.

Hit Points (non-M.D.C. Worlds): P.E. + 1D6x100

S.D.C. (non-M.D.C. Worlds): 1D6x100 + 400

Natural A.R. (non M.D.C. Worlds): 16

Size: The **Man-O-War** is 50 feet (15.2 m) across. The tentacles hang down 50-100 feet (15.2-30.5 m).

Combat (does not include attribute bonuses):

Attacks per Melee: One attack per pair of tentacles.

Initiative: -2 (This is only for the first attack round, its laziness goes away when it starts fighting.)

Parry: -6

Dodge: -4 (tentacles +1)

Roll: -3

The tentacles of the **Man-O-War** contain a paralytic poison that is injected into potential prey, requiring the victim to make a save vs. poison (non-lethal), or become paralyzed for 1D6 minutes. This poison is equally effective on M.D.C. and S.D.C. creatures. Once a victim has been paralyzed, it is then drawn up into the stomach of the **Jelly** to be digested. The digestive juices will do 6D6 M.D. to the victim per melee while in the stomach, and for 1D4 melees after being withdrawn from the stomach, or until the juices are washed off.

The Tentacles are equipped with sharp barbs and horn like projections, a Tentacle strike will do 1D6 M.D. and inject the paralytic poison. If enough tentacles grab hold of a object to lift it, it will be pulled up into the stomach. Each tentacle has the equivalent of a third of the creature's total supernatural strength, and can lift 700-1000 lbs. (315-450 kg).

Natural Abilities: The **Man-O-War** is immune to the digestive juices of the blob, and levitates constantly and naturally. The **Man-O-War** also has Bio-Electric Cannons, which are operated by the pilot.

Bio-Electric Cannons (4)

Range: 700 feet (215 m)

Damage: 3D6+3 M.D. singly, 6D6+6 for a dual blast, or 1D6x10+24 for a quad-blast.

Payload: Effectively Unlimited; 500 blast capacity recharges at the rate of 1 blast per melee.

Rate of Fire: Singly, Dual Fire or Quad Fire, equal to the number of hand to hand attacks of the pilot.

Vulnerabilities: The **Man-O-War** takes double damage from fire and cold based attacks.

Senses: The **Jacklourn** has a primitive thermal sense, and is able to detect heat sources within 35 feet (10.7 m), and sense motion at 150 feet (45.7 m).

Reproductive Behavior: The **Jacklourn** reproduces itself through the process of budding. At any time there could be up to 3 buds developing at a time on a mature **Man-O-War** (A **Jacklourn** matures after 2 years). The buds split from the parent when they are 5 feet (1.5 m) wide. The Manipulators can feed the **Man-O-War** a **retardant** to prevent offspring, but if a jelly is due, they usually just withdraw it from active service until it has budded, then place it back into service.

Feeding: The **Man-O-War** feeds by itself, but can be trained not to attack certain organisms, like Amoeboids, when not worked up in a battle frenzy.

Man-O-War Combat (as Robot Combat Elite Man-O-War)

The **Man-O-War** combat skill taken by the pilot enhances the already formidable combat abilities of the **Man-O-War Jelly**. The pilot provides the brains to go with the **Jacklourn's** brawn, which makes the Jelly-Pilot combination very dangerous.

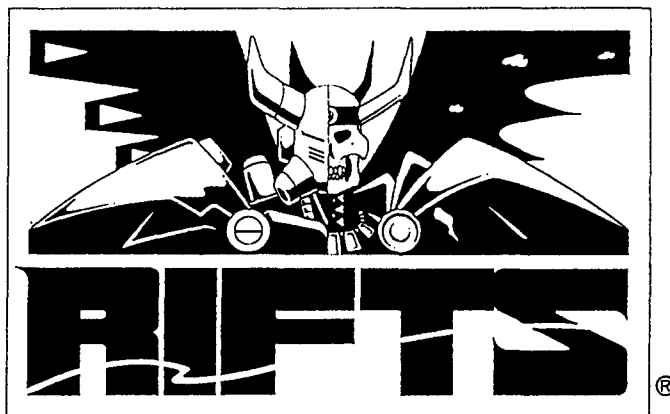
+1 on Initiative

+2 to Strike

+1 to Roll

+2 Attacks per melee

The pilot gets his normal number of Hand to Hand attacks per melee, and the **Jelly** gets its own attacks as well.



The Siege Against Tolkeen

By David Haendler

Chapter 12

The man stood in front of the Church of the Third Eye at 1 in the morning. The building was a small, squat structure made of crumbling brick, which boasted a statue of a three eyed man in a robe, proudly staring off into the distance with cold, dead eyes. A bronze plaque above the door read in several languages, "A sanctuary of magical learning and insight," but the man didn't know that. He couldn't read, and didn't want to.

"Satanists," he muttered, staring at the statue. "The scales have fallen from my eyes. How could I have been blind so long?" He slowly climbed up to the statue, pulling out his **vibro-knife** from a concealed sheath.

"Thank you, God," he prayed. "For making Your humble servant into an instrument of Your will." Then, he switched on the **vibro-blade**, and jammed the tip of the knife into the statue's third eye.

Anya Yeraanyaa had been a member of the Church of the Third Eye for her entire life. As a child, she had helped hand out prayer books during the holy days. As a teenager, she had helped polish the sacred statues, relics, and artifacts. As soon as she had grown to adulthood she plunged into studying the sacred text and learning the magical arts of sorcery and divination. She had been a priestess of the order for nearly 200 years. Of course, her insectoid race lived far longer than most organic beings.



Anya had been napping, taking a brief rest from her latest prophetic ritual, when she was awoken by a noise from outside, like something was shattering. Throwing on a simple white robe, she walked to the gate, to see if something was broken or somebody needed help.

The man shoved his knife into the stone socket of the third and final eye, and deftly popped the granite eyeball out. Just

then, a strange insect, like a giant mantis or grasshopper, emerged from the temple. Its body was stooped and short, like a monstrously hunchbacked child. The antennae and mandibles surrounding its hairy mouth began to wave wildly.

"What are you doing?" the thing screeched, in a voice shrill and horrible. "That statue is holy!"

"Blasphemer," the man snarled, dropping with catlike reflexes off of the pedestal. "You worship abominations. You are an abomination." The man held his **vibro-blade** up, and then proclaimed, "This is your destiny. Blood and hell are your fate. Accept it."

Anya ran back into the temple, as fast as her stooped legs would carry her. She had never learned any spells which could help in **combat**, her religion was a peaceful order. But there was an enchanted silver sword hidden in the back room. It was normally used to dispel evil spirits which were accidentally summoned, but the blade was sharp and it was the only weapon available to her. The old woman ran through the sacred sanctuary, through the rows of pews, until she reached a small, locked door. With numb and trembling hands, she tried to get the right key from the chain around her neck. But it was already too late. She turned, and saw the man at the doorway. He brought one arm back and then made a quick downward motion. The vibro-blade in the hand sailed through the air and slashed through **Anya's** left side and arm.

"Please no," she begged, as the man picked up his knife. "I don't want to die."

"Demon," he growled, as he shoved the knife into her.

Hours later, the ring of a phone awakened Lucius Mallen, a Wolfen detective. He crawled out of bed wearing only his boxers, trying to shake off his weariness and answer the phone. His wife stirred slightly, murmuring, "Luke, will you please get that phone?"

"I'm on it, honey," he said, staggering across the room, his natural **nightvision** barely making a dent in the darkness. Finally, he reached the phone, and pulled the receiver up to his ear. "This had better be important," he muttered angrily.

"We've opened up the slasher case. You know, the one at the strip bar."

"Why? I thought that everyone was agreed that the Gergelleg pervert who ran out of the place screaming was the **perp**. Did the **psi-shrinks** down at the Loony Bin pull something interesting out of him?"

"I don't think so. But the thing is, there's been another similar murder. A mystic church got defaced, and the priestess got hacked to bits. We've still got the corpses of the strippers, so we're going to try and compare the slash patterns and depths."

"Do me a favor. Don't do anything until I get there. I want to get a good look at this latest victim before the forensics boys take their samples."

"I'll try to hold off the dogs, so to speak."

"Get a life, detective. Bad puns went out of style when the legendary Old Ones were Young Ones. I'll see you down at the station house."

Lucius started to get dressed, slipping on his force field harness over a gray T-shirt and khakis. He had never felt quite comfortable with the **Techno-Wizard** toys which were standard issue, but greatly preferred them to going unprotected.



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"What's wrong, Lucius?" his wife asked, raising her fox-like head up from the hair-covered pillow. "Aren't you coming back to bed?"

"Sorry, honey," he apologized, loading an E-Clip into his trusty old ion pistol and gently nuzzling against her cheek. "But duty calls. I'll be back in time for breakfast."

A few miles away, Jack Perrin was being awakened from a fitful sleep on a mite-ridden mattress. He was in the beer hall, as there had been no other place to go. Jack groggily sat up, his head swimming, the damage from his brain injuries not completely healed. "What's happened?" he asked the shadowy figure who woke him.

"Sir, you ordered us to find a long-range radio with anti-jamming capabilities?"

"Yeah. Did you find one?"

"We managed to get our hands on a pre-Rifts antique. By modern communications standards it's pretty primitive and the battery's almost dead, but it should work fine."

"Good job. Take me to it. I'd like to send a message."

The man, who turned out to be the bespectacled fellow from the hospital room, led Perrin out of the tavern and into a waiting hovercar outside. After a brief trip, Jack found himself outside of an old, rotting warehouse.

"This place used to belong to an antique dealer," explained the young man as he undid a myriad of locks and dead bolts in the door. "When he went broke, we began using his old warehouse as a supply cache. All of his old artifacts are still here, though, and some of them come in handy."

Inside, there was a chaotic mess. Splintering wooden crates sat under the harsh glare of a naked bulb, soaking in puddles of water from recent rains. There were a few ashtrays which had gone too long without being emptied. Two guards in full body armor sat on a crate playing cards.

"It's right over here, sir," said the young man, pushing a pile of junk out of the way to reveal the radio. He had been absolutely right—the thing was an antique. It bore a thin blanket of cobwebs, and there were several dents in the casing. "Sorry it's not in better condition."

"Beggars can't be choosers," sighed Perrin, sitting down in front of the thing. He carefully flicked a row of switches into the "on" position to activate the anti-jamming devices. Then, he set a dial to an encryption pattern he knew the Coalition to use.

"Have you done this before, sir?" asked the young man.

"Yeah," muttered Perrin. "They teach you a lot about this kind of thing in the air force." With that, he flipped another few switches, and then held the transmitter up to his mouth. "To any Coalition-affiliated beings who are hearing this," he began. "I am Jack Perrin, a downed CS pilot behind enemy lines, and I have an urgent message for you. Tell the military that the so-called super weapon DOES exist, at the suspected coordinates. It presents a great threat to the military efforts against Tolkeen, and must be destroyed at the first available opportunity. Please confirm that this message has been received."

There was a lengthy pause, lasting about five or six minutes. Then, the radio crackled into life. "Nice try, Mr. Perrin," laughed a voice with a strange accent. "No luck, though. Oh, and just to let you know, your little transmission has been easily traced."

"Damn!" screamed Perrin, pulling the radio's plug. "Get everything important out of here!" he yelled at the card-playing

guards. "If it's valuable or a weapon, get it to some other safe house! The cops'll be here any minute!" The startled guards burst into activity, throwing down the cards and grabbing small crates to carry away.

"I don't think we're going to be able to alert the CS to the danger via radios," **Perrin** grumbled as he and the young man jogged out of the warehouse and to their car. "Let's see what we can do about some couriers who can slip into the war zone. And I'd like to begin arming up, just in case we have to take matters into our own hands."

Chapter 13

Lucius Mallen sat hunched at his tiny desk, his massive Wolfen body straining the flimsy chair. There were dozens of grainy photographs and folders on his desk, along with a handful of pens, a good-luck crystal, and a tiny hologram of his wife. He looked down pensively at the photos, shuffling them like cards.

"What've you got there, Luke?" asked the D-Bee's partner, a human mystic named Pete Fransisco. Fransisco would have made a better **Techno-Wizard**. He disdained most forms of magic as demonology, and held a deep cynicism for anything that he could not sense. Of course, with his formidable psychic and magical powers, he could sense nearly everything. Mallen suspected that the mystic already knew the answer to his question.

"Crime scene photographs," the Wolfen said, holding up one of them. "Been looking them over for a tad more insight."

"And..."

"We were completely off on that Gergelleg pervert thing. To begin with, these wounds were obviously inflicted by a **vibro-blade** of some kind, probably a knife because the wounds aren't so deep. Secondly, even for a vibro-blade, the damage was really great. I'm thinking that the killer is some kind of enhanced human or **D-Bee**."

"Not a demon? We've been getting more and more of those lately. Ever since that gods-damned war started, there's been all sorts of evil crap hanging around."

Lucius shook his head. "Demon would've used its claws or teeth, and probably would've stuck around to chew the **fat**, so to speak."

"So we've narrowed it down to some sort of enhanced being?"

"Right. I'm going to see if I can get the records of some local chop-shops and clinics to see if they've done any recent augmentations on suspicious characters."

"How do you define suspicious?"

"If they have any resemblance to you, **they've** probably committed some horrible crimes against decency and are suspicious in the extreme." The two chuckled at the joke, and then got back to their duties.

Miles away, Jack Perrin sat in the beer-hall with a handful of HFA tech boys, sitting around a pile of transistors and computer parts. The techies weren't doing much, except chattering to each other in high-paced Techno-can and occasionally fiddling with the electronics.

One of the punks reached over to tweak a dial, and accidentally knocked over his can of beer. The alcohol splashed over

the exposed parts, dousing several microchips and exposed wires. The array of electrical equipment suddenly began to smoke, as a spark from a poorly stripped cable ignited a few drops of beer. There was a sudden, harsh squawk from the transmitter, and then just static.

"Oh, crap!" one of the techies muttered, as acrid smoke began pouring out of the burning thing. "Stick a fork in it, because this radio is done for. Sorry, sir."

Perrin began staring at the broken machine, his nostrils full of the fumes. "No, no, I understand," he said softly. "Probably wouldn't have worked anyway." He got to his feet, and began to stagger away. "I gotta piss."

The young man who had procured the last radio followed, full of concern. He found Jack in the filthy men's room, sitting in a corner and smoking a cigarette. "What's wrong, sir?" the man asked softly.

"I'm not cut out for leadership," Perrin sighed. "It was easier to be a pilot. We were told what to do, and we did it. But now people are asking me what to do, and I have no idea what to tell them. The fate of humanity is in my hands, and I'm an incompetent leader."

"You're not..."

"Sure I am. Hell, I don't even know your name, and I'm supposed to be leading you into combat, risking your life? What right do I have to do that?"

"I'm Nicholas Thompson," the young man said. "And you have the right to lead me because I trust and respect you."

Perrin snorted. "Well, you're just about the only one here who does, other than that Freedom guy. Nick, how in the world did you get hooked up with this bunch of psychos?"

Thompson looked down at the ground for a moment, thinking deeply, as if considering some extremely difficult choice. Finally, he looked back up at Perrin again. "I used to be a **wiz-kid**," he said softly. "Ninth in my class at the **Lazlo** Institute of Mystical Learning. Destined for a career in the upper echelons of the Tolkeen government. And then one day, I was studying this magical sword, a rune weapon. It turned out a demon was living in it at the time. I got possessed by it, and killed about a dozen people while under its control. The HFA pretty much beat Satan out of me. They kicked my ass until the demon fled to avoid destruction. If I tried to regain my old life, the law would be on me for murder. The HFA is really the only place where I can exist."

The cigarette nearly dropped from **Perrin's** mouth. "Holy shit," he muttered. "You aren't still a mage, are you?"

Thompson shook his head sadly. "Lost my faith, so to speak. Never could conjure again, because I was too afraid that some demon would pop out of the spell and kill me. Even now my hands start shaking every time I see a monster."

There was an uncomfortable moment of silence. Then, Perrin spoke. "So, how are we going to get the word out to the CS about that damn pyramid?"

"There are a few members who might be able to slip across the border and deliver a message. I'll see if I can convince any of them to do it."

"Good man," said Perrin, rising from the floor. "I'll make a recording for them to deliver. If I know those generals, they

wouldn't believe the word of God if it came from the mouth of a scruffy rebel soldier."

"He thinks he's a god or something!" barked the angry Juicer, his ankles chafing in thick plaster casts. "Jes' comes in, starts acting all high an' mighty, an' then uses his **freakin'** karate or something on me when I speak up about it!"

"He's definitely gone too far," agreed Lou. "Jeopardizing our whole organization for his so-called mission. And the worst part is, Freedom's eating up his lies like candy!"

The two men sat in Lou's dingy apartment, socializing over a pizza and some beer. The walls were draped in flags of the Coalition and of Nazi Germany, with an occasional **porno-mag** pinup here and there.

"So we agree," growled the Juicer, bits of chewed dough firing from his mouth. "Ricky Freedom and that **Parim** punk have to take the fall."

"We've just gotta figure out how to do it."

Chapter 14

Sonja entered the room, obviously ready for combat. She was in her Juicer body armor, with twin energy rifles slung over her back, a vibro-sword sheathed on her belt, and a bandoleer of grenades. Her long blonde hair was tied back in a **ponytail**.

"Nick said that you needed me for a mission?" she asked **Perrin**, who was sitting in the room alone, with a CD player / recorder clutched tightly in his hands.

"Yeah," said Perrin. "I've been told that you could sneak out of Tolkeen and into Coalition territory. Was I misinformed?"

Sonja shook her head. "I can sneak out of Tolkeen," she said. "Used to do it all the time back in my smuggling days for the Dimensional Market. 'Course, it's much harder now, because of the war and all."

"Good," said Perrin, handing her the recorder. "Because I need you to deliver the CD in here to the Coalition military. Tell them that it's a message from Jack Perrin."

"No sweat," she said nonchalantly, tucking the item away in a utility belt pocket. "But when last I checked, there were a few outstanding warrants for me out in the CS. I'm not going to stick around any longer than I have to."

"That's perfectly all right. By the way, what exactly are those warrants for?"

Sonja chuckled. "Petty little stuff," she said. "Just a few little misdemeanors. You know, gun-running, selling contraband, grand **theft...puny** crimes like that." Seeing the disapproving look on **Perrin's** face, she blurted out, "Juicer augmentation doesn't come cheap, you know. I had to steal and sell half a dozen SAMAS suits before I could even afford the procedures, let alone the bio-comp harness."

"So...you had to pay a hell of a lot of **money...in** order to get your life span shortened by about half?"

"That's it in a nutshell," she said, walking out with the disc. "But you know, I wouldn't trade this short life for anything."

"Please don't!" pleaded the inquisitor, as he was hurled at over 100 miles per hour into a dank sewer wall. His crimson robes were stained with his blood, which streamed from his face and from his hands. It splattered all over, coagulating into puddles on the ground, and splashing on the walls.

"You thought to exterminate me," growled **Arturo**, the vampire lord. He was dressed in his usual opulence, but his suit was soaking wet, and his **vampiric** body was sizzling like a juicy steak on a barbecue. However, his body healed as quickly as the water could damage it. "You thought you could kill me like you would kill a rat."

He lifted the inquisitor's huddled body off of the ground, and hurled it into another wall, very nearly dashing the man's brains out.

"Know this," he said, looking deep into the terrified man's eyes. "I am the lord of these sewers! I and I alone rule here."

With that, he lifted the inquisitor up again, and ripped off the gas mask which protected his victim's head and neck. He then clamped down on the man's throat with his teeth, enjoying the hot, intoxicating flavor of the blood. The inquisitor struggled for a few moments, but quickly became weak, and then lapsed into unconsciousness. **Arturo** continued sucking for a few minutes until he was sure that the body was dry, and then tossed the lifeless corpse away into a corner.

"What's this here?" he mused, looking at the man's discarded backpack. He began to flip through it, pulling out interesting or lethal looking items for later resale or use. There was a motion detector, several clips of silver bullets (although early on in the battle Arturo had crushed the man's automatic pistol), some survival rations, and a bundle of wooden stakes.

Curious, the vampire turned on the motion detector, just to see what it could do. He was very much surprised when the thing registered a man-sized object nearby. "I thought that was the last of those damn inquisitors," he cursed, as he got up to his feet. "Oh well. I suppose I can bottle this one's blood, and have it for supper tomorrow."

Sonja sprinted through the sewers at a speed no unaugmented human could ever hope to match. She was staying on the side railing, but the sewage lines had overflowed, meaning that the walkway was ankle-deep in foul-smelling **crud**. She paused for a moment to slip on her air filter, to keep the stench from nauseating her.

Suddenly, a greenish mist flowed into the area through a ventilation duct, swirling around the Juicer. For a moment Sonja thought she was being gassed, and was very glad for her air filter. But then, as the mist began to coalesce into the shape of a man, she knew that this mist was something far more terrible than poison.

A tallish young man in a business suit stood in front of her, his long fangs protruding from his upper lip. He looked at her strangely, rubbing his chin. "You don't look like an inquisitor," he said, in a harsh, grating voice. "What are you doing here, in my tunnels? You're trespassing, you know." He then reached out for her neck.

Sonja grabbed his wrist, twisted it, and then hurled the vampire into the stream of liquid waste. He sank like a rock. For a moment, she thought that it might have killed him, but he merely levitated out, sewage dripping from his body.

"Look what you've done to my suit!" he cried, very much offended. "Oh, and it's *water* that hurts us. Piss merely agitates vampires, young lady."

Terrified, Sonja backed up to the wall, and began frantically searching her utility belt for an anti-vampire weapon of some



sort. The pouch which held the CD fell to the ground, spilling out its contents.

"What's that?" he asked, staring into her eyes. "I think **you'd** better hand it to me."

A wave of confusion washed over **Sonja**, which quickly turned to panic when her body, acting on its own accord, picked up the CD player \ recorder, and handed it over to the undead. She became even more terrified when her head jerked upwards, exposing her pulsing jugular to the vampire. Although she tried with all her might to move or run, her flesh would not comply.

The vampire, almost oblivious to his helpless victim, slipped the headphones over his ears, and listened to **Perrin's** message. He instantly recognized the voice, and hate filled his shriveled heart. He patted his chest, feeling the area where he had been shot. Although the wound had quickly healed, the silver slug had stayed inside, causing him great pain for about a week until he found an unscrupulous doctor to remove it for him. The surgery (with a silver-plated scalpel, of course, as normal knives could not pierce his skin) had been both costly and painful.

"You go," he said, smiling like a shark. "Deliver your message. And remember nothing of **this...encounter.**"

Sonja's mind went blank for a few **minutes**, as if she was asleep. When her brain took control again, she found herself running through the sewers, the CD player in her hands, unable to remember the events of the previous hour.

The godling was sitting in his apartment, hunched over a copy of the dreaded Necronomicon. He was greatly frustrated by the ancient text of power. While he could see the words, printed in blood, and tried his very hardest to understand them, they were just scribbles on a page that he could make no sense of. Still, the book had several diagrams of the more powerful demons and gods, and an intriguing page of magical symbols, including several signs of warding or banishment that he had heard of but never actually seen.

Suddenly, his telephone rang. The godling put the book of evil lore away, and picked up the receiver. "Hello?" he asked. "Who is this?"

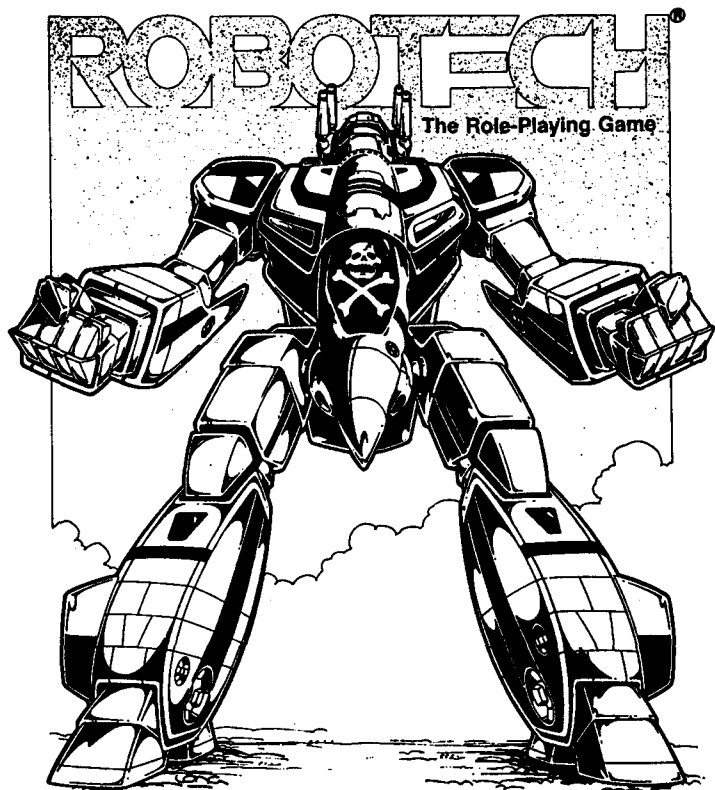
A voice distorted by intense static greeted him back. "You don't need to know who this is," it snarled. "But I have a very important message for you."

"How did you get this **number?!?**"

"Shut up. I bear news of utmost importance. The Coalition has found out about your precious pyramid and your trapped gods. They should attack soon, probably within the next week or so. You have been warned, and must prepare." The line then went dead.

The godling hung the phone up. Then, hesitantly, he picked it up again, and dialed a number. "Hello, **Shaad?**" he said. "We've got a problem."

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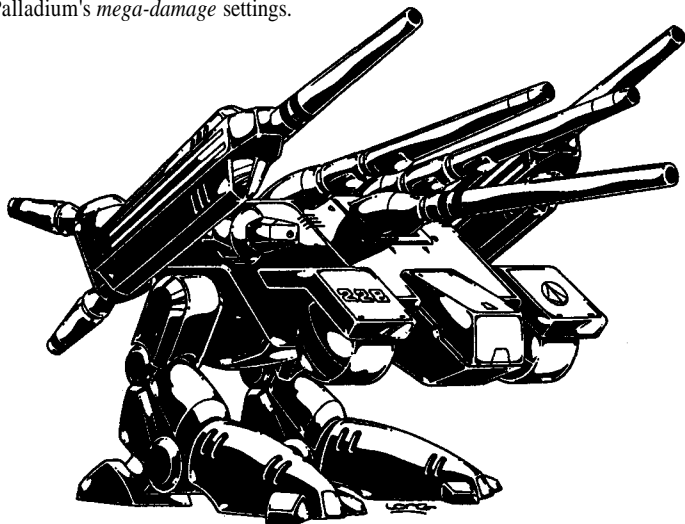
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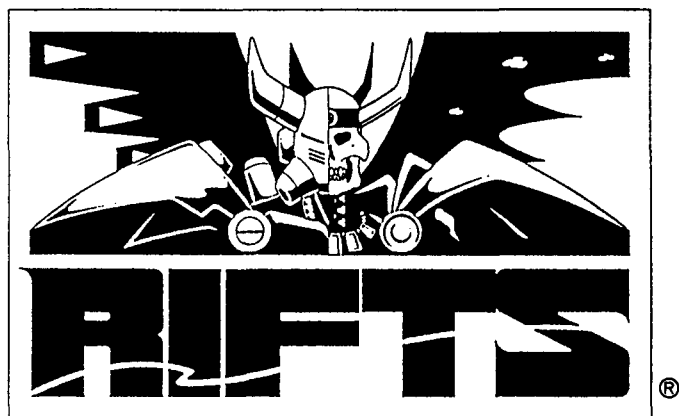
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The Hammer of the Forge™



By James M.G. Cannon

Chapter 3

Into the Great Wide Open

Located within the rim of the Anvil, the **Haring** system possesses only a single inhabitable planet, a ball of dust and sand dubbed **Koola** by the natives. Although the equatorial region of **Koola** is ringed by the Great Koola River and its tributaries, a water system several hundred kilometers in expanse, the rest of the planet consists of a vast, untamed desert. This desert is a roughly assembled amalgamation of rocky badlands, salt flats, dune seas, and fragmented mountain ranges. There are no major industries on Koola; the desert looks empty, and it is empty. The natives, the Gojirans, are meter long insectoids that fashion vast colonies out of mud formed from sand and their own bodily secretions. Strangely, the Gojirans do not seem to be bothered by the presence of other sentients on their planet, so long as their hives remained undisturbed. Humans and **Seljuks** in particular have migrated to Koola in sizable numbers over the past few decades, most of them former criminals given new leases on life by the Consortium of Civilized Worlds. Service industries have grown up around the communities formed by these immigrants, the most notable of which is the moisture industry. While the Gojirans have placed the River System off limits to **off-worlders**, they have not legislated against the billions of hydrogen and oxygen molecules floating in the atmosphere; entrepreneurs have taken advantage of this state of affairs to create moisture farms, mining the air and the earth for the water everyone needs in order to function...

— excerpt from *Travelogues of a Journeyman*,
by *Fraktyn Quint*

Still unable to sleep.

Caleb Vulcan lay upon the bed with which Rik Nybek and his wife **Floris** had provided him, stripped down to his shorts and laying on the covers, allowing the cool desert air to flow in through the open windows and brush across his body. It was a welcome respite from his long day in the sun, helping Rik inspect the moisture collectors, and unload their precious cargo for packing and eventual sale in the town.

Caleb was still acclimating to his newfound abilities. That first day on the planet's surface had reddened his skin, but the

bum disappeared quickly, never to return. The fair Vulcan skin wasn't tanning, as usual, but it would not burn either. His strength was Herculean now, and Caleb found himself capable of matching the strength of **Rik's** two worker 'bots, who, according to their master, could each handle two thousand kilograms easily. He didn't tire at all, either. After hours in the sun, caked with sweat and grime, he felt refreshed and ready for more. And though he lay upon a soft and comfortable bed, with the lights out and the cool breeze anointing him, Caleb could not sleep.

This was not a new phenomenon. Caleb had been living on Rik's farm for nearly six weeks, paying his way by helping Rik in the fields. Caleb thought it was his best opportunity to get to know the new universe he had stumbled across, and the best chance to get to know his new body. Rik and Floris were wonderful people, and they answered every question Caleb asked, asking few in return. Caleb sensed that Rik knew, or at least suspected, what Caleb had become, but was reluctant to press the issue with the young man. And out in the desert, away from prying eyes, Caleb could call up his crimson armor and experiment with his abilities. The things he could do now were beyond imagination; like some gaudy superhero, Caleb had powers beyond those of mortal men. He could leap over buildings with a single jump, buzz through the air more quickly than a jet, and he was certainly more powerful than any locomotive.

But he couldn't sleep. It was one of the side effects of his supercharged metabolism, he supposed. Like not needing to eat or drink, no matter how long he worked or sweated. His body was fueled by something else, some inner form of energy that seemed limitless and gave him unflagging endurance along with the other abilities. His mind still grew tired, even if his body did not, and occasionally he would slip into a kind of trance for an hour or so, not unlike daydreaming in math class. It was a form of rest, but it wasn't the same as a good night's sleep.

Caleb sat up in bed, scratching a hand through his short red hair, and listened carefully to the sounds of the house. He couldn't hear anyone moving about, so he decided it was safe for another midnight adventure. He slipped out of bed, pulled on his jeans and the silver shirt Floris had bought for him, and stepped across the room on bare feet. He looked out through the window at the clear night sky, sighing as he absorbed the view of the alien stars, and then put one foot on the window sill and leapt outside in one smooth bound.

He landed lightly in the dust and sprinted across the yard. He skidded to a halt at what he judged a good distance from the house, and summoned the armor. In a burst of red, his body was encased in a suit of armor, capped by a bulky helm with a single narrow aperture for the eyes. Over the past six weeks, as he had grown more comfortable with the armor and his abilities, the armor itself had taken on a more regular form. At first the suit had been little more than a second layer of skin, but now it had taken on the appearance of a Roman Centurion's armor, metallic red in color, with the black of the void showing in the gaps of the armor, and a stylized hammer image imprinted across the

breastplate. Caleb wasn't certain where the style of the armor or the hammer icon were coming from, but it felt *right*.

As always, when he conjured up the armor, in the back of his mind a soothing voice reminded him that he could fashion a weapon from the same material as the armor. But again, Caleb resisted the temptation. He wanted to be comfortable with his "natural" abilities before he added another gimmick to his repertoire.

Caleb willed himself to rise into the air and flew towards the south.

Caleb blasted across the stratosphere, glorying in the feel of weightlessness and the roaring wind in his ears. This had always been his dream: to fly, to defy gravity and take to the skies. As a child, Caleb had tied a towel around his neck and leapt off the shed in his backyard. As a teenager, he had studied airplanes and jets and dreamed of learning how to fly. And when he received his draft notice, his only hope was that he might make it into the air force and finally learn how to fly.

But this was so much better. So much purer. He flew now under his own power, without the need for machinery, without a winged hunk of metal between himself and the sky. Caleb Vulcan was a bright crimson bolt, and he screamed across the starlit night.

He dropped down close to the earth, whipping up a cloud of dust and gravel in his wake, and then lifted back up into the air as he blasted over a Gojiran colony that stretched for kilometers in the four cardinal directions. He could see millions of the strange insectoids scuttling across the expanse of their city, expanding and modifying what was already there. Caleb had seen his share of aliens in the last six weeks, but the tiny Gojirans were certainly among the strangest. The slow talking, dinosaur-like Seljuks were positively normal compared to the hard shelled, three foot long natives of **Koola**.

Perhaps it was simply their bug-like appearance and habits that made Caleb wary of the Gojirans. Aliens were interesting as long as they weren't too alien, he supposed. The Seljuks, Draconids and others may have been bizarre looking and strangely wonderful to encounter, but they were also humanoid, with human proportions and a human-like intelligence that made them easier to understand than the Gojirans. The Gojirans were sentient according to Nybek, and the CCW (the Consortium of Civilized Worlds, according to Rik) held a treaty with them. But the Gojirans didn't seem to care about the humanoids infesting their planet, and were apparently more intent on the construction and upkeep of their hives, and maintaining the happiness of each hive's queen. Except for the queens, the Gojirans appeared sexless, emotionless, and incommunicative.

Caleb shook his head and continued south. He drew to a halt as he neared a blasted section of the southern badlands that he had taken to using as a practice range. He dropped to the earth with a soft thump, raising dust in a cloud all around him. He scanned the area, and noticed a hump of rock rising out of the broken ground not far away. He concentrated, and crimson light flashed from the eye slit in his helm. The hump of rock exploded in a shower of stone slivers. Caleb bounced into the air again and targeted another chunk of stone, blasting it with another stream of energy from his eyes.

Without missing a beat, Caleb jetted through the explosion as it erupted across the landscape, barely feeling the shattered rock as it pattered against his metal skin.

A bolt of emerald energy flashed before his eyes. Caleb lost control and spun wildly to crash into the ground, tearing a furrow in the blasted earth. He scrambled to his feet as another green ray buzzed past him to burn the ground. He looked around desperately, seeking the origin of the mysterious energy. As he did, something heavy slammed into him from behind at an incredible speed. Caleb barely had a moment to register the attack before he was thrown again, smashing to the stony ground with a crash.

Caleb rolled over and instinctively unleashed a blast of energy from his eyes. The light spattered ineffectually against the body that dropped out of the air towards him. But the light from his energy bolt illuminated the figure for a moment: it was bigger than a man, easily eight feet tall or more, clad in a suit of metallic green battle armor with a helm shaped like a grinning dog or wolf, and a huge two-headed ax in his hands.

Caleb yelled out despite himself as the figure fell towards him and the ax dropped towards his head. Frozen in fear, everything Caleb had learned from his father and in the last six weeks fled his mind. He watched in horror as the ax descended.

And slammed into the earth a hair's breadth from his head. The figure landed lightly on his feet, straddling Caleb's waist. He leaned forward on the handle of his ax, and glowered at Caleb with green eyes almost hidden by the scowling brow of his **wolf's** head helm.

"I can see you are going to take a lot of work," the figure said in passable Trade Four. The figure wrenched his ax from beside Caleb's head, and swung it up to rest across his shoulder. He extended his free hand to Caleb. "Come on," he said. "I'm not here to hurt you."

Caleb took the figure's hand cautiously, and found himself hauled to his feet in a moment. "What was that all about, then?" Caleb gasped, still trying to gain his breath back.

"I am Lothar of **Motherhome**," the figure in green offered. "Our Forge has ordered me to oversee your training, Caleb Vulcan. This was your first lesson."

"Really?" Caleb said weakly. He was suddenly glad his face was hidden beneath his helm, because it was turning very, very red. He should have been better prepared. Growing up as an army brat, Caleb learned how to fight. His father made certain of that, at least. But Caleb never thought he would be ambushed out in the badlands.

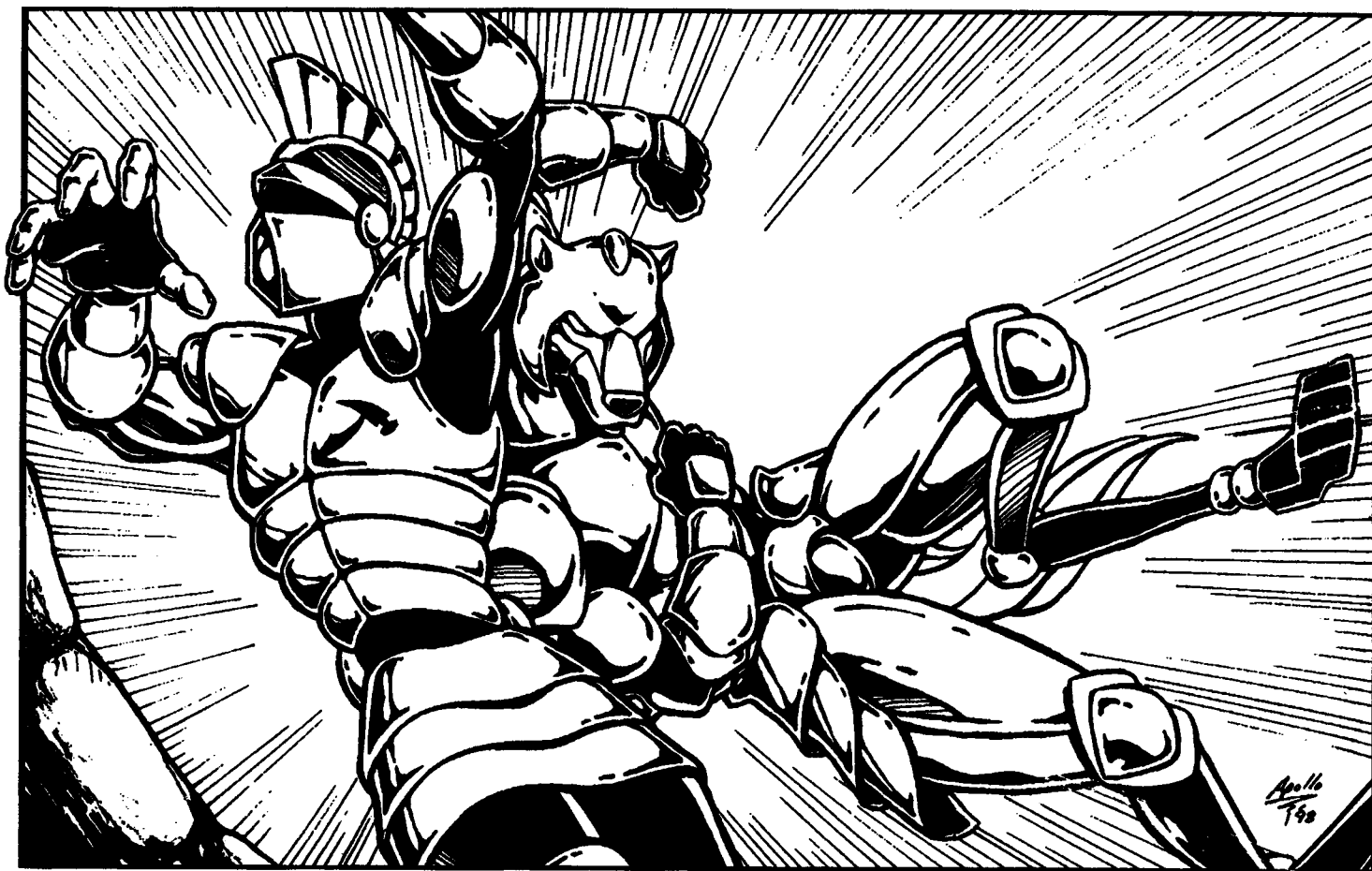
"How did you sneak up on me like that?" Caleb asked.

Lothar snorted. "Staying in your blind spot was not remotely difficult, pup. A Knight should be aware of his surroundings at all times. Enemies strike when least expected. So expect them always."

"I didn't think I had any enemies yet," Caleb said. And immediately regretted having said it.

Lothar shook his head. "You are a Knight of the Forge, pup. Your enemies are legion. Simply by accepting the mantle, you have made yourself a target for every villain in the Three Galaxies, from the highest **Splugorth** Lord to the lowest pickpocket on Center. Your allies are not so many, however, and you would do well to remember it."

Caleb was beginning to realize that Lothar was not going to be much fun. "Gotcha," he said. "Lots of enemies. Few friends."



Lothar stepped towards Caleb, looming over the crimson knight. "Do not make light of the situation, pup. You must master your abilities quickly if you hope to survive, if you hope to serve the Forge. The Knights are few and the Three Galaxies are vast, and far too many seek to destroy us and what we stand for."

"What do we stand for?" Caleb asked. Lothar stared at him for a moment, and Caleb rushed to explain. "Where I come from, the words truth, justice, and the American Way don't mean what they used to mean. That is to say, those ideals are tarnished. They've been polluted. And I'm not sure if they exist, or if they ever existed."

Lothar continued to **stare**, and Caleb opened his mouth to continue. Lothar cut him off. "The Forge exists," he said, stiffly. "You know this. We stand for the Forge."

"Sounds simple," Caleb observed.

Lothar nodded. "It is. Keep in mind that the Forge does not need thinkers. It needs warriors."

Caleb grimaced beneath his helm. This guy was his teacher? "That's what they tell us back home," Caleb told Lothar. "And I didn't believe it there, either."

"You will learn, pup." Lothar punctuated the declaration by jabbing Caleb in the chest with an emerald claw.

"Stop calling me that," Caleb growled. With lightning speed, Caleb grasped **Lothar's** wrist, pulling the bigger knight towards him, and twisted, pivoting on one foot. He braced his free hand against **Lothar's** chest and lifted, throwing Lothar over his shoulder.

The Wolfen should have crashed to the ground with a thump, but he froze in mid-air, hanging upside down. "Lesson number two: throws are useless against someone who can fly." Emerald energy once more lanced towards Caleb. But this time he was ready; he blasted into the air and the ray sizzled beneath him.

Caleb cut loose with his own energy blasts, but Lothar was already moving, and Caleb missed.

It was going to be a long night.

When the sun began **its** ascent, Lothar decided to end the training session.

Caleb was glad. For the first time in weeks, he actually felt tired. But he also felt that he acquitted himself well. While Caleb was not able to touch Lothar, he made sure that the Wolfen did not catch him as he had before. He received a few bruises, but nothing as embarrassing as that ax swinging for his head.

Lothar let Caleb catch his breath for a moment, and then approached where Caleb sat on the ground. "It's time to go," he said. He let go of his ax and the weapon disappeared in a puff of green light.

"Go?" Caleb asked. "Go where?"

"Out into the universe, pup. We're needed."

"But I can't just leave," Caleb protested. "I have stuff back at the house, and I have to say good-bye to Rik and **Floris...**"

Lothar shook his heavy head. "We are Knights of the Forge, pup. We have no need of material possessions. And as for your friends — they will understand. No need to trouble them further."

"Okay," Caleb said grudgingly. He stood up, dusting sand off the back of his armor.

Lothar rose into the air, and Caleb followed. As the Wolfen increased his speed, Caleb matched him. In moments, they rocketed out of the atmosphere and into the void, two blurs, one green and one red, that transformed into pure light and blasted into space.

Errata & Clarifications

Heroes Unlimited, 2nd Ed.

Sheesh, you'd think with three editors we'd catch all the boo-boos before **Heroes Unlimited, Second Edition** went to print, but we didn't. So here are corrections and clarifications.

Each of these errors or omissions will be corrected in the Second Printing, and even with these odds and ends, the first printing is fun and playable. These errata corrections are also found on the Palladium Web Site (www.palladiumbooks.com)

The Latent Psychic

H.U. 2, page 190, gives the Latent Psionic the same base I.S.P. as the Natural or Master Psionic. This is a mistake (editors have been appropriately tortured). It should read as follows:

The Latent Psychic's base I.S.P. is his Mental Endurance (M.E.) attribute number x2, plus the roll of **1D4x10**. The total is the character's starting level of raw mental power.

As the psychic grows in experience, so too does his I.S.P., adding 1D6+1 I.S.P. per each level of experience, starting with level one.

The Natural or Master Psionic

H.U. 2 also short-changes the Master Psionic, and should read as follows:

The Master Psychic's base I.S.P. is his Mental Endurance (M.E.) attribute number x2, plus the roll of **2D6x10** (not 1D6x10 as listed). The total is the character's starting level of raw mental power.

Random Heroes with Psionic & Super Abilities

Players who use the random table: **The Number & Category of Super Abilities** (H.U. 2, page 226), can roll up superbeings who have both a super ability *and* psionic powers (86-00). Such characters are considered to be *Latent Psychics*, and must spend I.S.P. to use their psionic **ability(s)**.

Since they also possess one or more super abilities, the character does *not* gain new psionic abilities like the normal Latent Psychic (unless the G.M. thinks it is okay, and allows it, but be careful not to imbalance the game). However, I.S.P. does increase at a rate of 1D6+1 I.S.P. per each level of experience, starting with level one. Base (starting) I.S.P. is the M.E. number, **plus the roll of 1D6x10**.

The Achilles' Heel for Mega-Heroes

H.U. 2, page 183, **11-20 Vulnerability to Magic** should also include a penalty of **-1D4+1** to save vs magic of all kinds (spells, circles, potions, etc.).

Super Ability: Manipulate Kinetic Energy

H.U. 2, page 235; damage corrections.

Large Axes (battle, chopping types) should be 3D6 (not 2D6).

Throwing Axes should be 2D4 damage (not 1D6).

Bola should be 2D4 damage (not 1D6).

Discus, Metal should be 2D6 damage (not 1D6).

Discus, Metal with Blade Edges should be 3D6 damage (not 2D6).

and ... *Throwing Sticks* have a range of 120 ft (36.6 m)

Super Ability: Alter Physical Structure: Fire

H.U. 2, page 243, omissions from #7. Other Abilities & Bonuses:

- Fiery Aura adds 50 to S.D.C. while in the fire form.
- Maximum altitude for characters who can fly when transformed into flame is 2000 feet (610 m).

Recovery of S.D.C. for

Alter Physical Structure Powers

The extra S.D.C. provided by *any* of the Alter Physical Structure abilities recovers much more quickly than normal S.D.C.; roughly 4D6 S.D.C. points per every 10 minutes! This impressive rate of recovery applies only to those special S.D.C. gained from the altered state (metal, rock, ice, etc.). Ordinary physical S.D.C. and Hit Points recover at the normal rate for humans.

Coalition Navy Errata

Missing in Action!

Missing Skills

In Rifts®: **Coalition Navy**, page 33, in the description of the CS Navy Sailor O.C.C., certain MOS skills were referred to but the descriptions of these skills were accidentally omitted. These skills are as follows:

Naval Tactics: A basic understanding of the "military doctrine" of the navy in question (CS, Free Quebec, NGR, Nemo's New Navy, freebooters, etc.; each is a little different) and the naval military in general. It includes preferred methods of fighting (on both small scale engagements or full battles), seamen do's and don'ts, ship weapon systems, ship and naval power armor recognition, naval combat, strategies and tactics, and other basic naval procedures, military methods and operations.

In combat, a successful tactics roll will reveal the obvious and/or some hints as to the best way to approach a potential combat situation (like recognizing a potential attack because torpedo tubes are open, the best way to impair or scuttle a ship, ideal targets, evasive maneuvers, etc.). Otherwise, a successful roll will determine an accurate recognition of a naval vessel, use or reading of naval weapon system, proper execution of a naval tactic or maneuver, and proper procedure. **Base skill:** 30% +5% per level of experience.

Naval History is a basic historical knowledge of the oceans and seas of Rifts Earth and the beings that travel on and below them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately about the oceans and seas, and various aquatic creatures and beings.

Base skill: 30% +5% per level of experience.

Basic Cybernetics is similar to the M.D. in Cybernetics skill in the **Rifts® RPG**, page 28, but scaled down. This skill gives the character a basic knowledge of the function and application of various cybernetic mechanics, their structure, function and repair. This is best applied to external bionics and cybernetics such as a bionic arm, leg, eye, body armor, etc., to make "field repairs." The character can also make (or help make) repairs on loose, uninstalled implants. However, they are not Cyber-Docs and can *not* perform surgery to remove or install any internal cybernetics. Nor can they attach or detach bionic systems to the body. Repairs can only be made to the external *machine*, i.e. arm, hand, weapon, etc., not the attachment to the nerves or flesh and blood body. Likewise, the character cannot perform medical procedures of any kind, he's a basic cybernetic mechanic or assistant mechanic/Operator! **Base skill:** 25% +5% per level of experience. **Penalties:** -5% if the bionic part is attached to a living being. -10% if repairs are made **underfire** or other stressful conditions. -30% if of alien manufacture and design! **Requires:** Mechanical Engineer, Literacy and Advanced Mathematics skills.

Field Expedient Surgery is the same as the Field Surgery skill found on page 61 of the **Coalition War Campaign** book. **Base skill:** 16% + 4% per level of experience.

GR-155 Electromagnetic Howitzer

Rifts: **Coalition Navy™**, page 83, the description of the *CSS Chi-Town* is missing the stats for the *GR-155 Electromagnetic Howitzer!* Don't ask us how this happened, here's the stats:

This is a modern electromagnetic version of the **pre-Rifts** 155mm howitzer. Although this weapon lacks the range and sheer **firepower** of some larger cannons (like the C-406), its ease of handling and versatility make it a valuable support weapon of the CS navy. This cannon is mostly used to assist in landing operations both through shore bombardment and providing either

light or heavy cover (whichever is needed) for the landing troops, but will also be employed against enemy vessels.

Primary Purpose: Assault and Fire Support.

Secondary Purpose: Anti-Ship and monster.

Shell Type: Armor piercing shells are used for anti-ship combat and inflict 3D6x10 M.D. to a 10 foot (3 m) blast radius.

Plasma and Fragmentation shells are used for shore bombardment and inflict (respectively) **1D6x50** to a 50 foot (15.2 m) blast radius, and **2D4x10** M.D. to a 70 foot (21.3 m) blast radius!

Illumination shells will light up an area like flares and smoke shells will create clouds of vision-obscuring smoke over a **300 foot (91 m)** radius.

Mega-Damage: Varies with shell type as noted above.

Rate of Fire: 4 rounds per minute, maximum.

Effective Range: 18.7 miles (30 km)

Payload: 210 shells total. A standard load includes 90 armor piercing, 60 plasma, 30 fragmentation, and 15 each of illumination and smoke shells.

Strike Penalty: -3 to strike targets or target areas smaller than a truck.

Note: In addition to the shells listed above, chemical shells (fire **retardant**, tear gas, etc.) are sometimes employed. Newer shells (such as laser-guided and rocket-assisted) are in the experimental stages but are not yet available for front-line combat.

About Pirates & Water Skis

Coalition Navy™, page 113, the Pirate O.C.C.'s skills of Pilot water skis & water sleds is actually referring to two separate **skills**—both of which appear in **Coalition Navy**, page 28. These are Pilot: Water Skiing & Surfing and Pilot Water Scooters.

Miscellaneous Typos & Errata

Coalition War Campaign (1st printing), page 170, for the *C-42 Rail Gun Cluster Housing*, when all three guns are fired, they inflict 3D6x10 M.D., NOT 3D6x100 M.D.

Rifts® Underseas, page, 103, the mini-torpedo tubes for the *T-23 "Bottom Feeder" mini-sub* usually have a payload of 4-6 torpedoes per tube. They may be assigned more or less depending upon the nature of their current mission.

Rifts® Psyscape™, page 138, the *Zenith Moon Warper's M.A.* is 1D6+2. The "1D6+2—" was a typo.

Rifts® South America: One, page 81, the *Kittani Raptor Power Armor/Robot's* leap kick inflicts 6D6 M.D., not 6D6x10 M.D.

My Very First Correction

By Wayne Smith

Well, it was bound to happen eventually, we made a mistake. In the article entitled **Techno-Wizard Extravaganza** in *The Rifter* #2, a couple of the new weapons by Mark Sumimoto got a little screwed up. Here are the two items that were partially cut, reprinted in their entirety this time. Sorry folks.



TW Firedemon

By Mark Sumimoto

Imagine watching, frozen in fear, as a fiery, screaming demon blazes through the air towards you. Then imagine it wrapping around your body, its flames eating through your armor, as you struggle in vain to pull it from you. If you can visualize this, then you know what it feels like to be on the receiving end of the TW Firedemon. This vicious weapon is all the rage in the New West. The sight of this weapon in the hands of a **gun-slinger** is often enough to make even hardened veterans back down. In the Magic Zone, the Grim Reapers are buying them left and right and **Stormspire** can't seem to make enough of them. The basic **function** to this weapon is the same as a flamethrower. It launches a burst of fire that clings to its victim and continues to burn until used up or magically extinguished. The big selling point to it is that the flames, launched magically, take the appearance of a wailing banshee, mouth wide open and clawed fingers on outstretched arms. Seeing this weapon in action sends shivers up the onlooker's spine, but locks the victim in horror. Truly, this is a weapon designed with intimidation in mind. The magic is either built into a revolver or a flamethrower, depending on the buyer.

Initial P.P.E. cost: 250 for revolvers and 350 for flamethrowers.

Spells needed: Fire Globe (40), Fire Ball (10), Fuel Flame (5), Fly as the Eagle (25), Horror (10), and Horrific Illusion (10).

Physical Requirements: A ruby worth 2000 credits and either a gold plated revolver or a flamethrower with a gold plated nozzle.

Damage: 5D6 M.D. plus an additional 5D6 M.D. per melee for an additional 1D4 melee rounds. In addition, the target must save vs. horror factor 14 or higher or will lose one attack and the opportunity to dodge. Plus, being covered in the flames is distracting (to say the least), so the victim is -4 to parry and dodge further attacks while the burning continues.

Payload: Two for revolvers and ten for flamethrowers.

P.P.E. to recharge: 50 P.P.E. or 100 P.P.E. for two blasts. This means 250 P.P.E. or 500 I.S.P. must be spent to fully reload the flamethrower.

Time to build: 1D4 days

Market cost: 350,000 credits for the revolver and 450,000 credits for the flamethrower. Its popularity is through the roof and it is time-consuming to build.

TW Lightning Staff

By Mark Sumimoto

A heavier version of the **Lightning Rod**, this is an enchanted wooden staff with copper or silver caps at the top and bottom. On the top of the staff is an ornament shaped like a lightning bolt or some other design. The new trend is to use silver coated **pre-rifts** hood ornaments. The staff is able to cast up to four lightning bolts per melee and grants the user invulnerability to energy attacks. The **Lightning Staff** is popular among air warlocks and shifters. Its spectacular lightning effects are very intimidating and will cause beings who can be controlled by displays of power to cower in fear. The staff itself has 50 M.D.C. and can be used to parry hand to hand attacks from creatures with supernatural strength.

Initial P.P.E. cost: 500

Spells needed: Call **Lightning** (15), **Lightning Arc** (30), and **Ironwood** (50).

Physical Requirements: Wooden staff and silver or copper plating.

Damage: 6D6 M.D. at +2 to strike.

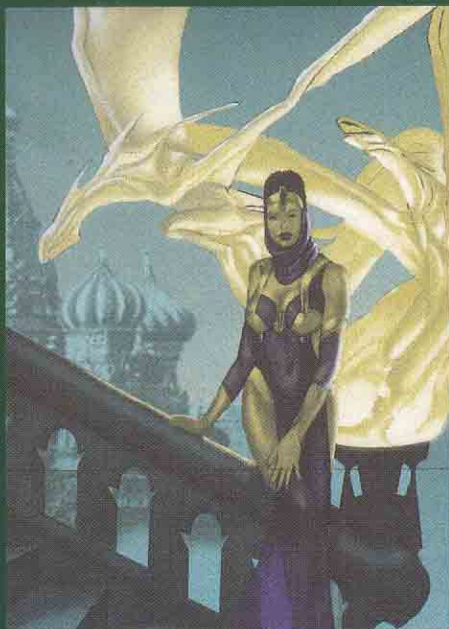
Duration: One melee per level of the user.

Range: 1000 feet to fire lightning bolts, self only for immunity for energy.

Cost to recharge: 30 P.P.E. or 60 I.S.P.

Time to build: 6D6 hours

Market cost: 125,000 credits



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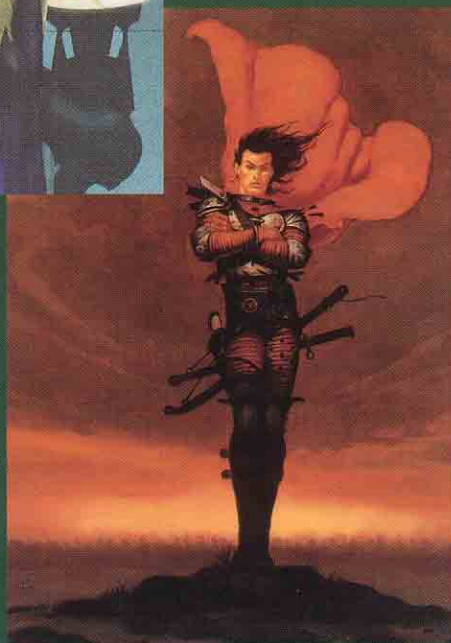
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